

# BATTLETECH<sup>®</sup>

RECORD SHEETS • 3095 & 3096<sup>™</sup>





# **BATTLETECH<sup>®</sup>**

**RECORD SHEETS • 3025 & 3026<sup>™</sup>**



**FASA CORPORATION**

## INTRODUCTION & CREDITS

This book contains more than 250 pages of filled-out record sheets for use with **BattleTech**. The record sheets in this volume cover the designs found in **Technical Readout: 3025** and **Technical Readout: 3026**, including major variants and alternate configurations. The Appendix provides an alphabetical list of the 'Mechs and vehicles included in this book, along with their C-bill costs and Combat Values.

### TECHNOLOGY BASE

Each record sheet contains a Technology Base field, intended as a reference for players to determine what type of equipment was used to construct the unit. The technology base becomes especially important in scenarios that call for restricted technology or a certain level of rules. A unit's technology base can be either Inner Sphere or Clan, followed by a given year. Each of the different technology bases is briefly described below.

#### Inner Sphere 3025

This technology base represents the reduced technology of the Succession Wars era, as well as the resource-poor armies of more modern times. Units appearing on record sheets marked 3025 or earlier are considered to use 3025 technology. Units with this technology base use only the weapons and equipment described in the basic **BattleTech** boxed game. Players may use them when playing the basic game, as well as in tournaments using Level 1 **BattleTech** rules.

#### Inner Sphere 3050, 3055, 3058

Generally referred to as 3050 technology, these technology bases represent both the "lostech" of the Star League era and the recovered technology of more recent years. Inner Sphere 3050, 3055, and 3058 units use the weapons and equipment described in the **BattleTech Compendium: The Rules of Warfare**, and can generally also be used with **CityTech, Second Edition**. These units are appropriate for tournaments calling for Level 2 **BattleTech** rules.

#### Clan 3050, 3055, 3058

Units with these technology bases use the advanced technology of the Clans as presented in the **BattleTech Compendium: The Rules of Warfare**, and can generally also be used with **CityTech, Second Edition**. These units are appropriate for tournaments calling for Level 2 **BattleTech** rules.

#### Level 3

This designation can be added to any technology base to denote the inclusion of optional Level 3 equipment. Rules for most of this equipment appear in the **BattleTech Tactical Handbook**; other publications such as **MechForce Quarterly** magazine and the out-of-print **MechWarrior** adventure **Unbound** also contain Level 3 equipment and rules. Units with Level 3 equipment are generally not appropriate for tournament play.

### 'MECH DESIGNER SOFTWARE

The BattleMech record sheets in this book were created using **'Mech Designer version 2.5dβ** for the Macintosh®. Players can use this software to create and edit their own 'Mech designs and print record sheets. Programmed by Tracy Kannarr of FMS Techniques, Inc., it is available from FASA via mail order for \$30.00 plus \$2.50 shipping and handling (\$5.00 shipping outside the continental U.S.). The software is currently only available in Macintosh® format.

### BATTLETECH RECORD SHEETS: 3025 & 3026

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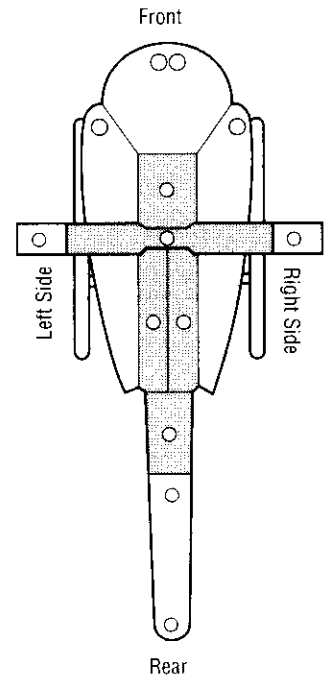
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# BATTLETECH®

## V.T.O.L. RECORD SHEET

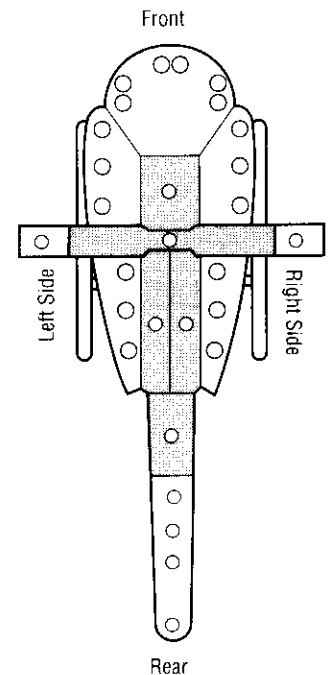
Unit Type: <b>FERRET Light Scout VTOL</b>				<b>Weapons Inventory</b>							<b>Elevation</b>		
Movement Type: <b>VTOL</b>	Cruising MP: <b>15</b>	Flank MP: <b>23</b>		#	Type	Loc.	Dam.	Min.	S	M	L	Turn	Elevation
Tonnage: <b>5</b>				1	Machine Gun	F	2	—	1	2	3	1	_____
Piloting Skill:	Technology Base:											2	_____
Gunnery Skill:	<b>Inner Sphere</b>											3	_____
	<b>3025</b>											4	_____
Cost: <b>46,764</b>												5	_____
<b>Ammo</b>												6	_____
Ammo Type	Rounds	Ammo Type	Rounds									7	_____
<b>MG</b>	<b>100</b>											8	_____
												9	_____
												10	_____
												11	_____
												12	_____
												13	_____
												14	_____
												15	_____
												16	_____
												17	_____
												18	_____
												19	_____
												20	_____
												21	_____
<b>Critical Damage</b>				<b>Body Inventory</b>									
Rotor Damaged <input type="checkbox"/>	Engine Hit <input type="checkbox"/>			1	Infantry (1 ton)	B	—	—	—	—	—		
Rotor Destroyed <input type="checkbox"/>				1	Cargo (.25 tons)	B	—	—	—	—	—		



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## V.T.O.L. RECORD SHEET

Unit Type: <b>FERRET (Armor Variant)</b>				<b>Weapons Inventory</b>							<b>Elevation</b>		
Movement Type: <b>VTOL</b>	Cruising MP: <b>15</b>	Flank MP: <b>23</b>		#	Type	Loc.	Dam.	Min.	S	M	L	Turn	Elevation
Tonnage: <b>5</b>				1	Machine Gun	F	2	—	1	2	3	1	_____
Piloting Skill:	Technology Base:											2	_____
Gunnery Skill:	<b>Inner Sphere</b>											3	_____
	<b>3025</b>											4	_____
Cost: <b>58,431</b>												5	_____
<b>Ammo</b>												6	_____
Ammo Type	Rounds	Ammo Type	Rounds									7	_____
<b>MG</b>	<b>100</b>											8	_____
												9	_____
												10	_____
												11	_____
												12	_____
												13	_____
												14	_____
												15	_____
												16	_____
												17	_____
												18	_____
												19	_____
												20	_____
												21	_____
<b>Critical Damage</b>				<b>Body Inventory</b>									
Rotor Damaged <input type="checkbox"/>	Engine Hit <input type="checkbox"/>			1	Cargo (.25 tons)	B	—	—	—	—	—		
Rotor Destroyed <input type="checkbox"/>													







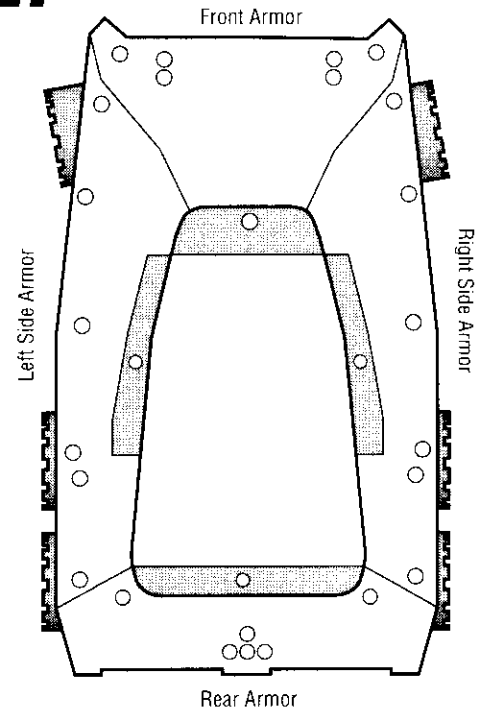
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## WHEELED VEHICLE RECORD SHEET

Unit Type: <b>SWIFT WIND Scout Car</b>			
Movement Type: <b>Wheeled</b>	Cruising MP: <b>10</b>	Flank MP: <b>15</b>	
Tonnage: <b>7.5</b>			
Driving Skill:	Technology Base:		
Gunnery Skill:	<b>Inner Sphere 3025</b>		
Cost: <b>82,948</b>			
<b>Ammo</b>			
Ammo Type	Rounds	Ammo Type	Rounds
<b>Critical Damage</b>			
Axle Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>
Wheel Destroyed	<input type="checkbox"/>		

Weapons Inventory						
#	Type	Loc.	Dam.	Min.	S	M L

Body Inventory						
1	Comm. Equipment	B	-	-	-	-



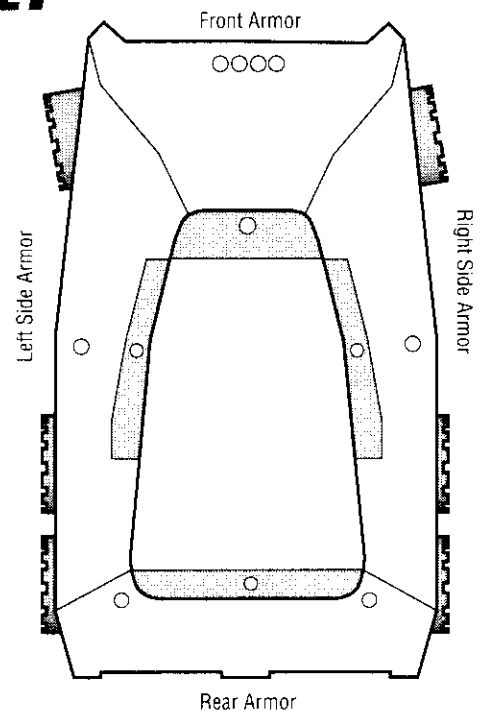
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## WHEELED VEHICLE RECORD SHEET

Unit Type: <b>SWIFT WIND (ICE Variant)</b>			
Movement Type: <b>Wheeled</b>	Cruising MP: <b>10</b>	Flank MP: <b>15</b>	
Tonnage: <b>7.5</b>			
Driving Skill:	Technology Base:		
Gunnery Skill:	<b>Inner Sphere 3025</b>		
Cost: <b>51,175</b>			
<b>Ammo</b>			
Ammo Type	Rounds	Ammo Type	Rounds
<b>Critical Damage</b>			
Axle Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>
Wheel Destroyed	<input type="checkbox"/>		

Weapons Inventory						
#	Type	Loc.	Dam.	Min.	S	M L

Body Inventory						
1	Comm. Equipment	B	-	-	-	-





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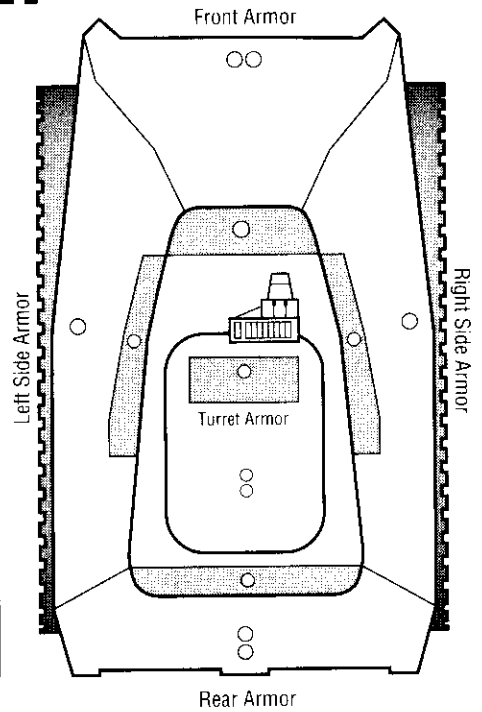
## TRACKED VEHICLE RECORD SHEET

Unit Type: <b>J-27 Ordnance Transport</b>			
Movement Type: <b>Tracked</b>	Cruising MP:	Flank MP:	
Tonnage: <b>10</b>	<b>5</b>	<b>8</b>	
Driving Skill:	Technology Base:		
Gunnery Skill:	<b>Inner Sphere 3025</b>		
Cost: <b>40,517</b>			
<b>Ammo</b>			
Ammo Type	Rounds	Ammo Type	Rounds
<b>MG</b>	<b>200</b>		
<b>Critical Damage</b>			
Drive Damaged	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>
Track Destroyed	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>

Weapons Inventory							
#	Type	Loc.	Dam.	Min.	S	M	L
1	Machine Gun	T	2	-	1	2	3

Body Inventory			
#	Cargo (3 tons)	B	
1	Cargo (3 tons)	B	- - - -

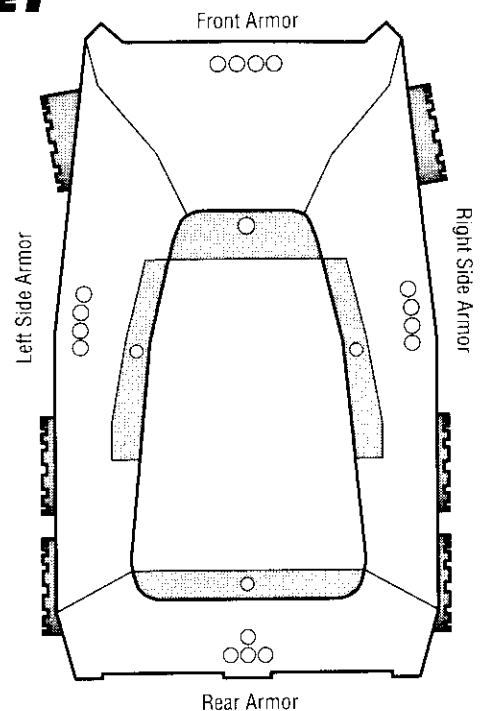


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## WHEELED VEHICLE RECORD SHEET

Unit Type: <b>J-27 (Trailer)</b>			
Movement Type: <b>Wheeled</b>	Cruising MP:	Flank MP:	
Tonnage: <b>10</b>	-	-	
Driving Skill:	Technology Base:		
Gunnery Skill:	<b>Inner Sphere 3025</b>		
Cost: <b>21,000</b>			
<b>Ammo</b>			
Ammo Type	Rounds	Ammo Type	Rounds
<b>Critical Damage</b>			
Axle Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>
Wheel Destroyed	<input type="checkbox"/>		

Weapons Inventory							
#	Type	Loc.	Dam.	Min.	S	M	L
1	Cargo (8 tons)	B	-	-	-	-	-



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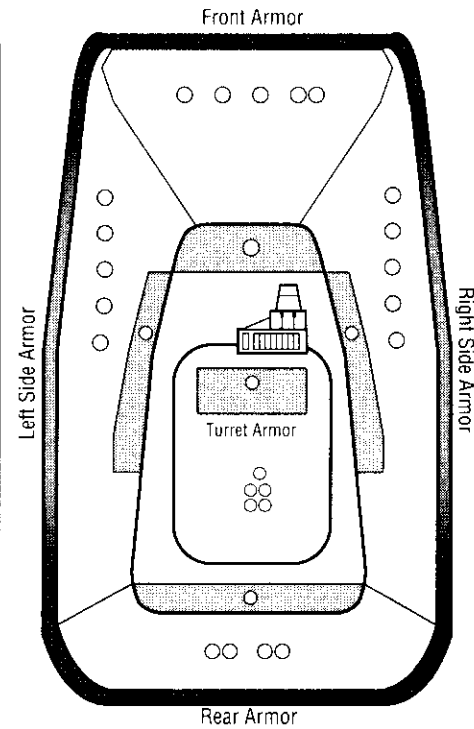
## HOVERCRAFT RECORD SHEET

Unit Type: <b>APC (Hover)</b>			
Movement Type: <b>Hover</b>		Cruising MP:	Flank MP:
Tonnage: <b>10</b>		<b>10</b>	<b>15</b>
Driving Skill:		Technology Base:	
Gunnery Skill:		<b>Inner Sphere</b>	
		<b>3025</b>	
Cost: <b>87,600</b>			
<b>Ammo</b>			
Ammo Type	Rounds	Ammo Type	Rounds
<b>MG</b>	<b>100</b>		
<b>Critical Damage</b>			
Airskirt Damaged	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>
Lift Fan Destroyed	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>

Weapons Inventory							
#	Type	Loc.	Dam.	Min.	S	M	L
2	Machine Gun	T	2	—	1	2	3

Body Inventory							
#	Type	Loc.	Dam.	Min.	S	M	L
1	Infantry (1 ton)	B	—	—	—	—	—



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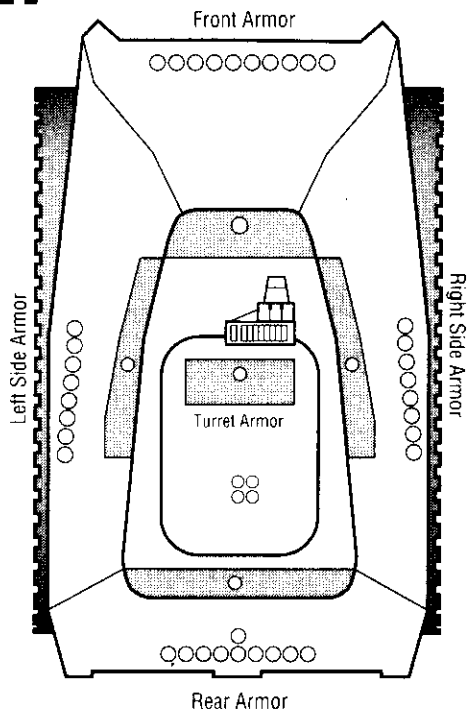
## TRACKED VEHICLE RECORD SHEET

Unit Type: <b>APC (Tracked)</b>			
Movement Type: <b>Tracked</b>		Cruising MP:	Flank MP:
Tonnage: <b>10</b>		<b>6</b>	<b>9</b>
Driving Skill:		Technology Base:	
Gunnery Skill:		<b>Inner Sphere</b>	
		<b>3025</b>	
Cost: <b>64,350</b>			
<b>Ammo</b>			
Ammo Type	Rounds	Ammo Type	Rounds
<b>MG</b>	<b>200</b>		
<b>Critical Damage</b>			
Drive Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>
Track Destroyed	<input type="checkbox"/>		

Weapons Inventory							
#	Type	Loc.	Dam.	Min.	S	M	L
1	Machine Gun	T	2	—	1	2	3

Body Inventory							
#	Type	Loc.	Dam.	Min.	S	M	L
1	Infantry (1 ton)	B	—	—	—	—	—





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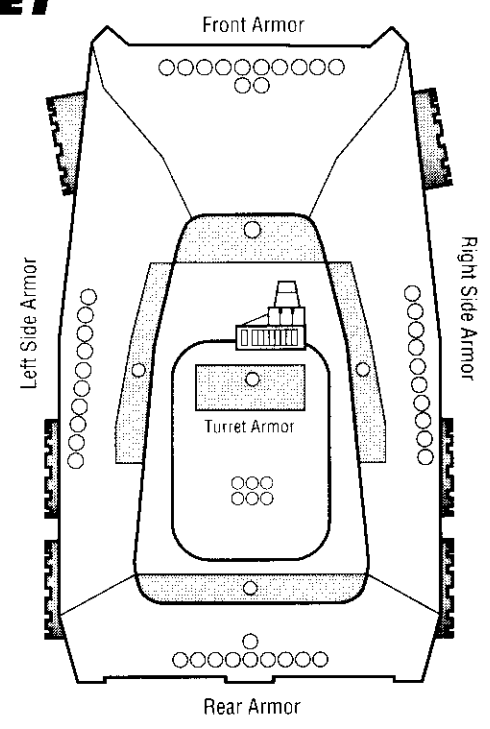
## WHEELED VEHICLE RECORD SHEET

Unit Type: <b>APC ( Wheeled )</b>			
Movement Type: <b>Wheeled</b>		Cruising MP: <b>6</b>	Flank MP: <b>9</b>
Tonnage: <b>10</b>			
Driving Skill:		Technology Base:	
Gunnery Skill:		<b>Inner Sphere 3025</b>	
Cost: <b>68,425</b>			
<b>Ammo</b>			
Ammo Type	Rounds	Ammo Type	Rounds
MG	200		
<b>Critical Damage</b>			
Axle Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>
Wheel Destroyed	<input type="checkbox"/>		

Weapons Inventory							
#	Type	Loc.	Dam.	Min.	S	M	L
2	Machine Gun	T	2	-	1	2	3

Body Inventory							
#	Type	Loc.	Dam.	Min.	S	M	L
1	Infantry (1 ton)	B	-	-	-	-	-



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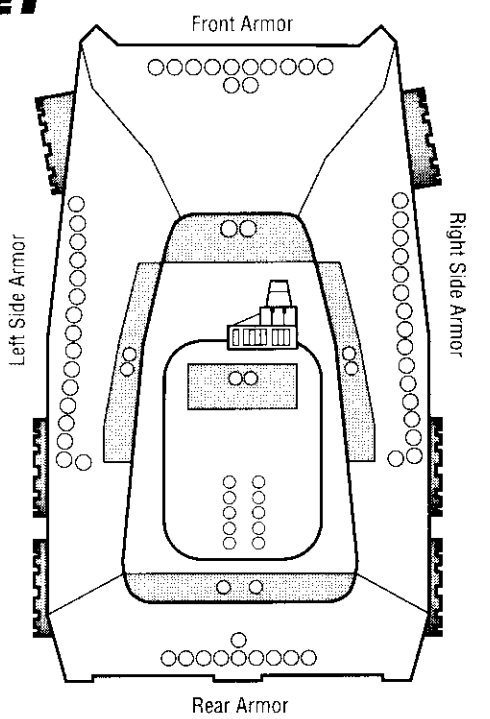
## WHEELED VEHICLE RECORD SHEET

Unit Type: <b>MASH Truck</b>			
Movement Type: <b>Wheeled</b>		Cruising MP: <b>5</b>	Flank MP: <b>8</b>
Tonnage: <b>20</b>			
Driving Skill:		Technology Base:	
Gunnery Skill:		<b>Inner Sphere 3025</b>	
Cost: <b>304,333</b>			
<b>Ammo</b>			
Ammo Type	Rounds	Ammo Type	Rounds
<b>Critical Damage</b>			
Axle Damaged	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>
Wheel Destroyed	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>

Weapons Inventory							
#	Type	Loc.	Dam.	Min.	S	M	L
2	Small Laser	T	3	-	1	2	3

Body Inventory							
#	Type	Loc.	Dam.	Min.	S	M	L
1	Hospital Equipment	B	-	-	-	-	-



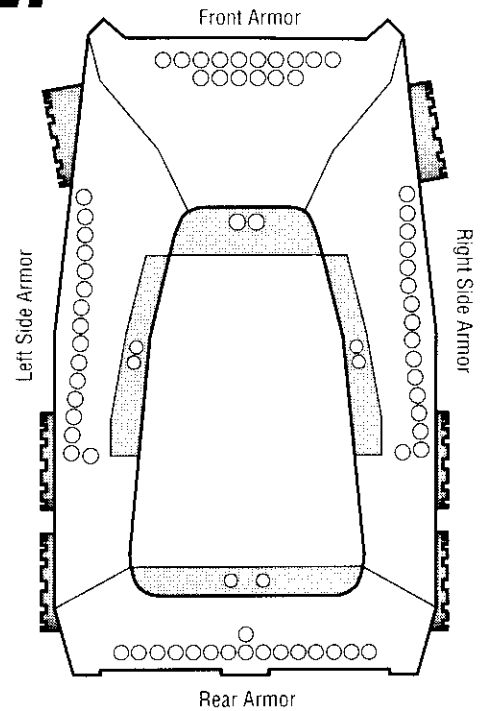
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## WHEELED VEHICLE RECORD SHEET

Unit Type: <b>PKR-T5 PACKRAT LRPV</b>			
Movement Type: <b>Wheeled</b>	Cruising MP: <b>7</b>	Flank MP: <b>11</b>	
Tonnage: <b>20</b>			
Driving Skill:	Technology Base:		
Gunnery Skill:	<b>Inner Sphere</b>		
Cost: <b>408,650</b>			
<b>Ammo</b>			
Ammo Type	Rounds	Ammo Type	Rounds
SRM 6	30		
<b>Critical Damage</b>			
Axle Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>
Wheel Destroyed	<input type="checkbox"/>		

Weapons Inventory							
#	Type	Loc.	Dam.	Mr.	S	M	L
1	SRM 6	F	2/hit	—	1-3	4-6	7-9
1	Flamer (Vehicle)	R	2	—	1	2	3

Body Inventory			
#	Infr.	1 ton	B
1	Infr.	1 ton	B



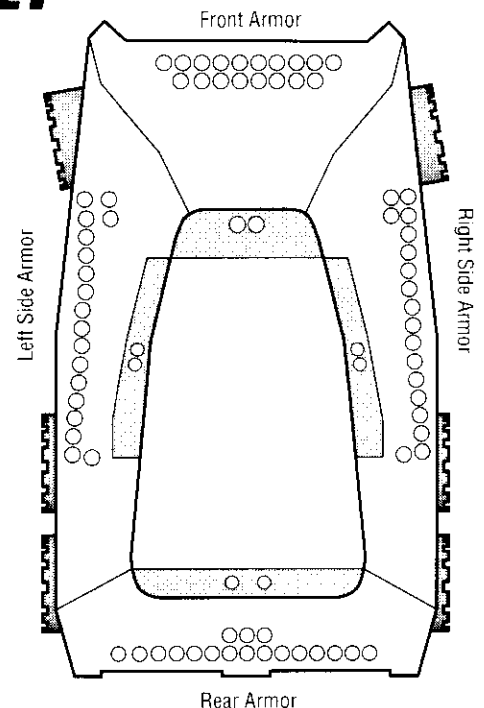
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## WHEELED VEHICLE RECORD SHEET

Unit Type: <b>SKULKER Wheeled Scout Tank</b>			
Movement Type: <b>Wheeled</b>	Cruising MP: <b>7</b>	Flank MP: <b>11</b>	
Tonnage: <b>20</b>			
Driving Skill:	Technology Base:		
Gunnery Skill:	<b>Inner Sphere</b>		
Cost: <b>183,700</b>			
<b>Ammo</b>			
Ammo Type	Rounds	Ammo Type	Rounds
<b>Critical Damage</b>			
Axle Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>
Wheel Destroyed	<input type="checkbox"/>		

Weapons Inventory							
#	Type	Loc.	Dam.	Min.	S	M	L
1	Medium Laser	F	5	—	1-3	4-6	7-9

Body Inventory			
#	Sensors	B	
1	Sensors	B	

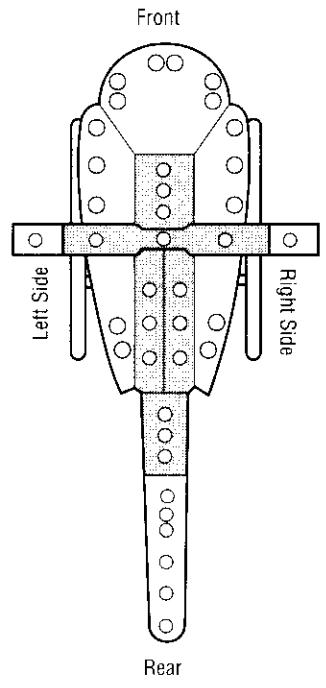




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## V.T.O.L. RECORD SHEET

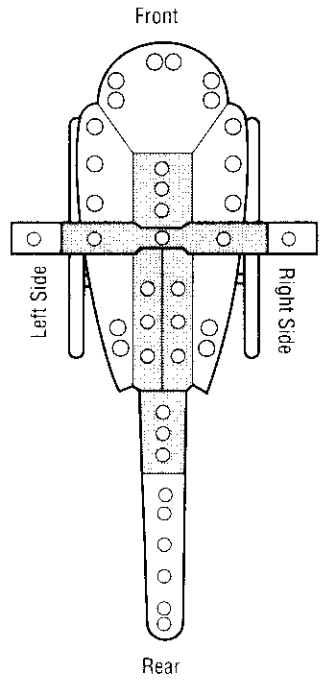
Unit Type: <b>WARRIOR H-7 Attack Helicopter</b>			<b>Weapons Inventory</b>							<b>Elevation</b>		
Movement Type: <b>VTOL</b>	Cruising MP: <b>10</b>	Flank MP: <b>15</b>	#	Type	Loc.	Dam.	Min.	S	M	L	Turn	Elevation
Tonnage: <b>21</b>			1	Autocannon/2	F	2	4	1-8	9-16	17-24	1	_____
Piloting Skill:	Technology Base:		1	SRM 4	F	2/hit	—	1-3	4-6	7-9	2	_____
Gunnery Skill:	<b>Inner Sphere</b>										3	_____
	<b>3025</b>										4	_____
Cost: <b>544,850</b>											5	_____
<b>Ammo</b>											6	_____
Ammo Type	Rounds	Ammo Type	Rounds								7	_____
AC/2	45										8	_____
SRM4	25										9	_____
<b>Critical Damage</b>											10	_____
Rotor Damaged <input type="checkbox"/>	Engine Hit <input type="checkbox"/>										11	_____
Rotor Destroyed <input type="checkbox"/>											12	_____
											13	_____
											14	_____
											15	_____
											16	_____
											17	_____
											18	_____
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											20	_____
											21	_____



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## V.T.O.L. RECORD SHEET

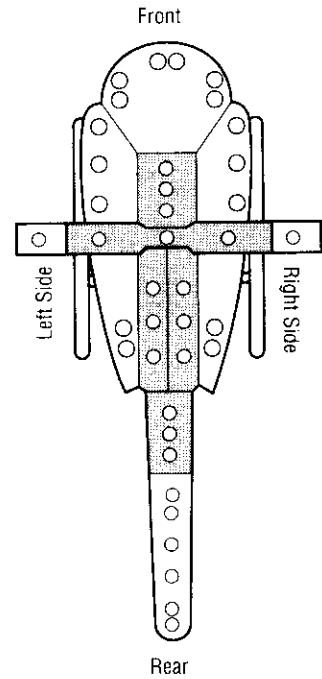
Unit Type: <b>WARRIOR H-7A</b>			<b>Weapons Inventory</b>							<b>Elevation</b>		
Movement Type: <b>VTOL</b>	Cruising MP: <b>10</b>	Flank MP: <b>15</b>	#	Type	Loc.	Dam.	Min.	S	M	L	Turn	Elevation
Tonnage: <b>21</b>			1	Autocannon/5	F	5	3	1-6	7-12	13-18	1	_____
Piloting Skill:	Technology Base:		1	Machine Gun	F	2	—	1	2	3	2	_____
Gunnery Skill:	<b>Inner Sphere</b>										3	_____
	<b>3025</b>										4	_____
Cost: <b>497,250</b>											5	_____
<b>Ammo</b>											6	_____
Ammo Type	Rounds	Ammo Type	Rounds								7	_____
AC/5	20										8	_____
MG	100										9	_____
<b>Critical Damage</b>											10	_____
Rotor Damaged <input type="checkbox"/>	Engine Hit <input type="checkbox"/>										11	_____
Rotor Destroyed <input type="checkbox"/>											12	_____
											13	_____
											14	_____
											15	_____
											16	_____
											17	_____
											18	_____
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											20	_____
											21	_____



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## V.T.O.L. RECORD SHEET

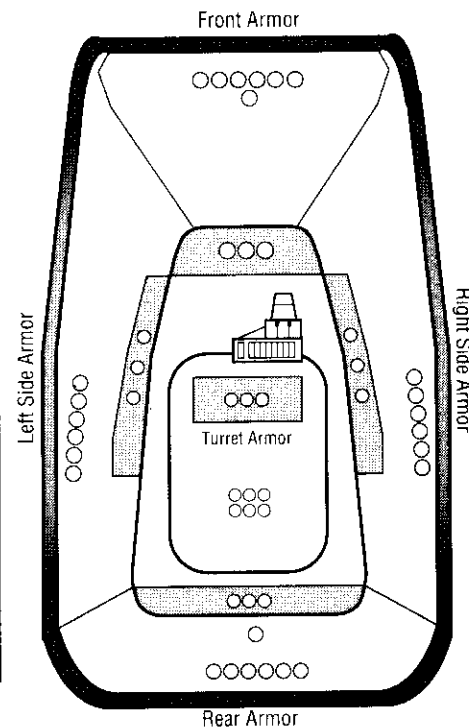
Unit Type: <b>WARRIOR H-7C</b>			<b>Weapons Inventory</b>							<b>Elevation</b>		
Movement Type: <b>VTOL</b>	Cruising MP: <b>10</b>	Flank MP: <b>15</b>	#	Type	Loc.	Dam.	Min.	S	M	L	Turn	Elevation
Tonnage: <b>21</b>			1	LRM 10	F	1/hit	6	1-7	8-14	15-21	1	_____
Piloting Skill:	Technology Base:		1	SRM 4	F	2/hit	—	1-3	4-6	7-9	2	_____
Gunnery Skill:	<b>Inner Sphere</b>										3	_____
Cost: <b>687,650</b>		<b>3025</b>									4	_____
<b>Ammo</b>											5	_____
Ammo Type	Rounds	Ammo Type	Rounds								6	_____
LRM 10	24										7	_____
SRM 4	25										8	_____
<b>Critical Damage</b>				<b>Body Inventory</b>								
Rotor Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>								9	_____
Rotor Destroyed	<input type="checkbox"/>										10	_____
											11	_____
											12	_____
											13	_____
											14	_____
											15	_____
											16	_____
											17	_____
											18	_____
											19	_____
											20	_____
											21	_____



# BATTLETECH®

## HOVERCRAFT RECORD SHEET

Unit Type: <b>HARASSER Missile Platform</b>			<b>Weapons Inventory</b>							
Movement Type: <b>Hover</b>	Cruising MP: <b>10</b>	Flank MP: <b>15</b>	#	Type	Loc.	Dam.	Min.	S	M	L
Tonnage: <b>25</b>			2	SRM 6	T	2/hit	—	1-3	4-6	7-9
Driving Skill:	Technology Base:									
Gunnery Skill:	<b>Inner Sphere</b>									
Cost: <b>561,750</b>		<b>3025</b>								
<b>Ammo</b>				<b>Body Inventory</b>						
Ammo Type	Rounds	Ammo Type	Rounds							
SRM 6	30									
<b>Critical Damage</b>										
Airskirt Damaged	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>							
Lift Fan Destroyed	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>							





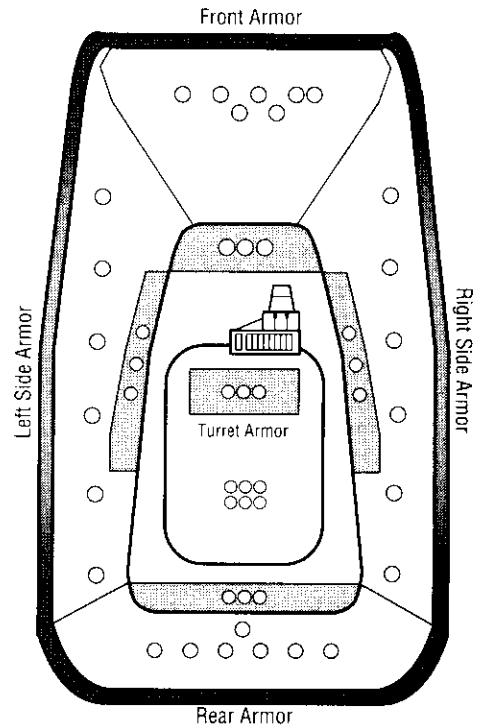
# BATTLETECH®

## HOVERCRAFT RECORD SHEET

Unit Type: <b>HARASSER (Laser Variant )</b>			
Movement Type: <b>Hover</b>	Cruising MP: <b>10</b>	Flank MP: <b>15</b>	
Tonnage: <b>25</b>			
Driving Skill:	Technology Base: <b>Inner Sphere 3025</b>		
Gunnery Skill:			
Cost: <b>381,750</b>			
<b>Ammo</b>			
Ammo Type	Rounds	Ammo Type	Rounds
<b>Critical Damage</b>			
Airskirt Damaged <input type="checkbox"/>	Turret Locked <input type="checkbox"/>		
Lift Fan Destroyed <input type="checkbox"/>	Engine Hit <input type="checkbox"/>		

Weapons Inventory							
#	Type	Loc.	Dam.	Min.	S	M	L
2	Medium Laser	5	-	1-3	4-6	7-9	

**Body Inventory**



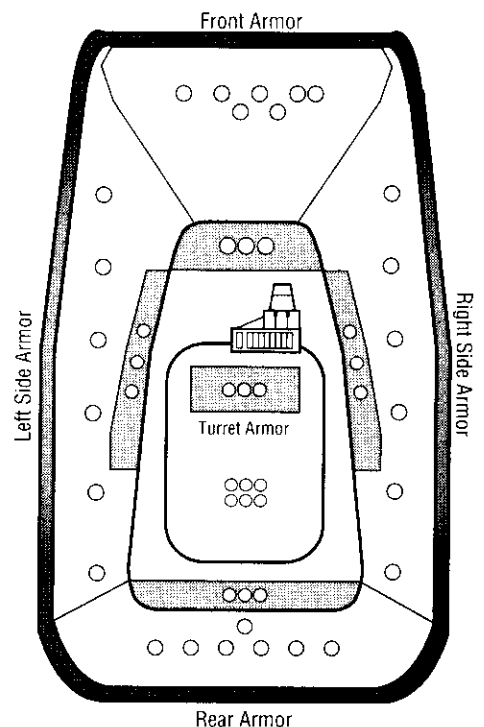
# BATTLETECH®

## HOVERCRAFT RECORD SHEET

Unit Type: <b>HARASSER (LRM Variant )</b>			
Movement Type: <b>Hover</b>	Cruising MP: <b>10</b>	Flank MP: <b>15</b>	
Tonnage: <b>25</b>			
Driving Skill:	Technology Base: <b>Inner Sphere 3025</b>		
Gunnery Skill:			
Cost: <b>528,750</b>			
<b>Ammo</b>			
Ammo Type	Rounds	Ammo Type	Rounds
LRM 10	36		
<b>Critical Damage</b>			
Airskirt Damaged <input type="checkbox"/>	Turret Locked <input type="checkbox"/>		
Lift Fan Destroyed <input type="checkbox"/>	Engine Hit <input type="checkbox"/>		

Weapons Inventory							
#	Type	Loc.	Dam.	Min.	S	M	L
1	LRM 10	T	1/hit	6	1-7	8-14	15-21

**Body Inventory**



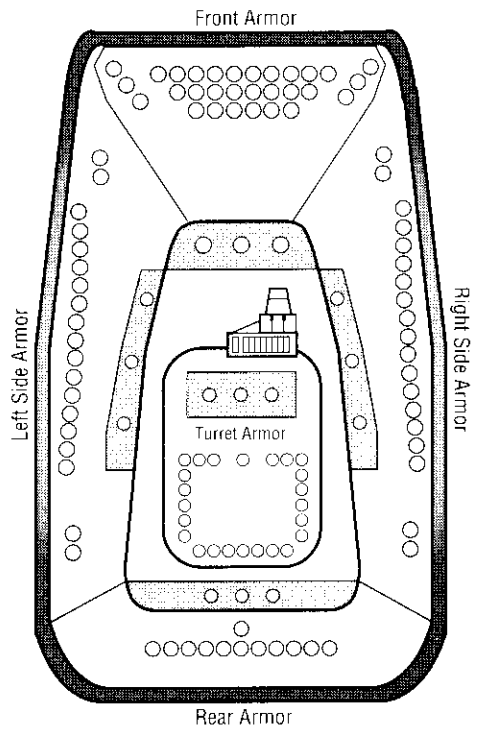
# BATTLETECH<sup>®</sup>

## HOVERCRAFT RECORD SHEET

Unit Type: <b>J. EDGAR Light Hover Tank</b>			
Movement Type: <b>Hover</b>	Cruising MP: <b>11</b>	Flank MP: <b>17</b>	
Tonnage: <b>25</b>			
Driving Skill:	Technology Base: <b>Inner Sphere 3025</b>		
Gunnery Skill:			
Cost: <b>729,250</b>			
Ammo			
Ammo Type	Rounds	Ammo Type	Rounds
<b>SRM 2</b>	<b>50</b>		
Critical Damage			
Airskirt Damaged	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>
Lift Fan Destroyed	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>

Weapons Inventory							
#	Type	Loc.	Dam.	Min.	S	M	L
2	SRM 2	T	2/hit	—	1-3	4-6	7-9
1	Medium Laser	T	5	—	1-3	4-6	7-9

**Body Inventory**



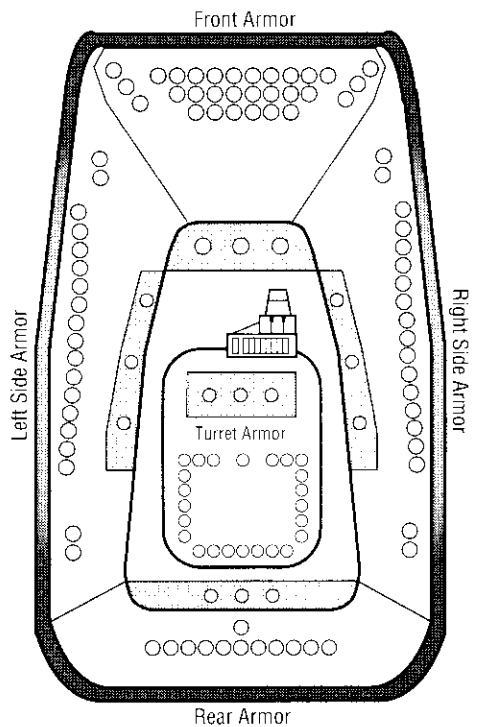
# BATTLETECH<sup>®</sup>

## HOVERCRAFT RECORD SHEET

Unit Type: <b>J. EDGAR ( MG Variant )</b>			
Movement Type: <b>Hover</b>	Cruising MP: <b>11</b>	Flank MP: <b>17</b>	
Tonnage: <b>25</b>			
Driving Skill:	Technology Base: <b>Inner Sphere 3025</b>		
Gunnery Skill:			
Cost: <b>690,250</b>			
Ammo			
Ammo Type	Rounds	Ammo Type	Rounds
<b>MG</b>	<b>200</b>		
Critical Damage			
Airskirt Damaged	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>
Lift Fan Destroyed	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>

Weapons Inventory							
#	Type	Loc.	Dam.	Min.	S	M	L
4	Machine Gun	T	2	—	1	2	3
1	Medium Laser	T	5	—	1-3	4-6	7-9

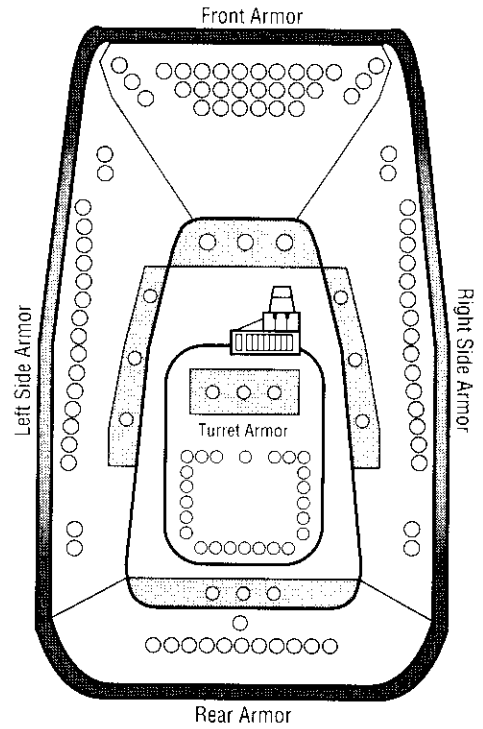
**Body Inventory**



# BATTLETECH®

## HOVERCRAFT RECORD SHEET

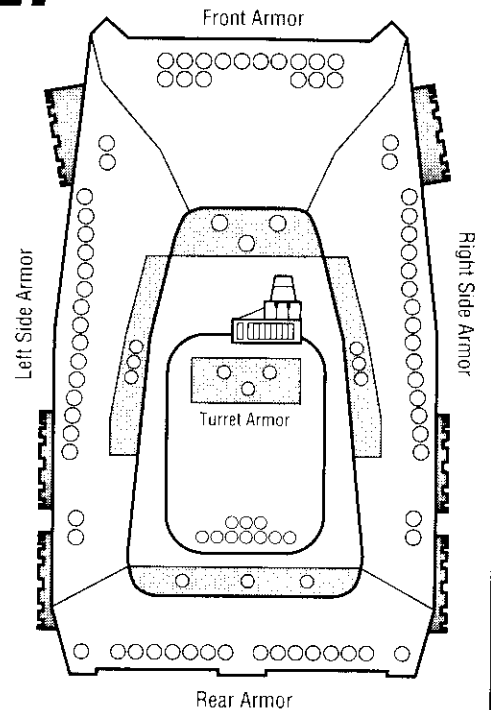
Unit Type: <b>J. EDGAR (Flamer Variant)</b>																											
Movement Type: <b>Hover</b>	Cruising MP: <b>11</b>	Flank MP: <b>17</b>	<b>Weapons Inventory</b> <table border="1"> <thead> <tr> <th>#</th> <th>Type</th> <th>Loc.</th> <th>Dam</th> <th>Min.</th> <th>S</th> <th>M</th> <th>L</th> </tr> </thead> <tbody> <tr> <td>2</td> <td>Flamer (Vehicle)</td> <td>T</td> <td>2</td> <td>—</td> <td>1</td> <td>2</td> <td>3</td> </tr> <tr> <td>1</td> <td>Medium Laser</td> <td>T</td> <td>5</td> <td>—</td> <td>1-3</td> <td>4-6</td> <td>7-9</td> </tr> </tbody> </table>	#	Type	Loc.	Dam	Min.	S	M	L	2	Flamer (Vehicle)	T	2	—	1	2	3	1	Medium Laser	T	5	—	1-3	4-6	7-9
#	Type	Loc.		Dam	Min.	S	M	L																			
2	Flamer (Vehicle)	T		2	—	1	2	3																			
1	Medium Laser	T		5	—	1-3	4-6	7-9																			
Tonnage: <b>25</b>																											
Driving Skill:	Technology Base:																										
Gunnery Skill:	<b>Inner Sphere 3025</b>																										
Cost: <b>681,250</b>																											
<b>Ammo</b>																											
Ammo Type	Rounds	Ammo Type	Rounds																								
FLAMER	40																										
<b>Critical Damage</b>																											
Airskirt Damaged <input type="checkbox"/>	Turret Locked <input type="checkbox"/>																										
Lift Fan Destroyed <input type="checkbox"/>	Engine Hit <input type="checkbox"/>																										



# BATTLETECH®

## WHEELED VEHICLE RECORD SHEET

Unit Type: <b>MOBILE HEADQUARTERS</b>																																			
Movement Type: <b>Wheeled</b>	Cruising MP: <b>6</b>	Flank MP: <b>9</b>	<b>Weapons Inventory</b> <table border="1"> <thead> <tr> <th>#</th> <th>Type</th> <th>Loc.</th> <th>Dam</th> <th>Min.</th> <th>S</th> <th>M</th> <th>L</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>Medium Laser</td> <td>T</td> <td>5</td> <td>—</td> <td>1-3</td> <td>4-6</td> <td>7-9</td> </tr> <tr> <td colspan="8" style="text-align: center;"><b>Body Inventory</b></td> </tr> <tr> <td>1</td> <td>Comm. Equipment</td> <td>B</td> <td>—</td> <td>—</td> <td>—</td> <td>—</td> <td>—</td> </tr> </tbody> </table>	#	Type	Loc.	Dam	Min.	S	M	L	1	Medium Laser	T	5	—	1-3	4-6	7-9	<b>Body Inventory</b>								1	Comm. Equipment	B	—	—	—	—	—
#	Type	Loc.		Dam	Min.	S	M	L																											
1	Medium Laser	T		5	—	1-3	4-6	7-9																											
<b>Body Inventory</b>																																			
1	Comm. Equipment	B	—	—	—	—	—																												
Tonnage: <b>25</b>																																			
Driving Skill:	Technology Base:																																		
Gunnery Skill:	<b>Inner Sphere 3025</b>																																		
Cost: <b>477,188</b>																																			
<b>Ammo</b>																																			
Ammo Type	Rounds	Ammo Type	Rounds																																
<b>Critical Damage</b>																																			
Axle Damaged <input type="checkbox"/>	Turret Locked <input type="checkbox"/>																																		
Wheel Destroyed <input type="checkbox"/>	Engine Hit <input type="checkbox"/>																																		



# BATTLETECH®

## TRACKED VEHICLE RECORD SHEET

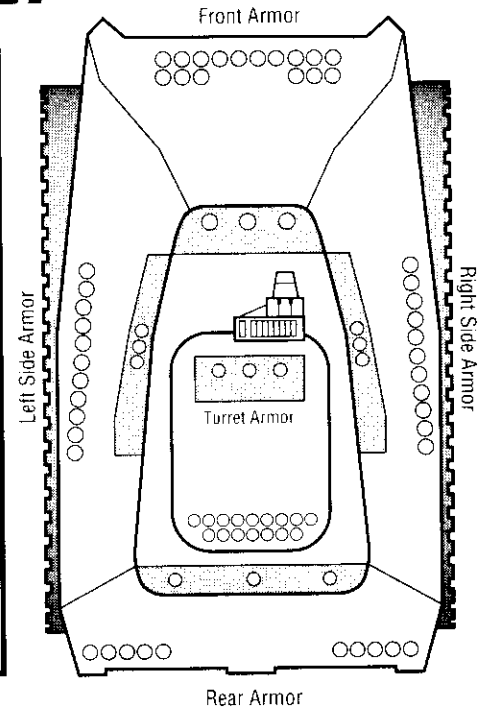
Unit Type: <b>SCORPION Light Tank</b>		
Movement Type: <b>Tracked</b>	Cruising MP: <b>4</b>	Flank MP: <b>6</b>
Tonnage: <b>25</b>		
Driving Skill:	Technology Base:	
Gunnery Skill:	<b>Inner Sphere 3025</b>	
Cost: <b>327,083</b>		

Ammo			
Ammo Type	Rounds	Ammo Type	Rounds
AC/S	20		
MG	100		

Critical Damage			
Drive Damaged	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>
Track Destroyed	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>

Weapons Inventory							
#	Type	Loc.	Dam	Min	S	M	L
1	Autocannon/5	T	5	3	1-6	7-12	13-18
1	Machine Gun	F	2	-	1	2	3

**Body Inventory**



# BATTLETECH®

## TRACKED VEHICLE RECORD SHEET

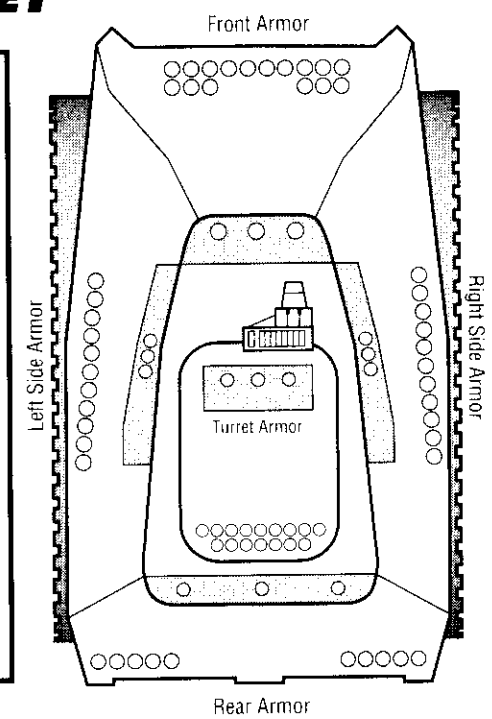
Unit Type: <b>SCORPION (SRM Variant)</b>		
Movement Type: <b>Tracked</b>	Cruising MP: <b>4</b>	Flank MP: <b>6</b>
Tonnage: <b>25</b>		
Driving Skill:	Technology Base:	
Gunnery Skill:	<b>Inner Sphere 3025</b>	
Cost: <b>466,458</b>		

Ammo			
Ammo Type	Rounds	Ammo Type	Rounds
SRM 6	45		
MG	100		

Critical Damage			
Drive Damaged	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>
Track Destroyed	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>

Weapons Inventory							
#	Type	Loc.	Dam	Min	S	M	L
2	SRM 6	T	2/hit	-	1-3	4-6	7-9
1	Machine Gun	F	2	-	1	2	3

**Body Inventory**





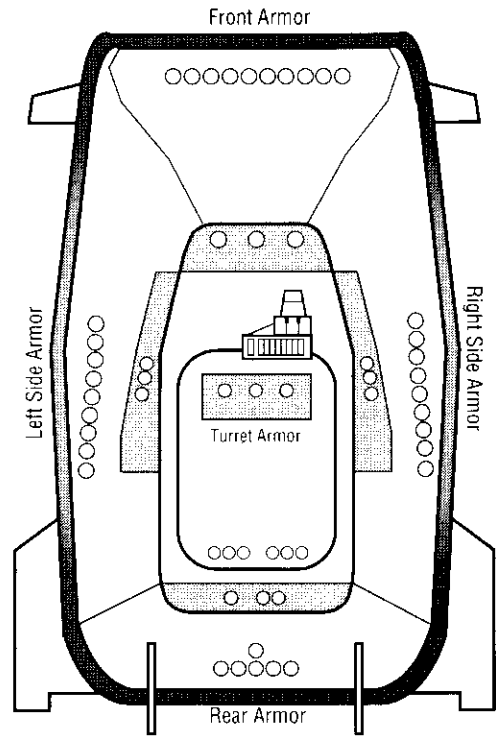
# BATTLETECH®

## HYDROFOIL RECORD SHEET

Unit Type: <b>SEA SKIMMER Hydrofoil</b>			
Movement Type: <b>Hydrofoil</b>	Cruising MP: <b>12</b>	Flank MP: <b>18</b>	
Tonnage: <b>25</b>			
Driving Skill:	Technology Base: <b>Inner Sphere 3025</b>		
Gunnery Skill:			
Cost: <b>371,333</b>			
<b>Ammo</b>			
Ammo Type	Rounds	Ammo Type	Rounds
<b>SRM 4</b>	<b>25</b>		
<b>MG</b>	<b>100</b>		
<b>Critical Damage</b>			
Airskirt Damaged <input type="checkbox"/>	Turret Locked <input type="checkbox"/>		
Lift Fan Destroyed <input type="checkbox"/>	Engine Hit <input type="checkbox"/>		

Weapons Inventory							
#	Type	Loc.	Dam.	Min.	S	M	L
1	SRM 4	T	2/hit	—	1-3	4-6	7-9
1	Machine Gun	RS	2	—	1	2	3
1	Machine Gun	LS	2	—	1	2	3
1	Machine Gun	R	2	—	1	2	3

**Body Inventory**



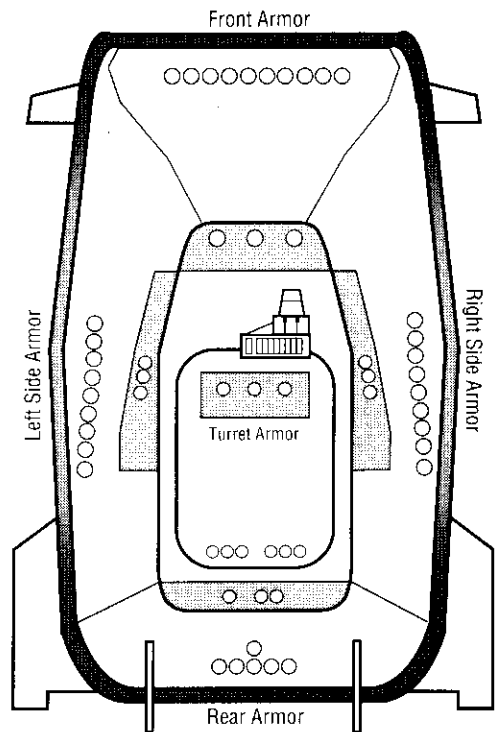
# BATTLETECH®

## HYDROFOIL RECORD SHEET

Unit Type: <b>SEA SKIMMER (SRM 2 Variant)</b>			
Movement Type: <b>Hydrofoil</b>	Cruising MP: <b>12</b>	Flank MP: <b>18</b>	
Tonnage: <b>25</b>			
Driving Skill:	Technology Base: <b>Inner Sphere 3025</b>		
Gunnery Skill:			
Cost: <b>324,000</b>			
<b>Ammo</b>			
Ammo Type	Rounds	Ammo Type	Rounds
<b>SRM 2</b>	<b>50</b>		
<b>Critical Damage</b>			
Airskirt Damaged <input type="checkbox"/>	Turret Locked <input type="checkbox"/>		
Lift Fan Destroyed <input type="checkbox"/>	Engine Hit <input type="checkbox"/>		

Weapons Inventory							
#	Type	Loc.	Dam.	Min.	S	M	L
2	SRM 2	T	2/hit	—	1-3	4-6	7-9
1	SRM 2	RS	2/hit	—	1-3	4-6	7-9
1	SRM 2	LS	2/hit	—	1-3	4-6	7-9

**Body Inventory**



# BATTLETECH®

## WHEELED VEHICLE RECORD SHEET

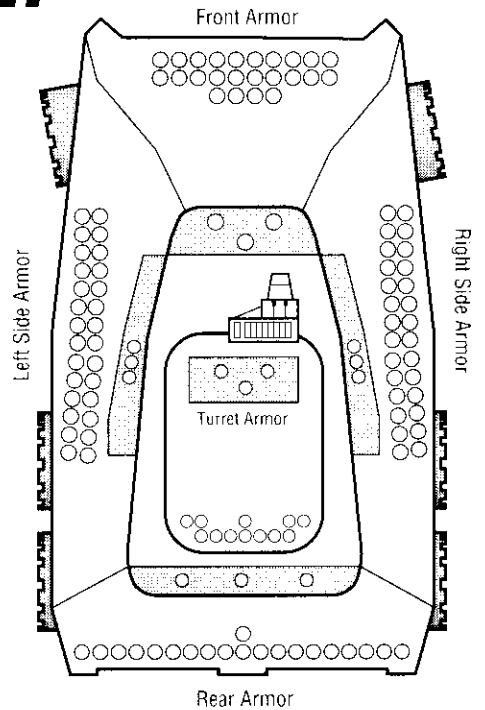
Unit Type: <b>COOLANT TRUCK 135-K</b>			
Movement Type: <b>Wheeled</b>	Cruising MP: <b>4</b>	Flank MP: <b>6</b>	
Tonnage: <b>30</b>			
Driving Skill:	Technology Base: <b>Inner Sphere 3025</b>		
Gunnery Skill:			
Cost: <b>212,175</b>			
<b>Ammo</b>			
Ammo Type	Rounds	Ammo Type	Rounds
FLAMER	40		
<b>Critical Damage</b>			
Axle Damaged <input type="checkbox"/>	Turret Locked <input type="checkbox"/>		
Wheel Destroyed <input type="checkbox"/>	Engine Hit <input type="checkbox"/>		

**Weapons Inventory**

#	Type	Loc.	Dam.	Min.	S	M	L
2	Flamer (Vehicle)	T	2	—	1	2	3

**Body Inventory**

1	Coolant (9 tons)	R	—	—	—	—	—
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# BATTLETECH®

## TRACKED VEHICLE RECORD SHEET

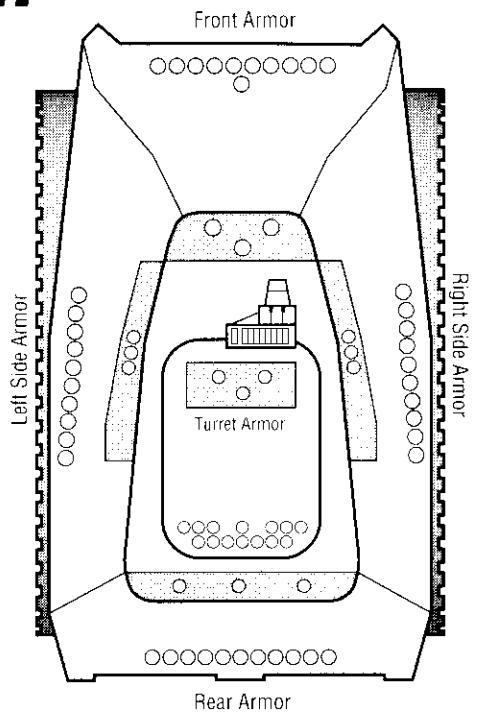
Unit Type: <b>GALLEON Light Tank GAL-100</b>			
Movement Type: <b>Tracked</b>	Cruising MP: <b>6</b>	Flank MP: <b>9</b>	
Tonnage: <b>30</b>			
Driving Skill:	Technology Base: <b>Inner Sphere 3025</b>		
Gunnery Skill:			
Cost: <b>323,700</b>			
<b>Ammo</b>			
Ammo Type	Rounds	Ammo Type	Rounds
<b>Critical Damage</b>			
Drive Damaged <input type="checkbox"/>	Turret Locked <input type="checkbox"/>		
Track Destroyed <input type="checkbox"/>	Engine Hit <input type="checkbox"/>		

**Weapons Inventory**

#	Type	Loc.	Dam.	Min.	S	M	L
1	Medium Laser	T	5	—	1-3	4-6	7-9
1	Small Laser	RS	3	—	1	2	3
1	Small Laser	LS	3	—	1	2	3

**Body Inventory**

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# BATTLETECH®

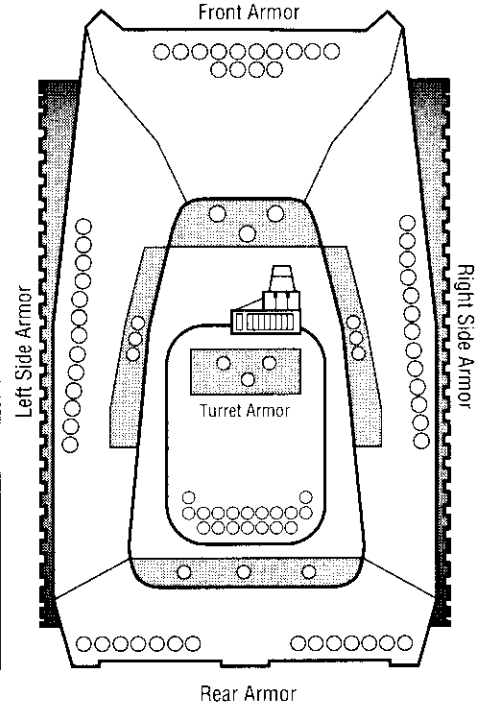
## TRACKED VEHICLE RECORD SHEET

Unit Type: <b>GALLEON GAL-200</b>			
Movement Type: <b>Tracked</b>	Cruising MP: <b>6</b>	Flank MP: <b>9</b>	
Tonnage: <b>30</b>			
Driving Skill:	Technology Base: <b>Inner Sphere 3025</b>		
Gunnery Skill:			
Cost: <b>313,950</b>			
<b>Ammo</b>			
Ammo Type	Rounds	Ammo Type	Rounds
MG	200		
<b>Critical Damage</b>			
Drive Damaged <input type="checkbox"/>	Turret Locked <input type="checkbox"/>		
Track Destroyed <input type="checkbox"/>	Engine Hit <input type="checkbox"/>		

Weapons Inventory							
#	Type	Loc.	Dam.	Min.	S	M	L
1	Medium Laser	T	5	—	1-3	4-6	7-9
1	Machine Gun	RS	2	—	1	2	3
1	Machine Gun	LS	2	—	1	2	3

Body Inventory	



# BATTLETECH®

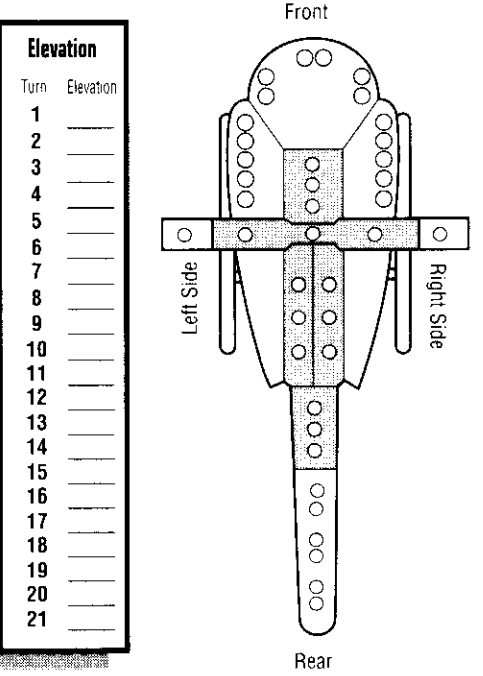
## V.T.O.L. RECORD SHEET

Unit Type: <b>KARNOV UR Transport</b>			
Movement Type: <b>VTOL</b>	Cruising MP: <b>11</b>	Flank MP: <b>17</b>	
Tonnage: <b>30</b>			
Piloting Skill:	Technology Base: <b>Inner Sphere 3025</b>		
Gunnery Skill:			
Cost: <b>550,000</b>			
<b>Ammo</b>			
Ammo Type	Rounds	Ammo Type	Rounds
<b>Critical Damage</b>			
Rotor Damaged <input type="checkbox"/>	Engine Hit <input type="checkbox"/>		
Rotor Destroyed <input type="checkbox"/>			

Weapons Inventory							
#	Type	Loc.	Dam.	Min.	S	M	L
1	Cargo (6 tons)	R	—	—	—	—	—

Body Inventory	



Elevation	
Turn	Elevation
1	_____
2	_____
3	_____
4	_____
5	_____
6	_____
7	_____
8	_____
9	_____
10	_____
11	_____
12	_____
13	_____
14	_____
15	_____
16	_____
17	_____
18	_____
19	_____
20	_____
21	_____

# BATTLETECH®

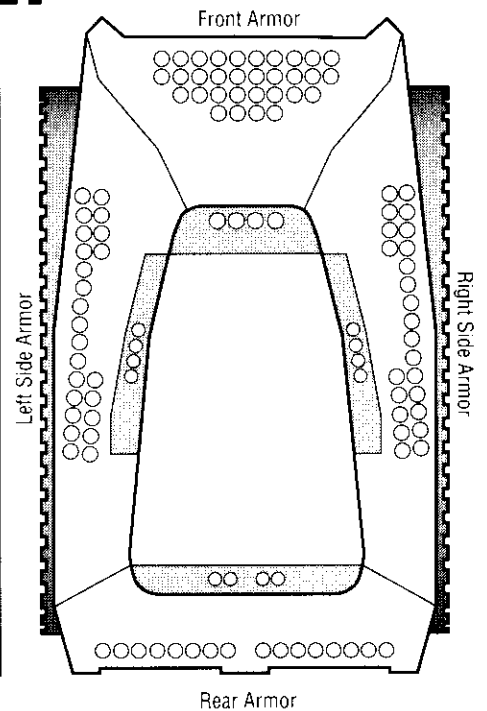
## TRACKED VEHICLE RECORD SHEET

Unit Type: <b>HUNTER Light Support Tank</b>			
Movement Type: <b>Tracked</b>		Cruising MP:	Flank MP:
Tonnage: <b>35</b>		<b>5</b>	<b>8</b>
Driving Skill:		Technology Base:	
Gunnery Skill:		<b>Inner Sphere 3025</b>	
Cost: <b>1,135,125</b>			
<b>Ammo</b>			
Ammo Type	Rounds	Ammo Type	Rounds
LRM 20	12		
<b>Critical Damage</b>			
Drive Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>
Track Destroyed	<input type="checkbox"/>		

Weapons Inventory							
#	Type	Loc.	Dam.	Min.	S	M	L
1	LRM 20	F	1/hit	6	1-7	8-14	15-21
1	Flamer (Vehicle)	R	2	—	1	2	3

Body Inventory	
1	Sensors



# BATTLETECH®

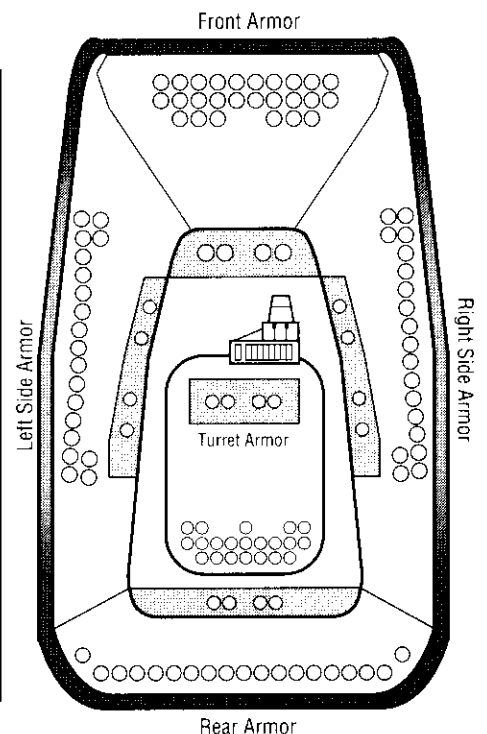
## HOVERCRAFT RECORD SHEET

Unit Type: <b>PEGASUS Scout Hovertank</b>			
Movement Type: <b>Hover</b>		Cruising MP:	Flank MP:
Tonnage: <b>35</b>		<b>8</b>	<b>12</b>
Driving Skill:		Technology Base:	
Gunnery Skill:		<b>Inner Sphere 3025</b>	
Cost: <b>841,925</b>			
<b>Ammo</b>			
Ammo Type	Rounds	Ammo Type	Rounds
SRM 6	15		
<b>Critical Damage</b>			
Airskirt Damaged	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>
Lift Fan Destroyed	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>

Weapons Inventory							
#	Type	Loc.	Dam.	Min.	S	M	L
2	SRM 6	T	2/hit	—	1-3	4-6	7-9
1	Medium Laser	F	5	—	1-3	4-6	7-9

Body Inventory	
1	Sensors

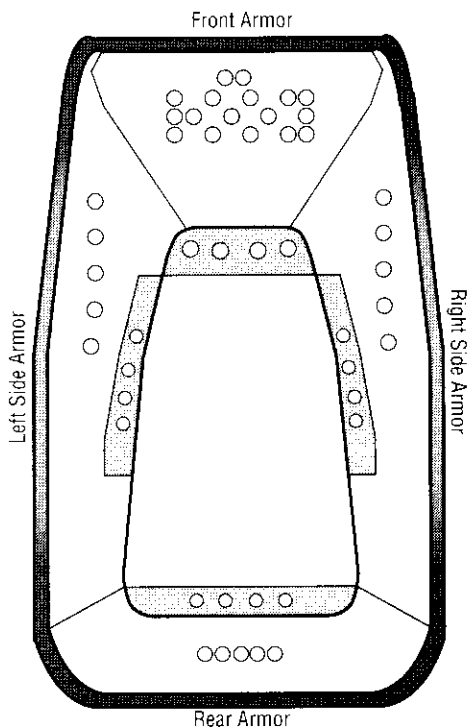




# BATTLETECH®

## HOVERCRAFT RECORD SHEET

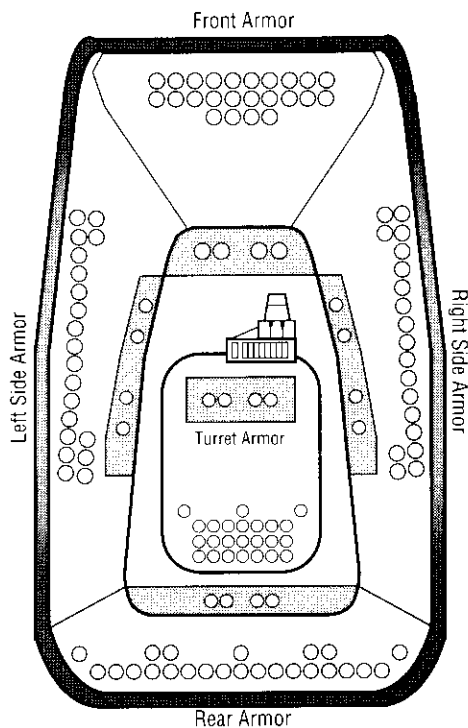
Unit Type: <b>SALADIN ASSAULT HOVER TANK</b>																			
Movement Type: <b>Hover</b>	Cruising MP: <b>8</b>	Flank MP: <b>12</b>	<b>Weapons Inventory</b> <table border="1"> <thead> <tr> <th>#</th> <th>Type</th> <th>Loc.</th> <th>Dam.</th> <th>Min.</th> <th>S</th> <th>M</th> <th>L</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>Autocannon/20</td> <td>F</td> <td>20</td> <td>—</td> <td>1-3</td> <td>4-6</td> <td>7-9</td> </tr> </tbody> </table>	#	Type	Loc.	Dam.	Min.	S	M	L	1	Autocannon/20	F	20	—	1-3	4-6	7-9
#	Type	Loc.		Dam.	Min.	S	M	L											
1	Autocannon/20	F		20	—	1-3	4-6	7-9											
Tonnage: <b>35</b>																			
Driving Skill:	Technology Base:																		
Gunnery Skill:	<b>Inner Sphere 3025</b>																		
Cost: <b>911,625</b>																			
<b>Ammo</b>																			
Ammo Type	Rounds	Ammo Type	Rounds																
AC/20	15																		
<b>Critical Damage</b>																			
Airskirt Damaged <input type="checkbox"/>	Engine Hit <input type="checkbox"/>																		
Lift Fan Destroyed <input type="checkbox"/>																			



# BATTLETECH®

## HOVERCRAFT RECORD SHEET

Unit Type: <b>SARACEN Medium Hover Tank</b>																											
Movement Type: <b>Hover</b>	Cruising MP: <b>8</b>	Flank MP: <b>12</b>	<b>Weapons Inventory</b> <table border="1"> <thead> <tr> <th>#</th> <th>Type</th> <th>Loc.</th> <th>Dam.</th> <th>Min.</th> <th>S</th> <th>M</th> <th>L</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>LRM 10</td> <td>T</td> <td>1/hit</td> <td>6</td> <td>1-7</td> <td>8-14</td> <td>15-21</td> </tr> <tr> <td>3</td> <td>SRM 2</td> <td>T</td> <td>2/hit</td> <td>—</td> <td>1-3</td> <td>4-6</td> <td>7-9</td> </tr> </tbody> </table>	#	Type	Loc.	Dam.	Min.	S	M	L	1	LRM 10	T	1/hit	6	1-7	8-14	15-21	3	SRM 2	T	2/hit	—	1-3	4-6	7-9
#	Type	Loc.		Dam.	Min.	S	M	L																			
1	LRM 10	T		1/hit	6	1-7	8-14	15-21																			
3	SRM 2	T		2/hit	—	1-3	4-6	7-9																			
Tonnage: <b>35</b>																											
Driving Skill:	Technology Base:																										
Gunnery Skill:	<b>Inner Sphere 3025</b>																										
Cost: <b>813,025</b>																											
<b>Ammo</b>																											
Ammo Type	Rounds	Ammo Type	Rounds																								
LRM 10	24																										
SRM 2	50																										
<b>Critical Damage</b>																											
Airskirt Damaged <input type="checkbox"/>	Turret Locked <input type="checkbox"/>																										
Lift Fan Destroyed <input type="checkbox"/>	Engine Hit <input type="checkbox"/>																										



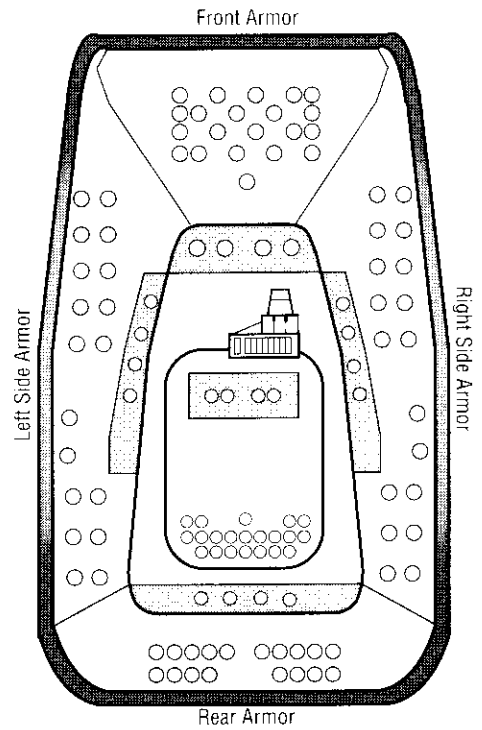
# BATTLETECH®

## HOVERCRAFT RECORD SHEET

Unit Type: <b>SCIMITAR Medium Hover Tank</b>			
Movement Type: <b>Hover</b>		Cruising MP:	Flank MP:
Tonnage: <b>35</b>		<b>8</b>	<b>12</b>
Driving Skill:		Technology Base:	
Gunnery Skill:		<b>Inner Sphere</b>	
		<b>3025</b>	
Cost: <b>727,175</b>			
<b>Ammo</b>			
Ammo Type	Rounds	Ammo Type	Rounds
AC/5	20		
SRM 2	50		
<b>Critical Damage</b>			
Airskirt Damaged	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>
Lift Fan Destroyed	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>

Weapons Inventory							
#	Type	Loc.	Dam.	Min.	S	M	L
1	Autocannon/5	T	5	3	1-6	7-12	13-18
2	SRM 2	T	2/hit	—	1-3	4-6	7-9

**Body Inventory**



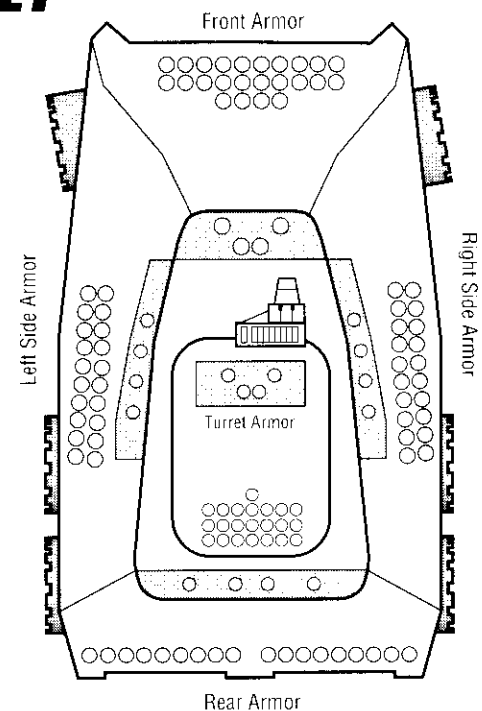
# BATTLETECH®

## WHEELED VEHICLE RECORD SHEET

Unit Type: <b>STRIKER Light Tank</b>			
Movement Type: <b>Wheeled</b>		Cruising MP:	Flank MP:
Tonnage: <b>35</b>		<b>5</b>	<b>8</b>
Driving Skill:		Technology Base:	
Gunnery Skill:		<b>Inner Sphere</b>	
		<b>3025</b>	
Cost: <b>563,315</b>			
<b>Ammo</b>			
Ammo Type	Rounds	Ammo Type	Rounds
SRM 6	30		
LRM 10	12		
<b>Critical Damage</b>			
Axle Damaged	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>
Wheel Destroyed	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>

Weapons Inventory							
#	Type	Loc.	Dam.	Min.	S	M	L
1	SRM 6	T	2/hit	—	1-3	4-6	7-9
1	LRM 10	T	1/hit	6	1-7	8-14	15-21

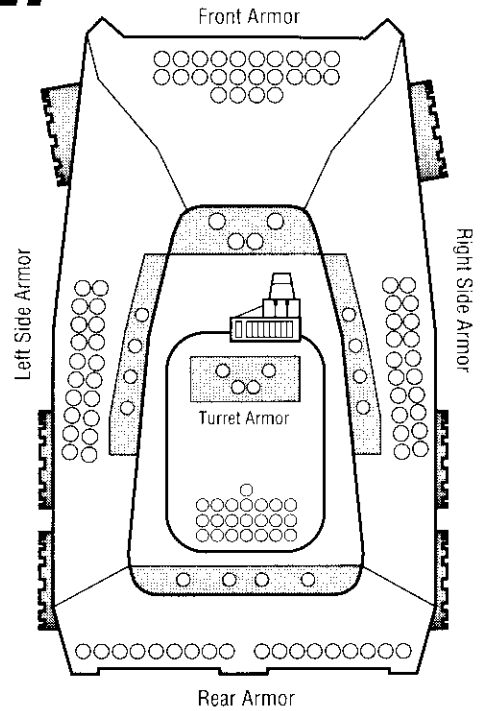
**Body Inventory**



# BATTLETECH®

## WHEELED VEHICLE RECORD SHEET

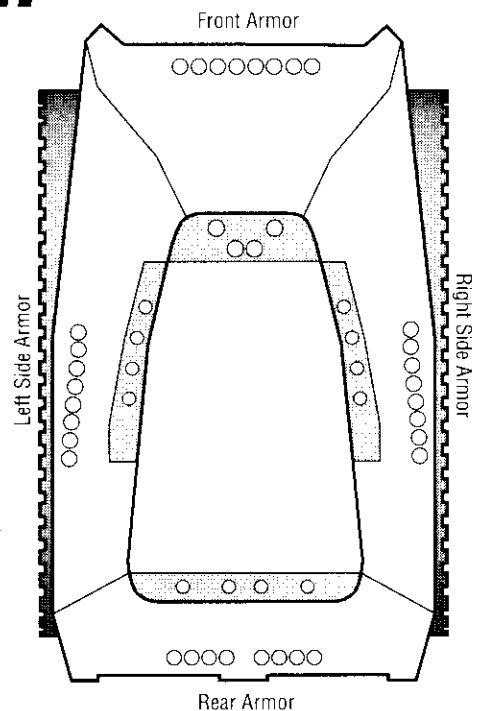
Unit Type: <b>STRIKER (LRM Variant)</b>			<b>Weapons Inventory</b>							
Movement Type: <b>Wheeled</b>	Cruising MP: <b>5</b>	Flank MP: <b>8</b>	#	Type	Loc.	Dam.	Min.	S	M	L
Tonnage: <b>35</b>			1	LRM 15	T	1/hit	6	1-7	8-14	15-21
Driving Skill:	Technology Base:		<b>Body Inventory</b>							
Gunnery Skill:	<b>Inner Sphere 3025</b>									
Cost: <b>599,740</b>										
<b>Ammo</b>										
Ammo Type	Rounds	Ammo Type	Rounds							
LRM 15	32									
<b>Critical Damage</b>										
Axle Damaged	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>							
Wheel Destroyed	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>							



# BATTLETECH®

## TRACKED VEHICLE RECORD SHEET

Unit Type: <b>ENGINEERING VEHICLE</b>			<b>Weapons Inventory</b>							
Movement Type: <b>Tracked</b>	Cruising MP: <b>6</b>	Flank MP: <b>9</b>	#	Type	Loc.	Dam.	Min.	S	M	L
Tonnage: <b>40</b>			1	Equipment (9 tons)	B	-	-	-	-	-
Driving Skill:	Technology Base:		<b>Body Inventory</b>							
Gunnery Skill:	<b>Inner Sphere 3025</b>									
Cost: <b>462,000</b>										
<b>Ammo</b>										
Ammo Type	Rounds	Ammo Type	Rounds							
<b>Critical Damage</b>										
Drive Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>							
Track Destroyed	<input type="checkbox"/>									

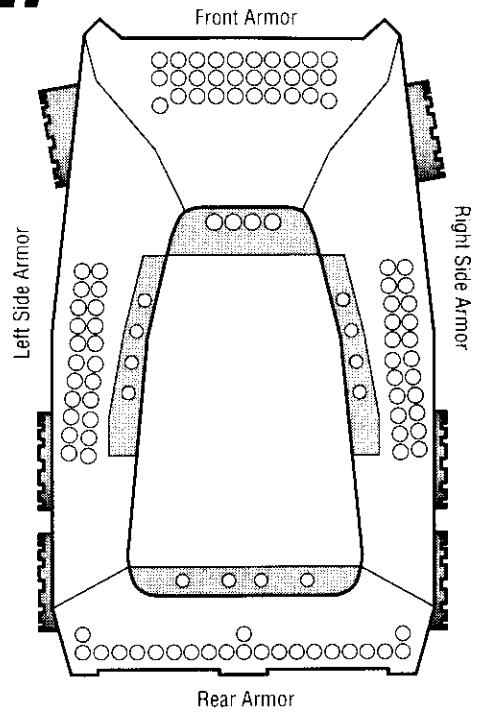


# BATTLETECH®

## WHEELED VEHICLE RECORD SHEET

Unit Type: <b>HETZER Wheeled Assault Gun</b>			
Movement Type: <b>Wheeled</b>	Cruising MP:	Flank MP:	
Tonnage: <b>40</b>	<b>4</b>	<b>6</b>	
Driving Skill:	Technology Base:		
Gunnery Skill:	<b>Inner Sphere 3025</b>		
Cost: <b>664,000</b>			
<b>Ammo</b>			
Ammo Type	Rounds	Ammo Type	Rounds
<b>AC/20</b>	<b>20</b>		
<b>Critical Damage</b>			
Axle Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>
Wheel Destroyed	<input type="checkbox"/>		

Weapons Inventory							
#	Type	Loc.	Dam.	Min.	S	M	L
1	Autocannon/20	F	20	—	1-3	4-6	7-9
<b>Body Inventory</b>							
1	Infantry (1 ton)	R	—	—	—	—	—

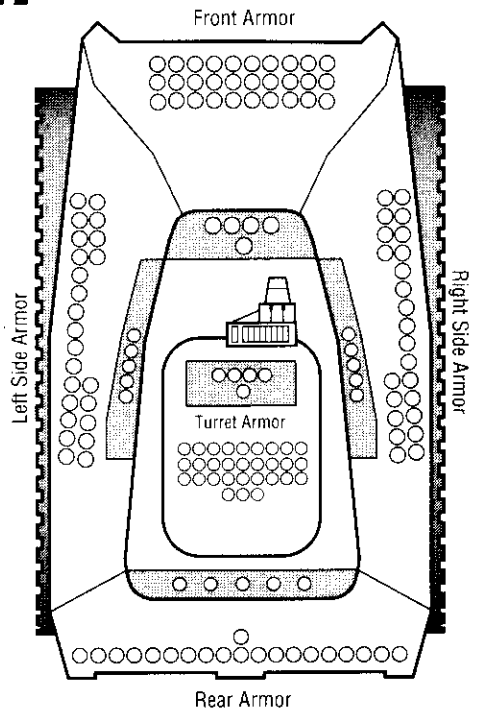


# BATTLETECH®

## TRACKED VEHICLE RECORD SHEET

Unit Type: <b>GOBLIN Medium Tank</b>			
Movement Type: <b>Tracked</b>	Cruising MP:	Flank MP:	
Tonnage: <b>45</b>	<b>4</b>	<b>6</b>	
Driving Skill:	Technology Base:		
Gunnery Skill:	<b>Inner Sphere 3025</b>		
Cost: <b>607,550</b>			
<b>Ammo</b>			
Ammo Type	Rounds	Ammo Type	Rounds
<b>MG</b>	<b>100</b>		
<b>Critical Damage</b>			
Drive Damaged	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>
Track Destroyed	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>

Weapons Inventory							
#	Type	Loc.	Dam.	Min.	S	M	L
1	Large Laser	T	8	—	1-5	6-10	11-15
1	Machine Gun	F	2	—	1	2	3
<b>Body Inventory</b>							
1	Infantry (1 ton)	R	—	—	—	—	—





# BATTLETECH®

## TRACKED VEHICLE RECORD SHEET

Unit Type: <b>GOBLIN (LRM Variant)</b>		
Movement Type: <b>Tracked</b>	Cruising MP: <b>4</b>	Flank MP: <b>6</b>
Tonnage: <b>45</b>		
Driving Skill:	Technology Base:	
Gunnery Skill:	<b>Inner Sphere</b>	
	<b>3025</b>	
Cost: <b>848,975</b>		

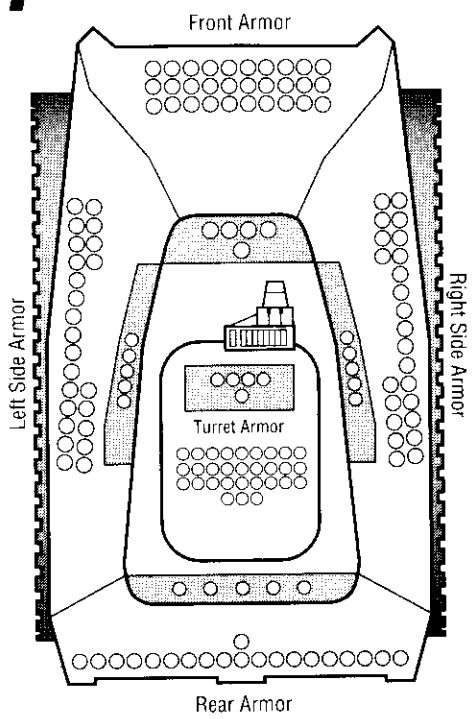
Ammo			
Ammo Type	Rounds	Ammo Type	Rounds
LRM 10	36		
MG	100		

Critical Damage			
Drive Damaged	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>
Track Destroyed	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>

Weapons Inventory							
#	Type	Loc	Dam.	Min.	S	M	L
2	LRM 10	T	1/hit	6	1-7	8-14	15-21
1	Machine Gun	F	2	—	1	2	3

Body Inventory			
1	Infantry (1 ton)	R	— — — —



# BATTLETECH®

## TRACKED VEHICLE RECORD SHEET

Unit Type: <b>GOBLIN (SRM Variant)</b>		
Movement Type: <b>Tracked</b>	Cruising MP: <b>4</b>	Flank MP: <b>6</b>
Tonnage: <b>45</b>		
Driving Skill:	Technology Base:	
Gunnery Skill:	<b>Inner Sphere</b>	
	<b>3025</b>	
Cost: <b>933,075</b>		

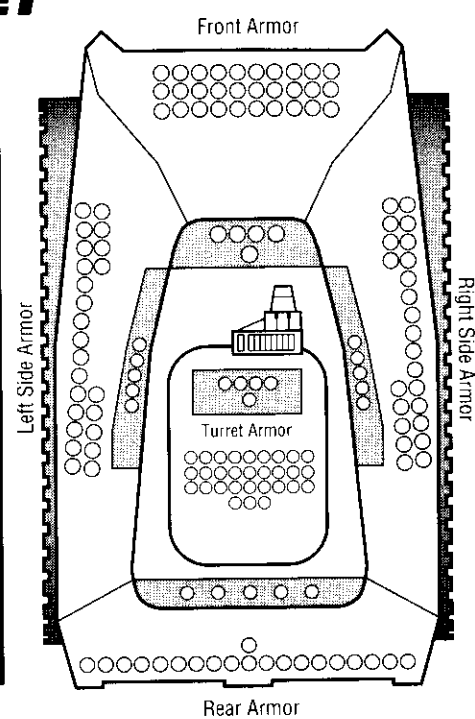
Ammo			
Ammo Type	Rounds	Ammo Type	Rounds
SRM 6	60		
MG	100		

Critical Damage			
Drive Damaged	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>
Track Destroyed	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>

Weapons Inventory							
#	Type	Loc	Dam.	Min.	S	M	L
3	SRM 6	T	2/hit	—	1-3	4-6	7-9
1	Machine Gun	F	2	—	1	2	3

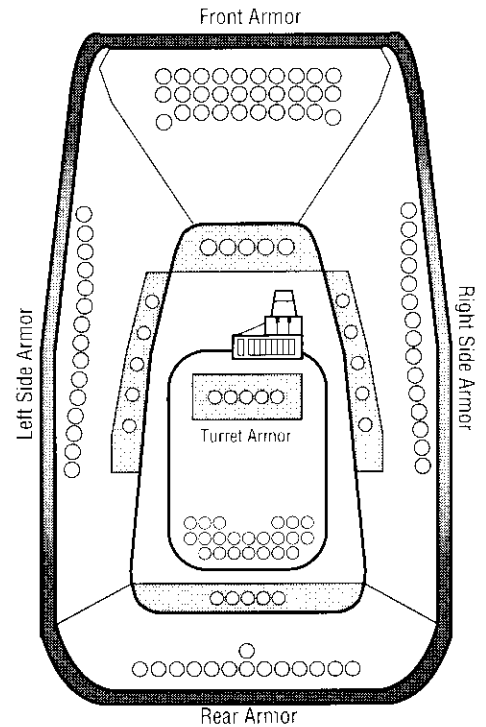
Body Inventory			
1	Infantry (1 ton)	R	— — — —



# BATTLETECH®

## HOVERCRAFT RECORD SHEET

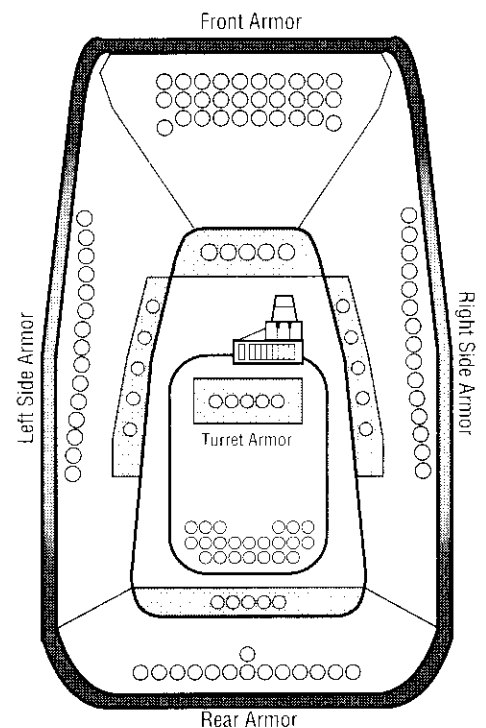
Unit Type: <b>CONDOR Heavy Hover Tank</b>			<b>Weapons Inventory</b>							
Movement Type: <b>Hover</b>	Cruising MP:	Flank MP:	#	Type	Loc	Dam	Min	S	W	L
Tonnage: <b>50</b>	<b>8</b>	<b>12</b>	2	Medium Laser	T	5	—	1-3	4-6	7-9
Driving Skill:			Technology Base:		1	Autocannon/5	T	5	3	1-6
Gunnery Skill:	<b>Inner Sphere 3025</b>		1	Machine Gun	F	2	—	1	2	3
Cost: <b>1,217,000</b>			<b>Body Inventory</b>							
<b>Ammo</b>										
Ammo Type	Rounds	Ammo Type	Rounds							
AC/5	20									
MG	100									
<b>Critical Damage</b>										
Airskirt Damaged <input type="checkbox"/>	Turret Locked <input type="checkbox"/>									
Lift Fan Destroyed <input type="checkbox"/>	Engine Hit <input type="checkbox"/>									



# BATTLETECH®

## HOVERCRAFT RECORD SHEET

Unit Type: <b>CONDOR ( Davion Variant )</b>			<b>Weapons Inventory</b>							
Movement Type: <b>Hover</b>	Cruising MP:	Flank MP:	#	Type	Loc	Dam	Min	S	W	L
Tonnage: <b>50</b>	<b>8</b>	<b>12</b>	2	Autocannon/5	T	5	3	1-6	7-12	13-18
Driving Skill:			Technology Base:		1	Machine Gun	F	2	—	1
Gunnery Skill:	<b>Inner Sphere 3025</b>		<b>Body Inventory</b>							
Cost: <b>1,280,000</b>										
<b>Ammo</b>										
Ammo Type	Rounds	Ammo Type	Rounds							
AC/5	20									
MG	100									
<b>Critical Damage</b>										
Airskirt Damaged <input type="checkbox"/>	Turret Locked <input type="checkbox"/>									
Lift Fan Destroyed <input type="checkbox"/>	Engine Hit <input type="checkbox"/>									



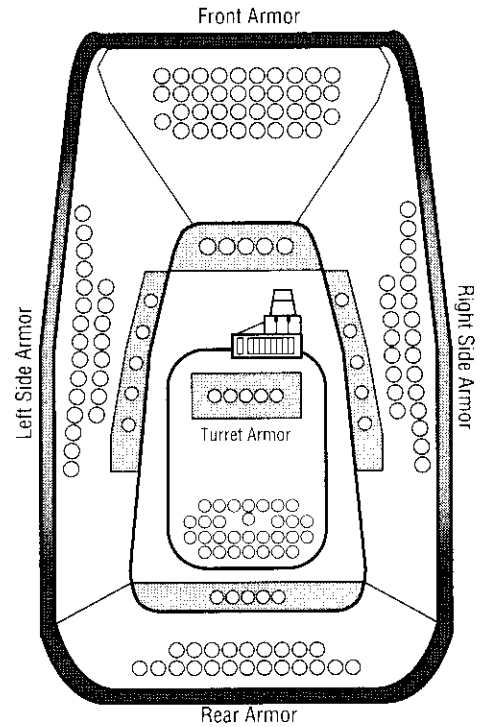
# BATTLETECH®

## HOVERCRAFT RECORD SHEET

Unit Type: <b>CONDOR ( Liao Variant )</b>			
Movement Type: <b>Hover</b>	Cruising MP: 8	Flank MP: 12	
Tonnage: <b>50</b>			
Driving Skill:	Technology Base:		
Gunnery Skill:	<b>Inner Sphere</b> 3025		
Cost: <b>1,184,000</b>			
<b>Ammo</b>			
Ammo Type	Rounds	Ammo Type	Rounds
<b>Critical Damage</b>			
Airskirt Damaged <input type="checkbox"/>	Turret Locked <input type="checkbox"/>		
Lift Fan Destroyed <input type="checkbox"/>	Engine Hit <input type="checkbox"/>		

Weapons Inventory							
#	Type	Loc.	Dam.	Min.	S	M	L
4	Medium Laser	T	5	—	1-3	4-6	7-9

**Body Inventory**



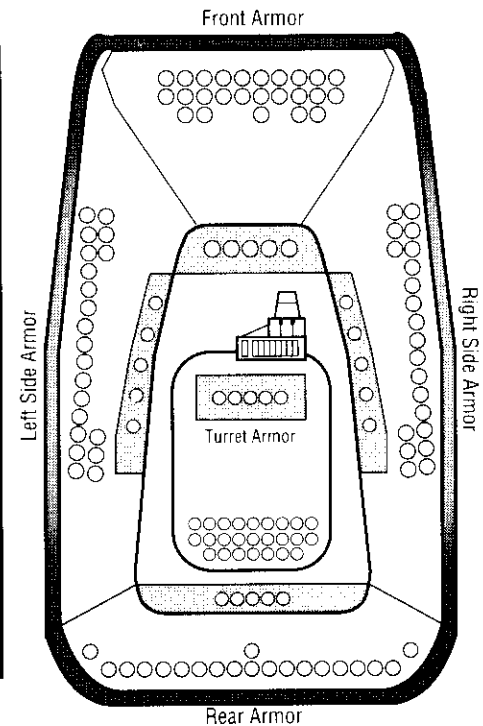
# BATTLETECH®

## HOVERCRAFT RECORD SHEET

Unit Type: <b>DRILLSON Heavy Hover Tank</b>			
Movement Type: <b>Hover</b>	Cruising MP: 9	Flank MP: 14	
Tonnage: <b>50</b>			
Driving Skill:	Technology Base:		
Gunnery Skill:	<b>Inner Sphere</b> 3025		
Cost: <b>2,505,333</b>			
<b>Ammo</b>			
Ammo Type	Rounds	Ammo Type	Rounds
SRM 2	50		
LRM 10	12		
MG	100		
<b>Critical Damage</b>			
Airskirt Damaged <input type="checkbox"/>	Turret Locked <input type="checkbox"/>		
Lift Fan Destroyed <input type="checkbox"/>	Engine Hit <input type="checkbox"/>		

Weapons Inventory							
#	Type	Loc.	Dam.	Min.	S	M	L
1	Large Laser	T	8	—	1-5	6-10	11-15
2	SRM 2	T	2/hit	—	1-3	4-6	7-9
1	LRM 10	F	1/hit	6	1-7	8-14	15-21
2	Machine Gun	F	2	—	1	2	3

**Body Inventory**



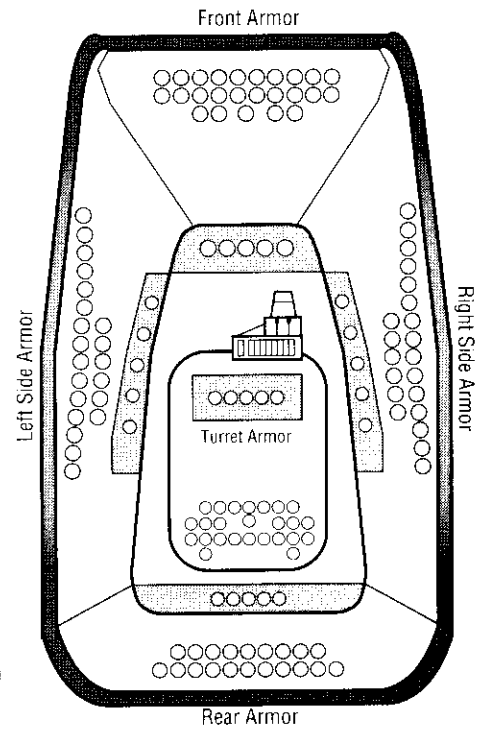
# BATTLETECH®

## HOVERCRAFT RECORD SHEET

Unit Type: <b>DRILLSON (SRM Variant)</b>			
Movement Type: <b>Hover</b>		Cruising MP:	Flank MP:
Tonnage: <b>50</b>		<b>9</b>	<b>14</b>
Driving Skill:		Technology Base:	
Gunnery Skill:		<b>Inner Sphere</b>	
Cost: <b>2,433,333</b>		<b>3025</b>	
<b>Ammo</b>			
Ammo Type	Rounds	Ammo Type	Rounds
SRM 2	150		
MG	100		
<b>Critical Damage</b>			
Airskirt Damaged	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>
Lift Fan Destroyed	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>

Weapons Inventory							
#	Type	Loc.	Dam.	Min	S	M	L
1	Large Laser	T	8	—	1-5	6-10	11-15
2	SRM 2	T	2/hit	—	1-3	4-6	7-9
4	SRM 2	F	2/hit	—	1-3	4-6	7-9
2	Machine Gun	F	2	—	1	2	3

Body Inventory							



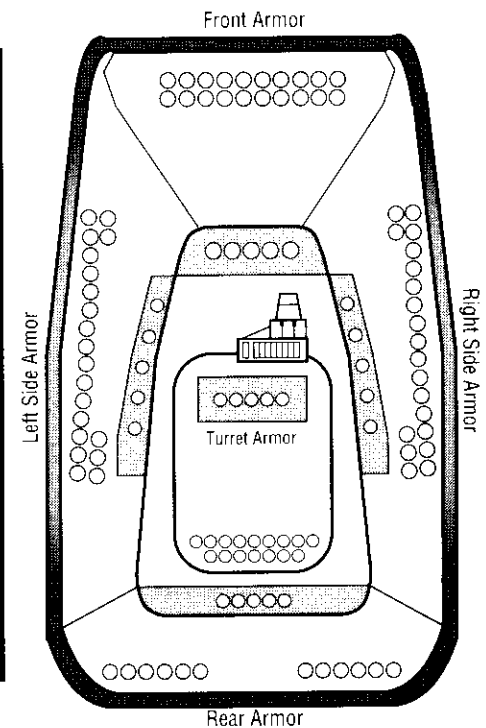
# BATTLETECH®

## HOVERCRAFT RECORD SHEET

Unit Type: <b>MAXIM Heavy Hover Transport</b>			
Movement Type: <b>Hover</b>		Cruising MP:	Flank MP:
Tonnage: <b>50</b>		<b>8</b>	<b>12</b>
Driving Skill:		Technology Base:	
Gunnery Skill:		<b>Inner Sphere</b>	
Cost: <b>1,320,000</b>		<b>3025</b>	
<b>Ammo</b>			
Ammo Type	Rounds	Ammo Type	Rounds
SRM 6	15		
MG	200		
LRM 5	24		
SRM 2	50		
<b>Critical Damage</b>			
Airskirt Damaged	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>
Lift Fan Destroyed	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>

Weapons Inventory							
#	Type	Loc.	Dam.	Min	S	M	L
1	SRM 6	T	2/hit	—	1-3	4-6	7-9
3	Machine Gun	T	2	—	1	2	3
2	LRM 5	F	1/hit	6	1-7	8-14	15-21
1	LRM 5	R	1/hit	6	1-7	8-14	15-21
1	SRM 2	LS	2/hit	—	1-3	4-6	7-9
1	SRM 2	RS	2/hit	—	1-3	4-6	7-9

Body Inventory							
1	Infantry (3 tons)	B	—	—	—	—	—





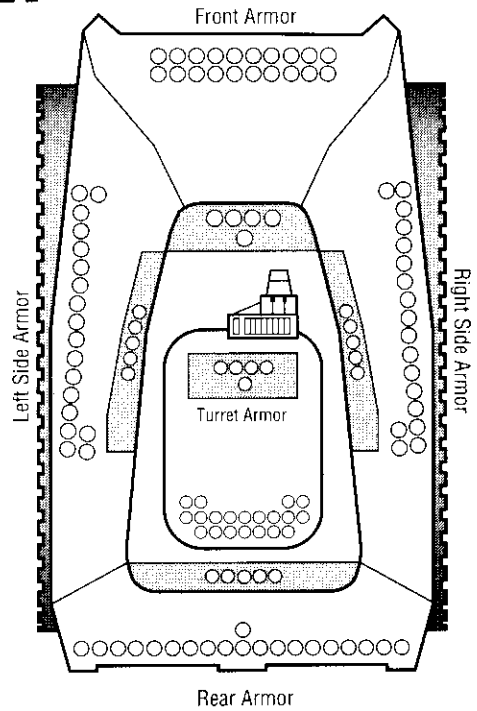
# BATTLETECH®

## TRACKED VEHICLE RECORD SHEET

Unit Type: <b>VELETTE Medium Tank</b>			
Movement Type: <b>Tracked</b>	Cruising MP:	Flank MP:	
Tonnage: <b>50</b>	<b>5</b>	<b>8</b>	
Driving Skill:	Technology Base:		
Gunnery Skill:	<b>Inner Sphere</b>		
Cost: <b>725,750</b>			
<b>Ammo</b>			
Ammo Type	Rounds	Ammo Type	Rounds
AC/5	20		
MG	200		
<b>Critical Damage</b>			
Drive Damaged	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>
Track Destroyed	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>

Weapons Inventory							
#	Type	Loc.	Dam.	Min.	S	M	L
1	Autocannon/5	T	5	3	1-6	7-12	13-18
1	Machine Gun	F	2	—	1	2	3

**Body Inventory**



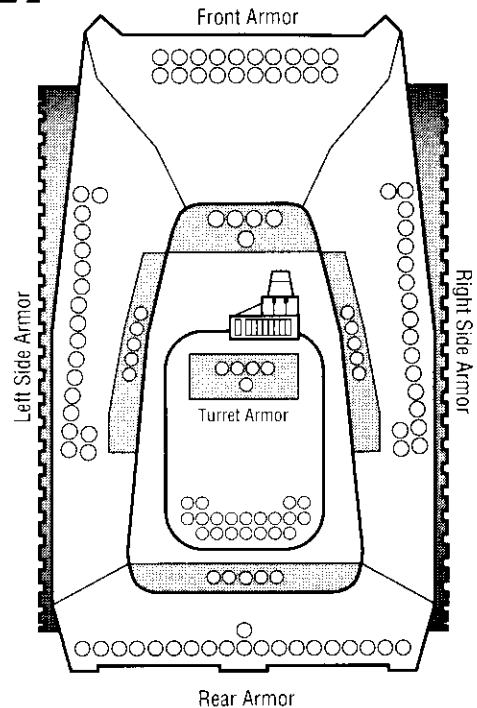
# BATTLETECH®

## TRACKED VEHICLE RECORD SHEET

Unit Type: <b>VELETTE ( AC/2 Variant )</b>			
Movement Type: <b>Tracked</b>	Cruising MP:	Flank MP:	
Tonnage: <b>50</b>	<b>5</b>	<b>8</b>	
Driving Skill:	Technology Base:		
Gunnery Skill:	<b>Inner Sphere</b>		
Cost: <b>701,000</b>			
<b>Ammo</b>			
Ammo Type	Rounds	Ammo Type	Rounds
AC/2	45		
SRM 2	50		
MG	200		
<b>Critical Damage</b>			
Drive Damaged	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>
Track Destroyed	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>

Weapons Inventory							
#	Type	Loc.	Dam.	Min.	S	M	L
1	Autocannon/2	T	2	4	1-8	9-16	17-24
1	SRM 2	T	2/hit	—	1-3	4-6	7-9
1	Machine Gun	F	2	—	1	2	3

**Body Inventory**



# BATTLETECH®

## TRACKED VEHICLE RECORD SHEET

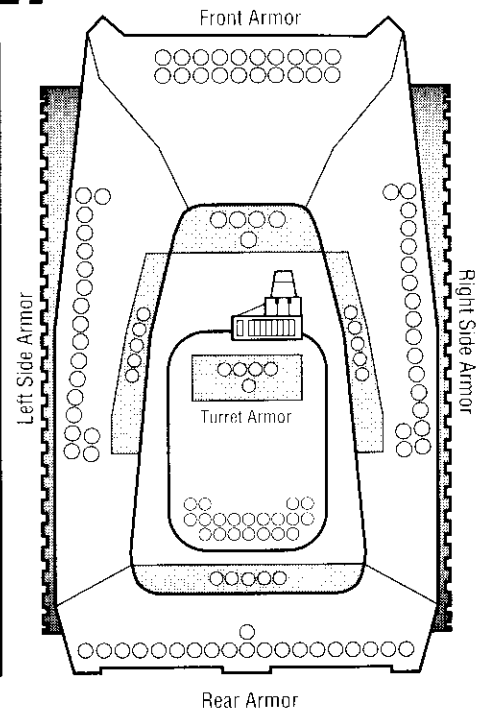
Unit Type: <b>VEDETTE ( Liao Variant )</b>		
Movement Type: <b>Tracked</b>	Cruising MP: <b>5</b>	Flank MP: <b>8</b>
Tonnage: <b>50</b>		
Driving Skill:	Technology Base:	
Gunnery Skill:	<b>Inner Sphere</b>	
	<b>3025</b>	
Cost: <b>673,250</b>		

Ammo			
Ammo Type	Rounds	Ammo Type	Rounds
MG	400		

Critical Damage			
Drive Damaged	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>
Track Destroyed	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>

Weapons Inventory							
#	Type	Loc.	Dam	Min	S	M	L
2	Medium Laser	T	5	—	1-3	4-6	7-9
1	Machine Gun	F	2	—	1	2	3

**Body Inventory**



# BATTLETECH®

## TRACKED VEHICLE RECORD SHEET

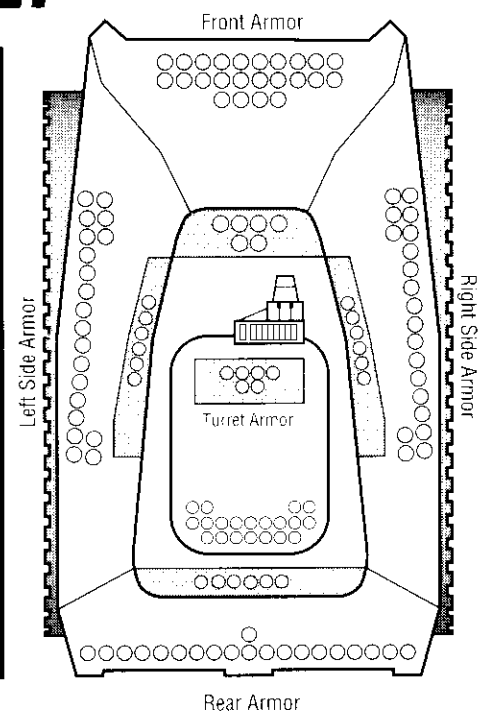
Unit Type: <b>BULLDOG Medium Tank</b>		
Movement Type: <b>Tracked</b>	Cruising MP: <b>4</b>	Flank MP: <b>6</b>
Tonnage: <b>60</b>		
Driving Skill:	Technology Base:	
Gunnery Skill:	<b>Inner Sphere</b>	
	<b>3025</b>	
Cost: <b>1,128,800</b>		

Ammo			
Ammo Type	Rounds	Ammo Type	Rounds
SRM 4	50		
MG	100		

Critical Damage			
Drive Damaged	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>
Track Destroyed	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>

Weapons Inventory							
#	Type	Loc.	Dam	Min	S	M	L
1	Large Laser	T	8	—	1-5	6-10	11-15
2	SRM 4	T	2/hit	—	1-3	4-6	7-9
1	Machine Gun	F	2	—	1	2	3

**Body Inventory**



# BATTLETECH®

## TRACKED VEHICLE RECORD SHEET

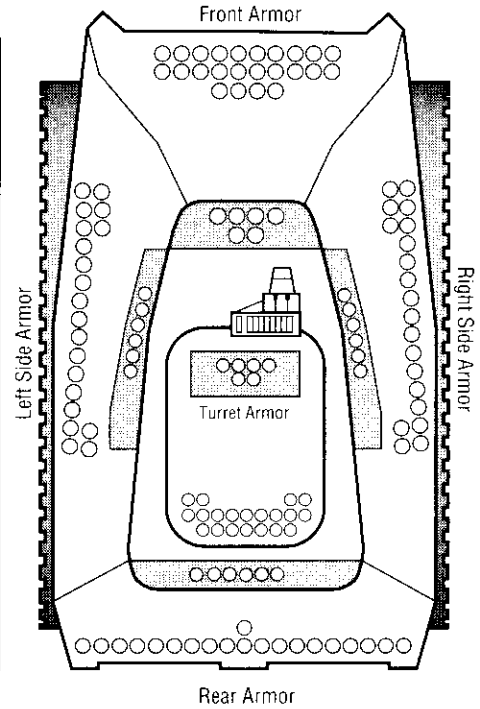
Unit Type: <b>BULLDOG ( AC/2 Variant )</b>		
Movement Type: <b>Tracked</b>	Cruising MP: <b>4</b>	Flank MP: <b>6</b>
Tonnage: <b>60</b>		
Driving Skill:	Technology Base:	
Gunnery Skill:	<b>Inner Sphere 3025</b>	
Cost: <b>1,174,400</b>		

Ammo			
Ammo Type	Rounds	Ammo Type	Rounds
AC/2	90		
SRM 4	50		
MG	100		

Critical Damage			
Drive Damaged	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>
Track Destroyed	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>

Weapons Inventory								
#	Type	Loc.	Dam.	Min.	S	M	L	
2	Autocannon/2	T	2	4	1-8	9-16	17-24	
2	SRM 4	T	2/hit	—	1-3	4-6	7-9	
1	Machine Gun	F	2	—	1	2	3	

Body Inventory			



# BATTLETECH®

## TRACKED VEHICLE RECORD SHEET

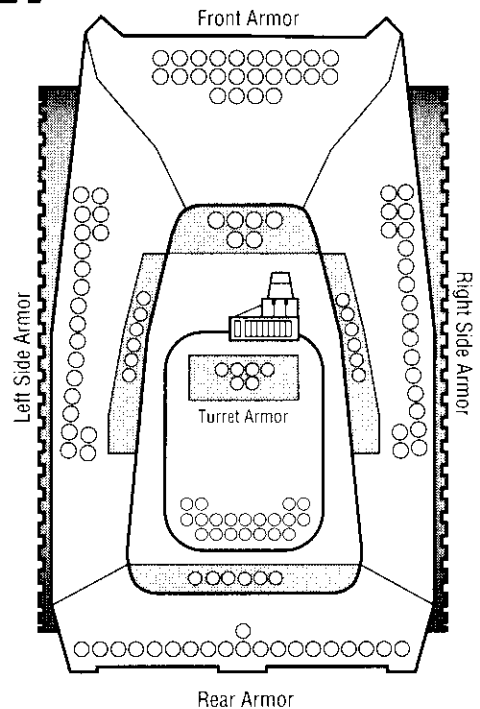
Unit Type: <b>BULLDOG ( LRM Variant )</b>		
Movement Type: <b>Tracked</b>	Cruising MP: <b>4</b>	Flank MP: <b>6</b>
Tonnage: <b>60</b>		
Driving Skill:	Technology Base:	
Gunnery Skill:	<b>Inner Sphere 3025</b>	
Cost: <b>1,475,200</b>		

Ammo			
Ammo Type	Rounds	Ammo Type	Rounds
LRM 20	18		
SRM 4	50		
MG	100		

Critical Damage			
Drive Damaged	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>
Track Destroyed	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>

Weapons Inventory								
#	Type	Loc.	Dam.	Min.	S	M	L	
1	LRM 20	T	1/hit	6	1-7	8-14	15-21	
2	SRM 4	T	2/hit	—	1-3	4-6	7-9	
1	Machine Gun	F	2	—	1	2	3	

Body Inventory			



# BATTLETECH®

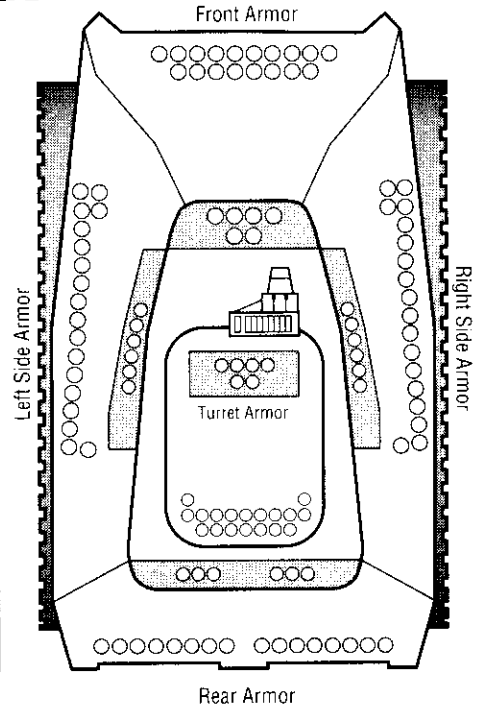
## TRACKED VEHICLE RECORD SHEET

Unit Type: <b>HI-SCOUT Drone Carrier</b>			
Movement Type: <b>Tracked</b>	Cruising MP: <b>4</b>	Flank MP: <b>6</b>	
Tonnage: <b>60</b>			
Driving Skill:	Technology Base:		
Gunnery Skill:	<b>Inner Sphere 3025</b>		
Cost: <b>759,200</b>			
<b>Ammo</b>			
Ammo Type	Rounds	Ammo Type	Rounds
<b>SRM 2</b>	<b>50</b>		
<b>Critical Damage</b>			
Drive Damaged <input type="checkbox"/>	Turret Locked <input type="checkbox"/>		
Track Destroyed <input type="checkbox"/>	Engine Hit <input type="checkbox"/>		

Weapons Inventory							
#	Type	Loc.	Dam.	Min.	S	M	L
1	SRM 2	T	2/hit	—	1-3	4-6	7-9

Body Inventory							
#	Type	Loc.	Dam.	Min.	S	M	L
1	Cargo (15 tons)	B	—	—	—	—	—
1	Sensing/Comm equip.	B	—	—	—	—	—

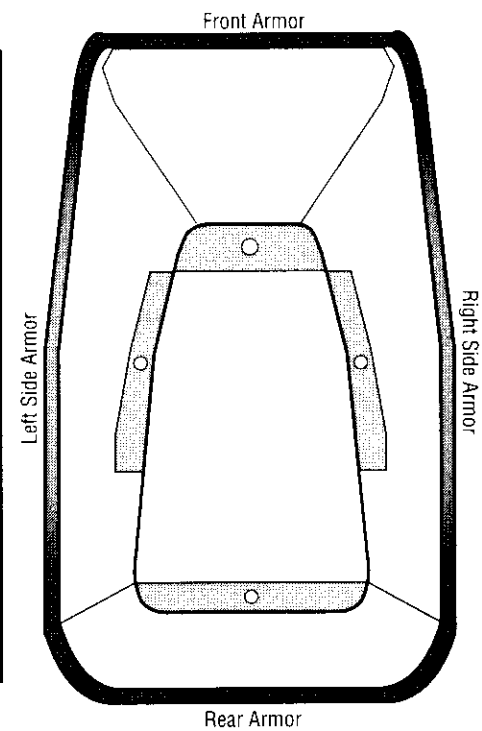


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## HOVERCRAFT RECORD SHEET

Unit Type: <b>HI-SCOUT Drone (NapFind)</b>			
Movement Type: <b>Hover</b>	Cruising MP: <b>25</b>	Flank MP: <b>38</b>	
Tonnage: <b>2</b>			
Driving Skill:	Technology Base:		
Gunnery Skill:	<b>Inner Sphere 3025</b>		
Cost: <b>16,387</b>			
<b>Ammo</b>			
Ammo Type	Rounds	Ammo Type	Rounds
<b>Critical Damage</b>			
Airskirt Damaged <input type="checkbox"/>	Engine Hit <input type="checkbox"/>		
Lift Fan Destroyed <input type="checkbox"/>			

Weapons Inventory							
#	Type	Loc.	Dam.	Min.	S	M	L
1	Remote Equipment	B	—	—	—	—	—
1	Sensor Equipment	B	—	—	—	—	—



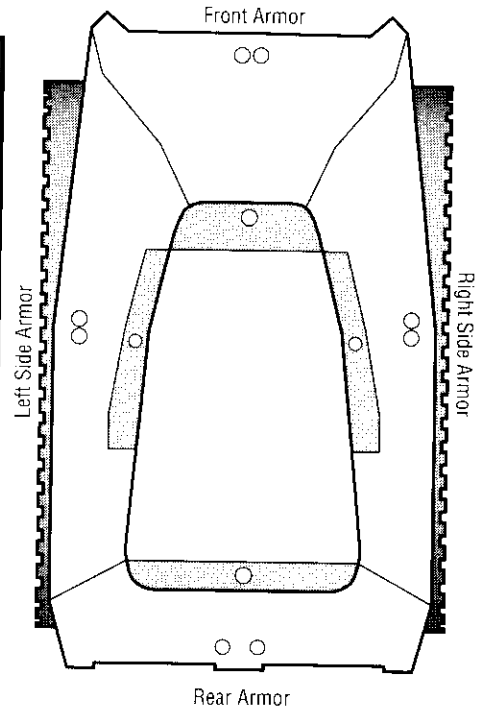
# BATTLETECH

## TRACKED VEHICLE RECORD SHEET

Unit Type: <b>HI-SCOUT DRONE ( PathTrack )</b>			
Movement Type: <b>Tracked</b>	Cruising MP: <b>8</b>	Flank MP: <b>12</b>	
Tonnage: <b>3</b>			
Driving Skill:	Technology Base: <b>Inner Sphere 3025</b>		
Gunnery Skill:			
Cost: <b>21,888</b>			
<b>Ammo</b>			
Ammo Type	Rounds	Ammo Type	Rounds
<b>Critical Damage</b>			
Drive Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>
Track Destroyed	<input type="checkbox"/>		

Weapons Inventory							
#	Type	Loc	Dam.	Min	S	M	L
1	Remote Equipment	B	-	-	-	-	-
1	Sensor Equipment	B	-	-	-	-	-

Body Inventory							
1	Remote Equipment	B	-	-	-	-	-
1	Sensor Equipment	B	-	-	-	-	-



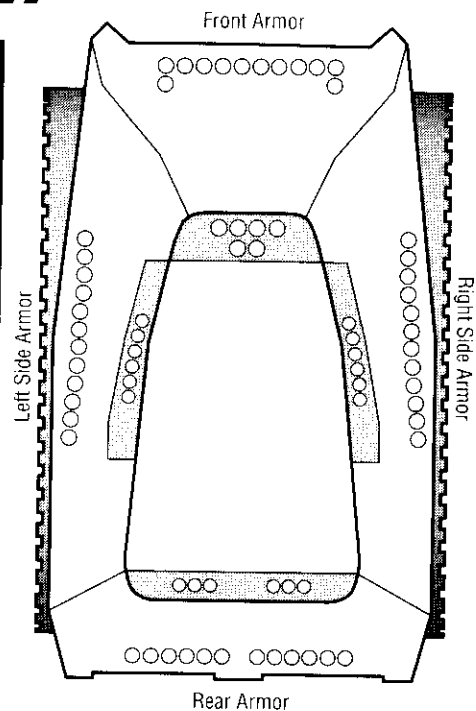
# BATTLETECH

## TRACKED VEHICLE RECORD SHEET

Unit Type: <b>LRM CARRIER</b>			
Movement Type: <b>Tracked</b>	Cruising MP: <b>3</b>	Flank MP: <b>5</b>	
Tonnage: <b>60</b>			
Driving Skill:	Technology Base: <b>Inner Sphere 3025</b>		
Gunnery Skill:			
Cost: <b>1,872,000</b>			
<b>Ammo</b>			
Ammo Type	Rounds	Ammo Type	Rounds
LRM 20	24		
<b>Critical Damage</b>			
Drive Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>
Track Destroyed	<input type="checkbox"/>		

Weapons Inventory							
#	Type	Loc	Dam.	Min	S	M	L
3	LRM 20	F	1/hit	6	1-7	8-14	15-21

Body Inventory							
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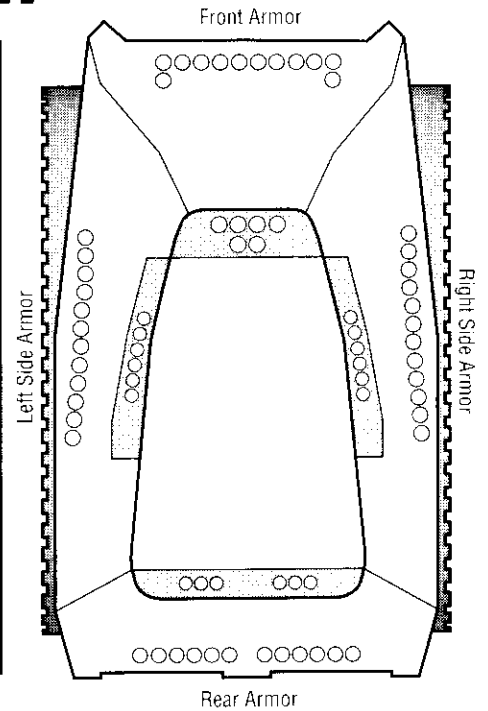
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## TRACKED VEHICLE RECORD SHEET

Unit Type: <b>AC/2 CARRIER</b>			
Movement Type: <b>Tracked</b>		Cruising MP:	Flank MP:
Tonnage: <b>60</b>		<b>3</b>	<b>5</b>
Driving Skill:		Technology Base:	
Gunnery Skill:		<b>Inner Sphere</b>	
		<b>3025</b>	
Cost: <b>1,086,400</b>			
<b>Ammo</b>			
Ammo Type	Rounds	Ammo Type	Rounds
AC/2	180		
<b>Critical Damage</b>			
Drive Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>
Track Destroyed	<input type="checkbox"/>		

Weapons Inventory							
#	Type	Loc.	Dam.	Min.	S	M	L
5	Autocannon/2	F	2	4	1-8	9-16	17-24

**Body Inventory**



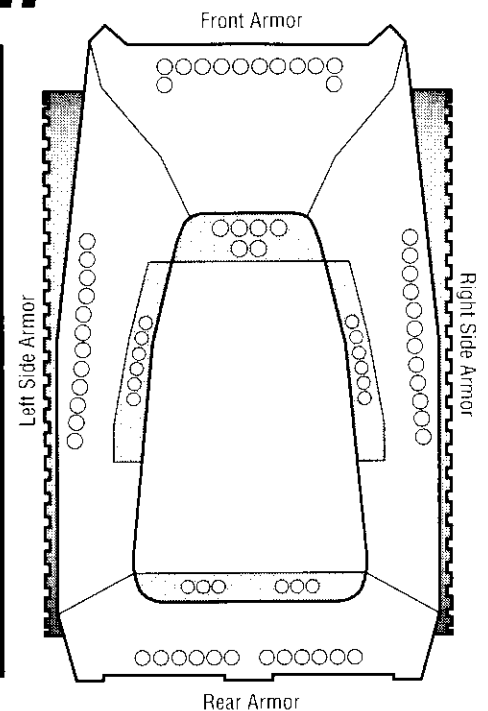
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## TRACKED VEHICLE RECORD SHEET

Unit Type: <b>SRM CARRIER</b>			
Movement Type: <b>Tracked</b>		Cruising MP:	Flank MP:
Tonnage: <b>60</b>		<b>3</b>	<b>5</b>
Driving Skill:		Technology Base:	
Gunnery Skill:		<b>Inner Sphere</b>	
		<b>3025</b>	
Cost: <b>1,932,800</b>			
<b>Ammo</b>			
Ammo Type	Rounds	Ammo Type	Rounds
SRM 6	60		
<b>Critical Damage</b>			
Drive Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>
Track Destroyed	<input type="checkbox"/>		

Weapons Inventory							
#	Type	Loc.	Dam.	Min.	S	M	L
10	SRM 6	F	2/hit	—	1-3	4-6	7-9

**Body Inventory**





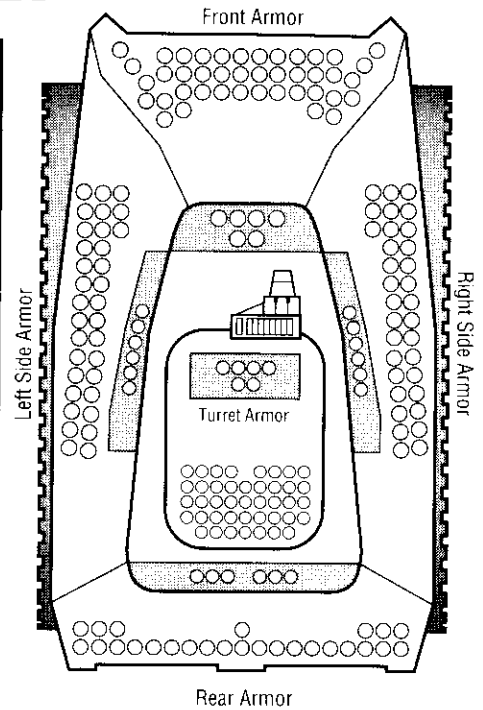
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## TRACKED VEHICLE RECORD SHEET

Unit Type: <b>MANTICORE Heavy Tank</b>			
Movement Type: <b>Tracked</b>	Cruising MP: <b>4</b>	Flank MP: <b>6</b>	
Tonnage: <b>60</b>			
Driving Skill:	Technology Base: <b>Inner Sphere 3025</b>		
Gunnery Skill:			
Cost: <b>2,640,800</b>			
<b>Ammo</b>			
Ammo Type	Rounds	Ammo Type	Rounds
SRM 6	15		
LRM 10	12		
<b>Critical Damage</b>			
Drive Damaged	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>
Track Destroyed	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>

Weapons Inventory							
#	Type	Loc.	Dam.	Min.	S	M	L
1	PPC	T	10	3	1-6	7-12	13-18
1	SRM 6	T	2/hit	—	1-3	4-6	7-9
1	LRM 10	T	1/hit	6	1-7	8-14	15-21
1	Medium Laser	F	5	—	1-3	4-6	7-9

Body Inventory



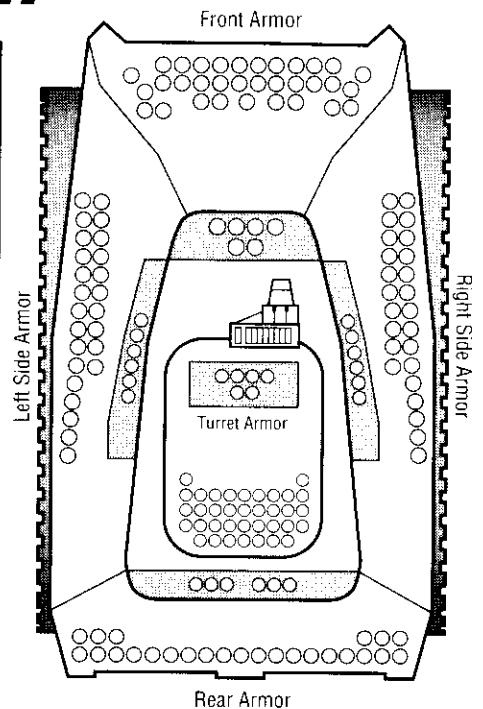
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## TRACKED VEHICLE RECORD SHEET

Unit Type: <b>PIKE Support Vehicle</b>			
Movement Type: <b>Tracked</b>	Cruising MP: <b>3</b>	Flank MP: <b>5</b>	
Tonnage: <b>60</b>			
Driving Skill:	Technology Base: <b>Inner Sphere 3025</b>		
Gunnery Skill:			
Cost: <b>1,035,200</b>			
<b>Ammo</b>			
Ammo Type	Rounds	Ammo Type	Rounds
AC/2	225		
SRM 2	50		
<b>Critical Damage</b>			
Drive Damaged	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>
Track Destroyed	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>

Weapons Inventory							
#	Type	Loc.	Dam.	Min.	S	M	L
3	Autocannon/2	T	2	4	1-8	9-16	17-24
2	SRM 2	F	2/hit	—	1-3	4-6	7-9

Body Inventory



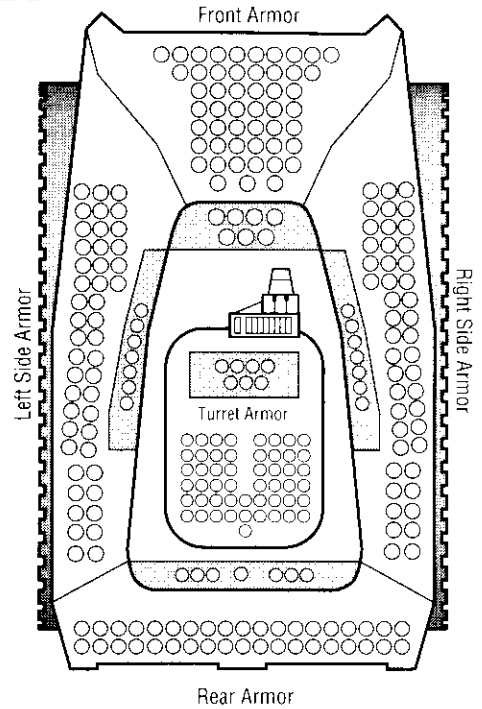
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## TRACKED VEHICLE RECORD SHEET

Unit Type: <b>PATTON Tank</b>			
Movement Type: <b>Tracked</b>	Cruising MP: <b>4</b>	Flank MP: <b>6</b>	
Tonnage: <b>65</b>			
Driving Skill:	Technology Base:		
Gunnery Skill:	<b>Inner Sphere 3025</b>		
Cost: <b>2,754,538</b>			
<b>Ammo</b>			
Ammo Type	Rounds	Ammo Type	Rounds
AC/10	20		
LRM 5	24		
<b>Critical Damage</b>			
Drive Damaged	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>
Track Destroyed	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>

Weapons Inventory								
#	Type	Loc.	Dam.	Min.	S	M	L	
1	Autocannon/10	T	10	—	1-5	6-10	11-15	
1	LRM 5	T	1/hit	6	1-7	8-14	15-21	
1	Small Laser	F	3	—	1	2	3	
1	Flamer	F	2	—	1	2	3	

**Body Inventory**



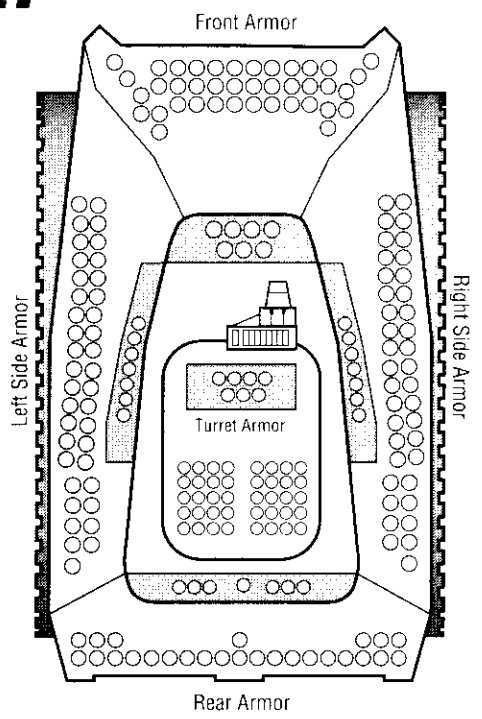
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## TRACKED VEHICLE RECORD SHEET

Unit Type: <b>ROMMEL Tank</b>			
Movement Type: <b>Tracked</b>	Cruising MP: <b>4</b>	Flank MP: <b>6</b>	
Tonnage: <b>65</b>			
Driving Skill:	Technology Base:		
Gunnery Skill:	<b>Inner Sphere 3025</b>		
Cost: <b>2,905,513</b>			
<b>Ammo</b>			
Ammo Type	Rounds	Ammo Type	Rounds
AC/20	20		
LRM 5	24		
<b>Critical Damage</b>			
Drive Damaged	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>
Track Destroyed	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>

Weapons Inventory								
#	Type	Loc.	Dam.	Min.	S	M	L	
1	Autocannon/20	T	20	—	1-3	4-6	7-9	
1	LRM 5	T	1/hit	6	1-7	8-14	15-21	
1	Small Laser	F	3	—	1	2	3	

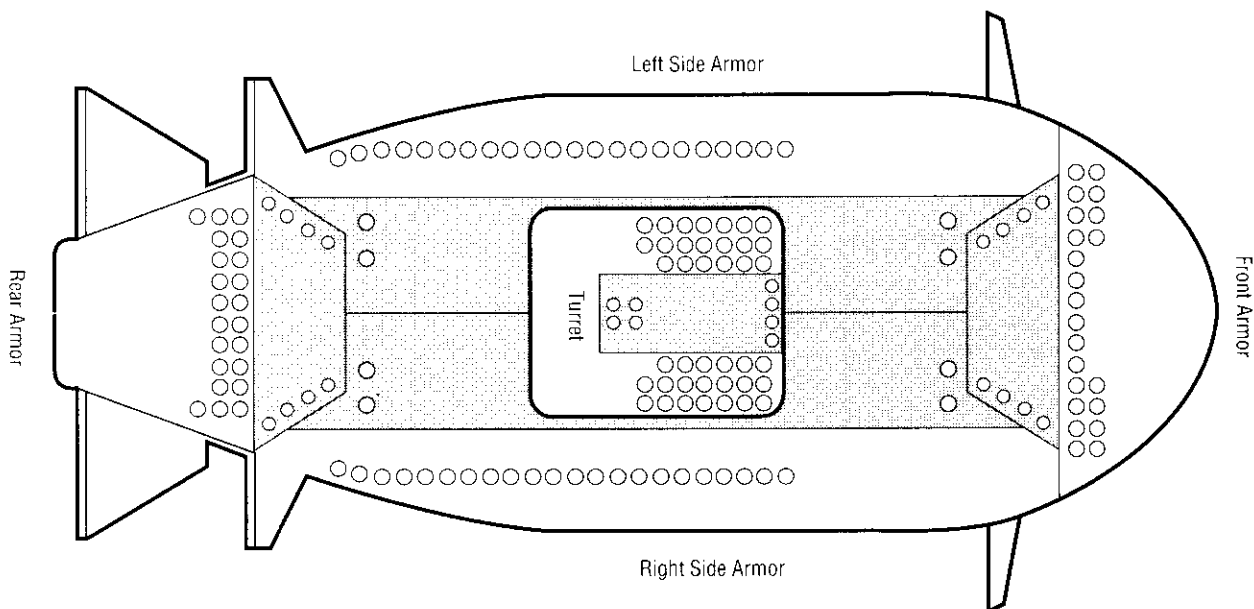
**Body Inventory**



# BATTLETECH<sup>®</sup>

## NAVAL/SUBMARINE RECORD SHEET

Unit Type: <b>MONITOR Naval Vessel</b>			<b>Weapons Inventory</b>							<b>Elevation</b>		
Movement Type: <b>Naval</b>	Cruising MP: <b>3</b>	Flank MP: <b>5</b>	#	Type	Loc.	Dam.	Min.	S	M	L	Turn	Depth
Tonnage: <b>75</b>			2	Autocannon/20	T	20	—	1-3	4-6	7-9	1	_____
Driving Skill:	Technology Base:		1	SRM 2	RS	2/hit	—	1-3	4-6	7-9	2	_____
Gunnery Skill:	<b>Inner Sphere</b>		1	SRM 2	LS	2/hit	—	1-3	4-6	7-9	3	_____
	<b>3025</b>		1	SRM 2	R	2/hit	—	1-3	4-6	7-9	4	_____
Cost: <b>1,568,531</b>											5	_____
<b>Ammo</b>											6	_____
Ammo Type	Rounds	Ammo Type	Rounds								7	_____
AC/20	15										8	_____
SRM 2	50										9	_____
<b>Critical Damage</b>											10	_____
Engine Room Damaged	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>								11	_____
Engine Room Destroyed	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>	1	Infantry (1.5 tons)	B	—	—	—	—	12	_____
											13	_____
											14	_____
											15	_____
											16	_____
											17	_____
											18	_____
											19	_____
											20	_____
											21	_____



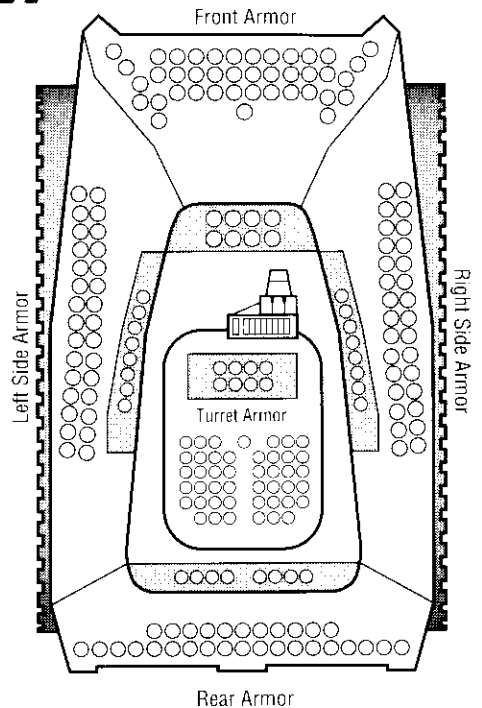
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## TRACKED VEHICLE RECORD SHEET

Unit Type: <b>VON LUCKNER Heavy Tank VNL-K65N</b>			
Movement Type: <b>Tracked</b>	Cruising MP: <b>3</b>	Flank MP: <b>5</b>	
Tonnage: <b>75</b>			
Driving Skill:	Technology Base: <b>Inner Sphere 3025</b>		
Gunnery Skill:			
Cost: <b>3,685,938</b>			
<b>Ammo</b>			
Ammo Type	Rounds	Ammo Type	Rounds
AC/20	15		
SRM 6	15		
SRM 4	25		
LRM 10	12		
MG	200		
<b>Critical Damage</b>			
Drive Damaged	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>
Track Destroyed	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>

Weapons Inventory							
#	Type	Loc.	Dam.	Min.	S	M	L
1	Autocannon/20	T	20	—	1-3	4-6	7-9
2	SRM 6	T	2/hit	—	1-3	4-6	7-9
1	SRM 4	T	2/hit	—	1-3	4-6	7-9
1	LRM 10	R	1/hit	6	1-7	8-14	15-21
1	Machine Gun	T	2	—	1	2	3
1	Flamer	F	2	—	1	2	3

**Body Inventory**



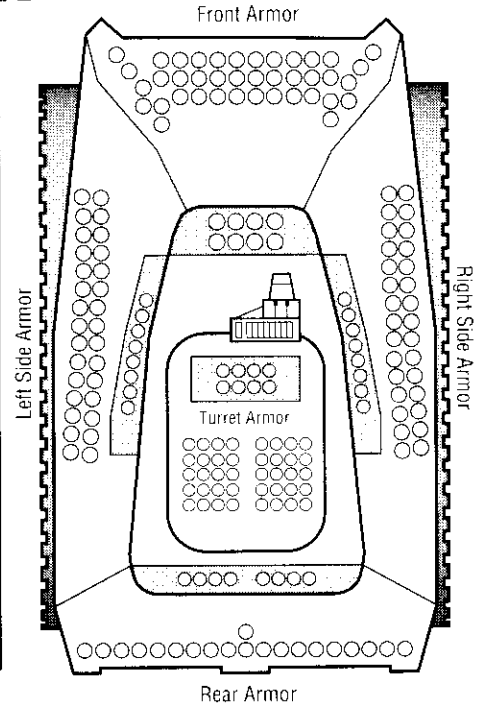
# BATTLETECH®

## TRACKED VEHICLE RECORD SHEET

Unit Type: <b>DEMOLISHER Heavy Tank</b>			
Movement Type: <b>Tracked</b>	Cruising MP: <b>3</b>	Flank MP: <b>5</b>	
Tonnage: <b>80</b>			
Driving Skill:	Technology Base: <b>Inner Sphere 3025</b>		
Gunnery Skill:			
Cost: <b>2,151,000</b>			
<b>Ammo</b>			
Ammo Type	Rounds	Ammo Type	Rounds
AC/20	20		
<b>Critical Damage</b>			
Drive Damaged	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>
Track Destroyed	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>

Weapons Inventory							
#	Type	Loc.	Dam.	Min.	S	M	L
2	Autocannon/20	T	20	—	1-3	4-6	7-9

**Body Inventory**



# BATTLETECH®

## TRACKED VEHICLE RECORD SHEET

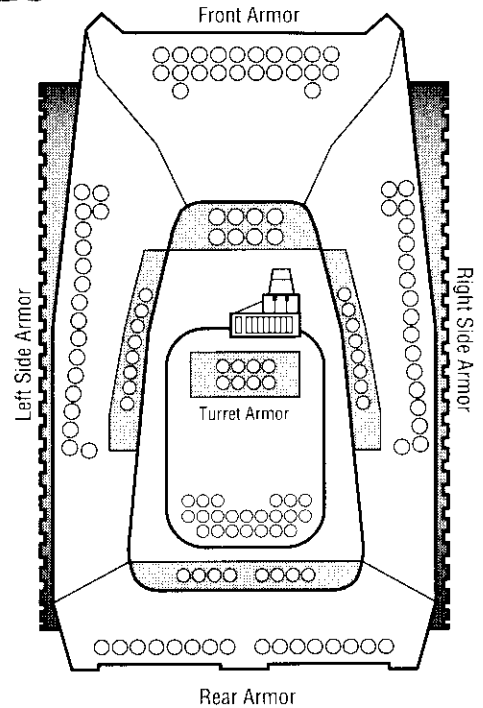
Unit Type: <b>PARTISAN Heavy Tank</b>		
Movement Type: <b>Tracked</b>	Cruising MP: <b>3</b>	Flank MP: <b>5</b>
Tonnage: <b>80</b>		
Driving Skill:	Technology Base:	
Gunnery Skill:	<b>Inner Sphere 3025</b>	
Cost: <b>1,872,000</b>		

Ammo			
Ammo Type	Rounds	Ammo Type	Rounds
AC/5	40		
MG	100		

Critical Damage			
Drive Damaged	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>
Track Destroyed	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>

Weapons Inventory							
#	Type	Loc	Dam.	Min.	S	M	L
4	Autocannon/5	T	5	3	1-6	7-12	13-18
2	Machine Gun	F	2	—	1	2	3

Body Inventory			



# BATTLETECH®

## TRACKED VEHICLE RECORD SHEET

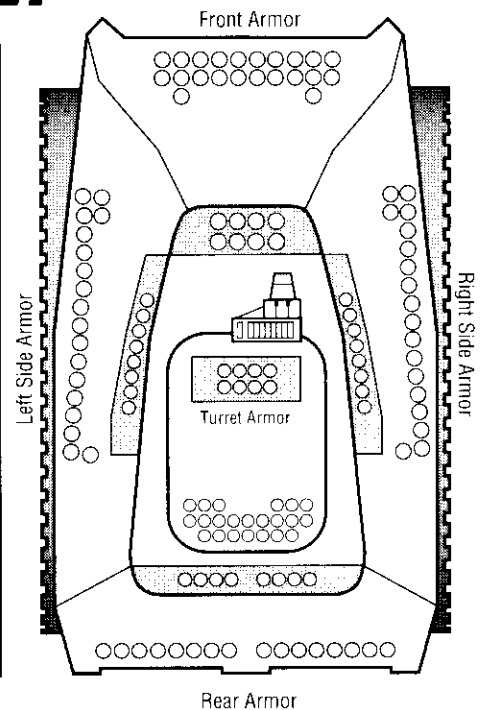
Unit Type: <b>PARTISAN ( AC/2 Variant )</b>		
Movement Type: <b>Tracked</b>	Cruising MP: <b>3</b>	Flank MP: <b>5</b>
Tonnage: <b>80</b>		
Driving Skill:	Technology Base:	
Gunnery Skill:	<b>Inner Sphere 3025</b>	
Cost: <b>1,629,000</b>		

Ammo			
Ammo Type	Rounds	Ammo Type	Rounds
AC/2	180		
MG	200		

Critical Damage			
Drive Damaged	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>
Track Destroyed	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>

Weapons Inventory							
#	Type	Loc	Dam.	Min.	S	M	L
5	Autocannon/2	T	2	4	1-8	9-16	17-24
2	Machine Gun	F	2	—	1	2	3

Body Inventory			



# BATTLETECH®

## TRACKED VEHICLE RECORD SHEET

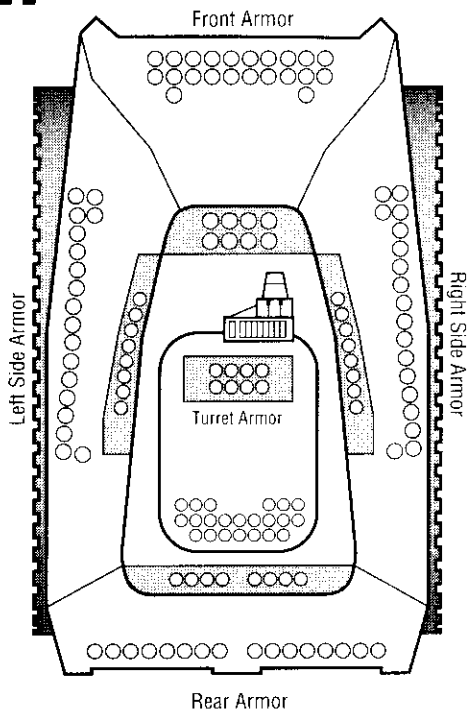
Unit Type: <b>PARTISAN (LRM Variant)</b>		
Movement Type: <b>Tracked</b>	Cruising MP: <b>3</b>	Flank MP: <b>5</b>
Tonnage: <b>80</b>		
Driving Skill:	Technology Base:	
Gunnery Skill:	<b>Inner Sphere 3025</b>	
Cost: <b>2,530,800</b>		

Ammo			
Ammo Type	Rounds	Ammo Type	Rounds
LRM 15	48		
MG	200		

Critical Damage			
Drive Damaged	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>
Track Destroyed	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>

Weapons Inventory							
#	Type	Loc.	Dam.	Min.	S	M	L
4	LRM 15	T	1/hit	6	1-7	8-14	15-21
2	Machine Gun	F	2	—	1	2	3

**Body Inventory**



# BATTLETECH®

## TRACKED VEHICLE RECORD SHEET

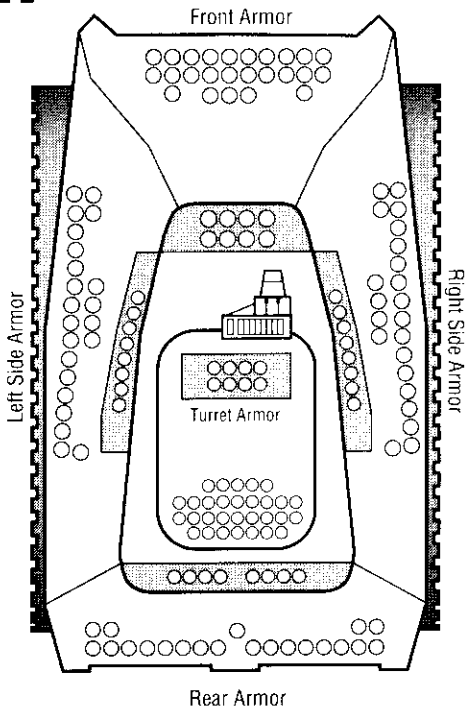
Unit Type: <b>SHRECK PPC Carrier</b>		
Movement Type: <b>Tracked</b>	Cruising MP: <b>3</b>	Flank MP: <b>5</b>
Tonnage: <b>80</b>		
Driving Skill:	Technology Base:	
Gunnery Skill:	<b>Inner Sphere 3025</b>	
Cost: <b>3,825,900</b>		

Ammo			
Ammo Type	Rounds	Ammo Type	Rounds

Critical Damage			
Drive Damaged	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>
Track Destroyed	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>

Weapons Inventory							
#	Type	Loc.	Dam.	Min.	S	M	L
3	PPC	T	10	3	1-6	7-12	13-18

**Body Inventory**





# BATTLETECH®

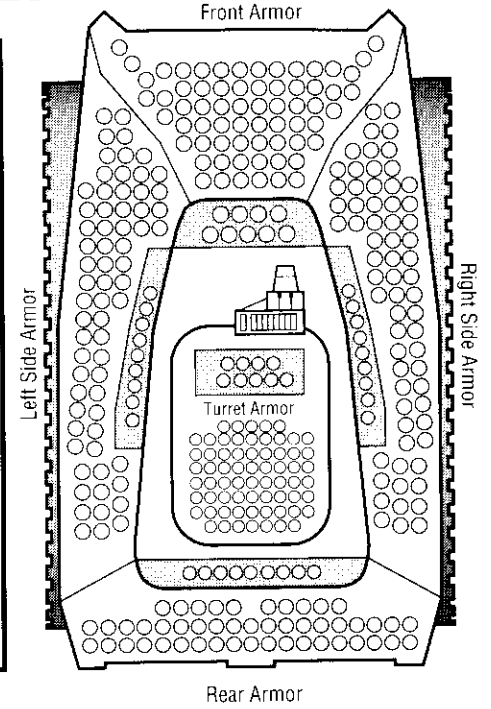
## TRACKED VEHICLE RECORD SHEET

Unit Type: <b>STURMFEUR Heavy Tank</b>			
Movement Type: <b>Tracked</b>		Cruising MP: <b>3</b>	Flank MP: <b>5</b>
Tonnage: <b>85</b>			
Driving Skill:		Technology Base:	
Gunnery Skill:		<b>Inner Sphere</b> <b>3025</b>	
Cost: <b>2,395,288</b>			
<b>Ammo</b>			
Ammo Type	Rounds	Ammo Type	Rounds
LRM 20	18		
MG	200		
<b>Critical Damage</b>			
Drive Damaged	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>
Track Destroyed	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>

Weapons Inventory							
#	Type	Loc.	Dam.	Min.	S	M	L
1	LRM 20	F	1/hit	6	1-7	8-14	15-21
1	LRM 20	T	1/hit	6	1-7	8-14	15-21
2	Machine Gun	T	2	—	1	2	3

Body Inventory			



# BATTLETECH®

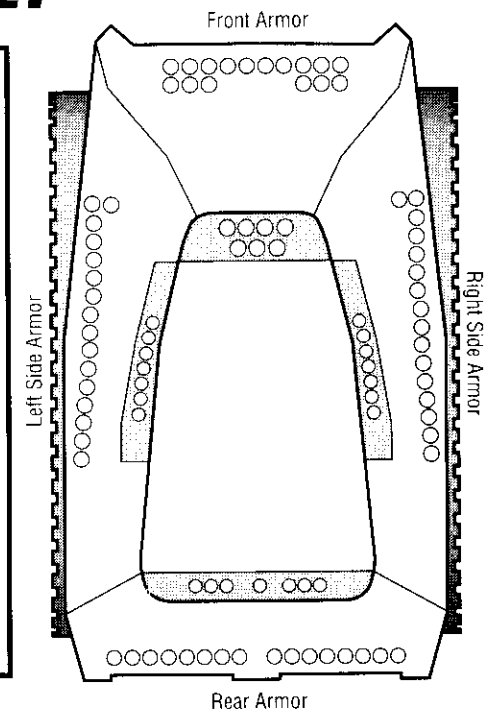
## TRACKED VEHICLE RECORD SHEET

Unit Type: <b>MOBILE LONG TOM (Main Unit)</b>			
Movement Type: <b>Tracked</b>		Cruising MP: <b>2</b>	Flank MP: <b>3</b>
Tonnage: <b>65</b>			
Driving Skill:		Technology Base:	
Gunnery Skill:		<b>Inner Sphere</b> <b>3025</b>	
Cost: <b>1,397,275</b>			
<b>Ammo</b>			
Ammo Type	Rounds	Ammo Type	Rounds
MG	200		
<b>Critical Damage</b>			
Drive Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>
Track Destroyed	<input type="checkbox"/>		

Weapons Inventory							
#	Type	Loc.	Dam.	Min.	S	M	L
1	Long Tom	F	20/10	—		20 Maps	
2	Machine Gun	RS	2	—	1	2	3
2	Machine Gun	LS	2	—	1	2	3

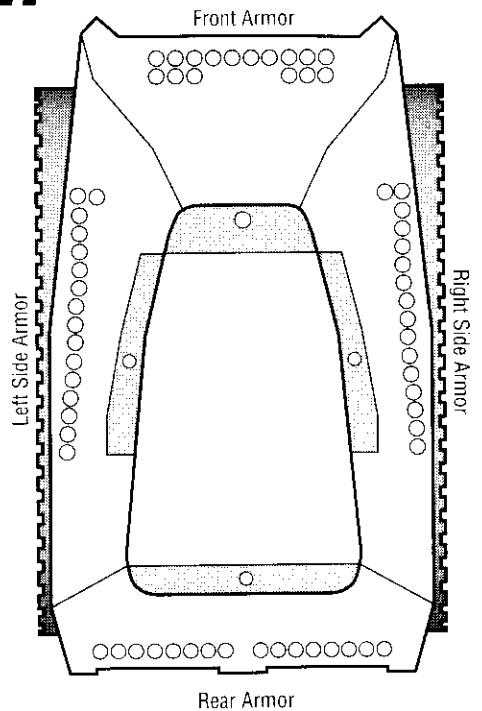
Body Inventory			
1	Tracking system	B	— — — — —
1	Tracking system	B	— — — — —
1	Comm Equipment	B	— — — — —



# BATTLETECH®

## TRACKED VEHICLE RECORD SHEET

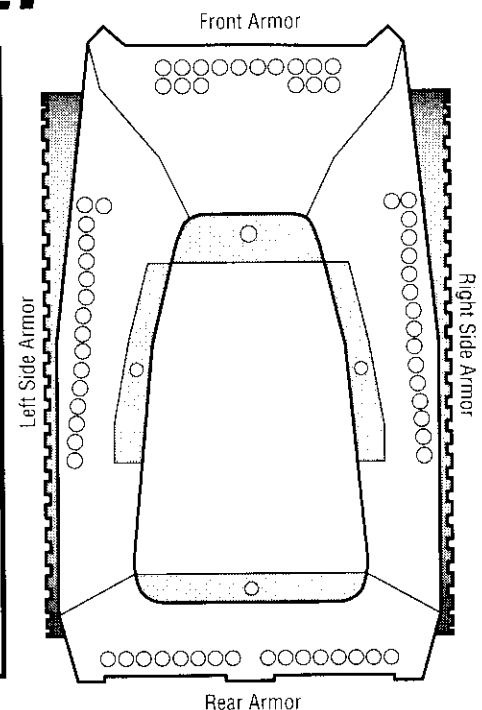
Unit Type: <b>MOBILE LONG TOM ( Ammo Carriage )</b>			<b>Weapons Inventory</b>							
Movement Type: <b>Tracked</b>	Cruising MP: -	Flank MP: -	#	Type	Loc.	Dam.	Min.	S	M	L
Tonnage: <b>10</b>	Technology Base: <b>Inner Sphere 3025</b>		<b>Body Inventory</b>							
Driving Skill:	Technology Base: <b>Inner Sphere 3025</b>									
Gunnery Skill:	Technology Base: <b>Inner Sphere 3025</b>									
Cost: <b>110,000</b>										
<b>Ammo</b>										
Ammo Type	Rounds	Ammo Type	Rounds							
<b>LONG TOM</b>	<b>25</b>									
<b>Critical Damage</b>										
Drive Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>							
Track Destroyed	<input type="checkbox"/>									



# BATTLETECH®

## TRACKED VEHICLE RECORD SHEET

Unit Type: <b>MOBILE LONG TOM ( Support Carriage )</b>			<b>Weapons Inventory</b>							
Movement Type: <b>Tracked</b>	Cruising MP: -	Flank MP: -	#	Type	Loc.	Dam.	Min.	S	M	L
Tonnage: <b>5</b>	Technology Base: <b>Inner Sphere 3025</b>		<b>Body Inventory</b>							
Driving Skill:	Technology Base: <b>Inner Sphere 3025</b>									
Gunnery Skill:	Technology Base: <b>Inner Sphere 3025</b>									
Cost: <b>52,500</b>										
<b>Ammo</b>										
Ammo Type	Rounds	Ammo Type	Rounds							
<b>Critical Damage</b>										
Drive Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>							
Track Destroyed	<input type="checkbox"/>									



# BATTLETECH®

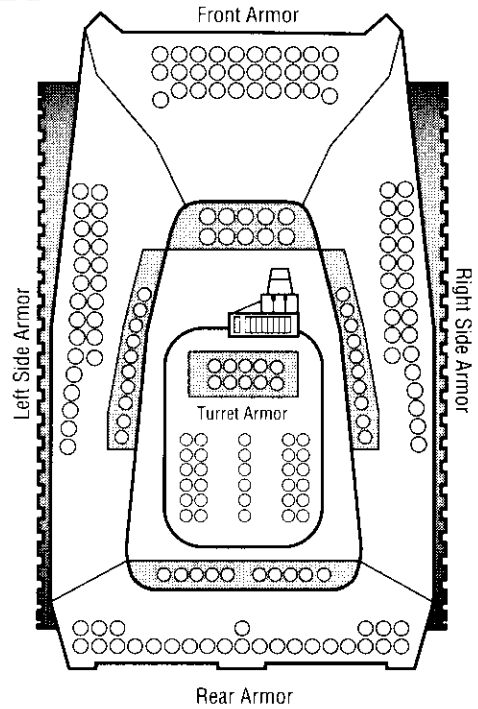
## TRACKED VEHICLE RECORD SHEET

Unit Type: <b>ONTOS Heavy Tank</b>			
Movement Type: <b>Tracked</b>		Cruising MP: <b>3</b>	Flank MP: <b>5</b>
Tonnage: <b>95</b>			
Driving Skill:		Technology Base:	
Gunnery Skill:		<b>Inner Sphere 3025</b>	
Cost: <b>2,264,438</b>			
<b>Ammo</b>			
Ammo Type	Rounds	Ammo Type	Rounds
LRM 5	24		
<b>Critical Damage</b>			
Drive Damaged	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>
Track Destroyed	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>

### Weapons Inventory

#	Type	Loc.	Dam.	Min.	S	M	L
8	Medium Laser	T	5	—	1-3	4-6	7-9
2	LRM 5	T	1/hit	6	1-7	8-14	15-21

### Body Inventory



# BATTLETECH®

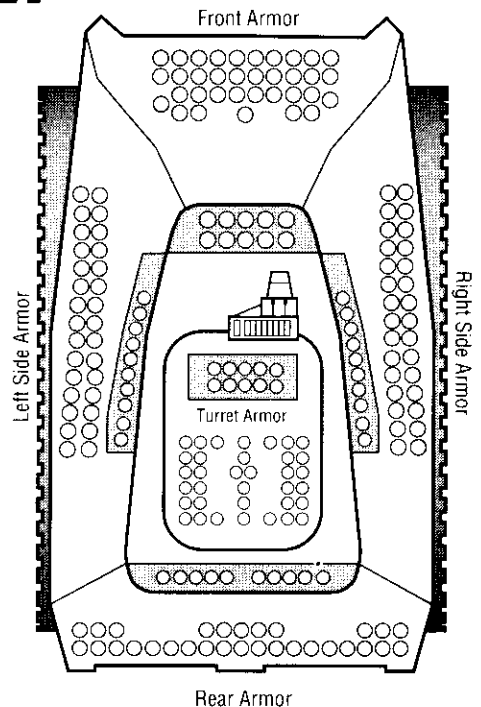
## TRACKED VEHICLE RECORD SHEET

Unit Type: <b>ONTOS (LRM Variant)</b>			
Movement Type: <b>Tracked</b>		Cruising MP: <b>3</b>	Flank MP: <b>5</b>
Tonnage: <b>95</b>			
Driving Skill:		Technology Base:	
Gunnery Skill:		<b>Inner Sphere 3025</b>	
Cost: <b>3,117,563</b>			
<b>Ammo</b>			
Ammo Type	Rounds	Ammo Type	Rounds
LRM 20	60		
LRM 5	24		
<b>Critical Damage</b>			
Drive Damaged	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>
Track Destroyed	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>

### Weapons Inventory

#	Type	Loc.	Dam.	Min.	S	M	L
2	LRM 20	T	1/hit	6	1-7	8-14	15-21
2	LRM 5	T	1/hit	6	1-7	8-14	15-21

### Body Inventory



# BATTLETECH®

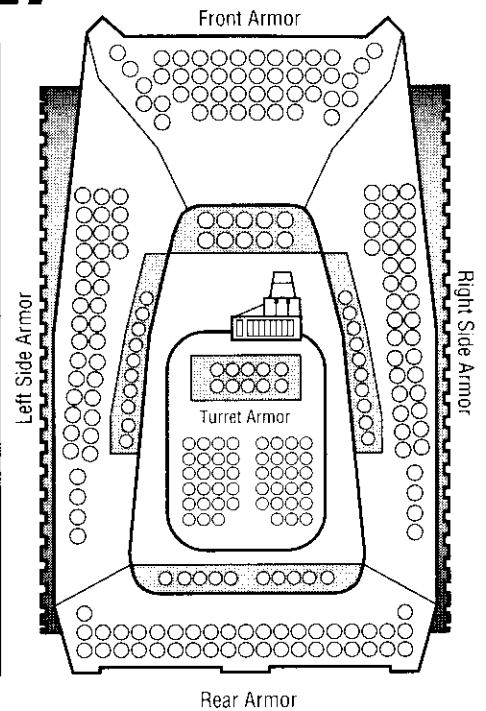
## TRACKED VEHICLE RECORD SHEET

Unit Type: <b>BEHEMOTH Heavy Tank</b>			
Movement Type: <b>Tracked</b>	Cruising MP: <b>2</b>	Flank MP: <b>3</b>	
Tonnage: <b>100</b>			
Driving Skill:	Technology Base:		
Gunnery Skill:	<b>Inner Sphere 3025</b>		
Cost: <b>3,044,667</b>			
<b>Ammo</b>			
Ammo Type	Rounds	Ammo Type	Rounds
AC/10	20		
LRM 5	48		
SRM 6	30		
SRM 2	50		
MG	200		
<b>Critical Damage</b>			
Drive Damaged	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>
Track Destroyed	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>

Weapons Inventory							
#	Type	Loc.	Dam.	Min.	S	M	L
2	Autocannon/10	T	10	—	1-5	6-10	11-15
4	LRM 5	F	1/hit	6	1-7	8-14	15-21
2	SRM 6	T	2/hit	—	1-3	4-6	7-9
2	SRM 2	F	2/hit	—	1-3	4-6	7-9
1	SRM 2	RS	2/hit	—	1-3	4-6	7-9
1	SRM 2	LS	2/hit	—	1-3	4-6	7-9
2	Machine Gun	F	2	—	1	2	3
1	Machine Gun	RS	2	—	1	2	3
1	Machine Gun	LS	2	—	1	2	3

Body Inventory	



# BATTLETECH®

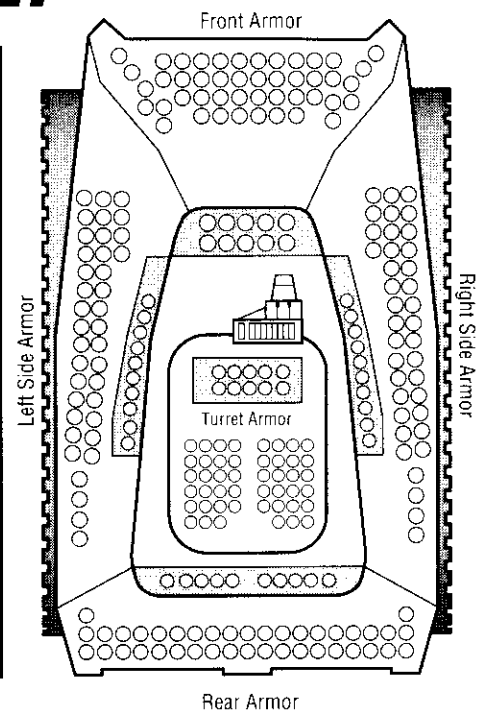
## TRACKED VEHICLE RECORD SHEET

Unit Type: <b>BEHEMOTH ( Flamer Variant )</b>			
Movement Type: <b>Tracked</b>	Cruising MP: <b>2</b>	Flank MP: <b>3</b>	
Tonnage: <b>100</b>			
Driving Skill:	Technology Base:		
Gunnery Skill:	<b>Inner Sphere 3025</b>		
Cost: <b>3,004,667</b>			
<b>Ammo</b>			
Ammo Type	Rounds	Ammo Type	Rounds
AC/10	20		
LRM 5	48		
SRM 6	30		
FLAMER	40		
MG	200		
<b>Critical Damage</b>			
Drive Damaged	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>
Track Destroyed	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>

Weapons Inventory							
#	Type	Loc.	Dam.	Min.	S	M	L
2	Autocannon/10	T	10	—	1-5	6-10	11-15
4	LRM 5	F	1/hit	6	1-7	8-14	15-21
2	SRM 6	T	2/hit	—	1-3	4-6	7-9
2	Flamer (Vehicle)	F	2	—	1	2	3
2	Flamer (Vehicle)	RS	2	—	1	2	3
2	Flamer (Vehicle)	LS	2	—	1	2	3
2	Machine Gun	F	2	—	1	2	3
1	Machine Gun	RS	2	—	1	2	3
1	Machine Gun	LS	2	—	1	2	3

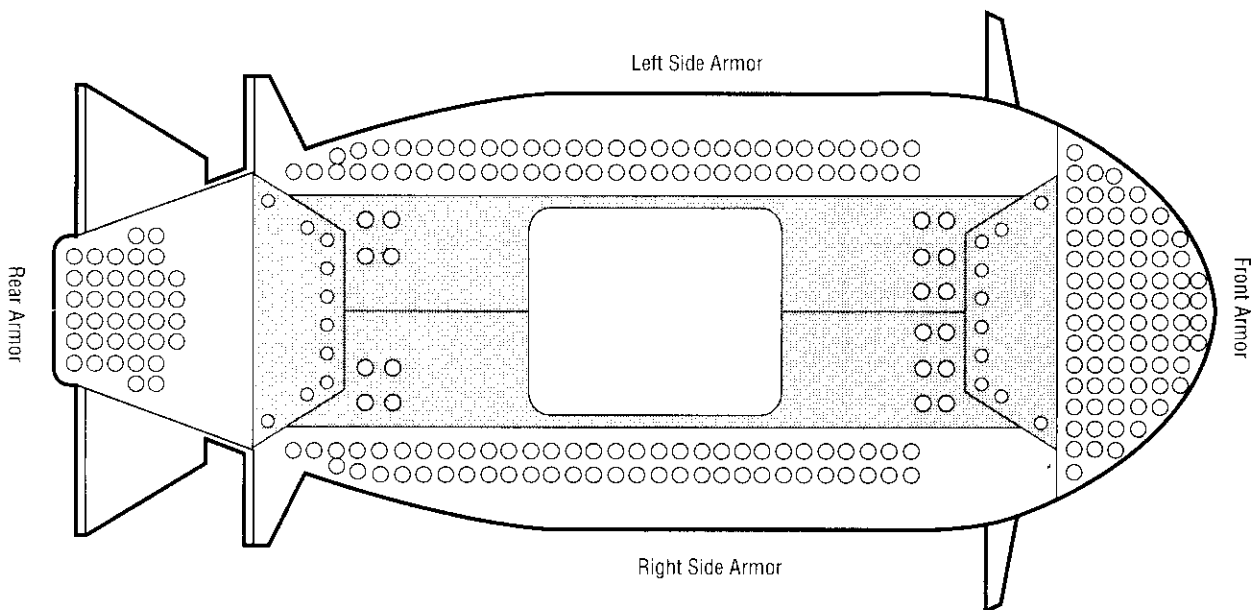
Body Inventory	



# BATTLETECH®

## NAVAL/SUBMARINE RECORD SHEET

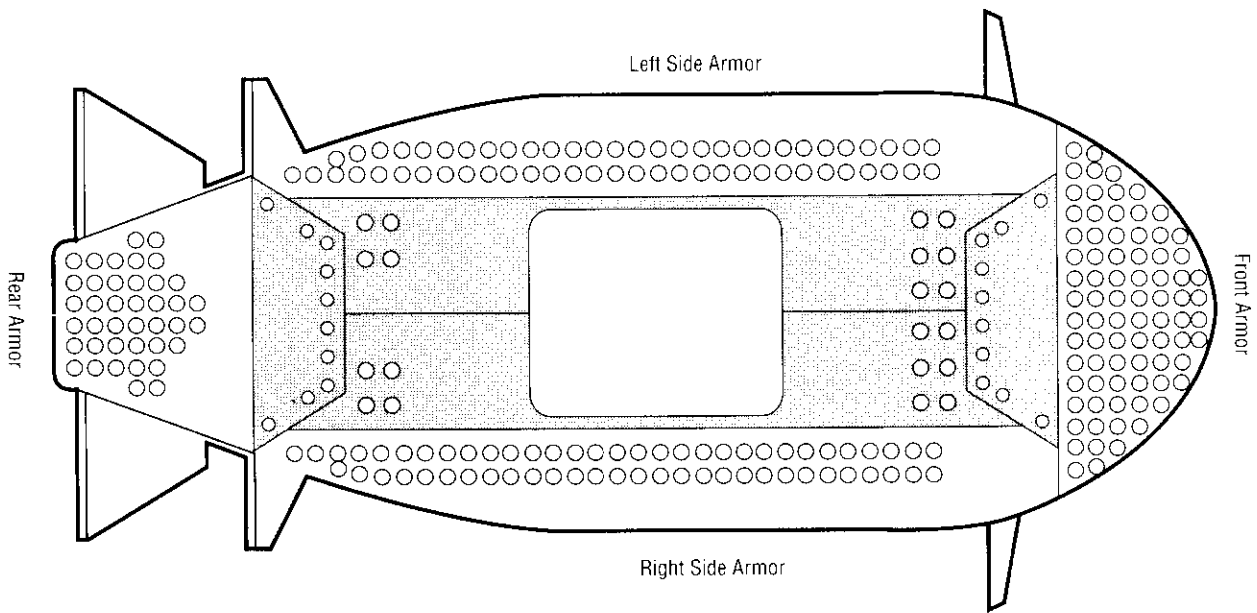
Unit Type: <b>NEPTUNE Submarine</b>			<b>Weapons Inventory</b>						<b>Elevation</b>				
Movement Type: <b>Submarine</b>	Cruising MP: <b>3</b>	Flank MP: <b>5</b>							#	Type	Loc.	Dam.	Min.
Tonnage: <b>100</b>			1	Large Laser	F	8	—	1-5	6-10	11-15	1	_____	
Driving Skill:	Technology Base:		1	LRM 20 ( Torpedo )	F	1/hit	6	1-7	8-14	15-21	2	_____	
Gunnery Skill:	<b>Inner Sphere</b> 3025		2	SRM 6 ( Torpedo )	F	2/hit	—	1-3	4-6	7-9	3	_____	
Cost: <b>4,614,000</b>											4	_____	
<b>Ammo</b>				<b>Body Inventory</b>								5	_____
Ammo Type	Rounds	Ammo Type	Rounds									6	_____
LRM 20	6				_____								
SRM 6	15				_____								
<b>Critical Damage</b>												10	_____
Engine Room Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>									11	_____
Engine Room Destroyed	<input type="checkbox"/>											12	_____
												13	_____
												14	_____
												15	_____
												16	_____
												17	_____
												18	_____
												19	_____
												20	_____
												21	_____



# BATTLETECH®

## NAVAL/SUBMARINE RECORD SHEET

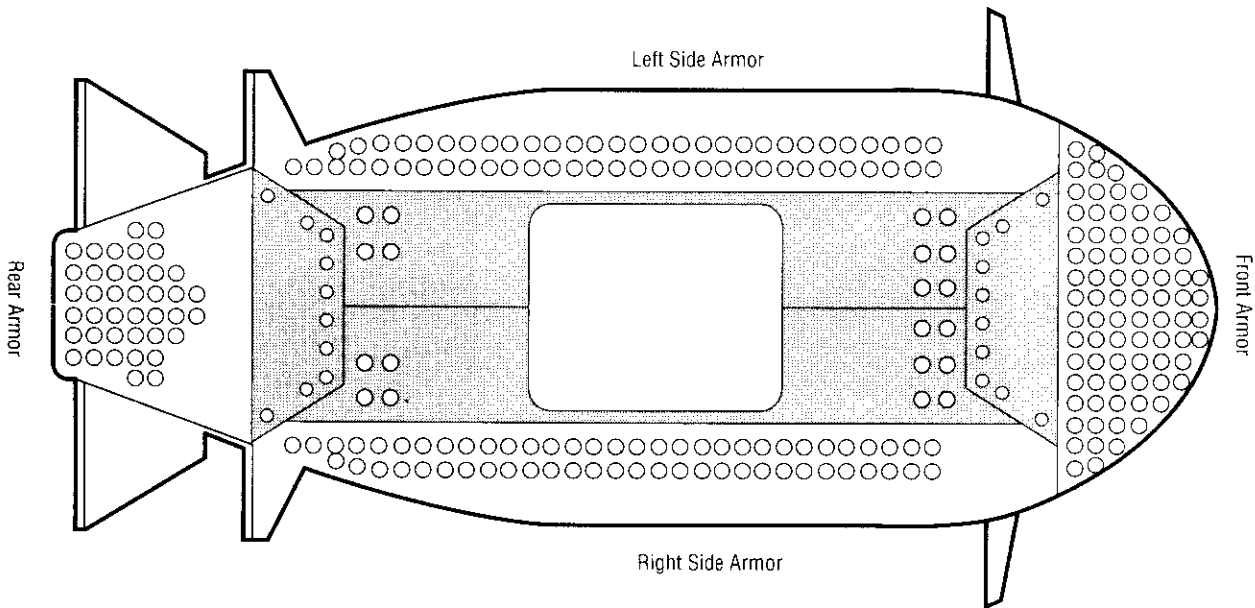
Unit Type: <b>NEPTUNE ( LRM Variant )</b>			<b>Weapons Inventory</b>							<b>Elevation</b>		
Movement Type: <b>Submarine</b>	Cruising MP: <b>3</b>	Flank MP: <b>5</b>	#	Type	Loc.	Dam.	Min.	S	M	L	Turn	Depth
Tonnage: <b>100</b>			2	LRM 20 ( Torpedo )	F	1/hit	6	1-7	8-14	15-21	1	_____
			2	SRM 6 ( Torpedo )	F	2/hit	—	1-3	4-6	7-9	2	_____
Driving Skill:	Technology Base:										3	_____
Gunnery Skill:	<b>Inner Sphere</b>										4	_____
	<b>3025</b>										5	_____
Cost: <b>5,271,000</b>											6	_____
<b>Ammo</b>											7	_____
Ammo Type	Rounds	Ammo Type	Rounds								8	_____
LRM 20	24										9	_____
SRM 6	15										10	_____
											11	_____
											12	_____
											13	_____
											14	_____
											15	_____
											16	_____
											17	_____
											18	_____
											19	_____
											20	_____
											21	_____
<b>Critical Damage</b>			<b>Body Inventory</b>									
Engine Room Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>									
Engine Room Destroyed	<input type="checkbox"/>											



# BATTLETECH®

## NAVAL/SUBMARINE RECORD SHEET

Unit Type: <b>NEPTUNE (SRM Variant)</b>			<b>Weapons Inventory</b>							<b>Elevation</b>		
Movement Type: <b>Submarine</b>	Cruising MP: <b>3</b>	Flank MP: <b>5</b>	#	Type	Loc.	Dam.	Min.	S	M	L	Turn	Depth
Tonnage: <b>100</b>			1	LRM 20 (Torpedo)	F	1/hit	6	1-7	8-14	15-21	1	_____
Driving Skill:	Technology Base: <b>Inner Sphere</b>		5	SRM 6 (Torpedo)	F	2/hit	—	1-3	4-6	7-9	2	_____
Gunnery Skill:	<b>3025</b>										3	_____
Cost: <b>5,304,000</b>											4	_____
<b>Ammo</b>											5	_____
Ammo Type	Rounds	Ammo Type	Rounds								6	_____
LRM 20	12										7	_____
SRM 6	60										8	_____
<b>Critical Damage</b>											9	_____
Engine Room Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>								10	_____
Engine Room Destroyed	<input type="checkbox"/>										11	_____
											12	_____
											13	_____
											14	_____
											15	_____
											16	_____
											17	_____
											18	_____
											19	_____
											20	_____
											21	_____

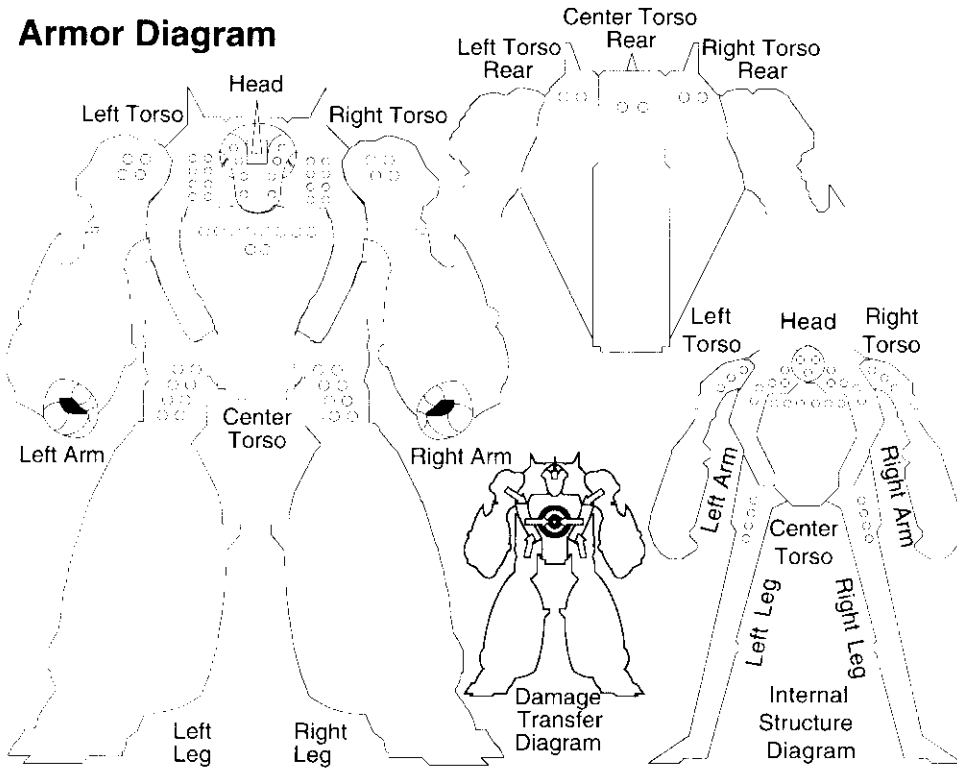




# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **LCT-1E Locust**

Tonnage: **20**

Movement Points

Walking: **8**

Running: **12**

Jumping: **0**

Technology Base:

Inner Sphere

2499

### Weapons Inventory

#	Type	Loc	HI	D	Mn	S	M	L
1	Medium Laser	RA	3	5	0	3	6	9
1	Medium Laser	LA	3	5	0	3	6	9
1	Small Laser	LA	1	3	0	1	2	3
1	Small Laser	RA	1	3	0	1	2	3

**Total Single Heat Sinks: 10**

### Auto Eject

Operational

Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

### Left Arm

- Shoulder
- Upper Arm Actuator
- Medium Laser
- Small Laser
- Roll Again
- Roll Again

- Roll Again
- Roll Again

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

### Left Torso

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

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

### Left Leg

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

### Critical Hit Table

#### Head

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

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

- Gyro
- Engine
- Engine
- Engine
- Roll Again
- Roll Again

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

Cost 1,574,201

### Right Arm

- Shoulder
- Upper Arm Actuator
- Medium Laser
- Small Laser
- Roll Again
- Roll Again

- Roll Again
- Roll Again

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

### Right Torso

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

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

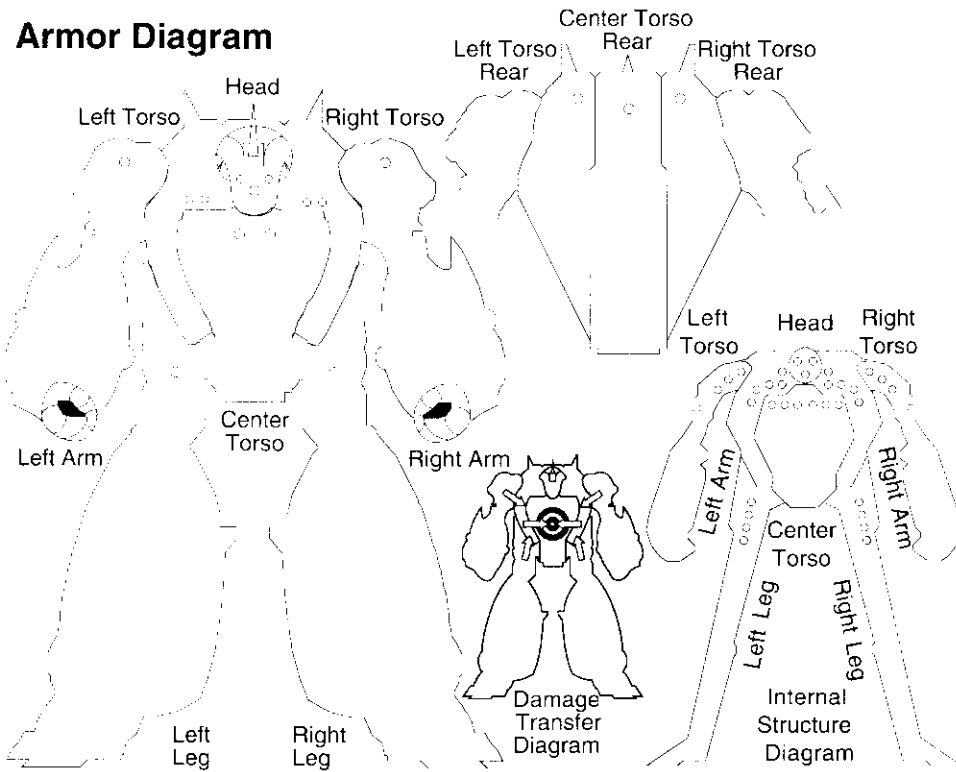
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **LCT-1M Locust**

Tonnage: **20**  
 Movement Points  
 Walking: **8**  
 Running: **12**  
 Jumping: **0**

Technology Base:  
 Inner Sphere  
 2499

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Medium Laser	CT	3	5	0	3	6	9
1	LRM 5	LA	2	1	6	7	14	21
1	LRM 5	RA	2	1	6	7	14	21

Ammo Type	Rounds
LRM 5	24

**Total Single Heat Sinks: 10**

○○○○○○○○○○

### Auto Eject

Operational  Disabled

### Warrior Data

Name: \_\_\_\_\_

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	



### Left Arm

- Shoulder
  - Upper Arm Actuator
  - LRM 5
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

### Left Torso

- Roll Again
  - Roll Again
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

### Left Leg

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

### Critical Hit Table

#### Head

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

#### Center Torso

- Engine
  - Engine
  - Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3**
- Gyro
  - Engine
  - Engine
  - Engine
  - Medium Laser
  - Ammo (LRM 5) 24
- 4-6**

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

Cost 1,571,201

### Right Arm

- Shoulder
  - Upper Arm Actuator
  - LRM 5
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

### Right Torso

- Roll Again
  - Roll Again
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

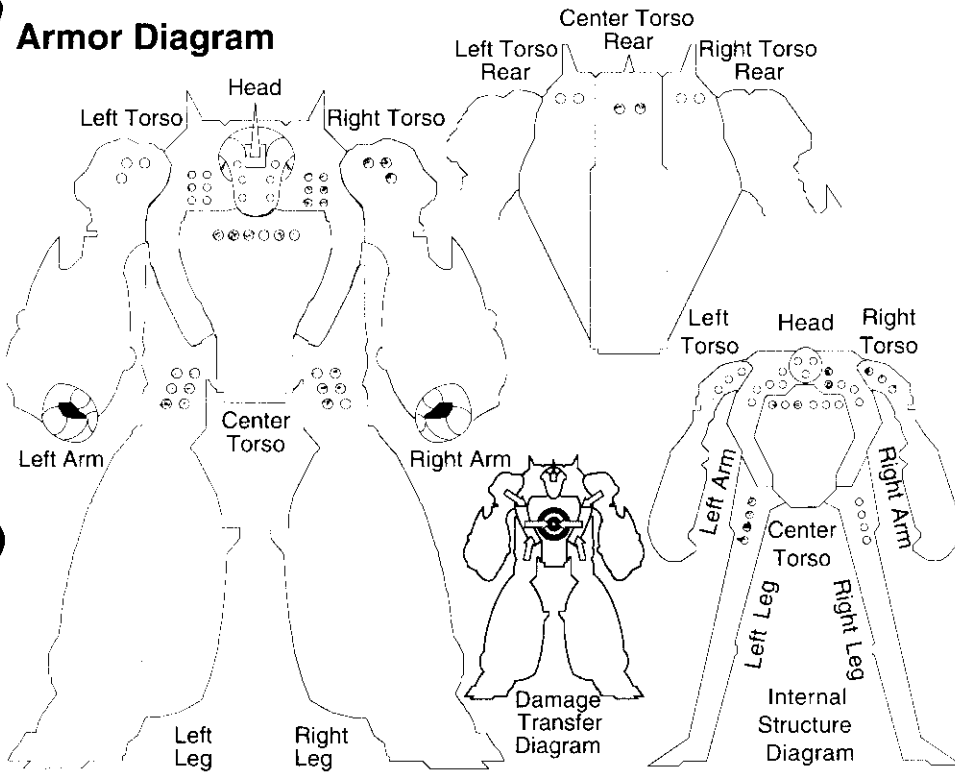
### Right Leg

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

# BATTLETECH®

## BATTLETECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **LCT-1S Locust**  
 Tonnage: **20**  
 Movement Points  
 Walking: **8**  
 Running: **12**  
 Jumping: **0**

Technology Base:  
 Inner Sphere  
 2499

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Medium Laser	CT	3	5	0	3	6	9
1	SRM 2	LA	2	2	0	3	6	9
1	SRM 2	RA	2	2	0	3	6	9

Ammo Type	Rounds
SRM 2	50

### Total Single Heat Sinks: 10

○○○○○○○○○○

### Auto Eject

Operational  Disabled

### Warrior Data

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

### Left Arm

- Shoulder
  - Upper Arm Actuator
  - SRM 2
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again

- Roll Again
  - Roll Again
  - Roll Again
- 4-6**
- Roll Again
  - Roll Again
  - Roll Again

### Left Torso

- Roll Again
  - Roll Again
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again

- Roll Again
  - Roll Again
  - Roll Again
- 4-6**
- Roll Again
  - Roll Again
  - Roll Again

### Left Leg

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

### Critical Hit Table

#### Head

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

#### Center Torso

- Engine
  - Engine
  - Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3**
- Gyro
  - Engine
  - Engine
  - Engine
  - Medium Laser
  - Ammo (SRM 2) 50
- 4-6**

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

Cost 1,543,601

### Right Arm

- Shoulder
  - Upper Arm Actuator
  - SRM 2
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again

- Roll Again
  - Roll Again
  - Roll Again
- 4-6**
- Roll Again
  - Roll Again
  - Roll Again

### Right Torso

- Roll Again
  - Roll Again
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again

- Roll Again
  - Roll Again
  - Roll Again
- 4-6**
- Roll Again
  - Roll Again
  - Roll Again

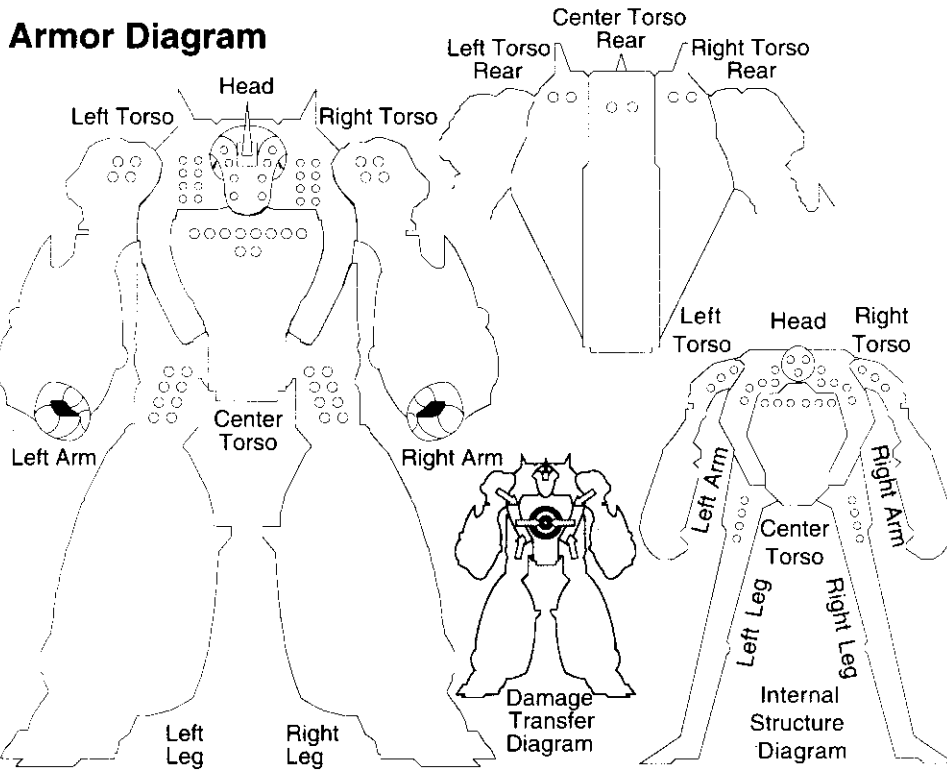
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **LCT-1V Locust**

Tonnage: **20**

Movement Points

Walking: **8**

Running: **12**

Jumping: **0**

Technology Base:

Inner Sphere

2499

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Medium Laser	CT	3	5	0	3	6	9
1	Machine Gun	RA	0	2	0	1	2	3
1	Machine Gun	LA	0	2	0	1	2	3

Ammo Type	Rounds
Machine Gun	200

### Total Single Heat Sinks: 10

○○○○○○○○○○

### Auto Eject

Operational

Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

### Left Arm

- Shoulder
- Upper Arm Actuator
- Machine Gun
- Roll Again
- Roll Again
- Roll Again

1-3

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

4-6

### Left Torso

- Heat Sink
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

1-3

4-6

### Left Leg

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

### Critical Hit Table

#### Head

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

#### Center Torso

- Engine
  - Engine
  - Engine
  - Gyro
  - Gyro
  - Gyro
- Gyro
  - Engine
  - Engine
  - Engine
  - Medium Laser
  - Ammo (MG) 200

1-3

4-6

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

Cost 1,512,401

### Right Arm

- Shoulder
- Upper Arm Actuator
- Machine Gun
- Roll Again
- Roll Again
- Roll Again

1-3

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

4-6

### Right Torso

- Heat Sink
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

1-3

4-6

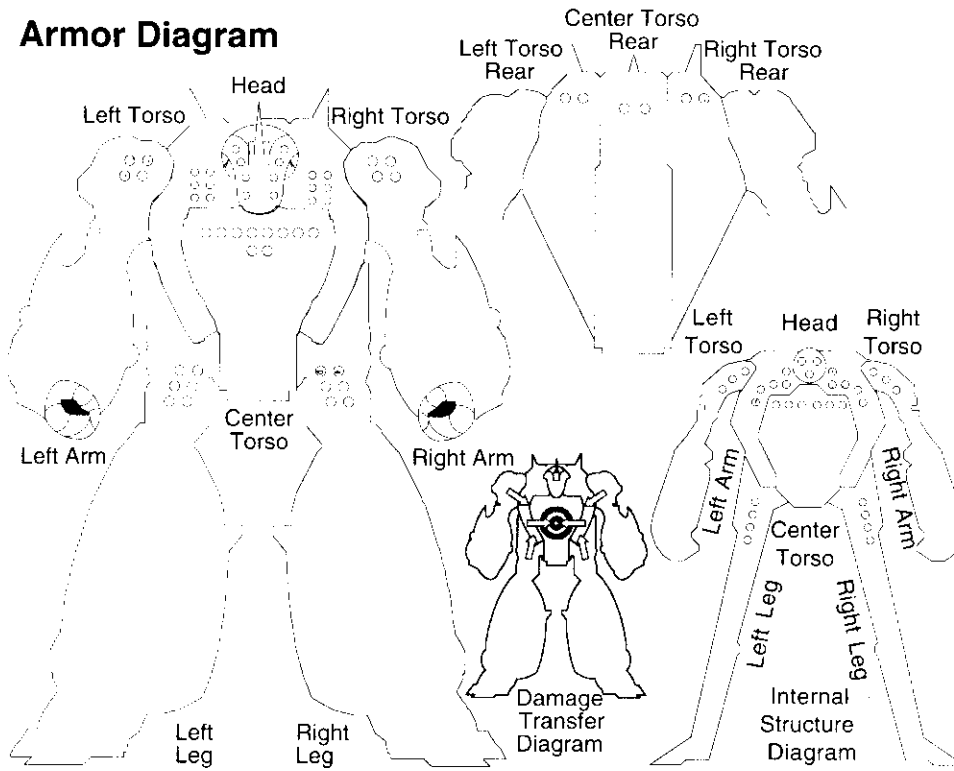
### Right Leg

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

# BATTLETECH®

## BATTLETECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **LCT-3V Locust**  
 Tonnage: **20**  
 Movement Points  
 Walking: **8**  
 Running: **12**  
 Jumping: **0**

Technology Base:  
 Inner Sphere  
 3050

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
2	Medium Laser	CT	3	5	0	3	6	9
1	Machine Gun	RA	0	2	0	1	2	3
1	Machine Gun	LA	0	2	0	1	2	3

Ammo Type	Rounds
Machine Gun	100

### Total Single Heat Sinks: 10

○○○○○○○○○○

### Auto Eject

Operational  Disabled

### Warrior Data

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

**FASA**  
CORPORATION

### Left Arm

- Shoulder
- Upper Arm Actuator
- Machine Gun

1-3

- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

### Left Torso

- Roll Again
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

### Left Leg

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

### Critical Hit Table

#### Head

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

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- Engine
- Engine
- Engine
- Medium Laser
- Medium Laser

4-6

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

Cost 1,553,801

### Right Arm

- Shoulder
- Upper Arm Actuator
- Machine Gun

1-3

- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

### Right Torso

- Ammo (MG) 200
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

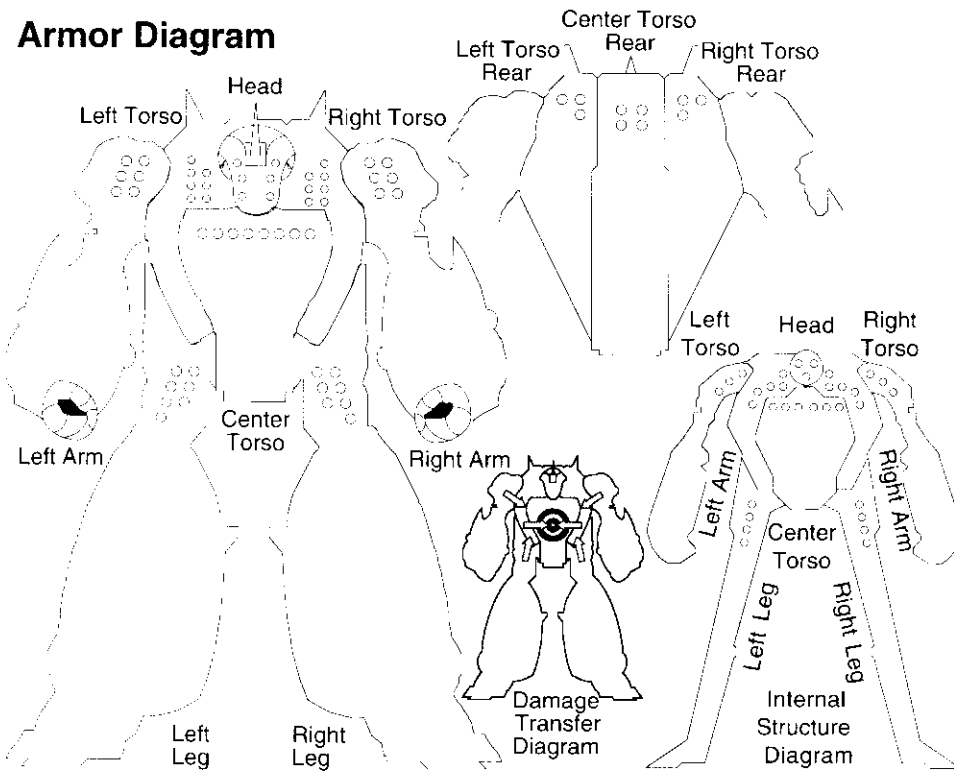
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **MCY-98 Mercury**

Tonnage: **20**  
 Movement Points  
 Walking: **8**  
 Running: **12**  
 Jumping: **0**

Technology Base:  
 Inner Sphere  
 3025

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Medium Laser	LT	3	5	0	3	6	9
1	Small Laser	H	1	3	0	1	2	3
1	Medium Laser	RA	3	5	0	3	6	9
1	Small Laser	CT	1	3	0	1	2	3

**Total Single Heat Sinks: 10**

○○○○○○○○○○

### Auto Eject

Operational

Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

**FASA®**  
 CORPORATION

### Critical Hit Table

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

#### Left Torso

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

1-3

- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

1-3

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

4-6

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

Cost 1,580,441

#### Right Arm

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

1-3

- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

#### Right Torso

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

1-3

- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

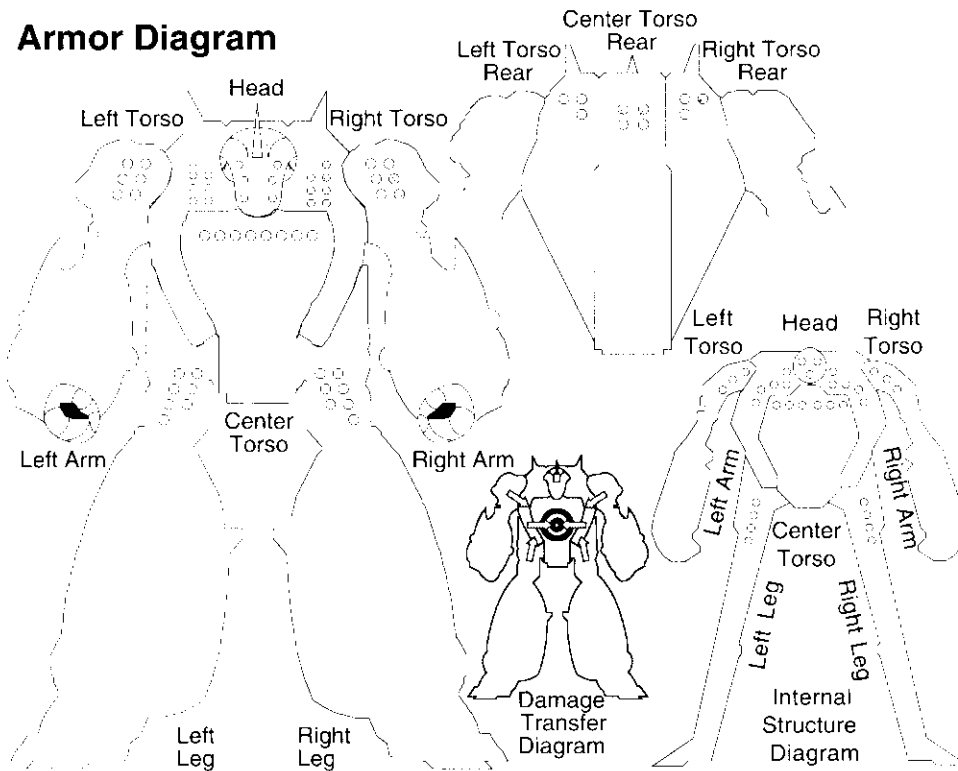
#### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **STG-3G Stinger**  
 Tonnage: **20**  
 Movement Points  
 Walking: **6**  
 Running: **9**  
 Jumping: **6**

Technology Base:  
 Inner Sphere  
 2479

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Medium Laser	RA	3	5	0	3	6	9
1	Medium Laser	LA	3	5	0	3	6	9

### Total Single Heat Sinks: 10

○○○○○○○○○○

### Auto Eject

Operational  Disabled

### Warrior Data

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	



### Left Arm

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

1 Roll Again

2 Roll Again

3 Roll Again

4 Roll Again

5 Roll Again

6 Roll Again

### Left Torso

- Jump Jet
- Jump Jet
- Jump Jet
- Heat Sink
- Roll Again
- Roll Again

1 Roll Again

2 Roll Again

3 Roll Again

4 Roll Again

5 Roll Again

6 Roll Again

### Left Leg

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

### Critical Hit Table

#### Head

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

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

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

Cost 1.662.240

### Right Arm

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

1 Roll Again

2 Roll Again

3 Roll Again

4 Roll Again

5 Roll Again

6 Roll Again

### Right Torso

- Jump Jet
- Jump Jet
- Jump Jet
- Heat Sink
- Roll Again
- Roll Again

1 Roll Again

2 Roll Again

3 Roll Again

4 Roll Again

5 Roll Again

6 Roll Again

### Right Leg

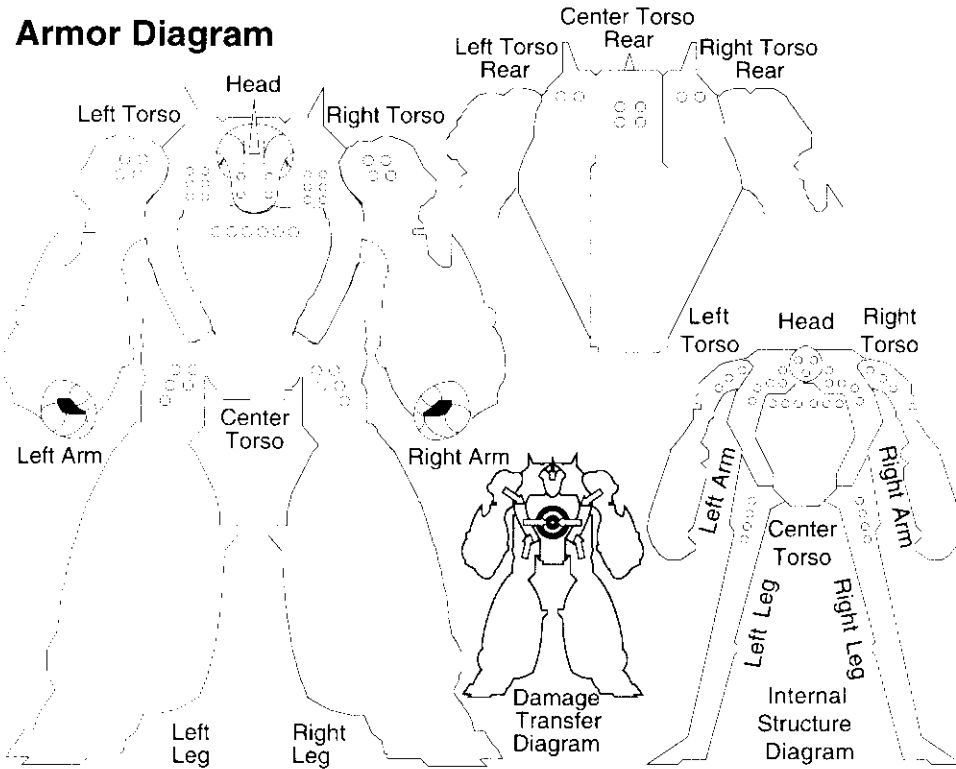
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink



# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **STG-3R Stinger**  
 Tonnage: **20**  
 Movement Points  
 Walking: **6**  
 Running: **9**  
 Jumping: **6**

Technology Base:  
 Inner Sphere  
 2479

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Medium Laser	RA	3	5	0	3	6	9
1	Machine Gun	LA	0	2	0	1	2	3
1	Machine Gun	RA	0	2	0	1	2	3

Ammo Type	Rounds
Machine Gun	200

**Total Single Heat Sinks: 10**  
 ○○○○○○○○○○

### Auto Eject

Operational  Disabled

### Warrior Data

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	



### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Machine Gun
- Roll Again
- Roll Again
- Roll Again
- Roll Again

### Left Torso

- Jump Jet
- Jump Jet
- Jump Jet
- Heat Sink
- Heat Sink
- Heat Sink
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

### Left Leg

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

### Critical Hit Table

#### Head

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

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Engine
- Engine
- Engine
- Ammo (MG) 200
- Roll Again

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

Cost 1,615,440

### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Machine Gun
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

### Right Torso

- Jump Jet
- Jump Jet
- Jump Jet
- Heat Sink
- Heat Sink
- Heat Sink
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

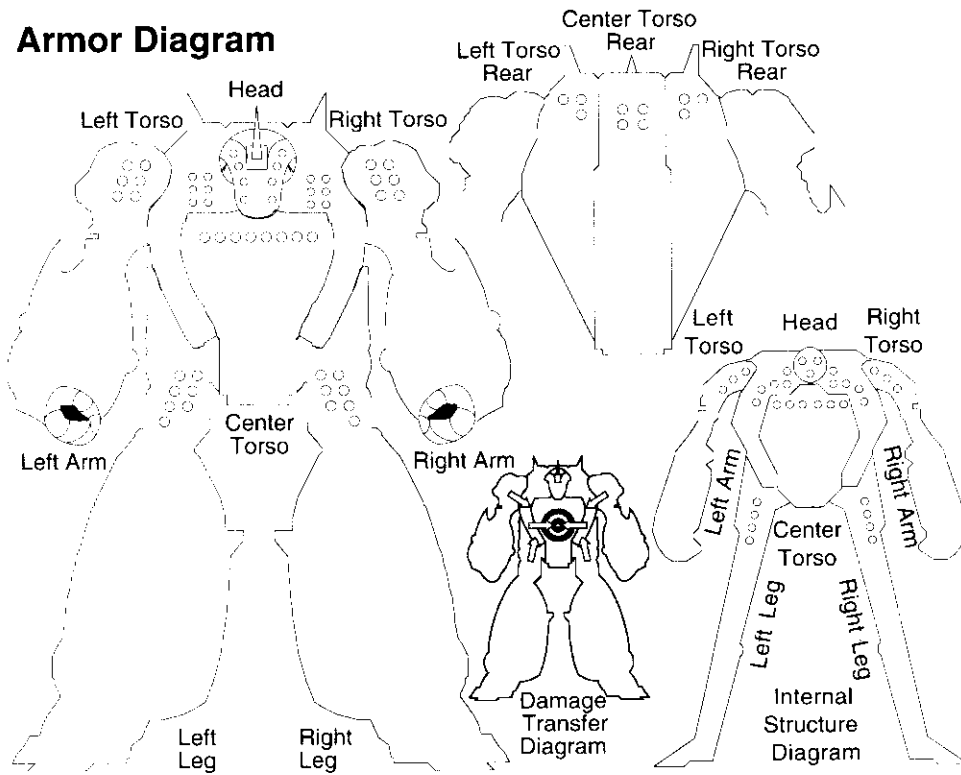
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **THE-S Thorn**  
 Tonnage: **20**  
 Movement Points  
 Walking: **6**  
 Running: **9**  
 Jumping: **0**

Technology Base:  
 Inner Sphere  
 3025

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	LRM 5	RA	2	1	6	7	14	21
1	Medium Laser	H	3	5	0	3	6	9
1	Medium Laser	LA	3	5	0	3	6	9

Ammo Type	Rounds
LRM 5	24

### Total Single Heat Sinks: 10

○○○○○○○○○○

### Auto Eject

Operational  Disabled

### Warrior Data

Name: \_\_\_\_\_

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

### Left Arm

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

### Left Torso

- Heat Sink
- Heat Sink
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

### Left Leg

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

### Critical Hit Table

#### Head

- Life Support
- Sensors
- Cockpit
- Medium Laser
- Sensors
- Life Support

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Engine
- Engine
- Heat Sink
- Heat Sink

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

Cost 1,558,320

### Right Arm

- Shoulder
- Upper Arm Actuator
- LRM 5
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

### Right Torso

- Heat Sink
- Heat Sink
- Ammo (LRM 5) 24
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

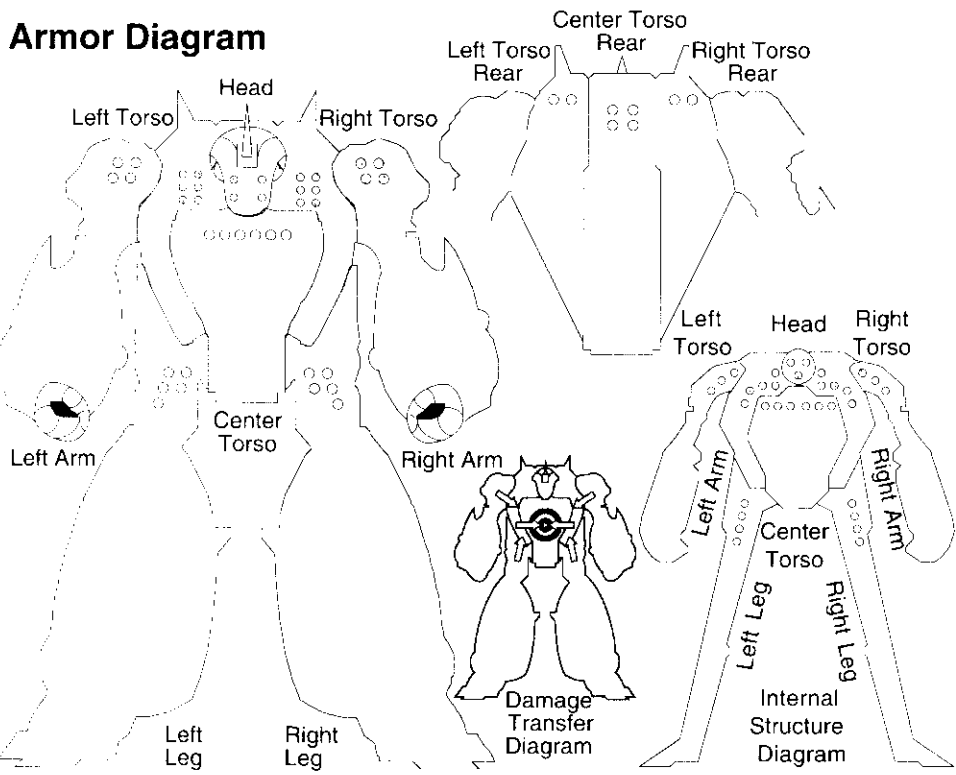
### Right Leg

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

# BATTLETECH®

## BATTEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **WSP-1A Wasp**  
 Tonnage: **20**  
 Movement Points  
 Walking: **6**  
 Running: **9**  
 Jumping: **6**

Technology Base:  
 Inner Sphere  
 2471

### Weapons Inventory

# Type	Loc	Ht	D	Mn	S	M	L
1 Medium Laser	RA	3	5	0	3	6	9
1 SRM 2	LL	2	2	0	3	6	9

Ammo Type	Rounds
SRM 2	50

### Total Single Heat Sinks: 10

○○○○○○○○○○

### Auto Eject

Operational  Disabled

### Warrior Data

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	



### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

### Left Torso

- Ammo (SRM 2) 50
- Jump Jet
- Heat Sink
- Heat Sink
- Heat Sink
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- SRM 2
- Jump Jet

### Critical Hit Table

#### Head

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

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Engine
- Engine
- Engine
- Jump Jet
- Jump Jet

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

Cost 1,646,640

### Right Arm

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

### Right Torso

- Jump Jet
- Heat Sink
- Heat Sink
- Heat Sink
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

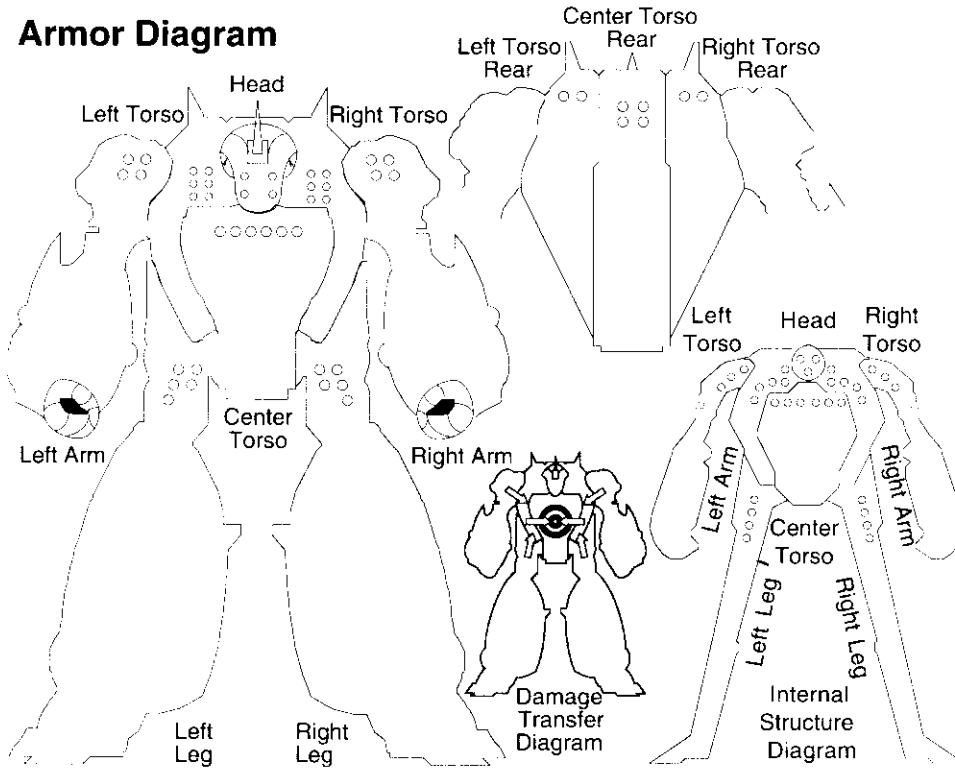
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



Mech Data	
Type: <b>WSP-1D Wasp</b>	Technology Base: Inner Sphere
Tonnage: <b>20</b>	2471
Movement Points	
Walking: <b>6</b>	
Running: <b>9</b>	
Jumping: <b>6</b>	

Weapons Inventory								
#	Type	Loc	Ht	D	Mn	S	M	L
1	Medium Laser	RA	3	5	0	3	6	9
2	Small Laser	LT	1	3	0	1	2	3
1	Flamer	LL	3	2	0	1	2	3

Total Single Heat Sinks: 10	
○○○○○○○○○○	

Auto Eject	
<input type="checkbox"/> Operational	<input type="checkbox"/> Disabled

Warrior Data						
Name: _____						
Gunnery Skill: _____	Piloting Skill: _____					
Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

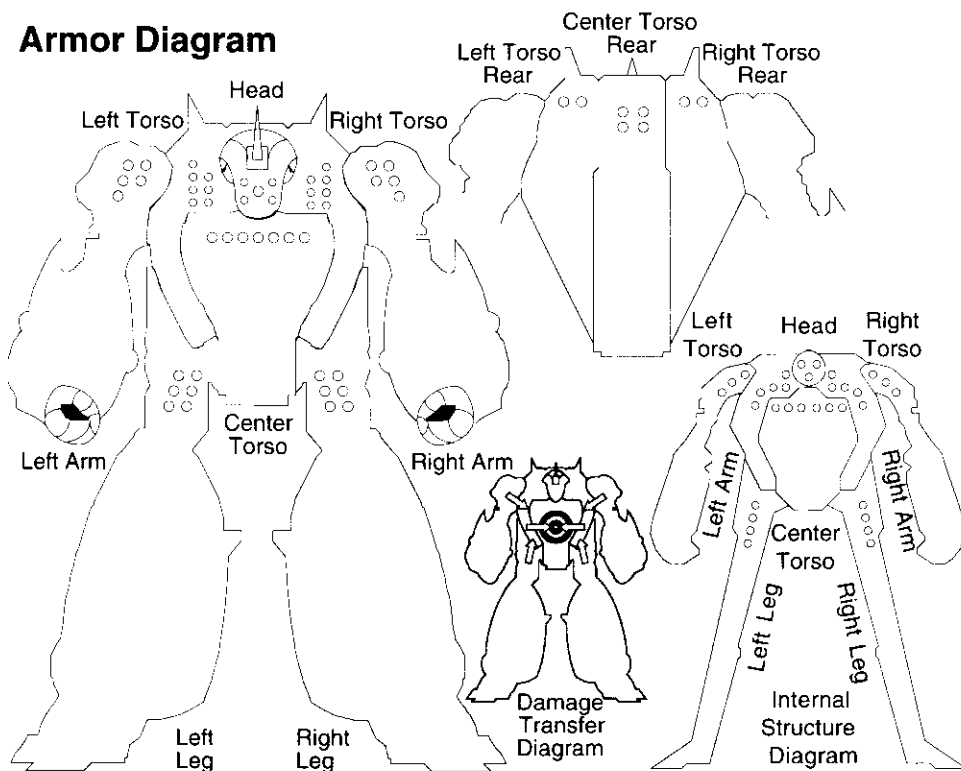


Left Arm	Critical Hit Table	Right Arm								
<ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> <li>Hand Actuator</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol>	<h3>Head</h3> <ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>Roll Again</li> <li>Sensors</li> <li>Life Support</li> </ol>	<ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> <li>Medium Laser</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol>								
<ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol>	<h3>Center Torso</h3> <ol style="list-style-type: none"> <li>Engine</li> <li>Engine</li> <li>Engine</li> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol>	<ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol>								
<h3>Left Torso</h3> <ol style="list-style-type: none"> <li>Jump Jet</li> <li>Heat Sink</li> <li>Small Laser</li> <li>Small Laser</li> <li>Roll Again</li> <li>Roll Again</li> </ol>	<ol style="list-style-type: none"> <li>Gyro</li> <li>Engine</li> <li>Engine</li> <li>Engine</li> <li>Jump Jet</li> <li>Jump Jet</li> </ol>	<h3>Right Torso</h3> <ol style="list-style-type: none"> <li>Jump Jet</li> <li>Heat Sink</li> <li>Heat Sink</li> <li>Heat Sink</li> <li>Heat Sink</li> <li>Roll Again</li> </ol>								
<ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol>	<ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol>	<ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol>								
<h3>Left Leg</h3> <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>Flamer</li> </ol>	<table border="1"> <tr> <td>Engine Hits</td> <td>○○○</td> </tr> <tr> <td>Gyro Hits</td> <td>○○</td> </tr> <tr> <td>Sensor Hits</td> <td>○○</td> </tr> <tr> <td>Life Support</td> <td>○</td> </tr> </table>	Engine Hits	○○○	Gyro Hits	○○	Sensor Hits	○○	Life Support	○	<h3>Right Leg</h3> <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>Heat Sink</li> </ol>
Engine Hits	○○○									
Gyro Hits	○○									
Sensor Hits	○○									
Life Support	○									
	Cost 1,636,320									

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **WSP-1K Wasp**

Tonnage: **20**  
 Movement Points  
 Walking: **6**  
 Running: **9**  
 Jumping: **6**

Technology Base:  
 Inner Sphere  
 2471

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Medium Laser	RA	3	5	0	3	6	9
1	Machine Gun	LT	0	2	0	1	2	3

Ammo Type	Rounds
Machine Gun	200

**Total Single Heat Sinks: 10**

○○○○○○○○○○

### Auto Eject

Operational  Disabled

### Warrior Data

Name: \_\_\_\_\_

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

**FASA**  
CORPORATION

### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again
- Roll Again

### Left Torso

- Jump Jet
- Heat Sink
- 1-3 Heat Sink
- Machine Gun
- Ammo (MG) 200
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again

### Left Leg

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

### Critical Hit Table

#### Head

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

#### Center Torso

- Engine
- Engine
- 1-3 Engine
- Gyro
- Gyro
- Gyro
- 1-3 Gyro
- Engine
- Engine
- 4-6 Engine
- Jump Jet
- Jump Jet

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

Cost 1,613,520

### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

### Right Torso

- Jump Jet
- Heat Sink
- 1-3 Heat Sink
- Roll Again
- Roll Again
- Roll Again
- 1-3 Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

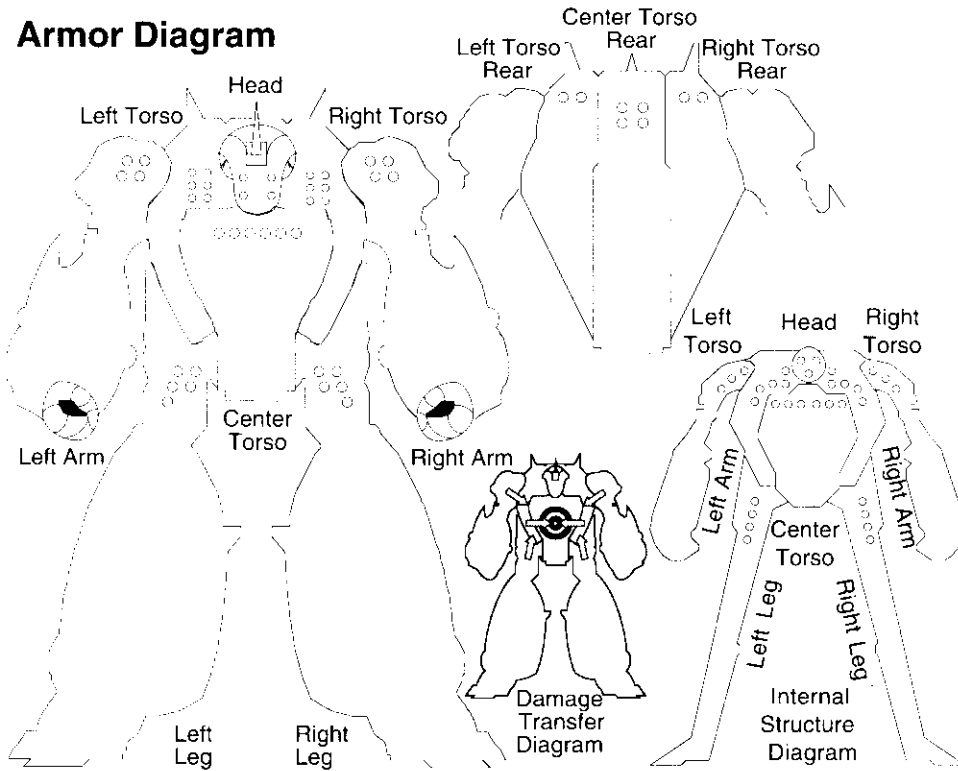
### Right Leg

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

# BATTLETECH<sup>®</sup>

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **WSP-1L Wasp**  
 Tonnage: **20**  
 Movement Points  
 Walking: **6**  
 Running: **9**  
 Jumping: **6**

Technology Base:  
 Inner Sphere  
 2471

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	SRM 4	RA	3	2	0	3	6	9

Ammo Type	Rounds
SRM 4	25

### Total Single Heat Sinks: 10

○○○○○○○○○○

### Auto Eject

Operational  Disabled

### Warrior Data

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

**FASA<sup>®</sup>**  
 CORPORATION

### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again

### Left Torso

- Jump Jet
- Heat Sink
- Heat Sink
- 1-3 Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again

### Left Leg

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

### Critical Hit Table

#### Head

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

#### Center Torso

- Engine
- Engine
- Engine
- 1-3 Gyro
- Gyro
- Gyro
- 1-3 Gyro
- 2-3 Engine
- 3-4 Engine
- 4-6 Engine
- 4-6 Engine
- 4-6 Jump Jet
- 4-6 Jump Jet

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

Cost 1,656,720

### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 SRM 4
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again

### Right Torso

- Jump Jet
- Heat Sink
- Heat Sink
- 1-3 Ammo (SRM 4) 25
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again

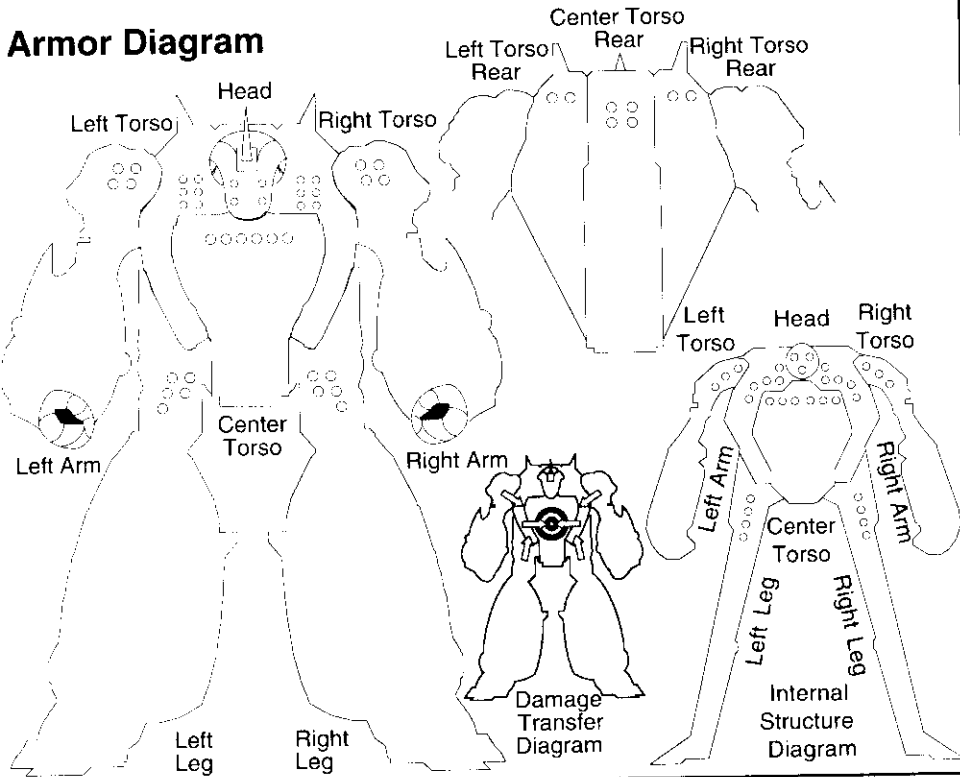
### Right Leg

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

# BATTLETECH®

## BATTLETECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **WSP-1W Wasp**

Tonnage: **20**  
 Movement Points  
 Walking: **6**  
 Running: **9**  
 Jumping: **6**

Technology Base:  
 Inner Sphere  
 2471

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
2	Small Laser	LT	1	3	0	1	2	3
2	Small Laser	RT	1	3	0	1	2	3
2	Small Laser	RA	1	3	0	1	2	3

**Total Single Heat Sinks: 10**

○○○○○○○○○○

### Auto Eject

Operational

Disabled

### Warrior Data

Name: \_\_\_\_\_

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

**FASA®**  
CORPORATION

### Critical Hit Table

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

1-3

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

4-6

#### Left Torso

- Jump Jet
- Heat Sink
- Heat Sink
- Small Laser
- Small Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

4-6

#### Left Leg

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

#### Head

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

1-3

4-6

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Engine
- Engine
- Jump Jet
- Jump Jet

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

Cost 1,633,320

#### Right Arm

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

1-3

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

4-6

#### Right Torso

- Jump Jet
- Heat Sink
- Heat Sink
- Small Laser
- Small Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

4-6

#### Right Leg

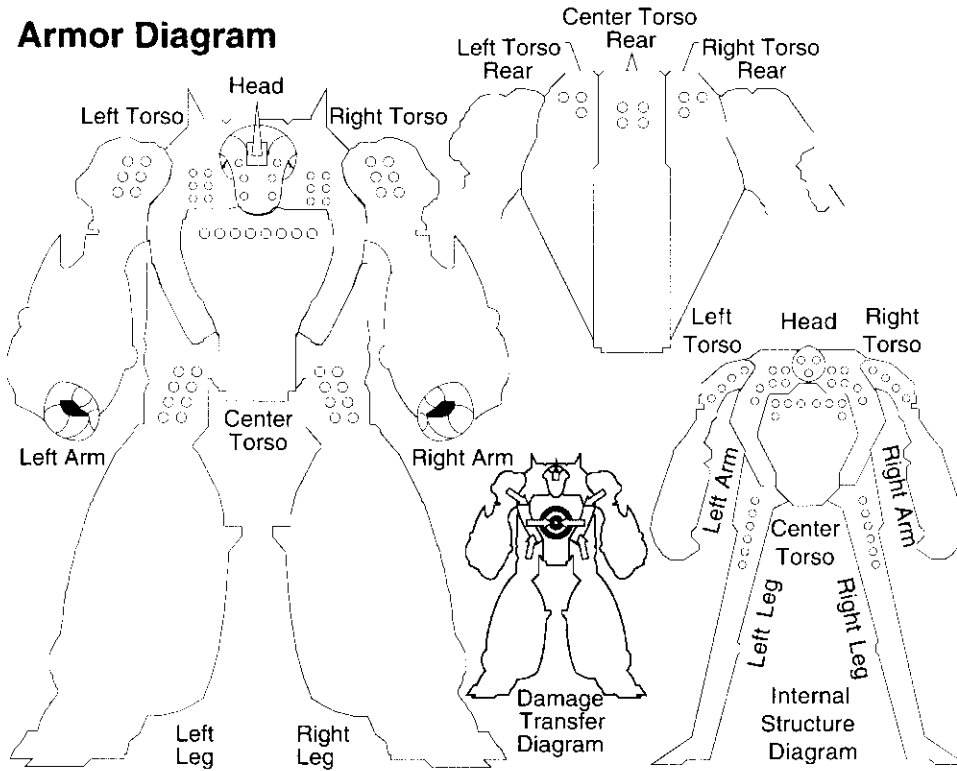
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Heat Sink



# BATTLETECH

## BATTLEMECH RECORD SHEET

### Armor Diagram

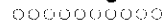


Mech Data	
Type: <b>COM-2D Commando</b>	Technology Base:
Tonnage: <b>25</b>	Inner Sphere
Movement Points	2463
Walking: <b>6</b>	
Running: <b>9</b>	
Jumping: <b>0</b>	

Weapons Inventory						
#	Type	Loc	Ht	D	Mn	S M L
1	SRM 6	CT	4	2	0	3 6 9
1	SRM 4	RA	3	2	0	3 6 9
1	Medium Laser	LA	3	5	0	3 6 9

Ammo Type	Rounds
SRM 6	15
SRM 4	25

**Total Single Heat Sinks: 10**



### Auto Eject

Operational  Disabled

### Warrior Data

Name: \_\_\_\_\_

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	



### Left Arm

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

- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

### Left Torso

- Heat Sink
- Heat Sink
- Ammo (SRM 6) 15
- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

### Left Leg

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

### Critical Hit Table

#### Head

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

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

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

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

Cost 1,891,250

### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- SRM 4
- Roll Again

- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

### Right Torso

- Heat Sink
- Heat Sink
- Ammo (SRM 4) 25
- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

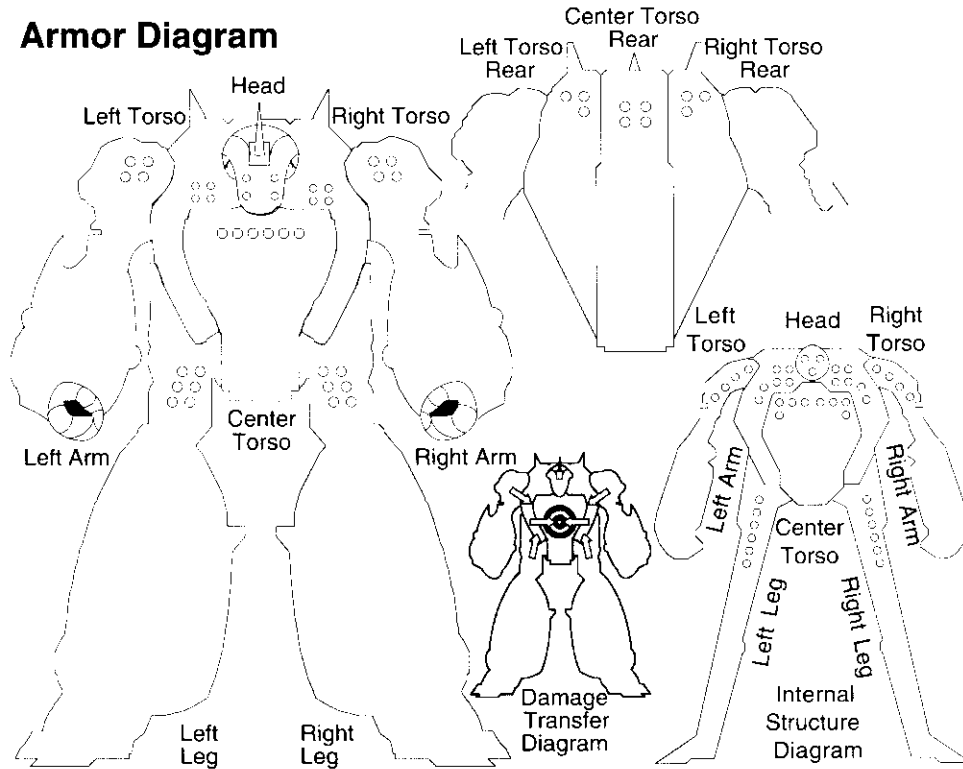
### Right Leg

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

# BATTLETECH

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **COM-3A Commando**

Tonnage: **25**  
 Movement Points  
 Walking: **6**  
 Running: **9**  
 Jumping: **0**

Technology Base:  
 Inner Sphere  
 2463

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	SRM 6	CT	4	2	0	3	6	9
1	Medium Laser	LA	3	5	0	3	6	9
1	SRM 6	RA	4	2	0	3	6	9
1	Flamer	RA	3	2	0	1	2	3

Ammo Type	Rounds
SRM 6	15

**Total Single Heat Sinks: 10**

○○○○○○○○○○

### Auto Eject

Operational  Disabled

### Warrior Data

Name: \_\_\_\_\_

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

**FASA**  
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### Critical Hit Table

#### Left Arm

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

- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

#### Left Torso

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

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

#### Left Leg

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

#### Head

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

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

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

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

Cost 1,879,375

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- SRM 6
- SRM 6

- Flamer
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

#### Right Torso

- Ammo (SRM 6) 15
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

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

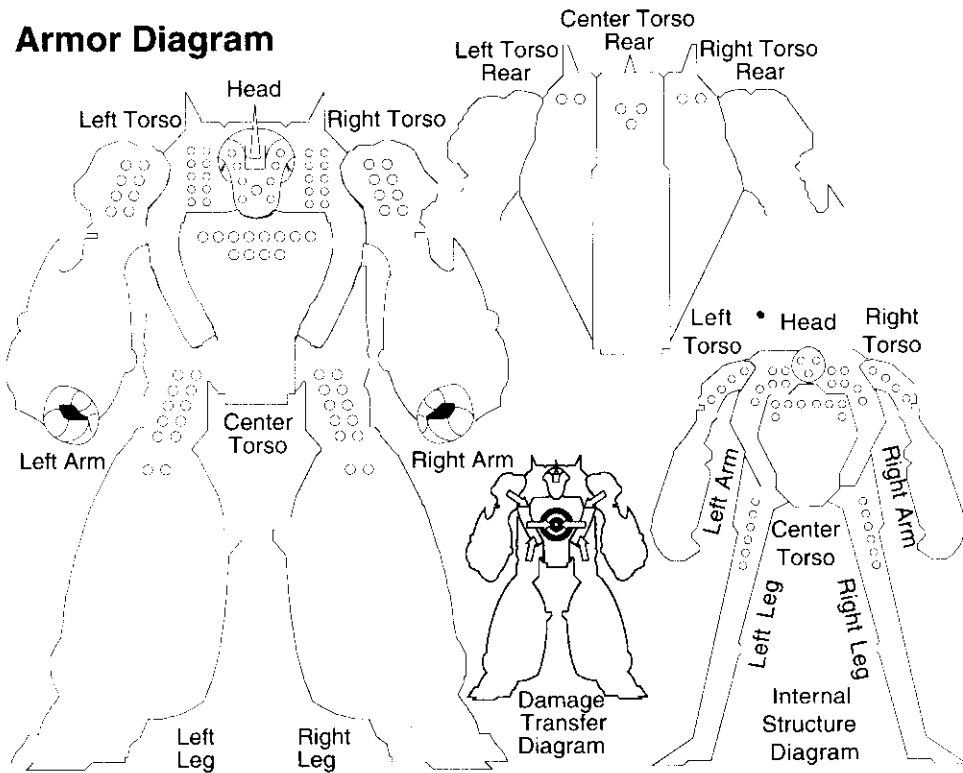
#### Right Leg

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

# BATTLETECH<sup>®</sup>

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **MON-67 Mongoose**

Tonnage: **25**

Movement Points

Walking: **8**

Running: **12**

Jumping: **0**

Technology Base:  
Inner Sphere  
3050

### Weapons Inventory

#	Type	Loc	Hi	D	Mn	S	M	L
1	Medium Laser	RA	3	5	0	3	6	9
1	Medium Laser	LA	3	5	0	3	6	9
1	Medium Laser	CT	3	5	0	3	6	9
1	Small Laser	H	1	3	0	1	2	3

**Total Single Heat Sinks: 10**

○○○○○○○○○○

### Auto Eject

Operational

Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

**FASA<sup>®</sup>**  
CORPORATION

### Left Arm

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

- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

### Left Torso

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

- Roll Again
- Roll Again

4-6

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

### Left Leg

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

### Critical Hit Table

#### Head

- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

- Gyro
- Engine
- Engine
- Engine
- Medium Laser
- Roll Again

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

Cost 1,885,730

### Right Arm

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

- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

### Right Torso

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

- Roll Again
- Roll Again

4-6

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

### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Mech Data

Type: **HER-1A Hermes**

Tonnage: **30**

Movement Points

Walking: **9**

Running: **14**

Jumping: **0**

Technology Base:

Inner Sphere

3025

### Weapons Inventory

#	Type	Loc	Hi	D	Mn	S	M	L
1	Medium Laser	RA	3	5	0	3	6	9
1	Medium Laser	CT	3	5	0	3	6	9
1	Flamer	LA	3	2	0	1	2	3

**Total Single Heat Sinks: 10**

○○○○○○○○○○

### Auto Eject

Operational

Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

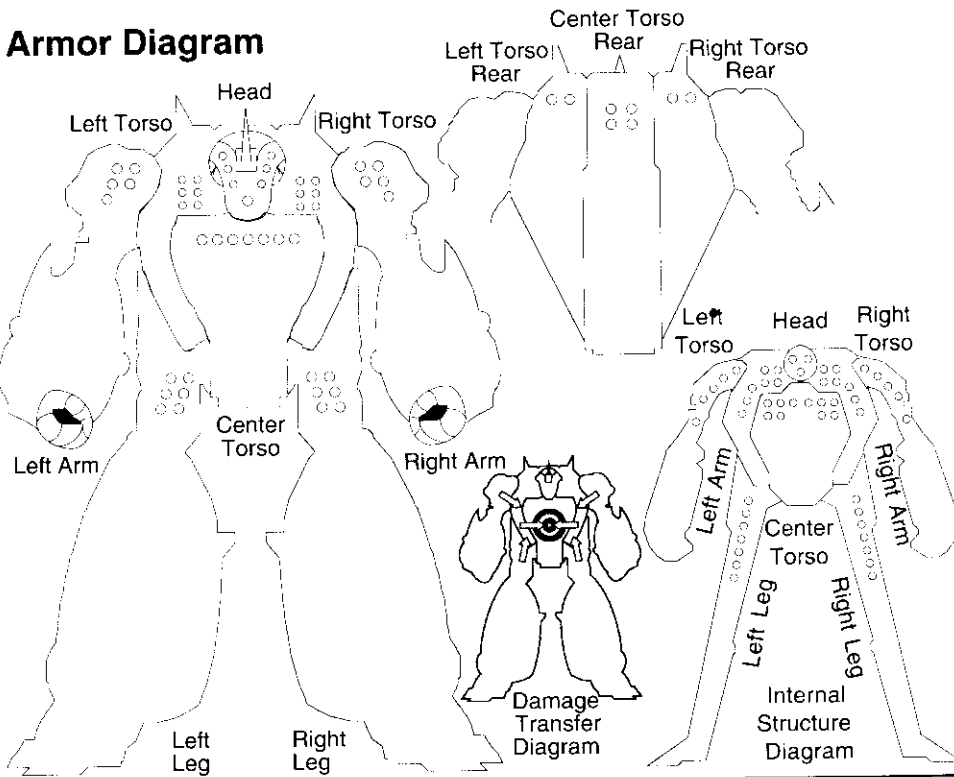
Hits Taken	1	2	3	4	5	6
Conscious #	3	5	7	10	11	Dead

### 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 Points
4	
3	
2	
1	
0	

**FASA**  
CORPORATION

### Armor Diagram



### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Flamer
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

### Left Torso

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

1-3

- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

### Left Leg

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

### Critical Hit Table

#### Head

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

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

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

Cost 2,569,970

### Right Arm

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

1-3

- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

### Right Torso

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

1-3

- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

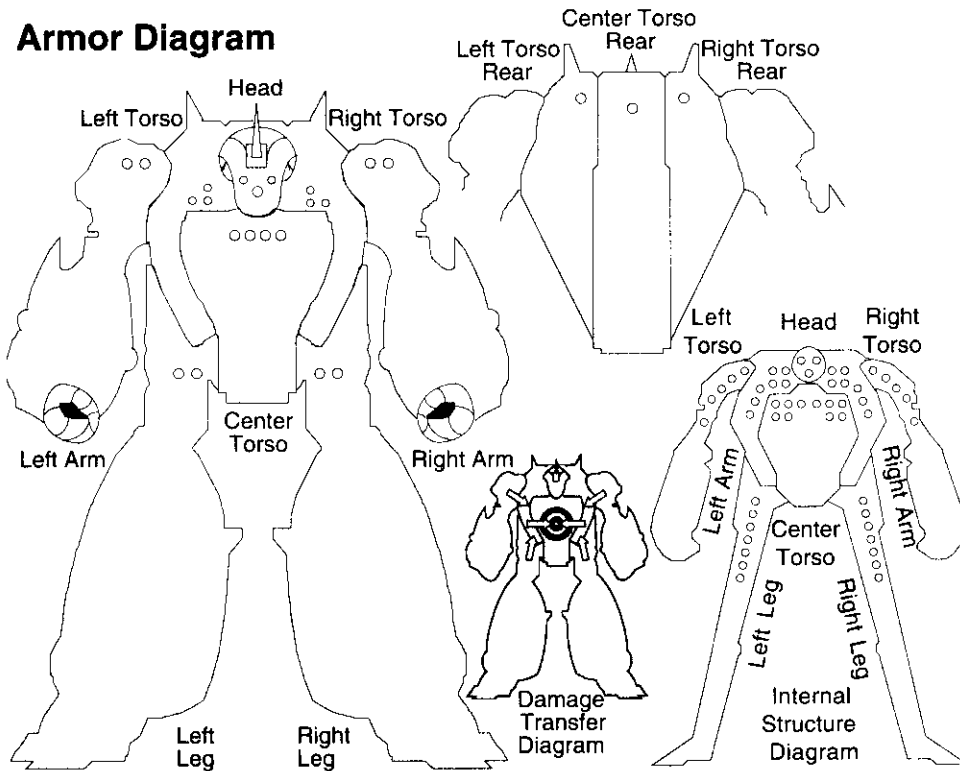
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



Mech Data	
Type: <b>HSR-300-D Hussar</b>	Technology Base:
Tonnage: <b>30</b>	Inner Sphere
Movement Points	3025
Walking: <b>9</b>	
Running: <b>14</b>	
Jumping: <b>0</b>	

Weapons Inventory						
#	Type	Loc	Ht	D	Mn	S M L
1	Large Laser	CT	8	8	0	5 10 15

**Total Single Heat Sinks: 10**  
 ○○○○○○○○○

**Auto Eject**  
 Operational  Disabled

**Warrior Data**  
 Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

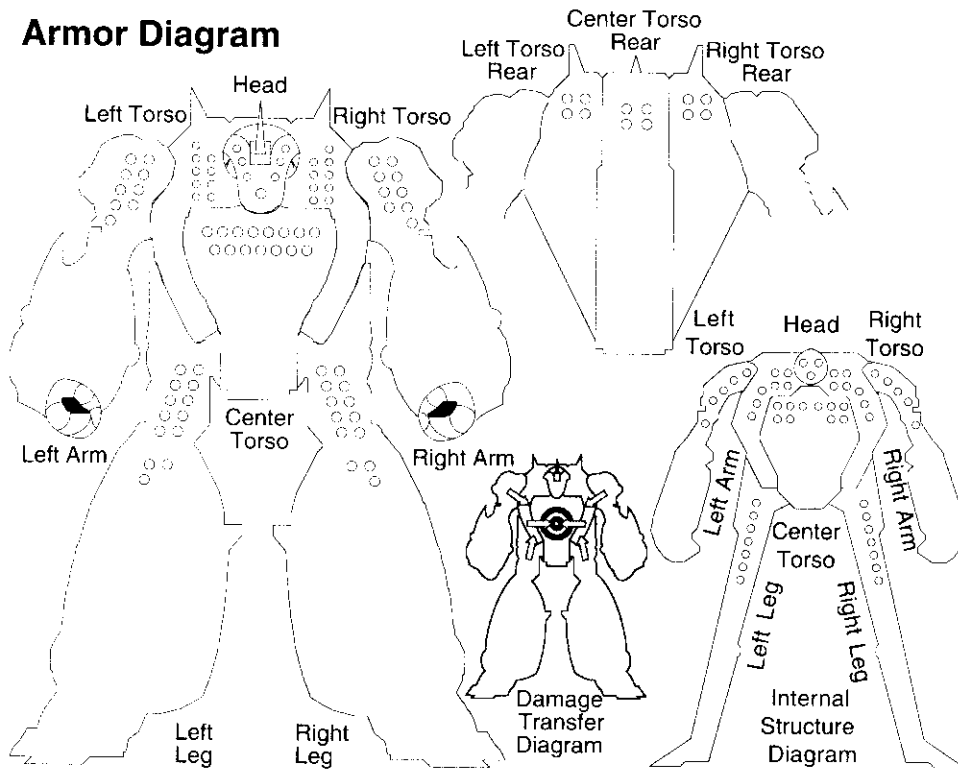


<p><b>Left Arm</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>Hand Actuator</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>4-6</b></p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>Left Torso</b></p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>4-6</b></p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>Left Leg</b></p> <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>	<p><b>Critical Hit Table</b></p> <p><b>Head</b></p> <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> <p><b>Center Torso</b></p> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>Engine</li> <li>Engine</li> <li>Engine</li> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol> <p><b>4-6</b></p> <ol style="list-style-type: none"> <li>Gyro</li> <li>Engine</li> <li>Engine</li> <li>Engine</li> <li>Large Laser</li> <li>Large Laser</li> </ol> <table border="1"> <tr><td>Engine Hits</td><td>○○○</td></tr> <tr><td>Gyro Hits</td><td>○○○</td></tr> <tr><td>Sensor Hits</td><td>○○○</td></tr> <tr><td>Life Support</td><td>○</td></tr> </table> <p>Cost 2,563,340</p>	Engine Hits	○○○	Gyro Hits	○○○	Sensor Hits	○○○	Life Support	○	<p><b>Right Arm</b></p> <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>Roll Again</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>4-6</b></p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>Right Torso</b></p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>4-6</b></p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>Right Leg</b></p> <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>
Engine Hits	○○○									
Gyro Hits	○○○									
Sensor Hits	○○○									
Life Support	○									

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **JVN-10F Javelin**

Tonnage: **30**

Movement Points

Walking: **6**

Running: **9**

Jumping: **6**

Technology Base:

Inner Sphere

2751

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
2	Medium Laser	LT	3	5	0	3	6	9
2	Medium Laser	RT	3	5	0	3	6	9

### Total Single Heat Sinks: 12



### Auto Eject

Operational

Disabled

### Warrior Data

Name: \_\_\_\_\_

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

**FASA®**  
CORPORATION

### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator

1-3

5. Roll Again

6. Roll Again

1. Roll Again

2. Roll Again

3. Roll Again

4. Roll Again

5. Roll Again

6. Roll Again

4-6

### Left Torso

- Heat Sink
- Heat Sink
- Medium Laser
- Medium Laser

1-3

5. Roll Again

6. Roll Again

1. Roll Again

2. Roll Again

3. Roll Again

4. Roll Again

5. Roll Again

6. Roll Again

4-6

### Left Leg

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

### Critical Hit Table

#### Head

- Life Support
- Sensors
- Cockpit
- Heat Sink
- Sensors
- Life Support

1-3

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- Engine
- Engine
- Engine
- Jump Jet
- Jump Jet

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

Cost 2,361,840

### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

1-3

1. Roll Again

2. Roll Again

3. Roll Again

4. Roll Again

5. Roll Again

6. Roll Again

4-6

### Right Torso

- Heat Sink
- Heat Sink
- Medium Laser
- Medium Laser
- Roll Again
- Roll Again

1-3

1. Roll Again

2. Roll Again

3. Roll Again

4. Roll Again

5. Roll Again

6. Roll Again

4-6

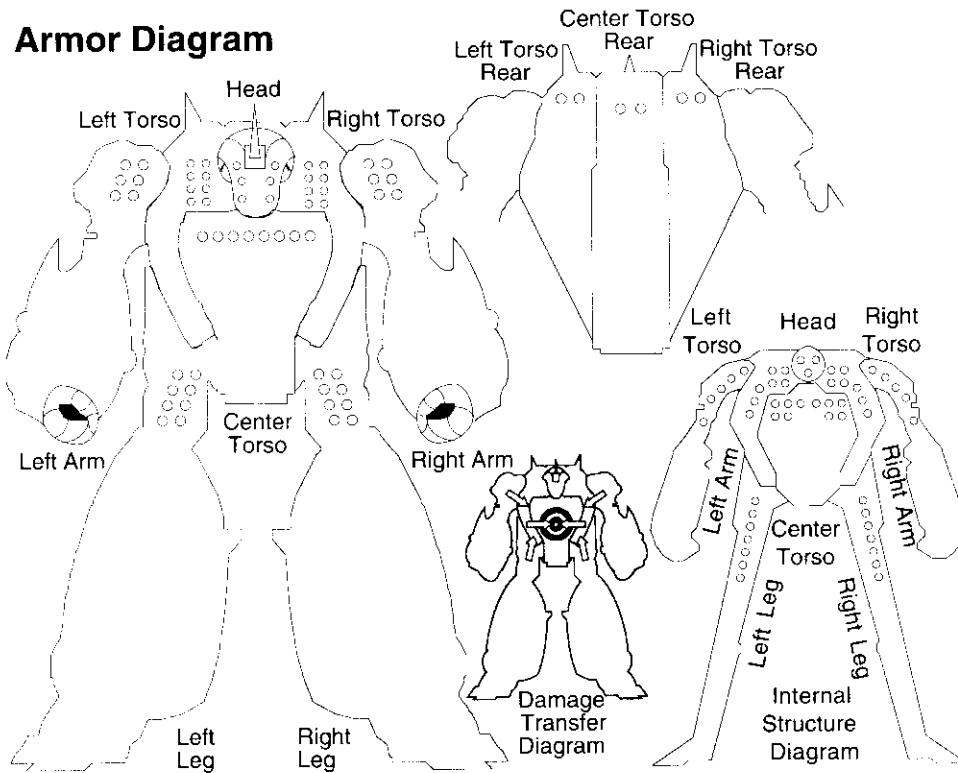
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **JVN-10N Javelin**

Tonnage: **30**  
 Movement Points  
 Walking: **6**  
 Running: **9**  
 Jumping: **6**

Technology Base:  
 Inner Sphere  
 2751

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	SRM 6	LT	4	2	0	3	6	9
1	SRM 6	RT	4	2	0	3	6	9

Ammo Type	Rounds
SRM 6	30

### Total Single Heat Sinks: 10

○○○○○○○○○○

### Auto Eject

Operational  Disabled

### Warrior Data

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

**FASA**  
CORPORATION

### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
- 1-3**
- Roll Again
  - Roll Again
- 4-6**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

### Left Torso

- Heat Sink
  - SRM 6
  - SRM 6
- 1-3**
- Ammo (SRM 6) 15
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

### Left Leg

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

### Critical Hit Table

#### Head

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

#### Center Torso

- Engine
  - Engine
  - Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3**
- Gyro
  - Engine
  - Engine
  - Engine
  - Jump Jet
  - Jump Jet
- 4-6**

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

Cost 2,400,840

### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Roll Again
  - Roll Again
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6**

### Right Torso

- Heat Sink
  - Heat Sink
  - SRM 6
  - SRM 6
  - Ammo (SRM 6) 15
  - Roll Again
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6**

### Right Leg

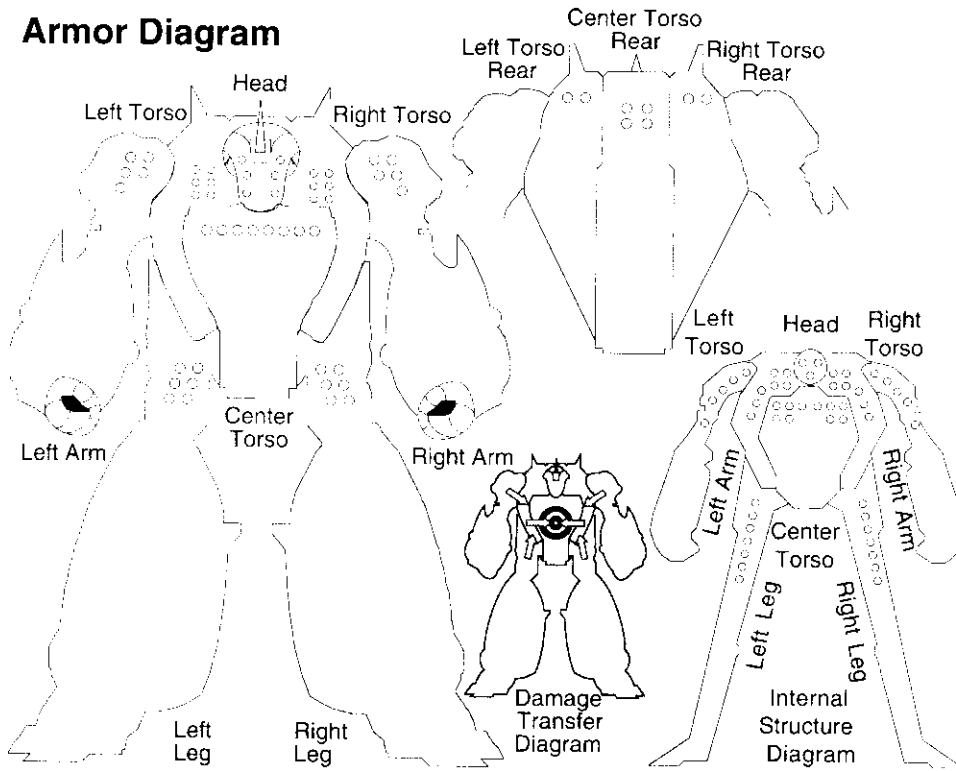
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet



# BATTLETECH<sup>®</sup>

## BATTLEMech RECORD SHEET

### Armor Diagram



### Mech Data

Type: **SDR-5D Spider**

Tonnage: **30**  
 Movement Points  
 Walking: **8**  
 Running: **12**  
 Jumping: **8**

Technology Base:  
 Inner Sphere  
 2650

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Medium Laser	CT	3	5	0	3	6	9
1	Flamer	RA	3	2	0	1	2	3

**Total Single Heat Sinks: 10**

○○○○○○○○○○

### Auto Eject

Operational  Disabled

### Warrior Data

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

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### Critical Hit Table

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

#### Left Torso

- Jump Jet
- Jump Jet
- Jump Jet
- Jump Jet
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

4-6

#### Left Leg

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

4-6

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Flamer
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

4-6

#### Right Torso

- Jump Jet
- Jump Jet
- Jump Jet
- Jump Jet
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

4-6

#### Right Leg

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

#### Head

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

1-3

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Engine
- Engine
- Medium Laser
- Roll Again

4-6

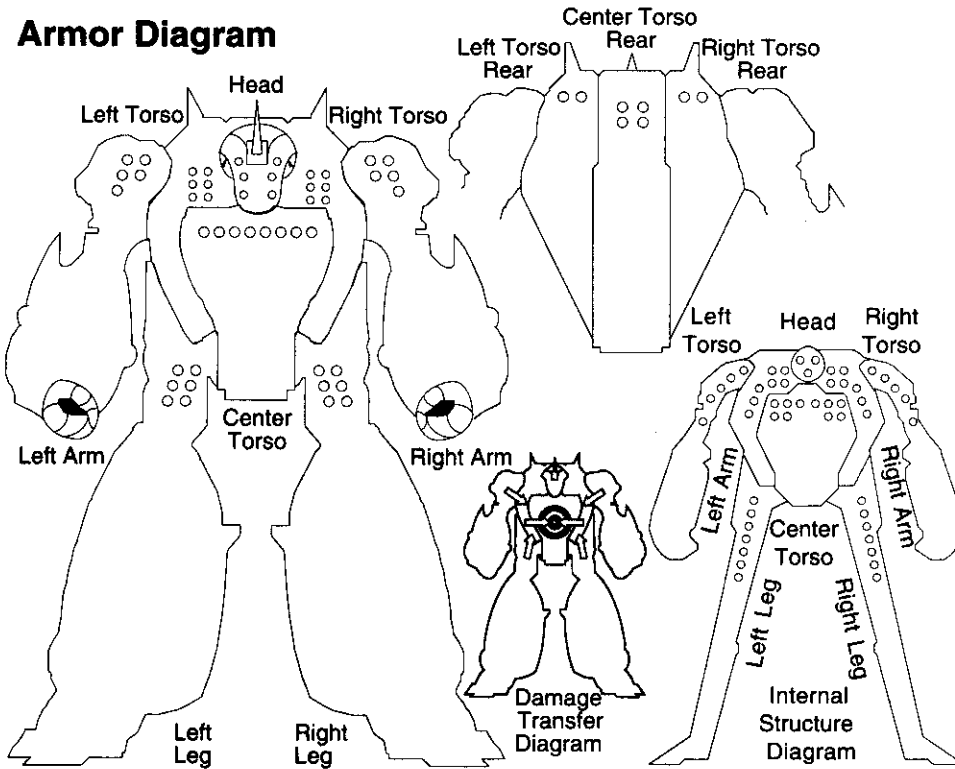
Engine Hits	○○○○
Gyro Hits	○○○○
Sensor Hits	○○○○
Life Support	○

Cost 2,942,290

# BATTLETECH®

## BATTLETECH RECORD SHEET

### Armor Diagram



#### Left Arm

1. Shoulder
  2. Upper Arm Actuator
  3. Lower Arm Actuator
  4. Hand Actuator
  5. Machine Gun
  6. Roll Again
- 1-3
1. Roll Again
  2. Roll Again
  3. Roll Again
  4. Roll Again
  5. Roll Again
  6. Roll Again
- 4-6

#### Left Torso

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

#### Left Leg

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

#### Critical Hit Table

##### Head

1. Life Support
2. Sensors
3. Cockpit
4. Heat Sink
5. Sensors
6. Life Support

##### Center Torso

1. Engine
  2. Engine
  3. Engine
  4. Gyro
  5. Gyro
  6. Gyro
- 1-3
1. Gyro
  2. Engine
  3. Engine
  4. Engine
  5. Medium Laser
  6. Ammo (MG) 200
- 4-6

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

Cost 2,728,440

#### Right Arm

1. Shoulder
  2. Upper Arm Actuator
  3. Lower Arm Actuator
  4. Hand Actuator
  5. Machine Gun
  6. Roll Again
- 1-3
1. Roll Again
  2. Roll Again
  3. Roll Again
  4. Roll Again
  5. Roll Again
  6. Roll Again
- 4-6

#### Right Torso

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

#### Right Leg

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

### Mech Data

Type: **SDR-5K Spider**

Tonnage: **30**

Movement Points

Walking: **8**

Running: **12**

Jumping: **6**

Technology Base:

Inner Sphere

2650

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Medium Laser	CT	3	5	0	3	6	9
1	Machine Gun	RA	0	2	0	1	2	3
1	Machine Gun	LA	0	2	0	1	2	3

Ammo Type	Rounds
Machine Gun	200

### Total Single Heat Sinks: 10

○○○○○○○○○○

### Auto Eject

Operational

Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

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

### Heat Scale

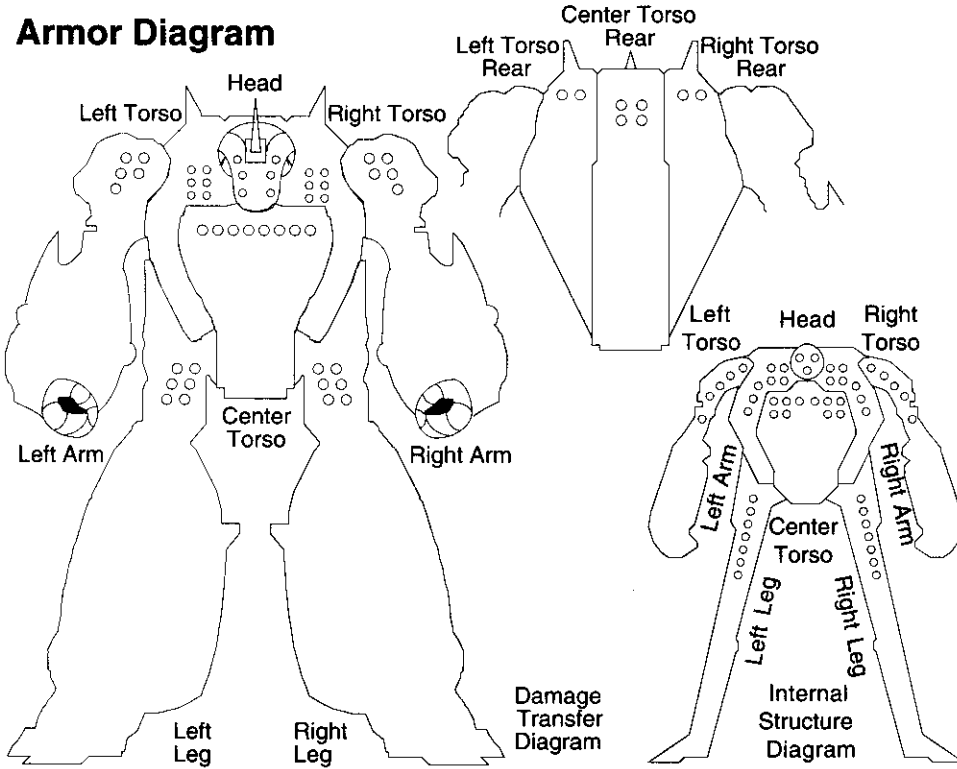
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

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# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **SDR-5V Spider**

Tonnage: **30**

Movement Points

Walking: **8**

Running: **12**

Jumping: **8**

Technology Base:

Inner Sphere

2650

### Weapons Inventory

# Type	Loc	Ht	D	Mn	S	M	L
2 Medium Laser	CT		3	5	0	3	6 9

**Total Single Heat Sinks: 10**

○○○○○○○○○○

### Auto Eject

Operational

Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again

### Left Torso

- 1-3 Jump Jet
- Jump Jet
- Jump Jet
- 1-3 Jump Jet
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again

### Left Leg

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

### Critical Hit Table

#### Head

- Life Support
- Sensors
- Cockpit
- Heat Sink
- Sensors
- Life Support

#### Center Torso

- 1-3 Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro
- 1-3 Gyro
- Engine
- Engine
- 4-6 Engine
- Medium Laser
- Medium Laser

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

Cost 2,984,540

### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again

### Right Torso

- 1-3 Jump Jet
- Jump Jet
- Jump Jet
- 1-3 Jump Jet
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again

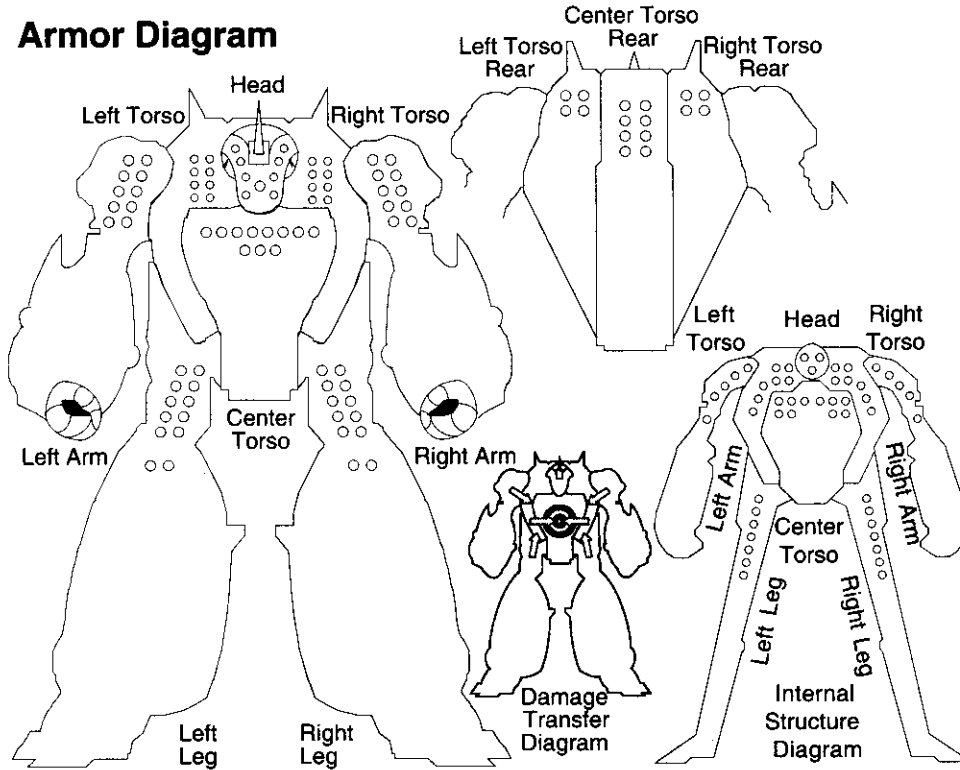
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **UM-R60 Urbanmech**  
 Tonnage: **30**  
 Movement Points: Walking: **2**, Running: **3**, Jumping: **2**  
 Technology Base: Inner Sphere 3025

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M
1	Autocannon 10	RA	3	10	0	5	10
1	Small Laser	LA	1	3	0	1	2

Ammo Type	Rounds
Autocannon 10	10

### Total Single Heat Sinks: 11



### Auto Eject

Operational  Disabled

### Warrior Data

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

Hits Taken	1	2	3	4	5	6
Conscious #	3	5	7	10	11	De

### 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 Points
4	
3	
2	
1	
0	

### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Small Laser
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6**

### Left Torso

- Heat Sink
  - Heat Sink
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6**

### Left Leg

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

### Critical Hit Table

#### Head

- Life Support
- Sensors
- Cockpit
- Heat Sink
- Sensors
- Life Support

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Gyro
- Engine
- Engine
- Engine
- Engine
- Jump Jet
- Jump Jet

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

Cost 1,471,925

### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Autocannon 10
  - Autocannon 10
  - Autocannon 10
  - Autocannon 10
  - Autocannon 10
  - Autocannon 10
  - Autocannon 10
  - Autocannon 10
- 1-3**
- Autocannon 10
  - Autocannon 10
  - Autocannon 10
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6**

### Right Torso

- Heat Sink
  - Heat Sink
  - Ammo (AC 10) 10
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6**

### Right Leg

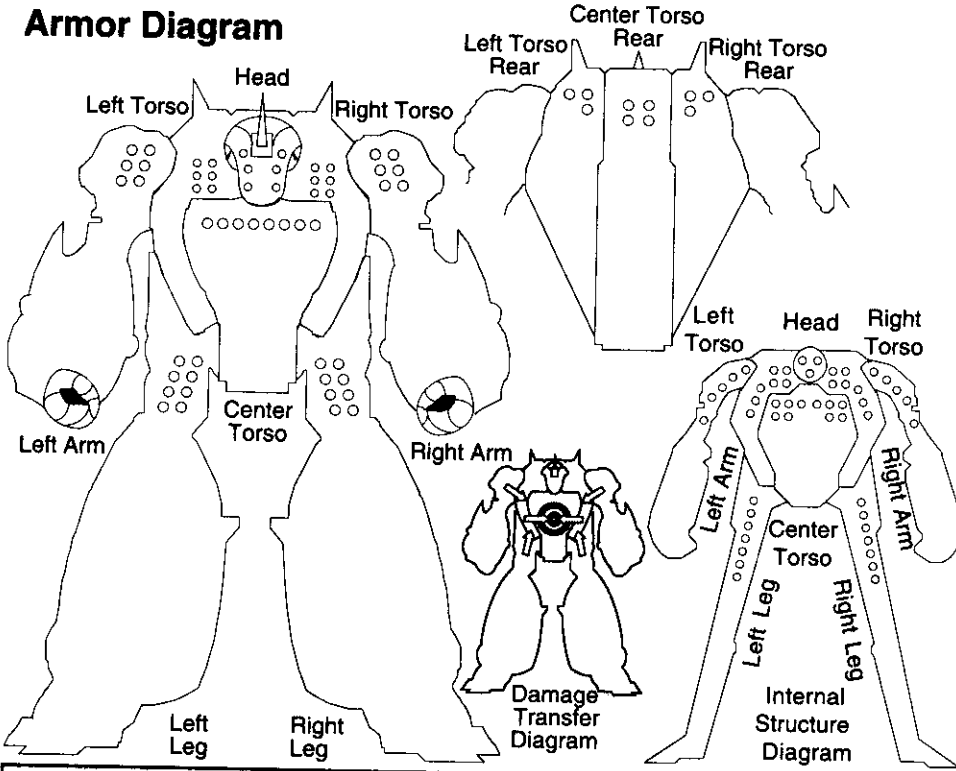
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink



# BATTLETECH<sup>®</sup>

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **UM-R60L Urbanmech**  
 Tonnage: **30** Technology Base:  
 Movement Points Inner Sphere  
 Walking: **2** 3025  
 Running: **3**  
 Jumping: **2**

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Autocannon 20	RA	7	20	0	3	6	9
1	Small Laser	LA	1	3	0	1	2	3

Ammo Type	Rounds
Autocannon 20	5

### Total Single Heat Sinks: 11

○○○○○  
○○○○○

### Auto Eject

Operational  Disabled

### Warrior Data

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

**FASA<sup>®</sup>**  
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### Left Arm

- Shoulder
- Upper Arm Actuator
- Small Laser
- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

### Left Torso

- Heat Sink
- Heat Sink
- Roll Again
- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

### Left Leg

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

### Critical Hit Table

#### Head

- Life Support
- Sensors
- Cockpit
- Heat Sink
- Sensors
- Life Support

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

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

Cost 1,581,125

### Right Arm

- Shoulder
- Upper Arm Actuator
- Autocannon 20
- Autocannon 20
- Autocannon 20
- Autocannon 20

- Autocannon 20
- Autocannon 20
- Autocannon 20
- Autocannon 20
- Autocannon 20
- Autocannon 20

### Right Torso

- Heat Sink
- Heat Sink
- Ammo (AC 20) 5
- Roll Again
- Roll Again
- Roll Again

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

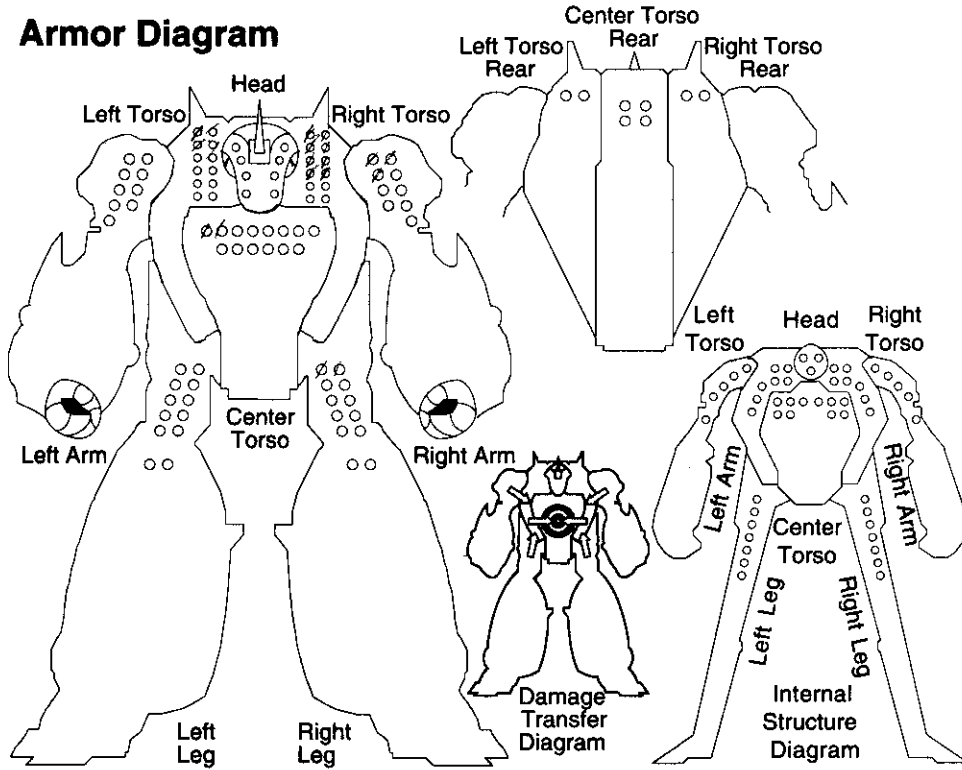
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **VLX-QA Valkyrie**  
 Tonnage: **30**  
 Movement Points  
 Walking: **5**  
 Running: **8**  
 Jumping: **5**

Technology Base:  
 Inner Sphere  
 2787

### Weapons Inventory

# Type	Loc	Ht	D	Mn	S	M	L
1 LRM 10	LT	4	1	6	7	14	21
1 Medium Laser	RA	3	5	0	3	6	9

Ammo Type	Rounds
LRM 10	12

### Total Single Heat Sinks: 11



### Auto Eject

Operational  Disabled

### Warrior Data

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

**FASA**  
CORPORATION

### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
- 1-3**
- Roll Again
  - Roll Again
- 4-6**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

### Left Torso

- Heat Sink
  - Heat Sink
  - LRM 10
  - LRM 10
- 1-3**
- Roll Again
  - Roll Again
- 4-6**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

### Left Leg

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

### Critical Hit Table

#### Head

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

#### Center Torso

- Engine
  - Engine
  - Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3**
- Gyro
  - Engine
  - Engine
  - Engine
  - Jump Jet
  - Heat Sink
- 4-6**

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

Cost 2,205,320

### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Medium Laser
- 1-3**
- Roll Again
  - Roll Again
- 4-6**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

### Right Torso

- Heat Sink
  - Heat Sink
  - Ammo (LRM 10) 12
- 1-3**
- Roll Again
  - Roll Again
- 4-6**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

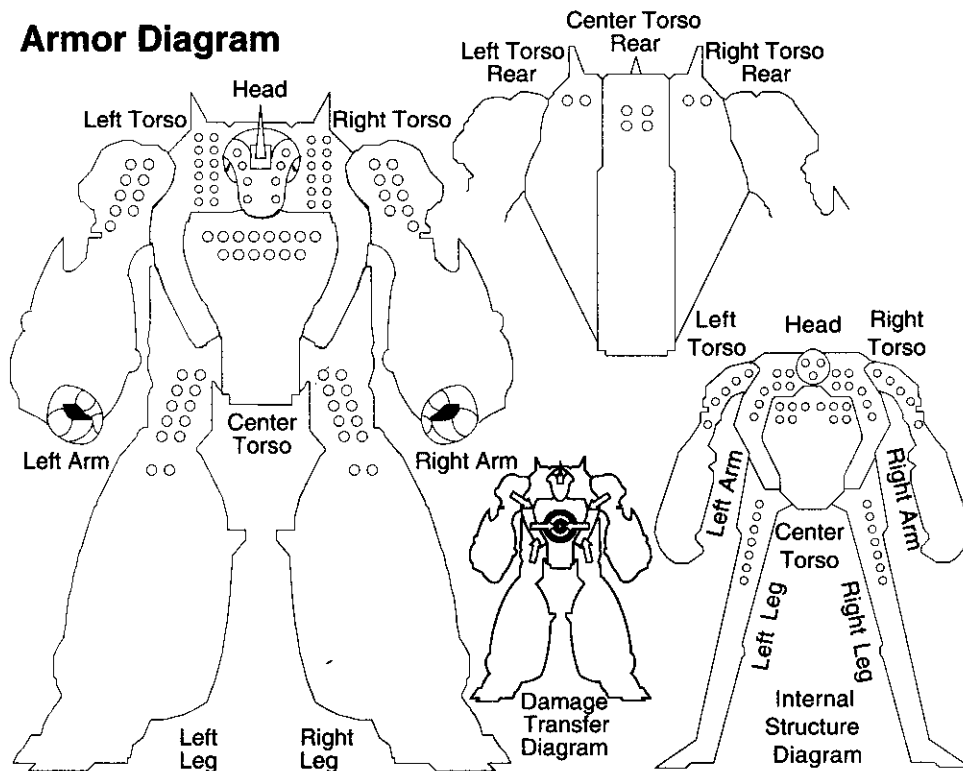
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **VLK-QF Valkyrie**

Tonnage: **30**

Movement Points

Walking: **5**

Running: **8**

Jumping: **5**

Technology Base:

Inner Sphere

2787

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	LRM 10	LT	4	1	6	7	14	21
1	Flamer	RA	3	2	0	1	2	3

Ammo Type	Rounds
LRM 10	12

### Total Single Heat Sinks: 11



### Auto Eject

Operational  Disabled

### Warrior Data

Name: \_\_\_\_\_

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	



### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

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

### Left Torso

- Heat Sink
- Heat Sink
- LRM 10
- LRM 10
- Roll Again
- Roll Again

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

### Left Leg

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

### Critical Hit Table

#### Head

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

#### Center Torso

- Engine
  - Engine
  - Engine
  - Gyro
  - Gyro
  - Gyro
- Gyro
  - Engine
  - Engine
  - Engine
  - Jump Jet
  - Heat Sink

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

Cost 2,163,070

### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Flamer
- Roll Again
- Roll Again

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

### Right Torso

- Heat Sink
- Heat Sink
- Ammo (LRM 10) 12
- Roll Again
- Roll Again
- Roll Again

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

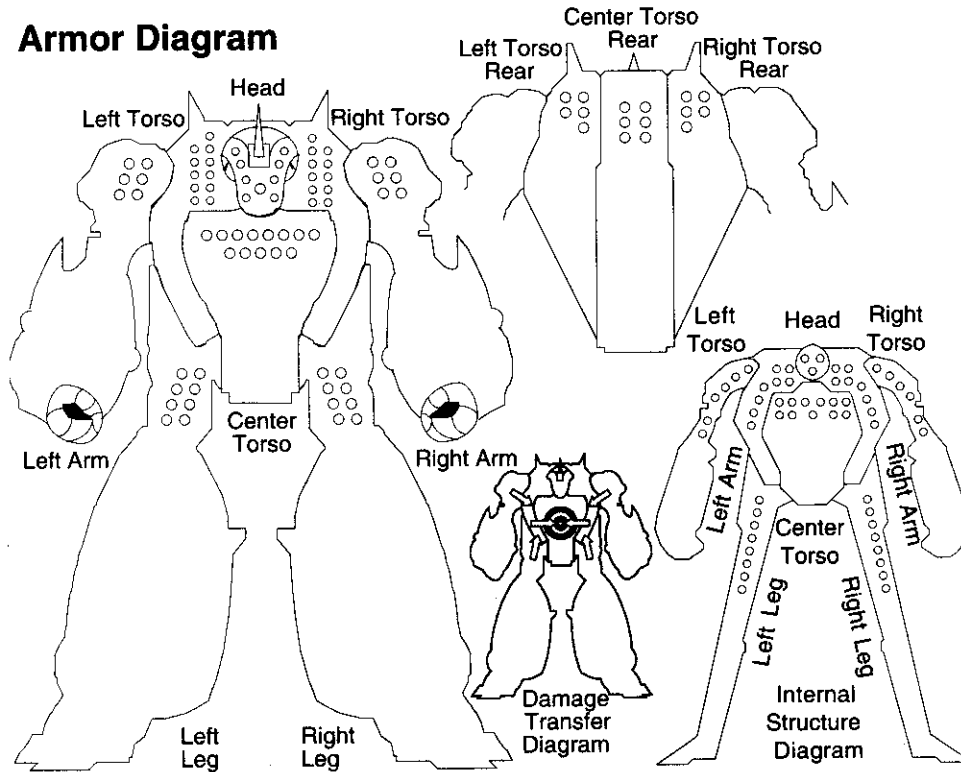
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



Mech Data	
Type: <b>FSS-H Firestarter</b>	Technology Base:
Tonnage: <b>35</b>	Inner Sphere
Movement Points	2550
Walking: <b>6</b>	
Running: <b>9</b>	
Jumping: <b>6</b>	

Weapons Inventory								
#	Type	Loc	Ht	D	Mn	S	M	L
1	Flamer	CT	3	2	0	1	2	3
1	Flamer	RA	3	2	0	1	2	3
1	Flamer	CT (R)	3	2	0	1	2	3
1	Flamer	LA	3	2	0	1	2	3
1	Medium Laser	LA	3	5	0	3	6	9
1	Medium Laser	RA	3	5	0	3	6	9
1	Machine Gun	LT	0	2	0	1	2	3
1	Machine Gun	RT	0	2	0	1	2	3

Ammo Type	Rounds
Machine Gun	200

**Total Single Heat Sinks: 10**  
 ○○○○○○○○○

**Auto Eject**  
 Operational  Disabled

**Warrior Data**  
 Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

<p><b>Left Arm</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>Flamer</li> <li>Medium Laser</li> <li>Roll Again</li> </ol> <p><b>4-6</b></p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>Left Torso</b></p> <ol style="list-style-type: none"> <li>Jump Jet</li> <li>Jump Jet</li> <li>Jump Jet</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>Machine Gun</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>4-6</b></p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>Left Leg</b></p> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Heat Sink</li> <li>Roll Again</li> </ol>	<p><b>Critical Hit Table</b></p> <p><b>Head</b></p> <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> <p><b>Center Torso</b></p> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol> <p><b>4-6</b></p> <ol style="list-style-type: none"> <li>Gyro</li> <li>Engine</li> <li>Engine</li> <li>Engine</li> <li>Flamer</li> <li>Flamer (R)</li> </ol> <table border="1" style="margin-left: auto; margin-right: auto;"> <tr><td>Engine Hits</td><td>○○○</td></tr> <tr><td>Gyro Hits</td><td>○○</td></tr> <tr><td>Sensor Hits</td><td>○○</td></tr> <tr><td>Life Support</td><td>○</td></tr> </table> <p>Cost 3,046,950</p>	Engine Hits	○○○	Gyro Hits	○○	Sensor Hits	○○	Life Support	○	<p><b>Right Arm</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> <li>Flamer</li> <li>Medium Laser</li> <li>Roll Again</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>4-6</b></p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>Right Torso</b></p> <ol style="list-style-type: none"> <li>Jump Jet</li> <li>Jump Jet</li> <li>Jump Jet</li> <li>Machine Gun</li> <li>Ammo (MG) 200</li> <li>Roll Again</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>4-6</b></p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>Right Leg</b></p> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Heat Sink</li> <li>Roll Again</li> </ol>
Engine Hits	○○○									
Gyro Hits	○○									
Sensor Hits	○○									
Life Support	○									

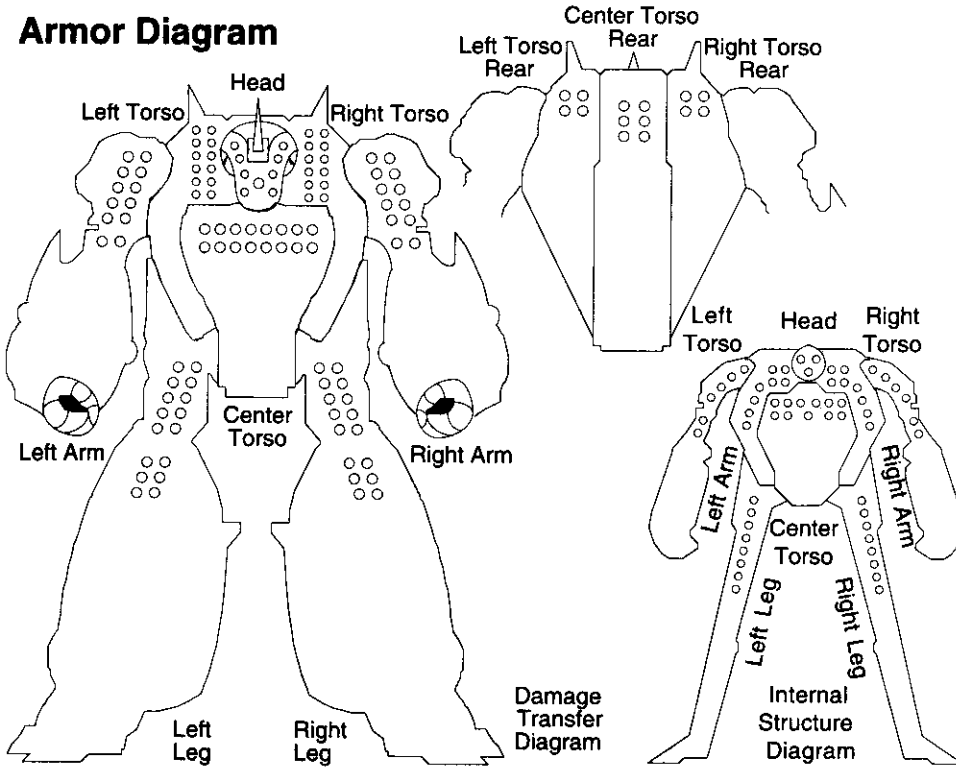




# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



Damage Transfer Diagram

Internal Structure Diagram

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Medium Laser
- Small Laser
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

#### Left Torso

- Jump Jet
- Heat Sink
- Heat Sink
- Machine Gun
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

#### Left Leg

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

#### Critical Hit Table

##### Head

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

##### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- Engine
- Engine
- Engine
- Roll Again
- Roll Again

4-6

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

Cost 3,066,525

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Medium Laser
- Small Laser
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

#### Right Torso

- Jump Jet
- Heat Sink
- Machine Gun
- Ammo (MG) 200
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

#### Right Leg

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

### Mech Data

Type: **FS9-M Firestarter**

Tonnage: **35**

Movement Points

Walking: **6**

Running: **9**

Jumping: **6**

Technology Base:

Inner Sphere

2550

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Medium Laser	RA	3	5	0	3	6	9
1	Medium Laser	LA	3	5	0	3	6	9
1	Small Laser	LA	1	3	0	1	2	3
1	Small Laser	RA	1	3	0	1	2	3
1	Machine Gun	LT	0	2	0	1	2	3
1	Machine Gun	RT	0	2	0	1	2	3

Ammo Type	Rounds
Machine Gun	200

### Total Single Heat Sinks: 11

○ ○ ○ ○ ○

### Auto Eject

Operational

Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

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

### Heat Scale

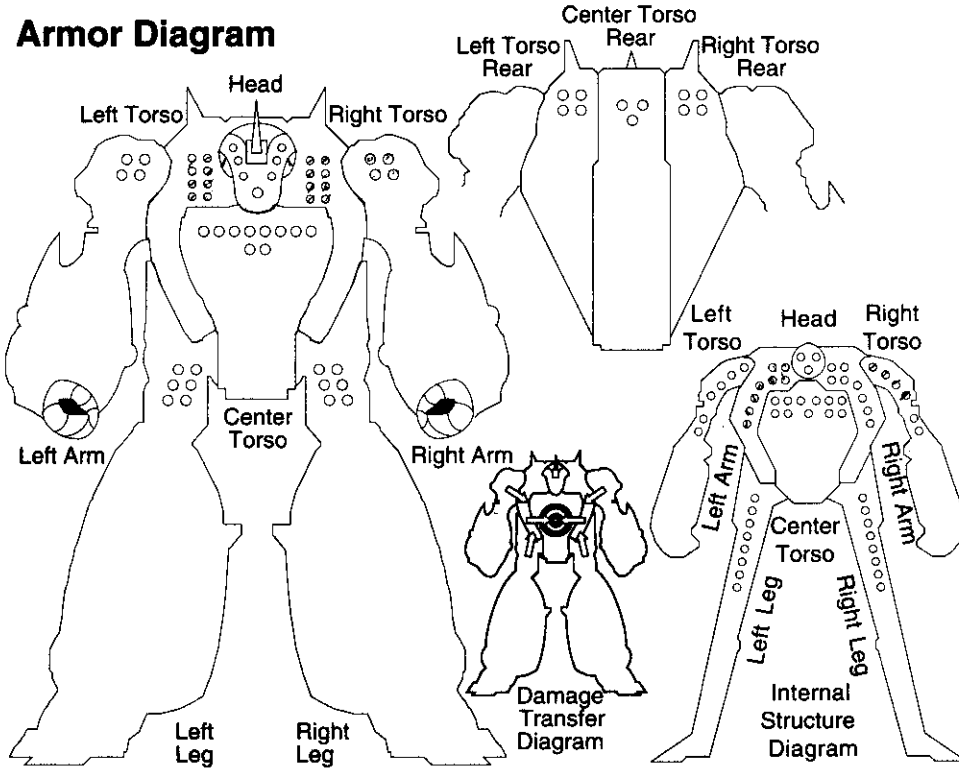
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

**FASA**  
CORPORATION

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **JR7-D Jenner**  
 Tonnage: **35** Technology Base:  
 Movement Points: **7** Inner Sphere  
 Walking: **7** 2784  
 Running: **11**  
 Jumping: **5**

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	SRM 4	CT	3	2	0	3	6	9
2	Medium Laser	RA	3	5	0	3	6	9
2	Medium Laser	LA	3	5	0	3	6	9

Ammo Type	Rounds
SRM 4	25

### Total Single Heat Sinks: 10

○○○○○○○○○○

### Auto Eject

Operational  Disabled

### Warrior Data

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

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

  
 Conscious #: 

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 Points
4	
3	
2	
1	
0	

**FASA**  
CORPORATION

### Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Medium Laser
- 4 Medium Laser
- 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

- Jump Jet
- Jump Jet
- 1-3 3 Roll Again
- 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 Leg

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

### Critical Hit Table

#### Head

- Life Support
- Sensors
- Cockpit
- Heat Sink
- Sensors
- Life Support

#### Center Torso

- 1-3 1 Engine
- 2 Engine
- 3 Engine
- 4 Gyro
- 5 Gyro
- 6 Gyro
- 1 Gyro
- 2 Engine
- 3 Engine
- 4-6 4 Engine
- 5 Jump Jet
- 6 SRM 4

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

Cost 3,198,376

### Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 3 Medium Laser ✓
- 4 Medium Laser
- 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. Jump Jet
2. Jump Jet
- 1-3 3. Ammo (SRM 4) 25
- 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

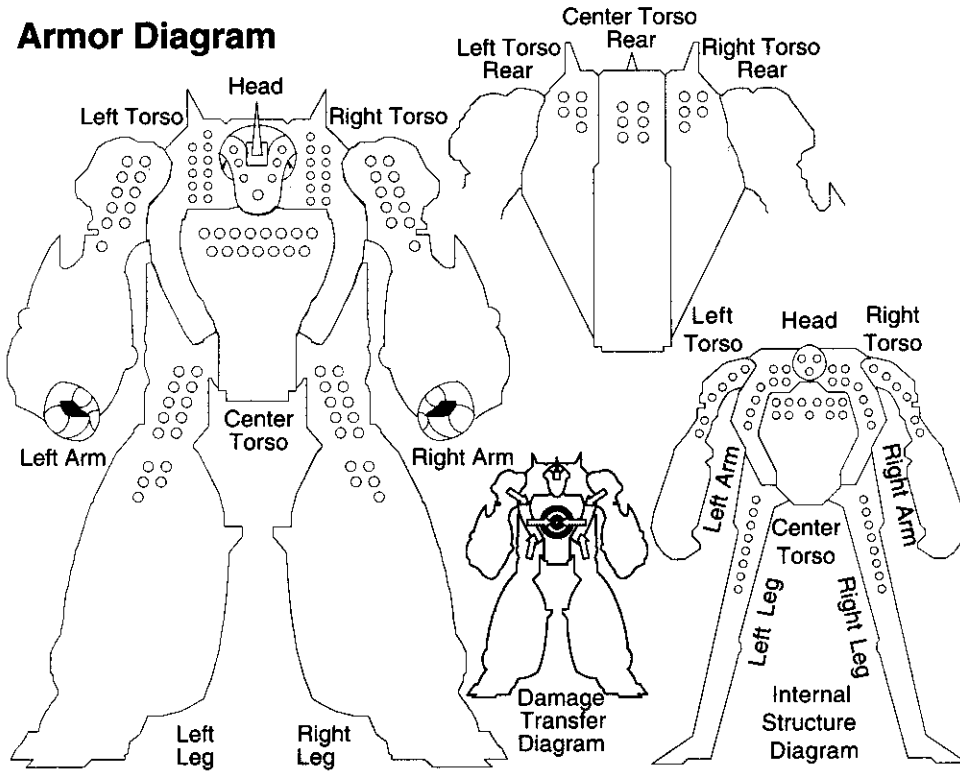
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **JR7-F Jenner**

Tonnage: **35**

Movement Points

Walking: **7**

Running: **11**

Jumping: **5**

Technology Base:

Inner Sphere

2784

### Weapons Inventory

# Type	Loc	Ht	D	Mn	S	M	L
2 Medium Laser	RA	3	5	0	3	6	9
2 Medium Laser	LA	3	5	0	3	6	9

**Total Single Heat Sinks: 10**

○○○○○○○○○○

### Auto Eject

Operational

Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

**FASA**  
CORPORATION

### Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Medium Laser
4. Medium Laser
5. Roll Again
6. Roll Again

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

### Left Torso

1. Jump Jet
2. Jump Jet
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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

### Left Leg

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

### Critical Hit Table

#### Head

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

#### Center Torso

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

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

Cost 3,121,426

### Right Arm

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

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

### Right Torso

1. Jump Jet
2. Jump Jet
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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

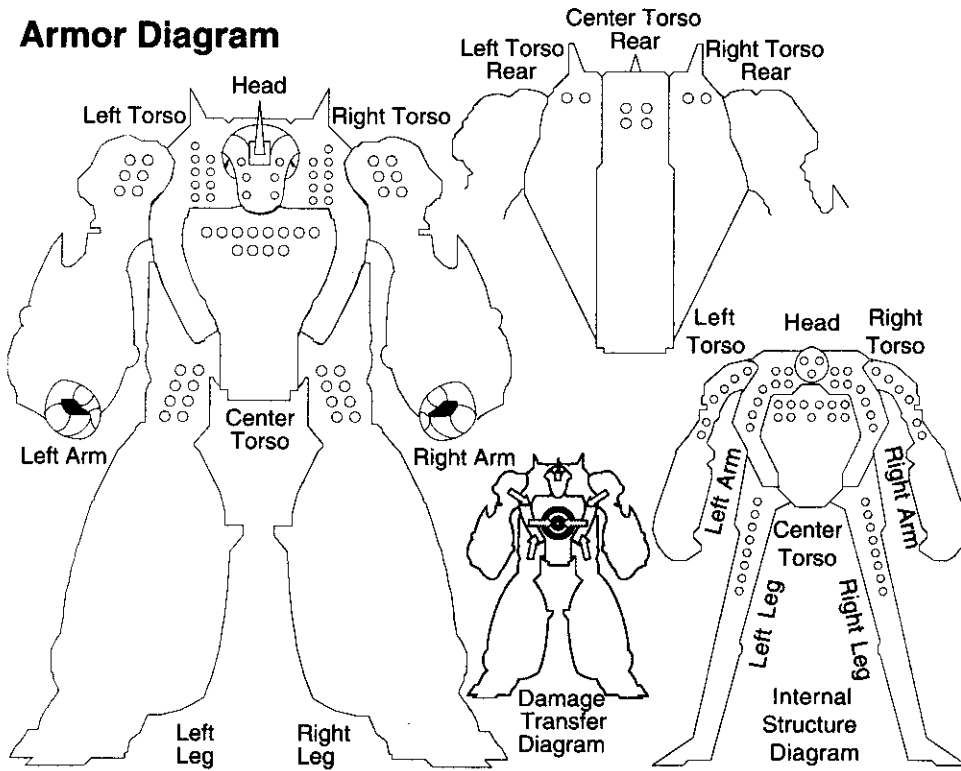
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **OTT-7J Ostscout**

Tonnage: **35**

Movement Points

Walking: **8**

Running: **12**

Jumping: **8**

Technology Base:  
Inner Sphere  
2950

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Medium Laser	CT	3	5	0	3	6	9

**Total Single Heat Sinks: 10**

○○○○○○○○○○

### Auto Eject

Operational

Disabled

### Warrior Data

Name: \_\_\_\_\_

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

### Left Torso

- Jump Jet
- Jump Jet
- 1-3 Jump Jet
- Jump Jet
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

### Left Leg

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

### Critical Hit Table

#### Head

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

#### Center Torso

- Engine
- Engine
- 1-3 Engine
- Gyro
- Gyro
- Gyro
- 1-3 Gyro
- Engine
- Engine
- 4-6 Engine
- Engine
- Medium Laser
- Roll Again

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

Cost 3,416,761

### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

### Right Torso

- Jump Jet
- Jump Jet
- 1-3 Jump Jet
- Jump Jet
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

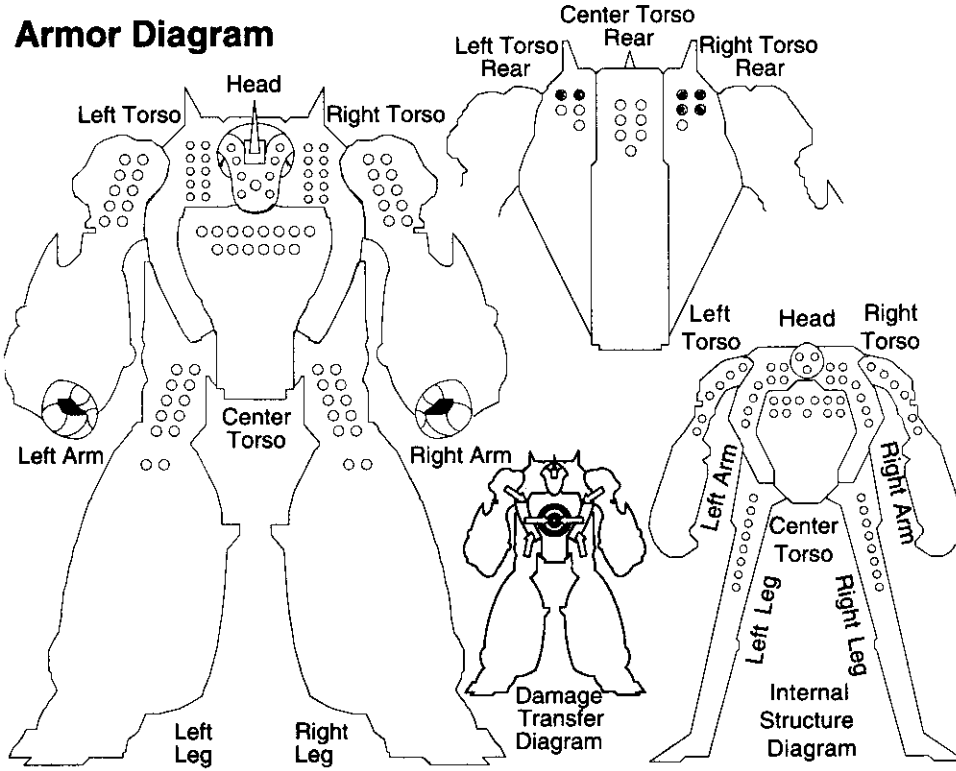
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

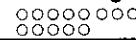
Type: **PNT-9R Panther**  
 Tonnage: **35** Technology Base: Inner Sphere  
 Movement Points: \_\_\_\_\_  
 Walking: **4** Inner Sphere  
 Running: **6** 2739  
 Jumping: **4**

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	PPC	RA	10	10	3	6	12	18
1	SRM 4	CT	3	2	0	3	6	9

Ammo Type	Rounds
SRM 4	25

### Total Single Heat Sinks: 13



### Auto Eject

Operational  Disabled

### Warrior Data

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

**FASA**  
CORPORATION

### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3**
- Hand Actuator
  - Roll Again
  - Roll Again
- 4-6**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

### Left Torso

- Heat Sink
  - Heat Sink
  - Heat Sink
  - Heat Sink
  - Ammo (SRM 4) 25
  - Roll Again
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

### Left Leg

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

### Critical Hit Table

#### Head

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

#### Center Torso

- Engine
  - Engine
  - Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3**
- Gyro
  - Engine
  - Engine
  - Engine
  - SRM 4
  - Roll Again
- 4-6**

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

Cost 2,485,711

### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - PPC
  - PPC
- 1-3**
- PPC
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6**

### Right Torso

- Heat Sink
  - Heat Sink
  - Heat Sink
  - Heat Sink
  - Roll Again
  - Roll Again
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6**

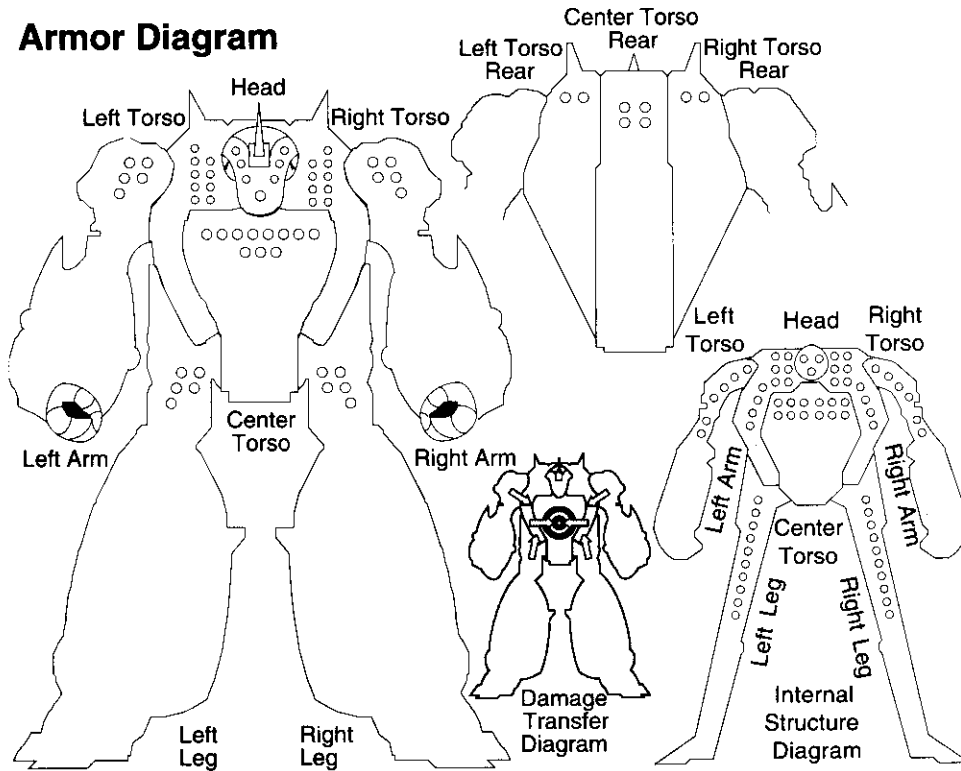
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **ASN-101 Assassin**

Tonnage: **40**

Movement Points

Walking: **7**

Running: **11**

Jumping: **5**

Technology Base:

Inner Sphere

2980

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Medium Laser	RA	3	5	0	3	6	9
1	Small Laser	H	1	3	0	1	2	3
1	Small Laser	LL	1	3	0	1	2	3
1	Small Laser	RL	1	3	0	1	2	3
1	LRM 5	RT	2	1	6	7	14	21
1	SRM 2	LT	2	2	0	3	6	9

Ammo Type	Rounds
LRM 5	24
SRM 2	50

**Total Single Heat Sinks: 10**

○○○○○○○○○○

### Auto Eject

Operational

Disabled

### Warrior Data

Name: \_\_\_\_\_

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

**FASA**  
CORPORATION

### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

- Hand Actuator
- Roll Again
- Roll Again

4-6

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

### Left Torso

- Jump Jet
- Jump Jet
- SRM 2

1-3

- Ammo (SRM 2) 50
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

### Left Leg

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

### Critical Hit Table

#### Head

- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

1-3

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- Engine
- Engine
- Engine
- Jump Jet
- Roll Again

4-6

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

Cost 3,533,064

### Right Arm

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

1-3

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

4-6

### Right Torso

- Jump Jet
- Jump Jet
- LRM 5
- Ammo (LRM 5) 24
- Roll Again
- Roll Again

1-3

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

4-6

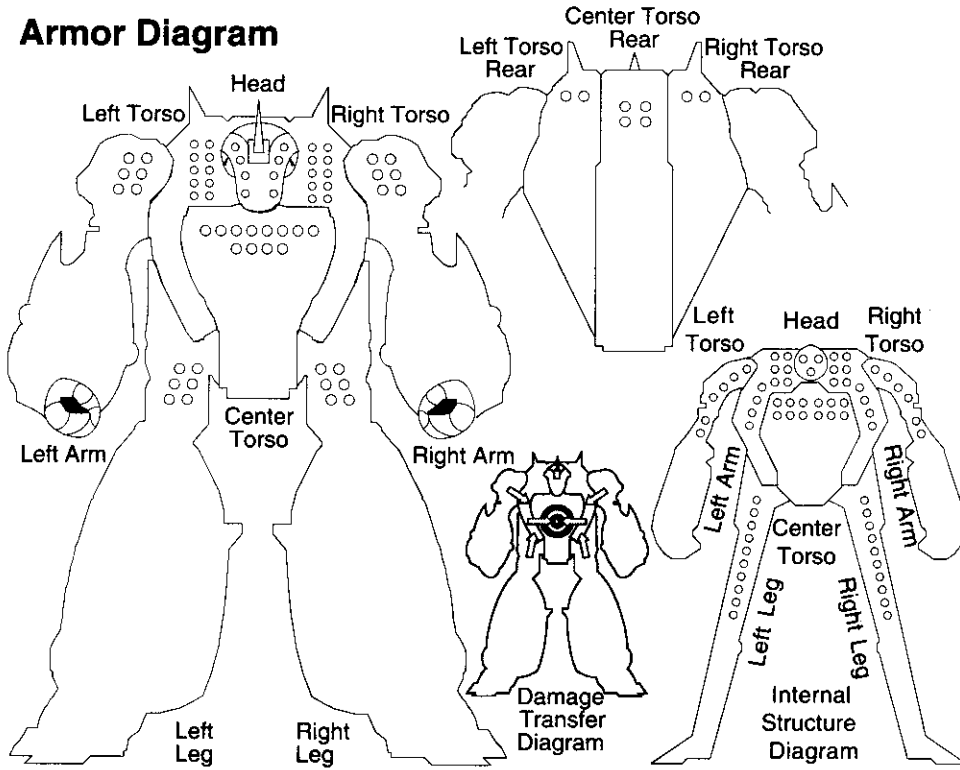
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **ASN-21 Assassin**  
 Tonnage: **40** Technology Base: Inner Sphere  
 Movement Points: **7** Walking: **7** Running: **11** Jumping: **7**

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Medium Laser	RA	3	5	0	3	6	9
1	LRM 5	RT	2	1	6	7	14	21
1	SRM 2	LT	2	2	0	3	6	9

Ammo Type	Rounds
LRM 5	24
SRM 2	50

### Total Single Heat Sinks: 10

○○○○○○○○○○

### Auto Eject

Operational  Disabled

### Warrior Data

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	



### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

### Left Torso

- SRM 2
- Ammo (SRM 2) 50
- Jump Jet
- Jump Jet
- Jump Jet
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

### Left Leg

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

### Critical Hit Table

#### Head

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

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Engine
- Engine
- Jump Jet
- Roll Again

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

Cost 3,765,814

### Right Arm

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

### Right Torso

- LRM 5
- Ammo (LRM 5) 24
- Jump Jet
- Jump Jet
- Jump Jet
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

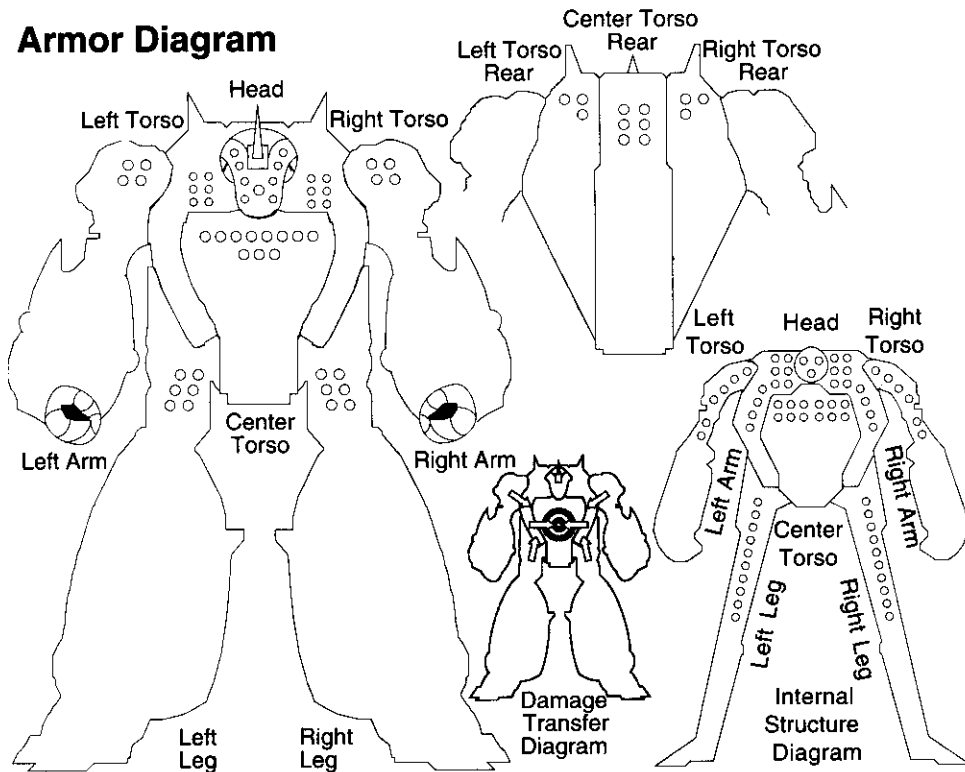
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **CDA-2A Cicada**

Tonnage: **40**

Movement Points

Walking: **8**

Running: **12**

Jumping: **0**

Technology Base:

Inner Sphere

2840

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Medium Laser	RT	3	5	0	3	6	9
1	Medium Laser	LT	3	5	0	3	6	9
1	Small Laser	CT	1	3	0	1	2	3

### Total Single Heat Sinks: 10

○○○○○○○○○○

### Auto Eject

Operational

Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

Hits Taken

	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

**FASA**  
CORPORATION

### Left Arm

- Shoulder
  - Upper Arm Actuator
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

### Left Torso

- Medium Laser
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 1-3**

- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6**

### Left Leg

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

### Critical Hit Table

#### Head

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

#### Center Torso

- Engine
  - Engine
  - Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3**
- Gyro
  - Engine
  - Engine
  - Engine
  - Small Laser
  - Roll Again
- 4-6**

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

Cost 3,705,218

### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 1-3**

- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6**

### Right Torso

- Medium Laser
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 1-3**

- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6**

### Right Leg

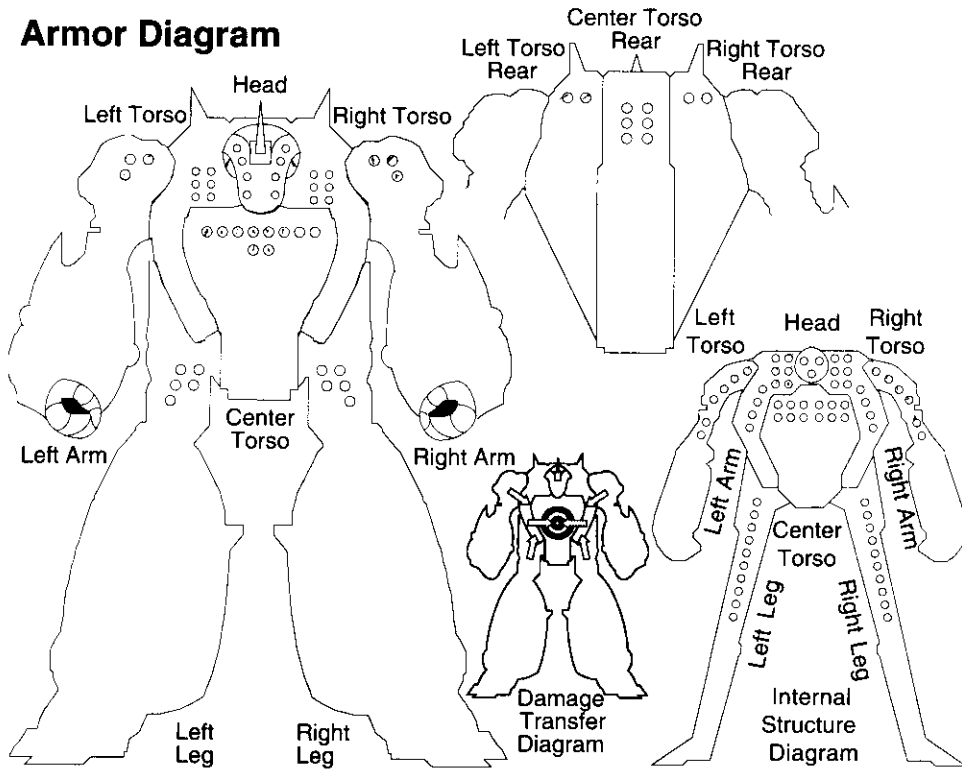
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again



# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **CDA-2B Cicada**

Tonnage: **40**

Movement Points

Walking: **8**

Running: **12**

Jumping: **0**

Technology Base:  
Inner Sphere  
2840

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Medium Laser	RT	3	5	0	3	6	9
1	Medium Laser	LT	3	5	0	3	6	9
1	Flamer	CT	3	2	0	1	2	3

**Total Single Heat Sinks: 10**

○○○○○○○○○○

### Auto Eject

Operational

Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Pitoting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

- #### Left Arm
- Shoulder
  - Upper Arm Actuator
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6**
- Roll Again
  - Roll Again
  - Roll Again

- #### Left Torso
- Medium Laser
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 1-3**

- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6**

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

### Critical Hit Table

#### Head

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

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

- Gyro
- Engine
- Engine
- Engine
- Flamer
- Roll Again

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

Cost 3,692,968

- #### Right Arm
- Shoulder
  - Upper Arm Actuator
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6**
- Roll Again
  - Roll Again
  - Roll Again

- #### Right Torso
- Medium Laser
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 1-3**

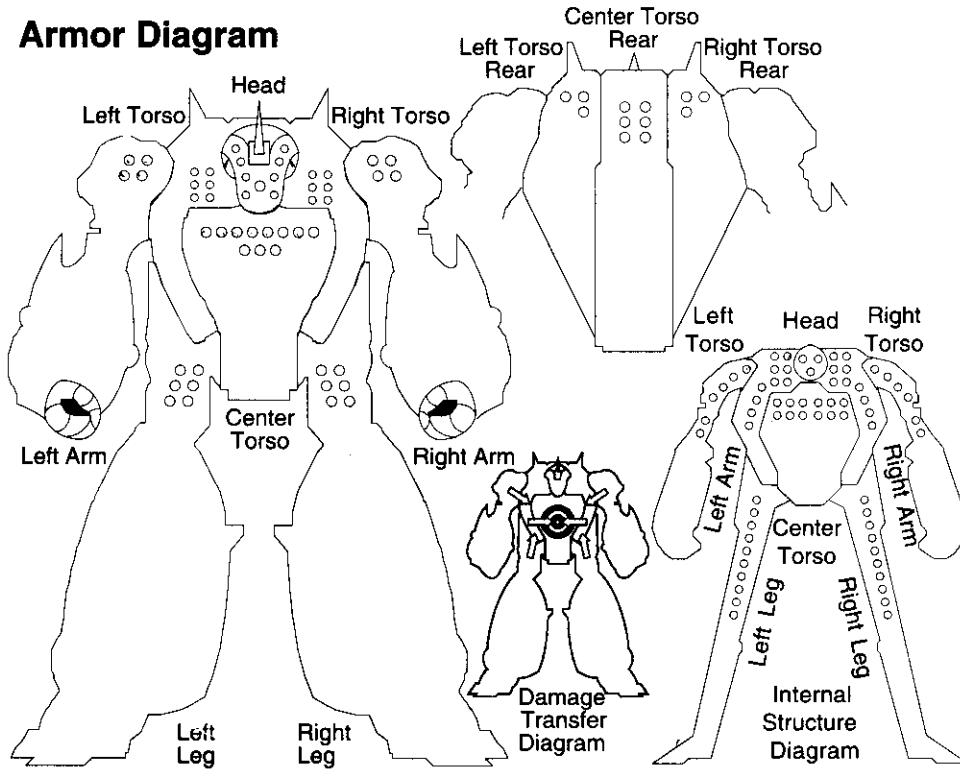
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6**

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **CDA-3C Cicada**  
 Tonnage: **40**  
 Movement Points  
 Walking: **7**  
 Running: **11**  
 Jumping: **0**

Technology Base:  
 Inner Sphere  
 2840

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	PPC	RT	10	10	3	6	12	18
1	Machine Gun	RL	0	2	0	1	2	3
1	Machine Gun	LL	0	2	0	1	2	3

Ammo Type	Rounds
Machine Gun	200

### Total Single Heat Sinks: 11



### Auto Eject

Operational  Disabled

### Warrior Data

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

### Left Arm

- Shoulder
- Upper Arm Actuator-
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

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

4-6

### Left Torso

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

1-3

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

4-6

### Left Leg

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

### Critical Hit Table

#### Head

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

#### Center Torso

- Engine
  - Engine
  - Engine
  - Gyro
  - Gyro
  - Gyro
- Gyro
  - Engine
  - Engine
  - Engine
  - Ammo (MG) 200
  - Roll Again

1-3

4-6

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

Cost 3,306,334

### Right Arm

- Shoulder
- Upper Arm Actuator
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

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

4-6

### Right Torso

- PPC
- PPC
- PPC
- Roll Again
- Roll Again
- Roll Again

1-3

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

4-6

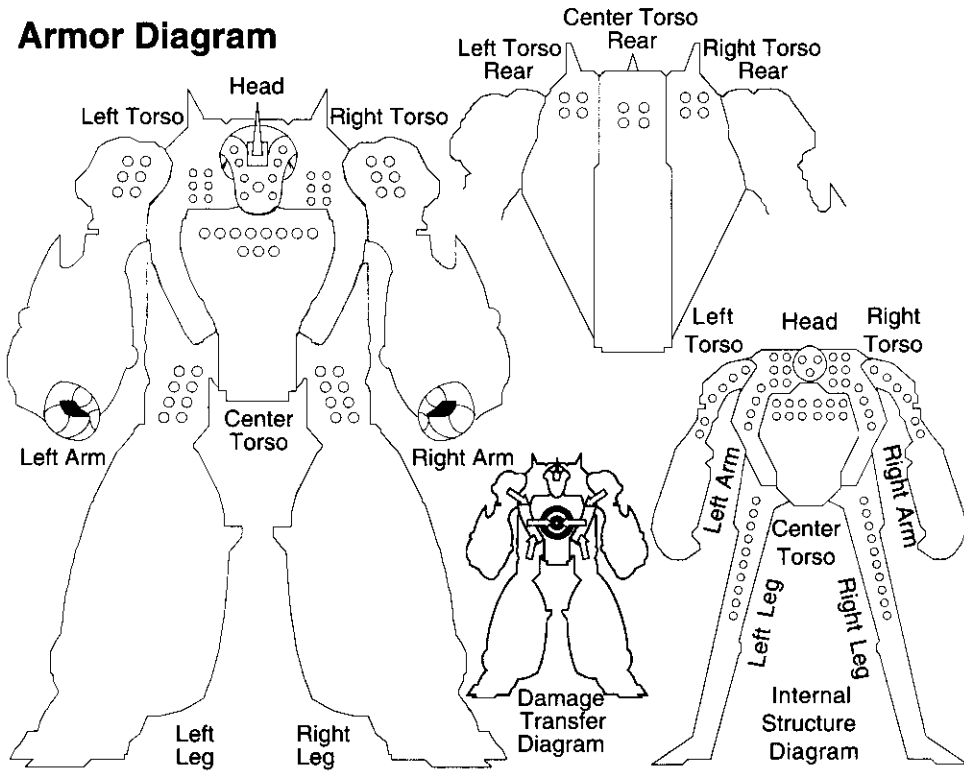
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **CLNT-1-2R Clnt**  
 Tonnage: **40** Technology Base:  
 Movement Points Inner Sphere  
 Walking: **6** 2507  
 Running: **9**  
 Jumping: **0**

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Medium Laser	CT	3	5	0	3	6	9
1	Autocannon 10	RA	3	10	0	5	10	15

Ammo Type	Rounds
Autocannon 10	10

### Total Single Heat Sinks: 10

○○○○○○○○○○

### Auto Eject

Operational  Disabled

### Warrior Data

Name: \_\_\_\_\_

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

**FASA**  
CORPORATION

### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

### Left Torso

- Heat Sink
- Roll Again
- 1-3 Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

### Left Leg

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

### Critical Hit Table

#### Head

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

#### Center Torso

- Engine
- Engine
- 3-3 Engine
- 4-6 Gyro
- Gyro
- Gyro
- 1-3 Gyro
- 2-3 Engine
- 3-3 Engine
- 4-6 Engine
- 5-6 Medium Laser
- Roll Again

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

Cost 3,220,280

### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Autocannon 10
- Autocannon 10
- Autocannon 10
- Autocannon 10
- 1-3 Autocannon 10
- Autocannon 10
- 4-6 Autocannon 10
- Roll Again
- Roll Again
- Roll Again
- Roll Again

### Right Torso

- Ammo (AC 10) 10
- Roll Again
- 1-3 Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

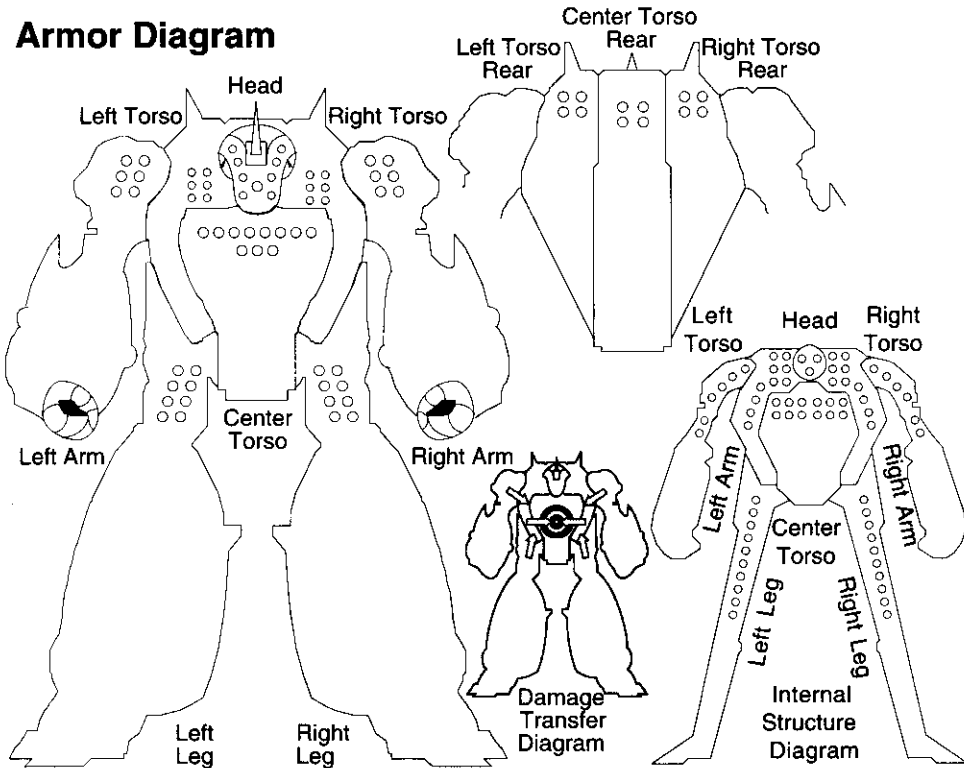
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



Mech Data	
Type: <b>CLNT-2-3T Clnt</b>	Technology Base: Inner Sphere 2507
Tonnage: <b>40</b>	
Movement Points	
Walking: <b>6</b>	
Running: <b>9</b>	
Jumping: <b>6</b>	

Weapons Inventory						
#	Type	Loc	Ht	D	Mn	S M L
1	Autocannon 5	RA	1	5	3	6 12 18
1	Medium Laser	LT	3	5	0	3 6 9
1	Medium Laser	CT	3	5	0	3 6 9

Ammo Type	Rounds
Autocannon 5	20

**Total Single Heat Sinks: 10**  
 ○○○○○○○○○

**Auto Eject**  
 Operational  Disabled

Warrior Data						
Name:						
Gunnery Skill:			Piloting Skill:			
Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

- Left Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Roll Again
  - Roll Again
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6**
- Left Torso**
- Jump Jet
  - Medium Laser
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6**
- Left Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Jump Jet
  - Jump Jet

- Critical Hit Table**
- Head**
- Life Support
  - Sensors
  - Cockpit
  - Roll Again
  - Sensors
  - Life Support
- Center Torso**
- Engine
  - Engine
  - Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3**
- Gyro
  - Engine
  - Engine
  - Engine
  - Medium Laser
  - Roll Again
- 4-6**
- |              |       |
|--------------|-------|
| Engine Hits  | ○ ○ ○ |
| Gyro Hits    | ○ ○   |
| Sensor Hits  | ○ ○   |
| Life Support | ○     |
- Cost 3,572,380

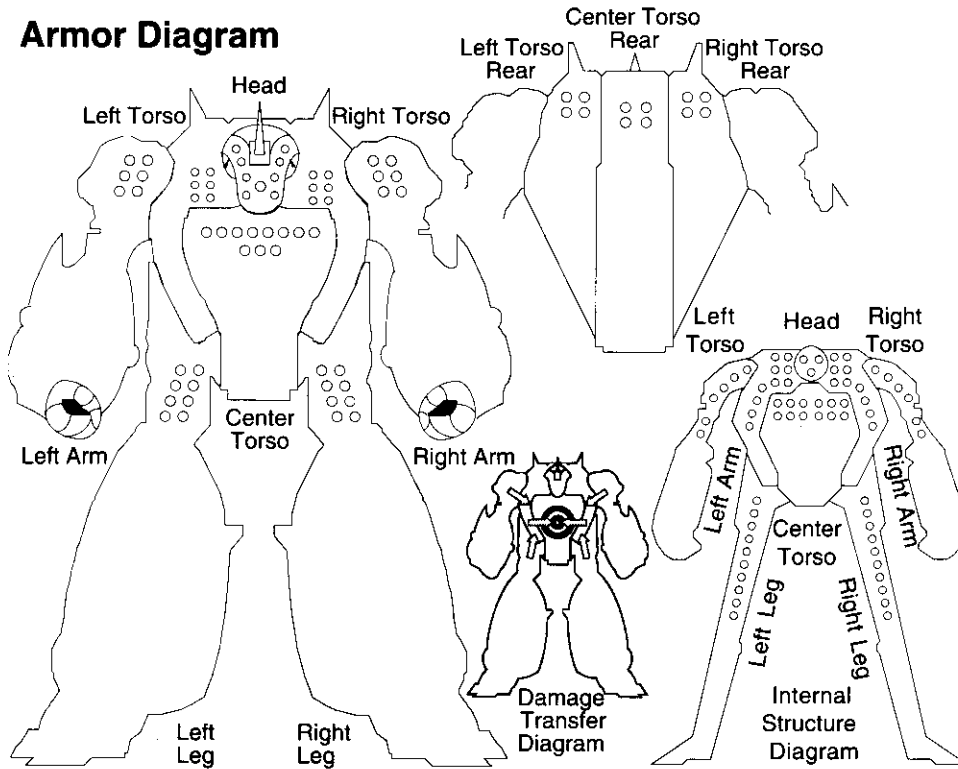
- Right Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Autocannon 5
  - Autocannon 5
  - Autocannon 5
- 1-3**
- Autocannon 5
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6**
- Right Torso**
- Jump Jet
  - Heat Sink
  - Ammo (AC 5) 20
  - Roll Again
  - Roll Again
  - Roll Again
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6**
- Right Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Jump Jet
  - Jump Jet



# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **CLNT-2-4T Clint**

Tonnage: **40**

Movement Points

Walking: **6**

Running: **9**

Jumping: **0**

Technology Base:

Inner Sphere

2507

### Weapons Inventory

# Type	Loc	Hi	D	Mn	S	M	L
1 Medium Laser	CT	3	5	0	3	6	9
2 Autocannon 2	RA	1	2	4	8	16	24

Ammo Type	Rounds
Autocannon 2	45

**Total Single Heat Sinks: 10**

○○○○○○○○○○

### Auto Eject

Operational

Disabled

### Warrior Data

Name: \_\_\_\_\_

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

**FASA®**  
CORPORATION

### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

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

### Left Torso

- Heat Sink
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

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

### Left Leg

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

### Critical Hit Table

#### Head

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

#### Center Torso

- Engine
  - Engine
  - Engine
  - Gyro
  - Gyro
  - Gyro
- Gyro
  - Engine
  - Engine
  - Engine
  - Medium Laser
  - Roll Again

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

Cost 3,143,280

### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Autocannon 2
- Autocannon 2
- Roll Again

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

### Right Torso

- Ammo (AC 2) 45
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

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

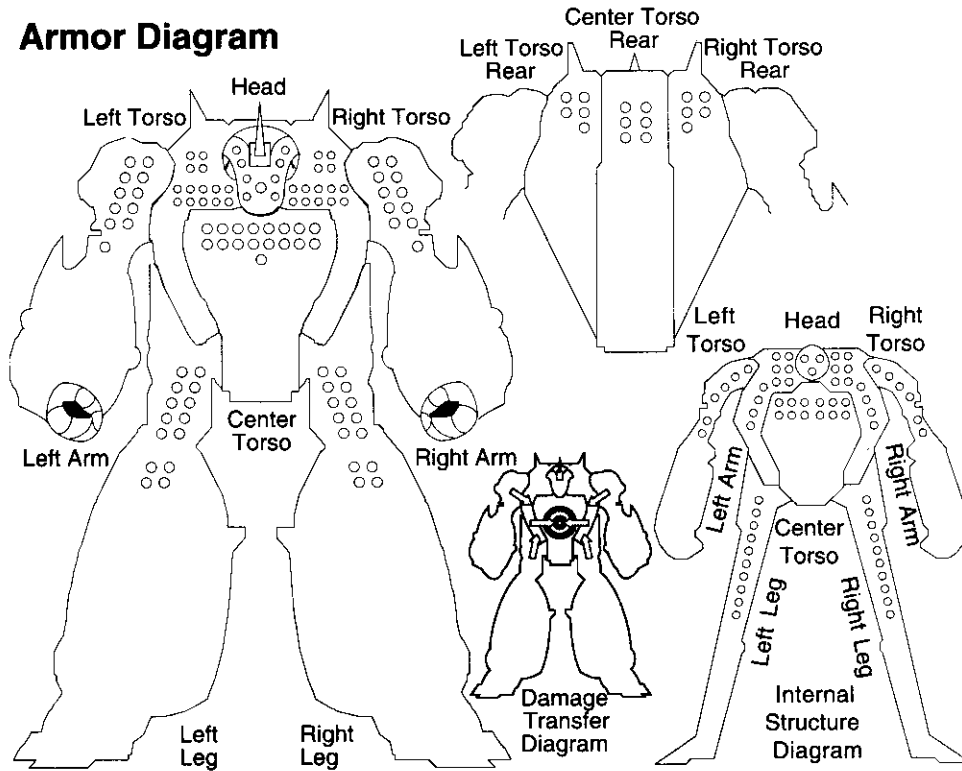
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **HER-2M Hermes II**

Tonnage: **40**

Movement Points

Walking: **7**

Running: **11**

Jumping: **0**

Technology Base:

Inner Sphere

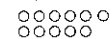
2798

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
2	Medium Laser	RT	3	5	0	3	6	9
1	Medium Laser	RA	3	5	0	3	6	9
2	Machine Gun	RT	0	2	0	1	2	3
1	Flamer	LA	3	2	0	1	2	3

Ammo Type	Rounds
Machine Gun	100

### Total Single Heat Sinks: 11



### Auto Eject

Operational

Disabled

### Warrior Data

Name: \_\_\_\_\_

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3**
- Flamer
  - Roll Again
  - Roll Again

- Roll Again
  - Roll Again
  - Roll Again
- 4-6**
- Roll Again
  - Roll Again
  - Roll Again

### Left Torso

- Ammo (MG) 200
  - Roll Again
  - Roll Again
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again

- Roll Again
  - Roll Again
  - Roll Again
- 4-6**
- Roll Again
  - Roll Again
  - Roll Again

### Left Leg

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

### Critical Hit Table

#### Head

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

#### Center Torso

- Engine
  - Engine
  - Engine
- 1-3**
- Gyro
  - Gyro
  - Gyro
- Gyro
  - Engine
  - Engine
- 4-6**
- Engine
  - Roll Again
  - Roll Again

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

Cost 3,263,214

### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Medium Laser
  - Roll Again
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again

- Roll Again
  - Roll Again
  - Roll Again
- 4-6**
- Roll Again
  - Roll Again
  - Roll Again

### Right Torso

- Medium Laser
  - Medium Laser
  - Machine Gun
  - Machine Gun
  - Roll Again
  - Roll Again
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again

- Roll Again
  - Roll Again
  - Roll Again
- 4-6**
- Roll Again
  - Roll Again
  - Roll Again

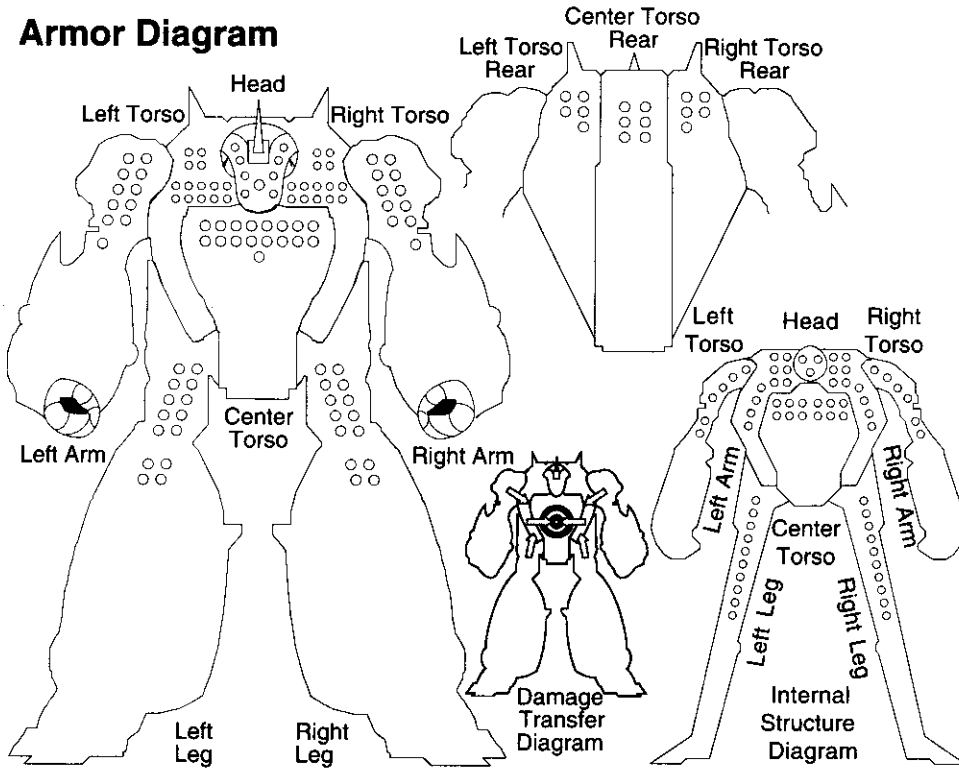
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



Mech Data	
Type: <b>HER-2S Hermes II</b>	Technology Base: Inner Sphere
Tonnage: <b>40</b>	2798
Movement Points	
Walking: <b>6</b>	
Running: <b>9</b>	
Jumping: <b>0</b>	

Weapons Inventory						
#	Type	Loc	Ht	D	Mn	S M L
1	Autocannon 5	RT	1	5	3	6 12 18
1	Medium Laser	RA	3	5	0	3 6 9
1	Flamer	LA	3	2	0	1 2 3

Ammo Type	Rounds
Autocannon 5	20

**Total Single Heat Sinks: 10**  
 ○○○○○○○○○

**Auto Eject**  
 Operational  Disabled

**Warrior Data**  
 Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

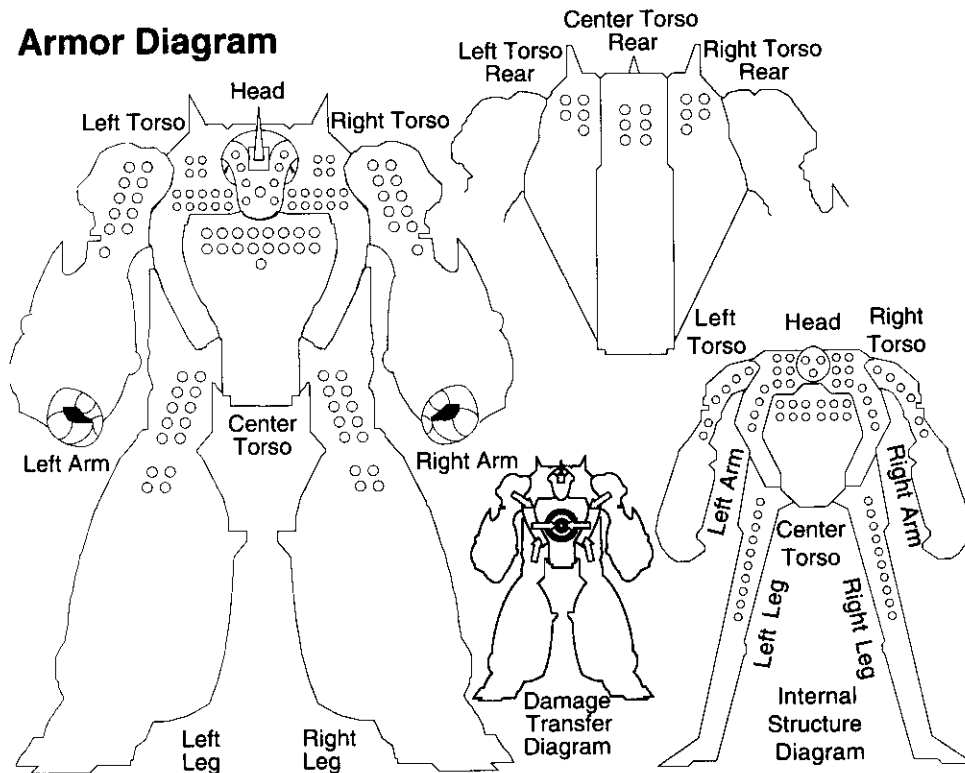


<p><b>Left Arm</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> <li>Flamer</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>4-6</b></p> <p><b>Left Torso</b></p> <ol style="list-style-type: none"> <li>Heat Sink</li> <li>Ammo (AC 5) 20</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>4-6</b></p> <p><b>Left Leg</b></p> <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>	<p><b>Critical Hit Table</b></p> <p><b>Head</b></p> <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> <p><b>Center Torso</b></p> <ol style="list-style-type: none"> <li>Engine</li> <li>Engine</li> <li>Engine</li> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>Gyro</li> <li>Engine</li> <li>Engine</li> <li>Engine</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>4-6</b></p> <table border="1"> <tr><td>Engine Hits</td><td>○○○</td></tr> <tr><td>Gyro Hits</td><td>○○</td></tr> <tr><td>Sensor Hits</td><td>○○</td></tr> <tr><td>Life Support</td><td>○</td></tr> </table> <p>Cost 3,165,680</p>	Engine Hits	○○○	Gyro Hits	○○	Sensor Hits	○○	Life Support	○	<p><b>Right Arm</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> <li>Hand Actuator</li> <li>Medium Laser</li> <li>Roll Again</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>4-6</b></p> <p><b>Right Torso</b></p> <ol style="list-style-type: none"> <li>Autocannon 5</li> <li>Autocannon 5</li> <li>Autocannon 5</li> <li>Autocannon 5</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>4-6</b></p> <p><b>Right Leg</b></p> <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>
Engine Hits	○○○									
Gyro Hits	○○									
Sensor Hits	○○									
Life Support	○									

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **HER-4K Hermes II**

Tonnage: **40**

Movement Points

Walking: **6**

Running: **9**

Jumping: **0**

Technology Base:

Inner Sphere

2798

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M
1	Large Laser	LT	8	8	0	5	10
1	Large Laser	RT	8	8	0	5	10

### Total Single Heat Sinks: 11



### Auto Eject

Operational

Disabled

### Warrior Data

Name: \_\_\_\_\_

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

Hits Taken	1	2	3	4	5	6
Conscious #	3	5	7	10	11	De

### 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 Points
4	
3	
2	
1	
0	

**FASA**  
CORPORATION

### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

### Left Torso

1. Large Laser
2. Large Laser
3. Roll Again
- 1-3 4. Roll Again
5. Roll Again
6. Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6 4. Roll Again
5. Roll Again
6. Roll Again

### Left Leg

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

### Critical Hit Table

#### Head

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

#### Center Torso

- Engine
- Engine
- 1-3 3. Engine
4. Gyro
5. Gyro
6. Gyro
- Roll Again
- Roll Again
- 4-6 3. Engine
4. Engine
5. Heat Sink
6. Heat Sink

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

Cost 3,205,160

### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 4. Hand Actuator
5. Roll Again
6. Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

### Right Torso

1. Large Laser
2. Large Laser
3. Roll Again
- 1-3 4. Roll Again
5. Roll Again
6. Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

### Right Leg

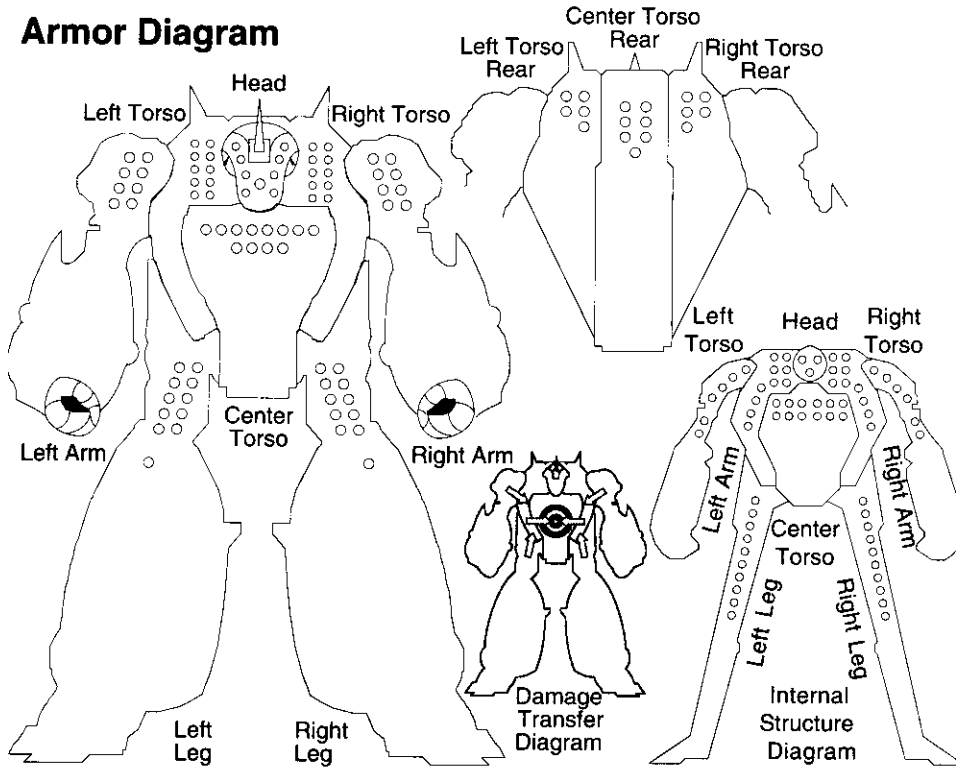
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again



# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **STN-3K Sentinel**

Tonnage: **40**

Movement Points

Walking: **6**

Running: **9**

Jumping: **0**

Technology Base:

Inner Sphere

3025

### Weapons Inventory

# Type	Loc	Ht	D	Mn	S	M	L
1 Small Laser	RT	1	3	0	1	2	3
1 Autocannon 5	LA	1	5	3	6	12	18
1 SRM 2	RT	2	2	0	3	6	9

Ammo Type	Rounds
Autocannon 5	40
SRM 2	50

**Total Single Heat Sinks: 10**

○○○○○○○○○○

### Auto Eject

Operational  Disabled

### Warrior Data

Name: \_\_\_\_\_

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

- #### Left Arm
- Shoulder
  - Upper Arm Actuator
  - Autocannon 5
  - Autocannon 5
  - Autocannon 5
  - Autocannon 5

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

- #### Left Torso
- Heat Sink
  - Ammo (AC 5) 20
  - Ammo (AC 5) 20
  - Roll Again
  - Roll Again
  - Roll Again

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

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

- #### Critical Hit Table
- ##### Head
- Life Support
  - Sensors
  - Cockpit
  - Roll Again
  - Sensors
  - Life Support

- ##### Center Torso
- Engine
  - Engine
  - Engine
  - Gyro
  - Gyro
  - Gyro

- Gyro
- Engine
- Engine
- Engine
- Roll Again
- Roll Again

- ##### Right Arm
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Roll Again
  - Roll Again

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

- ##### Right Torso
- Small Laser
  - SRM 2
  - Ammo (SRM 2) 50
  - Roll Again
  - Roll Again
  - Roll Again

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

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

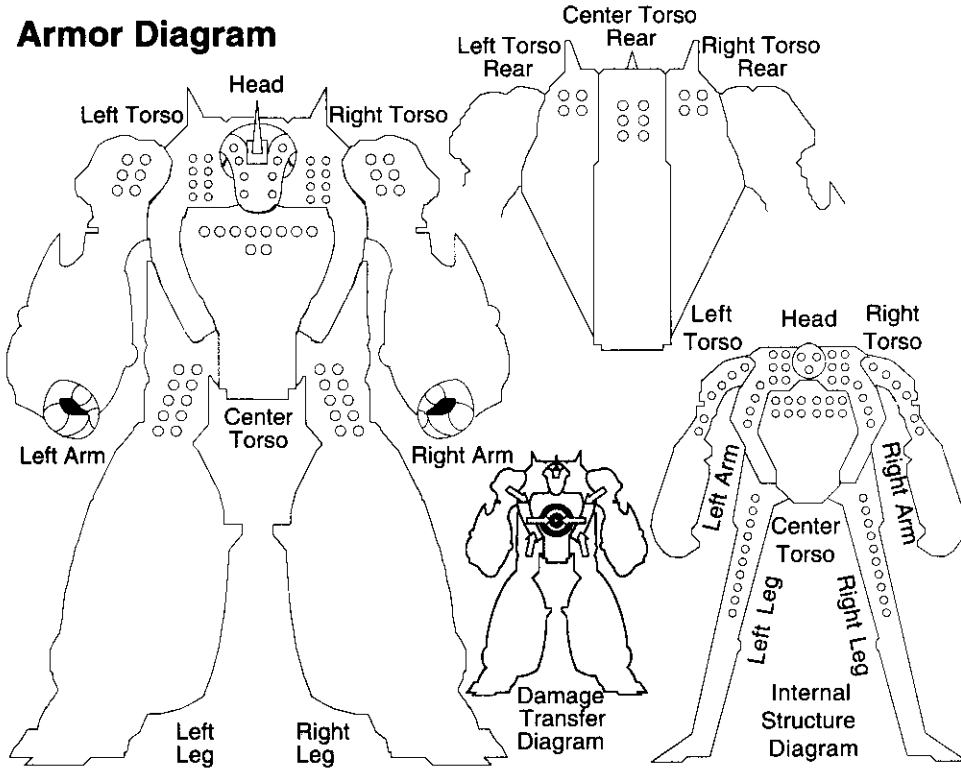
Cost 3,117,730



# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **VL-2T Vulcan**  
 Tonnage: **40** Technology Base: Inner Sphere  
 Movement Points: **6**  
 Walking: **6**  
 Running: **9**  
 Jumping: **6**

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Autocannon 2	RT	1	2	4	8	16	24
1	Medium Laser	LT	3	5	0	3	6	9
1	Flamer	RA	3	2	0	1	2	3
1	Machine Gun	LA	0	2	0	1	2	3

Ammo Type	Rounds
Autocannon 2	45
Machine Gun	200

**Total Single Heat Sinks: 10**

○○○○○○○○○○

### Auto Eject

Operational  Disabled

### Warrior Data

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Machine Gun
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6**

### Left Torso

- Jump Jet
  - Jump Jet
  - Medium Laser
  - Ammo (MG) 200
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6**

### Left Leg

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

### Critical Hit Table

#### Head

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

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Engine
- Engine
- Engine
- Jump Jet
- Jump Jet

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

Cost 3,462,900

### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Flamer
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6**

### Right Torso

- Jump Jet
  - Jump Jet
  - Heat Sink
  - Autocannon 2
  - Ammo (AC 2) 45
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6**

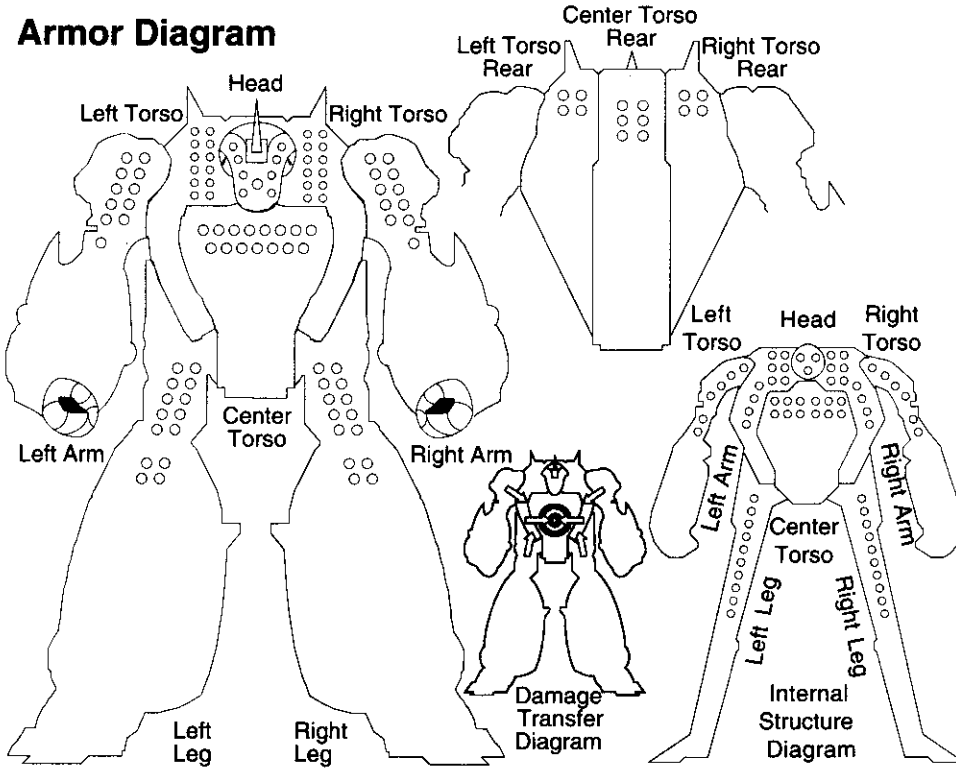
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **VL-5T Vulcan**

Tonnage: **40**

Movement Points

Walking: **6**

Running: **9**

Jumping: **6**

Technology Base:

Inner Sphere

3025

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Medium Laser	LT	3	5	0	3	6	9
3	Medium Laser	RT	3	5	0	3	6	9
1	Flamer	RA	3	2	0	1	2	3
1	Machine Gun	LA	0	2	0	1	2	3

Ammo Type	Rounds
Machine Gun	200

### Total Single Heat Sinks: 12

○○○○○○  
○○○○○○

### Auto Eject

Operational

Disabled

### Warrior Data

Name: \_\_\_\_\_

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

**FASA®**  
CORPORATION

### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Machine Gun
- Roll Again
- Roll Again

- Roll Again
- Roll Again

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

### Left Torso

- Jump Jet
- Jump Jet
- Heat Sink
- Medium Laser
- Ammo (MG) 200
- Roll Again

- Roll Again
- Roll Again

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

### Left Leg

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

### Critical Hit Table

#### Head

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

#### Center Torso

- Engine
  - Engine
  - Engine
  - Gyro
  - Gyro
  - Gyro
- Gyro
  - Engine
  - Engine
  - Engine
  - Jump Jet
  - Jump Jet

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

Cost 3,558,100

### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Flamer
- Roll Again
- Roll Again

- Roll Again
- Roll Again

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

### Right Torso

- Jump Jet
- Jump Jet
- Medium Laser
- Medium Laser
- Medium Laser
- Roll Again

- Roll Again
- Roll Again

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

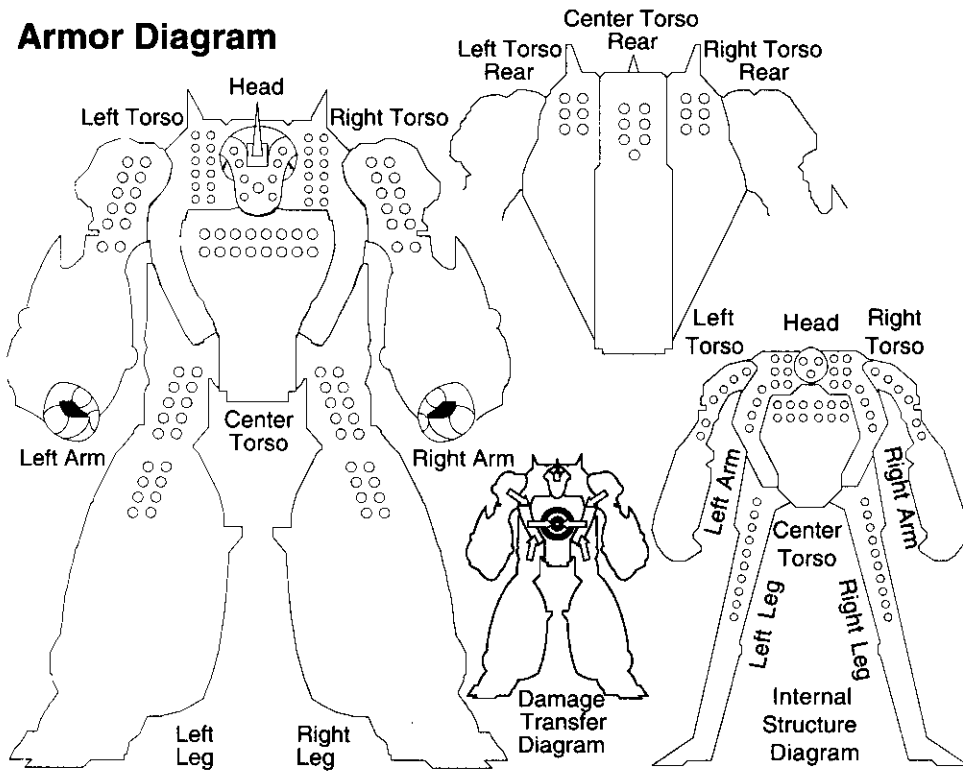
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **WTH-1S Whitworth**

Tonnage: **40**  
 Movement Points  
 Walking: **4**  
 Running: **6**  
 Jumping: **4**

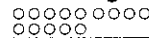
Technology Base:  
 Inner Sphere  
 3025

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	SRM 6	LT	4	2	0	3	6	9
1	SRM 6	RT	4	2	0	3	6	9
1	Medium Laser	H	3	5	0	3	6	9
1	Medium Laser	RA	3	5	0	3	6	9
1	Medium Laser	LA	3	5	0	3	6	9

Ammo Type	Rounds
SRM 6	30

### Total Single Heat Sinks: 14



### Auto Eject

Operational  Disabled

### Warrior Data

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

**FASA**  
CORPORATION

### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

### Left Torso

- Heat Sink
- Heat Sink
- 1-3 Heat Sink
- SRM 6
- SRM 6
- Ammo (SRM 6) 15
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

### Left Leg

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

### Critical Hit Table

#### Head

- Life Support
- Sensors
- Cockpit
- Medium Laser
- Sensors
- Life Support

#### Center Torso

- Engine
- Engine
- 3-3 Engine
- Gyro
- Gyro
- Gyro
- 1-3 Gyro
- Engine
- Engine
- 4-6 Engine
- Heat Sink
- Heat Sink

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

Cost 2,859,734

### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

### Right Torso

- Heat Sink
- Heat Sink
- 1-3 Heat Sink
- SRM 6
- SRM 6
- Ammo (SRM 6) 15
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

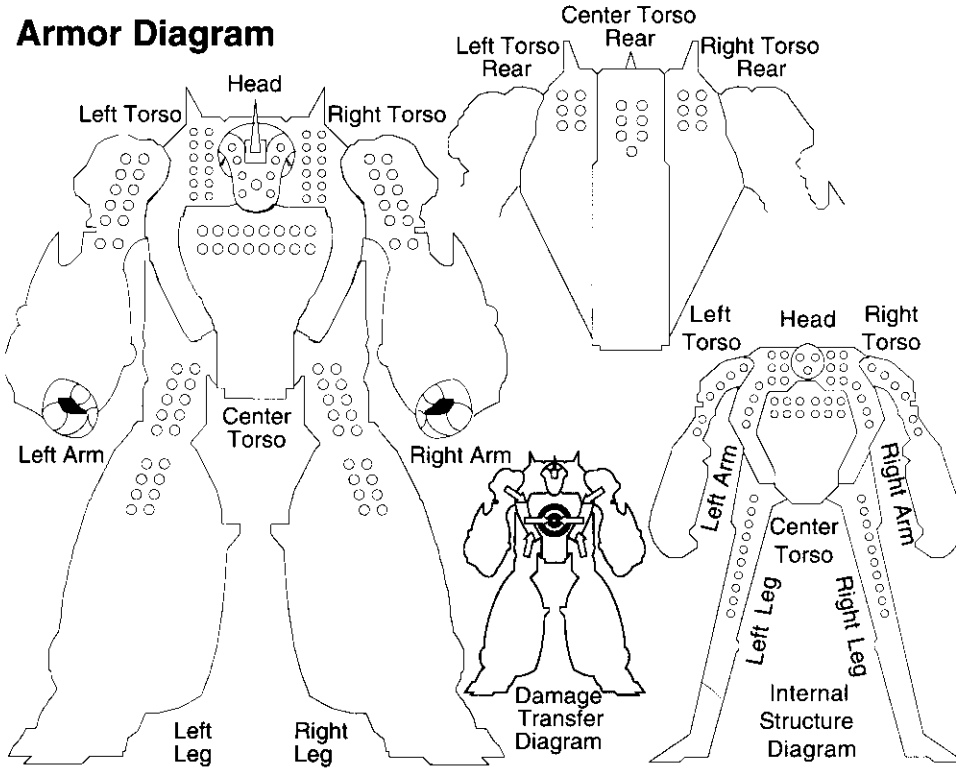
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **WTH-1 Whitworth**

Tonnage: **40**  
 Movement Points  
 Walking: **4**  
 Running: **6**  
 Jumping: **4**

Technology Base:  
 Inner Sphere  
 2610

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	LRM 10	LT	4	1	6	7	14	21
1	LRM 10	RT	4	1	6	7	14	21
1	Medium Laser	H	3	5	0	3	6	9
1	Medium Laser	RA	3	5	0	3	6	9
1	Medium Laser	LA	3	5	0	3	6	9

Ammo Type	Rounds
LRM 10	24

**Total Single Heat Sinks: 10**

○○○○○○○○○○

### Auto Eject

Operational  Disabled

### Warrior Data

Name: \_\_\_\_\_

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6
- Roll Again
- Roll Again
- Roll Again
- Roll Again

### Left Torso

- Heat Sink
- Heat Sink
- 1-3 LRM 10
- LRM 10
5. Ammo (LRM 10) 12
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6
- Roll Again
- Roll Again
- Roll Again
- Roll Again

### Left Leg

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

### Critical Hit Table

#### Head

- Life Support
- Sensors
- Cockpit
- Medium Laser
- Sensors
- Life Support

#### Center Torso

- 1-3 Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro
- 1-3 Gyro
- Engine
- Engine
- 4-6 Engine
- Roll Again
- Roll Again

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

Cost 2,912,934

### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6
- Roll Again
- Roll Again
- Roll Again
- Roll Again

### Right Torso

- Heat Sink
- Heat Sink
- 1-3 LRM 10
- LRM 10
5. Ammo (LRM 10) 12
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6
- Roll Again
- Roll Again
- Roll Again
- Roll Again

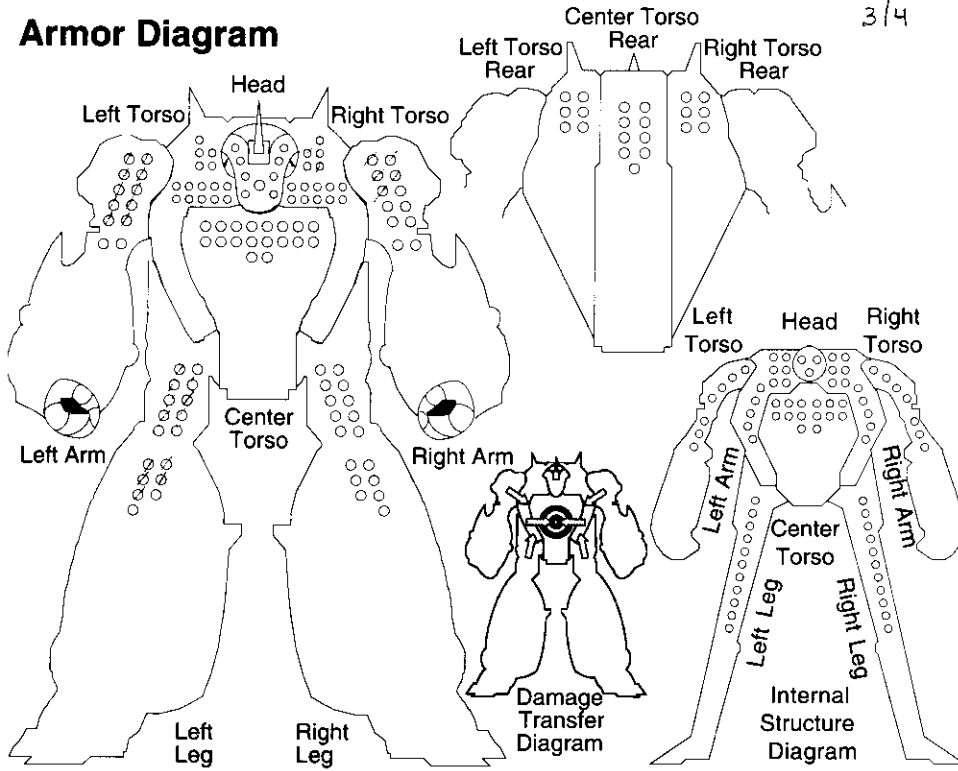
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **BJ-1 Blackjack**

Tonnage: **45**  
 Movement Points  
 Walking: **4**  
 Running: **6**  
 Jumping: **4**

Technology Base:  
 Inner Sphere  
 3022

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Autocannon 2	RA	1	2	4	8	16	24
1	Autocannon 2	LA	1	2	4	8	16	24
1	Medium Laser	RT	3	5	0	3	6	9
1	Medium Laser	LA	3	5	0	3	6	9
1	Medium Laser	RA	3	5	0	3	6	9
1	Medium Laser	LT	3	5	0	3	6	9

Ammo Type	Rounds
Autocannon 2	45

### Total Single Heat Sinks: 11

○○○○○  
 ○○○○○

### Auto Eject

Operational  Disabled

### Warrior Data

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Autocannon 2
- Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

4-6

### Left Torso

- Heat Sink
- Heat Sink
- Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

4-6

### Left Leg

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

### Critical Hit Table

#### Head

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

1-3

4-6

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Gyro
- Engine
- Engine
- Ammo (AC 2) 45
- Roll Again

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

Cost 3,153,750

### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Autocannon 2
- Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

4-6

### Right Torso

- Heat Sink
- Heat Sink
- Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

4-6

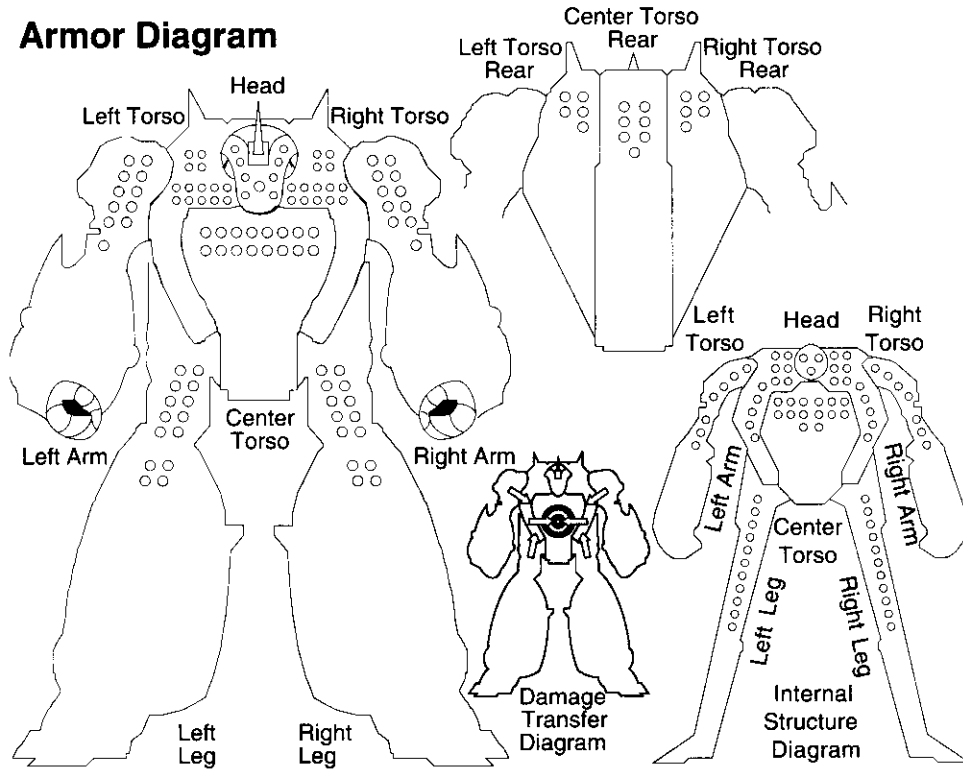
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **BJ-1DB Blackjack**

Tonnage: **45**

Movement Points

Walking: **4**

Running: **6**

Jumping: **4**

Technology Base:

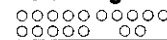
Inner Sphere

3022

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Large Laser	RA	8	8	0	5	10	15
1	Large Laser	LA	8	8	0	5	10	15
1	Medium Laser	LA	3	5	0	3	6	9
1	Medium Laser	RA	3	5	0	3	6	9

Total Single Heat Sinks: **17**



### Auto Eject

Operational

Disabled

### Warrior Data

Name: \_\_\_\_\_

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	



### Critical Hit Table

#### Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Large Laser
- Large Laser
- Medium Laser
- Roll Again

- Roll Again
- Roll Again
- Roll Again

- 4-6 Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Left Torso

- Heat Sink
- Heat Sink
- 1-3 Heat Sink
- Heat Sink
- Heat Sink
- Roll Again

- Roll Again
- Roll Again
- Roll Again

- 4-6 Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Left Leg

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

Cost 3,105,175

#### Head

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

#### Center Torso

- 1-3 Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro
- 1-3 Gyro
- Engine
- 3-4 Engine
- Engine
- Roll Again
- Roll Again
- Roll Again

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Large Laser
- Large Laser
- Medium Laser
- Roll Again

- Roll Again
- Roll Again
- Roll Again

- 4-6 Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Right Torso

- Heat Sink
- Heat Sink
- 1-3 Heat Sink
- Heat Sink
- Heat Sink
- Roll Again

- Roll Again
- Roll Again
- Roll Again

- 4-6 Roll Again
- Roll Again
- Roll Again
- Roll Again

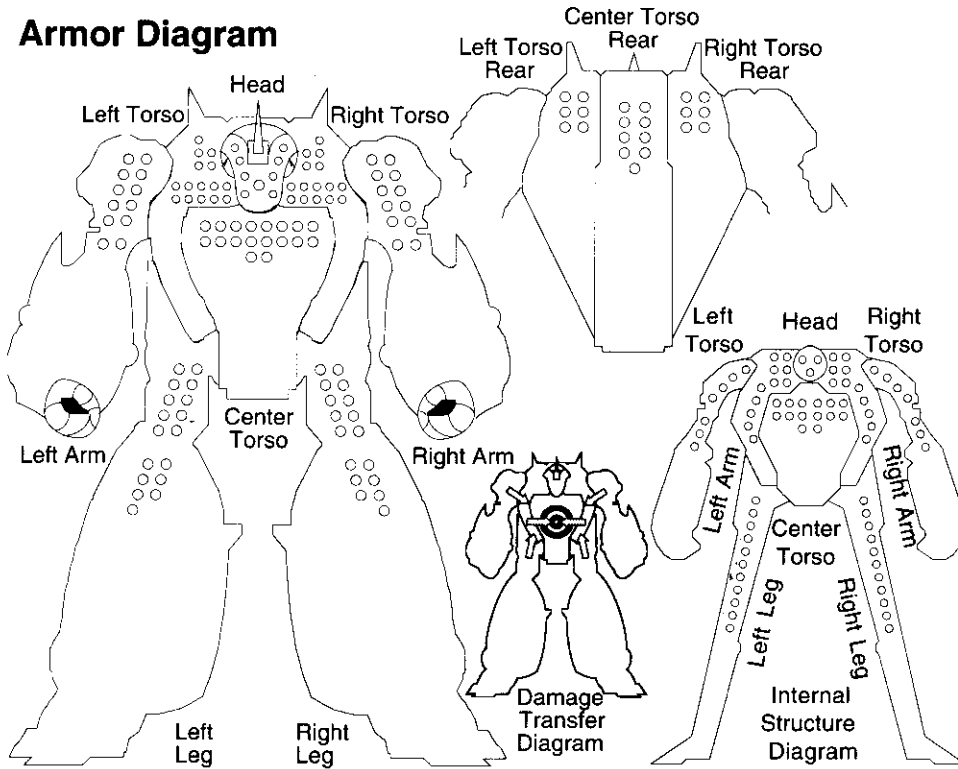
#### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



#### Left Arm

- 1. Shoulder
  - 2. Upper Arm Actuator
  - 3. Autocannon 2
  - 4. Medium Laser
  - 5. Roll Again
  - 6. Roll Again
- 1-3
- 1. Roll Again
  - 2. Roll Again
  - 3. Roll Again
- 4-6
- 4. Roll Again
  - 5. Roll Again
  - 6. Roll Again

#### Left Torso

- 1. Medium Laser
  - 2. Small Laser
  - 3. Roll Again
  - 4. Roll Again
  - 5. Roll Again
  - 6. Roll Again
- 1-3
- 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. Heat Sink
- 6. Heat Sink

#### Critical Hit Table

##### Head

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

##### Center Torso

- 1. Engine
  - 2. Engine
  - 3. Engine
  - 4. Gyro
  - 5. Gyro
  - 6. Gyro
- 1-3
- 1. Gyro
  - 2. Engine
  - 3. Engine
- 4-6
- 4. Engine
  - 5. Heat Sink
  - 6. Ammo (AC 2) 45

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

Cost 2,973,950

#### Right Arm

- 1. Shoulder
  - 2. Upper Arm Actuator
  - 3. Autocannon 2
  - 4. Medium Laser
  - 5. Roll Again
  - 6. Roll Again
- 1-3
- 1. Roll Again
  - 2. Roll Again
  - 3. Roll Again
- 4-6
- 4. Roll Again
  - 5. Roll Again
  - 6. Roll Again

#### Right Torso

- 1. Medium Laser
  - 2. Small Laser
  - 3. Roll Again
  - 4. Roll Again
  - 5. Roll Again
  - 6. Roll Again
- 1-3
- 1. Roll Again
  - 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. Heat Sink
- 6. Heat Sink

### Mech Data

Type: **BJ-10C Blackjack**

Tonnage: **45**  
 Movement Points  
 Walking: **4**  
 Running: **6**  
 Jumping: **0**

Technology Base:  
 Inner Sphere  
 3022

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Autocannon 2	RA	1	2	4	8	16	24
1	Autocannon 2	LA	1	2	4	8	16	24
1	Medium Laser	LA	3	5	0	3	6	9
1	Medium Laser	RA	3	5	0	3	6	9
1	Medium Laser	RT	3	5	0	3	6	9
1	Medium Laser	LT	3	5	0	3	6	9
1	Small Laser	LT	1	3	0	1	2	3
1	Small Laser	RT	1	3	0	1	2	3

Ammo Type	Rounds
Autocannon 2	45

### Total Single Heat Sinks: 12



### Auto Eject

Operational  Disabled

### Warrior Data

Name: \_\_\_\_\_

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

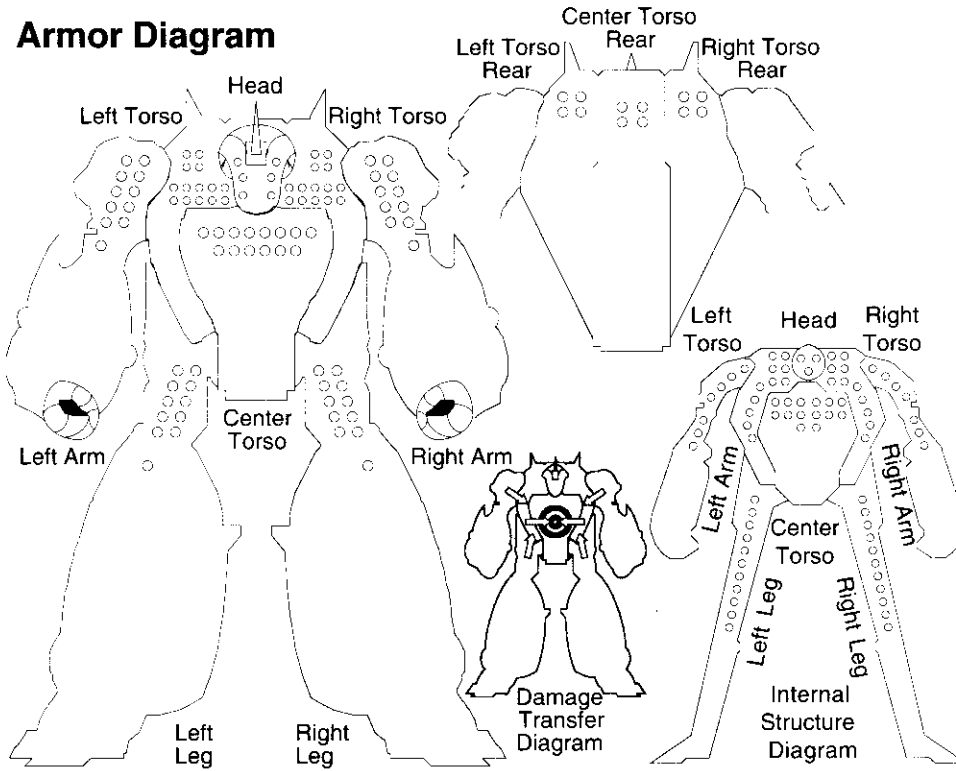




# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **HCT-3F Hatchetman**  
 Tonnage: **45** Technology Base:  
 Movement Points Inner Sphere  
 Walking: **4** 3023  
 Running: **6**  
 Jumping: **4**

### Weapons Inventory

# Type	Loc	Ht	D	Mn	S	M	L
1 Autocannon 10	RT	3	10	0	5	10	15
1 Medium Laser	LA	3	5	0	3	6	9
1 Medium Laser	RA	3	5	0	3	6	9
1 Hatchet	RA	0	9	0	1		

Ammo Type	Rounds
Autocannon 10	20

### Total Single Heat Sinks: 11



### Auto Eject

Operational  Disabled

### Warrior Data

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

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

### Left Arm

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

### Left Torso

- Heat Sink
- Heat Sink
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

### Left Leg

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

### Critical Hit Table

#### Head

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

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Engine
- Engine
- Engine
- Engine
- Ammo (AC 10) 10
- Ammo (AC 10) 10

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

Cost 3,129,390

### Right Arm

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

### Right Torso

- Heat Sink
- Heat Sink
- Autocannon 10
- Autocannon 10
- Autocannon 10
- Autocannon 10
- Autocannon 10
- Autocannon 10
- Autocannon 10
- Autocannon 10

### Right Leg

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

### Heat Scale

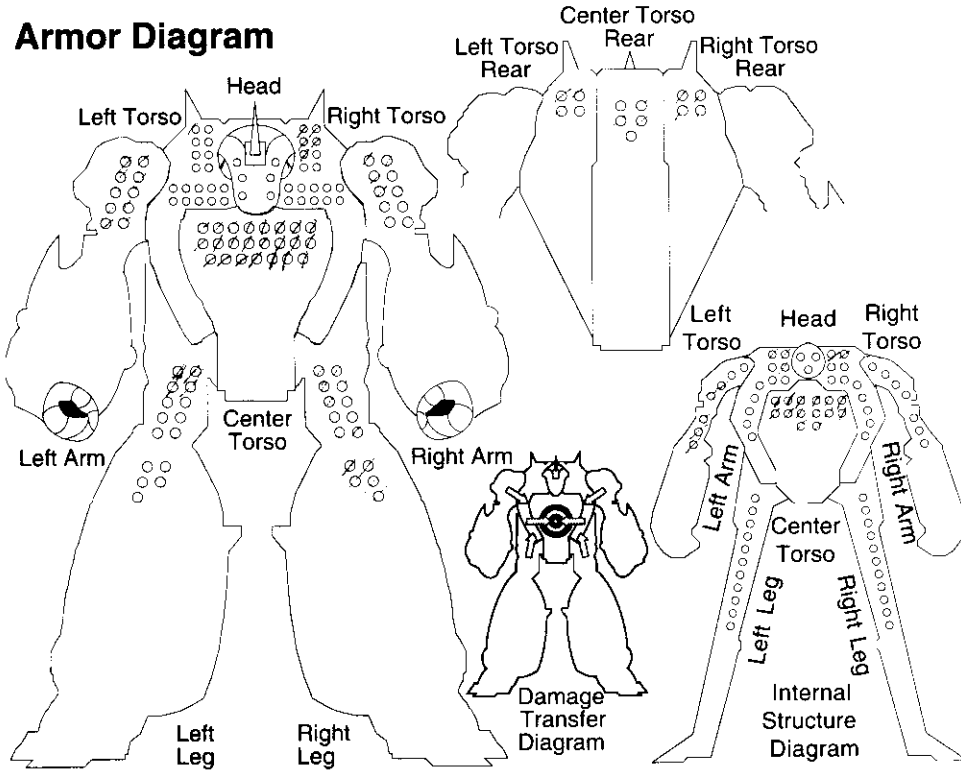
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

**FASA**  
CORPORATION

# BATTLETECH®

## BATTEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **PXH-1 Phoenix Hawk**  
 Tonnage: **45** Technology Base:  
 Movement Points: Inner Sphere  
 Walking: **6** 3025  
 Running: **9**  
 Jumping: **6**

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Large Laser	RA	8	8	0	5	10	15
1	Medium Laser	RA	3	5	0	3	6	9
1	Medium Laser	LA	3	5	0	3	6	9
1	Machine Gun	LA	0	2	0	1	2	3
1	Machine Gun	RA	0	2	0	1	2	3

Ammo Type	Rounds
Machine Gun	200

### Total Single Heat Sinks: 10

○○○○○○○○○○

### Auto Eject

Operational  Disabled

### Warrior Data

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	



### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Medium Laser
  - Machine Gun
- 1-3
- Roll Again
  - Roll Again
  - Roll Again
- 4-6
- Roll Again
  - Roll Again
  - Roll Again

### Left Torso

- Jump Jet
  - Jump Jet
  - Jump Jet
  - Roll Again
  - Roll Again
  - Roll Again
- 1-3
- Roll Again
  - Roll Again
  - Roll Again
- 4-6
- Roll Again
  - Roll Again
  - Roll Again

### Left Leg

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

### Critical Hit Table

#### Head

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

#### Center Torso

- Engine
  - Engine
  - Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3
- Gyro
  - Engine
  - Engine
  - Engine
  - Ammo (MG) 200
  - Roll Again
- 4-6

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

Cost 4,067,540

### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Large Laser
  - Large Laser
- 1-3
- Medium Laser
  - Machine Gun
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

### Right Torso

- Jump Jet
  - Jump Jet
  - Jump Jet
  - Roll Again
  - Roll Again
  - Roll Again
- 1-3
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

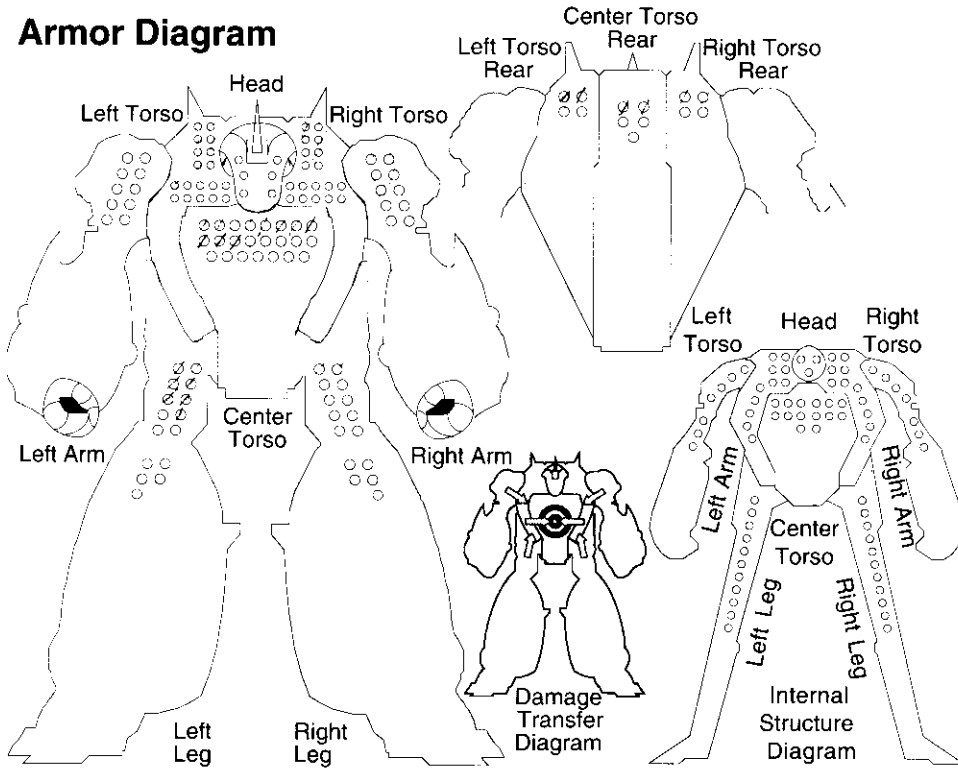
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **PXH-1D Phoenix Hawk**

Tonnage: **45**  
 Movement Points  
 Walking: **6**  
 Running: **9**  
 Jumping: **6**

Technology Base:  
 Inner Sphere  
 3025

### Weapons Inventory

# Type	Loc	Ht	D	Mn	S	M	L
1 Large Laser	RA	8	8	0	5	10	15
1 Medium Laser	RA	3	5	0	3	6	9
1 Medium Laser	LA	3	5	0	3	6	9

**Total Single Heat Sinks: 12**



### Auto Eject

Operational  Disabled

### Warrior Data

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

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

### Left Arm

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

1 Roll Again  
 2 Roll Again

- 4-6
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

### Left Torso

- Jump Jet
- Jump Jet
- Jump Jet
- Roll Again
- Roll Again
- Roll Again

1 Roll Again  
 2 Roll Again

- 4-6
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

### Left Leg

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

### Critical Hit Table

#### Head

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

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

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

Cost 4,057.390

### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Large Laser
- Large Laser

1 Medium Laser  
 2 Roll Again

- 4-6
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

### Right Torso

- Jump Jet
- Jump Jet
- Jump Jet
- Roll Again
- Roll Again
- Roll Again

1 Roll Again  
 2 Roll Again

- 4-6
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

### Right Leg

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

### Heat Scale

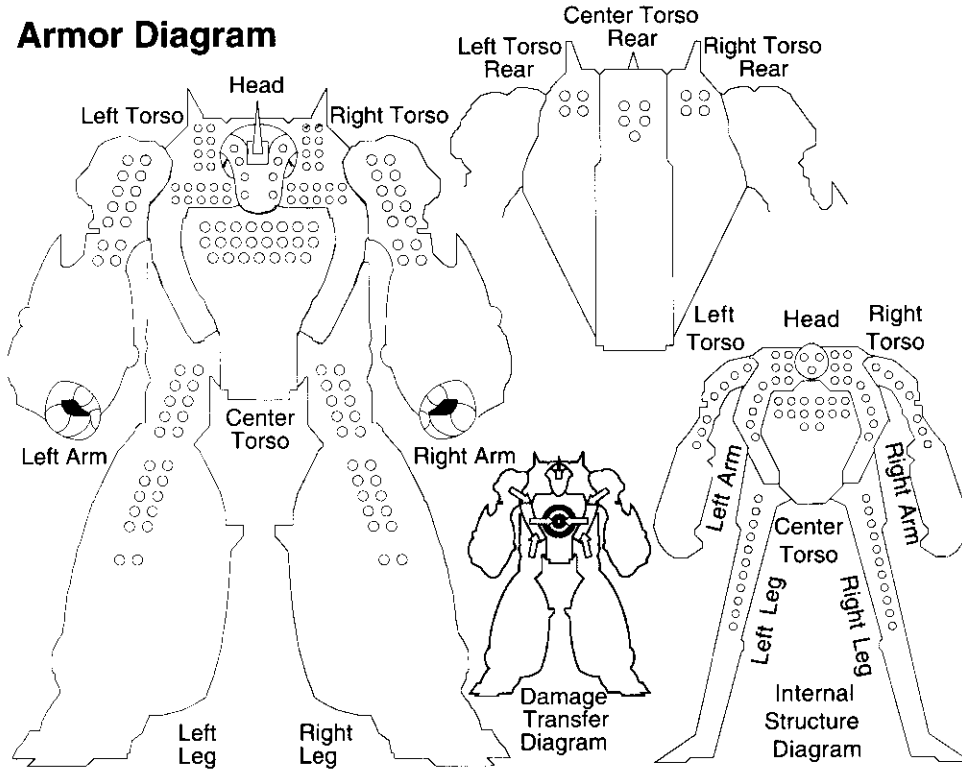
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

**FASA®**  
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# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **PXH-1K Phoenix Hawk**

Tonnage: **45**

Movement Points

Walking: **6**

Running: **9**

Jumping: **0**

Technology Base:

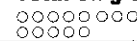
Inner Sphere

3025

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Large Laser	RA	8	8	0	5	10	15
1	Medium Laser	RA	3	5	0	3	6	9
1	Medium Laser	LA	3	5	0	3	6	9
1	Small Laser	CT	1	3	0	1	2	3

### Total Single Heat Sinks: 13



### Auto Eject

Operational

Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

### Left Arm

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

- Roll Again
- Roll Again

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

### Left Torso

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

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

### Left Leg

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

### Critical Hit Table

#### Head

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

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

- Gyro
- Engine
- Engine
- Engine
- Heat Sink
- Small Laser

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

Cost 3,628,553

### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Large Laser
- Large Laser

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

### Right Torso

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

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

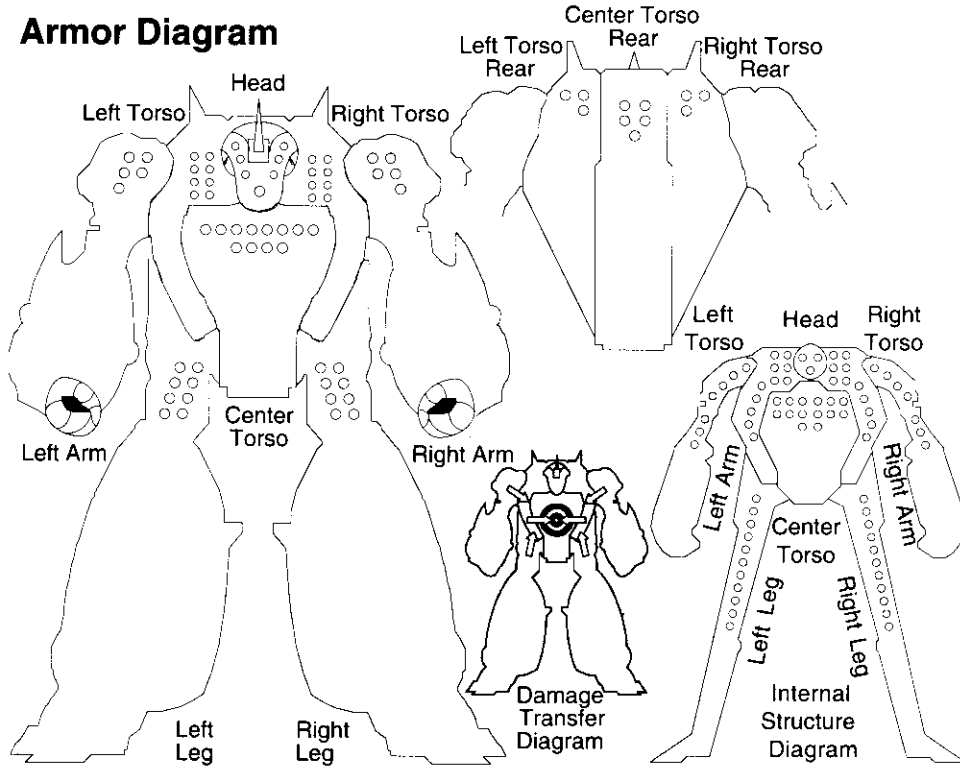
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **VND-1AA Vindicator**  
 Tonnage: **45** Technology Base:  
 Movement Points: Inner Sphere  
 Walking: **5** 2826  
 Running: **8**  
 Jumping: **5**

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	LRM 5	LT	2	1	6	7	14	21
1	PPC	RA	10	10	3	6	12	18
1	Medium Laser	H	3	5	0	3	6	9
1	Small Laser	LA	1	3	0	1	2	3

Ammo Type	Rounds
LRM 5	24

### Total Single Heat Sinks: 16



### Auto Eject

Operational  Disabled

### Warrior Data

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

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

  
 Conscious #: 

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 Points
4	
3	
2	
1	
0	

### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Small Laser
- Roll Again

1-3

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

4-6

### Left Torso

- Heat Sink
- Heat Sink
- LRM 5
- Ammo (LRM 5) 24
- Roll Again
- Roll Again

1-3

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

4-6

### Left Leg

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

### Critical Hit Table

#### Head

- Life Support
- Sensors
- Cockpit
- Medium Laser
- Sensors
- Life Support

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Engine
- Engine
- Engine
- Jump Jet
- Heat Sink

1-3

4-6

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

Cost 3,864,033

### Right Arm

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

1-3

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

4-6

### Right Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Roll Again
- Roll Again

1-3

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

4-6

### Right Leg

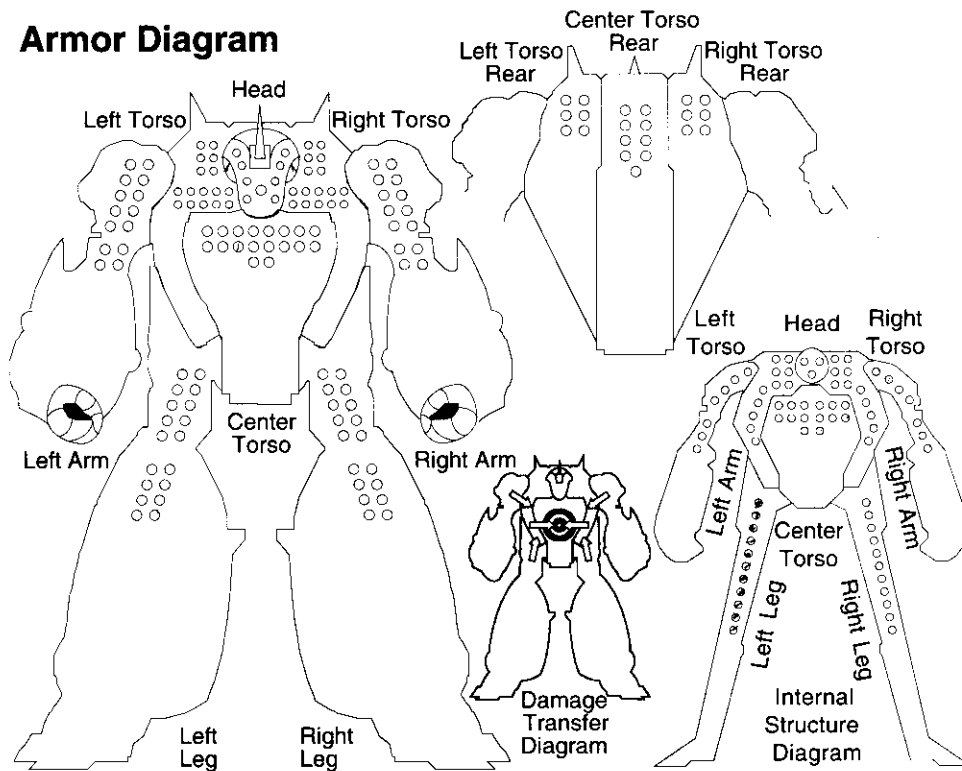
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet



# BATTLETECH<sup>®</sup>

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **VND-1R Vindicator**

Tonnage: **45**

Movement Points

Walking: **4**

Running: **6**

Jumping: **4**

Technology Base:

Inner Sphere

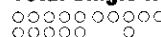
2826

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	LRM 5	LT	2	1	6	7	14	21
1	PPC--	RA	10	10	3	6	12	18
1	Medium Laser	H	3	5	0	3	6	9
1	Small Laser	LA	1	3	0	1	2	3

Ammo Type	Rounds
LRM 5	24

### Total Single Heat Sinks: 16



### Auto Eject

Operational

Disabled

### Warrior Data

Name: \_\_\_\_\_

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Small Laser
- Roll Again

1-3

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

4-6

### Left Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- LRM 5
- Ammo (LRM 5) 24

1-3

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

4-6

### Left Leg

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

### Critical Hit Table

#### Head

- Life Support
- Sensors
- Cockpit
- Medium Laser
- Sensors
- Life Support

1-3

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Engine
- Engine
- Engine
- Jump Jet
- Jump Jet

4-6

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

Cost 3,181,083

### Right Arm

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

1-3

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

4-6

### Right Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Roll Again

1-3

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

4-6

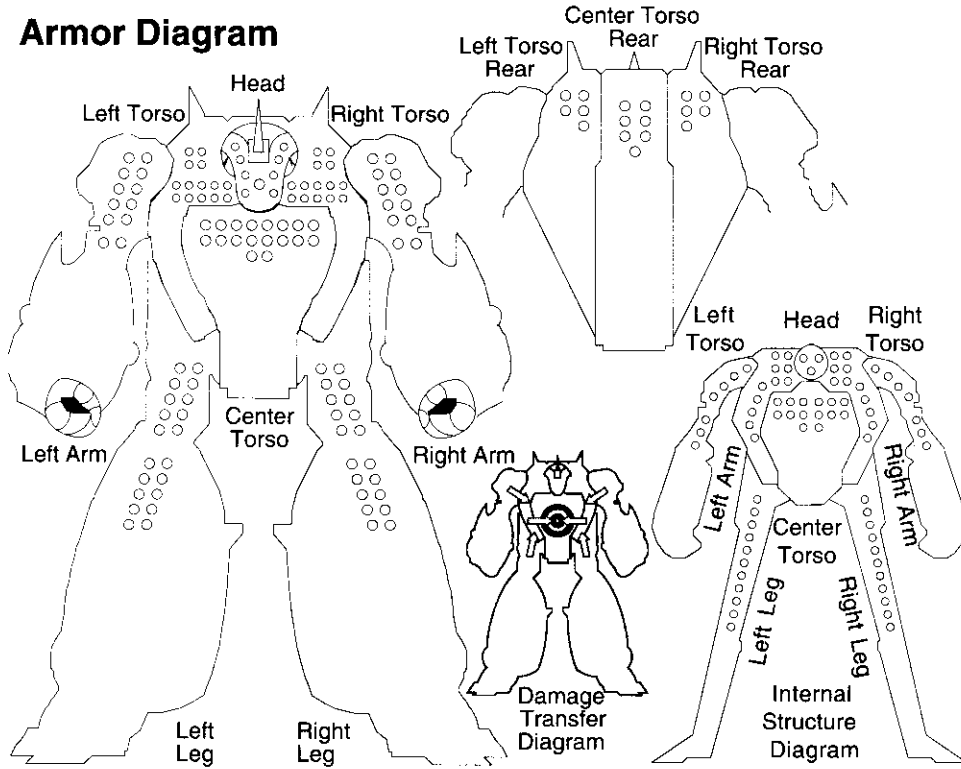
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **WVE-6N Wyvern**

Tonnage: **45**

Movement Points

Walking: **4**

Running: **6**

Jumping: **4**

Technology Base:

Inner Sphere

3025

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	LRM 10	CT	4	1	6	7	14	21
1	Large Laser	RA	8	8	0	5	10	15
2	Small Laser	RA	1	3	0	1	2	3
1	SRM 6	RT	4	2	0	3	6	9

Ammo Type      Rounds

LRM 10            12

SRM 6            15

### Total Single Heat Sinks: 12

○○○○○○○  
○○○○○

### Auto Eject

Operational

Disabled

### Warrior Data

Name: \_\_\_\_\_

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	



### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

### Left Torso

- Heat Sink
- Heat Sink
- Jump Jet
- Ammo (LRM 10) 12
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

### Left Leg

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

### Critical Hit Table

#### Head

- Life Support
- Sensors
- Cockpit
- Heat Sink
- Sensors
- Life Support

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

1-3

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

4-6

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

Cost      3,241,765

### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Large Laser
- Large Laser

1-3

- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

### Right Torso

- Heat Sink
- Heat Sink
- Jump Jet
- SRM 6
- SRM 6
- Ammo (SRM 6) 15

1-3

- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

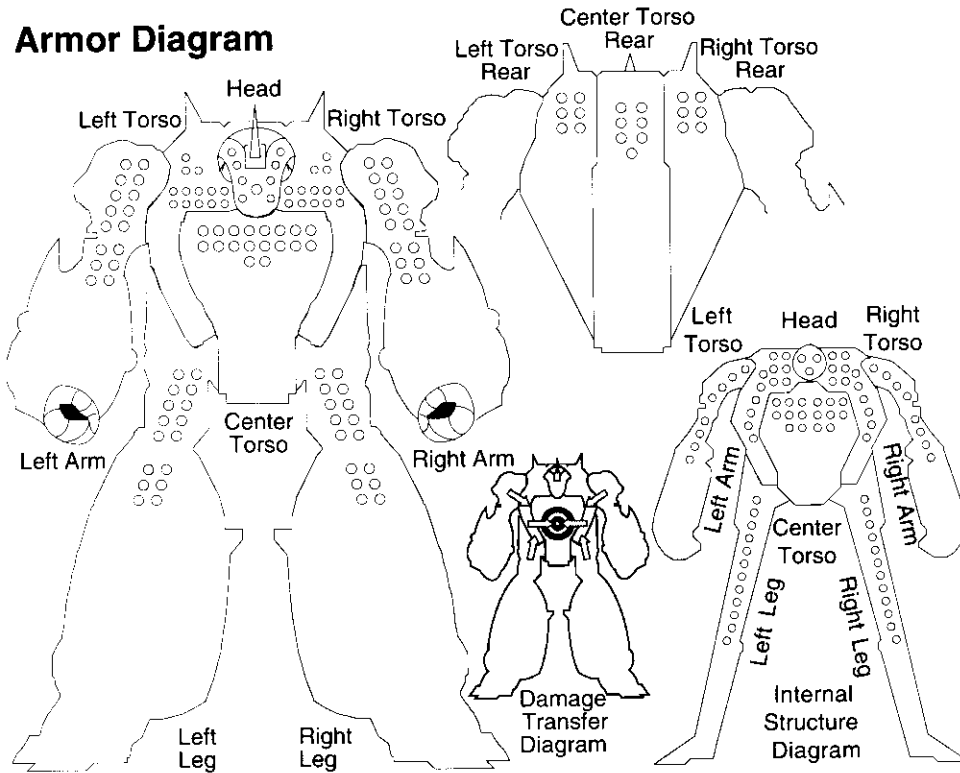
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **CN9-A Centurion**  
 Tonnage: **50**  
 Movement Points: **Walking: 4**  
 Running: **6**  
 Jumping: **0**

Technology Base:  
 Inner Sphere  
 2801

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Autocannon 10	RA	3	10	0	5	10	15
1	LRM 10	LT	4	1	6	7	14	21
1	Medium Laser	CT	3	5	0	3	6	9
1	Medium Laser	CT (R)	3	5	0	3	6	9



Ammo Type	Rounds
Autocannon 10	20
LRM 10	24

**Total Single Heat Sinks: 10**  
 ○○○○○○○○○

**Auto Eject**  
 Operational  Disabled

### Warrior Data

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

Hits Taken	1	2	3	4	5	6
Conscious #:	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 Points
4	
3	
2	
1	
0	



#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator

1-3 Roll Again  
 4 Roll Again  
 5 Roll Again  
 6 Roll Again

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Autocannon 10
- Autocannon 10
- Autocannon 10

1-3 Roll Again  
 4 Roll Again  
 5 Roll Again  
 6 Roll Again

#### Critical Hit Table

##### Head

- Life Support
- Sensors
- Cockpit

1-3 Roll Again  
 4 Roll Again  
 5 Sensors  
 6 Life Support

##### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

1-3 Roll Again  
 4 Roll Again  
 5 Roll Again  
 6 Roll Again

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

Cost 3,563,501

##### Left Torso

- Heat Sink
- LRM 10
- LRM 10
- Ammo (LRM 10) 12
- Ammo (LRM 10) 12

1-3 Roll Again  
 4 Roll Again  
 5 Roll Again  
 6 Roll Again

##### Right Torso

- Heat Sink
- Ammo (AC 10) 10
- Ammo (AC 10) 10
- Autocannon 10
- Autocannon 10
- Autocannon 10

1-3 Roll Again  
 4 Roll Again  
 5 Roll Again  
 6 Roll Again

##### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator

1-3 Roll Again  
 4 Roll Again  
 5 Roll Again  
 6 Roll Again

##### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator

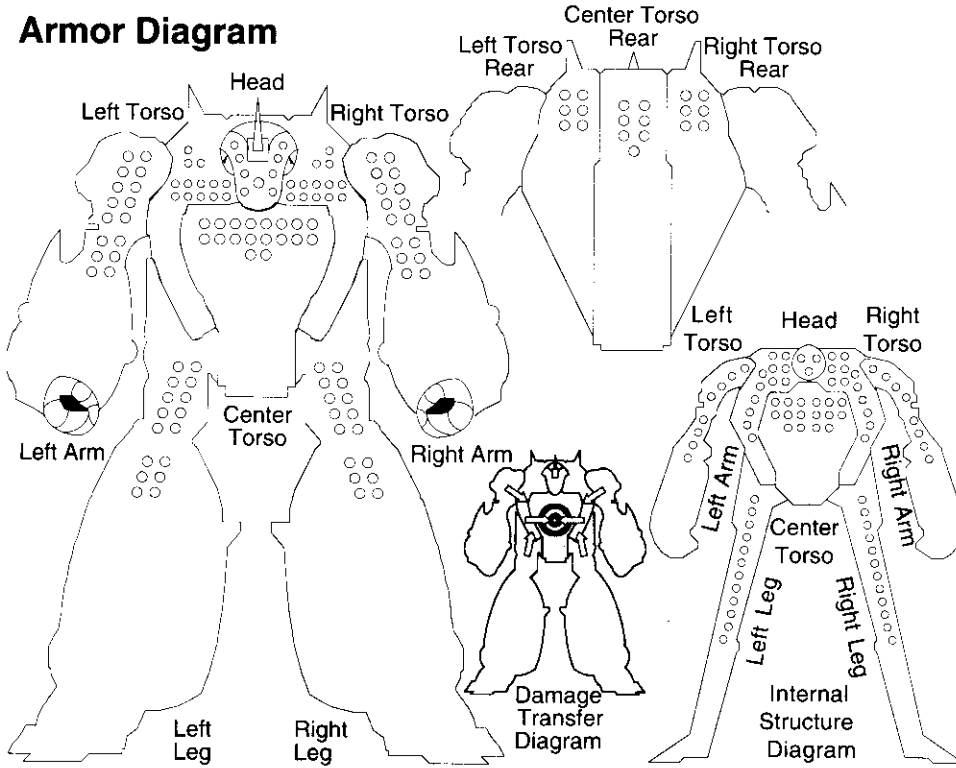
1-3 Roll Again  
 4 Roll Again  
 5 Roll Again  
 6 Roll Again



# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



Mech Data	
Type: <b>CN9-AH Centurion</b>	Technology Base: Inner Sphere 2801
Tonnage: <b>50</b>	
Movement Points	
Walking: <b>4</b>	
Running: <b>6</b>	
Jumping: <b>0</b>	

Weapons Inventory							
#	Type	Loc	Ht	D	Mn	S	M L
1	Autocannon 20	RA	7	20	0	3	6 9
1	LRM 10	LT	4	1	6	7	14 21

Ammo Type	Rounds
Autocannon 20	10
LRM 10	24

**Total Single Heat Sinks: 10**  
 ○○○○○○○○○○

**Auto Eject**  
 Operational  Disabled

Warrior Data						
Name:						
Gunnery Skill:			Piloting Skill:			
Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

Left Arm	Critical Hit Table	Right Arm								
1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator <b>1-3</b> 4. Hand Actuator 5. Roll Again 6. Roll Again 1. Roll Again 2. Roll Again <b>4-6</b> 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again <b>Left Torso</b> <b>1-3</b> 1. LRM 10 2. LRM 10 3. Ammo (LRM 10) 12 4. Ammo (LRM 10) 12 5. Roll Again 6. Roll Again 1. Roll Again 2. Roll Again <b>4-6</b> 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again <b>Left Leg</b> 1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Heat Sink 6. Roll Again	<b>Head</b> 1. Life Support 2. Sensors 3. Cockpit 4. Roll Again 5. Sensors 6. Life Support <b>Center Torso</b> <b>1-3</b> 1. Engine 2. Engine 3. Engine 4. Gyro 5. Gyro 6. Gyro 1. Gyro 2. Engine <b>4-6</b> 3. Engine 4. Engine 5. Roll Again 6. Roll Again <table border="1"> <tr><td>Engine Hits</td><td>○○○</td></tr> <tr><td>Gyro Hits</td><td>○○○</td></tr> <tr><td>Sensor Hits</td><td>○○○</td></tr> <tr><td>Life Support</td><td>○</td></tr> </table>	Engine Hits	○○○	Gyro Hits	○○○	Sensor Hits	○○○	Life Support	○	1. Shoulder 2. Upper Arm Actuator <b>1-3</b> 3. Autocannon 20 4. Autocannon 20 5. Autocannon 20 6. Autocannon 20 1. Autocannon 20 2. Autocannon 20 <b>4-6</b> 3. Autocannon 20 4. Autocannon 20 5. Autocannon 20 6. Autocannon 20 <b>Right Torso</b> 1. Ammo (AC 20) 5 2. Ammo (AC 20) 5 <b>1-3</b> 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again 1. Roll Again 2. Roll Again <b>4-6</b> 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again <b>Right Leg</b> 1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Heat Sink 6. Roll Again
Engine Hits	○○○									
Gyro Hits	○○○									
Sensor Hits	○○○									
Life Support	○									
Cost 3,589,751										

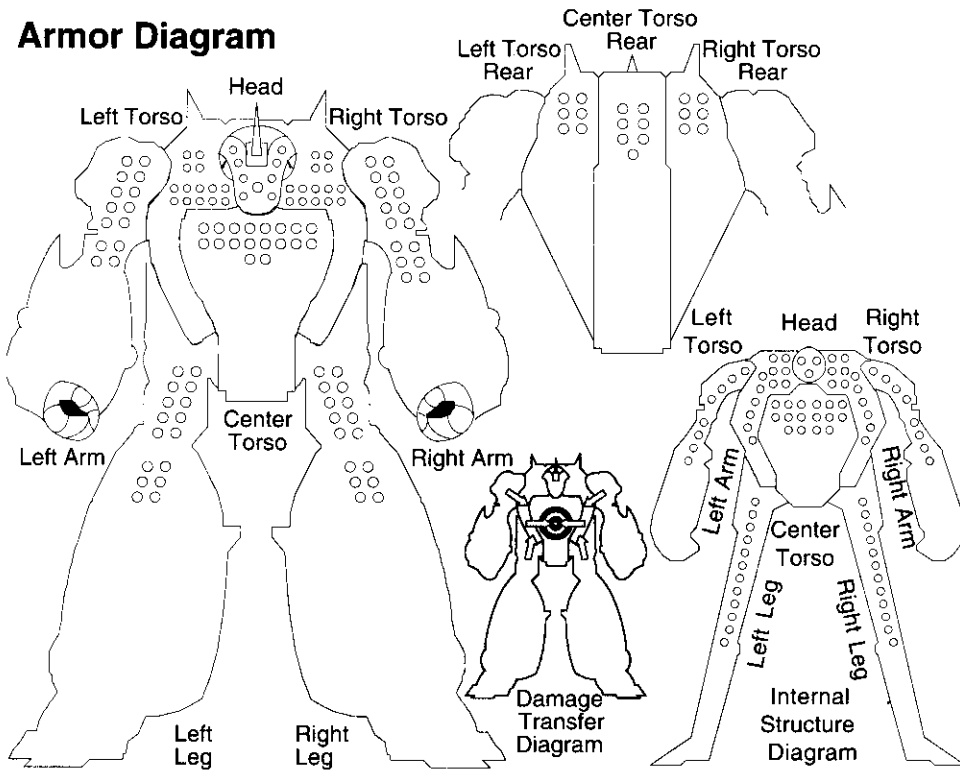




# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **CN9-YLW Centurion**  
 Tonnage: **50** Technology Base:  
 Movement Points Inner Sphere  
 Walking: **4** 2801  
 Running: **6**  
 Jumping: **0**

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Medium Laser	CT	3	5	0	3	6	9
1	Medium Laser	CT (R)	3	5	0	3	6	9
1	Autocannon 20	RA	7	20	0	3	6	9
1	Hatchet	LA	0	10	0	1		

Ammo Type	Rounds
Autocannon 20	15

### Total Single Heat Sinks: 10

○○○○○○○○○○

### Auto Eject

Operational  Disabled

### Warrior Data

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Hatchet
  - Hatchet
- 1-3
- Hatchet
  - Hatchet
- 4-6
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

### Left Torso

- Heat Sink
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 1-3
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

### Left Leg

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

### Critical Hit Table

#### Head

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

#### Center Torso

- Engine
  - Engine
  - Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3
- Gyro
  - Engine
  - Engine
  - Engine
  - Medium Laser
  - Medium Laser (R)
- 4-6

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

Cost 3,454,751

### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Autocannon 20
  - Autocannon 20
  - Autocannon 20
  - Autocannon 20
- 1-3
- Autocannon 20
  - Autocannon 20
  - Autocannon 20
  - Autocannon 20
  - Autocannon 20
  - Autocannon 20
- 4-6

### Right Torso

- Heat Sink
  - Ammo (AC 20) 5
  - Ammo (AC 20) 5
  - Ammo (AC 20) 5
  - Roll Again
  - Roll Again
- 1-3
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

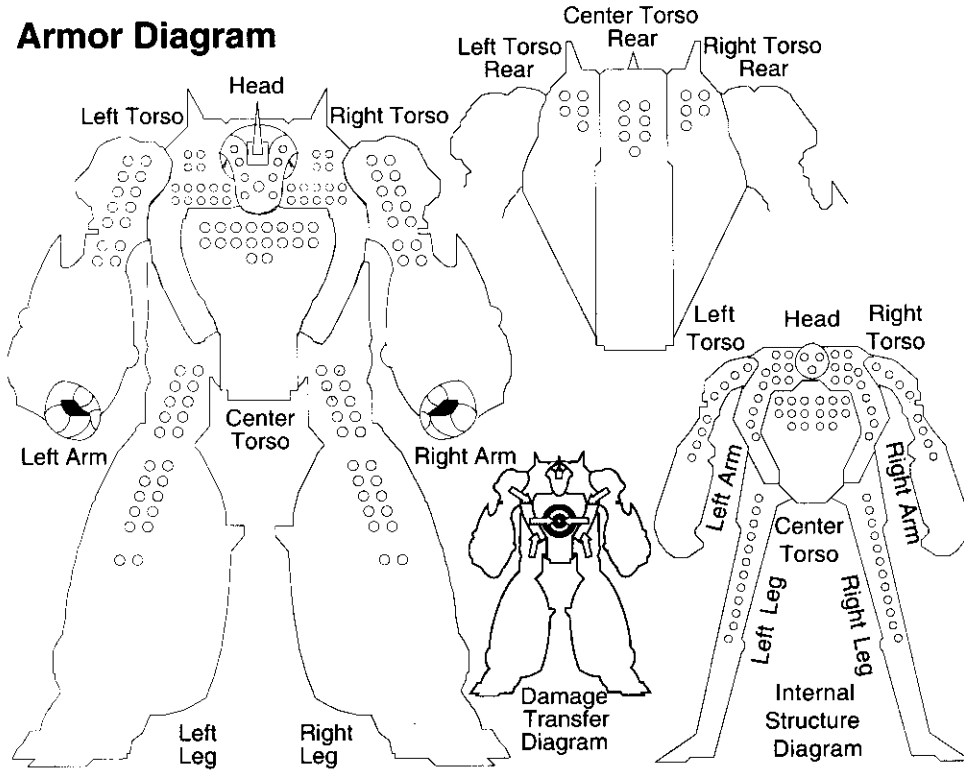
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



Mech Data	
Type:	<b>CRB-20 Crab</b>
Tonnage:	<b>50</b>
Movement Points:	Walking: <b>5</b> Running: <b>8</b> Jumping: <b>0</b>
Technology Base:	Inner Sphere 3025

Weapons Inventory							
# Type	Loc	Ht	D	Mn	S	M	L
1 Large Laser	RA	8	8	0	5	10	15
1 Large Laser	LA	8	8	0	5	10	15
1 Medium Laser	CT	3	5	0	3	6	9
1 Small Laser	H	1	3	0	1	2	3

Total Single Heat Sinks: 16	
○○○○○○○○○○○○○○○○	

**Auto Eject**

Operational       Disabled

**Warrior Data**

Name: \_\_\_\_\_

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

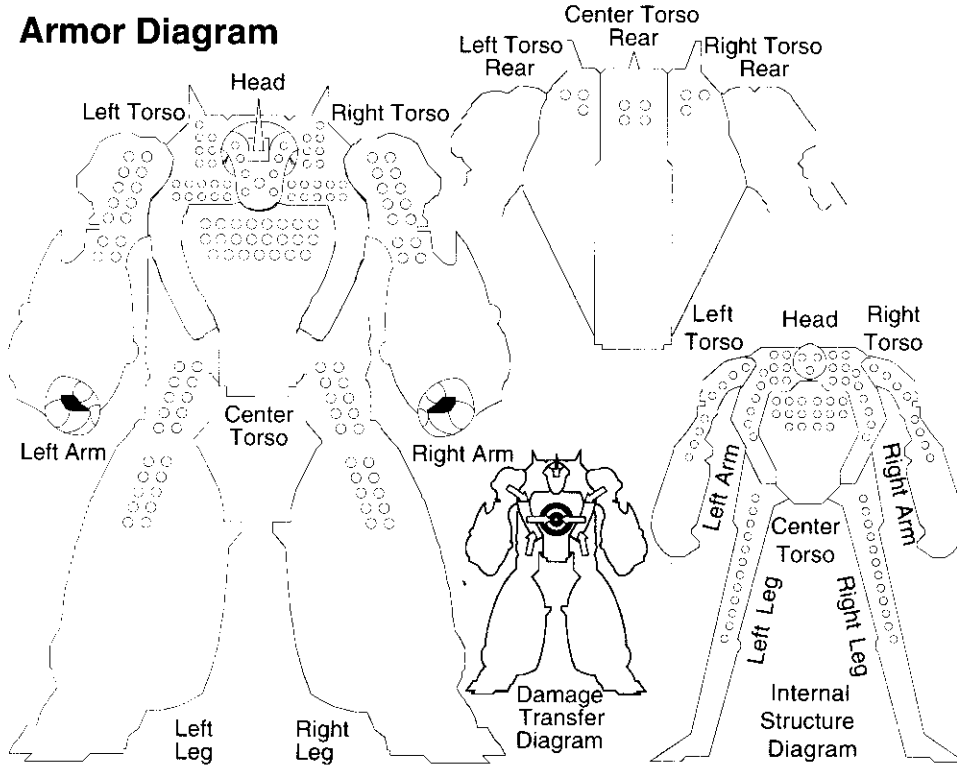


Left Arm	Critical Hit Table	Right Arm								
<ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>Large Laser</li> <li>Large Laser</li> </ol> <p>6. Roll Again</p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>4-6</b></p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol>	<p><b>Head</b></p> <ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>Small Laser</li> <li>Sensors</li> <li>Life Support</li> </ol> <p><b>Center Torso</b></p> <ol style="list-style-type: none"> <li>Engine</li> <li>Engine</li> <li>Engine</li> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>Gyro</li> <li>Engine</li> <li>Engine</li> <li>Engine</li> <li>Medium Laser</li> <li>Roll Again</li> </ol> <p><b>4-6</b></p> <table border="1"> <tr><td>Engine Hits</td><td>○○○</td></tr> <tr><td>Gyro Hits</td><td>○○</td></tr> <tr><td>Sensor Hits</td><td>○○</td></tr> <tr><td>Life Support</td><td>○</td></tr> </table>	Engine Hits	○○○	Gyro Hits	○○	Sensor Hits	○○	Life Support	○	<ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>Large Laser</li> <li>Large Laser</li> </ol> <p>6. Roll Again</p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>4-6</b></p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol>
Engine Hits	○○○									
Gyro Hits	○○									
Sensor Hits	○○									
Life Support	○									
<p><b>Left Torso</b></p> <ol style="list-style-type: none"> <li>Heat Sink</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>4-6</b></p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol>	<p><b>Right Torso</b></p> <ol style="list-style-type: none"> <li>Heat Sink</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>4-6</b></p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol>	<p><b>Left Leg</b></p> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Heat Sink</li> <li>Heat Sink</li> </ol>	<p><b>Right Leg</b></p> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Heat Sink</li> <li>Heat Sink</li> </ol>							
<p>Cost      3,909,876</p>										

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **ENF-4R Enforcer**

Tonnage: **50**

Movement Points

Walking: **4**

Running: **6**

Jumping: **4**

Technology Base:

Inner Sphere

2777

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Autocannon 10	RA	3	10	0	5	10	15
1	Large Laser	LA	8	8	0	5	10	15
1	Small Laser	LT	1	3	0	1	2	3

Ammo Type	Rounds
Autocannon 10	10

### Total Single Heat Sinks: 12



### Auto Eject

Operational

Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

**FASA**  
CORPORATION

### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

- Large Laser
- Large Laser

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

4-6

### Left Torso

- Heat Sink
- Heat Sink
- Small Laser

1-3

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

4-6

### Left Leg

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

### Critical Hit Table

#### Head

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

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

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

Cost 3,536,876

### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

- Autocannon 10
- Autocannon 10
- Autocannon 10

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

4-6

### Right Torso

- Heat Sink
- Heat Sink
- Ammo (AC 10) 10

1-3

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

4-6

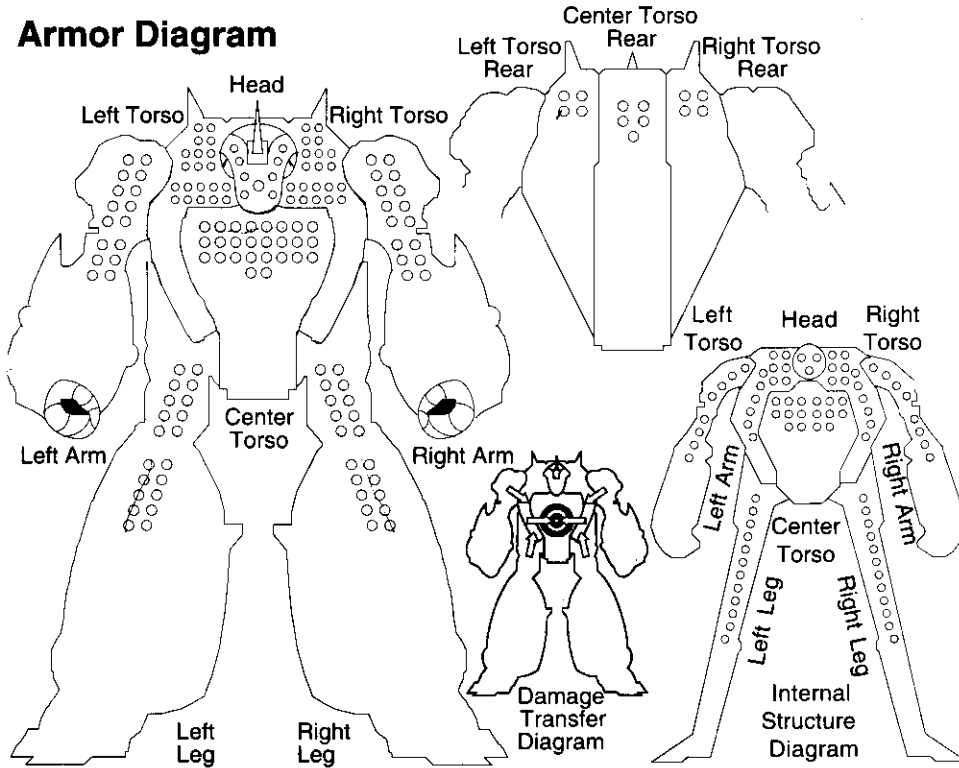
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **HBK-4G Hunchback**

Tonnage: **50**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2572

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Autocannon 20	RT	7	20	0	3	6	9
1	Medium Laser	LA	3	5	0	3	6	9
1	Medium Laser	RA	3	5	0	3	6	9
1	Small Laser	H	1	3	0	1	2	3

Ammo Type	Rounds
Autocannon 20	10

### Total Single Heat Sinks: 13

○○○○○○○○○○○○○○

### Auto Eject

Operational

Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

Hits Taken

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

Conscious #

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 Points
4	
3	
2	
1	
0	

### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Medium Laser
  - Roll Again
- 1-3
- Roll Again
  - Roll Again
  - Roll Again
- 4-6
- Roll Again
  - Roll Again
  - Roll Again

### Left Torso

- Ammo (AC 20) 5
  - Ammo (AC 20) 5
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 1-3
- Roll Again
  - Roll Again
  - Roll Again
- 4-6
- Roll Again
  - Roll Again
  - Roll Again

### Left Leg

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

### Critical Hit Table

#### Head

- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

#### Center Torso

- Engine
  - Engine
  - Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3
- Gyro
  - Engine
  - Engine
  - Engine
  - Heat Sink
  - Roll Again

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

Cost 3,467,876

### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Medium Laser
  - Roll Again
- 1-3
- Roll Again
  - Roll Again
  - Roll Again
- 4-6
- Roll Again
  - Roll Again
  - Roll Again

### Right Torso

- Autocannon 20
  - Autocannon 20
  - Autocannon 20
  - Autocannon 20
  - Autocannon 20
  - Autocannon 20
- 1-3
- Autocannon 20
  - Autocannon 20
  - Autocannon 20
  - Autocannon 20
  - Roll Again
  - Roll Again

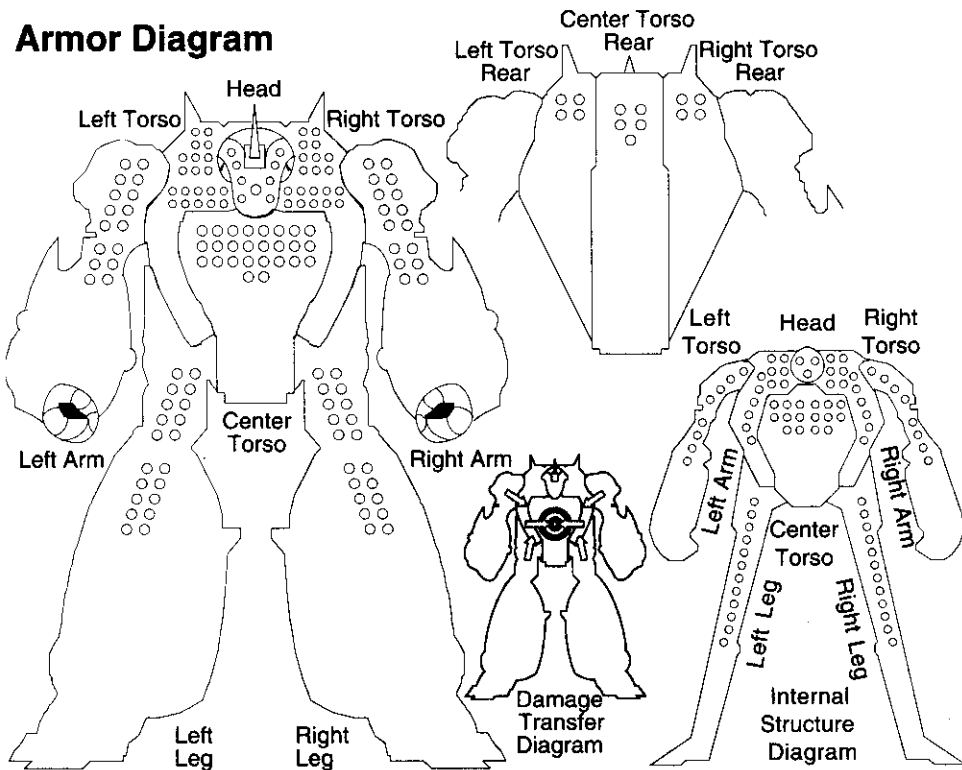
### Right Leg

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

# BATTLETECH®

## BATTEMECH RECORD SHEET

### Armor Diagram



#### Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Hand Actuator
- 5. Medium Laser
- 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. Heat Sink
- 2. Heat Sink
- 3. Heat Sink
- 4. Heat Sink
- 5. Heat Sink
- 6. Ammo (AC 10) 10

- 1-3
- 1. Ammo (AC 10) 10
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

#### Left Leg

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

#### Critical Hit Table

##### Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Small Laser
- 5. Sensors
- 6. Life Support

##### Center Torso

- 1-3
- 1. Engine
- 2. Engine
- 3. Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro
- 4-6
- 1. Gyro
- 2. Engine
- 3. Engine
- 4. Engine
- 5. Roll Again
- 6. Roll Again

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

Cost 3,425,876

#### Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Hand Actuator
- 5. Medium Laser
- 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. Autocannon 10
- 2. Autocannon 10
- 3. Autocannon 10
- 4. Autocannon 10
- 5. Autocannon 10
- 6. Autocannon 10

- 1-3
- 1. Autocannon 10
- 2. Medium Laser
- 3. Medium Laser
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

#### Right Leg

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

### Mech Data

Type: **HBK-4H Hunchback**

Tonnage: **50**  
 Movement Points  
 Walking: **4**  
 Running: **6**  
 Jumping: **0**

Technology Base:  
 Inner Sphere  
 2572

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Autocannon 10	RT	3	10	0	5	10	15
2	Medium Laser	RT	3	5	0	3	6	9
1	Medium Laser	LA	3	5	0	3	6	9
1	Medium Laser	RA	3	5	0	3	6	9
1	Small Laser	H	1	3	0	1	2	3

Ammo Type	Rounds
Autocannon 10	20

### Total Single Heat Sinks: 13

○○○○○○○○  
 ○○○○○○

### Auto Eject

Operational

Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

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

### Heat Scale

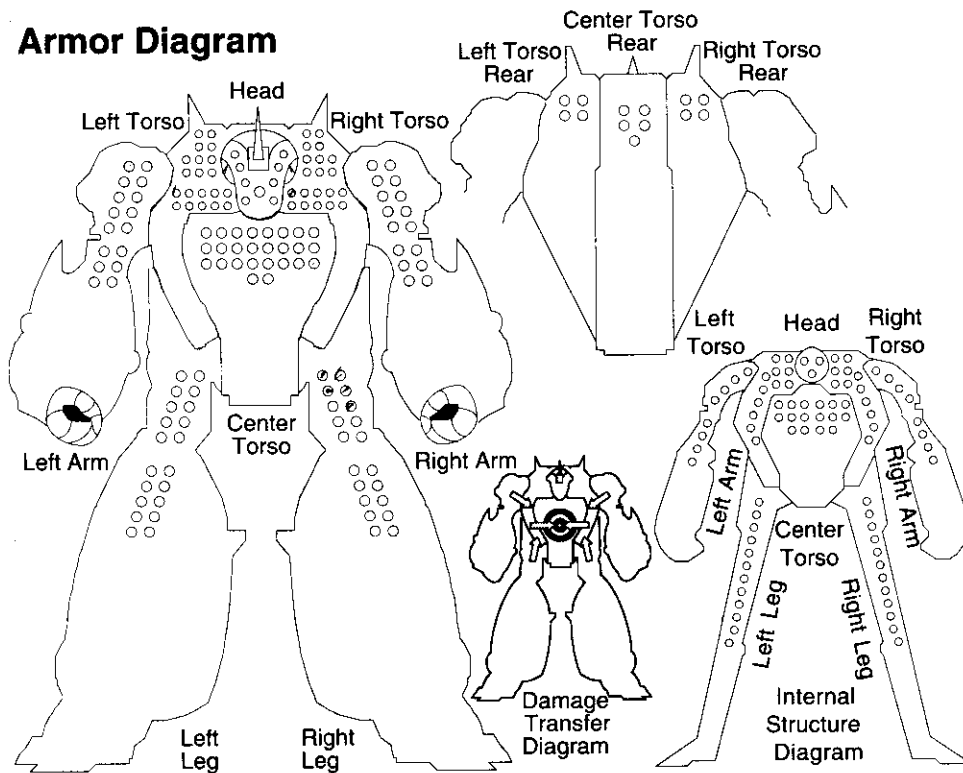
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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



# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **HBK-4J Hunchback**

Tonnage: **50**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2572

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
2	LRM 10	RT	4	1	6	7	14	21
3	Medium Laser	RT	3	5	0	3	6	9
1	Medium Laser	LA	3	5	0	3	6	9
1	Medium Laser	RA	3	5	0	3	6	9
1	Small Laser	H	1	3	0	1	2	3

Ammo Type	Rounds
LRM 10	24

### Total Single Heat Sinks: 14

○○○○○○○○○○  
○○○○○○○○○○

### Auto Eject

Operational

Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

**FASA**  
CORPORATION

### Left Arm

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

- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

### Left Torso

- Heat Sink
- Heat Sink
- Ammo (LRM 10) 12
- Ammo (LRM 10) 12
- Roll Again
- Roll Again

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

### Left Leg

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

### Critical Hit Table

#### Head

- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

#### Center Torso

- Engine
  - Engine
  - Engine
  - Gyro
  - Gyro
  - Gyro
- Gyro
  - Engine
  - Engine
  - Engine
  - Roll Again
  - Roll Again

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

Cost 3,560,876

### Right Arm

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

- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

### Right Torso

- LRM 10
- LRM 10
- LRM 10
- LRM 10
- Medium Laser
- Medium Laser

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

### Right Leg

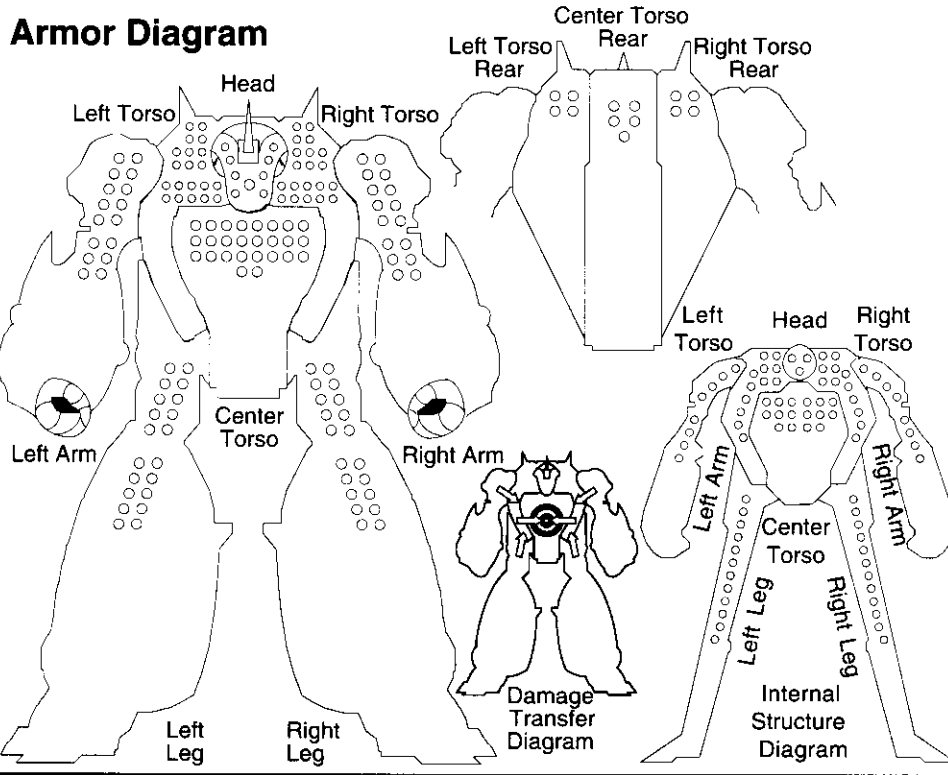
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink



# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **HBK-4N Hunchback**

Tonnage: **50**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2572

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Autocannon 5	RT	1	5	3	6	12	18
2	LRM 5	RT	2	1	6	7	14	21
2	Medium Laser	RT	3	5	0	3	6	9
1	Medium Laser	LA	3	5	0	3	6	9
1	Medium Laser	RA	3	5	0	3	6	9
1	Small Laser	H	1	3	0	1	2	3

Ammo Type	Rounds
Autocannon 5	20
LRM 5	24

### Total Single Heat Sinks: 13



### Auto Eject

Operational

Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	



### Critical Hit Table

#### Left Arm

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

- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

#### Left Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Ammo (AC 5) 20

- Ammo (LRM 5) 24
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

#### Center Torso

- Engine
  - Engine
  - Engine
  - Gyro
  - Gyro
  - Gyro
- Gyro
  - Engine
  - Engine
  - Engine
  - Roll Again
  - Roll Again

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

Cost 3,437,126

#### Right Arm

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

- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

#### Right Torso

- Autocannon 5
- Autocannon 5
- Autocannon 5
- Autocannon 5
- LRM 5
- LRM 5

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

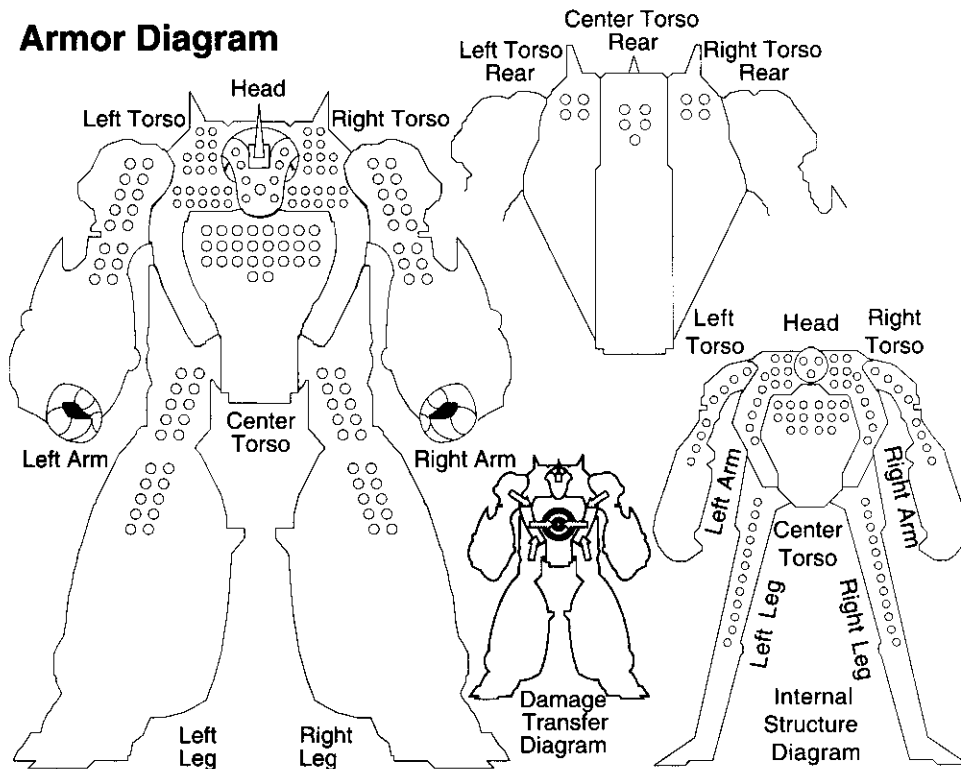
#### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **HBK-4P Hunchback**  
 Tonnage: **50**  
 Movement Points  
 Walking: **4**  
 Running: **6**  
 Jumping: **0**  
 Technology Base:  
 Inner Sphere  
 2572

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
6	Medium Laser	RT	3	5	0	3	6	9
1	Medium Laser	RA	3	5	0	3	6	9
1	Medium Laser	LA	3	5	0	3	6	9
1	Small Laser	H	1	3	0	1	2	3

### Total Single Heat Sinks: 23

○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○

### Auto Eject

Operational  Disabled

### Warrior Data

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	



### Left Arm

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

- 1-3
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

### Left Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink

- 1-3
- Heat Sink
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

### Left Leg

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

### Critical Hit Table

#### Head

- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

#### Center Torso

- 1-3
- Engine
  - Engine
  - Engine
  - Gyro
  - Gyro
  - Gyro
- 4-6
- Gyro
  - Engine
  - Engine
  - Engine
  - Heat Sink
  - Heat Sink

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

Cost 3,377,876

### Right Arm

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

- 1-3
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

### Right Torso

- Heat Sink
- Heat Sink
- Medium Laser
- Medium Laser
- Medium Laser
- Medium Laser

- 1-3
- Medium Laser
  - Medium Laser
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

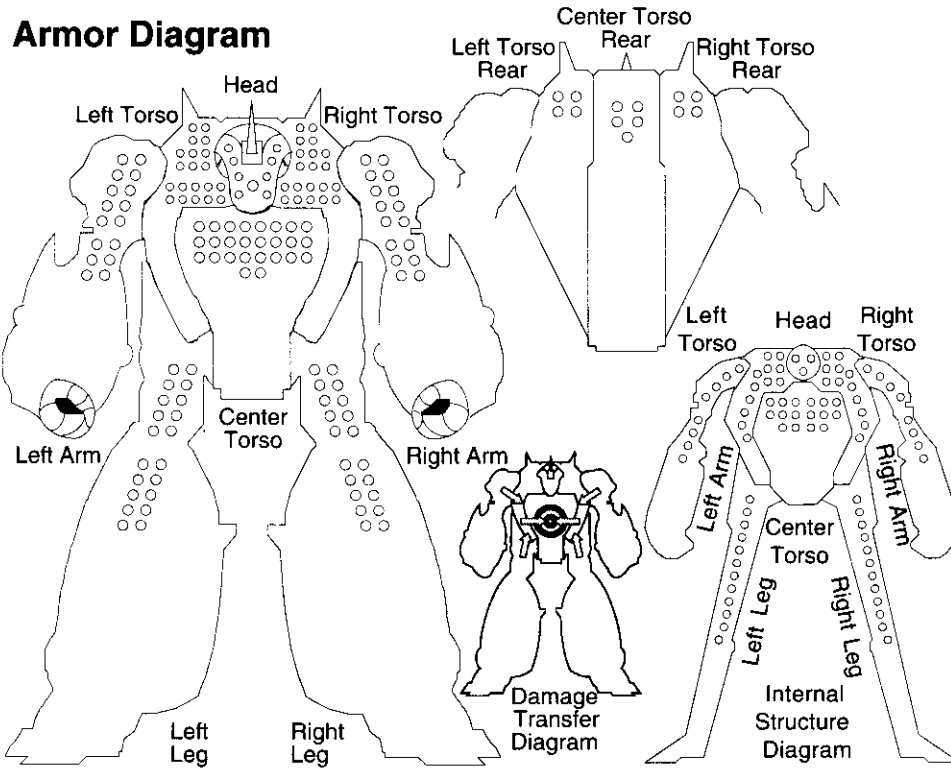
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **HBK-4SP Hunchback**  
 Tonnage: **50** Technology Base:  
 Movement Points Inner Sphere  
 Walking: **4** 2572  
 Running: **6**  
 Jumping: **0**

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	SRM 6	LT	4	2	0	3	6	9
1	SRM 6	RT	4	2	0	3	6	9
2	Medium Laser	LA	3	5	0	3	6	9
2	Medium Laser	RA	3	5	0	3	6	9
1	Small Laser	H	1	3	0	1	2	3

Ammo Type	Rounds
SRM 6	30

### Total Single Heat Sinks: 19



### Auto Eject

Operational  Disabled

### Warrior Data

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

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

  
 Conscious # 

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 Points
4	
3	
2	
1	
0	

**FASA®**  
CORPORATION

### Critical Hit Table

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Medium Laser

- 1-3  
 1. Roll Again  
 2. Roll Again

- 4-6  
 3. Roll Again  
 4. Roll Again  
 5. Roll Again  
 6. Roll Again

#### Left Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- SRM 6
- SRM 6

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

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

#### Center Torso

- Engine
  - Engine
  - Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3  
 1. Gyro  
 2. Engine  
 3. Engine
- 4-6  
 4. Engine  
 5. Ammo (SRM 6) 15  
 6. Ammo (SRM 6) 15

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

Cost 3,446,876

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Medium Laser

- 1-3  
 1. Roll Again  
 2. Roll Again

- 4-6  
 3. Roll Again  
 4. Roll Again  
 5. Roll Again  
 6. Roll Again

#### Right Torso

- Heat Sink
- Heat Sink
- Heat Sink
- SRM 6
- SRM 6
- Roll Again

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

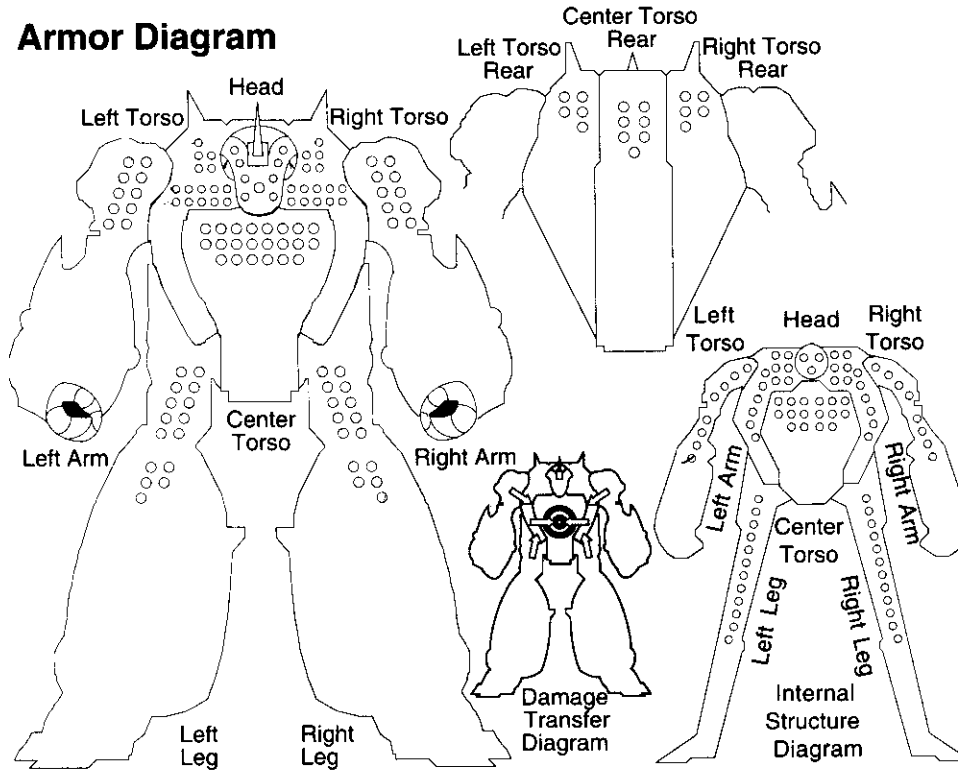
#### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **TBT-5J Trebuchet**  
 Tonnage: **50**  
 Movement Points: **5**  
 Walking: **5**  
 Running: **8**  
 Jumping: **5**

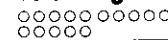
Technology Base:  
 Inner Sphere  
 2780

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	LRM 15	RT	5	1	6	7	14	21
1	Medium Laser	LA	3	5	0	3	6	9
2	Medium Laser	RA	3	5	0	3	6	9

Ammo Type	Rounds
LRM 15	8

### Total Single Heat Sinks: 15



### Auto Eject

Operational  Disabled

### Warrior Data

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

**FASA**  
CORPORATION

### Left Arm

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

- Roll Again
- Roll Again
- Roll Again

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

### Left Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Roll Again

- Roll Again
- Roll Again
- Roll Again

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

### Left Leg

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

### Critical Hit Table

#### Head

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

#### Center Torso

- Engine
  - Engine
  - Engine
  - Gyro
  - Gyro
  - Gyro
- Gyro
  - Engine
  - Engine
  - Engine
  - Jump Jet
  - Roll Again

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

Cost 4,383,501

### Right Arm

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

- Roll Again
- Roll Again
- Roll Again

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

### Right Torso

- LRM 15
- LRM 15
- LRM 15
- Ammo (LRM 15) 8
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

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

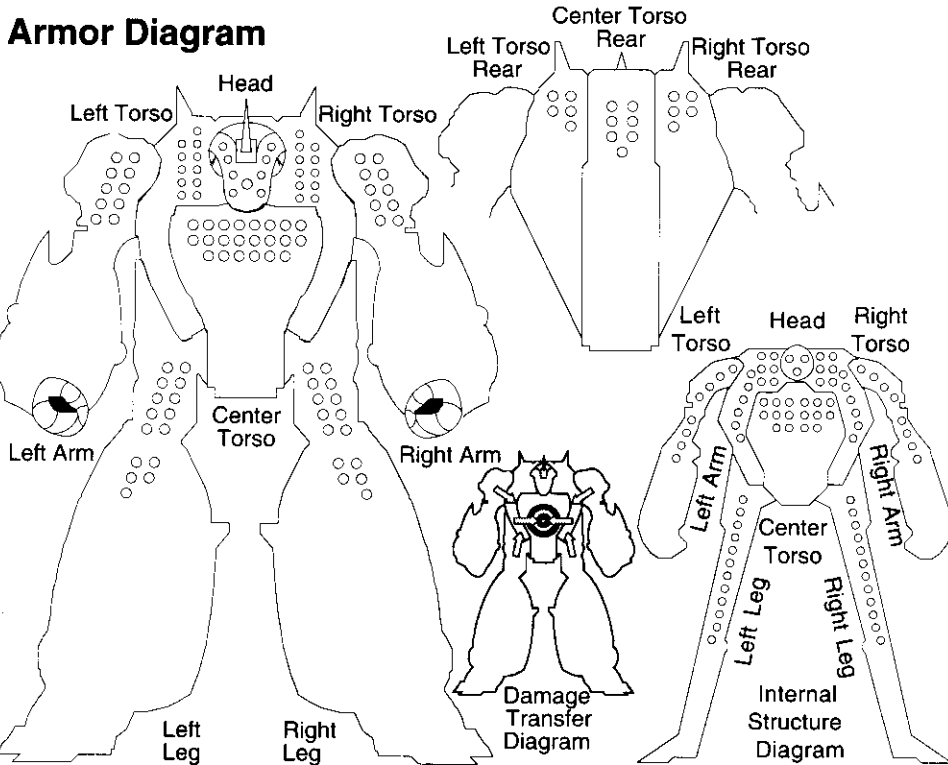
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **TBT-5S Trebuchet**  
 Tonnage: **50**  
 Movement Points: \_\_\_\_\_  
 Walking: **5**  
 Running: **8**  
 Jumping: **0**

Technology Base:  
 Inner Sphere  
 2780

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	SRM 6	RT	4	2	0	3	6	9
1	SRM 6	LA	4	2	0	3	6	9
1	Medium Laser	LA	3	5	0	3	6	9
2	Medium Laser	RA	3	5	0	3	6	9

Ammo Type	Rounds
SRM 6	30

**Total Single Heat Sinks: 18**

○○○○○○○○○○  
 ○○○○○○ ○○○○

### Auto Eject

Operational  Disabled

### Warrior Data

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

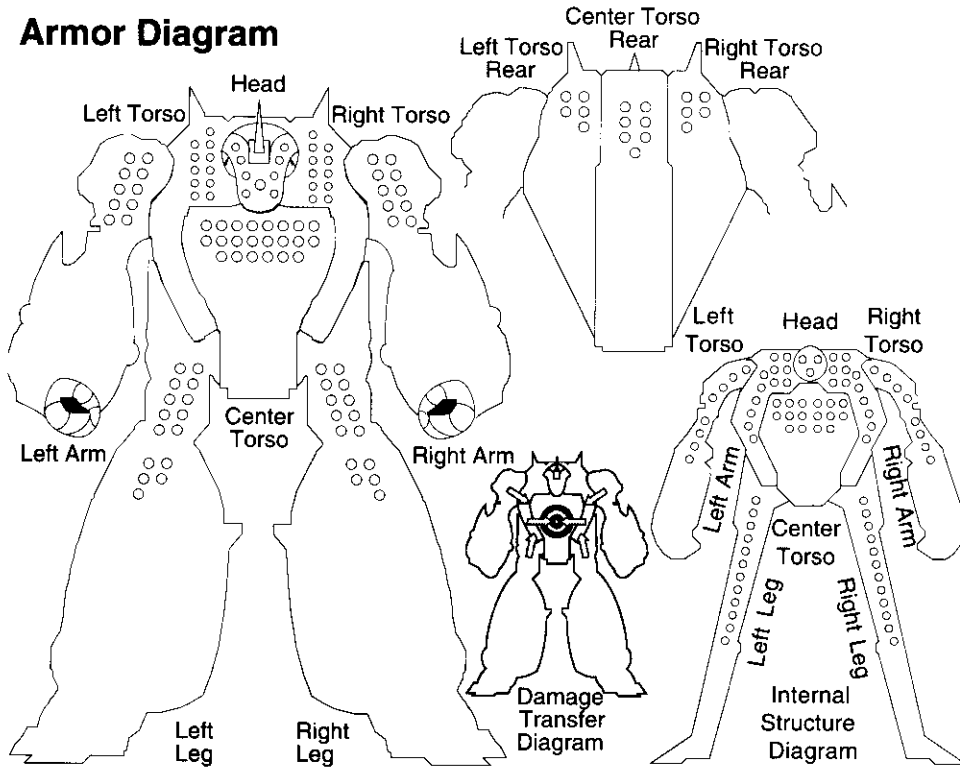


Left Arm	Critical Hit Table	Right Arm								
1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator <b>1-3</b> 4. Hand Actuator 5. SRM 6 6. SRM 6 1. Medium Laser <i>2. Roll Again</i> <b>4-6</b> 3. <i>Roll Again</i> 4. <i>Roll Again</i> 5. <i>Roll Again</i> 6. <i>Roll Again</i>	<b>Head</b> 1. Life Support 2. Sensors 3. Cockpit <i>4. Roll Again</i> 5. Sensors 6. Life Support <b>Center Torso</b> <b>1-3</b> 1. Engine 2. Engine 3. Engine 4. Gyro 5. Gyro 6. Gyro <b>4-6</b> 1. Gyro 2. Engine 3. Engine 4. Engine 5. <i>Roll Again</i> 6. <i>Roll Again</i>	<b>Right Arm</b> 1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator <b>1-3</b> 4. Medium Laser 5. Medium Laser 6. <i>Roll Again</i> <i>1. Roll Again</i> <i>2. Roll Again</i> <b>4-6</b> 3. <i>Roll Again</i> 4. <i>Roll Again</i> 5. <i>Roll Again</i> 6. <i>Roll Again</i>								
<b>Left Torso</b> 1. Heat Sink 2. Heat Sink <b>1-3</b> 3. Ammo (SRM 6) 15 4. <i>Roll Again</i> 5. <i>Roll Again</i> 6. <i>Roll Again</i> <i>1. Roll Again</i> <i>2. Roll Again</i> <b>4-6</b> 3. <i>Roll Again</i> 4. <i>Roll Again</i> 5. <i>Roll Again</i> 6. <i>Roll Again</i>	<b>Left Leg</b> 1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Heat Sink 6. Heat Sink	<b>Right Torso</b> 1. Heat Sink 2. Heat Sink <b>1-3</b> 3. SRM 6 4. SRM 6 5. Ammo (SRM 6) 15 6. <i>Roll Again</i> <i>1. Roll Again</i> <i>2. Roll Again</i> <b>4-6</b> 3. <i>Roll Again</i> 4. <i>Roll Again</i> 5. <i>Roll Again</i> 6. <i>Roll Again</i>								
<b>Right Leg</b> 1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Heat Sink 6. Heat Sink	<table border="1"> <tr> <td>Engine Hits</td> <td>○○○</td> </tr> <tr> <td>Gyro Hits</td> <td>○○○</td> </tr> <tr> <td>Sensor Hits</td> <td>○○○</td> </tr> <tr> <td>Life Support</td> <td>○</td> </tr> </table> <p>Cost 4,023,501</p>	Engine Hits	○○○	Gyro Hits	○○○	Sensor Hits	○○○	Life Support	○	
Engine Hits	○○○									
Gyro Hits	○○○									
Sensor Hits	○○○									
Life Support	○									

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



Mech Data	
Type: <b>TBT-7K Trebuchet</b>	Technology Base: Inner Sphere 3025
Tonnage: <b>50</b>	
Movement Points	
Walking: <b>5</b>	
Running: <b>8</b>	
Jumping: <b>0</b>	

Weapons Inventory						
#	Type	Loc	Ht	D	Mn	S M L
1	PPC	RT	10	10	3	6 12 18
1	Autocannon 5	LT	1	5	3	6 12 18
1	SRM 2	RA	2	2	0	3 6 9

Ammo Type	Rounds
Autocannon 5	20
SRM 2	50

**Total Single Heat Sinks: 11**  
 ○○○○○○  
 ○○○○○○

**Auto Eject**  
 Operational  Disabled

Warrior Data						
Name:	_____					
Gunnery Skill:	_____	Piloting Skill:	_____			
Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	



<p><b>Left Arm</b></p> <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>Roll Again</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>4-6</b></p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> </ol>	<p><b>Critical Hit Table</b></p> <p><b>Head</b></p> <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> <p><b>Center Torso</b></p> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>Engine</li> <li>Engine</li> <li>Engine</li> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol> <p><b>4-6</b></p> <ol style="list-style-type: none"> <li>Gyro</li> <li>Engine</li> <li>Engine</li> <li>Engine</li> <li>Heat Sink</li> <li>Roll Again</li> </ol>	<p><b>Right Arm</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> <li>SRM 2</li> <li>Ammo (SRM 2) 50</li> <li>Roll Again</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>4-6</b></p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> </ol>	
<p><b>Left Torso</b></p> <ol style="list-style-type: none"> <li>Autocannon 5</li> <li>Autocannon 5</li> <li>Autocannon 5</li> <li>Autocannon 5</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>4-6</b></p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> </ol>	<p><b>Right Torso</b></p> <ol style="list-style-type: none"> <li>PPC</li> <li>PPC</li> <li>PPC</li> <li>Ammo (AC 5) 20</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>4-6</b></p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> </ol>	<p><b>Left Leg</b></p> <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>	<p><b>Right Leg</b></p> <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>

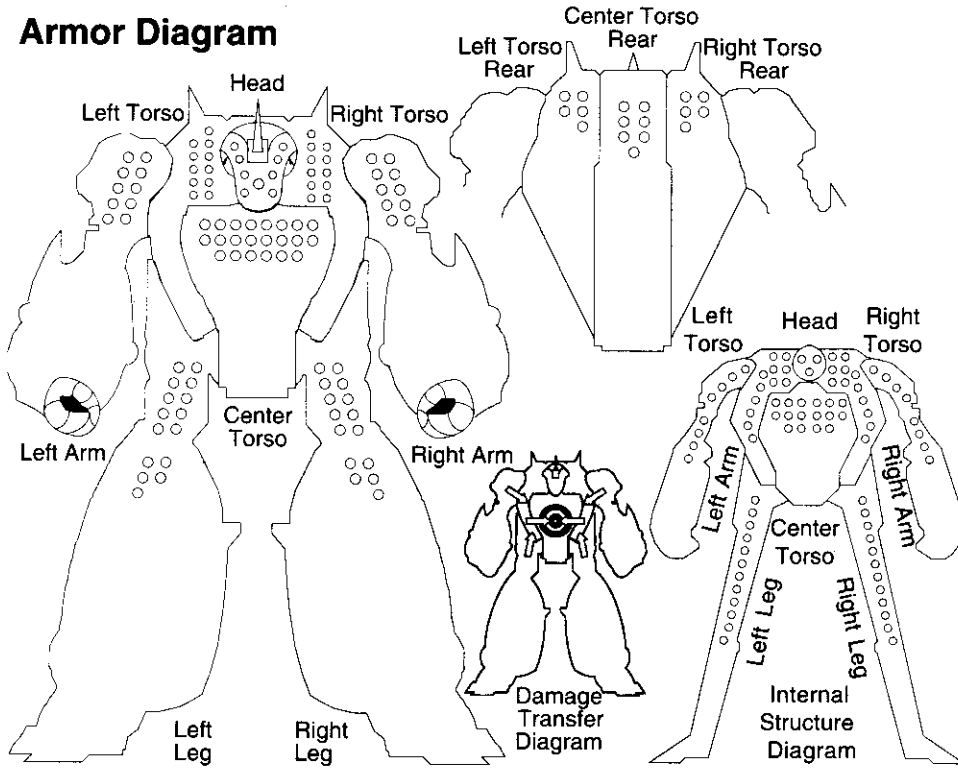
Engine Hits	○○○
Gyro Hits	○○○
Sensor Hits	○○○
Life Support	○

Cost 4,085,001

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **TBT-5N Trebuchet**  
 Tonnage: **50** Technology Base:  
 Movement Points: Inner Sphere  
 Walking: **5** 2780  
 Running: **8**  
 Jumping: **0**

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	LRM 15	LA	5	1	6	7	14	21
1	LRM 15	RT	5	1	6	7	14	21
1	Medium Laser	LA	3	5	0	3	6	9
2	Medium Laser	RA	3	5	0	3	6	9

Ammo Type	Rounds
LRM 15	16

### Total Single Heat Sinks: 10

○○○○○○○○○○

### Auto Eject

Operational  Disabled

### Warrior Data

Name: \_\_\_\_\_

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

**FASA**  
CORPORATION

### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- LRM 15
- LRM 15
- LRM 15
- Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again

### Left Torso

- Ammo (LRM 15) 8
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

### Left Leg

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

### Critical Hit Table

#### Head

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

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Engine
- Engine
- Engine
- Roll Again
- Roll Again
- Roll Again

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

Cost 4,293,501

### Right Arm

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

### Right Torso

- LRM 15
- LRM 15
- LRM 15
- Ammo (LRM 15) 8
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

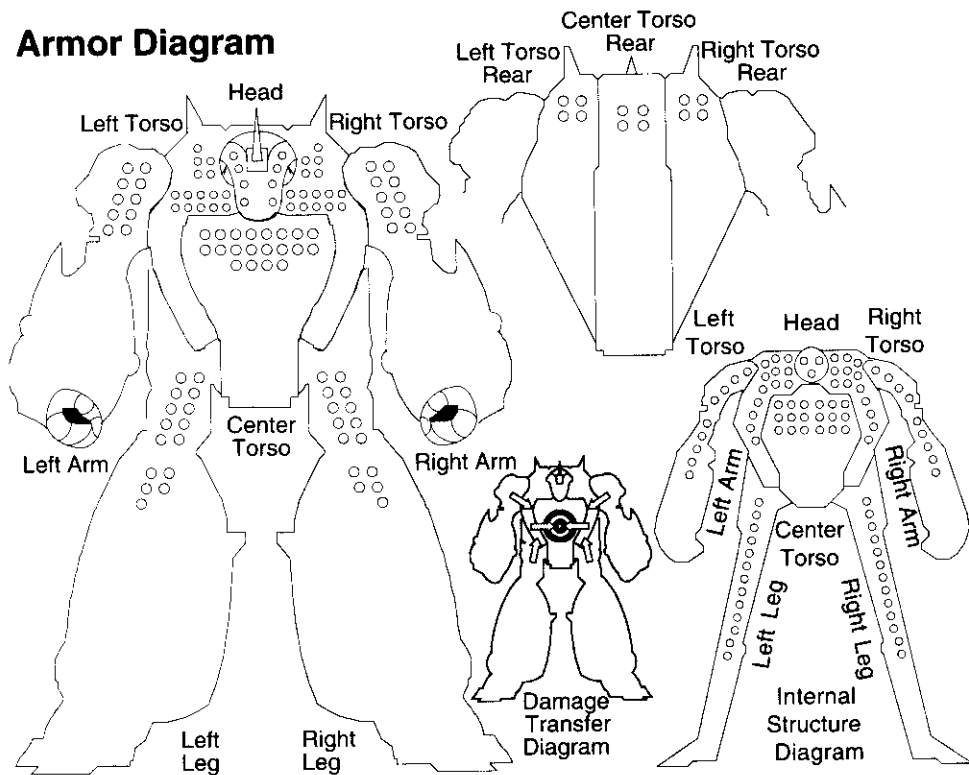
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



#### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Medium Laser
5. SRM 2
6. Ammo (SRM 2) 50

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

#### Left Torso

1. LRM 10
2. LRM 10
3. Ammo (LRM 10) 12
4. Roll Again
5. Roll Again
6. Roll Again

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

#### Left Leg

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

#### Critical Hit Table

##### Head

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

##### Center Torso

1. Engine
  2. Engine
  3. Engine
  4. Gyro
  5. Gyro
  6. Gyro
1. Gyro
  2. Engine
  3. Engine
  4. Engine
  5. Jump Jet
  6. Roll Again

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

Cost 4,980,668

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Medium Laser
5. SRM 2
6. Ammo (SRM 2) 50

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

#### Right Torso

1. LRM 10
2. LRM 10
3. Ammo (LRM 10) 12
4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
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

### Mech Data

Type: **DV-6M Dervish**

Tonnage: **55**  
 Movement Points  
 Walking: **5**  
 Running: **8**  
 Jumping: **5**

Technology Base:  
 Inner Sphere  
 2520

#### Weapons Inventory

# Type	Loc	Ht	D	Mn	S	M	L
1 LRM 10	LT	4	1	6	7	14	21
1 LRM 10	RT	4	1	6	7	14	21
1 Medium Laser	LA	3	5	0	3	6	9
1 Medium Laser	RA	3	5	0	3	6	9
1 SRM 2	RA	2	2	0	3	6	9
1 SRM 2	LA	2	2	0	3	6	9

Ammo Type	Rounds
LRM 10	24
SRM 2	100

#### Total Single Heat Sinks: 10

○○○○○○○○○○

#### Auto Eject

Operational  Disabled

#### Warrior Data

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

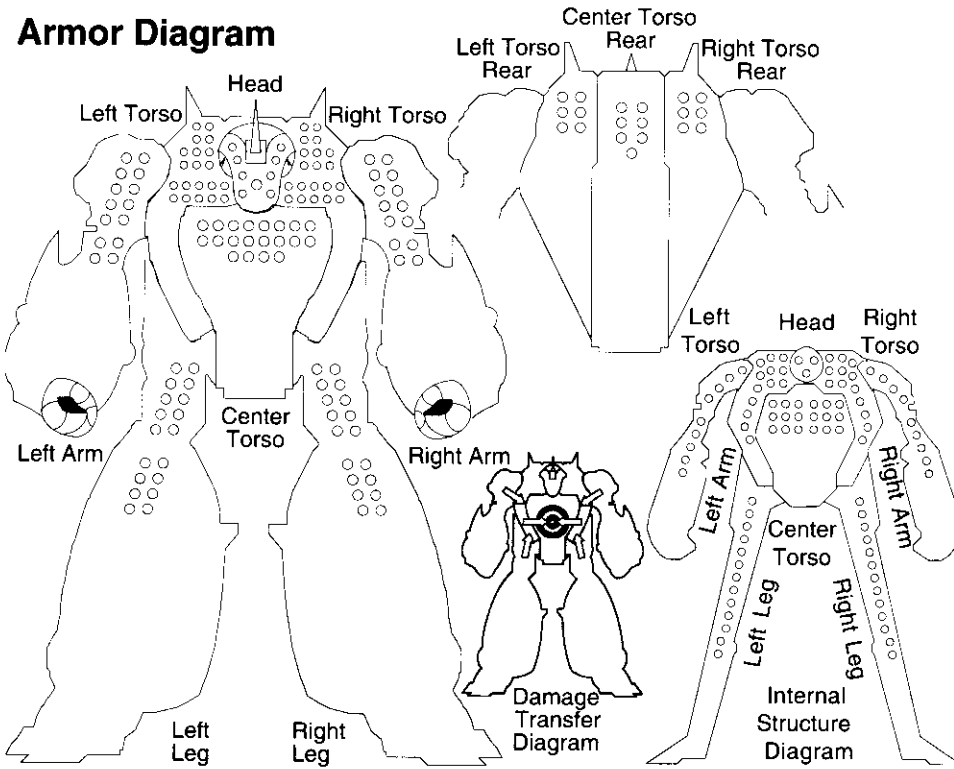
**FASA**  
CORPORATION



# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **GRF-1N Griffin**

Tonnage: **55**

Movement Points

Walking: **5**

Running: **8**

Jumping: **5**

Technology Base:

Inner Sphere

2492

### Weapons Inventory

# Type	Loc	Ht	D	Mn	S	M	L
1 PPC	RA	10	10	3	6	12	18
1 LRM 10	RT	4	1	6	7	14	21

Ammo Type	Rounds
LRM 10	24

### Total Single Heat Sinks: 12



### Auto Eject

Operational

Disabled

### Warrior Data

Name: \_\_\_\_\_

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

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### Critical Hit Table

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Torso

- Jump Jet
- Jump Jet
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Leg

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

#### Head

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

1-3

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

4-6

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

Cost 4,957,108

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- PPC
- PPC

1-3

- PPC
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Torso

- Jump Jet
- Jump Jet
- LRM 10
- LRM 10
- Ammo (LRM 10) 12
- Ammo (LRM 10) 12

1-3

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

4-6

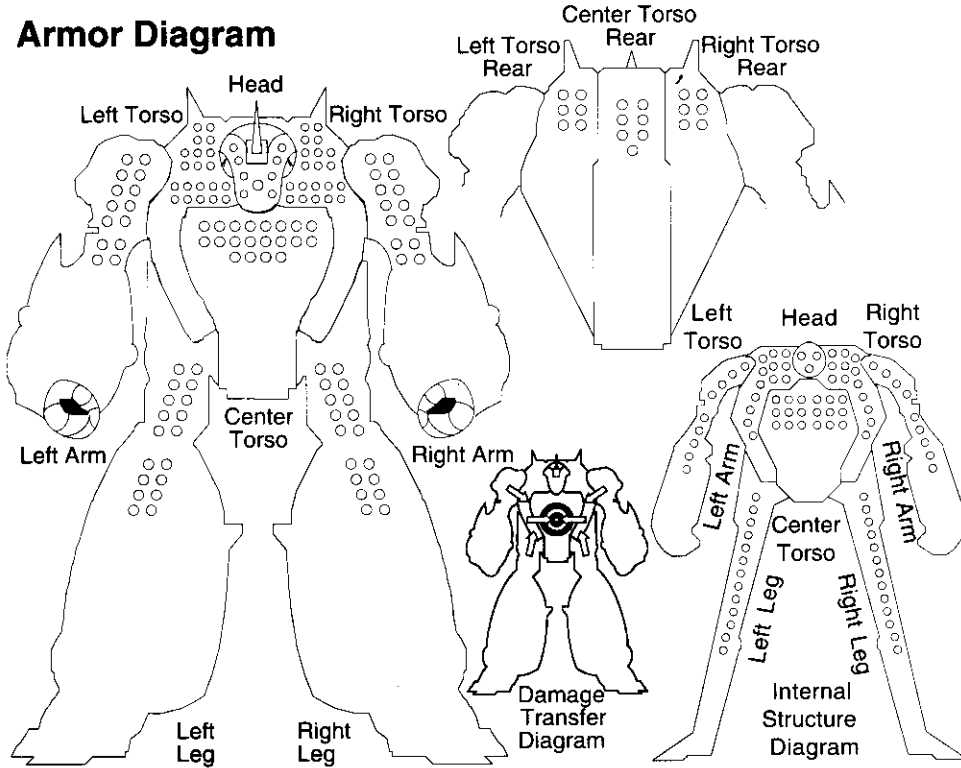
#### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

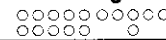
Type: **GRF-1S Griffin**  
 Tonnage: **55** Technology Base: Inner Sphere  
 Movement Points: 3025  
 Walking: **5**  
 Running: **8**  
 Jumping: **5**

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Large Laser	RA	8	8	0	5	10	15
1	LRM 5	LT	2	1	6	7	14	21
2	Medium Laser	RA	3	5	0	3	6	9

Ammo Type	Rounds
LRM 5	24

### Total Single Heat Sinks: 16



### Auto Eject

Operational  Disabled

### Warrior Data

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

**FASA**  
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### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Roll Again
  - Roll Again
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again
- 4-6**
- Roll Again
  - Roll Again
  - Roll Again

### Left Torso

- Jump Jet
  - Jump Jet
  - LRM 5
  - Roll Again
  - Roll Again
  - Roll Again
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again
- 4-6**
- Roll Again
  - Roll Again
  - Roll Again

### Left Leg

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

### Critical Hit Table

#### Head

- Life Support
- Sensors
- Cockpit
- Heat Sink
- Sensors
- Life Support

#### Center Torso

- Engine
  - Engine
  - Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3**
- Gyro
  - Engine
  - Engine
  - Engine
  - Jump Jet
  - Roll Again
- 4-6**

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

Cost 4,783,508

### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Large Laser
  - Large Laser
- 1-3**
- Medium Laser
  - Medium Laser
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6**

### Right Torso

- Jump Jet
  - Jump Jet
  - Ammo (LRM 5) 24
  - Roll Again
  - Roll Again
  - Roll Again
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6**

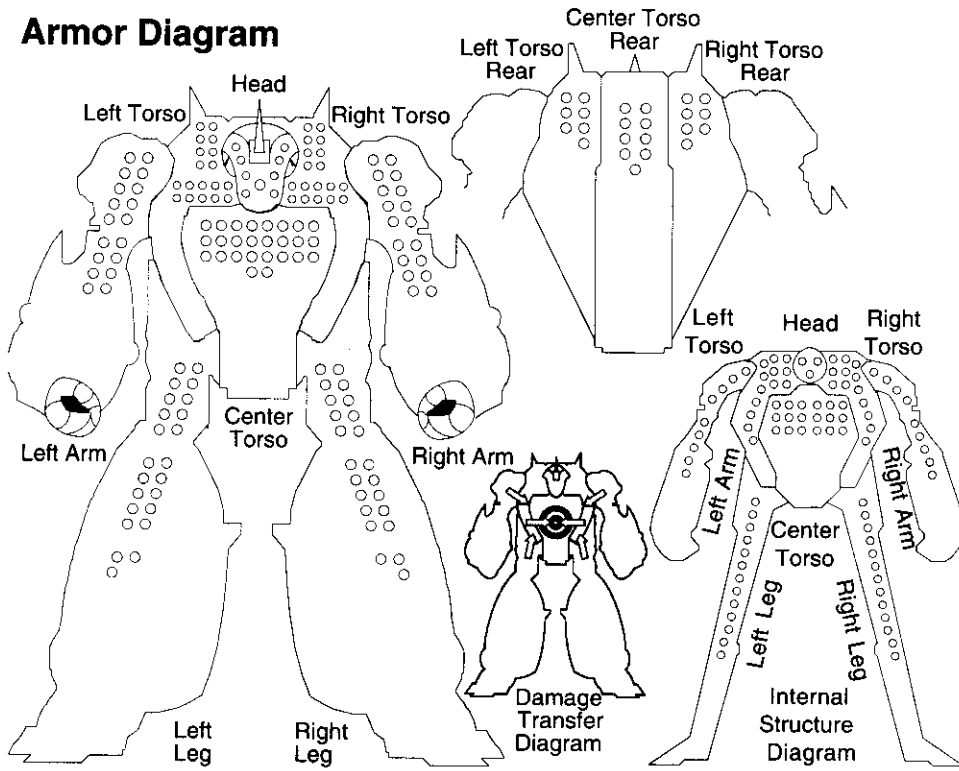
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **KTO-18 Kintaro**

Tonnage: **55**  
 Movement Points  
 Walking: **5**  
 Running: **8**  
 Jumping: **0**

Technology Base:  
 Inner Sphere  
 3025

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	LRM 5	LA	2	1	6	7	14	21
1	SRM 6	RT	4	2	0	3	6	9
1	SRM 6	LA	4	2	0	3	6	9
1	Medium Laser	LA	3	5	0	3	6	9
1	Medium Laser	RA	3	5	0	3	6	9
1	SRM 6	CT	4	2	0	3	6	9

Ammo Type	Rounds
LRM 5	24
SRM 6	45

**Total Single Heat Sinks: 10**

○○○○○○○○○○

### Auto Eject

Operational

Disabled

### Warrior Data

Name: \_\_\_\_\_

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

**FASA**  
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### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- LRM 5
- SRM 6
- SRM 6
- Medium Laser

- 1-3**
- Roll Again
  - Roll Again
  - Roll Again

- 4-6**
- Roll Again
  - Roll Again
  - Roll Again

- 1-3**
- Roll Again
  - Roll Again
  - Roll Again

- 4-6**
- Roll Again
  - Roll Again
  - Roll Again

### Critical Hit Table

#### Head

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

#### Center Torso

- Engine
  - Engine
  - Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3**
- Gyro
  - Engine
  - Engine
  - Engine
  - SRM 6
  - SRM 6

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

Cost 4,699,808

### Right Arm

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

- 1-3**
- Roll Again
  - Roll Again
  - Roll Again

- 4-6**
- Roll Again
  - Roll Again
  - Roll Again

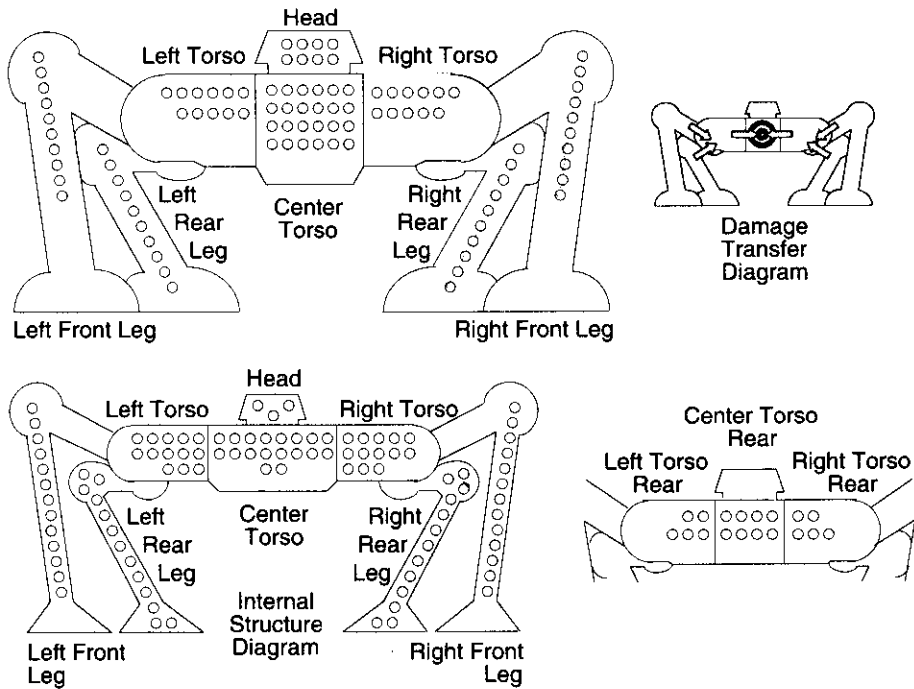
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again

- 4-6**
- Roll Again
  - Roll Again
  - Roll Again

# BATTLETECH<sup>®</sup>

## QUAD BATTLEMech RECORD SHEET

### Armor Diagram



Mech Data	
Type: <b>SCP-1N Scorpion</b>	Technology Base: Inner Sphere
Tonnage: <b>55</b>	2944
Movement Points	
Walking: <b>6</b>	
Running: <b>9</b>	
Jumping: <b>0</b>	

Weapons Inventory							
# Type	Loc	Ht	D	Mn	S	M	L
1 PPC	RT	10	10	3	6	12	18
1 SRM 6	RT	4	2	0	3	6	9

Ammo Type	Rounds
SRM 6	15

**Total Single Heat Sinks: 10**  
 ○○○○○○○○○○

**Auto Eject**  
 Operational  Disabled

Warrior Data							
Name:	_____						
Gunnery Skill:	_____						
Piloting Skill:	_____						
Hits Taken	<table border="1"> <tr> <td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td> </tr> </table>	1	2	3	4	5	6
1	2	3	4	5	6		
Conscious #	<table border="1"> <tr> <td>3</td><td>5</td><td>7</td><td>10</td><td>11</td><td>Dead</td> </tr> </table>	3	5	7	10	11	Dead
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 Points
4	
3	
2	
1	
0	



### Critical Hit Table

#### Left Front Leg

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

#### Head

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

#### Right Front Leg

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

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Engine
- Engine
- Engine
- Roll Again
- Roll Again

#### Right Torso

- PPC
- PPC
- PPC
- SRM 6
- SRM 6
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

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

#### Left Rear Leg

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

#### Right Rear Leg

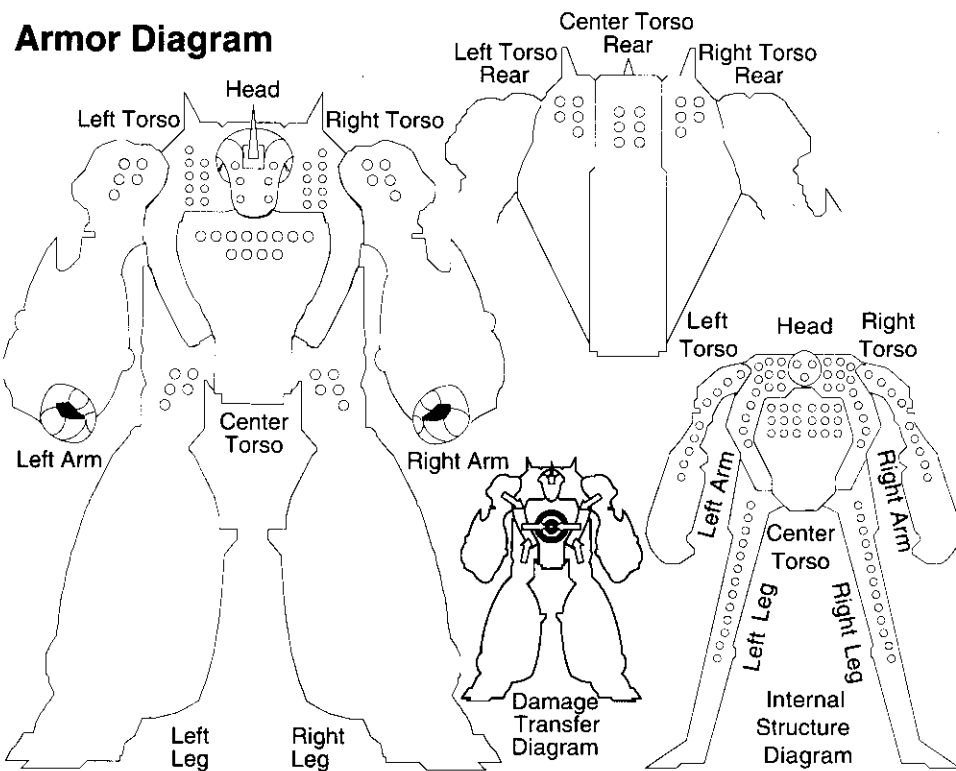
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Cost 5,201,800

# BATTLETECH®

## BATTEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **SHD-2D Shadow Hawk**

Tonnage: **55**  
 Movement Points  
 Walking: **5**  
 Running: **8**  
 Jumping: **3**

Technology Base:  
 Inner Sphere  
 2550

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Autocannon 5	LT	1	5	3	6	12	18
1	LRM 5	RT	2	1	6	7	14	21
1	SRM 2	H	2	2	0	3	6	9
1	SRM 2	CT	2	2	0	3	6	9
1	Medium Laser	LA	3	5	0	3	6	9
1	Medium Laser	RA	3	5	0	3	6	9

Ammo Type	Rounds
Autocannon 5	20
LRM 5	24
SRM 2	100

**Total Single Heat Sinks: 14**

○○○○○○○○○○○○○○○○

### Auto Eject

Operational  Disabled

### Warrior Data

Name: \_\_\_\_\_

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

**FASA®**  
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### Left Arm

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

- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

### Left Torso

- Jump Jet
- Autocannon 5
- Autocannon 5
- Autocannon 5
- Autocannon 5
- Ammo (AC 5) 20

- Ammo (SRM 2) 50
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

### Left Leg

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

### Critical Hit Table

#### Head

- Life Support
- Sensors
- Cockpit
- SRM 2
- Sensors
- Life Support

#### Center Torso

- Engine
  - Engine
  - Engine
  - Gyro
  - Gyro
  - Gyro
- Gyro
  - Engine
  - Engine
  - Engine
  - Jump Jet
  - SRM 2

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

Cost 4,617,658

### Right Arm

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

- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

### Right Torso

- Jump Jet
- Heat Sink
- Heat Sink
- Heat Sink
- LRM 5
- Ammo (LRM 5) 24

- Ammo (SRM 2) 50
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

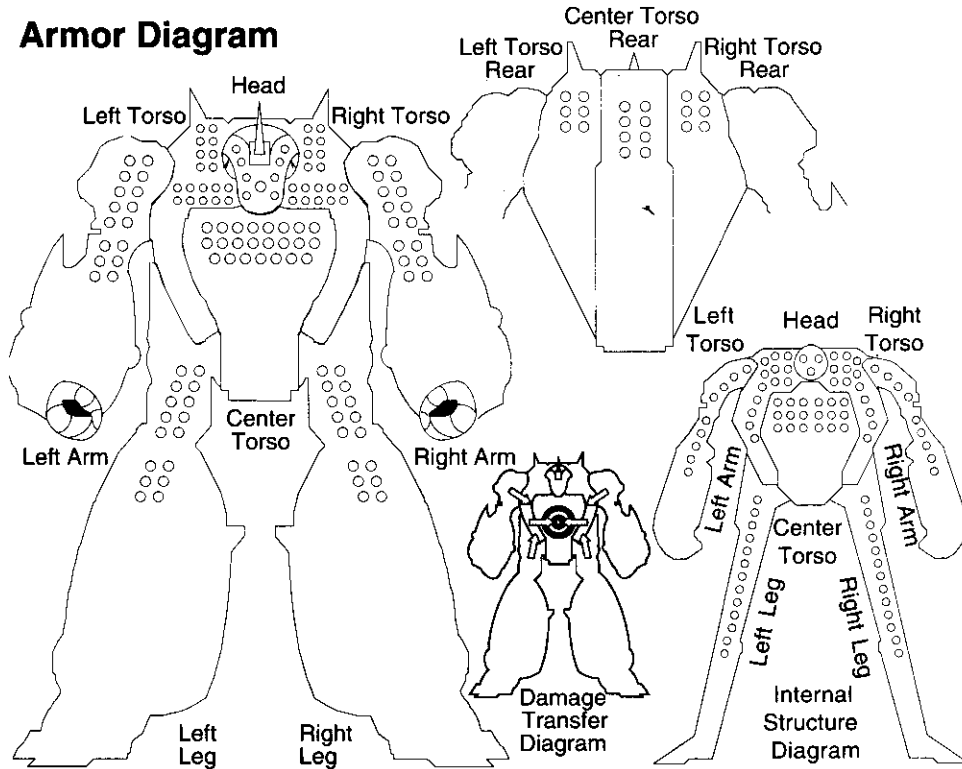
### Right Leg

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

# BATTLETECH<sup>®</sup>

## BATTLEMech RECORD SHEET

### Armor Diagram



### Mech Data

Type: **SHD-2H Shadow Hawk**

Tonnage: **55**  
 Movement Points  
 Walking: **5**  
 Running: **8**  
 Jumping: **3**

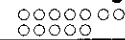
Technology Base:  
 Inner Sphere  
 2550

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Autocannon 5	LT	1	5	3	6	12	18
1	LRM 5	RT	2	1	6	7	14	21
1	SRM 2	H	2	2	0	3	6	9
1	Medium Laser	RA	3	5	0	3	6	9

Ammo Type	Rounds
Autocannon 5	20
LRM 5	24
SRM 2	50

### Total Single Heat Sinks: 12



### Auto Eject

Operational  Disabled

### Warrior Data

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	



### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

### Left Torso

- Jump Jet
- Autocannon 5
- Autocannon 5
- Autocannon 5
- Autocannon 5
- Ammo (AC 5) 20

1-3

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

4-6

### Left Leg

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

### Critical Hit Table

#### Head

- Life Support
- Sensors
- Cockpit
- SRM 2
- Sensors
- Life Support

1-3

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

4-6

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

Cost 4,539,383

### Right Arm

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

1-3

- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

### Right Torso

- Jump Jet
- Heat Sink
- LRM 5
- Ammo (LRM 5) 24
- Roll Again
- Roll Again

1-3

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

4-6

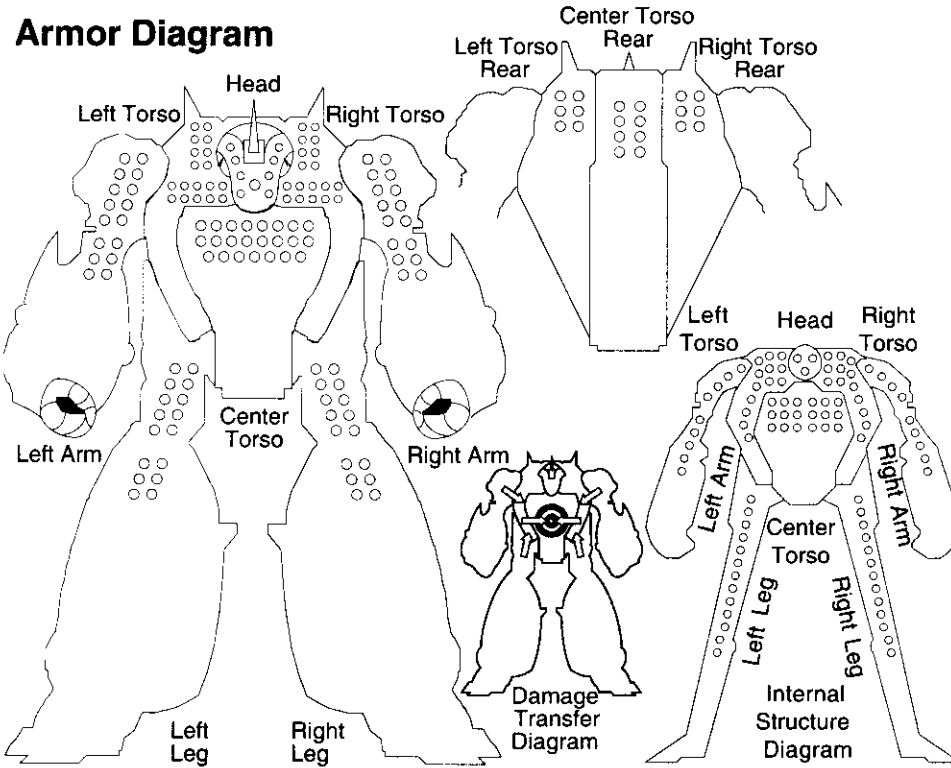
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **SHD-2K Shadow Hawk**

Tonnage: **55**  
 Movement Points  
 Walking: **5**  
 Running: **8**  
 Jumping: **3**

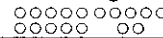
Technology Base:  
 Inner Sphere  
 2550

### Weapons Inventory

# Type	Loc	Ht	D	Mn	S	M	L
1 LRM 5	RT	2	1	6	7	14	21
1 PPC	LT	10	10	3	6	12	18

Ammo Type	Rounds
LRM 5	24

### Total Single Heat Sinks: 17



### Auto Eject

Operational  Disabled

### Warrior Data

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

**FASA®**  
 CORPORATION

### Critical Hit Table

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

#### Left Torso

- Jump Jet
- Heat Sink

- PPC
- PPC
- PPC
- Roll Again

- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

#### Left Leg

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

#### Head

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

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

- Gyro
- Engine
- Engine
- Engine
- Jump Jet
- Roll Again

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

Cost 4,505,283

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

#### Right Torso

- Jump Jet
- Heat Sink
- LRM 5
- Ammo (LRM 5) 24
- Roll Again
- Roll Again

- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

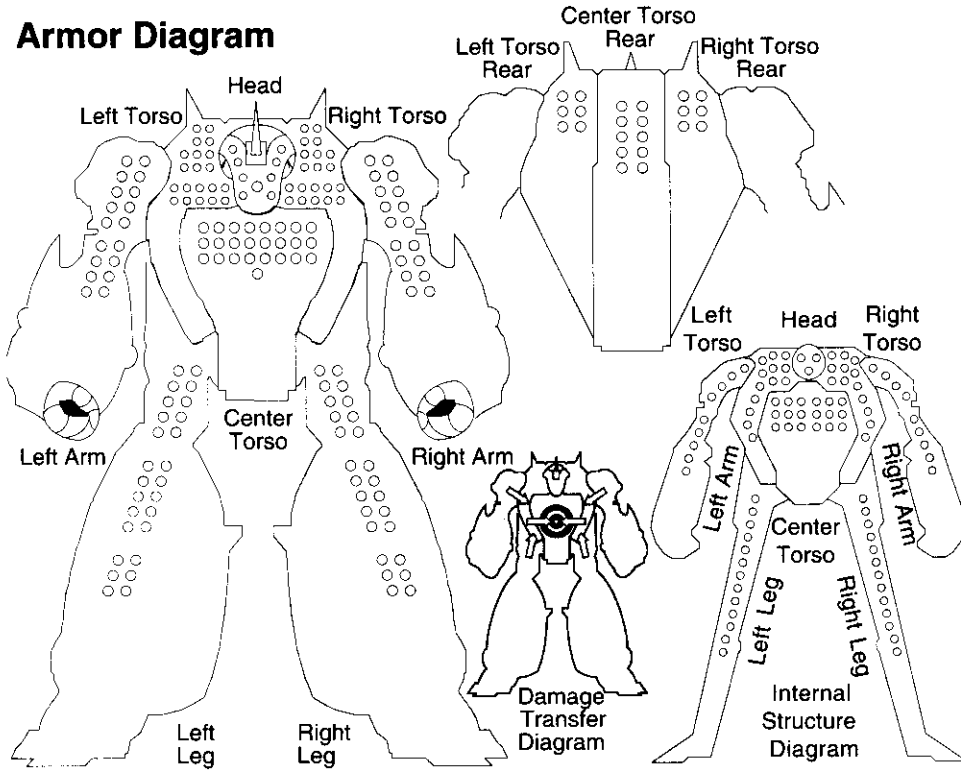
#### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **WVR-6K Wolverine**

Tonnage: **55**  
 Movement Points  
 Walking: **5**  
 Running: **8**  
 Jumping: **0**

Technology Base:  
 Inner Sphere  
 3025

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Large Laser	RA	8	8	0	5	10	15
1	Medium Laser	H	3	5	0	3	6	9
1	Medium Laser	RA	3	5	0	3	6	9
1	Small Laser	RA	1	3	0	1	2	3
1	SRM 6	LT	4	2	0	3	6	9

Ammo Type	Rounds
SRM 6	30

**Total Single Heat Sinks: 14**

### Auto Eject

Operational  Disabled

### Warrior Data

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

**FASA**  
CORPORATION

### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

### Left Torso

- SRM 6
- SRM 6
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

### Left Leg

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

### Critical Hit Table

#### Head

- Life Support
- Sensors
- Cockpit
- Medium Laser
- Sensors
- Life Support

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Engine
- Engine
- Heat Sink
- Roll Again

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

Cost 4,514,196

### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Large Laser
- Large Laser
- Medium Laser
- Small Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again

### Right Torso

- Ammo (SRM 6) 15
- Ammo (SRM 6) 15
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

### Right Leg

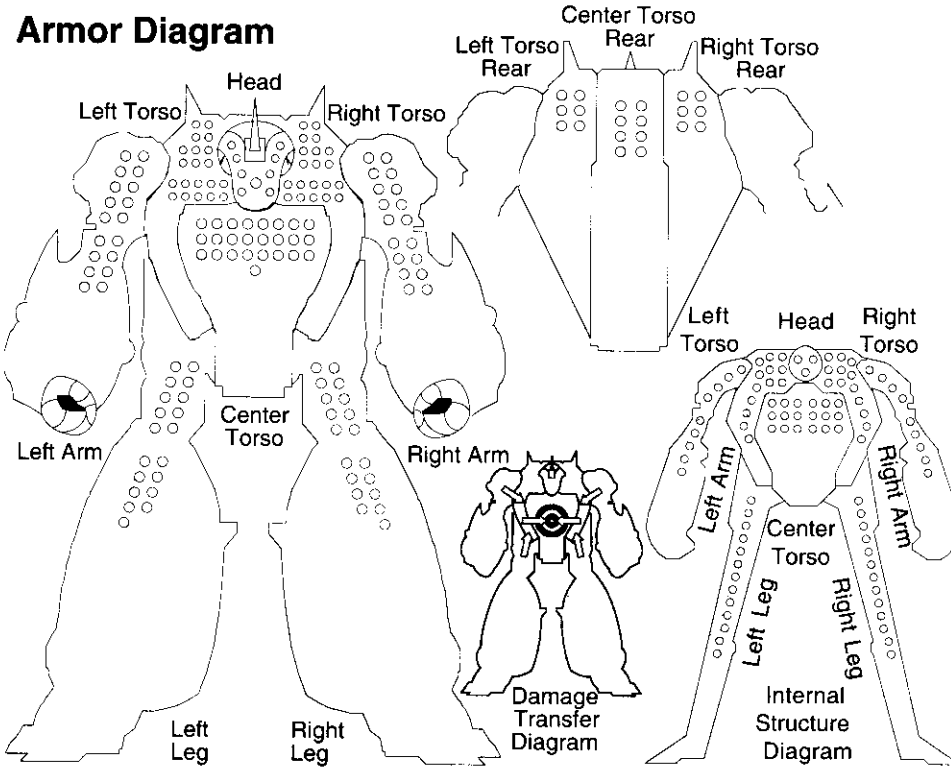
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Roll Again



# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **WVR-6M Wolverine**  
 Tonnage: **55** Technology Base:  
 Movement Points: Inner Sphere  
 Walking: **5** 3025  
 Running: **8**  
 Jumping: **5**

### Weapons Inventory

# Type	Loc	Ht	D	Mn	S	M	L
1 Large Laser	RA	8	8	0	5	10	15
1 Medium Laser	H	3	5	0	3	6	9
1 Medium Laser	LA	3	5	0	3	6	9
1 SRM 6	LT	4	2	0	3	6	9

Ammo Type	Rounds
SRM 6	15

**Total Single Heat Sinks: 14**

○○○○○○○○○○○○○○○○

### Auto Eject

Operational  Disabled

### Warrior Data

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

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

  
 Conscious # 

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 Points
4	
3	
2	
1	
0	



### Critical Hit Table

#### Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Left Torso

- Jump Jet
- Jump Jet
- 1-3 SRM 6
- 4 SRM 6
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Left Leg

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- 1-3 Large Laser
- 6 Large Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again

#### Right Torso

- Heat Sink
- Jump Jet
- Jump Jet
- 4 Ammo (SRM 6) 15
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Right Leg

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

#### Head

- Life Support
- Sensors
- Cockpit
- Medium Laser
- Sensors
- Life Support

#### Center Torso

- 1-3 Engine
- 2 Engine
- 3 Engine
- 4 Gyro
- 5 Gyro
- 6 Gyro
- 1 Gyro
- 2 Engine
- 3 Engine
- 4 Engine
- 4-6 5 Jump Jet
- 6 Roll Again

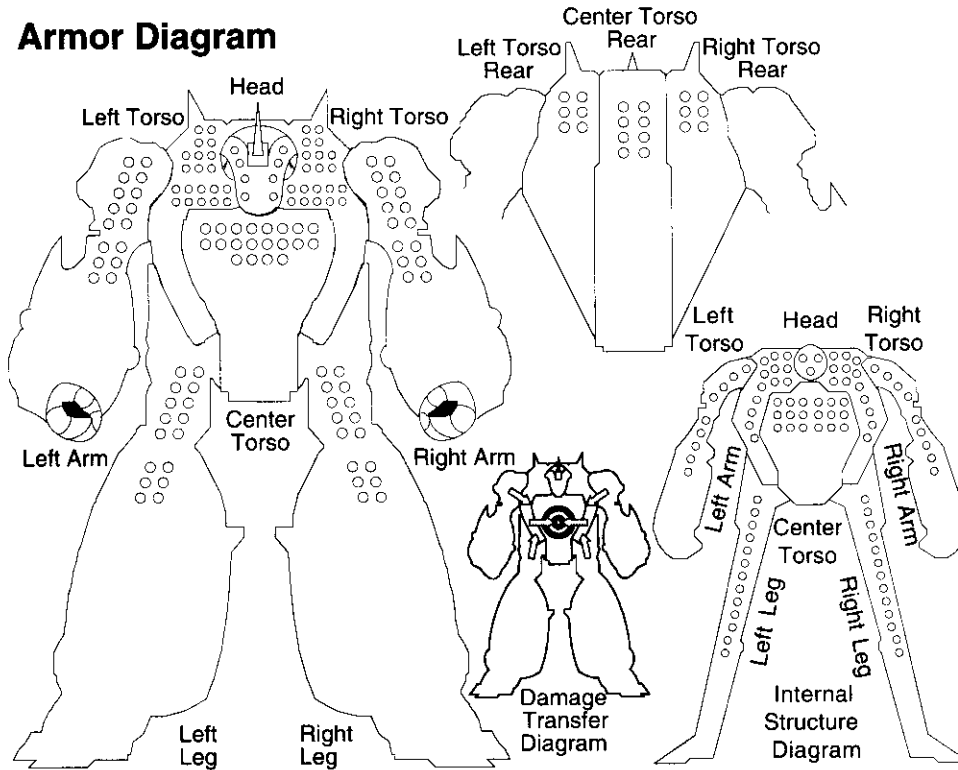
Engine Hits	○○○○
Gyro Hits	○○○○
Sensor Hits	○○○○
Life Support	○

Cost 4,865,658

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **WVR-6R Wolverine**

Tonnage: **55**

Movement Points

Walking: **5**

Running: **8**

Jumping: **5**

Technology Base:

Inner Sphere

2932

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Autocannon 5	RA	1	5	3	6	12	18
1	SRM 6	LT	4	2	0	3	6	9
1	Medium Laser	H	3	5	0	3	6	9

### Ammo Type

Ammo Type	Rounds
Autocannon 5	20
SRM 6	15

### Total Single Heat Sinks: 12



### Auto Eject

Operational

Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

1-3

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

4-6

### Left Torso

- SRM 6
- SRM 6
- Ammo (SRM 6) 15
- Roll Again
- Roll Again
- Roll Again

1-3

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

4-6

### Left Leg

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

### Critical Hit Table

#### Head

- Life Support
- Sensors
- Cockpit
- Medium Laser
- Sensors
- Life Support

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- Engine
- Engine
- Engine
- Jump Jet
- Roll Again

4-6

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

Cost 4,827,683

### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Autocannon 5
- Autocannon 5

1-3

- Autocannon 5
- Autocannon 5
- Ammo (AC 5) 20
- Roll Again
- Roll Again
- Roll Again

4-6

### Right Torso

- Heat Sink
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

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

4-6

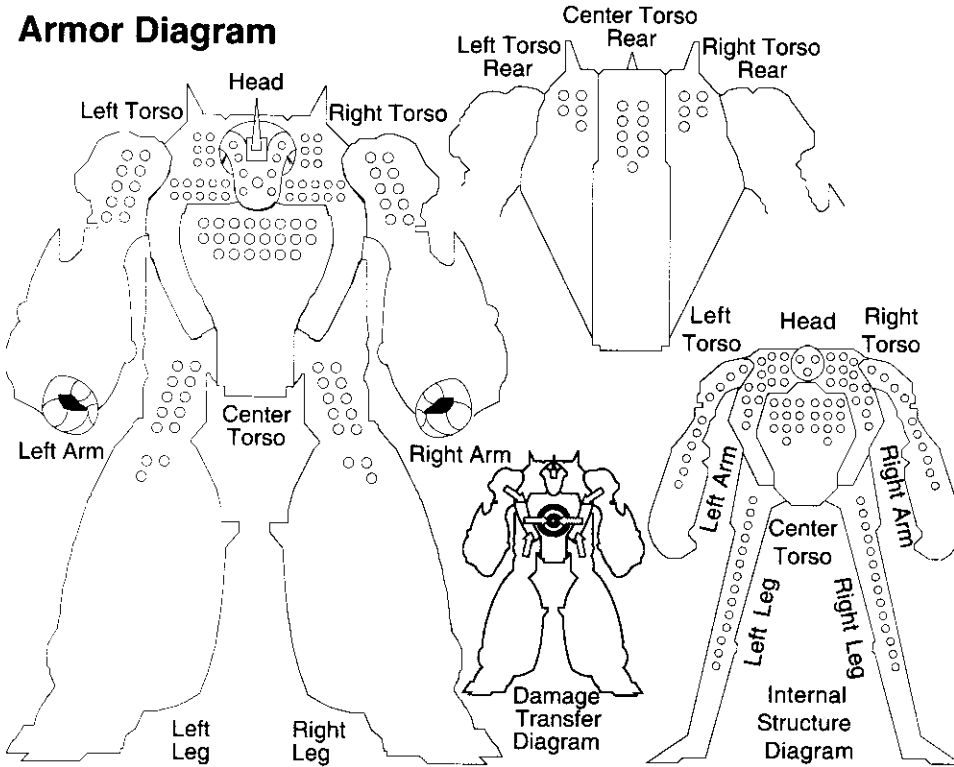
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **CHP-2N Champion**

Tonnage: **60**

Movement Points

Walking: **5**

Running: **8**

Jumping: **0**

Technology Base:

Inner Sphere

3025

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	SRM 6	LT	4	2	0	3	6	9
2	Medium Laser	LT	3	5	0	3	6	9
2	Small Laser	CT	1	3	0	1	2	3
1	Autocannon 10	RT	3	10	0	5	10	15

Ammo Type      Rounds

SRM 6              15

Autocannon 10      20

**Total Single Heat Sinks: 10**

○○○○○○○○○○

### Auto Eject

Operational

Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

**FASA**  
CORPORATION

### Critical Hit Table

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

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

4-6

#### Left Torso

- SRM 6
- SRM 6
- Medium Laser
- Medium Laser
- Ammo (SRM 6) 15
- Roll Again

1-3

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

4-6

#### Left Leg

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

#### Head

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

1-3

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Engine
- Engine
- Small Laser
- Small Laser

4-6

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

Cost      5,037,600

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

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

4-6

#### Right Torso

- Autocannon 10
- Autocannon 10
- Autocannon 10
- Autocannon 10
- Autocannon 10
- Autocannon 10

1-3

- Autocannon 10
- Ammo (AC 10) 10
- Ammo (AC 10) 10
- Roll Again
- Roll Again
- Roll Again

4-6

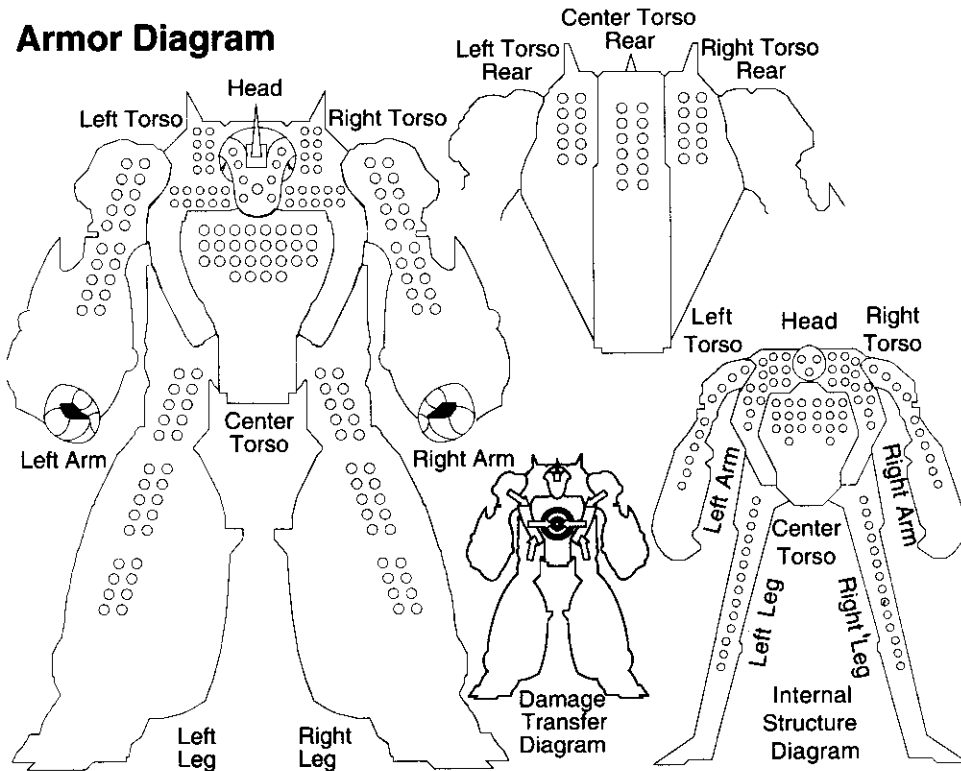
#### Right Leg

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

# BATTLETECH<sup>®</sup>

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **DRG-1C Dragon**

Tonnage: **60**

Movement Points

Walking: **5**

Running: **8**

Jumping: **0**

Technology Base:

Inner Sphere

2754

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	LRM 10	CT	4	1	6	7	14	21
1	Medium Laser	LA	3	5	0	3	6	9
1	Medium Laser	LT (R)	3	5	0	3	6	9
1	Autocannon 2	RA	1	2	4	8	16	24

Ammo Type      Rounds

LRM 10            24

Autocannon 2    45

**Total Single Heat Sinks: 10**

○○○○○○○○○○

### Auto Eject

Operational

Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Medium Laser
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

- 4-6 Roll Again
- Roll Again
- Roll Again
- Roll Again

### Left Torso

- 1 Medium Laser (R)
- Ammo (LRM 10) 12
- 1-3 Ammo (LRM 10) 12
- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

- 4-6 Roll Again
- Roll Again
- Roll Again
- Roll Again

### Left Leg

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

### Critical Hit Table

#### Head

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

#### Center Torso

- 1-3 Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

- 1-3 Gyro
- Engine
- Engine
- Engine
- 4-6 LRM 10
- LRM 10

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

Cost      4,899,200

### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Autocannon 2
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

- 4-6 Roll Again
- Roll Again
- Roll Again
- Roll Again

### Right Torso

- 1-3 Ammo (AC 2) 45
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

- 4-6 Roll Again
- Roll Again
- Roll Again
- Roll Again

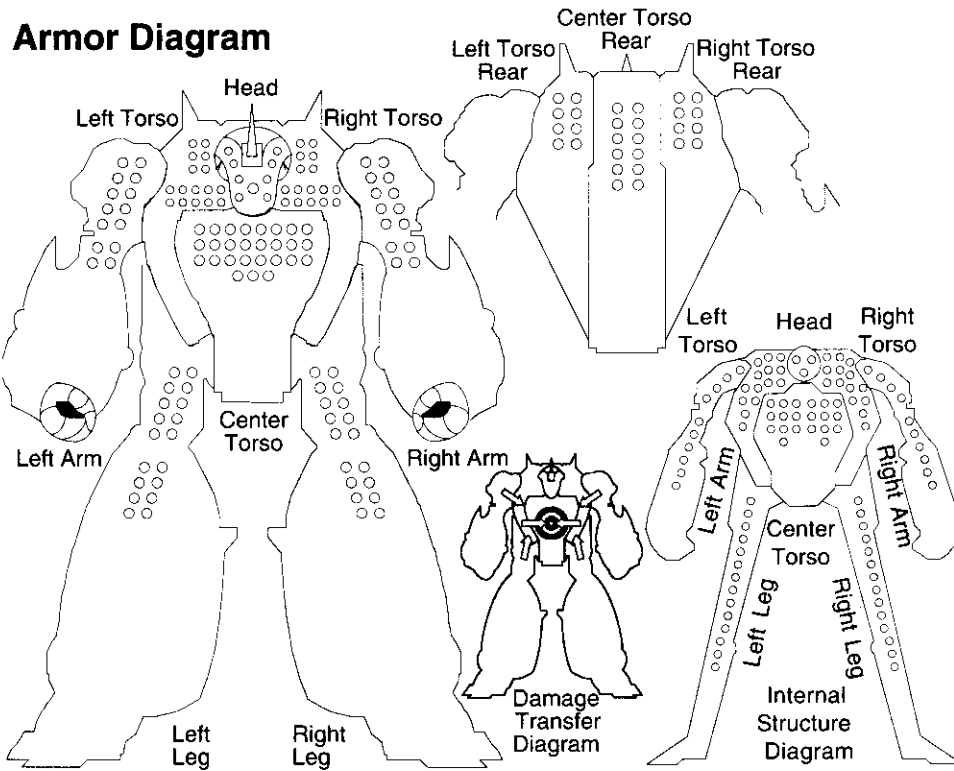
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **DRG-1G Grand Dragon**

Tonnage: **60**

Movement Points

Walking: **5**

Running: **8**

Jumping: **0**

Technology Base:

Inner Sphere

3025

### Weapons Inventory

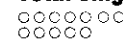
#	Type	Loc	Ht	D	Mn	S	M	L
1	LRM 10	CT	4	1	6	7	14	21
1	Medium Laser	LA	3	5	0	3	6	9
1	Medium Laser	RT	3	5	0	3	6	9
1	Medium Laser	LT (R)	3	5	0	3	6	9
1	PPC	RA	10	10	3	6	12	18

Ammo Type

Rounds

LRM 10 24

**Total Single Heat Sinks: 12**



### Auto Eject

Operational

Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

**FASA**  
CORPORATION

### Left Arm

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

1-3

- Roll Again
- Roll Again

- Roll Again

- Roll Again

- Roll Again

- Medium Laser (R)
- Ammo (LRM 10) 12

- Ammo (LRM 10) 12

- Roll Again

- Roll Again

- Roll Again

- Roll Again

- Roll Again

- Roll Again

- Roll Again

- Roll Again

- Roll Again

- Roll Again

- Roll Again

- Roll Again

- Roll Again

### Critical Hit Table

#### Head

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

1-3

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

4-6

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

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

Cost 5,212,800

### Right Arm

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

1-3

- Roll Again
- Roll Again

- Roll Again

- Roll Again

- Roll Again

- Medium Laser

- Roll Again

- Roll Again

- Roll Again

- Roll Again

- Roll Again

- Roll Again

- Roll Again

- Roll Again

- Roll Again

- Roll Again

- Roll Again

- Roll Again

- Roll Again

- Roll Again

### Right Leg

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

4-6

- Roll Again

- Roll Again

- Roll Again

- Roll Again

- Roll Again

- Roll Again

- Roll Again

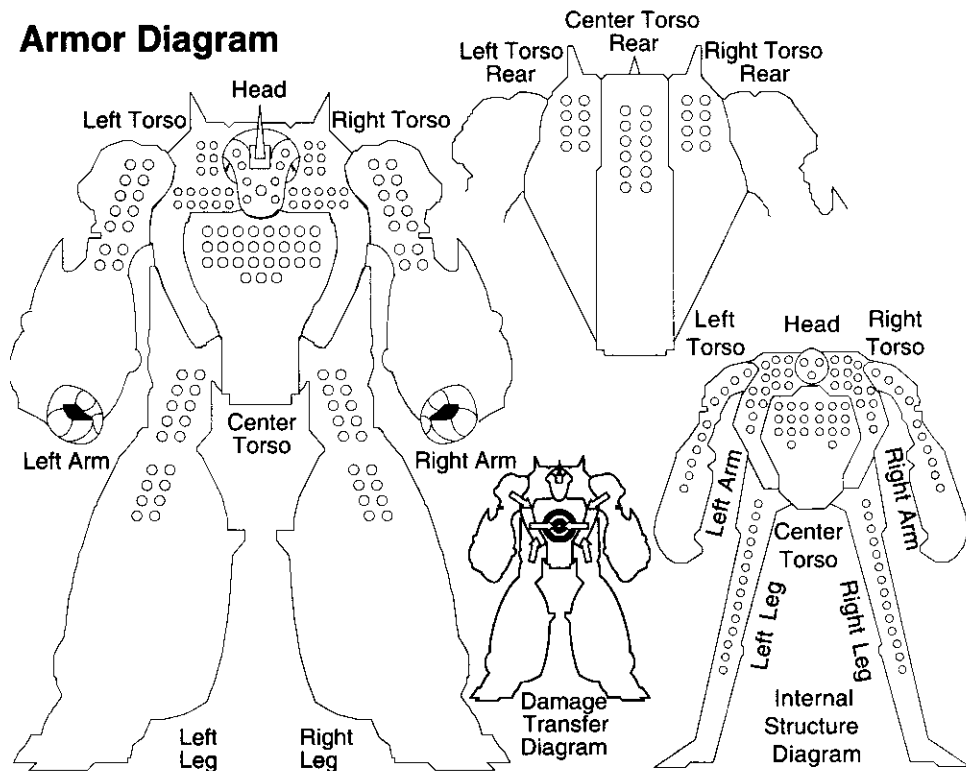
- Roll Again

- Roll Again

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **DRG-1N Dragon**  
 Tonnage: **60**  
 Movement Points  
 Walking: **5**  
 Running: **8**  
 Jumping: **0**

Technology Base:  
 Inner Sphere  
 2754

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	LRM 10	CT	4	1	6	7	14	21
1	Autocannon 5	RA	1	5	3	6	12	18
1	Medium Laser	LA	3	5	0	3	6	9
1	Medium Laser	LT (R)	3	5	0	3	6	9

Ammo Type	Rounds
LRM 10	24
Autocannon 5	40

### Total Single Heat Sinks: 10

○○○○○○○○○○

### Auto Eject

Operational  Disabled

### Warrior Data

Name: \_\_\_\_\_

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

**FASA®**  
CORPORATION

### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Medium Laser
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

- Medium Laser (R)
- Ammo (LRM 10) 12
- 1-3 Ammo (LRM 10) 12
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 Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
5. Roll Again
6. Roll Again

### Critical Hit Table

#### Head

- Life Support
- Sensors
- Cockpit
4. Roll Again
- Sensors
- Life Support

#### Center Torso

- 1-3 1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro
1. Gyro
2. Engine
3. Engine
- 4-6 4. Engine
5. LRM 10
6. LRM 10

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

Cost 5,118,400

### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 4. Autocannon 5
5. Autocannon 5
6. Autocannon 5
1. Autocannon 5
2. Roll Again
3. Roll Again
- 4-6 4. Roll Again
5. Roll Again
6. Roll Again

### Right Torso

- Ammo (AC 5) 20
- Ammo (AC 5) 20
3. Roll Again
- 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

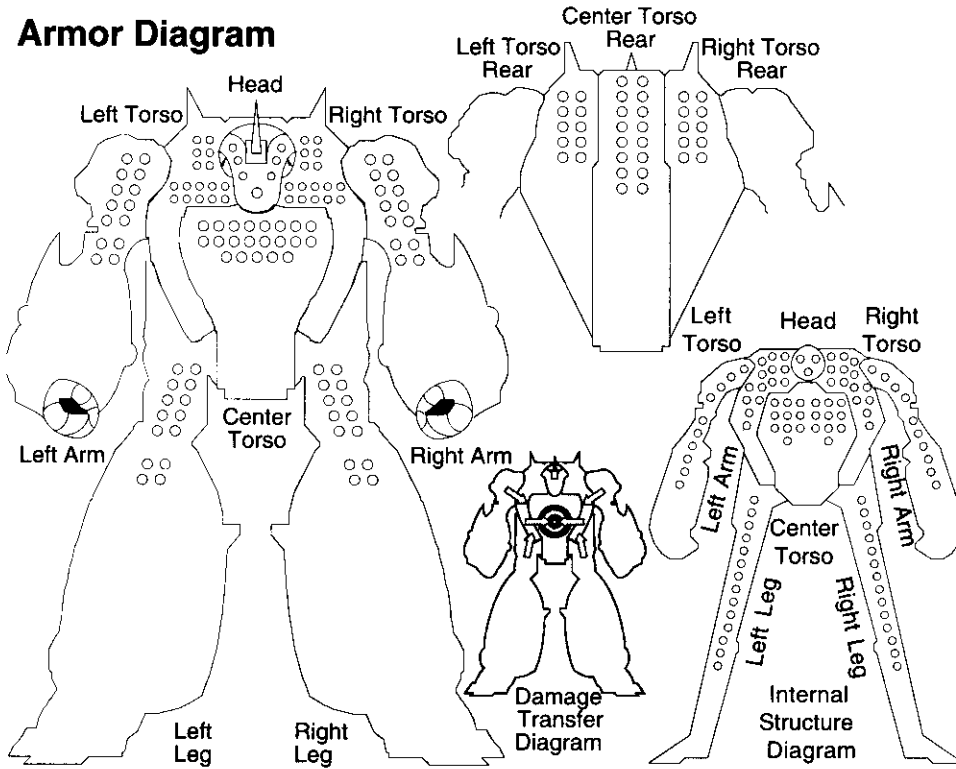
### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
5. Roll Again
6. Roll Again

# BATTLETECH<sup>®</sup>

## BATTLEMECH RECORD SHEET

### Armor Diagram



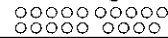
### Mech Data

Type: **LNC25-02 Lancelot**  
 Tonnage: **60** Technology Base:  
 Movement Points Inner Sphere  
 Walking: **4** 3025  
 Running: **6**  
 Jumping: **0**

### Weapons Inventory

# Type	Loc	Ht	D	Mn	S	M	L
1 PPC	RT	10	10	3	6	12	18
1 Large Laser	LA	8	8	0	5	10	15
1 Large Laser	RA	8	8	0	5	10	15
1 Medium Laser	CT	3	5	0	3	6	9

### Total Single Heat Sinks: 19



### Auto Eject

Operational  Disabled

### Warrior Data

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

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

### Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 1-3 3. Large Laser
- 4. Large Laser
- 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. Heat Sink
- 2. Heat Sink
- 1-3 3. Heat Sink
- 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 Leg

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

### Critical Hit Table

#### Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Heat Sink
- 5. Sensors
- 6. Life Support

#### Center Torso

- 1. Engine
- 2. Engine
- 3. Engine
- 1-3 4. Gyro
- 5. Gyro
- 6. Gyro
- 1. Gyro
- 2. Engine
- 3. Engine
- 4-6 4. Engine
- 5. Heat Sink
- 6. Medium Laser

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

Cost 4,769,600

### Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 1-3 3. Large Laser
- 4. Large Laser
- 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. Heat Sink
- 2. PPC
- 3. PPC
- 1-3 4. PPC
- 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 Leg

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

### Heat Scale

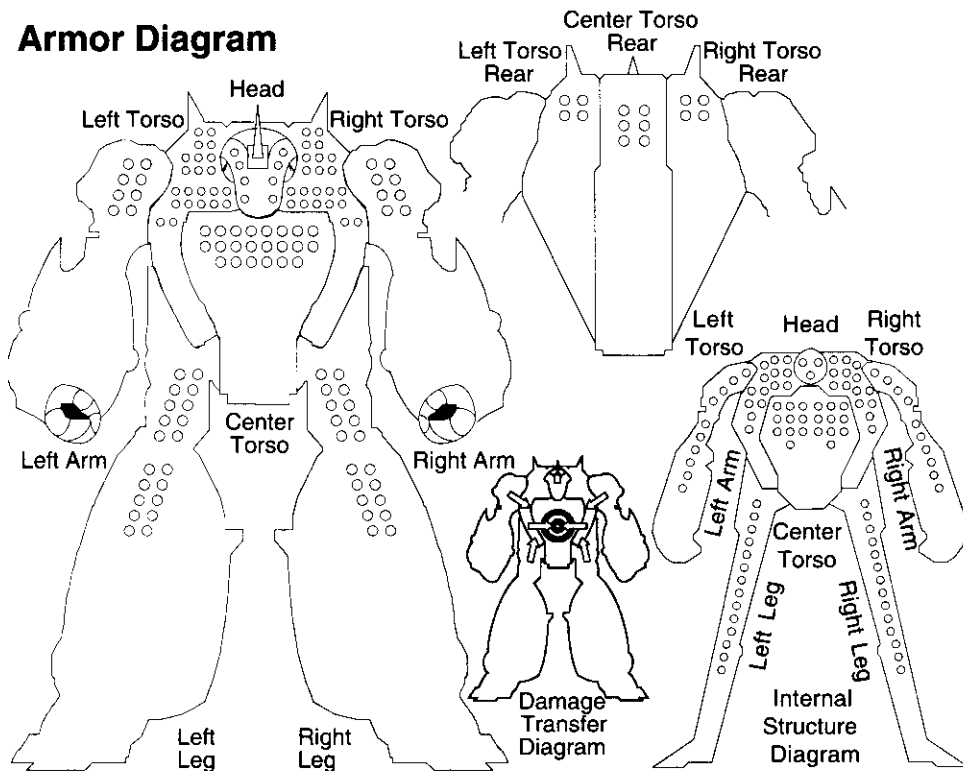
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

**FASA<sup>®</sup>**  
CORPORATION

# BATTLETECH®

## BATTLEMech RECORD SHEET

### Armor Diagram



### Mech Data

Type: **OSR-2C Ostroc**  
 Tonnage: **60**  
 Movement Points  
 Walking: **5**  
 Running: **8**  
 Jumping: **0**

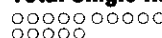
Technology Base:  
 Inner Sphere  
 2500

### Weapons Inventory

#	Type	Loc	Hi	D	Mn	S	M	L
1	SRM 4	RT	3	2	0	3	6	9
1	Large Laser	RT	8	8	0	5	10	15
1	Large Laser	LT	8	8	0	5	10	15
1	Medium Laser	LT	3	5	0	3	6	9
1	Medium Laser	RT	3	5	0	3	6	9

Ammo Type	Rounds
SRM 4	25

### Total Single Heat Sinks: 15



### Auto Eject

Operational  Disabled

### Warrior Data

Name: \_\_\_\_\_

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	



- #### Left Arm
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again

- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6**

- #### Left Torso
- Large Laser
  - Large Laser
  - Medium Laser
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again

- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6**

- #### Left Leg
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Heat Sink
  - Roll Again

### Critical Hit Table

#### Head

- Life Support
- Sensors
- Cockpit
- Heat Sink
- Sensors
- Life Support

#### Center Torso

- 1-3**
- Engine
  - Engine
  - Engine
  - Gyro
  - Gyro
  - Gyro
- 4-6**
- Gyro
  - Engine
  - Engine
  - Engine
  - Ammo (SRM 4) 25
  - Roll Again

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

Cost 5,025,600

- #### Right Arm
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again

- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6**

- #### Right Torso
- SRM 4
  - Large Laser
  - Large Laser
  - Medium Laser
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again

- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6**

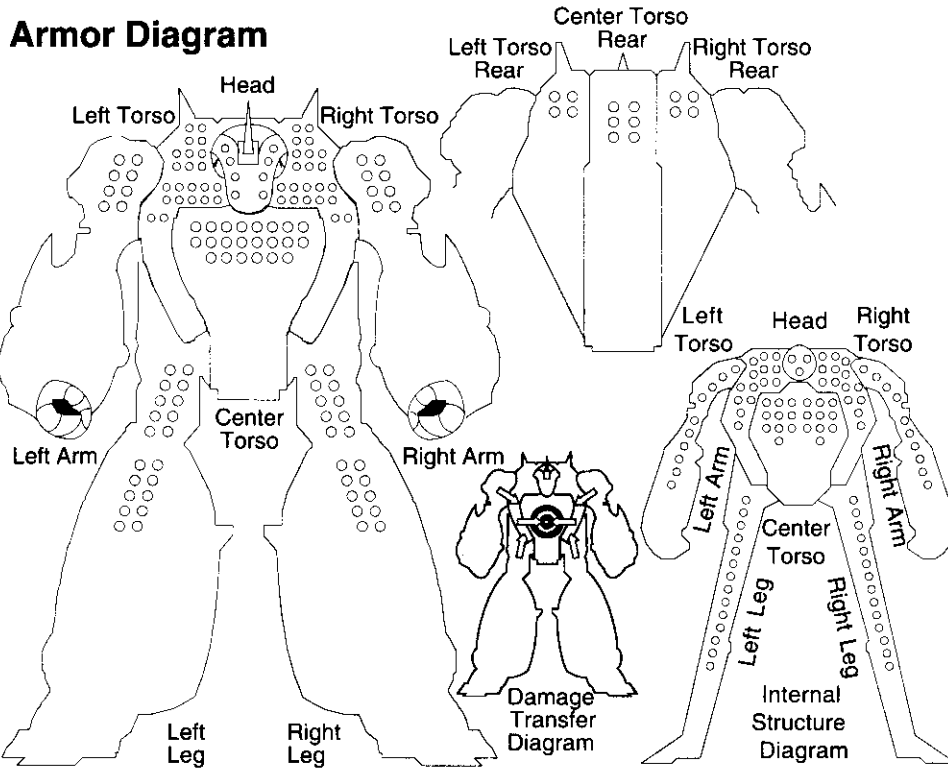
- #### Right Leg
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Heat Sink
  - Roll Again



# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **OSR-2L Ostrac**  
 Tonnage: **60**  
 Movement Points  
 Walking: **5**  
 Running: **8**  
 Jumping: **0**

Technology Base:  
 Inner Sphere  
 2500

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Large Laser	RT	8	8	0	5	10	15
1	Large Laser	LT	8	8	0	5	10	15
1	Medium Laser	LT	3	5	0	3	6	9
1	Medium Laser	RT	3	5	0	3	6	9
1	LRM 5	RT	2	1	6	7	14	21

Ammo Type	Rounds
LRM 5	24

### Total Single Heat Sinks: 15

○○○○○○○○○○  
 ○○○○

### Auto Eject

Operational  Disabled

### Warrior Data

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

**FASA®**  
 CORPORATION

### Critical Hit Table

#### Left Arm

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

#### Left Torso

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

#### Left Leg

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

#### Head

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

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Gyro
- Gyro
- Gyro

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

Cost 4,982,400

#### Right Arm

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

#### Right Torso

- Large Laser
- Large Laser
- Medium Laser
- LRM 5
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

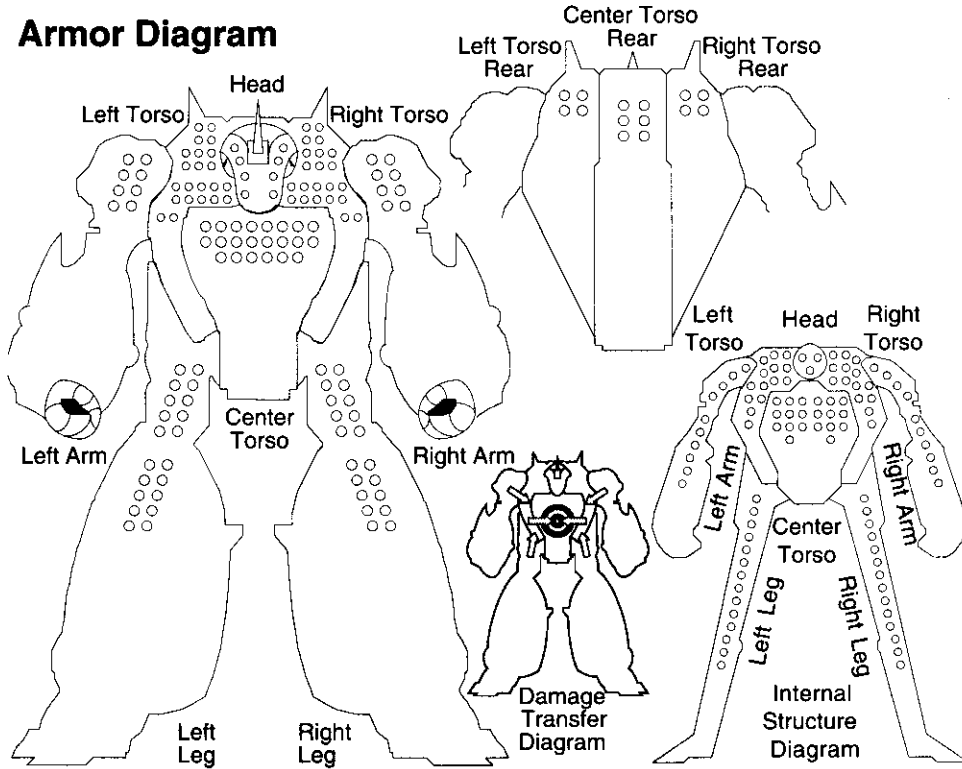
#### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **DSR-2M Ostroc**  
 Tonnage: **60** Technology Base: Inner Sphere  
 Movement Points: 2500  
 Walking: **5**  
 Running: **8**  
 Jumping: **5**

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Large Laser	RT	8	8	0	5	10	15
1	Large Laser	LT	8	8	0	5	10	15

### Total Single Heat Sinks: 15

○○○○○○○○○○○○○○○○

### Auto Eject

Operational  Disabled

### Warrior Data

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again

- Roll Again
  - Roll Again
  - Roll Again
- 4-6**
- Roll Again
  - Roll Again
  - Roll Again

### Left Torso

- Jump Jet
  - Jump Jet
- 1-3**
- Large Laser
  - Large Laser
- Roll Again
  - Roll Again

- Roll Again
  - Roll Again
  - Roll Again
- 4-6**
- Roll Again
  - Roll Again
  - Roll Again

### Left Leg

- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Heat Sink
- 6** Roll Again

### Critical Hit Table

#### Head

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

#### Center Torso

- Engine
  - Engine
  - Engine
- 1-3**
- Gyro
  - Gyro
  - Gyro

- Gyro
  - Engine
  - Engine
  - Engine
  - Heat Sink
  - Jump Jet
- 4-6**

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

Cost 5,238,400

### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again

- Roll Again
  - Roll Again
  - Roll Again
- 4-6**
- Roll Again
  - Roll Again
  - Roll Again

### Right Torso

- Jump Jet
  - Jump Jet
- 1-3**
- Large Laser
  - Large Laser
- Roll Again
  - Roll Again

- Roll Again
  - Roll Again
  - Roll Again
- 4-6**
- Roll Again
  - Roll Again
  - Roll Again

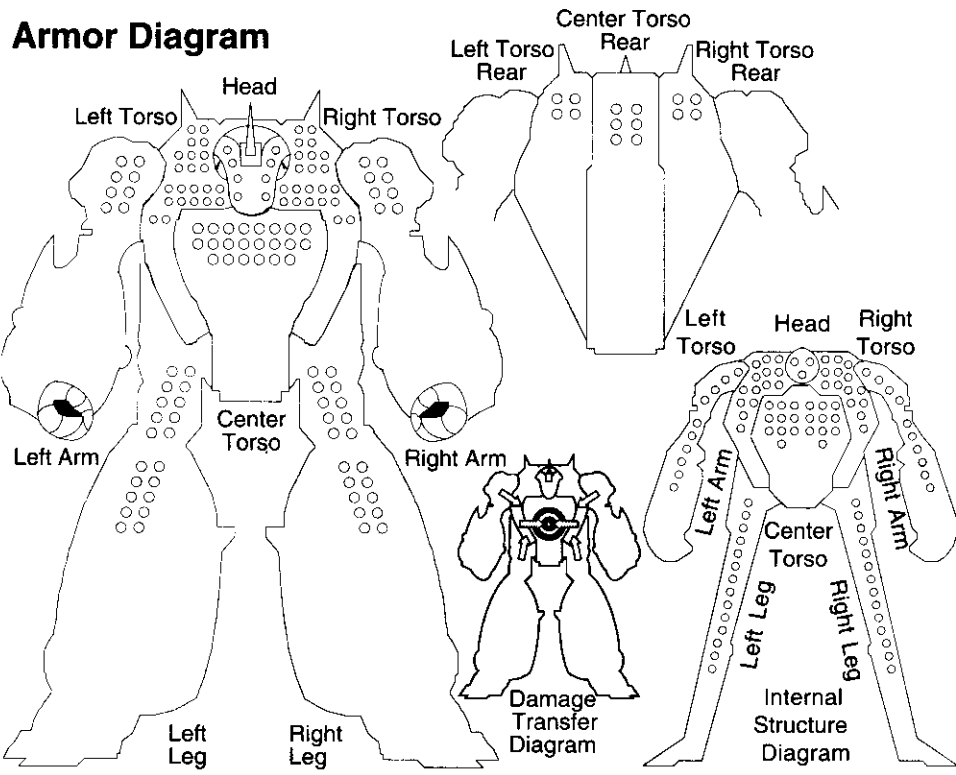
### Right Leg

- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Heat Sink
- 6** Roll Again

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



Mech Data	
Type: <b>OSR-3C Ostroc</b>	Technology Base: Inner Sphere
Tonnage: <b>60</b>	Inner Sphere 2500
Movement Points	
Walking: <b>5</b>	
Running: <b>8</b>	
Jumping: <b>0</b>	

Weapons Inventory						
# Type	Loc	Ht	D	Mn	S	M L
2 Large Laser	RT	8	8	0	5	10 15
1 Large Laser	LT	8	8	0	5	10 15

**Total Single Heat Sinks: 15**  
 ○○○○○○○○○○○○○○○○

**Auto Eject**  
 Operational  Disabled

**Warrior Data**  
 Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken: 

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

  
 Conscious #: 

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 Points
4	
3	
2	
1	
0	



- Left Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again
- 4-6**
- Roll Again
  - Roll Again
  - Roll Again
- Left Torso**
- Heat Sink
  - Large Laser
- 1-3**
- Large Laser
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6**
- Roll Again
  - Roll Again
  - Roll Again
- Left Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Heat Sink
  - Roll Again

**Critical Hit Table**

**Head**

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

**Center Torso**

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

**1-3**

- Gyro
- Engine
- Engine
- Engine
- Roll Again
- Roll Again

**4-6**

- Roll Again
- Roll Again
- Roll Again

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

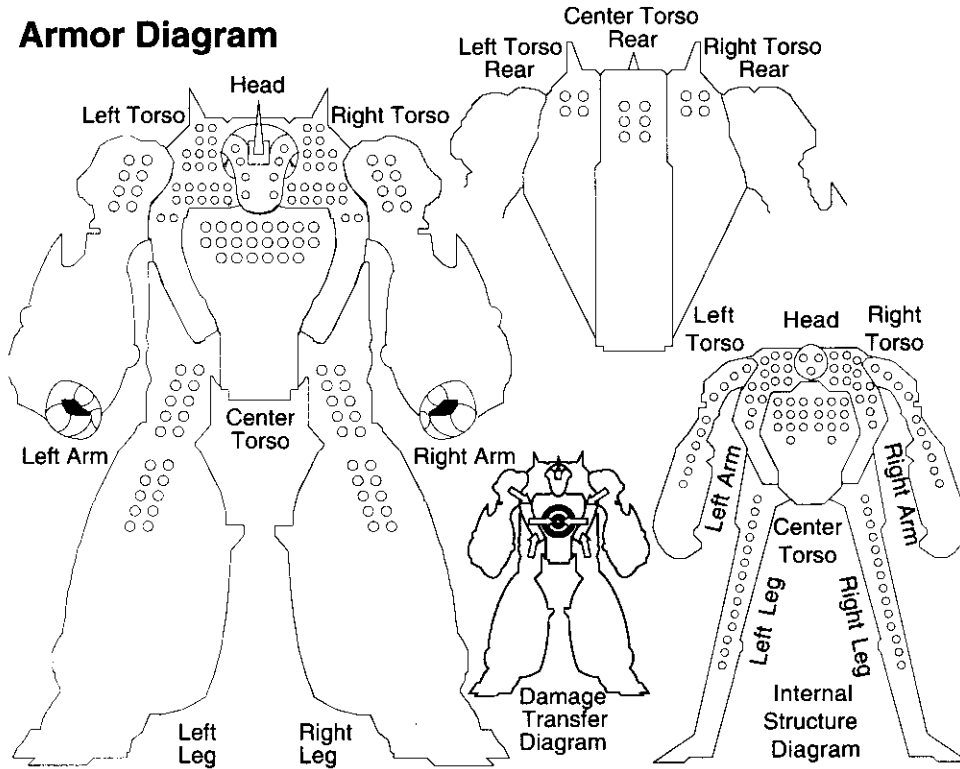
Cost 4,918,400

- Right Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again
- 4-6**
- Roll Again
  - Roll Again
  - Roll Again
- Right Torso**
- Large Laser
  - Large Laser
- 1-3**
- Large Laser
  - Large Laser
  - Large Laser
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6**
- Roll Again
  - Roll Again
  - Roll Again
- Right Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Heat Sink
  - Roll Again

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



Mech Data	
Type: <b>OTL-40 Ostsol</b>	Technology Base: Inner Sphere 2693
Tonnage: <b>60</b>	
Movement Points	
Walking: <b>5</b>	
Running: <b>8</b>	
Jumping: <b>0</b>	

Weapons Inventory								
#	Type	Loc	Ht	D	Mn	S	M	L
1	Large Laser	RT	8	8	0	5	10	15
1	Large Laser	LT	8	8	0	5	10	15
2	Medium Laser	CT (R)	3	5	0	3	6	9
1	Medium Laser	LT	3	5	0	3	6	9
1	Medium Laser	RT	3	5	0	3	6	9

**Total Single Heat Sinks: 16**

○○○○○○○○○○○○○○○○

**Auto Eject**

Operational  Disabled

**Warrior Data**

Name: \_\_\_\_\_

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

- Left Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- Roll Again
  - Roll Again
  - Roll Again
- 4-6
- Roll Again
  - Roll Again
  - Roll Again
- Left Torso**
- Large Laser
  - Large Laser
  - Medium Laser
- 1-3
- Roll Again
  - Roll Again
  - Roll Again
- 4-6
- Roll Again
  - Roll Again
  - Roll Again
- Left Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Heat Sink
  - Heat Sink

- Critical Hit Table**
- Head**
- Life Support
  - Sensors
  - Cockpit
- 1-3
- Roll Again
  - Roll Again
  - Roll Again
- Center Torso**
- Engine
  - Engine
  - Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3
- Roll Again
  - Roll Again
  - Roll Again
- 4-6
- Roll Again
  - Roll Again
  - Roll Again
- Right Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- Roll Again
  - Roll Again
  - Roll Again
- 4-6
- Roll Again
  - Roll Again
  - Roll Again
- Right Torso**
- Large Laser
  - Large Laser
  - Medium Laser
- 1-3
- Roll Again
  - Roll Again
  - Roll Again
- 4-6
- Roll Again
  - Roll Again
  - Roll Again
- Right Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Heat Sink
  - Heat Sink

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

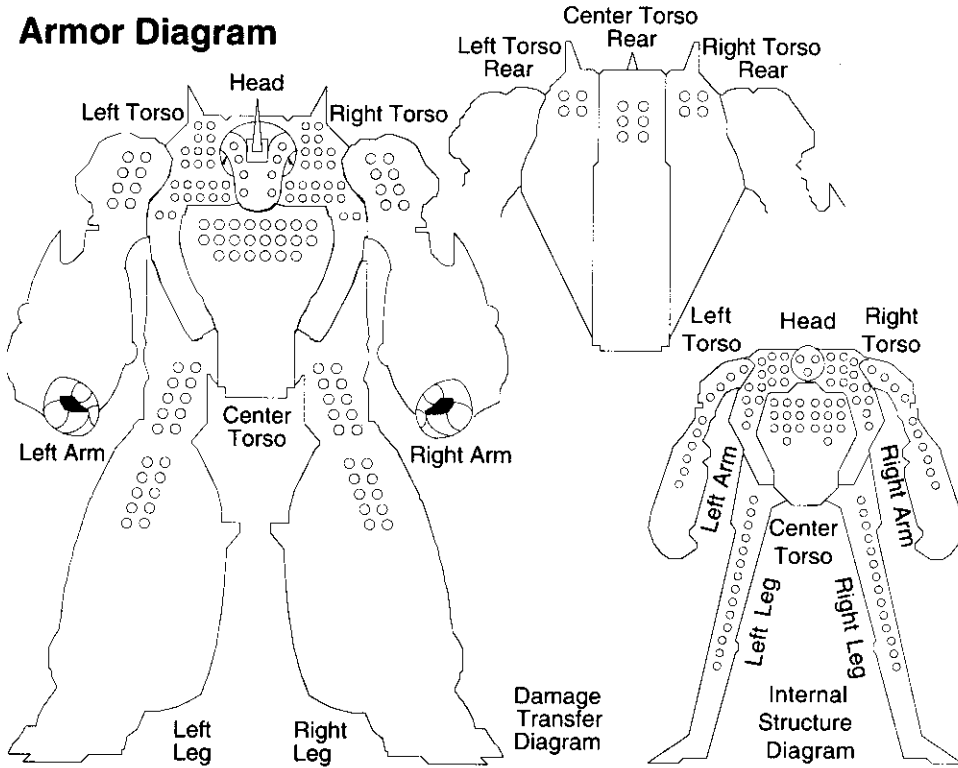
Cost 5,017,600



# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



Damage Transfer Diagram

Internal Structure Diagram

### Mech Data

Type: **OTL-4F Ostsol**

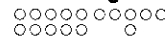
Tonnage: **60**  
 Movement Points  
 Walking: **5**  
 Running: **8**  
 Jumping: **0**

Technology Base:  
 Inner Sphere  
 2693

### Weapons Inventory

# Type	Loc	Ht	D	Mn	S	M	L
1 PPC	LT	10	10	3	6	12	18
1 PPC	RT	10	10	3	6	12	18

### Total Single Heat Sinks: 16



### Auto Eject

Operational

Disabled

### Warrior Data

Name: \_\_\_\_\_

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	



### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6**

### Left Torso

- PPC
  - PPC
  - PPC
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6**

### Left Leg

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

### Critical Hit Table

#### Head

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

#### Center Torso

- Engine
  - Engine
  - Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3**
- Gyro
  - Engine
  - Engine
  - Engine
  - Roll Again
  - Roll Again
- 4-6**

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

Cost 5,096,960

### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6**

### Right Torso

- PPC
  - PPC
  - PPC
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6**

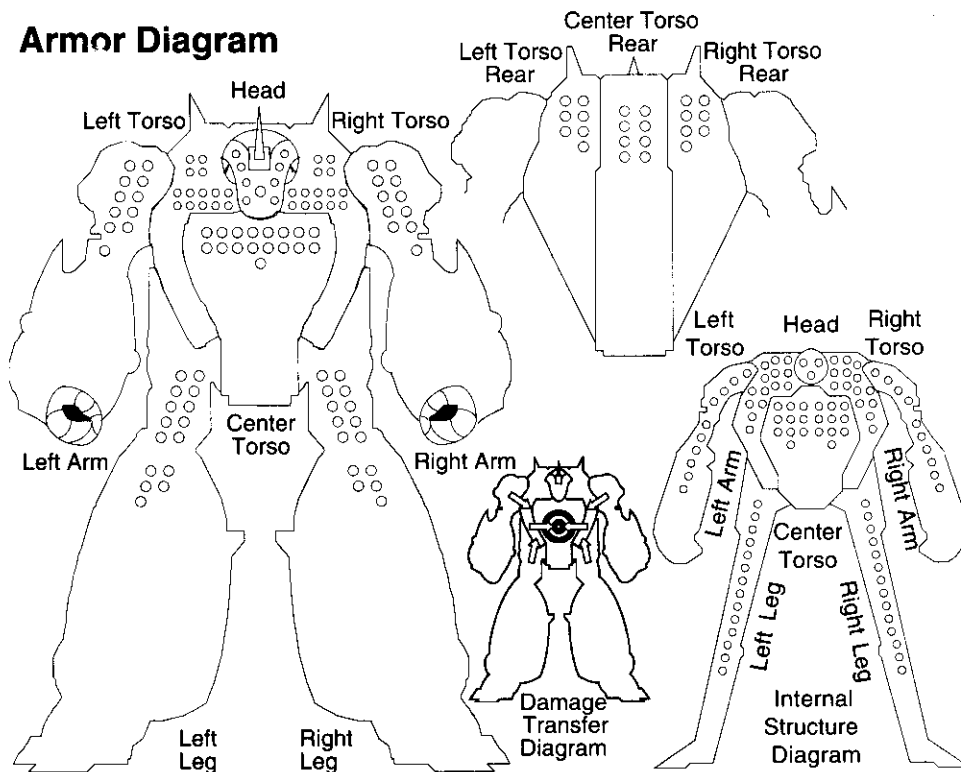
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **QKD-46 Quickdraw**

Tonnage: **60**

Movement Points

Walking: **5**

Running: **8**

Jumping: **5**

Technology Base:

Inner Sphere

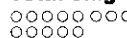
2779

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	LRM 10	LT	4	1	6	7	14	21
1	SRM 4	CT	3	2	0	3	6	9
1	Medium Laser	LA	3	5	0	3	6	9
1	Medium Laser	RA	3	5	0	3	6	9
2	Medium Laser	RT (R)	3	5	0	3	6	9

Ammo Type	Rounds
LRM 10	12
SRM 4	25

### Total Single Heat Sinks: 13



### Auto Eject

Operational

Disabled

### Warrior Data

Name: \_\_\_\_\_

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

### Left Arm

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

- 1-3
- Roll Again
  - Roll Again
  - Roll Again

- 4-6
- Roll Again
  - Roll Again
  - Roll Again

### Left Torso

- Jump Jet
- Jump Jet
- LRM 10
- LRM 10
- Ammo (LRM 10) 12
- Roll Again

- 1-3
- Roll Again
  - Roll Again
  - Roll Again

- 4-6
- Roll Again
  - Roll Again
  - Roll Again

### Left Leg

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

### Critical Hit Table

#### Head

- Life Support
- Sensors
- Cockpit
- Heat Sink
- Sensors
- Life Support

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- Engine
- Engine
- Engine
- Jump Jet
- SRM 4

4-6

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

Cost 5,514,560

### Right Arm

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

- 1-3
- Roll Again
  - Roll Again
  - Roll Again

- 4-6
- Roll Again
  - Roll Again
  - Roll Again

### Right Torso

- Jump Jet
- Jump Jet
- Medium Laser (R)
- Medium Laser (R)
- Ammo (SRM 4) 25
- Roll Again

- 1-3
- Roll Again
  - Roll Again
  - Roll Again

- 4-6
- Roll Again
  - Roll Again
  - Roll Again

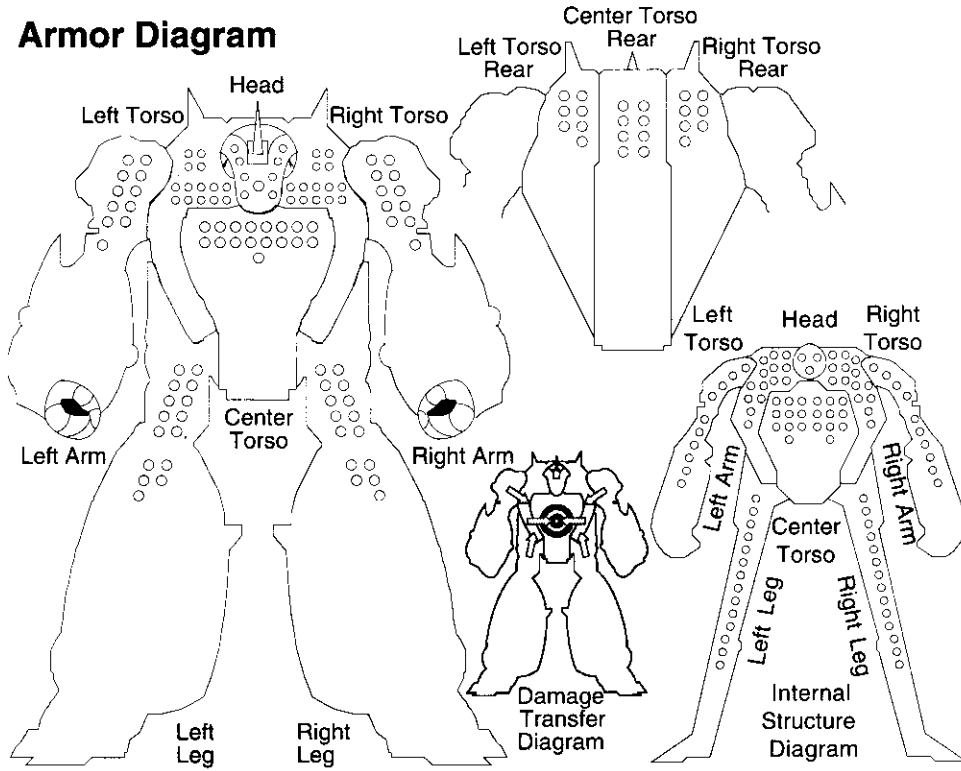
### Right Leg

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

# BATTLETECH®

## BATTLEMech RECORD SHEET

### Armor Diagram



### Mech Data

Type: **QKD-4H Quickdraw**

Tonnage: **60**  
 Movement Points  
 Walking: **5**  
 Running: **8**  
 Jumping: **5**

Technology Base:  
 Inner Sphere  
 2779

### Weapons Inventory

# Type	Loc	Ht	D	Mn	S	M	L
1 LRM 10	LT	4	1	6	7	14	21
1 SRM 4	CT (R)	3	2	0	3	6	9
1 Medium Laser	LA	3	5	0	3	6	9
1 Medium Laser	RA	3	5	0	3	6	9
2 Medium Laser	RT	3	5	0	3	6	9

Ammo Type	Rounds
LRM 10	12
SRM 4	25

**Total Single Heat Sinks: 13**



### Auto Eject

Operational  Disabled

### Warrior Data

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	



### Left Arm

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

### Left Torso

- Jump Jet
- Jump Jet
- LRM 10
- LRM 10
- Ammo (LRM 10) 12
- Heat Sink
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

### Left Leg

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

### Critical Hit Table

#### Head

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

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Engine
- Engine
- Jump Jet
- SRM 4 (R)

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

Cost 5,509,760

### Right Arm

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

### Right Torso

- Jump Jet
- Jump Jet
- Medium Laser
- Medium Laser
- Ammo (SRM 4) 25
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

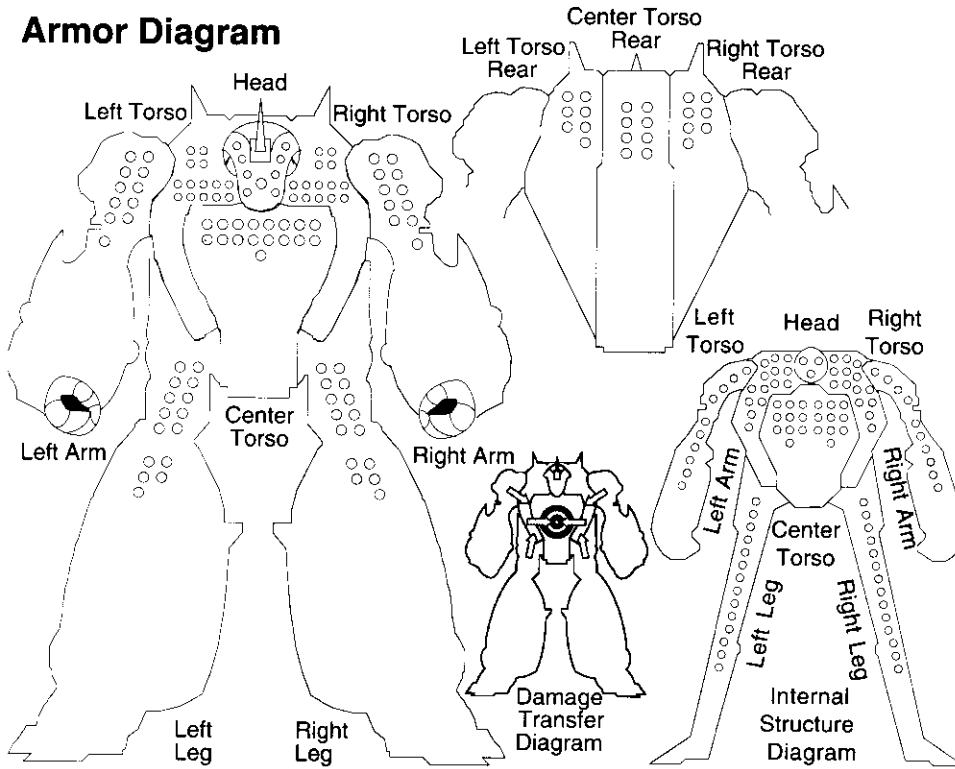
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



Mech Data	
Type: <b>QKD-5A Quickdraw</b>	Technology Base: Inner Sphere
Tonnage: <b>60</b>	2779
Movement Points	
Walking: <b>5</b>	
Running: <b>8</b>	
Jumping: <b>5</b>	

Weapons Inventory							
# Type	Loc	Ht	D	Mn	S	M	L
1 SRM 4	CT	3	2	0	3	6	9
1 Medium Laser	LA	3	5	0	3	6	9
1 Medium Laser	RA	3	5	0	3	6	9
2 Medium Laser	RT (R)	3	5	0	3	6	9
2 Medium Laser	LT	3	5	0	3	6	9

Ammo Type	Rounds
SRM 4	25

**Total Single Heat Sinks: 17**

○○○○○○○○○○○○○○○○○○

**Auto Eject**

Operational  Disabled

**Warrior Data**

Name: \_\_\_\_\_

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	



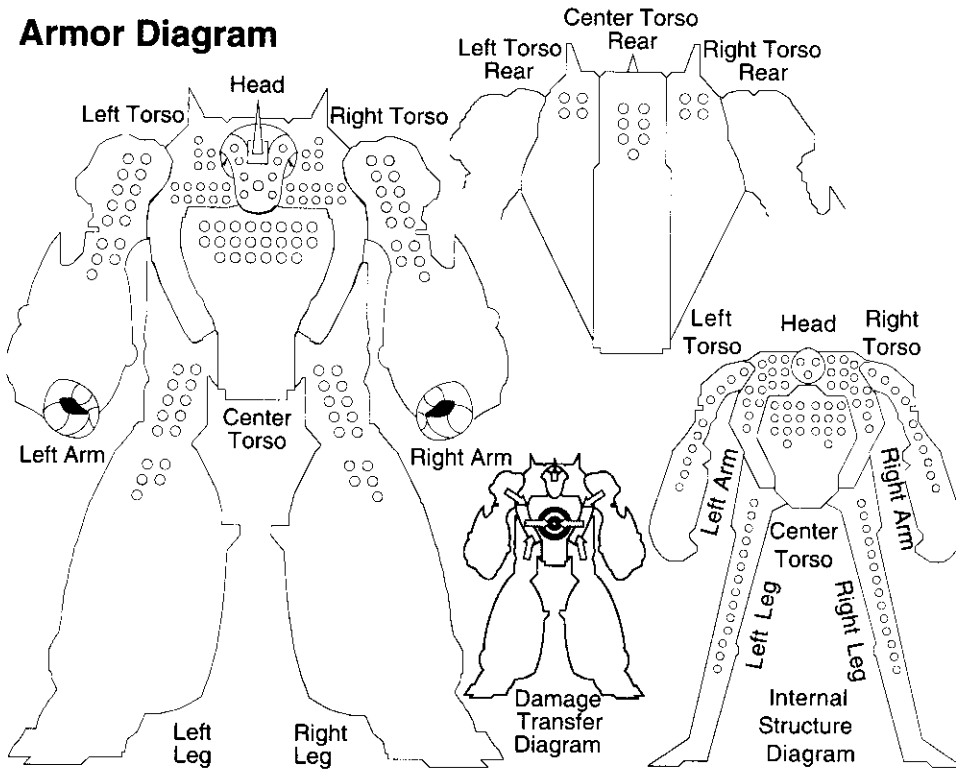
Left Arm	Critical Hit Table	Right Arm								
<ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>Hand Actuator</li> <li>Medium Laser</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>4-6</b></p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol>	<p><b>Head</b></p> <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> <p><b>Center Torso</b></p> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>Engine</li> <li>Engine</li> <li>Engine</li> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol> <p><b>4-6</b></p> <ol style="list-style-type: none"> <li>Engine</li> <li>Engine</li> <li>Engine</li> <li>Engine</li> <li>Jump Jet</li> <li>SRM 4</li> </ol>	<ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> <li>Hand Actuator</li> <li>Medium Laser</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>4-6</b></p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol>								
<p><b>Left Torso</b></p> <ol style="list-style-type: none"> <li>Jump Jet</li> <li>Jump Jet</li> <li>Heat Sink</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>Medium Laser</li> <li>Medium Laser</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>4-6</b></p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol>	<p><b>Right Torso</b></p> <ol style="list-style-type: none"> <li>Jump Jet</li> <li>Jump Jet</li> <li>Medium Laser (R)</li> <li>Medium Laser (R)</li> <li>Ammo (SRM 4) 25</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>4-6</b></p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol>	<p><b>Right Leg</b></p> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Heat Sink</li> <li>Heat Sink</li> </ol>								
<p><b>Left Leg</b></p> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Heat Sink</li> <li>Heat Sink</li> </ol>	<table border="1"> <tr> <td>Engine Hits</td> <td>○○○</td> </tr> <tr> <td>Gyro Hits</td> <td>○○○</td> </tr> <tr> <td>Sensor Hits</td> <td>○○○</td> </tr> <tr> <td>Life Support</td> <td>○</td> </tr> </table> <p>Cost 5,452,160</p>	Engine Hits	○○○	Gyro Hits	○○○	Sensor Hits	○○○	Life Support	○	
Engine Hits	○○○									
Gyro Hits	○○○									
Sensor Hits	○○○									
Life Support	○									



# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **RFL-3C Rifleman**

Tonnage: **60**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2505

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Autocannon 10	RA	3	10	0	5	10	15
1	Autocannon 10	LA	3	10	0	5	10	15
1	Medium Laser	RT	3	5	0	3	6	9
1	Medium Laser	LT	3	5	0	3	6	9

Ammo Type	Rounds
Autocannon 10	20

**Total Single Heat Sinks: 10**

○○○○○○○○○○

### Auto Eject

Operational

Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

**FASA®**  
CORPORATION

### Left Arm

- Shoulder
- Upper Arm Actuator
- Autocannon 10
- Autocannon 10
- Autocannon 10
- Autocannon 10

1-3

- Autocannon 10
- Autocannon 10
- Autocannon 10
- Roll Again
- Roll Again
- Roll Again

4-6

### Left Torso

- Medium Laser
- Heat Sink
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

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

4-6

### Left Leg

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

### Critical Hit Table

#### Head

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

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

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

Cost 4,808,000

### Right Arm

- Shoulder
- Upper Arm Actuator
- Autocannon 10
- Autocannon 10
- Autocannon 10
- Autocannon 10

1-3

- Autocannon 10
- Autocannon 10
- Autocannon 10
- Roll Again
- Roll Again
- Roll Again

4-6

### Right Torso

- Medium Laser
- Ammo (AC 10) 10
- Ammo (AC 10) 10
- Roll Again
- Roll Again
- Roll Again

1-3

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

4-6

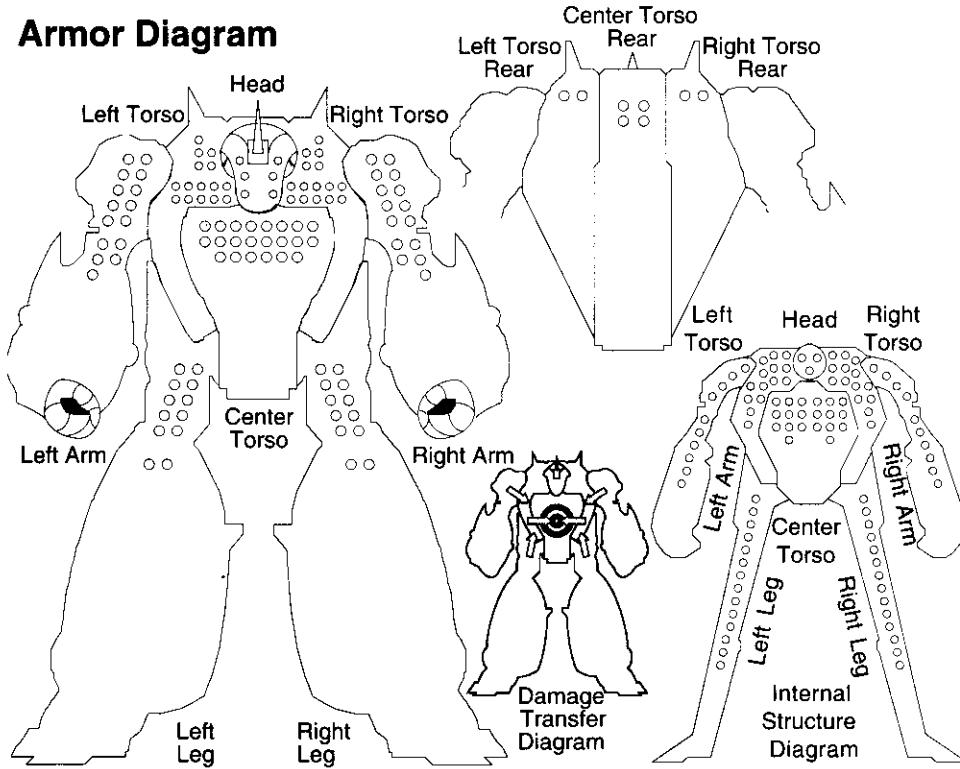
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



Mech Data	
Type: <b>RFL-3N Rifleman</b>	Technology Base: Inner Sphere 2505
Tonnage: <b>60</b>	Movement Points
Walking: <b>4</b>	Running: <b>6</b>
Jumping: <b>0</b>	

Weapons Inventory						
#	Type	Loc	Ht	D	Mn	S M L
1	Large Laser	RA	8	8	0	5 10 15
1	Large Laser	LA	8	8	0	5 10 15
1	Autocannon 5	LA	1	5	3	6 12 18
1	Autocannon 5	RA	1	5	3	6 12 18
1	Medium Laser	RT	3	5	0	3 6 9
1	Medium Laser	LT	3	5	0	3 6 9

Ammo Type	Rounds
Autocannon 5	20

**Total Single Heat Sinks: 10**  
 ○○○○○○○○○

**Auto Eject**  
 Operational  Disabled

**Warrior Data**  
 Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Large Laser
- Large Laser
- Autocannon 5
1. Autocannon 5
- Autocannon 5
- Autocannon 5
- 4-6 Roll Again
- Roll Again
- Roll Again

### Left Torso

- Medium Laser
- Roll Again
- 1-3 Roll Again
- Roll Again
- Roll Again
- Roll Again
1. Roll Again
- Roll Again
3. Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

### Left Leg

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

### Critical Hit Table

#### Head

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

#### Center Torso

- Engine
- Engine
- Engine
- 1-3 Gyro
- Gyro
- Gyro
1. Gyro
2. Engine
3. Engine
- 4-6 Engine
- Engine
- Ammo (AC 5) 20
- Roll Again

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

Cost 4,869,600

### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Large Laser
- Large Laser
- Autocannon 5
1. Autocannon 5
- Autocannon 5
- Autocannon 5
- 4-6 Roll Again
- Roll Again
- Roll Again

### Right Torso

- Medium Laser
- Roll Again
- 1-3 Roll Again
- Roll Again
- Roll Again
- Roll Again
1. Roll Again
- Roll Again
3. Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

### Right Leg

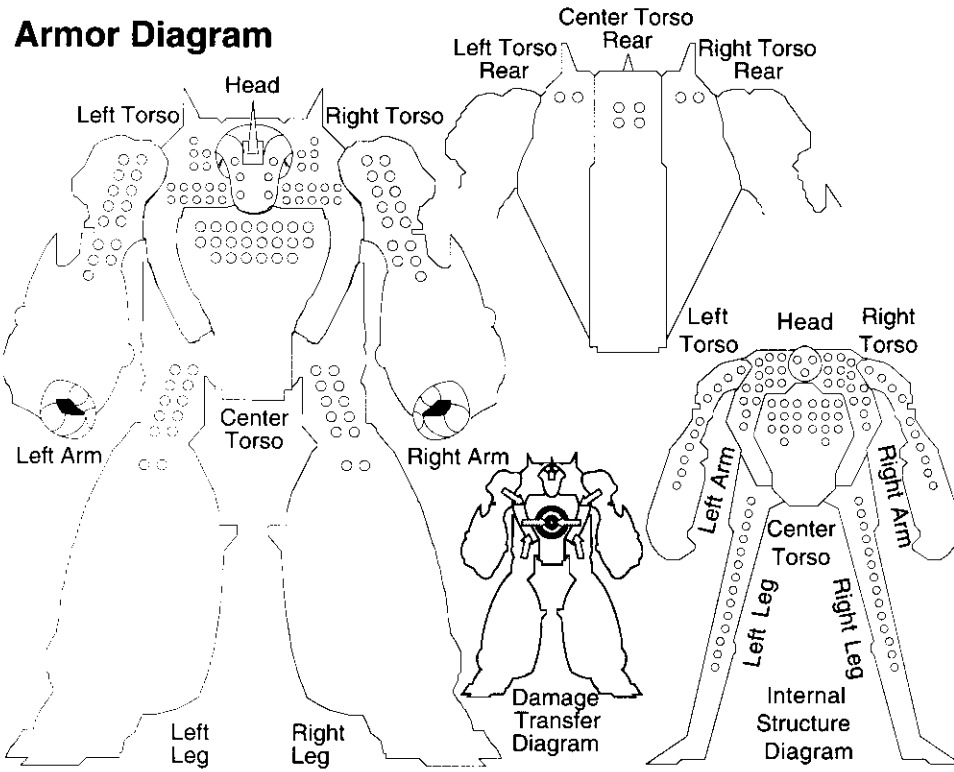
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again



# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **RFL-4D Rifleman**

Tonnage: **60**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2505

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Large Laser	RA	8	8	0	5	10	15
1	Large Laser	LA	8	8	0	5	10	15
1	PPC	LA	10	10	3	6	12	18
1	PPC	RA	10	10	3	6	12	18

Total Single Heat Sinks: **15**



### Auto Eject

Operational

Disabled

### Warrior Data

Name: \_\_\_\_\_

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

**FASA®**  
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- #### Left Arm
- Shoulder
  - Upper Arm Actuator
  - 1-3 Large Laser
  - 4 Large Laser
  - 5 PPC
  - 6 PPC
  - 1 PPC

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

- #### Left Torso
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

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

- #### Left Leg
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Heat Sink
  - Heat Sink

- #### Critical Hit Table
- ##### Head
- Life Support
  - Sensors
  - Cockpit
  - Roll Again
  - Sensors
  - Life Support

- ##### Center Torso
- 1-3 Engine
  - 2 Engine
  - 3 Engine
  - 4 Gyro
  - 5 Gyro
  - 6 Gyro
  - 1 Gyro
  - 2 Engine
  - 3 Engine
  - 4 Engine
  - 5 Heat Sink
  - 6 Heat Sink

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

Cost 4,980,800

- #### Right Arm
- Shoulder
  - Upper Arm Actuator
  - 1-3 Large Laser
  - 4 Large Laser
  - 5 PPC
  - 6 PPC
  - 1 PPC

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

- #### Right Torso
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

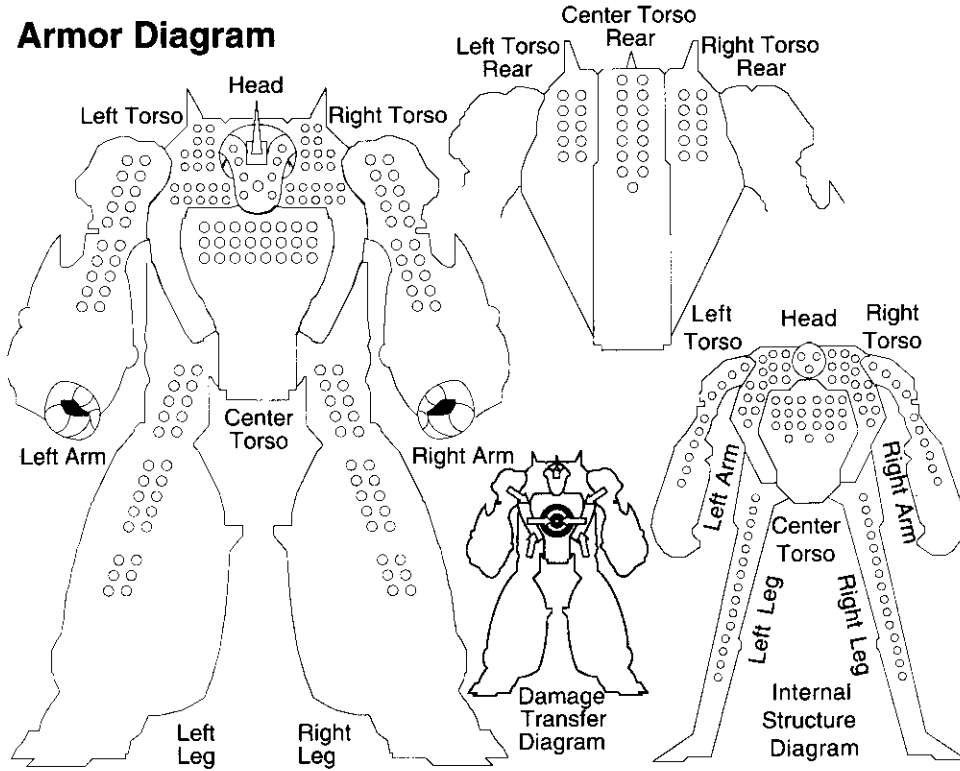
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

- #### Right Leg
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Heat Sink
  - Heat Sink

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **BMB-10D Bombardier**

Tonnage: **65**      Technology Base: Inner Sphere 3025

Movement Points: Walking: **4**      Running: **6**      Jumping: **0**

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	LRM 20	LT	6	1	6	7	14	21
1	LRM 20	RT	6	1	6	7	14	21
1	SRM 4	RA	3	2	0	3	6	9
1	Machine Gun	CT	0	2	0	1	2	3

### Internal Structure Diagram

Ammo Type	Rounds
LRM 20	12
SRM 4	25
Machine Gun	200

### Total Single Heat Sinks: 10

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

### Auto Eject

Operational       Disabled

### Warrior Data

Name: \_\_\_\_\_

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

- ### Left Arm
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- ### Right Arm
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - SRM 4
  - Ammo (SRM 4) 25
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- ### Center Torso
- Engine
  - Engine
  - Engine
  - Gyro
  - Gyro
  - Gyro
  - Gyro
  - Engine
  - Engine
  - Machine Gun
  - Ammo (MG) 200
- ### Left Torso
- LRM 20
  - LRM 20
  - LRM 20
  - LRM 20
  - LRM 20
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- ### Right Torso
- LRM 20
  - LRM 20
  - LRM 20
  - LRM 20
  - LRM 20
  - Ammo (LRM 20) 6
  - Ammo (LRM 20) 6
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- ### Left Leg
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Roll Again
  - Roll Again
- ### Right Leg
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Roll Again
  - Roll Again

### Critical Hit Table

Hit	Location	Effect
1-3	Head	Life Support
	Head	Sensors
	Head	Cockpit
	Head	Sensors
	Head	Life Support
1-3	Center Torso	Engine
	Center Torso	Engine
	Center Torso	Engine
	Center Torso	Gyro
	Center Torso	Gyro
	Center Torso	Gyro
4-6	Center Torso	Engine
	Center Torso	Engine
	Center Torso	Machine Gun
	Center Torso	Ammo (MG) 200
4-6	Left Arm	Shoulder
	Left Arm	Upper Arm Actuator
	Left Arm	Lower Arm Actuator
	Left Arm	Hand Actuator
	Left Arm	SRM 4
	Left Arm	Ammo (SRM 4) 25
4-6	Right Arm	Shoulder
	Right Arm	Upper Arm Actuator
	Right Arm	Lower Arm Actuator
	Right Arm	Hand Actuator
	Right Arm	SRM 4
	Right Arm	Ammo (SRM 4) 25
4-6	Center Torso	Engine
	Center Torso	Engine
	Center Torso	Engine
	Center Torso	Gyro
	Center Torso	Gyro
	Center Torso	Gyro
4-6	Left Torso	LRM 20
	Left Torso	LRM 20
	Left Torso	LRM 20
	Left Torso	LRM 20
	Left Torso	LRM 20
	Left Torso	Roll Again
	Left Torso	Roll Again
	Left Torso	Roll Again
	Left Torso	Roll Again
	Left Torso	Roll Again
4-6	Right Torso	LRM 20
	Right Torso	LRM 20
	Right Torso	LRM 20
	Right Torso	LRM 20
	Right Torso	LRM 20
	Right Torso	Ammo (LRM 20) 6
	Right Torso	Ammo (LRM 20) 6
	Right Torso	Roll Again
	Right Torso	Roll Again
	Right Torso	Roll Again
	Right Torso	Roll Again
	Right Torso	Roll Again
4-6	Left Leg	Hip
	Left Leg	Upper Leg Actuator
	Left Leg	Lower Leg Actuator
	Left Leg	Foot Actuator
	Left Leg	Roll Again
	Left Leg	Roll Again
4-6	Right Leg	Hip
	Right Leg	Upper Leg Actuator
	Right Leg	Lower Leg Actuator
	Right Leg	Foot Actuator
	Right Leg	Roll Again
	Right Leg	Roll Again

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

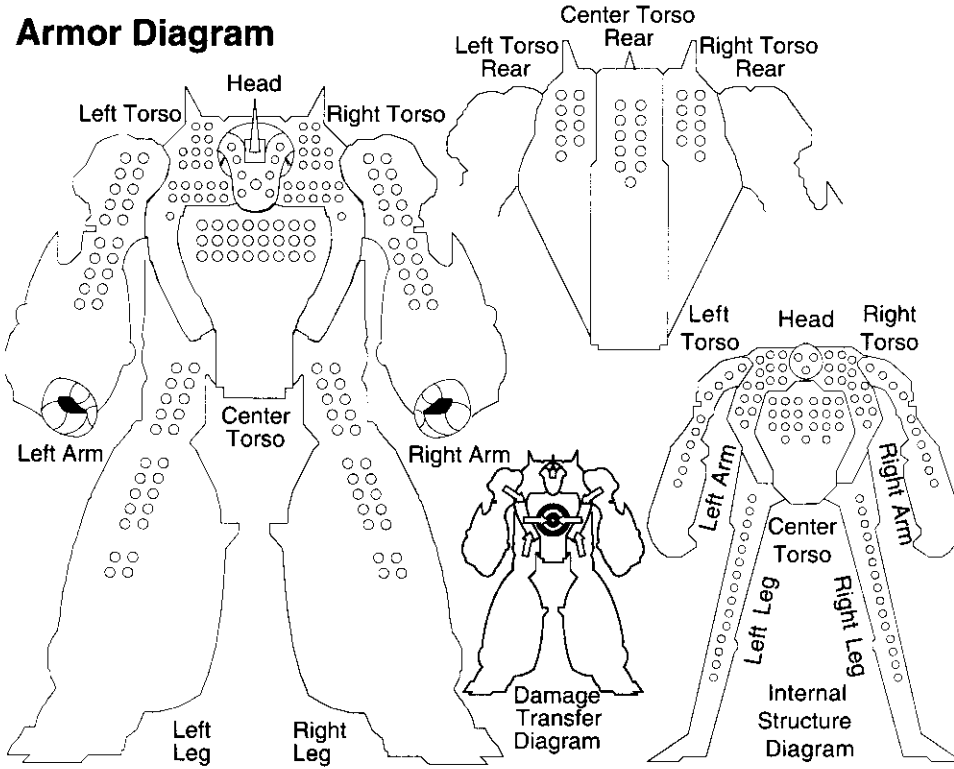
Cost 5,497,911



# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **CPLT-A1 Catapult**

Tonnage: **65**

Movement Points

Walking: **4**

Running: **6**

Jumping: **4**

Technology Base:

Inner Sphere

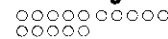
2561

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	LRM 15	RA	5	1	6	7	14	21
1	LRM 15	LA	5	1	6	7	14	21

Ammo Type	Rounds
LRM 15	32

**Total Single Heat Sinks: 15**



### Auto Eject

Operational

Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

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### Left Arm

- Shoulder
- Upper Arm Actuator
- LRM 15
- LRM 15
- LRM 15
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

### Left Torso

- Jump Jet
- Jump Jet
- Ammo (LRM 15) 8
- Ammo (LRM 15) 8
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

### Left Leg

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

### Critical Hit Table

#### Head

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

1-3

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- Engine
- Engine
- Engine
- Heat Sink
- Roll Again

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

Cost 5,658,126

### Right Arm

- Shoulder
- Upper Arm Actuator
- LRM 15
- LRM 15
- LRM 15
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

### Right Torso

- Jump Jet
- Jump Jet
- Ammo (LRM 15) 8
- Ammo (LRM 15) 8
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

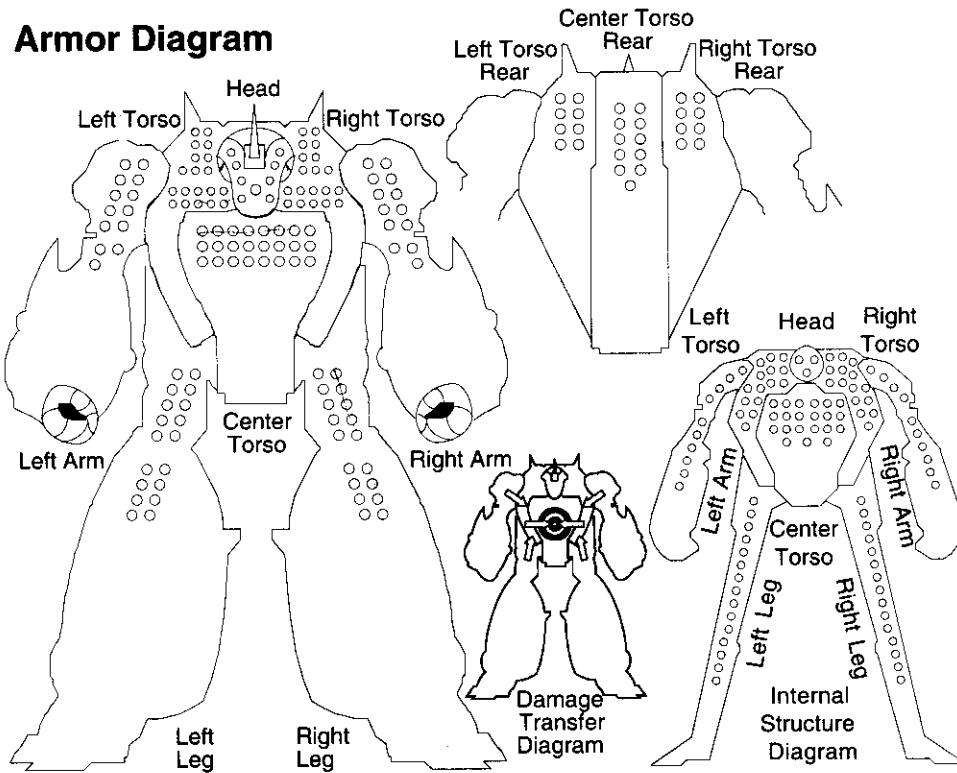
### Right Leg

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

# BATTLETECH<sup>®</sup>

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **CPLT-C1 Catapult**  
 Tonnage: **65** Technology Base:  
 Movement Points Inner Sphere  
 Walking: **4** 2561  
 Running: **6**  
 Jumping: **4**

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	LRM 15	RA	5	1	6	7	14	21
1	LRM 15	LA	5	1	6	7	14	21
2	Medium Laser	CT	3	5	0	3	6	9
1	Medium Laser	LT	3	5	0	3	6	9
1	Medium Laser	RT	3	5	0	3	6	9

Ammo Type	Rounds
LRM 15	16

**Total Single Heat Sinks: 15**



**Auto Eject**  
 Operational  Disabled

### Warrior Data

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

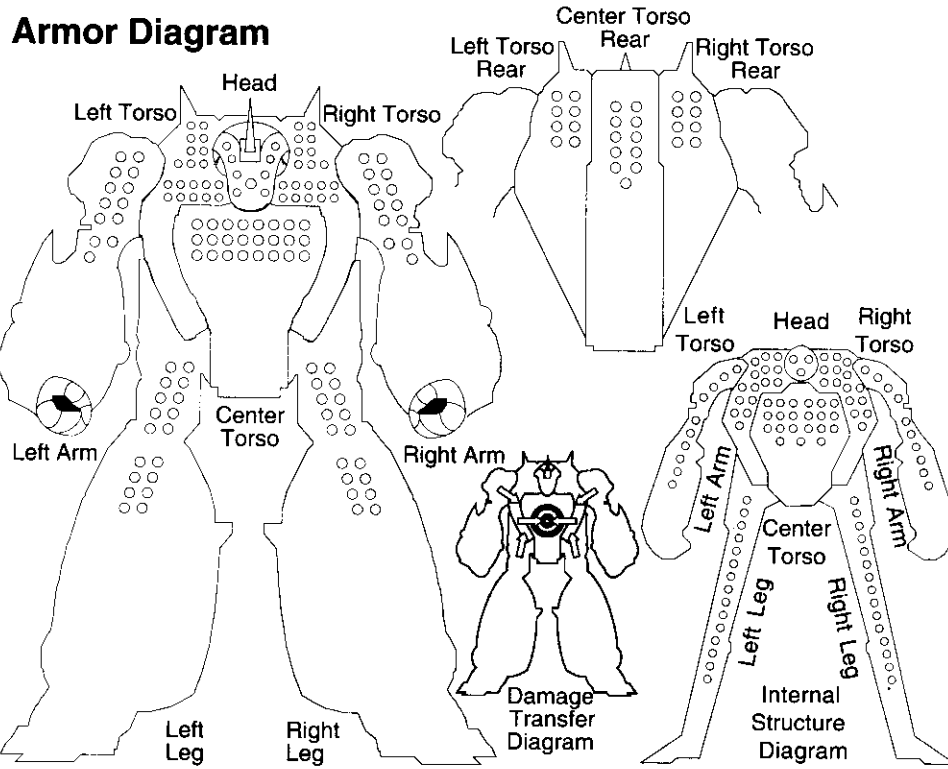


Left Arm	Critical Hit Table	Right Arm								
1. Shoulder 2. Upper Arm Actuator <b>1-3</b> 3. LRM 15 4. LRM 15 5. LRM 15 6. Roll Again 1. Roll Again 2. Roll Again <b>4-6</b> 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again	<b>Head</b> 1. Life Support 2. Sensors 3. Cockpit 4. Heat Sink 5. Sensors 6. Life Support <b>Center Torso</b> 1. Engine 2. Engine <b>1-3</b> 3. Engine 4. Gyro 5. Gyro 6. Gyro <b>4-6</b> 1. Gyro 2. Engine 3. Engine 4. Engine 5. Medium Laser 6. Medium Laser	1. Shoulder 2. Upper Arm Actuator <b>1-3</b> 3. LRM 15 4. LRM 15 5. LRM 15 6. Roll Again 1. Roll Again 2. Roll Again <b>4-6</b> 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again								
<b>Left Torso</b> 1. Jump Jet 2. Jump Jet <b>1-3</b> 3. Medium Laser 4. Ammo (LRM 15) 8 5. Roll Again 6. Roll Again 1. Roll Again 2. Roll Again <b>4-6</b> 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again	<b>Right Torso</b> 1. Jump Jet 2. Jump Jet <b>1-3</b> 3. Medium Laser 4. Ammo (LRM 15) 8 5. Roll Again 6. Roll Again 1. Roll Again 2. Roll Again <b>4-6</b> 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again									
<b>Left Leg</b> 1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Heat Sink 6. Heat Sink	<b>Right Leg</b> 1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Heat Sink 6. Heat Sink									
<table border="1"> <tr> <td>Engine Hits</td> <td>○○○</td> </tr> <tr> <td>Gyro Hits</td> <td>○○○</td> </tr> <tr> <td>Sensor Hits</td> <td>○○○</td> </tr> <tr> <td>Life Support</td> <td>○</td> </tr> </table>			Engine Hits	○○○	Gyro Hits	○○○	Sensor Hits	○○○	Life Support	○
Engine Hits	○○○									
Gyro Hits	○○○									
Sensor Hits	○○○									
Life Support	○									
Cost 5,790,126										

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **CPLT-C4 Catapult**

Tonnage: **65**

Movement Points

Walking: **4**

Running: **6**

Jumping: **4**

Technology Base:

Inner Sphere

2561

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	LRM 20	LA	6	1	6	7	14	21
1	LRM 20	RA	6	1	6	7	14	21
2	Small Laser	CT	1	3	0	1	2	3

Ammo Type	Rounds
LRM 20	24

### Total Single Heat Sinks: 10

○○○○○○○○○○

### Auto Eject

Operational

Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

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### Left Arm

- Shoulder
- Upper Arm Actuator
- LRM 20
- LRM 20
- LRM 20
- LRM 20

1-3

- LRM 20
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

### Left Torso

- Jump Jet
- Jump Jet
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- Roll Again
- Roll Again

1-3

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

4-6

### Left Leg

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

### Critical Hit Table

#### Head

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

1-3

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- Engine
- Engine
- Engine
- Small Laser
- Small Laser

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

Cost 5,893,251

### Right Arm

- Shoulder
- Upper Arm Actuator
- LRM 20
- LRM 20
- LRM 20
- LRM 20

1-3

- LRM 20
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

### Right Torso

- Jump Jet
- Jump Jet
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- Roll Again
- Roll Again

1-3

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

4-6

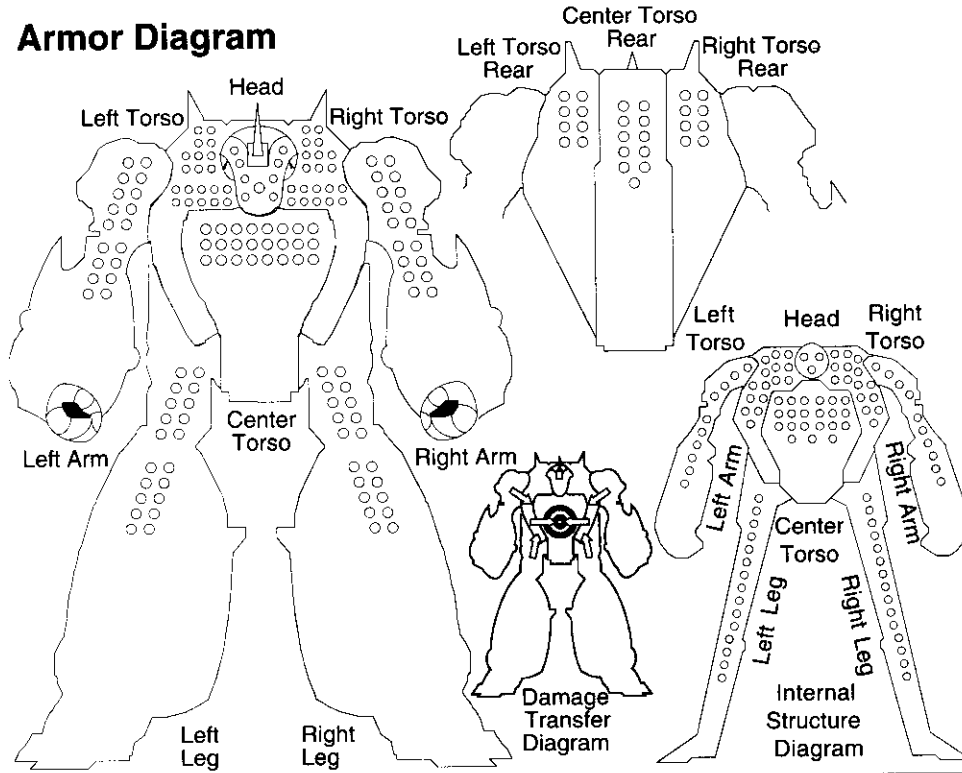
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **CPLT-K2 Catapult**

Tonnage: **65**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

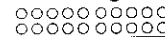
2561

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	PPC	RA	10	10	3	6	12	18
1	PPC	LA	10	10	3	6	12	18
1	Medium Laser	RT	3	5	0	3	6	9
1	Medium Laser	LT	3	5	0	3	6	9
1	Machine Gun	LT	0	2	0	1	2	3
1	Machine Gun	RT	0	2	0	1	2	3

Ammo Type	Rounds
Machine Gun	200

### Total Single Heat Sinks: 20



### Auto Eject

Operational

Disabled

### Warrior Data

Name: \_\_\_\_\_

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

**FASA**  
CORPORATION

### Left Arm

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

1-3

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

4-6

### Left Torso

- Heat Sink
- Heat Sink
- Medium Laser
- Machine Gun
- Roll Again
- Roll Again

1-3

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

4-6

### Left Leg

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

### Critical Hit Table

#### Head

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

1-3

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Engine
- Engine
- Engine
- Heat Sink
- Ammo (MG) 200

4-6

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

Cost 5,349,576

### Right Arm

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

1-3

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

4-6

### Right Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Medium Laser
- Machine Gun
- Roll Again

1-3

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

4-6

### Right Leg

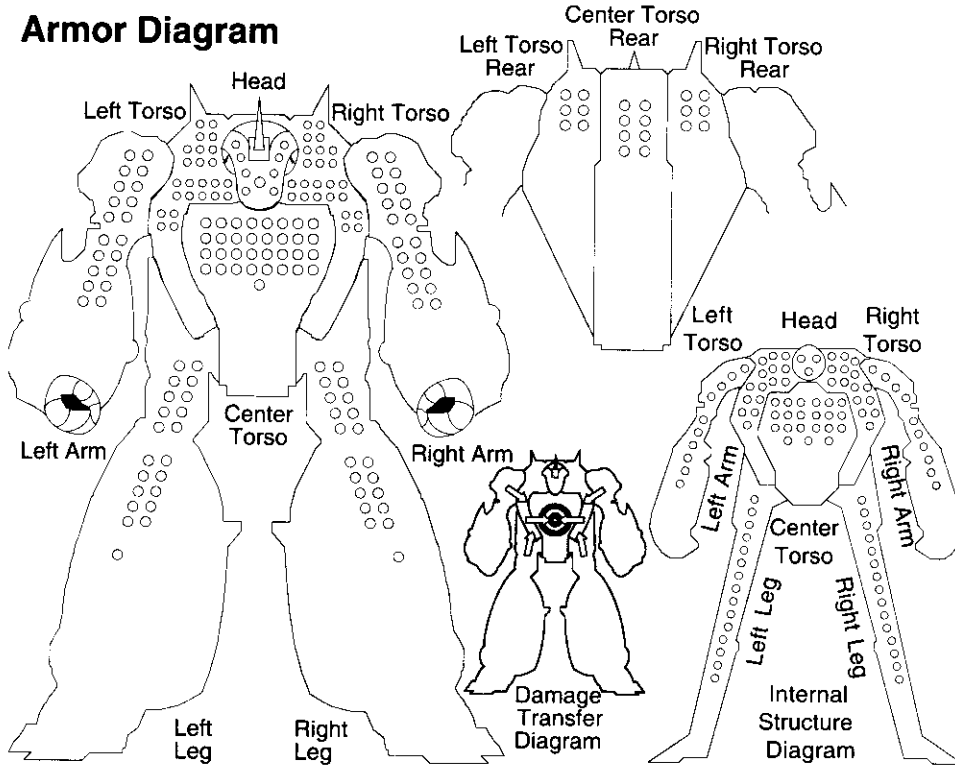
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink



# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **CRD-3D Crusader**  
 Tonnage: **65**  
 Movement Points  
 Walking: **4**  
 Running: **6**  
 Jumping: **0**  
 Technology Base:  
 Inner Sphere  
 3025

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	LRM 15	RA	5	1	6	7	14	21
1	LRM 15	LA	5	1	6	7	14	21
1	Medium Laser	LA	3	5	0	3	6	9
1	Medium Laser	RA	3	5	0	3	6	9
1	SRM 4	LL	3	2	0	3	6	9
1	SRM 4	RL	3	2	0	3	6	9

Ammo Type	Rounds
LRM 15	16
SRM 4	25

### Total Single Heat Sinks: 14



### Auto Eject

Operational  Disabled

### Warrior Data

Name: \_\_\_\_\_

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

**FASA®**  
CORPORATION

### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- 1-3 LRM 15
- LRM 15
- LRM 15
- Medium Laser
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

### Left Torso

- Heat Sink
- Heat Sink
- 1-3 Ammo (LRM 15) 8
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again
- Roll Again

### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- SRM 4
- Roll Again

### Critical Hit Table

#### Head

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

#### Center Torso

- Engine
- Engine
- 1-3 Engine
- Gyro
- Gyro
- Gyro
- Gyro
- 1-3 Gyro
- Engine
- Engine
- 4-6 Engine
- Engine
5. Ammo (SRM 4) 25
- Roll Again

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

Cost 5,620,011

### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- 1-3 LRM 15
- LRM 15
- LRM 15
- Medium Laser
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

### Right Torso

- Heat Sink
- Heat Sink
- 1-3 Ammo (LRM 15) 8
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again
- Roll Again

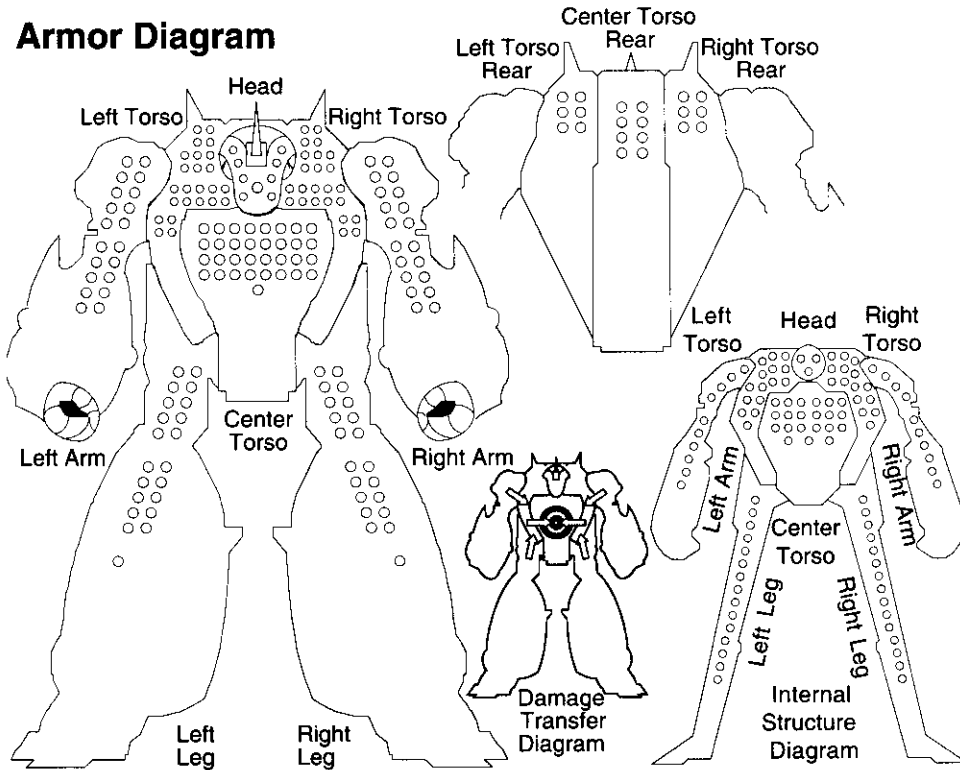
### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- SRM 4
- Roll Again

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **CRD-3K Crusader**  
 Tonnage: **65** Technology Base:  
 Movement Points: **4** Inner Sphere  
 Walking: **4** 3025  
 Running: **6**  
 Jumping: **0**

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	SRM 6	LL	4	2	0	3	6	9
1	SRM 6	RL	4	2	0	3	6	9
1	Medium Laser	LA	3	5	0	3	6	9
1	Medium Laser	RA	3	5	0	3	6	9
1	LRM 10	LA	4	1	6	7	14	21
1	LRM 10	RA	4	1	6	7	14	21

### Ammo Type

Ammo Type	Rounds
SRM 6	15
LRM 10	24

### Total Single Heat Sinks: 16

○○○○○○○○  
○○○○○○○○

### Auto Eject

Operational  Disabled

### Warrior Data

Name: \_\_\_\_\_

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

- #### Left Arm
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Medium Laser
  - LRM 10
  - LRM 10
  - Roll Again
  - Roll Again
  - Roll Again

- #### Left Torso
- Heat Sink
  - Heat Sink
  - Heat Sink
  - Ammo (LRM 10) 12
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

- #### Left Leg
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - SRM 6
  - SRM 6

- #### Critical Hit Table
- ##### Head
- Life Support
  - Sensors
  - Cockpit
  - Roll Again
  - Sensors
  - Life Support

- ##### Center Torso
- Engine
  - Engine
  - Engine
  - Gyro
  - Gyro
  - Gyro
  - Gyro
  - Engine
  - Engine
  - Ammo (SRM 6) 15
  - Roll Again

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

Cost 5,445,111

- #### Right Arm
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Medium Laser
  - LRM 10
  - LRM 10
  - Roll Again
  - Roll Again
  - Roll Again

- #### Right Torso
- Heat Sink
  - Heat Sink
  - Heat Sink
  - Ammo (LRM 10) 12
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

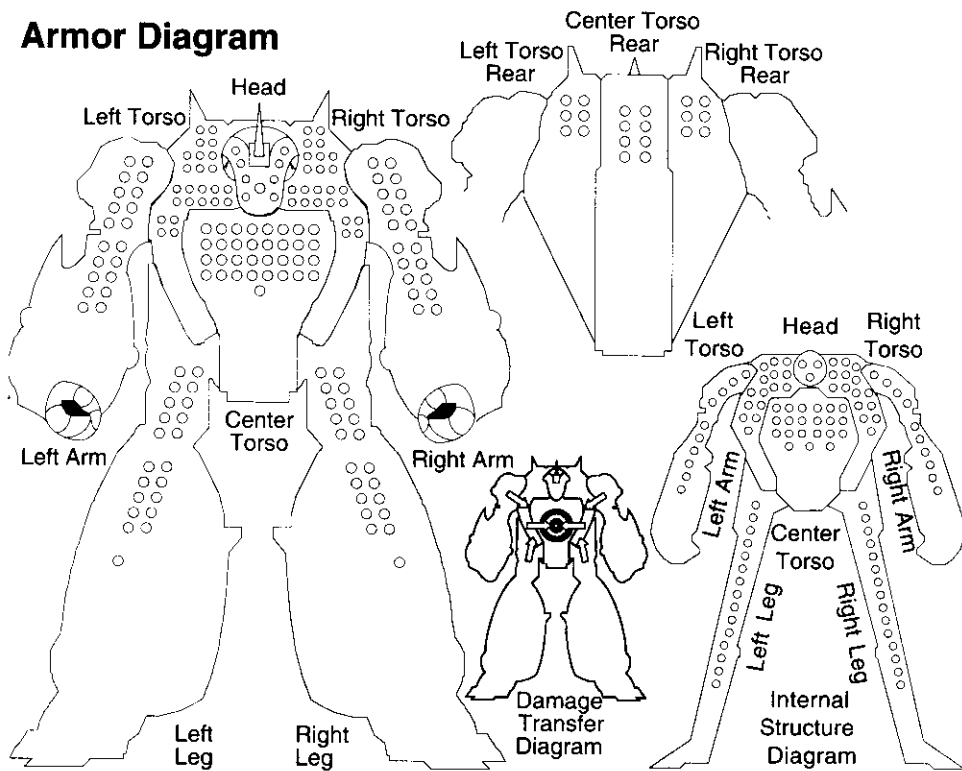
- #### Right Leg
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - SRM 6
  - SRM 6



# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **CRD-3L Crusader**

Tonnage: **65**

Movement Points

Walking: **4**

Running: **6**

Jumping: **4**

Technology Base:

Inner Sphere

3025

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Medium Laser	LA	3	5	0	3	6	9
1	Medium Laser	RA	3	5	0	3	6	9
1	LRM 10	LA	4	1	6	7	14	21
1	LRM 10	RA	4	1	6	7	14	21
1	SRM 4	LL	3	2	0	3	6	9
1	SRM 4	RL	3	2	0	3	6	9
1	Machine Gun	RA	0	2	0	1	2	3
1	Machine Gun	LA	0	2	0	1	2	3

### Ammo Type

Ammo Type	Rounds
LRM 10	24
SRM 4	25
Machine Gun	200

### Total Single Heat Sinks: 12

○○○○○○○○  
○○○○○○○○

### Auto Eject

Operational

Disabled

### Warrior Data

Name: \_\_\_\_\_

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

**FASA®**  
CORPORATION

### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- LRM 10

- LRM 10
- Machine Gun
- Roll Again
- Roll Again
- Roll Again
- Roll Again

### Left Torso

- Ammo (LRM 10) 12
- Jump Jet
- Jump Jet
- Roll Again
- Roll Again
- Roll Again

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

### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- SRM 4

### Critical Hit Table

#### Head

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

#### Center Torso

- Engine
  - Engine
  - Engine
  - Gyro
  - Gyro
  - Gyro
- Gyro
  - Engine
  - Engine
  - Engine
  - Ammo (SRM 4) 25
  - Ammo (MG) 200

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

Cost 5,583,711

### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- LRM 10

- LRM 10
- Machine Gun
- Roll Again
- Roll Again
- Roll Again
- Roll Again

### Right Torso

- Ammo (LRM 10) 12
- Jump Jet
- Jump Jet
- Roll Again
- Roll Again
- Roll Again

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

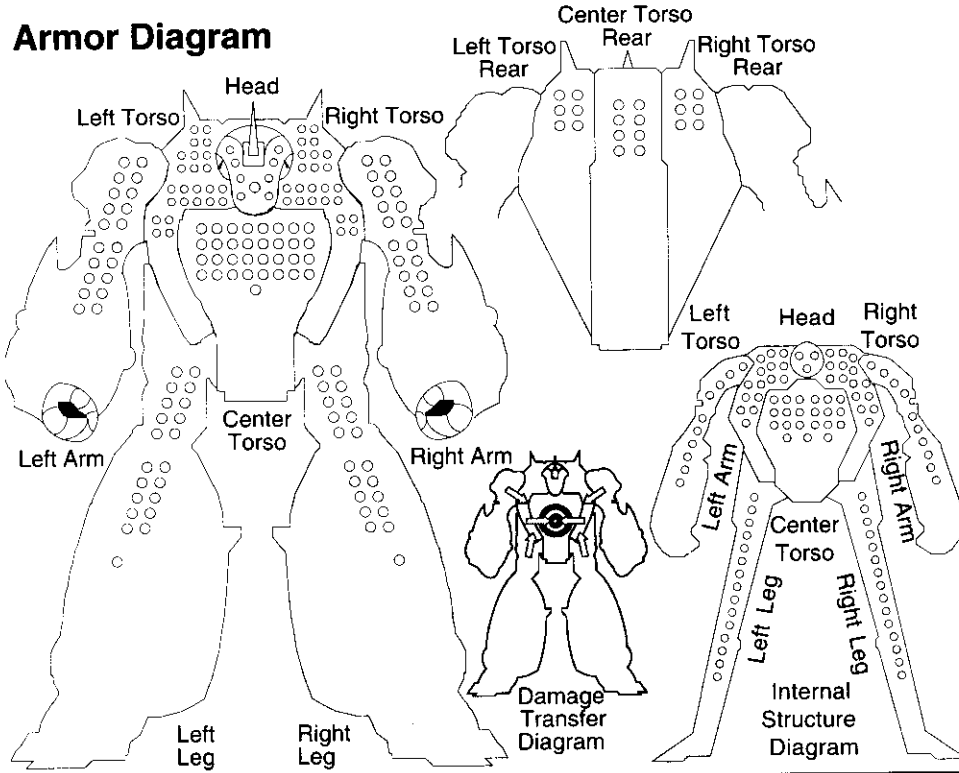
### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- SRM 4

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **CRD-3R Crusader**  
 Tonnage: **65**  
 Movement Points: **Walking: 4**  
**Running: 6**  
**Jumping: 0**

Technology Base:  
 Inner Sphere  
 3025

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	LRM 15	RA	5	1	6	7	14	21
1	LRM 15	LA	5	1	6	7	14	21
1	SRM 6	LL	4	2	0	3	6	9
1	SRM 6	RL	4	2	0	3	6	9
1	Medium Laser	LA	3	5	0	3	6	9
1	Medium Laser	RA	3	5	0	3	6	9
1	Machine Gun	LA	0	2	0	1	2	3
1	Machine Gun	RA	0	2	0	1	2	3

Ammo Type	Rounds
LRM 15	16
SRM 6	15
Machine Gun	200

**Total Single Heat Sinks: 10**  
 ○○○○○○○○○

**Auto Eject**  
 Operational  Disabled

### Warrior Data

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	



- ### Left Arm
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - LRM 15
  - LRM 15
  - LRM 15
  - Medium Laser
  - Machine Gun
- 1-3  
4-6
- ### Left Torso
- Ammo (LRM 15) 8
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 1-3  
4-6
- ### Left Leg
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - SRM 6
  - SRM 6

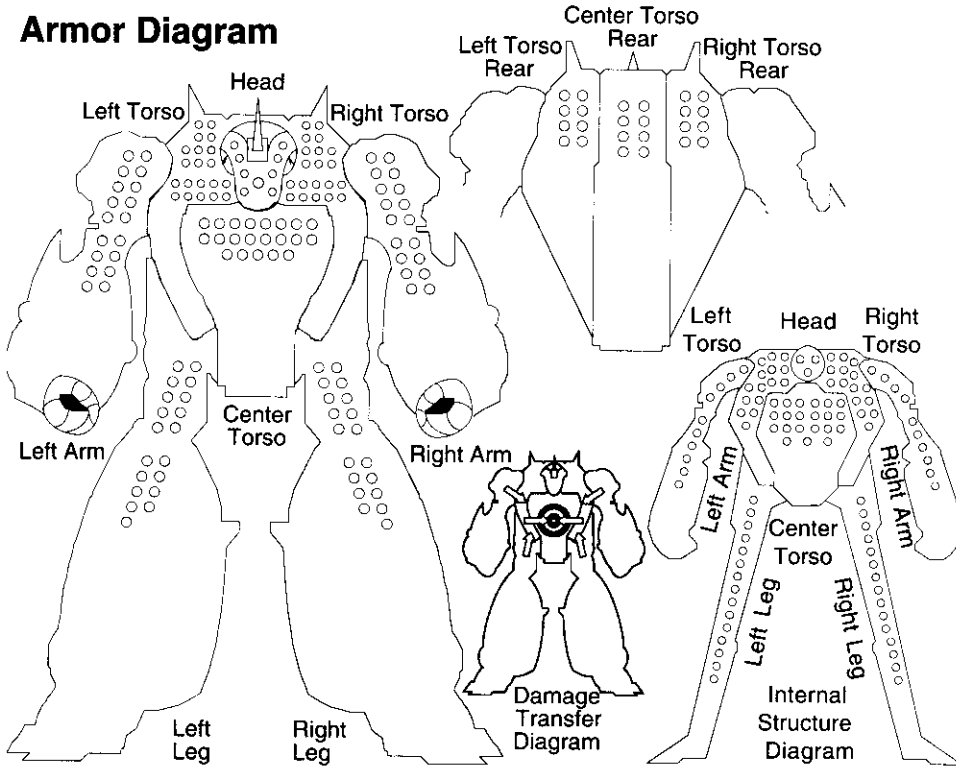
- ### Critical Hit Table
- #### Head
- Life Support
  - Sensors
  - Cockpit
  - Roll Again
  - Sensors
  - Life Support
- #### Center Torso
- Engine
  - Engine
  - Engine
  - Gyro
  - Gyro
  - Gyro
  - Gyro
  - Engine
  - Engine
  - Ammo (SRM 6) 15
  - Ammo (MG) 200
- 1-3  
4-6
- |              |     |
|--------------|-----|
| Engine Hits  | ○○○ |
| Gyro Hits    | ○○  |
| Sensor Hits  | ○○  |
| Life Support | ○   |
- Cost 5,547,411

- ### Right Arm
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - LRM 15
  - LRM 15
  - LRM 15
  - Medium Laser
  - Machine Gun
- 1-3  
4-6
- ### Right Torso
- Ammo (LRM 15) 8
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 1-3  
4-6
- ### Right Leg
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - SRM 6
  - SRM 6

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **EXT-4A Exterminator**

Tonnage: **65**  
 Movement Points  
 Walking: **5**  
 Running: **8**  
 Jumping: **5**

Technology Base:  
 Inner Sphere  
 3025

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	LRM 10	LT	4	1	6	7	14	21
2	Medium Laser	RA	3	5	0	3	6	9
2	Medium Laser	LA	3	5	0	3	6	9
1	Small Laser	H	1	3	0	1	2	3
1	Machine Gun	RT	0	2	0	1	2	3

Ammo Type	Rounds
LRM 10	12
Machine Gun	100

**Total Single Heat Sinks: 11**



### Auto Eject

Operational

Disabled

### Warrior Data

Name: \_\_\_\_\_

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

**FASA®**  
CORPORATION

### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Medium Laser

1-3

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

4-6

### Left Torso

- Jump Jet
- Jump Jet
- LRM 10
- LRM 10
- Roll Again
- Roll Again

1-3

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

4-6

### Left Leg

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

### Critical Hit Table

#### Head

- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

#### Center Torso

- Engine
  - Engine
  - Engine
  - Gyro
  - Gyro
  - Gyro
- Gyro
  - Engine
  - Engine
  - Engine
  - Jump Jet
  - Ammo (LRM 10) 12

1-3

4-6

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

Cost 6,485,299

### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Medium Laser

1-3

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

4-6

### Right Torso

- Jump Jet
- Jump Jet
- Machine Gun
- Ammo (MG) 100
- Roll Again
- Roll Again

1-3

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

4-6

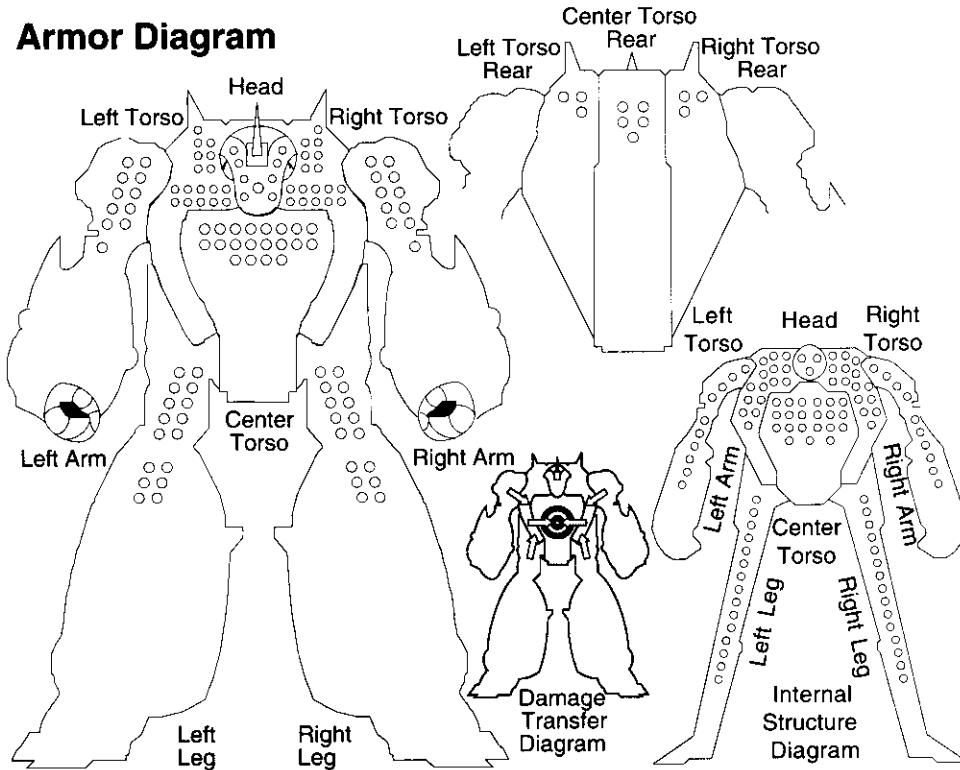
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



Mech Data	
Type: <b>JM6-A Jagermech</b>	Technology Base: Inner Sphere
Tonnage: <b>65</b>	2890
Movement Points	
Walking: <b>4</b>	
Running: <b>6</b>	
Jumping: <b>0</b>	

Weapons Inventory						
#	Type	Loc	Ht	D	Mn	S M L
1	Autocannon 2	RA	1	2	4	8 16 24
1	Autocannon 2	LA	1	2	4	8 16 24
1	Medium Laser	RT	3	5	0	3 6 9
1	Medium Laser	LT	3	5	0	3 6 9
1	LRM 15	RA	5	1	6	7 14 21
1	LRM 15	LA	5	1	6	7 14 21

Ammo Type	Rounds
Autocannon 2	45
LRM 15	16

**Total Single Heat Sinks: 10**  
 ○○○○○○○○○○

**Auto Eject**  
 Operational  Disabled

**Warrior Data**  
 Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

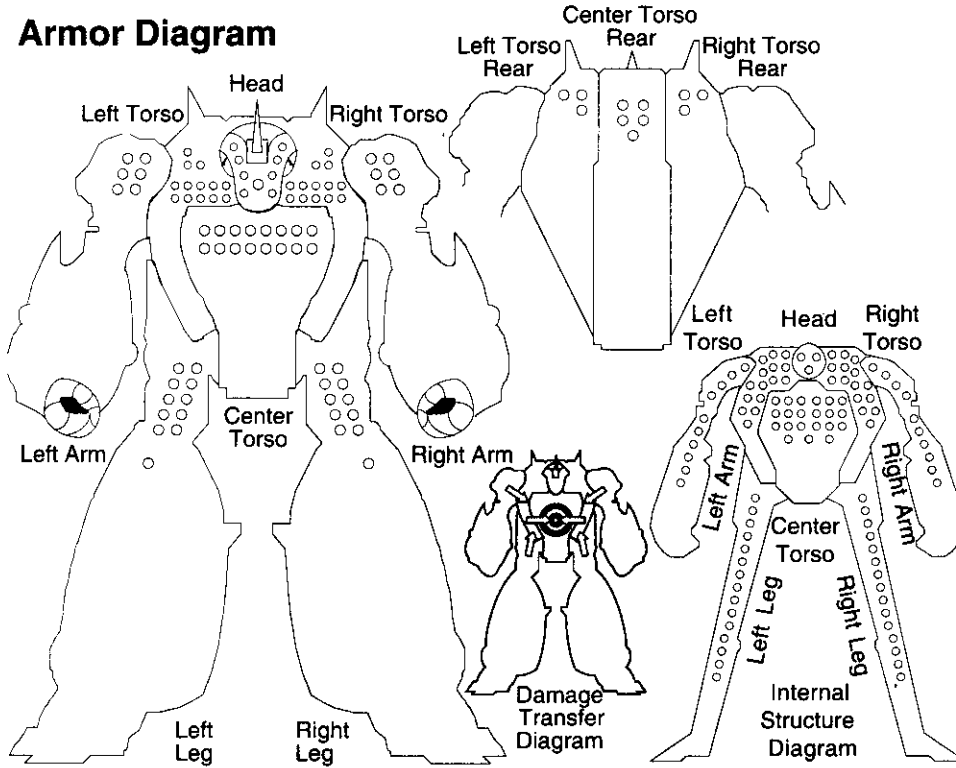


<p><b>Left Arm</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Autocannon 2</li> <li>LRM 15</li> <li>LRM 15</li> <li>LRM 15</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>Left Torso</b></p> <ol style="list-style-type: none"> <li>Medium Laser</li> <li>Ammo (AC 2) 45</li> <li>Ammo (LRM 15) 8</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>Left Leg</b></p> <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>	<p><b>Critical Hit Table</b></p> <p><b>Head</b></p> <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> <p><b>Center Torso</b></p> <p>1-3</p> <ol style="list-style-type: none"> <li>Engine</li> <li>Engine</li> <li>Engine</li> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Engine</li> <li>Engine</li> <li>Engine</li> <li>Engine</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <table border="1" style="margin-left: auto; margin-right: auto;"> <tr><td>Engine Hits</td><td>○○○</td></tr> <tr><td>Gyro Hits</td><td>○○○</td></tr> <tr><td>Sensor Hits</td><td>○○○</td></tr> <tr><td>Life Support</td><td>○</td></tr> </table> <p>Cost 5,562,426</p>	Engine Hits	○○○	Gyro Hits	○○○	Sensor Hits	○○○	Life Support	○	<p><b>Right Arm</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Autocannon 2</li> <li>LRM 15</li> <li>LRM 15</li> <li>LRM 15</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>Right Torso</b></p> <ol style="list-style-type: none"> <li>Medium Laser</li> <li>Ammo (LRM 15) 8</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>Right Leg</b></p> <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>
Engine Hits	○○○									
Gyro Hits	○○○									
Sensor Hits	○○○									
Life Support	○									

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **JMG-S Jagermech**

Tonnage: **65**  
 Movement Points  
 Walking: **4**  
 Running: **6**  
 Jumping: **0**

Technology Base:  
 Inner Sphere  
 2890

### Weapons Inventory

# Type	Loc	Hi	D	Mn	S	M	L
1 Autocannon 5	RA	1	5	3	6	12	18
1 Autocannon 5	LA	1	5	3	6	12	18
1 Autocannon 2	RA	1	2	4	8	16	24
1 Autocannon 2	LA	1	2	4	8	16	24
1 Medium Laser	RT	3	5	0	3	6	9
1 Medium Laser	LT	3	5	0	3	6	9

Ammo Type	Rounds
Autocannon 5	40
Autocannon 2	45

**Total Single Heat Sinks: 10**

○○○○○○○○○○

### Auto Eject

Operational  Disabled

### Warrior Data

Name: \_\_\_\_\_

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	



- #### Left Arm
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3**
- Autocannon 5
  - Autocannon 5
  - Autocannon 5
- 1-3**
- Autocannon 5
  - Autocannon 2
- 4-6**
- Roll Again
  - Roll Again
  - Roll Again

- #### Left Torso
- Medium Laser
  - Ammo (AC 5) 20
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

- #### Left Leg
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
- 5-6**
- Roll Again
  - Roll Again

- #### Critical Hit Table
- ##### Head
- Life Support
  - Sensors
  - Cockpit
  - Roll Again
  - Sensors
  - Life Support

- ##### Center Torso
- 1-3**
- Engine
  - Engine
  - Engine
  - Gyro
  - Gyro
  - Gyro
- 4-6**
- Engine
  - Engine
  - Engine
  - Engine
  - Ammo (AC 2) 45
  - Roll Again

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

Cost 5,248,926

- #### Right Arm
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3**
- Autocannon 5
  - Autocannon 5
  - Autocannon 5
- 1-3**
- Autocannon 5
  - Autocannon 2
- 4-6**
- Roll Again
  - Roll Again
  - Roll Again

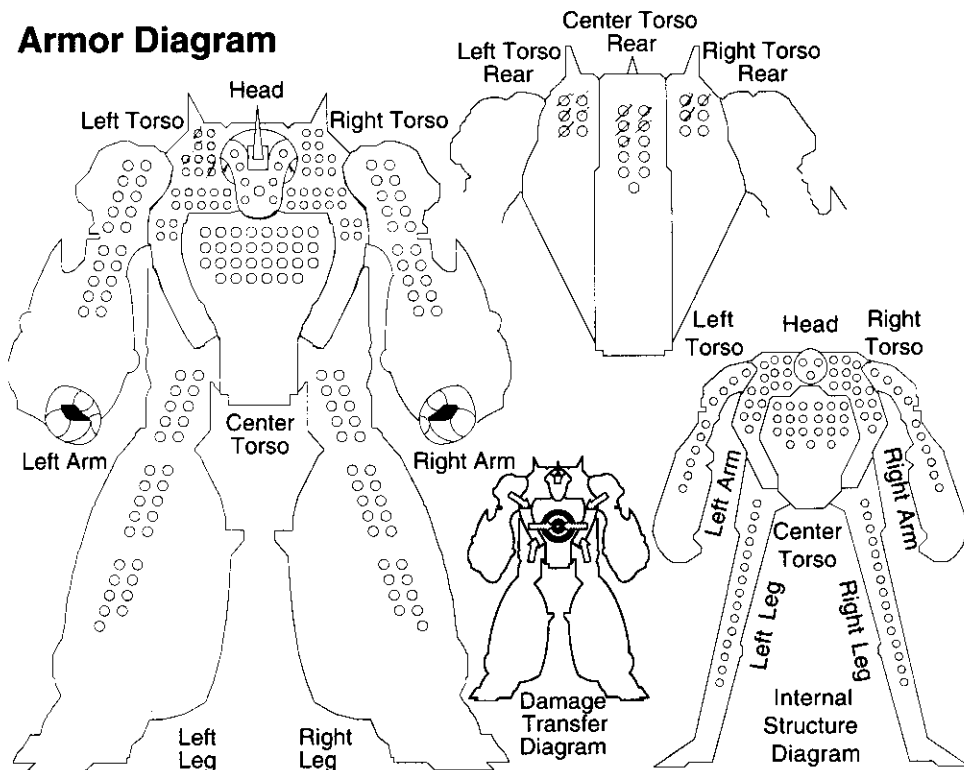
- #### Right Torso
- Medium Laser
  - Ammo (AC 5) 20
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

- #### Right Leg
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
- 5-6**
- Roll Again
  - Roll Again

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **TDR-5S Thunderbolt**

Tonnage: **65**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2491

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Large Laser	RA	8	8	0	5	10	15
1	LRM 15	RT	5	1	6	7	14	21
3	Medium Laser	LT	3	5	0	3	6	9
1	SRM 2	RT	2	2	0	3	6	9
2	Machine Gun	LA	0	2	0	1	2	3

### Ammo Type

Ammo Type	Rounds
LRM 15	16
SRM 2	50
Machine Gun	200

### Total Single Heat Sinks: 15



### Auto Eject

Operational

Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

**FASA**  
CORPORATION

### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Machine Gun
- Machine Gun

1-3

- Ammo (MG) 200
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

### Left Torso

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

1-3

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

4-6

### Left Leg

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

### Critical Hit Table

#### Head

- Life Support
- Sensors
- Cockpit
- Heat Sink
- Sensors
- Life Support

#### Center Torso

- Engine
  - Engine
  - Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3
- Gyro
  - Engine
  - Engine
  - Engine
  - Ammo (LRM 15) 8
  - Ammo (LRM 15) 8
- 4-6

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

Cost 5,446,761

### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Large Laser
- Large Laser

1-3

- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

### Right Torso

- LRM 15
- LRM 15
- LRM 15
- SRM 2
- Ammo (SRM 2) 50
- Roll Again

1-3

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

4-6

### Right Leg

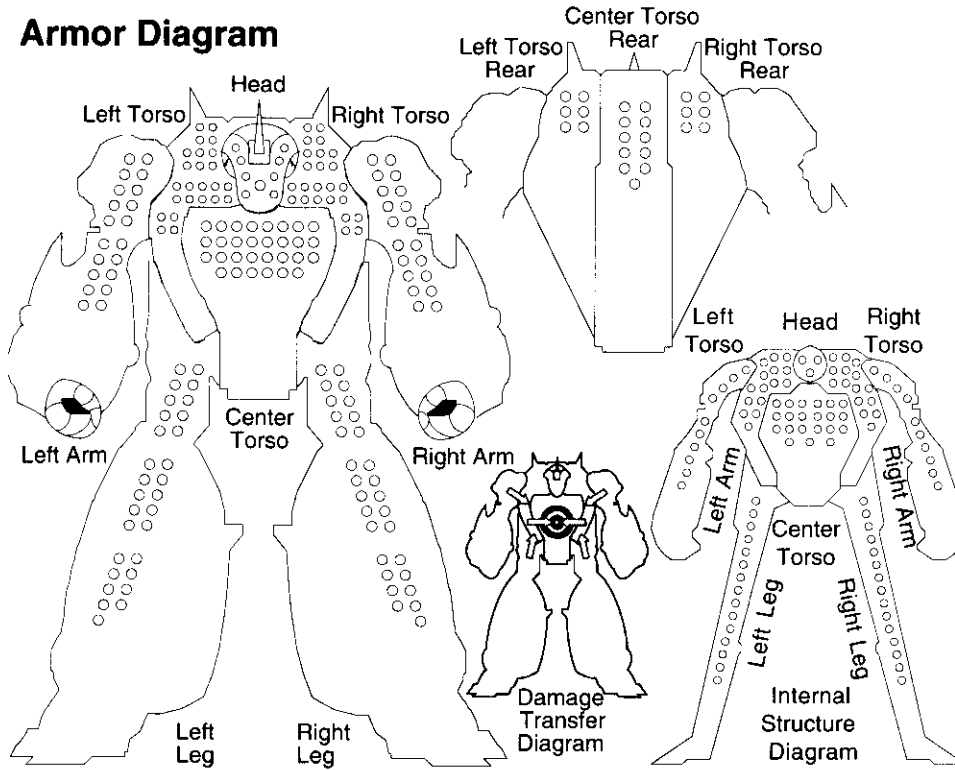
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink



# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **TDR-5SE Thunderbolt**

Tonnage: **65**

Movement Points

Walking: **4**

Running: **6**

Jumping: **4**

Technology Base:

Inner Sphere

2491

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Large Laser	RA	8	8	0	5	10	15
1	LRM 10	LT	4	1	6	7	14	21
3	Medium Laser	LT	3	5	0	3	6	9

Ammo Type	Rounds
LRM 10	24

### Total Single Heat Sinks: 17



### Auto Eject

Operational

Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

**FASA**  
CORPORATION

### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

### Left Torso

- Jump Jet
- Jump Jet
- LRM 10
- LRM 10
- Medium Laser
- Medium Laser
- Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

### Left Leg

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

### Critical Hit Table

#### Head

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

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Gyro
- Gyro
- Gyro
- Engine
- Engine
- Engine
- Engine
- Ammo (LRM 10) 12
- Ammo (LRM 10) 12

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

Cost 5,560,611

### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Large Laser
  - Large Laser
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

### Right Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Jump Jet
- Jump Jet
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

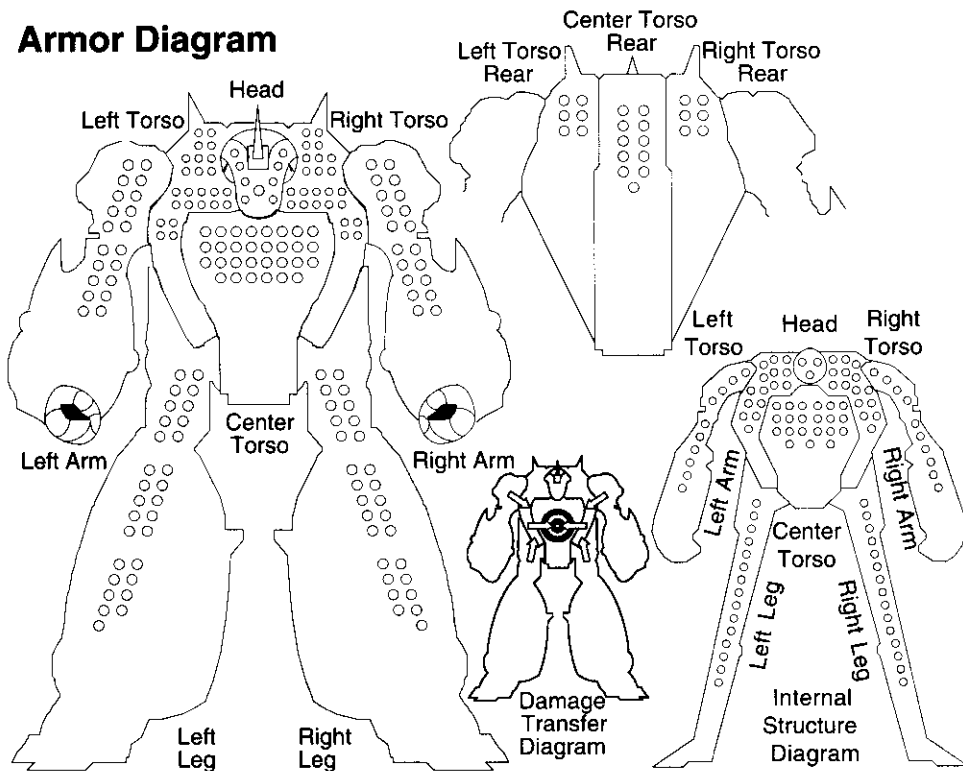
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

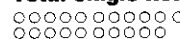
Type: **TDR-5SS Thunderbolt**  
 Tonnage: **65** Technology Base:  
 Movement Points Inner Sphere  
 Walking: **4**  
 Running: **6**  
 Jumping: **0**

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	PPC	RA	10	10	3	6	12	18
1	SRM 6	LT	4	2	0	3	6	9
3	Medium Laser	LT	3	5	0	3	6	9
1	Flamer	RT	3	2	0	1	2	3

Ammo Type	Rounds
SRM 6	15

### Total Single Heat Sinks: 21



### Auto Eject

Operational  Disabled

### Warrior Data

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

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

### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again
- Roll Again

### Left Torso

- Heat Sink
- SRM 6
- 1-3 SRM 6
- Medium Laser
- Medium Laser
- Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again

### Left Leg

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

### Critical Hit Table

#### Head

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

#### Center Torso

- Engine
- Engine
- Engine
- 1-3 Gyro
- Gyro
- Gyro
- 1-3 Gyro
- Engine
- Engine
- Engine
- 4-6 Engine
- Heat Sink
6. Ammo (SRM 6) 15

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

Cost 5,320,536

### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- PPC
- PPC
- 1-3 PPC
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again

### Right Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
6. Flamer
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again

### Right Leg

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

### Heat Scale

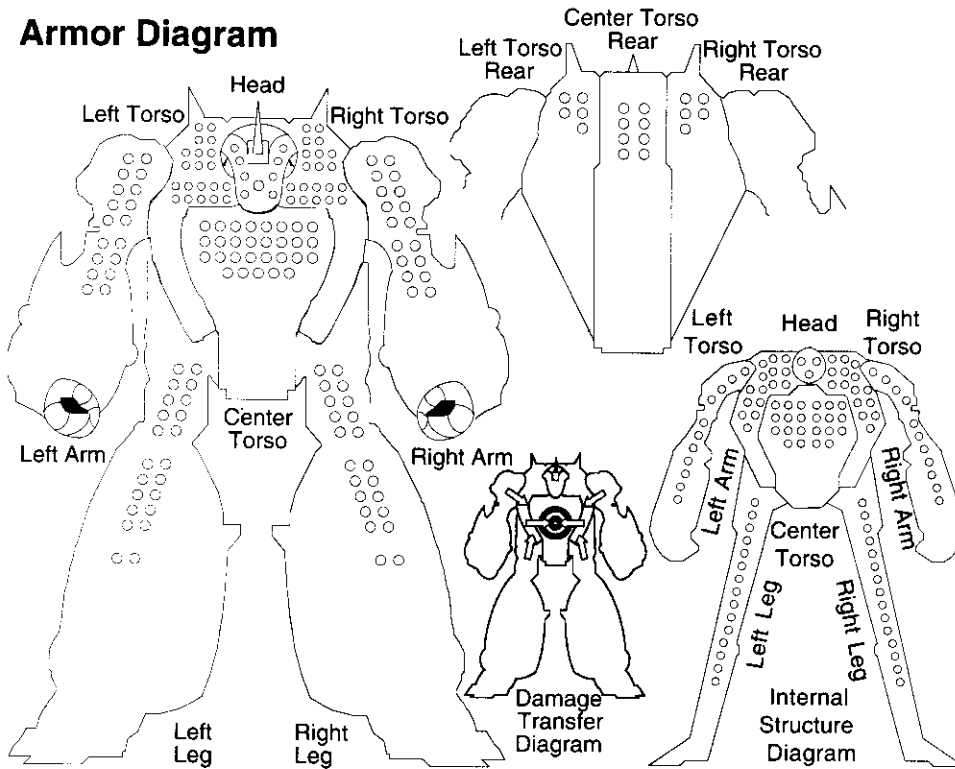
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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



# BATTLETECH<sup>®</sup>

## BATTLEMECH RECORD SHEET

### Armor Diagram



Mech Data	
Type: <b>ARC-2K Archer</b>	Technology Base:
Tonnage: <b>70</b>	Inner Sphere
Movement Points	2474
Walking: <b>4</b>	
Running: <b>6</b>	
Jumping: <b>0</b>	

Weapons Inventory							
#	Type	Loc	Ht	D	Mn	S	M L
1	LRM 15	LT	5	1	6	7	14 21
1	LRM 15	RT	5	1	6	7	14 21
1	Large Laser	LA	8	8	0	5	10 15
1	Large Laser	RA	8	8	0	5	10 15

Ammo Type	Rounds
LRM 15	32

**Total Single Heat Sinks: 12**  
 ○○○○○○  
 ○○○○○○

**Auto Eject**  
 Operational  Disabled

**Warrior Data**  
 Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

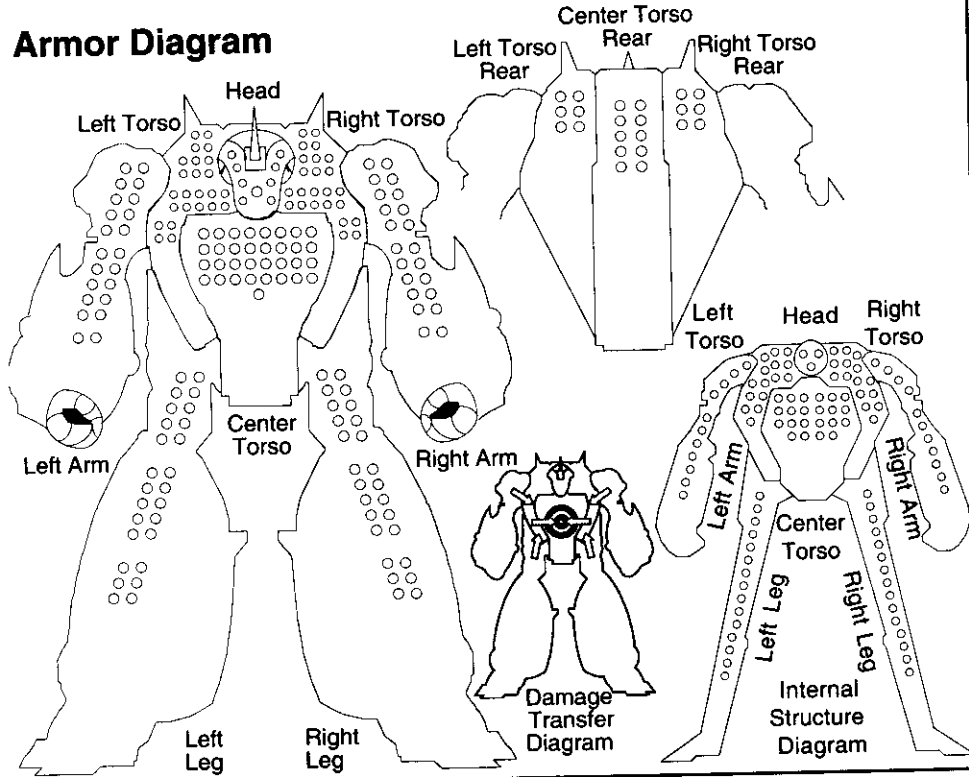


Left Arm	Critical Hit Table	Right Arm
1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator <b>1-3</b> 4. Hand Actuator 5. Large Laser 6. Large Laser 1. Roll Again 2. Roll Again <b>4-6</b> 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again	<b>Head</b> 1. Life Support 2. Sensors 3. Cockpit 4. Roll Again 5. Sensors 6. Life Support <b>Center Torso</b> 1. Engine 2. Engine <b>1-3</b> 3. Engine 4. Gyro 5. Gyro 6. Gyro <b>4-6</b> 1. Gyro 2. Engine 3. Engine 4. Engine 5. Heat Sink 6. Roll Again	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator <b>1-3</b> 4. Hand Actuator 5. Large Laser 6. Large Laser 1. Roll Again 2. Roll Again <b>4-6</b> 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
<b>Left Torso</b> <b>1-3</b> 1. LRM 15 2. LRM 15 3. LRM 15 4. Ammo (LRM 15) 8 5. Ammo (LRM 15) 8 6. Roll Again 1. Roll Again 2. Roll Again <b>4-6</b> 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again	<b>Right Torso</b> <b>1-3</b> 1. LRM 15 2. LRM 15 3. LRM 15 4. Ammo (LRM 15) 8 5. Ammo (LRM 15) 8 6. Roll Again 1. Roll Again 2. Roll Again <b>4-6</b> 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again	<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	Engine Hits ○○○ Gyro Hits ○○○ Sensor Hits ○○○ Life Support ○	Cost 6,170,774

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **ARC-2R Archer**

Tonnage: **70**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2474

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	LRM 20	RT	6	1	6	7	14	21
1	LRM 20	LT	6	1	6	7	14	21
1	Medium Laser	RA	3	5	0	3	6	9
1	Medium Laser	LA	3	5	0	3	6	9
2	Medium Laser	CT (R)	3	5	0	3	6	9

Ammo Type	Rounds
LRM 20	24

### Total Single Heat Sinks: 10

○○○○○○○○○○

### Auto Eject

Operational

Disabled

### Warrior Data

Name: \_\_\_\_\_

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

**FASA**  
CORPORATION

### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

- Hand Actuator
- Medium Laser

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

- LRM 20
- LRM 20
- LRM 20
- LRM 20
- LRM 20

1-3

6. Ammo (LRM 20) 6

1. Ammo (LRM 20) 6

2. Roll Again

3. Roll Again

4. Roll Again

5. Roll Again

6. Roll Again

4-6

### Left Leg

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

### Critical Hit Table

#### Head

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

1-3

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

1-3

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

4-6

Cost 6,384,974

### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser

1-3

6. Roll Again

1. Roll Again

2. Roll Again

3. Roll Again

4. Roll Again

5. Roll Again

6. Roll Again

4-6

### Right Torso

- LRM 20
- LRM 20
- LRM 20
- LRM 20
- LRM 20

1-3

6. Ammo (LRM 20) 6

1. Ammo (LRM 20) 6

2. Roll Again

3. Roll Again

4. Roll Again

5. Roll Again

6. Roll Again

4-6

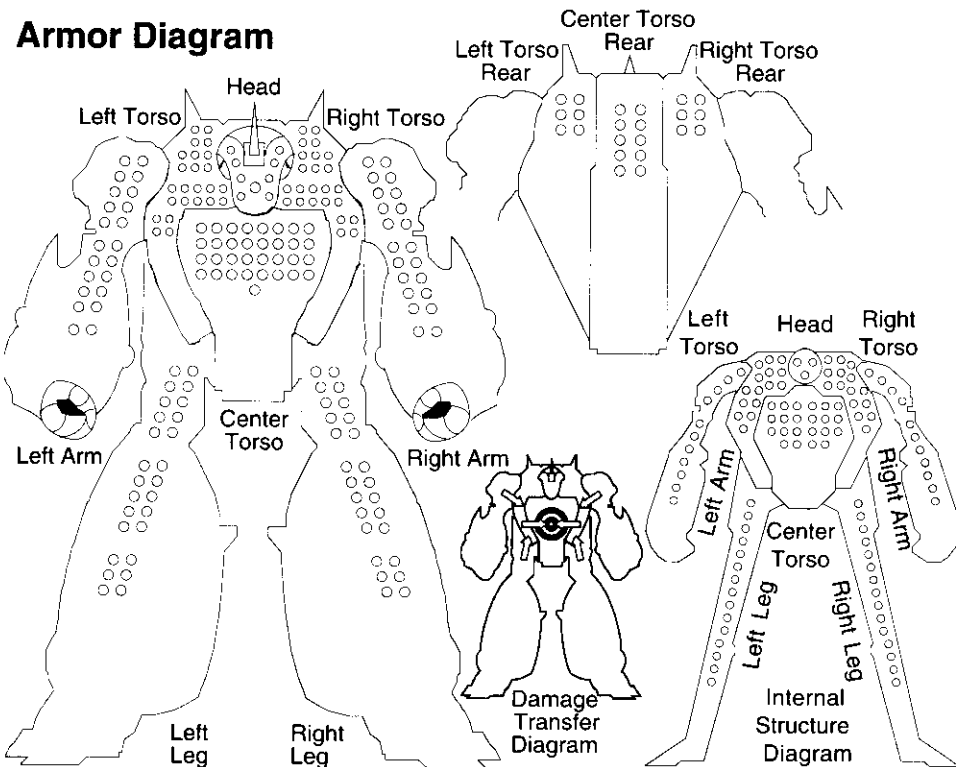
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **ARC-2S Archer**

Tonnage: **70**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2474

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	LRM 15	LT	5	1	6	7	14	21
1	LRM 15	RT	5	1	6	7	14	21
1	SRM 4	LT	3	2	0	3	6	9
1	SRM 4	RT	3	2	0	3	6	9
2	Medium Laser	CT (R)	3	5	0	3	6	9
1	Medium Laser	LA	3	5	0	3	6	9
1	Medium Laser	RA	3	5	0	3	6	9

Ammo Type	Rounds
LRM 15	32
SRM 4	50

**Total Single Heat Sinks: 10**

○○○○○○○○○○

### Auto Eject

Operational

Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

**FASA®**  
CORPORATION

- Left Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Medium Laser
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

- Left Torso**
- LRM 15
  - LRM 15
  - LRM 15
  - SRM 4
  - Ammo (LRM 15) 8
  - Ammo (LRM 15) 8
- 1-3**
- Gyro
  - Engine
  - Engine
  - Engine
  - Ammo (SRM 4) 25
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

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

- Critical Hit Table**
- Head**
- Life Support
  - Sensors
  - Cockpit
  - Roll Again
  - Sensors
  - Life Support
- Center Torso**
- Engine
  - Engine
  - Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3**
- Gyro
  - Engine
  - Engine
  - Engine
  - Medium Laser (R)
  - Medium Laser (R)
- 4-6**

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

Cost 6,405,374

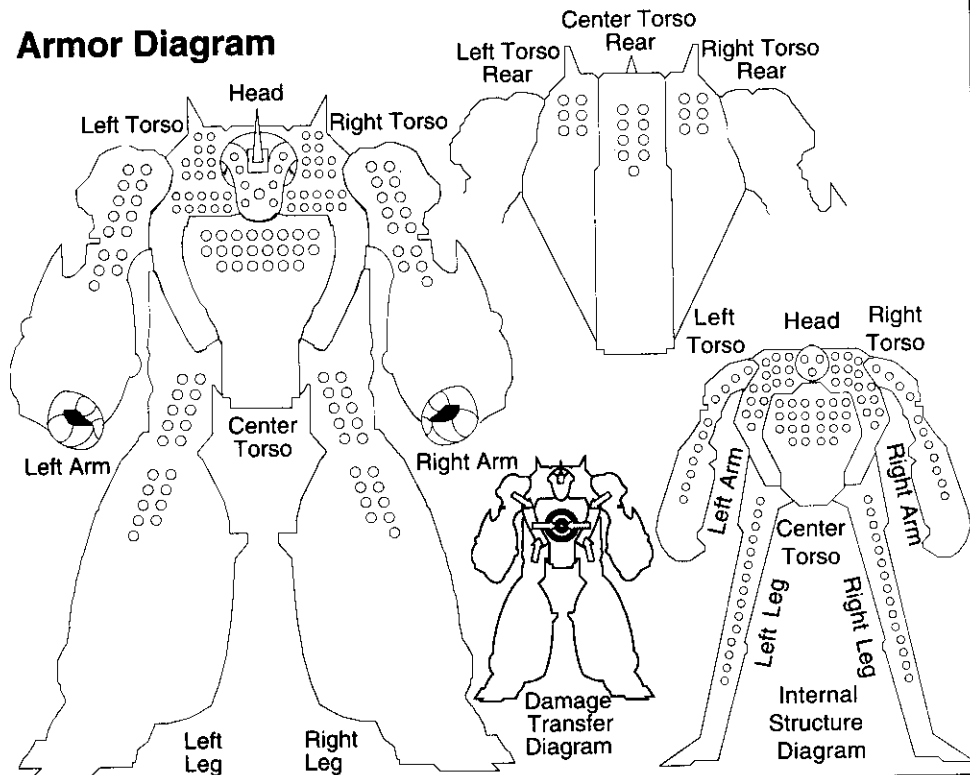
- Right Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Medium Laser
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6**
- Right Torso**
- LRM 15
  - LRM 15
  - LRM 15
  - SRM 4
  - Ammo (LRM 15) 8
  - Ammo (LRM 15) 8
- 1-3**
- Gyro
  - Engine
  - Engine
  - Engine
  - Ammo (SRM 4) 25
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **ARC-2W Archer**

Tonnage: **70**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2474

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	LRM 20	RT	6	1	6	7	14	21
1	LRM 20	LT	6	1	6	7	14	21
1	SRM 4	LT	3	2	0	3	6	9
1	SRM 4	RT	3	2	0	3	6	9
1	Medium Laser	LA	3	5	0	3	6	9
1	Medium Laser	RA	3	5	0	3	6	9

Ammo Type	Rounds
LRM 20	24
SRM 4	25

### Total Single Heat Sinks: 10

○○○○○○○○○○

### Auto Eject

Operational

Disabled

### Warrior Data

Name: \_\_\_\_\_

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Medium Laser
  - Roll Again
- 1-3
- Roll Again
  - Roll Again
  - Roll Again
- 4-6
- Roll Again
  - Roll Again
  - Roll Again

### Left Torso

- LRM 20
  - LRM 20
  - LRM 20
  - LRM 20
  - LRM 20
  - SRM 4
- 1-3
- Ammo (LRM 20) 6
  - Ammo (LRM 20) 6
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

### Left Leg

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

### Critical Hit Table

#### Head

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

#### Center Torso

- Engine
  - Engine
  - Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3
- Gyro
  - Engine
  - Engine
  - Engine
  - Ammo (SRM 4) 25
  - Roll Again
- 4-6

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

Cost 6,452,974

### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Medium Laser
  - Roll Again
- 1-3
- Roll Again
  - Roll Again
  - Roll Again
- 4-6
- Roll Again
  - Roll Again
  - Roll Again

### Right Torso

- LRM 20
  - LRM 20
  - LRM 20
  - LRM 20
  - LRM 20
  - SRM 4
- 1-3
- Ammo (LRM 20) 6
  - Ammo (LRM 20) 6
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

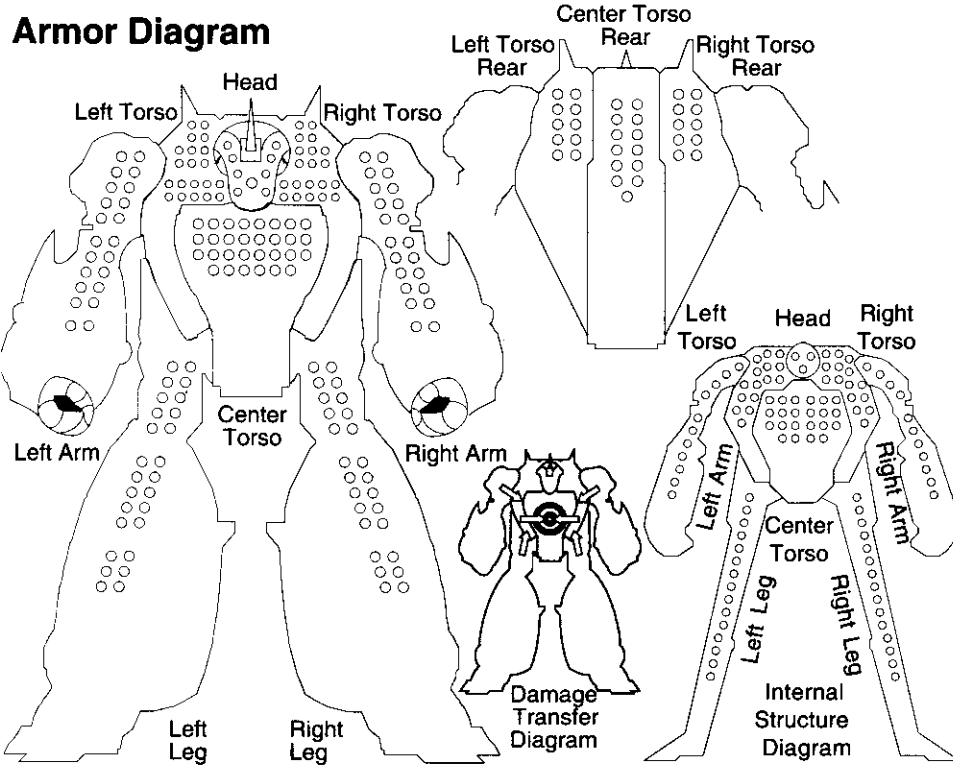
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **GHR-5H Grasshopper**

Tonnage: **70**

Technology Base:

Movement Points

Inner Sphere

Walking: **4**

2786

Running: **6**

Jumping: **4**

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Large Laser	CT	8	8	0	5	10	15
1	Medium Laser	LT	3	5	0	3	6	9
1	Medium Laser	RA	3	5	0	3	6	9
1	Medium Laser	LA	3	5	0	3	6	9
1	Medium Laser	RT	3	5	0	3	6	9
1	LRM 5	H	2	1	6	7	14	21

Ammo Type	Rounds
LRM 5	24

### Total Single Heat Sinks: 22

○○○○○○○○○○○○○○○○○○○○

### Auto Eject

Operational  Disabled

### Warrior Data

Name: \_\_\_\_\_

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	



- #### Left Arm
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Heat Sink
  - Medium Laser

1-3  
1. Roll Again  
2. Roll Again

4-6  
3. Roll Again  
4. Roll Again  
5. Roll Again  
6. Roll Again

- #### Left Torso
- Heat Sink
  - Heat Sink
  - Heat Sink
  - Heat Sink
  - Heat Sink
  - Medium Laser

1-3  
1. Roll Again  
2. Roll Again

4-6  
3. Roll Again  
4. Roll Again  
5. Roll Again  
6. Roll Again

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

- #### Critical Hit Table
- ##### Head
- Life Support
  - Sensors
  - Cockpit
  - LRM 5
  - Sensors
  - Life Support

1-3

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

- #### Center Torso
- Gyro
  - Engine
  - Engine
  - Engine
  - Gyro
  - Gyro

1-3  
1. Gyro  
2. Engine  
3. Engine

4-6  
4. Engine  
5. Large Laser  
6. Large Laser

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

Cost 6,024,574

- #### Right Arm
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Heat Sink
  - Medium Laser

1-3  
1. Roll Again  
2. Roll Again

4-6  
3. Roll Again  
4. Roll Again  
5. Roll Again  
6. Roll Again

- #### Right Torso
- Heat Sink
  - Heat Sink
  - Heat Sink
  - Heat Sink
  - Medium Laser
  - Ammo (LRM 5) 24

1-3  
1. Roll Again  
2. Roll Again

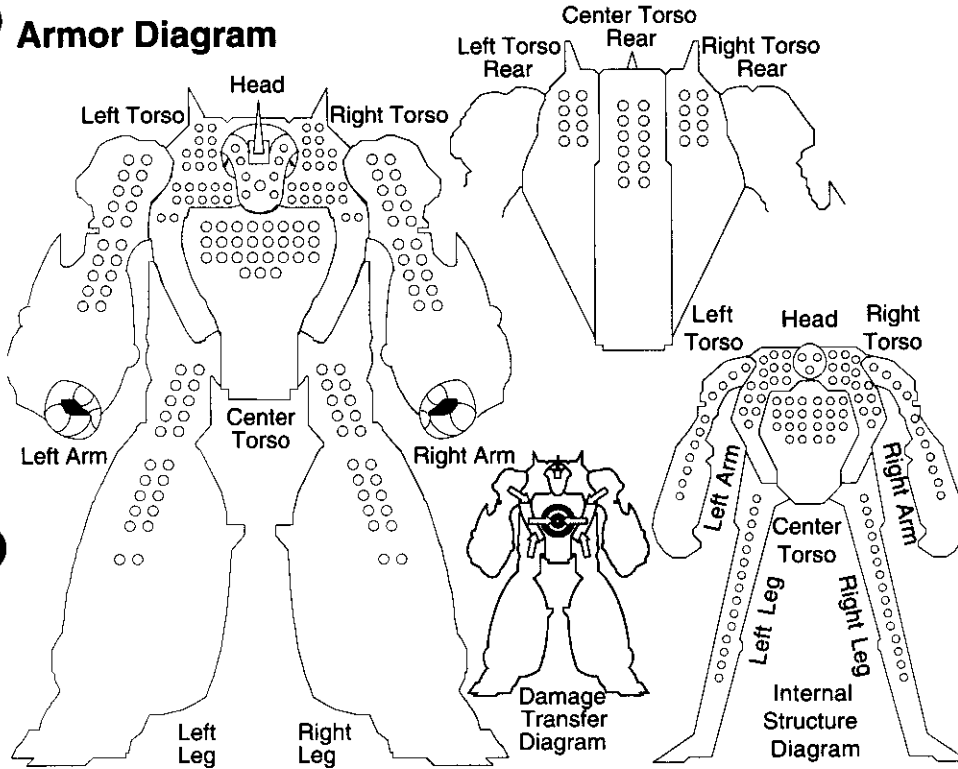
4-6  
3. Roll Again  
4. Roll Again  
5. Roll Again  
6. Roll Again

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **GLT-4L Guillotine**

Tonnage: **70**

Movement Points

Walking: **4**

Running: **6**

Jumping: **4**

Technology Base:

Inner Sphere

3025

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Large Laser	LA	8	8	0	5	10	15
1	SRM 6	CT	4	2	0	3	6	9
1	Medium Laser	LT	3	5	0	3	6	9
1	Medium Laser	RT	3	5	0	3	6	9
2	Medium Laser	RA	3	5	0	3	6	9

Ammo Type	Rounds
SRM 6	15

**Total Single Heat Sinks: 22**



### Auto Eject

Operational

Disabled

### Warrior Data

Name: \_\_\_\_\_

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

**FASA**  
CORPORATION

### Left Arm

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

1-3

- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

### Left Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Jump Jet

1-3

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

4-6

### Left Leg

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

### Critical Hit Table

#### Head

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

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

1-3

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

4-6

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

Cost 6,062,484

### Right Arm

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

1-3

- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

### Right Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Jump Jet
- Medium Laser

1-3

- Ammo (SRM 6) 15
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

### Right Leg

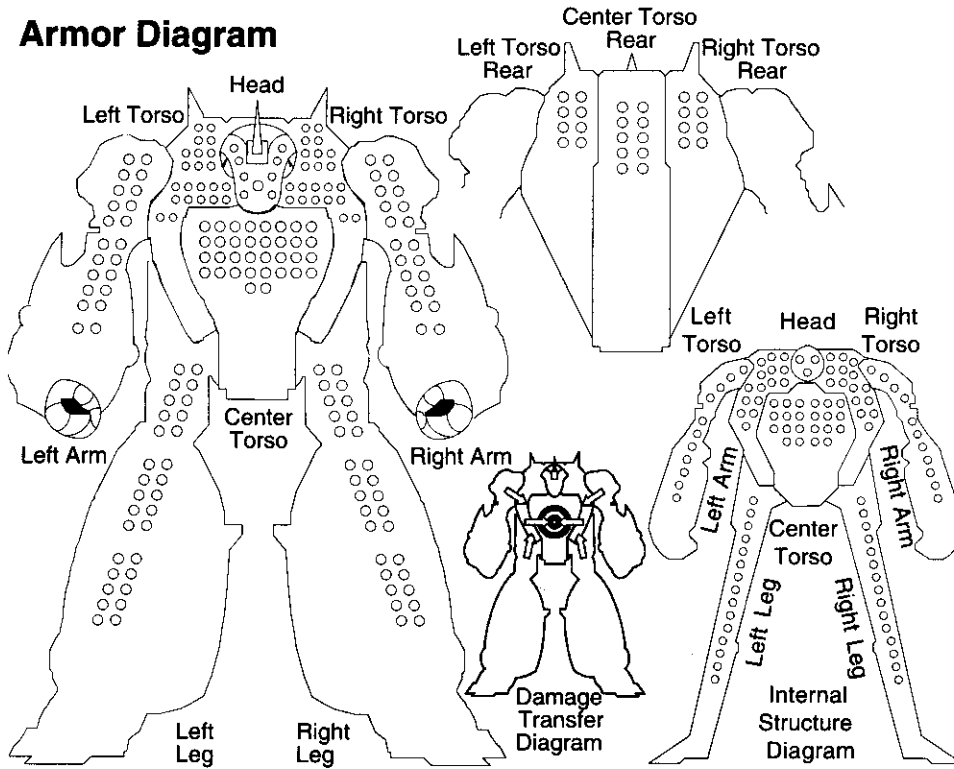
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Jump Jet



# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **WHM-60 Warhammer**  
 Tonnage: **70** Technology Base:  
 Movement Points: Inner Sphere  
 Walking: **4** 2515  
 Running: **6**  
 Jumping: **0**

### Weapons Inventory

# Type	Loc	Ht	D	Mn	S	M	L
1 PPC	RA	10	10	3	6	12	18
1 PPC	LA	10	10	3	6	12	18
1 Medium Laser	RT	3	5	0	3	6	9
1 Medium Laser	LT	3	5	0	3	6	9
1 Small Laser	LT	1	3	0	1	2	3
1 Small Laser	RT	1	3	0	1	2	3

### Total Single Heat Sinks: 20

○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○

### Auto Eject

Operational  Disabled

### Warrior Data

Name: \_\_\_\_\_

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	



### Left Arm

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

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

### Left Torso

- Heat Sink
- Heat Sink
- Medium Laser
- Small Laser
- Roll Again
- Roll Again

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

### Left Leg

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

### Critical Hit Table

#### Head

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

#### Center Torso

- Engine
  - Engine
  - Engine
  - Gyro
  - Gyro
  - Gyro
- Gyro
  - Engine
  - Engine
  - Engine
  - Heat Sink
  - Heat Sink

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

Cost 5,945,184

### Right Arm

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

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

### Right Torso

- Heat Sink
- Medium Laser
- Small Laser
- Roll Again
- Roll Again
- Roll Again

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

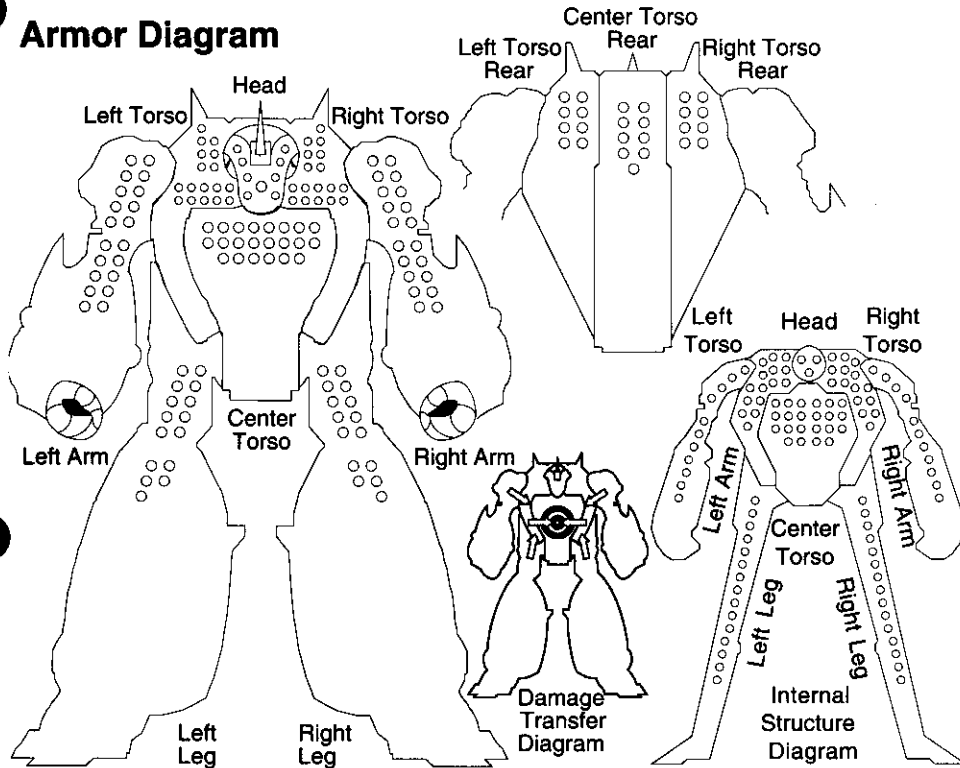
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **WHM-6K Warhammer**

Tonnage: **70**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

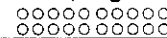
2515

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	PPC	RA	10	10	3	6	12	18
1	PPC	LA	10	10	3	6	12	18
1	Medium Laser	RT	3	5	0	3	6	9
1	Medium Laser	LT	3	5	0	3	6	9
1	Small Laser	LT	1	3	0	1	2	3
1	Small Laser	RT	1	3	0	1	2	3
1	SRM 6	RT	4	2	0	3	6	9

Ammo Type	Rounds
SRM 6	15

### Total Single Heat Sinks: 20



### Auto Eject

Operational

Disabled

### Warrior Data

Name: \_\_\_\_\_

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

**FASA**  
CORPORATION

### Left Arm

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

1-3

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

4-6

### Left Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Medium Laser
- Small Laser
- Roll Again

1-3

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

4-6

### Left Leg

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

### Critical Hit Table

#### Head

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

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- Engine
- Engine
- Engine
- Heat Sink
- Heat Sink

4-6

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

Cost 6,059,084

### Right Arm

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

1-3

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

4-6

### Right Torso

- Medium Laser
- Small Laser
- SRM 6
- SRM 6
- Ammo (SRM 6) 15
- Roll Again

1-3

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

4-6

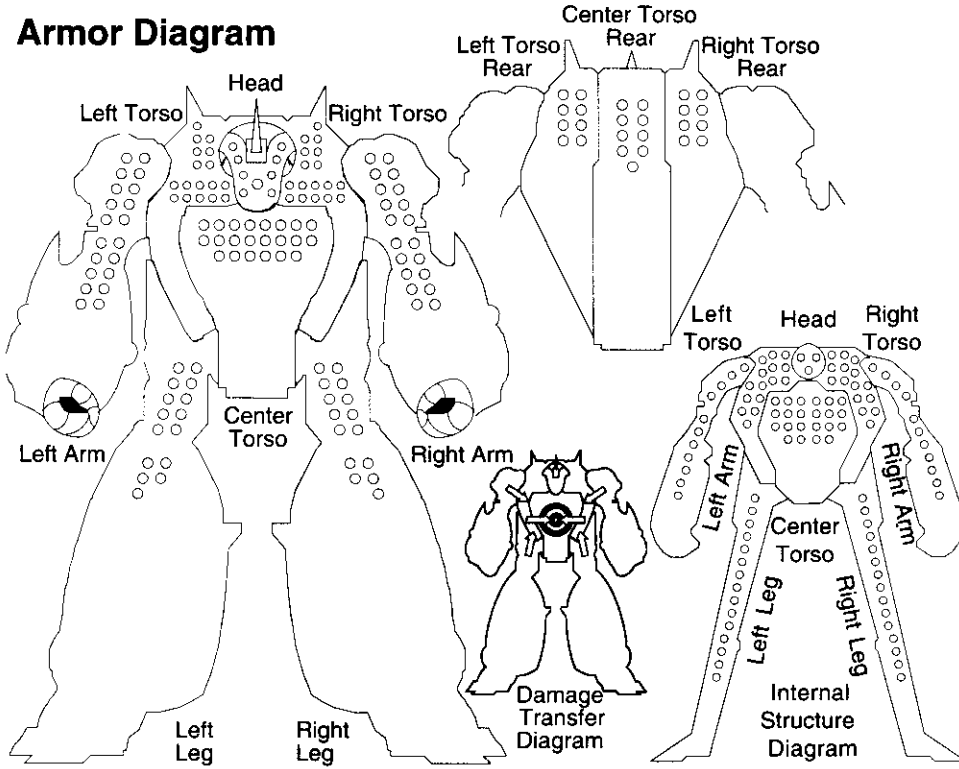
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **WHM-6L Warhammer**

Tonnage: **70**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2515

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	PPC	RA	10	10	3	6	12	18
1	PPC	LA	10	10	3	6	12	18
1	Medium Laser	RT	3	5	0	3	6	9
1	Medium Laser	LT	3	5	0	3	6	9
1	Small Laser	LT	1	3	0	1	2	3
1	Small Laser	RT	1	3	0	1	2	3
1	SRM 6	RT	4	2	0	3	6	9
1	Flamer	LT	3	2	0	1	2	3
1	Flamer	RT	3	2	0	1	2	3

Ammo Type	Rounds
SRM 6	15

### Total Single Heat Sinks: 18



### Auto Eject

Operational

Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

### Left Arm

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

1-3

- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

### Left Torso

- Medium Laser
- Small Laser
- Flamer
- Roll Again
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

### Left Leg

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

### Critical Hit Table

#### Head

- Life Support
- Sensors
- Cockpit
- Heat Sink
- Sensors
- Life Support

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- Engine
- Engine
- Engine
- Heat Sink
- Heat Sink

4-6

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

Cost 6,077,784

### Right Arm

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

1-3

- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

### Right Torso

- Medium Laser
- Small Laser
- SRM 6
- SRM 6
- Flamer
- Ammo (SRM 6) 15

1-3

- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

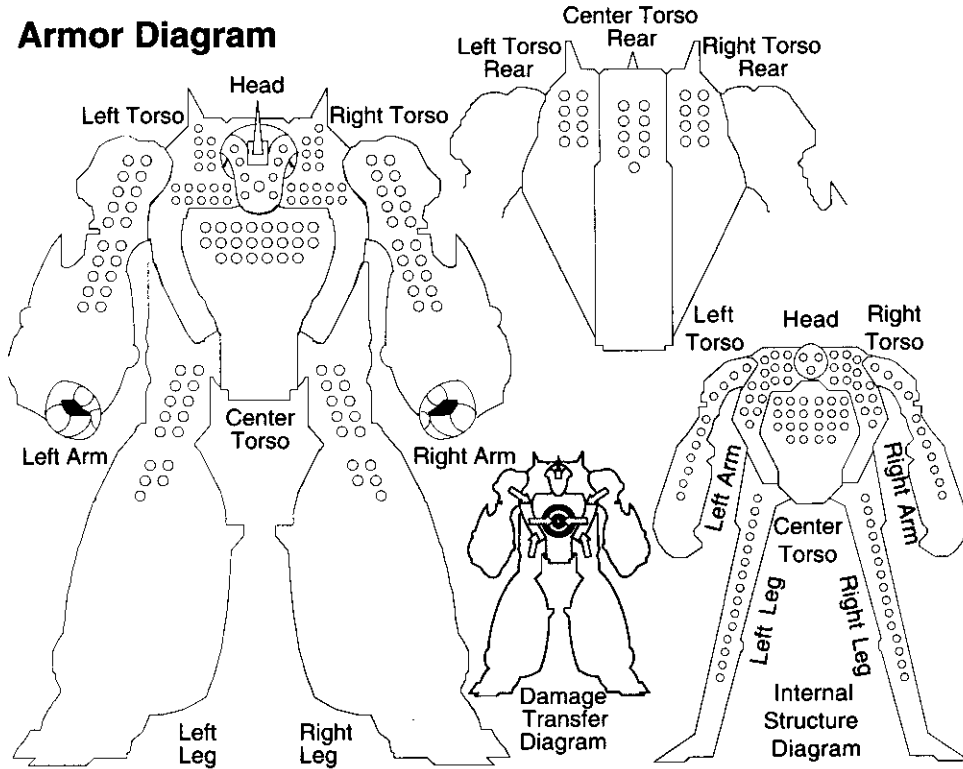
### Right Leg

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

# BATTLETECH®

## BATTLEMech RECORD SHEET

### Armor Diagram



### Mech Data

Type: **WHM-6R Warhammer**

Tonnage: **70**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

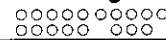
2515

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	PPC	RA	10	10	3	6	12	18
1	PPC	LA	10	10	3	6	12	18
1	SRM 6	RT	4	2	0	3	6	9
1	Medium Laser	RT	3	5	0	3	6	9
1	Medium Laser	LT	3	5	0	3	6	9
1	Small Laser	LT	1	3	0	1	2	3
1	Small Laser	RT	1	3	0	1	2	3
1	Machine Gun	LT	0	2	0	1	2	3
1	Machine Gun	RT	0	2	0	1	2	3

Ammo Type	Rounds
SRM 6	15
Machine Gun	200

### Total Single Heat Sinks: 18



### Auto Eject

Operational

Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Heat Sink
- PPC
- PPC

1-3

- PPC
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

### Left Torso

- Medium Laser
- Small Laser
- Machine Gun
- Roll Again
- Roll Again
- Roll Again

1-3

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

4-6

### Left Leg

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

### Critical Hit Table

#### Head

- Life Support
- Sensors
- Cockpit
- Heat Sink
- Sensors
- Life Support

1-3

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Engine
- Engine
- Engine
- Ammo (MG) 200
- Roll Again

4-6

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

Cost 6,026,784

### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Heat Sink
- PPC
- PPC

1-3

- PPC
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

### Right Torso

- SRM 6
- SRM 6
- Medium Laser
- Small Laser
- Machine Gun
- Ammo (SRM 6) 15

1-3

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

4-6

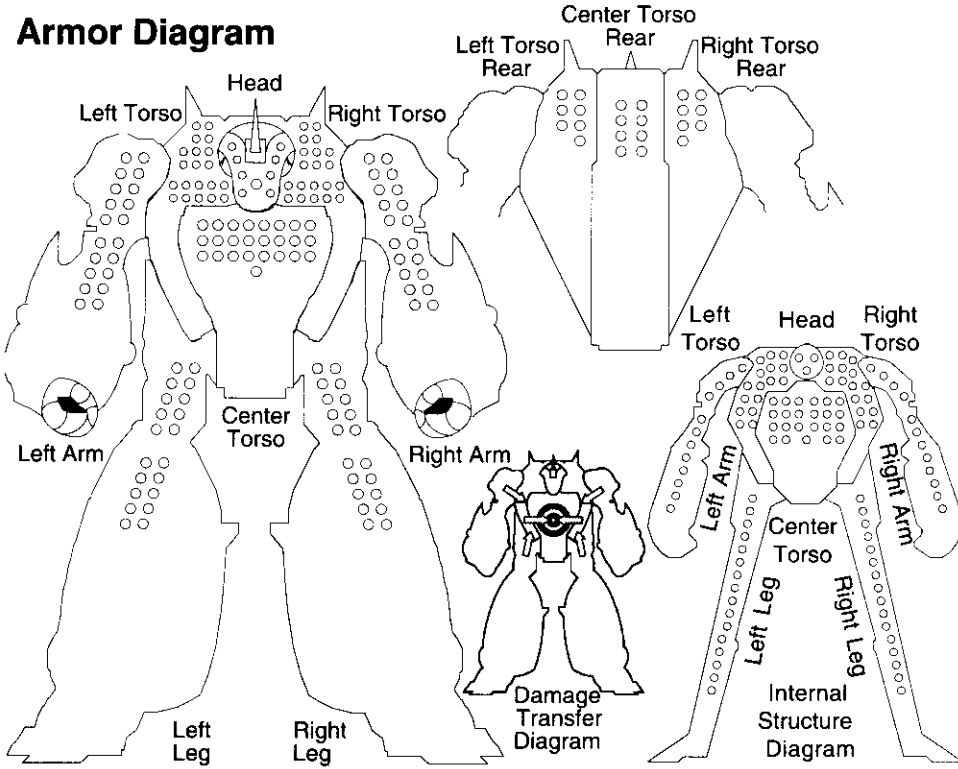
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



#### Left Arm

1. Shoulder
  2. Upper Arm Actuator
  3. Lower Arm Actuator
  4. Hand Actuator
  5. Medium Laser
  6. Roll Again
1. Roll Again  
2. Roll Again  
3. Roll Again

- #### Left Torso
1. Heat Sink
  2. Heat Sink
  3. Large Laser
  4. Large Laser
  5. Medium Laser
  6. Roll Again
1. Roll Again  
2. Roll Again  
3. Roll Again

- #### Left Leg
1. Hip
  2. Upper Leg Actuator
  3. Lower Leg Actuator
  4. Foot Actuator
  5. Heat Sink
  6. Heat Sink

#### Critical Hit Table

##### Head

1. Life Support
2. Sensors
3. Cockpit
4. Small Laser
5. Sensors
6. Life Support

##### Center Torso

1. Engine
  2. Engine
  3. Engine
  4. Gyro
  5. Gyro
  6. Gyro
- 1-3  
4-6
1. Gyro
  2. Engine
  3. Engine
  4. Engine
  5. Roll Again
  6. Roll Again

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

Cost 6,594,438

#### Right Arm

1. Shoulder
  2. Upper Arm Actuator
  3. Lower Arm Actuator
  4. Hand Actuator
  5. PPC
  6. PPC
- 1-3  
4-6
1. PPC
  2. Medium Laser
  3. Roll Again
  4. Roll Again
  5. Roll Again
  6. Roll Again

- #### Right Torso
1. Heat Sink
  2. Heat Sink
  3. Large Laser
  4. Large Laser
  5. Medium Laser
  6. Roll Again
- 1-3  
4-6
1. Roll Again
  2. Roll Again
  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. Heat Sink
6. Heat Sink

### Mech Data

Type: **BL-7-KNT Black Knight**

Tonnage: **75**  
 Movement Points  
 Walking: **4**  
 Running: **6**  
 Jumping: **0**

Technology Base:  
 Inner Sphere  
 3025

### Weapons Inventory

#	Type	Loc	Hit	D	Mn	S	M	L
1	PPC	RA	10	10	3	6	12	18
1	Large Laser	LT	8	8	0	5	10	15
1	Large Laser	RT	8	8	0	5	10	15
1	Medium Laser	LT	3	5	0	3	6	9
1	Medium Laser	RT	3	5	0	3	6	9
1	Medium Laser	LA	3	5	0	3	6	9
1	Medium Laser	RA	3	5	0	3	6	9
1	Small Laser	H	1	3	0	1	2	3

**Total Single Heat Sinks: 20**



### Auto Eject

Operational  Disabled

### Warrior Data

Name: \_\_\_\_\_

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

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

### Heat Scale

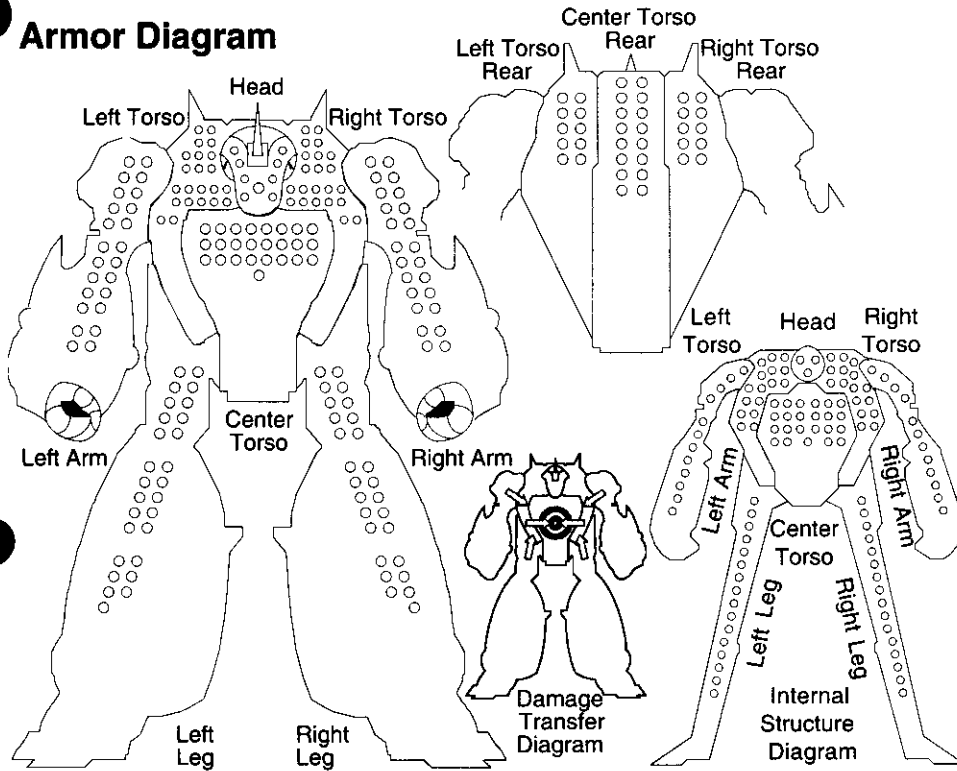
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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



# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **FLS-7K Flashman**

Tonnage: **75**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

3025

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Large Laser	LA	8	8	0	5	10	15
1	Large Laser	RA	8	8	0	5	10	15
1	Medium Laser	LT	3	5	0	3	6	9
1	Medium Laser	LT (R)	3	5	0	3	6	9
1	Medium Laser	RT	3	5	0	3	6	9
1	Medium Laser	LA	3	5	0	3	6	9
1	Medium Laser	RA	3	5	0	3	6	9
1	Flamer	H	3	2	0	1	2	3

### Total Single Heat Sinks: 23



### Auto Eject

Operational

Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Large Laser
- Large Laser
- Medium Laser

- Roll Again
- Roll Again

3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

### Left Torso

- Heat Sink
- Heat Sink
- Heat Sink
- 1-3 Medium Laser
- Medium Laser (R)
- Roll Again

- Roll Again
- Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

### Left Leg

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

### Critical Hit Table

#### Head

- Life Support
- Sensors
- Cockpit
- Flamer
- Sensors
- Life Support

#### Center Torso

- 1-3 Engine
  - Engine
  - Engine
  4. Gyro
  - Gyro
  - Gyro
1. Gyro
  2. Engine
  3. Engine
  4. Engine
  5. Heat Sink
  6. Roll Again

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

Cost 6,341,125

### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Large Laser
- Large Laser
- Medium Laser

- Roll Again
- Roll Again

3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

### Right Torso

- Heat Sink
- Heat Sink
- Heat Sink
- 1-3 Medium Laser
- Roll Again
- Roll Again

- Roll Again
- Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

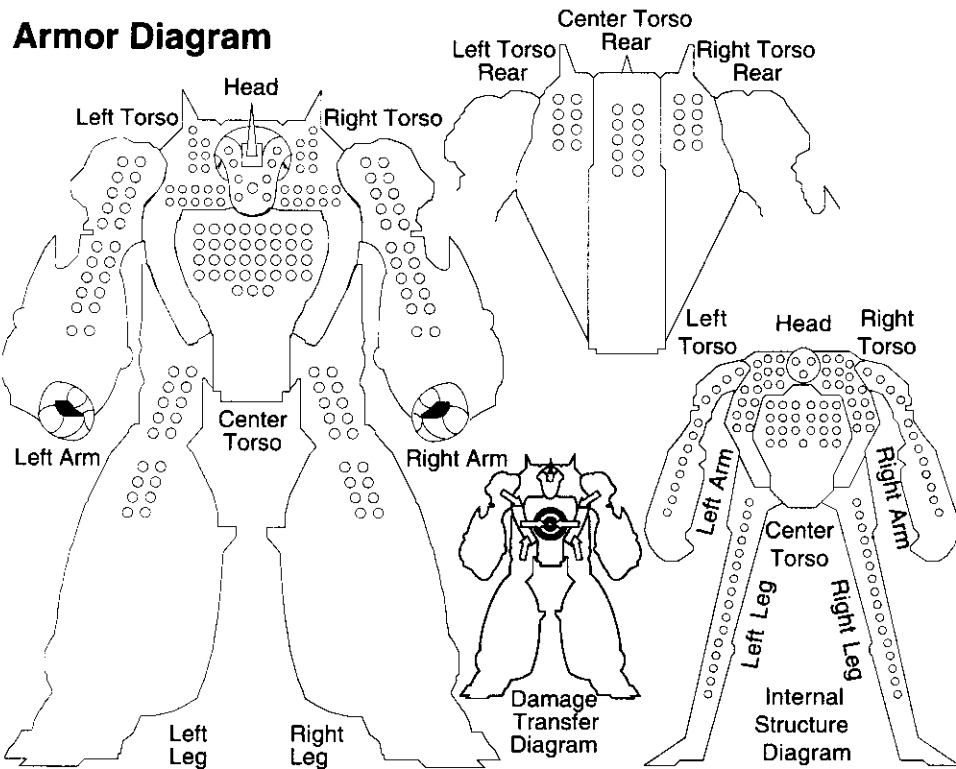
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **MAD-3D Marauder**

Tonnage: **75**

Movement Points: **Walking: 4**  
**Running: 6**  
**Jumping: 0**

Technology Base: **Inner Sphere**  
2600

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	PPC	RA	10	10	3	6	12	18
1	PPC	LA	10	10	3	6	12	18
1	Medium Laser	LA	3	5	0	3	6	9
1	Medium Laser	RA	3	5	0	3	6	9
1	Large Laser	RT	8	8	0	5	10	15

**Total Single Heat Sinks: 20**



### Auto Eject

Operational  Disabled

### Warrior Data

Name: \_\_\_\_\_

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

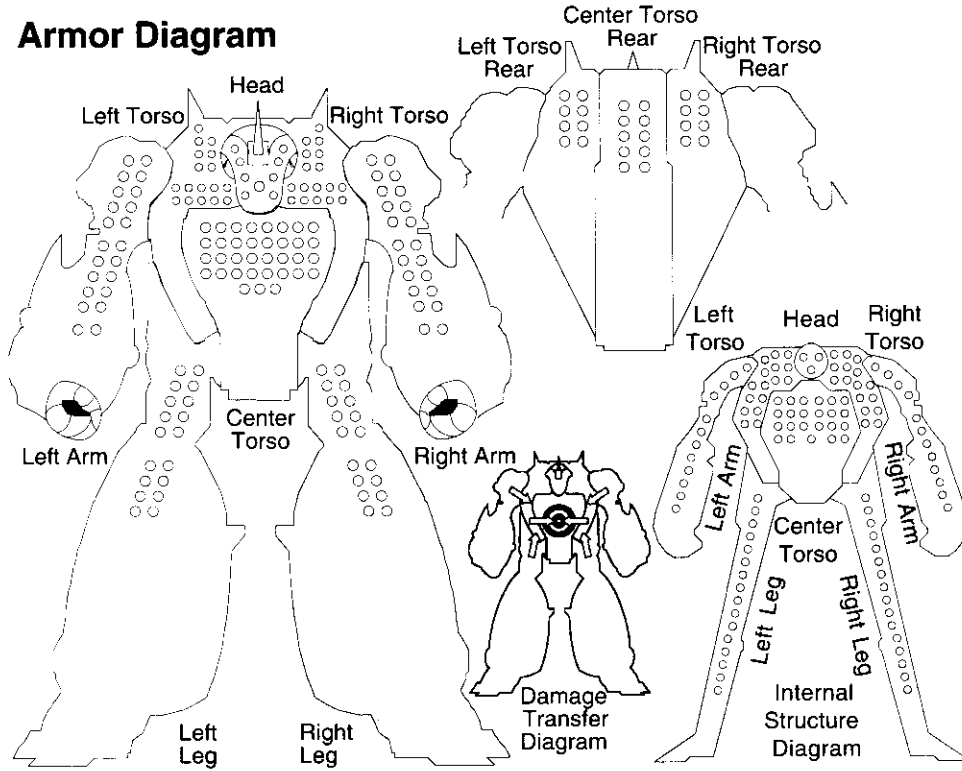


Left Arm	Critical Hit Table	Right Arm								
<ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>PPC</li> <li>PPC</li> <li>PPC</li> </ol> <ol style="list-style-type: none"> <li>Medium Laser</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol>	<h3>Head</h3> <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> <h3>Center Torso</h3> <ol style="list-style-type: none"> <li>Engine</li> <li>Engine</li> <li>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>Engine</li> <li>Engine</li> <li>Engine</li> <li>Heat Sink</li> <li>Heat Sink</li> </ol> <p>4-6</p> <table border="1"> <tr><td>Engine Hits</td><td>○ ○ ○</td></tr> <tr><td>Gyro Hits</td><td>○ ○</td></tr> <tr><td>Sensor Hits</td><td>○ ○</td></tr> <tr><td>Life Support</td><td>○</td></tr> </table>	Engine Hits	○ ○ ○	Gyro Hits	○ ○	Sensor Hits	○ ○	Life Support	○	<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>PPC</li> <li>PPC</li> <li>PPC</li> </ol> <ol style="list-style-type: none"> <li>Medium Laser</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <h3>Right Torso</h3> <ol style="list-style-type: none"> <li>Large Laser</li> <li>Large Laser</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol>
Engine Hits	○ ○ ○									
Gyro Hits	○ ○									
Sensor Hits	○ ○									
Life Support	○									
<h3>Left Torso</h3> <ol style="list-style-type: none"> <li>Heat Sink</li> <li>Heat Sink</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol>	<p>Cost 6,597,500</p>	<h3>Right Leg</h3> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Heat Sink</li> <li>Heat Sink</li> </ol>								

# BATTLETECH<sup>®</sup>

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **MAD-3L Marauder**

Tonnage: **75**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

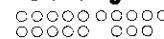
2600

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	PPC	RA	10	10	3	6	12	18
1	Large Laser	LA	8	8	0	5	10	15
1	Medium Laser	LA	3	5	0	3	6	9
1	Medium Laser	RA	3	5	0	3	6	9
1	Autocannon 5	RT	1	5	3	6	12	18

Ammo Type	Rounds
Autocannon 5	20

### Total Single Heat Sinks: 18



### Auto Eject

Operational

Disabled

### Warrior Data

Name: \_\_\_\_\_

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

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### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Large Laser
- Large Laser
- Medium Laser

- Roll Again
- Roll Again

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

### Left Torso

- Heat Sink
- Heat Sink
3. Ammo (AC 5) 20

- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

### Left Leg

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

### Critical Hit Table

#### Head

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

#### Center Torso

- 1-3 Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

- 1-3 Gyro
- Engine
- Engine
- Engine
- Roll Again
- Roll Again

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

Cost 6,467,125

### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 PPC
- PPC
- PPC

- Medium Laser
- Roll Again

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

### Right Torso

- 1-3 Autocannon 5
- Autocannon 5
- Autocannon 5
- Autocannon 5

- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again

### Right Leg

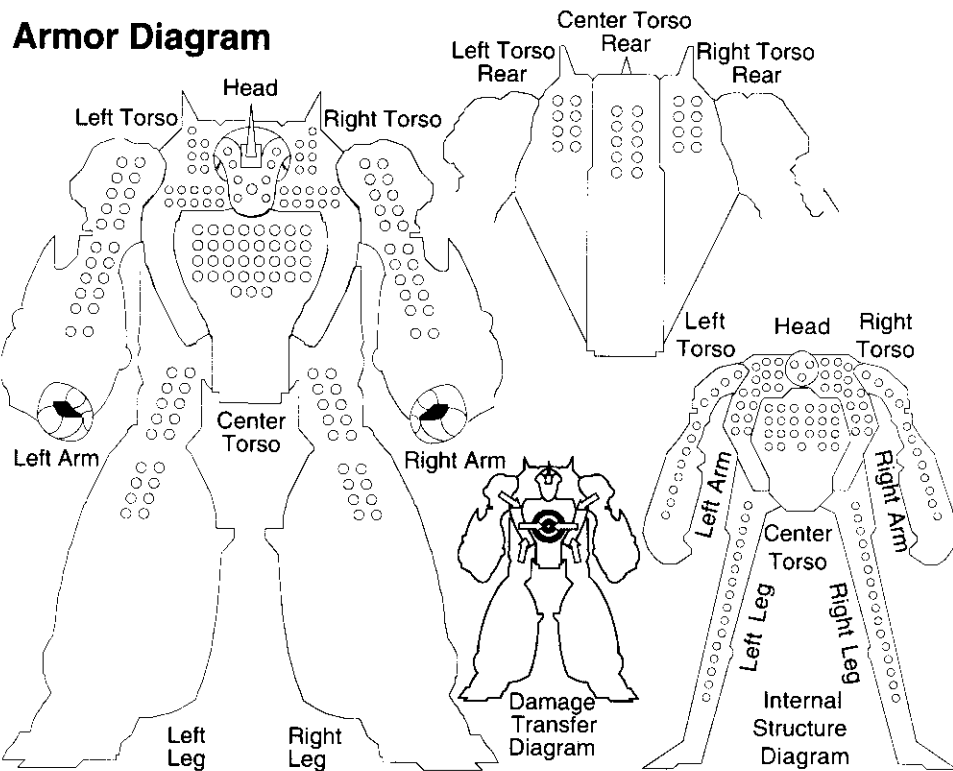
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink



# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **MAD-3M Marauder**  
 Tonnage: **75** Technology Base:  
 Movement Points Inner Sphere  
 Walking: **4** 2600  
 Running: **6**  
 Jumping: **0**

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Large Laser	RA	8	8	0	5	10	15
1	Large Laser	LA	8	8	0	5	10	15
1	Medium Laser	LA	3	5	0	3	6	9
1	Medium Laser	RA	3	5	0	3	6	9
1	Autocannon 5	RT	1	5	3	6	12	18

Ammo Type	Rounds
Autocannon 5	20

### Total Single Heat Sinks: 20



### Auto Eject

Operational  Disabled

### Warrior Data

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

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

  
 Conscious # 

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 Points
4	
3	
2	
1	
0	

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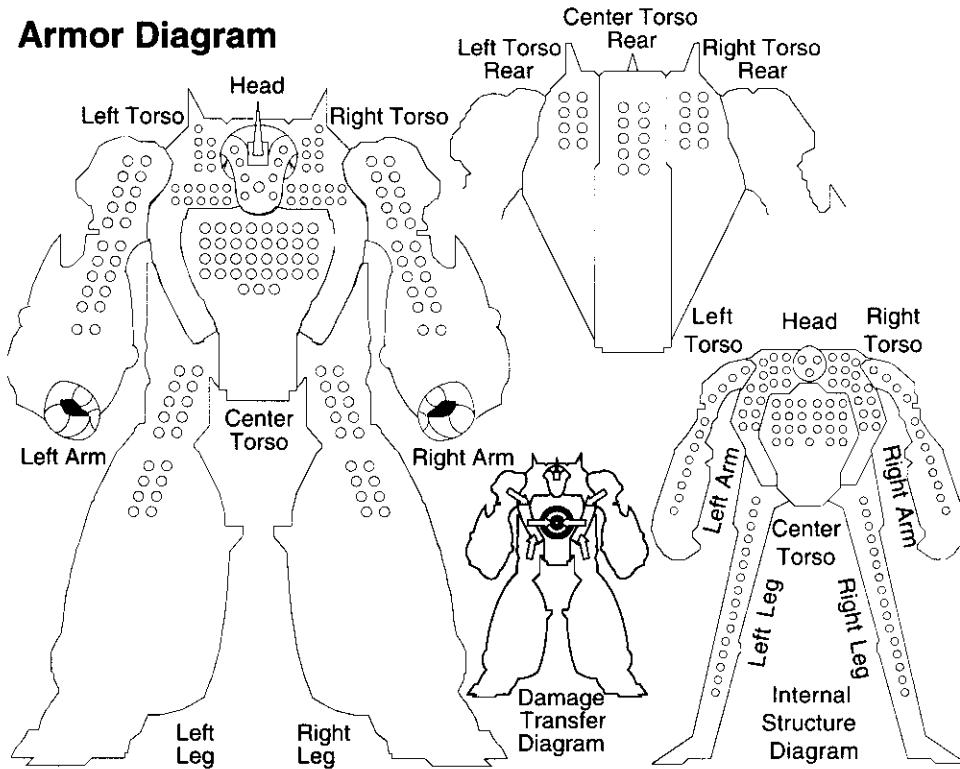
### Critical Hit Table

<p><b>Left Arm</b></p> <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>Large Laser</li> <li>Large Laser</li> <li>Medium Laser</li> </ol> <p>1. Roll Again 2. Roll Again 3. Roll Again</p> <p>4-6</p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>Left Torso</b></p> <ol style="list-style-type: none"> <li>Heat Sink</li> <li>Heat Sink</li> <li>Heat Sink</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Ammo (AC 5) 20</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>1. Roll Again 2. Roll Again 3. Roll Again</p> <p>4-6</p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>Left Leg</b></p> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Heat Sink</li> <li>Heat Sink</li> </ol>	<p><b>Head</b></p> <ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> </ol> <p>4. Roll Again</p> <ol style="list-style-type: none"> <li>Sensors</li> <li>Life Support</li> </ol> <p><b>Center Torso</b></p> <p>1-3</p> <ol style="list-style-type: none"> <li>Engine</li> <li>Engine</li> <li>Engine</li> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol> <p>1. Gyro 2. Engine 3. Engine</p> <p>4-6</p> <ol style="list-style-type: none"> <li>Engine</li> <li>Engine</li> <li>Heat Sink</li> <li>Roll Again</li> </ol> <table border="1" style="margin-left: auto; margin-right: auto;"> <tr><td>Engine Hits</td><td>○ ○ ○</td></tr> <tr><td>Gyro Hits</td><td>○ ○ ○</td></tr> <tr><td>Sensor Hits</td><td>○ ○</td></tr> <tr><td>Life Support</td><td>○</td></tr> </table> <p>Cost 6,299,125</p>	Engine Hits	○ ○ ○	Gyro Hits	○ ○ ○	Sensor Hits	○ ○	Life Support	○	<p><b>Right Arm</b></p> <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>Large Laser</li> <li>Large Laser</li> <li>Medium Laser</li> </ol> <p>1. Roll Again 2. Roll Again 3. Roll Again</p> <p>4-6</p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>Right Torso</b></p> <ol style="list-style-type: none"> <li>Autocannon 5</li> <li>Autocannon 5</li> <li>Autocannon 5</li> <li>Autocannon 5</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4. Roll Again 5. Roll Again 6. Roll Again</p> <p>1. Roll Again 2. Roll Again 3. Roll Again</p> <p>4. Roll Again 5. Roll Again 6. Roll Again</p> <p><b>Right Leg</b></p> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Heat Sink</li> <li>Heat Sink</li> </ol>
Engine Hits	○ ○ ○									
Gyro Hits	○ ○ ○									
Sensor Hits	○ ○									
Life Support	○									

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **MAD-3R Marauder**

Tonnage: **75**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2600

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	PPC	RA	10	10	3	6	12	18
1	PPC	LA	10	10	3	6	12	18
1	Medium Laser	LA	3	5	0	3	6	9
1	Medium Laser	RA	3	5	0	3	6	9
1	Autocannon 5	RT	1	5	3	6	12	18

Ammo Type	Rounds
Autocannon 5	20

### Total Single Heat Sinks: 16



### Auto Eject

Operational

Disabled

### Warrior Data

Name: \_\_\_\_\_

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	



### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 PPC
5. PPC
6. PPC

- Medium Laser
- Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

### Left Torso

- Ammo (AC 5) 20
- Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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

### Left Leg

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

### Critical Hit Table

#### Head

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

#### Center Torso

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

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

Cost 6,635,125

### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 PPC
5. PPC
6. PPC

- Medium Laser
- Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

### Right Torso

- Autocannon 5
- Autocannon 5
3. Autocannon 5
4. Autocannon 5
5. Roll Again
6. Roll Again

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

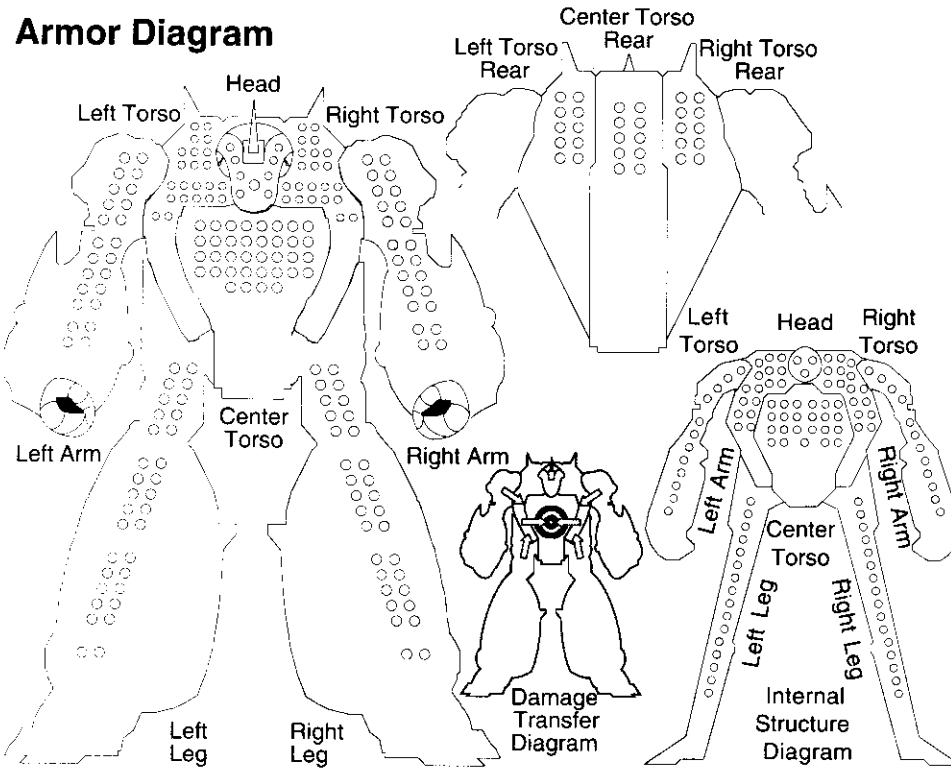
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **OM1-K Orion**  
 Tonnage: **75**  
 Movement Points  
 Walking: **4**  
 Running: **6**  
 Jumping: **0**

Technology Base:  
 Inner Sphere  
 2570

### Weapons Inventory

# Type	Loc	Ht	D	Mn	S	M	L
1 Autocannon 10	RT	3	10	0	5	10	15
1 LRM 15	LT	5	1	6	7	14	21
1 Medium Laser	RA	3	5	0	3	6	9
1 Medium Laser	LA	3	5	0	3	6	9
1 SRM 4	LT	3	2	0	3	6	9

Ammo Type	Rounds
Autocannon 10	20
LRM 15	16
SRM 4	25

**Total Single Heat Sinks: 10**

○○○○○○○○○○

### Auto Eject

Operational  Disabled

### Warrior Data

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

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 CORPORATION

### Critical Hit Table

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Medium Laser
- 5 Roll Again
- 6 Roll Again
- 1 Roll Again
- 2 Roll Again
- 3 Roll Again
- 4-6 Roll Again
- 5 Roll Again
- 6 Roll Again

#### Left Torso

- LRM 15
- LRM 15
- 1-3 LRM 15
- 4 SRM 4
- 5 Ammo (LRM 15) 8
- 6 Ammo (LRM 15) 8
- 1 Ammo (SRM 4) 25
- 2 Roll Again
- 3 Roll Again
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

#### Left Leg

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Medium Laser
- 5 Roll Again
- 6 Roll Again
- 1 Roll Again
- 2 Roll Again
- 3 Roll Again
- 4-6 Roll Again
- 5 Roll Again
- 6 Roll Again

#### Right Torso

- Autocannon 10
- Autocannon 10
- 1-3 Autocannon 10
- 4 Autocannon 10
- 5 Autocannon 10
- 6 Autocannon 10
- 1 Autocannon 10
- 2 Ammo (AC 10) 10
- 3 Ammo (AC 10) 10
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

#### Right Leg

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

#### Head

- Life Support
- Sensors
- Cockpit
- 4 Roll Again
- Sensors
- 6 Life Support

#### Center Torso

- 1-3 Engine
- 2 Engine
- 3 Engine
- 4 Gyro
- 5 Gyro
- 6 Gyro
- 1 Gyro
- 2 Engine
- 3 Engine
- 4-6 Engine
- 5 Roll Again
- 6 Roll Again

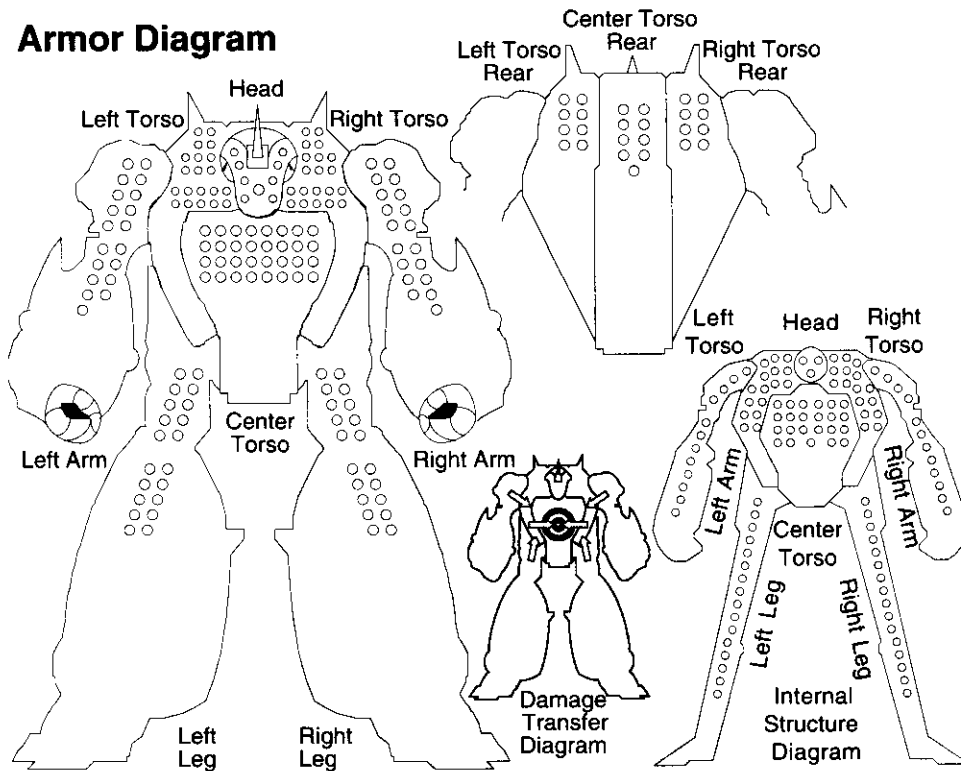
Engine Hits	○○○
Gyro Hits	○○○
Sensor Hits	○○○
Life Support	○

Cost 6,763,750

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



Mech Data	
Type: <b>ON1-V Orion</b>	Technology Base: Inner Sphere
Tonnage: <b>75</b>	2570
Movement Points	
Walking: <b>4</b>	
Running: <b>6</b>	
Jumping: <b>0</b>	

Weapons Inventory						
#	Type	Loc	Ht	D	Mn	S M L
1	Autocannon 10	RT	3	10	0	5 10 15
1	LRM 15	LT	5	1	6	7 14 21
1	Medium Laser	RA	3	5	0	3 6 9
1	Medium Laser	LA	3	5	0	3 6 9
1	SRM 4	RA	3	2	0	3 6 9
1	SRM 4	LA	3	2	0	3 6 9

Ammo Type	Rounds
Autocannon 10	20
LRM 15	16
SRM 4	50

**Total Single Heat Sinks: 10**  
 ○○○○○○○○○

**Auto Eject**  
 Operational       Disabled

Warrior Data						
Name:						
Gunnery Skill:			Piloting Skill:			
Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

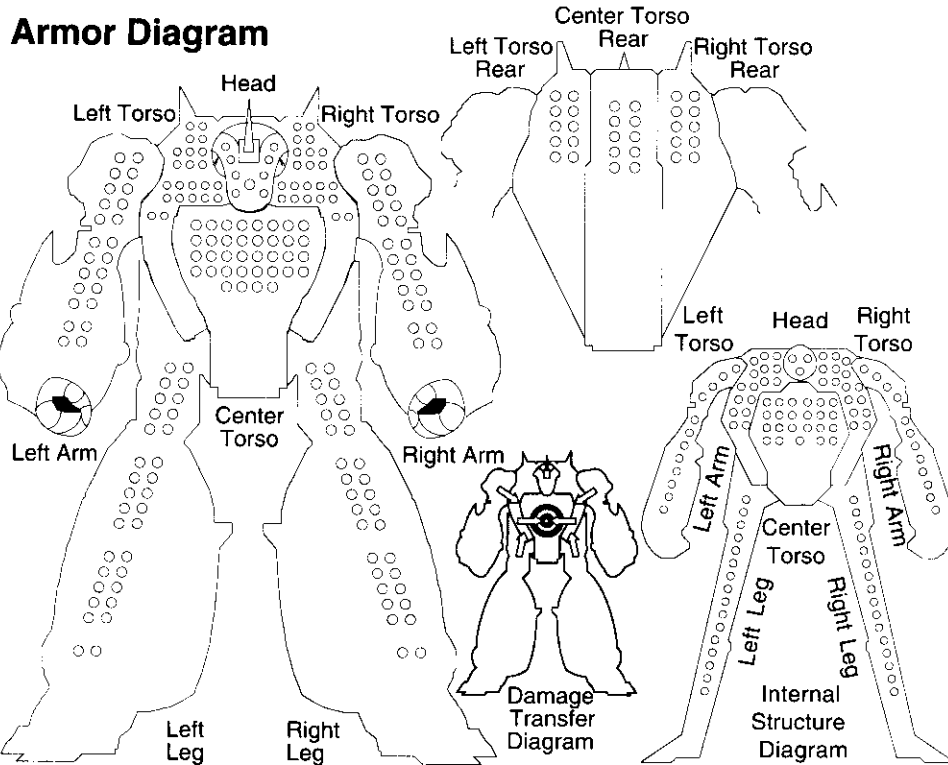


<p><b>Left Arm</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> <li>Medium Laser</li> <li>SRM 4</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>1-3</b></p> <p><b>4-6</b></p> <p><b>Left Torso</b></p> <ol style="list-style-type: none"> <li>LRM 15</li> <li>LRM 15</li> <li>LRM 15</li> <li>Ammo (LRM 15) 8</li> <li>Ammo (LRM 15) 8</li> <li>Ammo (SRM 4) 25</li> <li>Ammo (SRM 4) 25</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>1-3</b></p> <p><b>4-6</b></p> <p><b>Left Leg</b></p> <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>	<p><b>Critical Hit Table</b></p> <p><b>Head</b></p> <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> <p><b>Center Torso</b></p> <ol style="list-style-type: none"> <li>Engine</li> <li>Engine</li> <li>Engine</li> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> <li>Engine</li> <li>Engine</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <table border="1" style="margin-left: auto; margin-right: auto;"> <tr><td>Engine Hits</td><td>○○○</td></tr> <tr><td>Gyro Hits</td><td>○○</td></tr> <tr><td>Sensor Hits</td><td>○○</td></tr> <tr><td>Life Support</td><td>○</td></tr> </table> <p>Cost    6,837,250</p>	Engine Hits	○○○	Gyro Hits	○○	Sensor Hits	○○	Life Support	○	<p><b>Right Arm</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> <li>Medium Laser</li> <li>SRM 4</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>1-3</b></p> <p><b>4-6</b></p> <p><b>Right Torso</b></p> <ol style="list-style-type: none"> <li>Autocannon 10</li> <li>Autocannon 10</li> <li>Autocannon 10</li> <li>Autocannon 10</li> <li>Autocannon 10</li> <li>Autocannon 10</li> <li>Autocannon 10</li> <li>Ammo (AC 10) 10</li> <li>Ammo (AC 10) 10</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>1-3</b></p> <p><b>4-6</b></p> <p><b>Right Leg</b></p> <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>
Engine Hits	○○○									
Gyro Hits	○○									
Sensor Hits	○○									
Life Support	○									

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **ON1-VA Orion**

Tonnage: **75**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

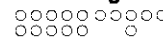
Inner Sphere  
2570

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Autocannon 10	RT	3	10	0	5	10	15
1	Medium Laser	RA	3	5	0	3	6	9
1	Medium Laser	LA	3	5	0	3	6	9
1	SRM 4	RA	3	2	0	3	6	9
1	SRM 4	LA	3	2	0	3	6	9

Ammo Type	Rounds
Autocannon 10	20
SRM 4	50

### Total Single Heat Sinks: 16



### Auto Eject

Operational

Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

**FASA**  
CORPORATION

### Critical Hit Table

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

- Medium Laser
- SRM 4
- Roll Again

4-6

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

#### Left Torso

- Ammo (SRM 4) 25
- Ammo (SRM 4) 25

1-3

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

4-6

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

#### Left Leg

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

#### Head

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

1-3

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- Engine
- Engine
- Engine
- Roll Again
- Roll Again

4-6

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

Cost 6,510,000

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Medium Laser
- SRM 4
- Roll Again

1-3

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

4-6

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

#### Right Torso

- Autocannon 10
- Autocannon 10
- Autocannon 10
- Autocannon 10
- Autocannon 10
- Autocannon 10

1-3

- Autocannon 10
- Autocannon 10
- Autocannon 10
- Autocannon 10

4-6

- Autocannon 10
- Ammo (AC 10) 10
- Ammo (AC 10) 10
- Roll Again
- Roll Again
- Roll Again

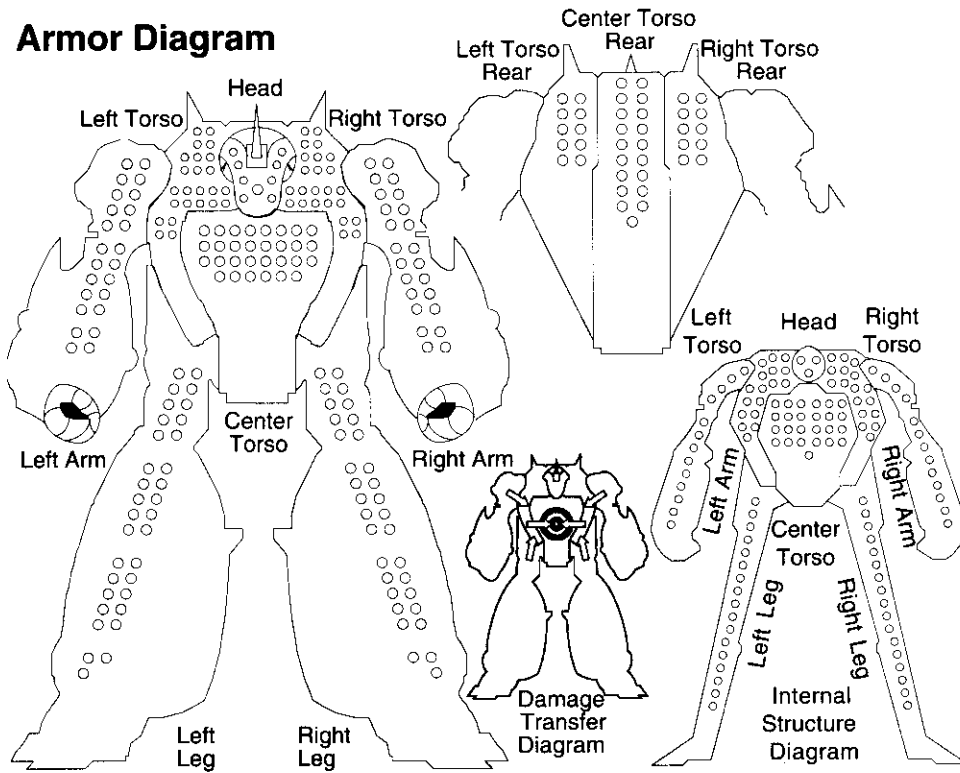
#### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **AWS-8Q Awesome**

Tonnage: **80**

Movement Points

Walking: **3**

Running: **5**

Jumping: **0**

Technology Base:

Inner Sphere

2665

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	PPC	LT	10	10	3	6	12	18
1	PPC	RA	10	10	3	6	12	18
1	PPC	RT	10	10	3	6	12	18
1	Small Laser	H	1	3	0	1	2	3

### Total Single Heat Sinks: 28



### Auto Eject

Operational

Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

1-3

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

4-6

### Left Torso

- PPC
- PPC
- PPC
- Heat Sink
- Heat Sink
- Heat Sink

1-3

- Heat Sink
- Heat Sink
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

### Left Leg

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

### Critical Hit Table

#### Head

- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

1-3

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Engine
- Engine
- Engine
- Heat Sink
- Heat Sink

4-6

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

Cost 6,598,170

### Right Arm

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

1-3

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Roll Again

4-6

### Right Torso

- PPC
- PPC
- PPC
- Heat Sink
- Heat Sink
- Heat Sink

1-3

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

4-6

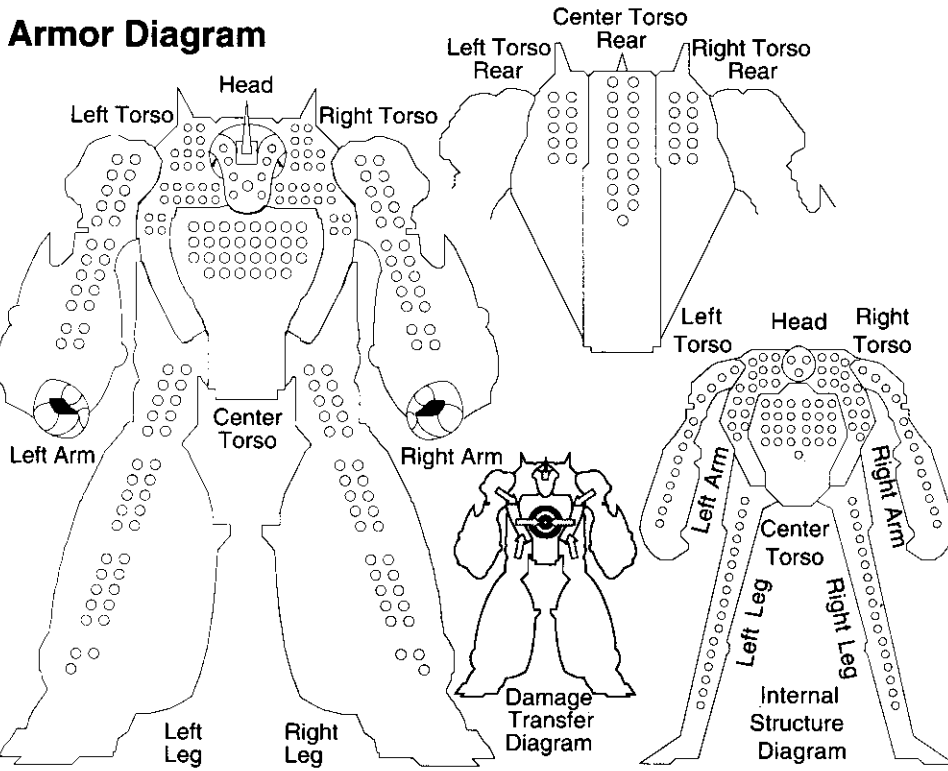
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **AWS-8R Awesome**

Tonnage: **80**

Movement Points

Walking: **3**

Running: **5**

Jumping: **0**

Technology Base:

Inner Sphere

2665

### Weapons Inventory

#	Type	Loc	Hi	D	Mn	S	M	L
1	Large Laser	RA	8	8	0	5	10	15
1	LRM 15	RT	5	1	6	7	14	21
1	LRM 15	LT	5	1	6	7	14	21
1	Small Laser	H	1	3	0	1	2	3

Ammo Type	Rounds
LRM 15	16

### Total Single Heat Sinks: 28



### Auto Eject

Operational

Disabled

### Warrior Data

Name: \_\_\_\_\_

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	



### Critical Hit Table

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Heat Sink
- Heat Sink

1-3

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

4-6

#### Left Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink

1-3

- LRM 15
- LRM 15
- LRM 15
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

1-3

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Engine
- Engine
- Engine
- Ammo (LRM 15) 8
- Ammo (LRM 15) 8

4-6

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

Cost 6,436,170

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Heat Sink
- Large Laser
- Large Laser

1-3

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

4-6

#### Right Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink

1-3

- LRM 15
- LRM 15
- LRM 15
- Roll Again
- Roll Again
- Roll Again

4-6

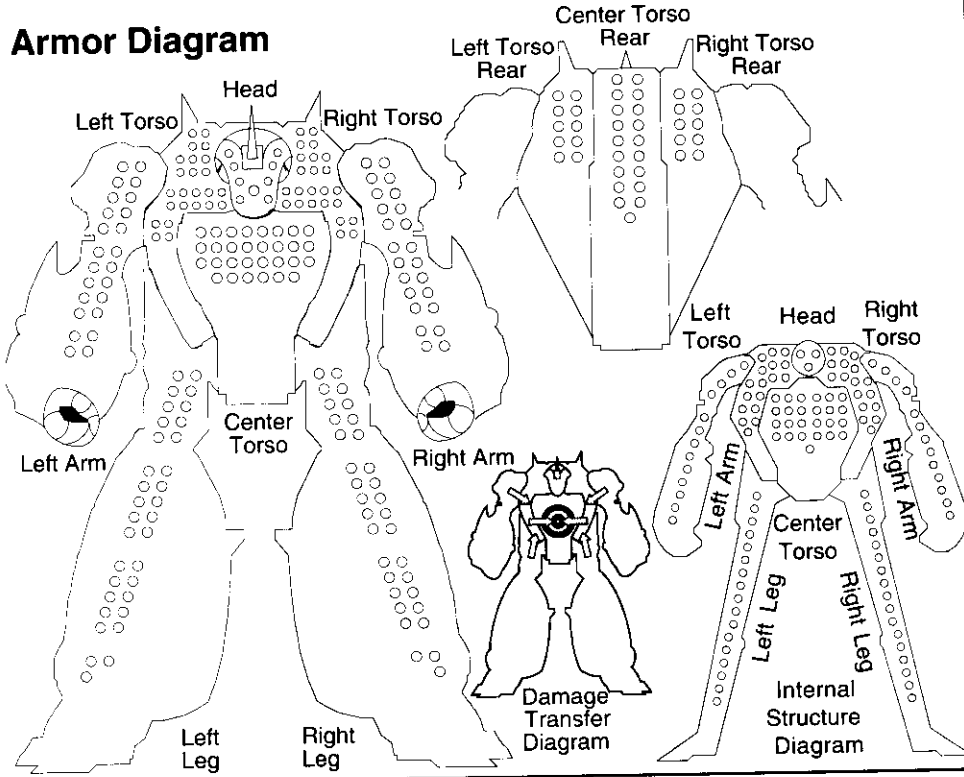
#### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **AWS-8T Awesome**  
 Tonnage: **80**  
 Movement Points: **8**  
 Walking: **3**  
 Running: **5**  
 Jumping: **0**

Technology Base:  
 Inner Sphere  
 2665

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Large Laser	RA	8	8	0	5	10	15
1	LRM 15	RT	5	1	6	7	14	21
1	LRM 15	LT	5	1	6	7	14	21
1	Small Laser	H	1	3	0	1	2	3
1	Large Laser	LA	8	8	0	5	10	15

Ammo Type	Rounds
LRM 15	16

**Total Single Heat Sinks: 23**  
 ○○○○○○○○○○○○○○○○○○○○○

**Auto Eject**  
 Operational  Disabled

### Warrior Data

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	



### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Large Laser
- Large Laser

1-3

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

### 4-6

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

### Left Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- LRM 15
- LRM 15

1-3

- LRM 15
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

### 4-6

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

### Left Leg

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

### Critical Hit Table

#### Head

- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- Engine
- Engine
- Engine
- Ammo (LRM 15) 8
- Ammo (LRM 15) 8

4-6

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

Cost 6,598,170

### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Heat Sink
- Large Laser
- Large Laser

1-3

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

### 4-6

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

### Right Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- LRM 15

1-3

- LRM 15
- LRM 15
- Roll Again
- Roll Again
- Roll Again
- Roll Again

### 4-6

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

### Right Leg

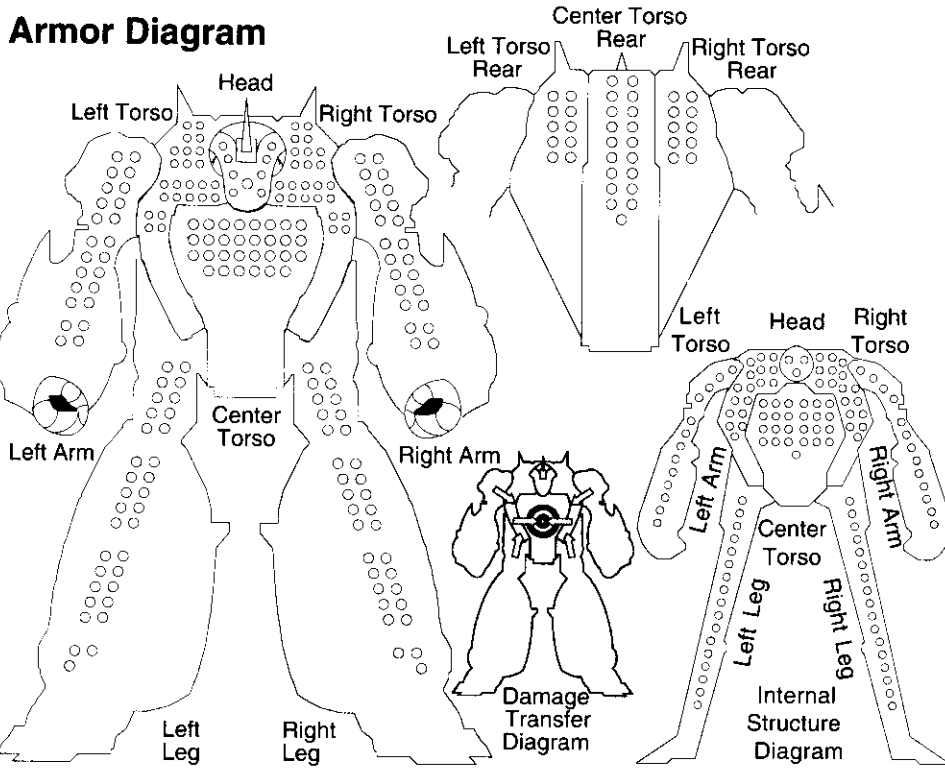
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink



# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **AWS-8V Awesome**

Tonnage: **80**

Movement Points

Walking: **3**

Running: **5**

Jumping: **0**

Technology Base:

Inner Sphere

2665

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	PPC	RA	10	10	3	6	12	18
1	Large Laser	LT	8	8	0	5	10	15
1	LRM 15	RT	5	1	6	7	14	21
1	Small Laser	H	1	3	0	1	2	3

Ammo Type	Rounds
LRM 15	16

### Total Single Heat Sinks: 28



### Auto Eject

Operational

Disabled

### Warrior Data

Name: \_\_\_\_\_

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

**FASA®**  
CORPORATION

### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Heat Sink
- Heat Sink

1-3

- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

### Left Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink

1-3

- Heat Sink
- Large Laser
- Large Laser
- Roll Again
- Roll Again
- Roll Again

4-6

### Left Leg

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

### Critical Hit Table

#### Head

- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

1-3

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Engine
- Engine
- Engine
- Ammo (LRM 15) 8
- Ammo (LRM 15) 8

4-6

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

Cost 6,481,170

### Right Arm

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

1-3

- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

### Right Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink

1-3

- LRM 15
- LRM 15
- LRM 15
- Roll Again
- Roll Again
- Roll Again

4-6

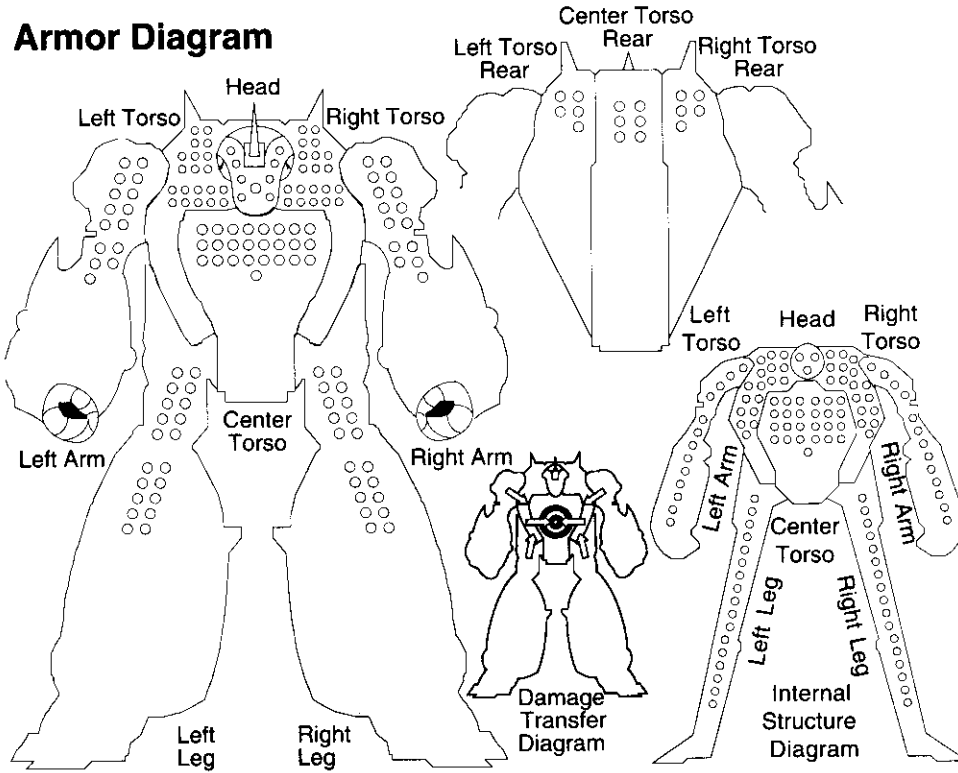
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **CGR-1A1 Charger**

Tonnage: **80**

Movement Points

Walking: **5**

Running: **8**

Jumping: **0**

Technology Base:

Inner Sphere

2665

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Small Laser	H	1	3	0	1	2	3
1	Small Laser	LT	1	3	0	1	2	3
1	Small Laser	RT	1	3	0	1	2	3
1	Small Laser	LA	1	3	0	1	2	3
1	Small Laser	RA	1	3	0	1	2	3

**Total Single Heat Sinks: 10**

○○○○○○○○○○

### Auto Eject

Operational

Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Small Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

### Left Torso

- Small Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

### Left Leg

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

### Critical Hit Table

#### Head

- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

#### Center Torso

- Engine
- Engine
- Engine
- 1-3 Gyro
- Gyro
- Gyro
- 1-3 Gyro
- Engine
- Engine
- 4-6 Engine
- Roll Again
- Roll Again

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

Cost 7,520,372

### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Small Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

### Right Torso

- Small Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

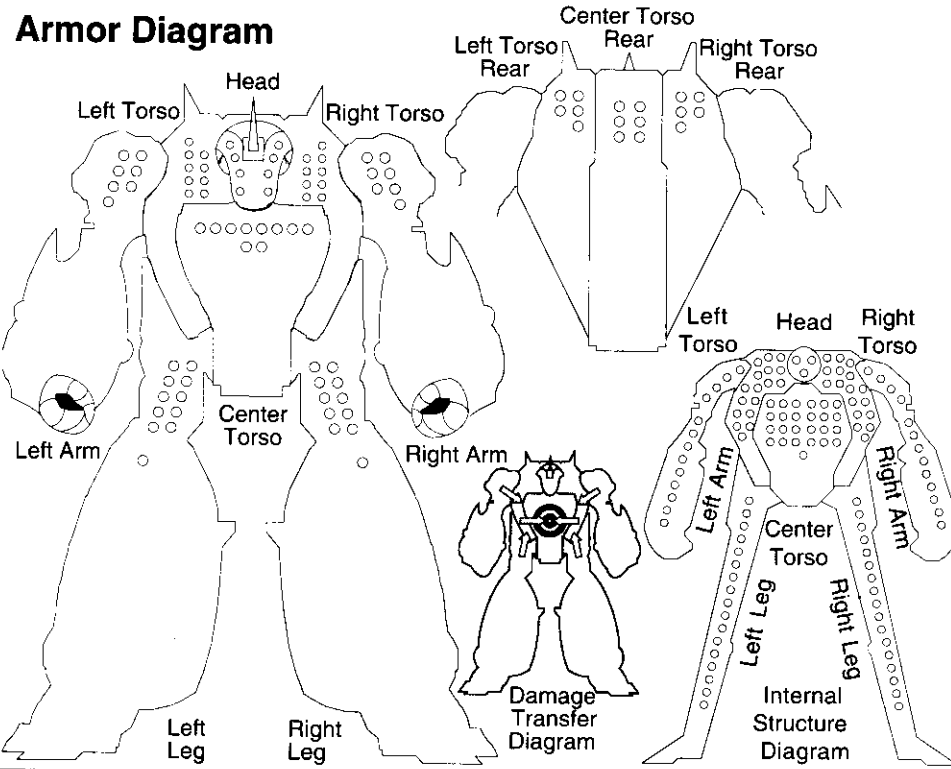
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **CGR-1L Charger**

Tonnage: **80**

Movement Points

Walking: **5**

Running: **8**

Jumping: **0**

Technology Base:

Inner Sphere

2665

### Weapons Inventory

#	Type	Loc	Hi	D	Mn	S	M	L
1	Large Laser	RA	8	8	0	5	10	15
1	Medium Laser	LT	3	5	0	3	6	9
1	Medium Laser	RT	3	5	0	3	6	9

**Total Single Heat Sinks: 10**

○○○○○○○○○○

### Auto Eject

Operational

Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

Hits Taken

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

Conscious #

### 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 Points
4	
3	
2	
1	
0	



### Critical Hit Table

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

- 1-3**
- Roll Again
  - Roll Again
  - Roll Again

- Roll Again
- Roll Again
- Roll Again

- 4-6**
- Roll Again
  - Roll Again
  - Roll Again

#### Left Torso

- Medium Laser
- Roll Again
- Roll Again

- 1-3**
- Roll Again
  - Roll Again
  - Roll Again

- Roll Again
- Roll Again
- Roll Again

- 4-6**
- Roll Again
  - Roll Again
  - Roll Again

#### Left Leg

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

#### Head

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

#### Center Torso

- 1-3**
- Engine
  - Engine
  - Engine
  - Gyro
  - Gyro
  - Gyro
- 4-6**
- Gyro
  - Engine
  - Engine
  - Engine
  - Roll Again
  - Roll Again

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

Cost 7,662,122

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator

- 1-3**
- Large Laser
  - Large Laser
  - Roll Again

- Roll Again
- Roll Again
- Roll Again

- 4-6**
- Roll Again
  - Roll Again
  - Roll Again

#### Right Torso

- Medium Laser
- Roll Again
- Roll Again

- 1-3**
- Roll Again
  - Roll Again
  - Roll Again

- Roll Again
- Roll Again
- Roll Again

- 4-6**
- Roll Again
  - Roll Again
  - Roll Again

#### Right Leg

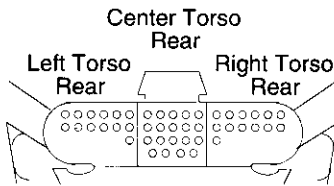
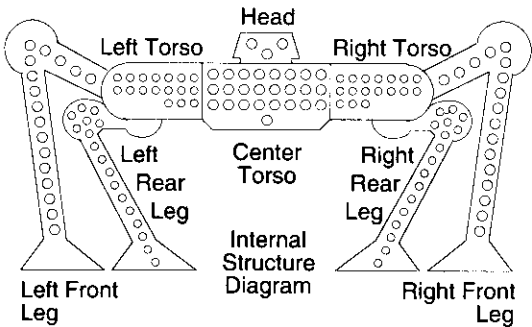
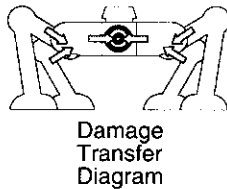
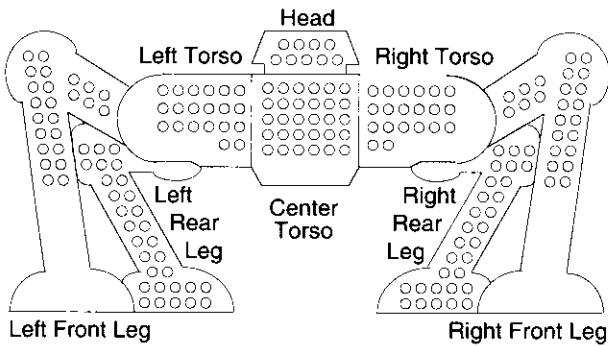
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again



# BATTLETECH®

## QUAD BATTLEMECH RECORD SHEET

### Armor Diagram



### Critical Hit Table

#### Left Front Leg

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

#### Right Front Leg

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

#### Head

- Life Support
- Sensors
- Cockpit
- Heat Sink
- Sensors
- Life Support

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Engine
- Engine
- Engine
- Ammo (LRM 10) 12
- Ammo (LRM 10) 12

#### Right Torso

- PPC
- PPC
- PPC
- LRM 10
- LRM 10
- Machine Gun
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Left Torso

- LRM 10
- LRM 10
- Machine Gun
- Ammo (MG) 200
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

1-3

4-6

4-6

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

#### Left Rear Leg

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

#### Right Rear Leg

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

Cost 7,546,801

### Mech Data

Type: **GOL-1H Goliath**

Tonnage: **80**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2901

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	PPC	RT	10	10	3	6	12	18
1	LRM 10	RT	4	1	6	7	14	21
1	LRM 10	LT	4	1	6	7	14	21
1	Machine Gun	RT	0	2	0	1	2	3
1	Machine Gun	LT	0	2	0	1	2	3

Ammo Type      Rounds

LRM 10            24

Machine Gun      200

### Total Single Heat Sinks: 17

○○○○○○○○○○○○○○○○○○

### Auto Eject

Operational

Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

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

### Heat Scale

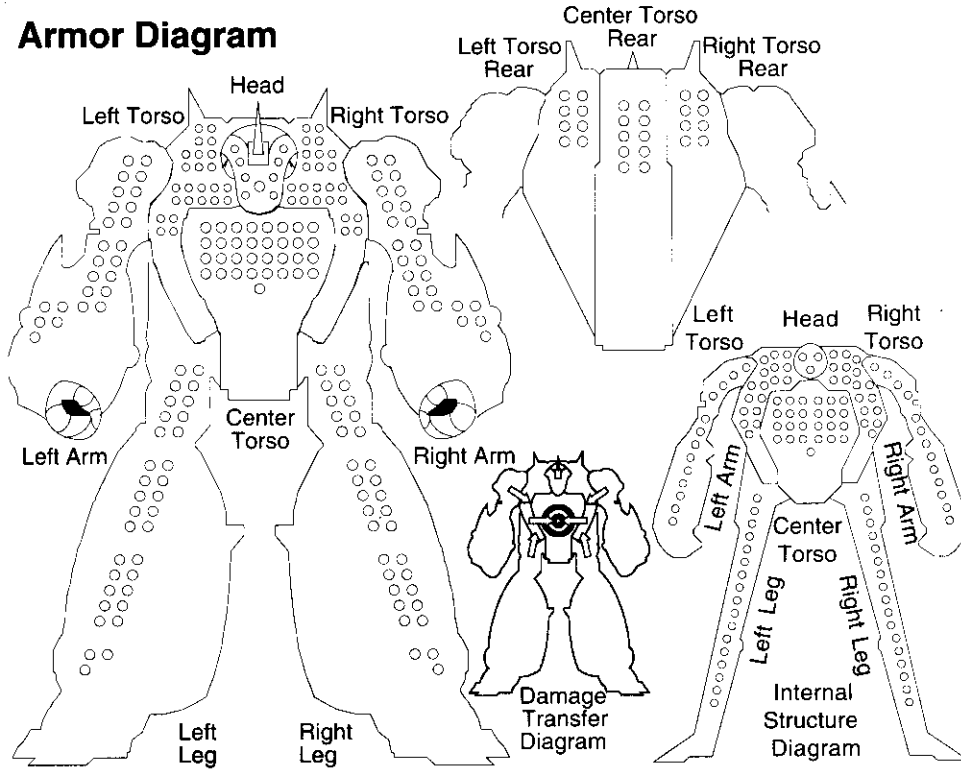
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

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# BATTLETECH®

## BATLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **THG-10E Thug**  
 Tonnage: **80**  
 Movement Points  
 Walking: **4**  
 Running: **6**  
 Jumping: **0**

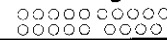
Technology Base:  
 Inner Sphere  
 3025

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	PPC	LA	10	10	3	6	12	18
1	PPC	RA	10	10	3	6	12	18
1	SRM 4	LT	3	2	0	3	6	9
1	SRM 4	RT	3	2	0	3	6	9

Ammo Type	Rounds
SRM 4	25

### Total Single Heat Sinks: 19



### Auto Eject

Operational  Disabled

### Warrior Data

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	



### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Heat Sink
- PPC
- PPC
- PPC
- Roll Again
- Roll Again
- Roll Again
- Roll Again

### Left Torso

- Heat Sink
- Heat Sink
- Heat Sink
- SRM 4
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

### Left Leg

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

### Critical Hit Table

#### Head

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

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Engine
- Engine
- Engine
- Roll Again
- Roll Again

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

Cost 7,760,641

### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Heat Sink
- PPC
- PPC
- PPC
- Roll Again
- Roll Again
- Roll Again
- Roll Again

### Right Torso

- Heat Sink
- Heat Sink
- SRM 4
- Ammo (SRM 4) 25
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

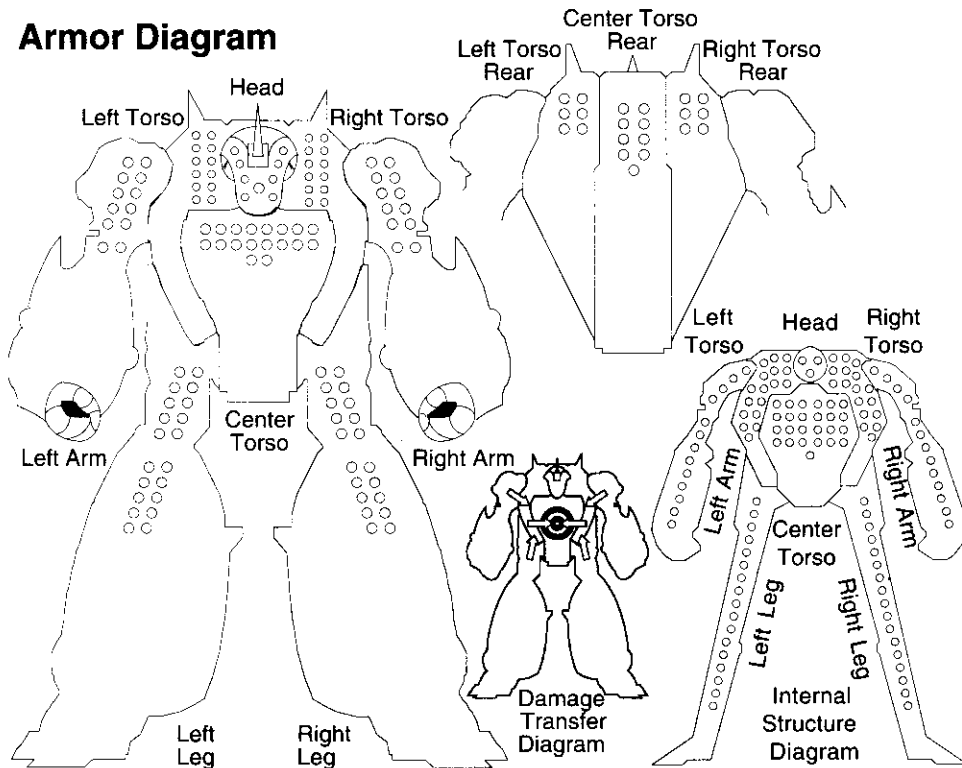
### Right Leg

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

# BATTLETECH®

## BATTLEMech RECORD SHEET

### Armor Diagram



### Mech Data

Type: **VTR-9A Victor**

Tonnage: **80**  
 Movement Points  
 Walking: **4**  
 Running: **6**  
 Jumping: **4**

Technology Base:  
 Inner Sphere  
 2510

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Autocannon 20	RA	7	20	0	3	6	9
2	Medium Laser	LA	3	5	0	3	6	9
2	Flamer	RT	3	2	0	1	2	3
1	SRM 4	LT	3	2	0	3	6	9
1	Machine Gun	LT	0	2	0	1	2	3

Ammo Type	Rounds
Autocannon 20	15
SRM 4	25
Machine Gun	100

### Total Single Heat Sinks: 15

○○○○○○○○○○○○○○○○

### Auto Eject

Operational  Disabled

### Warrior Data

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

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### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Medium Laser

1-3

- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

### Left Torso

- Heat Sink
- SRM 4
- Machine Gun
- Ammo (SRM 4) 25
- Ammo (MG) 200
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

### Left Leg

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

### Critical Hit Table

#### Head

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

1-3

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

4-6

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

Cost 7,931,821

### Right Arm

- Shoulder
- Upper Arm Actuator
- Autocannon 20
- Autocannon 20
- Autocannon 20
- Autocannon 20

1-3

- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

### Right Torso

- Flamer
- Flamer
- Ammo (AC 20) 5
- Ammo (AC 20) 5
- Ammo (AC 20) 5
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

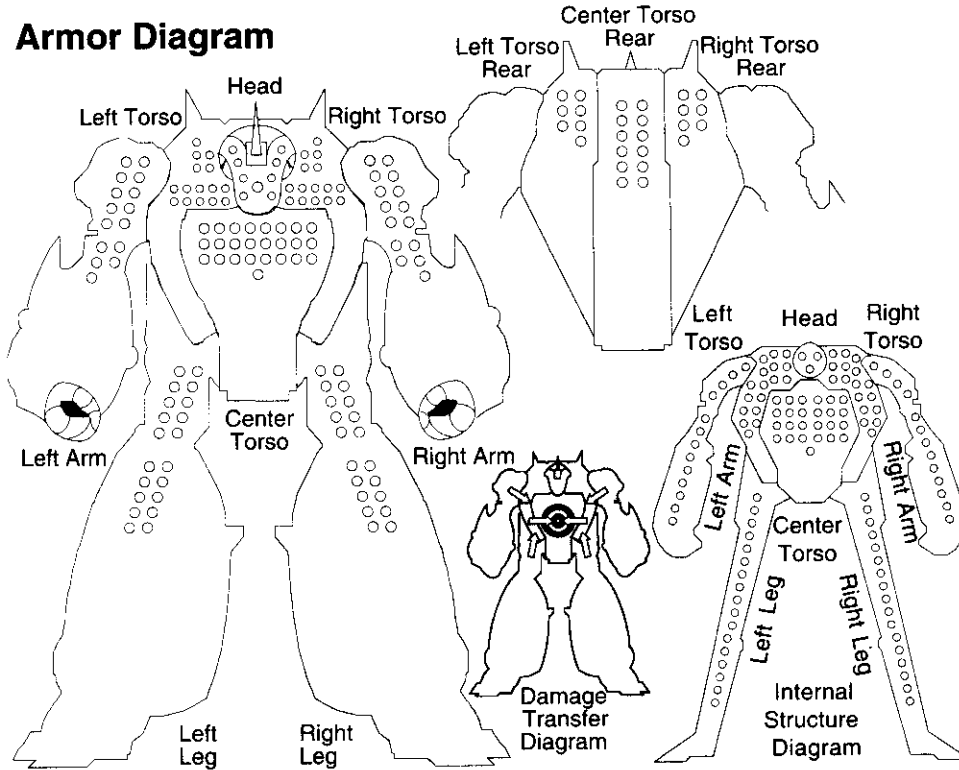
### Right Leg

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

# BATTLETECH<sup>®</sup>

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **VTR-9A1 Victor**  
 Tonnage: **80**  
 Movement Points  
 Walking: **4**  
 Running: **6**  
 Jumping: **4**

Technology Base:  
 Inner Sphere  
 2510

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Autocannon 20	RA	7	20	0	3	6	9
2	Medium Laser	LA	3	5	0	3	6	9
1	SRM 4	LT	3	2	0	3	6	9
1	Machine Gun	LL	0	2	0	1	2	3
1	Machine Gun	RL	0	2	0	1	2	3

Ammo Type	Rounds
Autocannon 20	15
SRM 4	25
Machine Gun	100

### Total Single Heat Sinks: 15

○○○○○○○○○○  
○○○○○

### Auto Eject

Operational  Disabled

### Warrior Data

Name: \_\_\_\_\_

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

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### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Medium Laser
  - Medium Laser
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again
- 4-6**
- Roll Again
  - Roll Again
  - Roll Again

### Left Torso

- Heat Sink
  - Heat Sink
  - SRM 4
  - Ammo (SRM 4) 25
  - Ammo (MG) 200
  - Roll Again
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again
- 4-6**
- Roll Again
  - Roll Again
  - Roll Again

### Left Leg

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

### Critical Hit Table

#### Head

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

#### Center Torso

- Engine
  - Engine
  - Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3**
- Gyro
  - Engine
  - Engine
  - Engine
  - Jump Jet
  - Jump Jet
- 4-6**

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

Cost 7,940,821

### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Autocannon 20
  - Autocannon 20
  - Autocannon 20
  - Autocannon 20
- 1-3**
- Autocannon 20
  - Autocannon 20
  - Autocannon 20
  - Autocannon 20
  - Autocannon 20
  - Autocannon 20
- 4-6**
- Roll Again
  - Roll Again
  - Roll Again

### Right Torso

- Heat Sink
  - Ammo (AC 20) 5
  - Ammo (AC 20) 5
  - Ammo (AC 20) 5
  - Roll Again
  - Roll Again
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6**

### Right Leg

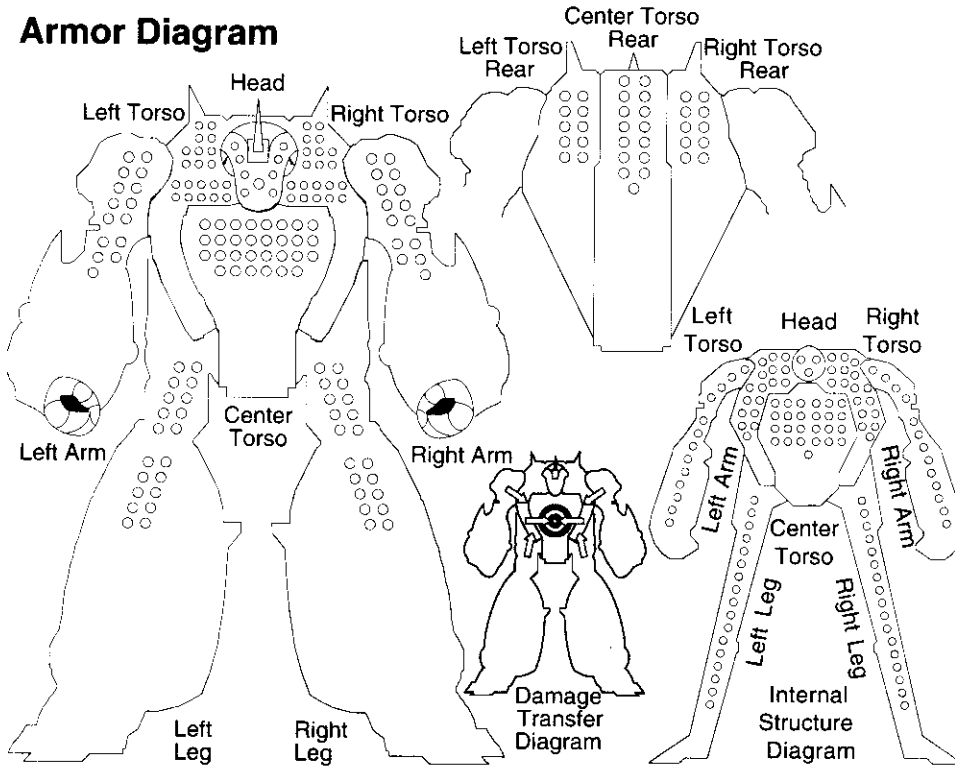
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Machine Gun



# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **VTR-9B Victor**

Tonnage: **80**

Movement Points

Walking: **4**

Running: **6**

Jumping: **4**

Technology Base:

Inner Sphere

2510

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Autocannon 20	RA	7	20	0	3	6	9
2	Medium Laser	LA	3	5	0	3	6	9
1	SRM 4	LT	3	2	0	3	6	9

Ammo Type	Rounds
Autocannon 20	15
SRM 4	25

### Total Single Heat Sinks: 15



### Auto Eject

Operational

Disabled

### Warrior Data

Name: \_\_\_\_\_

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

**FASA**  
CORPORATION

### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Medium Laser

1-3

- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

### Left Torso

- SRM 4
- Ammo (SRM 4) 25

1-3

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

4-6

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

### Left Leg

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

### Critical Hit Table

#### Head

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

1-3

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

4-6

- Engine
- Engine
- Jump Jet
- Jump Jet

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

Cost 8,013,721

### Right Arm

- Shoulder
- Upper Arm Actuator
- Autocannon 20
- Autocannon 20
- Autocannon 20
- Autocannon 20

1-3

- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

### Right Torso

- Heat Sink
- Ammo (AC 20) 5
- Ammo (AC 20) 5
- Ammo (AC 20) 5

1-3

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

4-6

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

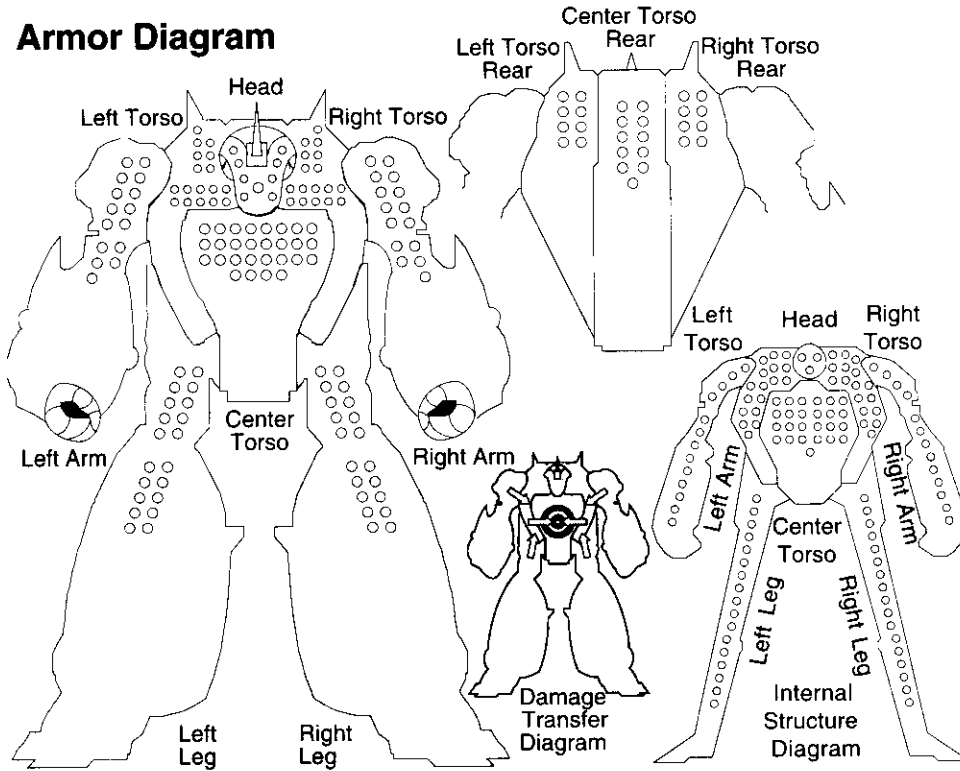
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **VTR-9S Victor**

Tonnage: **80**

Movement Points

Walking: **4**

Running: **6**

Jumping: **4**

Technology Base:

Inner Sphere

2510

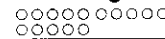
### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Autocannon 20	RA	7	20	0	3	6	9
2	Medium Laser	LA	3	5	0	3	6	9
1	SRM 6	LT	4	2	0	3	6	9

### Ammo Type

Ammo Type	Rounds
Autocannon 20	15
SRM 6	15

### Total Single Heat Sinks: 15



### Auto Eject

Operational

Disabled

### Warrior Data

Name: \_\_\_\_\_

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	



### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Medium Laser

1-3

- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

### Left Torso

- SRM 6
- SRM 6
- Ammo (SRM 6) 15
- Roll Again
- Roll Again
- Roll Again

1-3

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

### Left Leg

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

4-6

### Critical Hit Table

#### Head

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

1-3

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

4-6

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

Cost 8,154,121

### Right Arm

- Shoulder
- Upper Arm Actuator
- Autocannon 20
- Autocannon 20
- Autocannon 20
- Autocannon 20

1-3

- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

### Right Torso

- Heat Sink
- Ammo (AC 20) 5
- Ammo (AC 20) 5
- Ammo (AC 20) 5
- Roll Again
- Roll Again

1-3

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

4-6

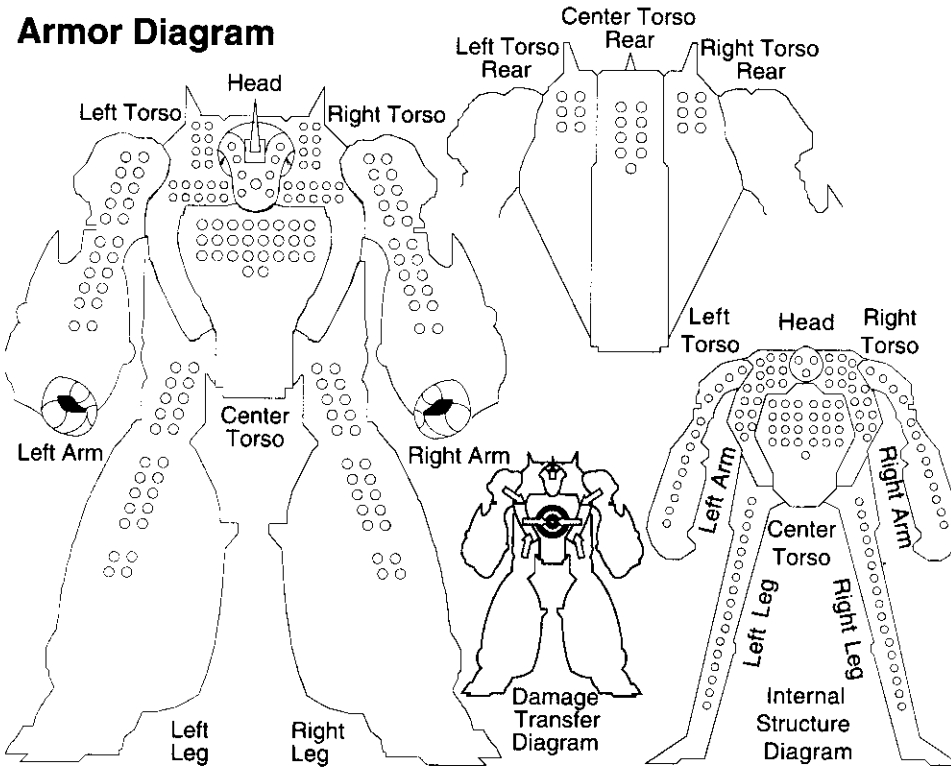
### Right Leg

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

# BATTLETECH®

## BATTLEMech RECORD SHEET

### Armor Diagram



### Mech Data

Type: **ZEU-6S Zous**

Tonnage: **80**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2439

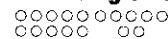
### Weapons Inventory

# Type	Loc	Ht	D	Mn	S	M	L
1 Large Laser	LT	8	8	0	5	10	15
1 LRM 15	RA	5	1	6	7	14	21
1 Medium Laser	LT (R)	3	5	0	3	6	9
1 Medium Laser	CT	3	5	0	3	6	9
1 Autocannon 5	LA	1	5	3	6	12	18

### Ammo Type

Ammo Type	Rounds
LRM 15	8
Autocannon 5	20

### Total Single Heat Sinks: 17



### Auto Eject

Operational

Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

**FASA®**  
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### Critical Hit Table

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Autocannon 5
- Autocannon 5
- Autocannon 5
- 1 Autocannon 5
- 2 Ammo (AC 5) 20
- 3 Roll Again
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

#### Left Torso

- 1 Large Laser
- 2 Large Laser
- 3 Medium Laser (R)
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again
- 1 Roll Again
- 2 Roll Again
- 3 Roll Again
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

#### Left Leg

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

#### Head

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

#### Center Torso

- 1-3 Engine
- Engine
- Engine
- 4 Gyro
- Gyro
- Gyro
- 1 Gyro
- 2 Engine
- 3 Engine
- 4-6 Engine
- 4 Engine
- 5 Heat Sink
- 6 Medium Laser

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

Cost 7,617,901

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 LRM 15
- LRM 15
- LRM 15
- 1 Roll Again
- 2 Roll Again
- 3 Roll Again
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

#### Right Torso

- 1 Ammo (LRM 15) 8
- 2 Roll Again
- 3 Roll Again
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again
- 1 Roll Again
- 2 Roll Again
- 3 Roll Again
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

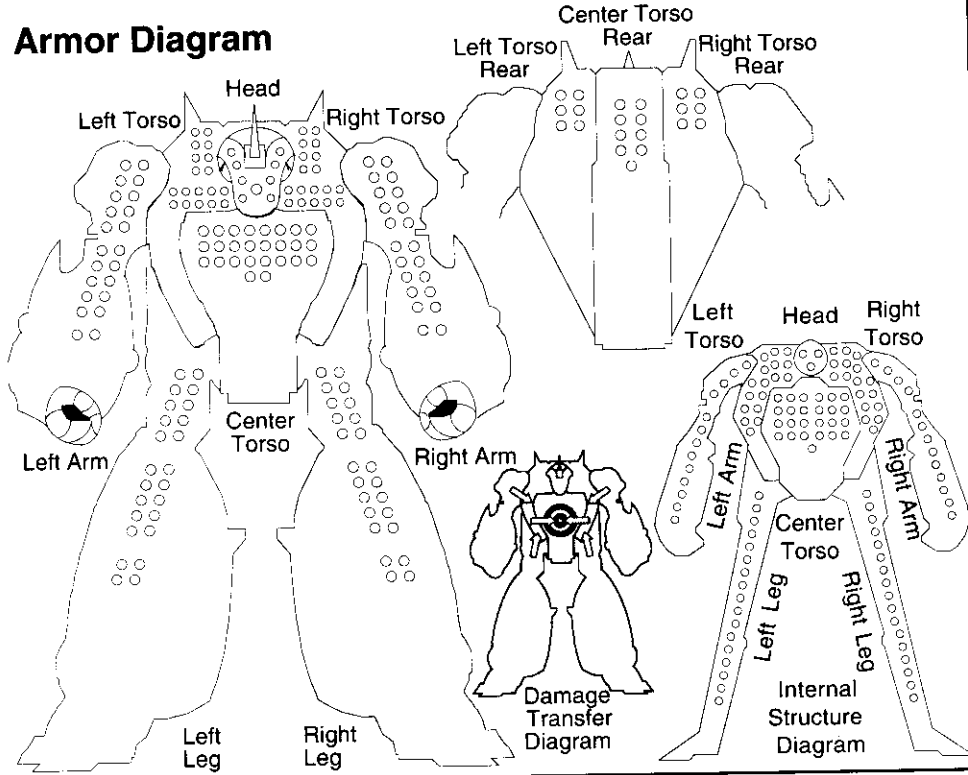
#### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



Mech Data	
Type: <b>ZEU-6T Zeus</b>	Technology Base: Inner Sphere
Tonnage: <b>80</b>	2439
Movement Points	
Walking: <b>4</b>	
Running: <b>6</b>	
Jumping: <b>0</b>	

Weapons Inventory						
#	Type	Loc	Ht	D	Mn	S M L
1	PPC	LA	10	10	3	6 12 18
1	Large Laser	LT	8	8	0	5 10 15
1	LRM 15	RA	5	1	6	7 14 21
1	Medium Laser	CT	3	5	0	3 6 9
1	Medium Laser	LT (R)	3	5	0	3 6 9

Ammo Type	Rounds
LRM 15	8

Total Single Heat Sinks: 19	
○○○○○○○○○○○○○○○○○○	

Auto Eject	
<input type="checkbox"/> Operational	<input type="checkbox"/> Disabled

Warrior Data	
Name: _____	Piloting Skill: _____
Gunnery Skill: _____	
Hits Taken	1 2 3 4 5 6
Conscious #	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 Points
4	
3	
2	
1	
0	



- #### Left Arm
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - PPC
  - PPC
  - PPC

- 1 Roll Again  
2 Roll Again  
3 Roll Again
- #### 4-6
- Roll Again
  - Roll Again
  - Roll Again

- #### Left Torso
- Large Laser
  - Large Laser
  - Medium Laser (R)
- 1-3
- Roll Again
  - Roll Again
  - Roll Again
- 4-6
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

- #### Left Leg
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Heat Sink
  - Heat Sink

### Critical Hit Table

- #### Head
- Life Support
  - Sensors
  - Cockpit
  - Roll Again
  - Sensors
  - Life Support

- #### Center Torso
- 1-3
- Engine
  - Engine
  - Engine
  - Gyro
  - Gyro
  - Gyro
- 4-6
- Engine
  - Engine
  - Engine
  - Engine
  - Heat Sink
  - Medium Laser

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

Cost 7,752,001

- #### Right Arm
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - LRM 15
  - LRM 15
  - LRM 15

- 1 Roll Again  
2 Roll Again  
3 Roll Again
- #### 4-6
- Roll Again
  - Roll Again
  - Roll Again

- #### Right Torso
- Heat Sink
  - Heat Sink
  - Ammo (LRM 15) 8
- 1-3
- Roll Again
  - Roll Again
  - Roll Again
- 4-6
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

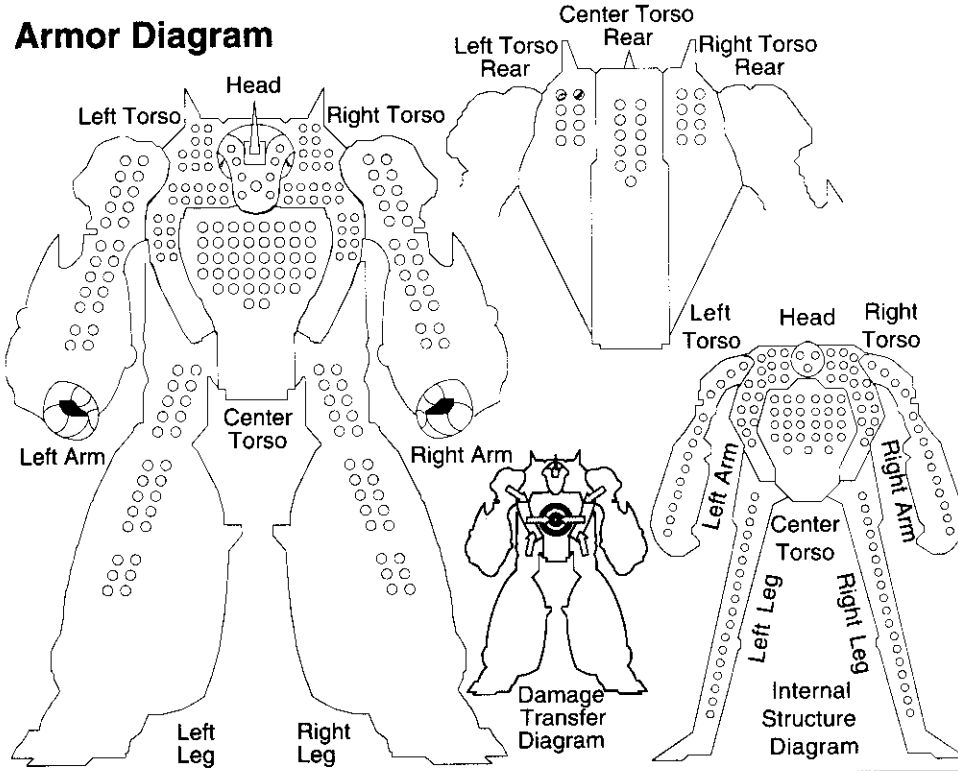
- #### Right Leg
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Heat Sink
  - Heat Sink



# BATTLETECH®

## BATTLETECH RECORD SHEET

### Armor Diagram



- Left Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Machine Gun
  - Machine Gun
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again
- 4-6**
- Roll Again
  - Roll Again
  - Roll Again
- Left Torso**
- Medium Laser
  - Medium Laser
  - Medium Laser (R)
  - SRM 6
  - SRM 6
  - Ammo (MG) 200
- 1-3**
- Ammo (SRM 6) 15
  - Ammo (SRM 6) 15
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Heat Sink
  - Heat Sink

- Critical Hit Table**
- Head**
- Life Support
  - Sensors
  - Cockpit
  - Roll Again
  - Sensors
  - Life Support
- Center Torso**
- Engine
  - Engine
  - Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3**
- Gyro
  - Engine
  - Engine
- 4-6**
- Engine
  - Roll Again
  - Roll Again
- |              |     |
|--------------|-----|
| Engine Hits  | ○○○ |
| Gyro Hits    | ○○  |
| Sensor Hits  | ○○  |
| Life Support | ○   |
- Cost 8,549,344

- Right Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - PPC
  - PPC
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again
- 4-6**
- Roll Again
  - Roll Again
  - Roll Again
- Right Torso**
- Heat Sink
  - Medium Laser
  - Medium Laser
  - Medium Laser (R)
  - Roll Again
  - Roll Again
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again
- 4-6**
- Roll Again
  - Roll Again
  - Roll Again
- Right Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Heat Sink
  - Heat Sink

### Mech Data

Type: **BLR-1G Battlemaster**

Tonnage: **85**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

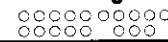
Technology Base:  
Inner Sphere  
2830

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	PPC	RA	10	10	3	6	12	18
2	Medium Laser	LT	3	5	0	3	6	9
1	Medium Laser	LT (R)	3	5	0	3	6	9
2	Medium Laser	RT	3	5	0	3	6	9
1	Medium Laser	RT (R)	3	5	0	3	6	9
2	Machine Gun	LA	0	2	0	1	2	3
1	SRM 6	LT	4	2	0	3	6	9

Ammo Type	Rounds
Machine Gun	200
SRM 6	30

### Total Single Heat Sinks: 18



### Auto Eject

Operational

Disabled

### Warrior Data

Name: \_\_\_\_\_

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

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

### Heat Scale

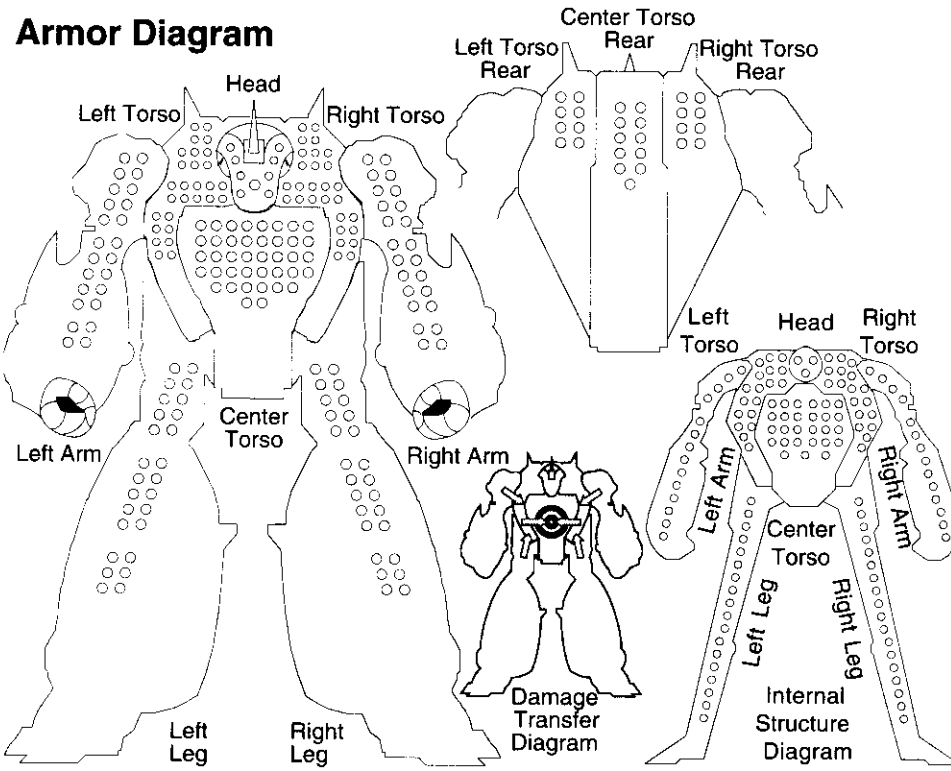
30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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



# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **BLR-1S Battlemaster**

Tonnage: **85**

Movement Points: **Walking: 4, Running: 6, Jumping: 0**

Technology Base: **Inner Sphere 2830**

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
2	Medium Laser	LT	3	5	0	3	6	9
2	Medium Laser	RT	3	5	0	3	6	9
1	LRM 15	LA	5	1	6	7	14	21
1	LRM 5	LT	2	1	6	7	14	21
1	SRM 2	RA	2	2	0	3	6	9
1	SRM 2	LT	2	2	0	3	6	9

Ammo Type	Rounds
LRM 15	8
LRM 5	24
SRM 2	50

**Total Single Heat Sinks: 20**

○○○○○○○○○○  
○○○○○○○○○○

**Auto Eject**

Operational  Disabled

**Warrior Data**

Name: \_\_\_\_\_

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

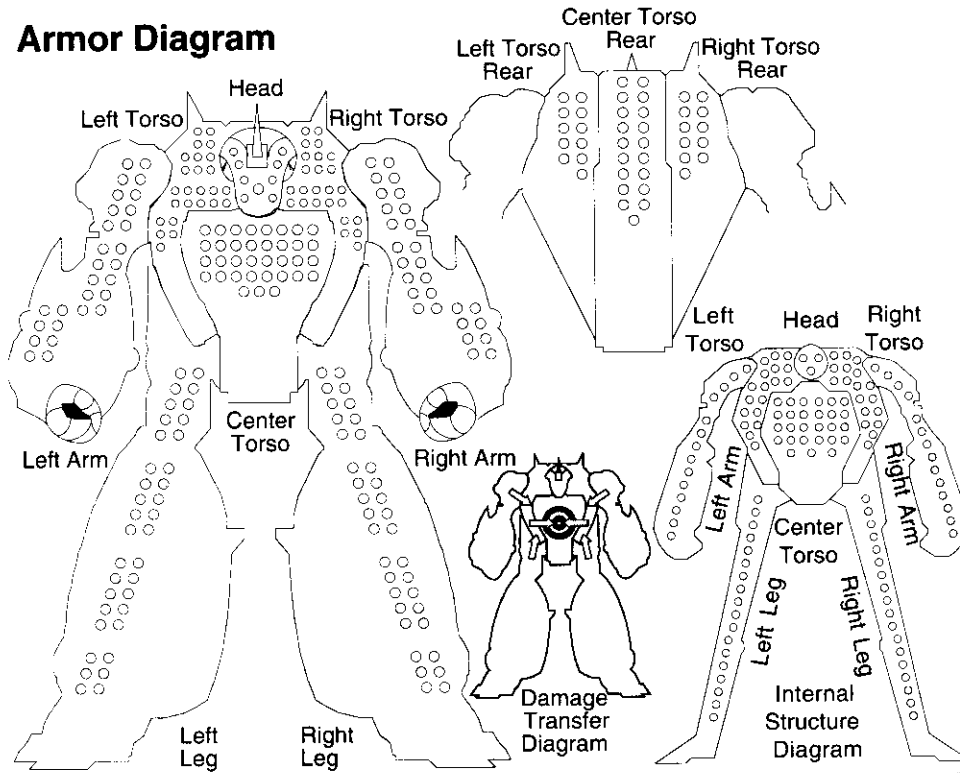
Left Arm	Critical Hit Table	Right Arm								
<ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> <li>Hand Actuator</li> <li>LRM 15</li> <li>LRM 15</li> </ol>	<h3>Head</h3> <ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>Roll Again</li> <li>Sensors</li> <li>Life Support</li> </ol>	<ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> <li>Hand Actuator</li> <li>SRM 2</li> <li>Roll Again</li> </ol>								
<p>1-3</p> <ol style="list-style-type: none"> <li>LRM 15</li> <li>Ammo (LRM 15) 8</li> <li>Roll Again</li> </ol>	<h3>Center Torso</h3> <ol style="list-style-type: none"> <li>Engine</li> <li>Engine</li> <li>Engine</li> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol>	<ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol>								
<p>4-6</p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol>	<p>1-3</p> <ol style="list-style-type: none"> <li>Gyro</li> <li>Engine</li> <li>Engine</li> <li>Engine</li> <li>Gyro</li> <li>Gyro</li> </ol>	<p>4-6</p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol>								
<h3>Left Torso</h3> <ol style="list-style-type: none"> <li>Heat Sink</li> <li>Medium Laser</li> <li>Medium Laser</li> <li>LRM 5</li> <li>SRM 2</li> <li>Ammo (LRM 5) 24</li> </ol>	<p>4-6</p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol>	<h3>Right Torso</h3> <ol style="list-style-type: none"> <li>Heat Sink</li> <li>Heat Sink</li> <li>Medium Laser</li> <li>Medium Laser</li> <li>Ammo (SRM 2) 50</li> <li>Roll Again</li> </ol>								
<p>1-3</p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol>	<p>4-6</p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol>	<ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol>								
<p>4-6</p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol>	<table border="1"> <tbody> <tr> <td>Engine Hits</td> <td>○○○</td> </tr> <tr> <td>Gyro Hits</td> <td>○○○</td> </tr> <tr> <td>Sensor Hits</td> <td>○○○</td> </tr> <tr> <td>Life Support</td> <td>○</td> </tr> </tbody> </table>	Engine Hits	○○○	Gyro Hits	○○○	Sensor Hits	○○○	Life Support	○	<p>4-6</p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol>
Engine Hits	○○○									
Gyro Hits	○○○									
Sensor Hits	○○○									
Life Support	○									
<h3>Left Leg</h3> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Heat Sink</li> <li>Heat Sink</li> </ol>	<p>Cost 8,299,594</p>	<h3>Right Leg</h3> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Heat Sink</li> <li>Heat Sink</li> </ol>								



# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



Mech Data	
Type: <b>CRK-5003-0 Crockett</b>	Technology Base: Inner Sphere
Tonnage: <b>85</b>	3025
Movement Points	
Walking: <b>3</b>	
Running: <b>5</b>	
Jumping: <b>3</b>	

Weapons Inventory						
#	Type	Loc	Ht	D	Mn	S M L
1	Small Laser	LA	1	3	0	1 2 3
1	Small Laser	RA	1	3	0	1 2 3
1	SRM 6	LT	4	2	0	3 6 9
1	SRM 6	RT	4	2	0	3 6 9
1	Large Laser	LA	8	8	0	5 10 15
1	Large Laser	RA	8	8	0	5 10 15
1	Autocannon 10	LT	3	10	0	5 10 15

Ammo Type	Rounds
SRM 6	30
Autocannon 10	20

**Total Single Heat Sinks: 15**  
 ○○○○○○○○○○○○○○○○

**Auto Eject**  
 Operational  Disabled

**Warrior Data**  
 Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	



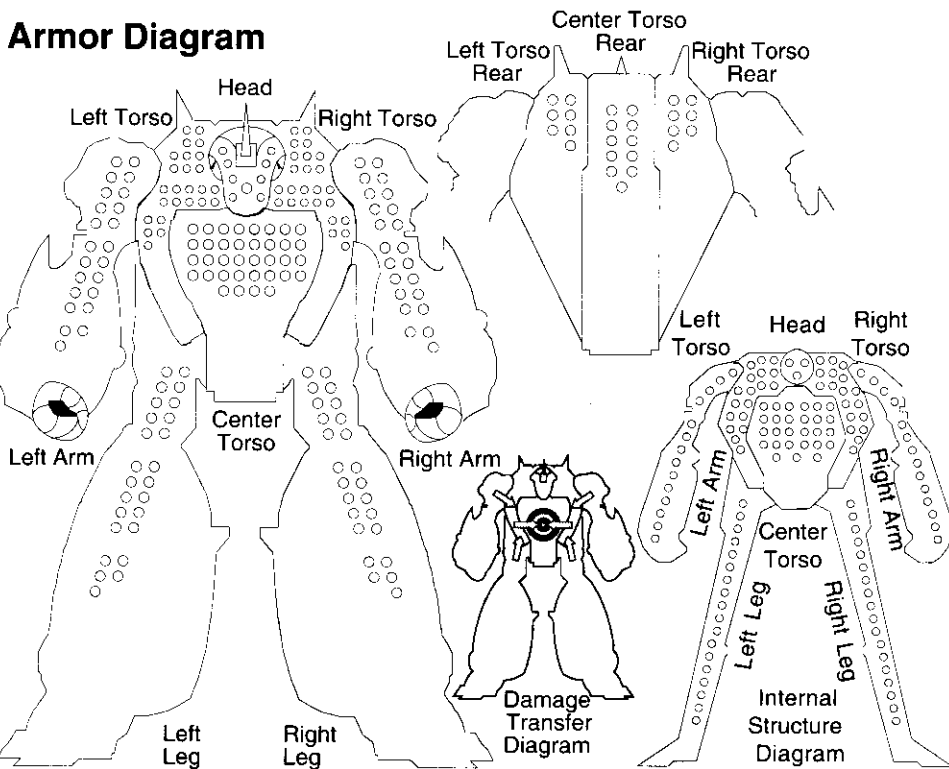
<p><b>Left Arm</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> <li>Small Laser</li> <li>Large Laser</li> <li>Large Laser</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>Left Torso</b></p> <ol style="list-style-type: none"> <li>Heat Sink</li> <li>SRM 6</li> <li>SRM 6</li> <li>Autocannon 10</li> <li>Autocannon 10</li> <li>Autocannon 10</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Autocannon 10</li> <li>Autocannon 10</li> <li>Autocannon 10</li> <li>Autocannon 10</li> <li>Autocannon 10</li> <li>Autocannon 10</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Autocannon 10</li> <li>Autocannon 10</li> <li>Autocannon 10</li> <li>Autocannon 10</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>Left Leg</b></p> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Heat Sink</li> <li>Jump Jet</li> </ol>	<p><b>Critical Hit Table</b></p> <p><b>Head</b></p> <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> <p><b>Center Torso</b></p> <ol style="list-style-type: none"> <li>Engine</li> <li>Engine</li> <li>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>Engine</li> <li>Engine</li> <li>Engine</li> <li>Engine</li> <li>Engine</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Engine</li> <li>Engine</li> <li>Engine</li> <li>Engine</li> <li>Jump Jet</li> <li>Roll Again</li> </ol> <table border="1" style="margin-left: auto; margin-right: auto;"> <tr> <td>Engine Hits</td> <td>○○○</td> </tr> <tr> <td>Gyro Hits</td> <td>○○○</td> </tr> <tr> <td>Sensor Hits</td> <td>○○○</td> </tr> <tr> <td>Life Support</td> <td>○</td> </tr> </table> <p>Cost 7,378,725</p>	Engine Hits	○○○	Gyro Hits	○○○	Sensor Hits	○○○	Life Support	○	<p><b>Right Arm</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> <li>Small Laser</li> <li>Large Laser</li> <li>Large Laser</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>Right Torso</b></p> <ol style="list-style-type: none"> <li>Heat Sink</li> <li>Heat Sink</li> <li>SRM 6</li> <li>SRM 6</li> <li>Ammo (SRM 6) 15</li> <li>Ammo (SRM 6) 15</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Ammo (AC 10) 10</li> <li>Ammo (AC 10) 10</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>Right Leg</b></p> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Heat Sink</li> <li>Jump Jet</li> </ol>
Engine Hits	○○○									
Gyro Hits	○○○									
Sensor Hits	○○○									
Life Support	○									



# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **STK-3F Stalker**

Tonnage: **85**

Movement Points

Walking: **3**

Running: **5**

Jumping: **0**

Technology Base:

Inner Sphere

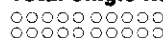
2594

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	LRM 10	LA	4	1	6	7	14	21
1	LRM 10	RA	4	1	6	7	14	21
1	Large Laser	LT	8	8	0	5	10	15
1	Large Laser	RT	8	8	0	5	10	15
2	Medium Laser	LA	3	5	0	3	6	9
2	Medium Laser	RA	3	5	0	3	6	9
1	SRM 6	LT	4	2	0	3	6	9
1	SRM 6	RT	4	2	0	3	6	9

Ammo Type	Rounds
LRM 10	24
SRM 6	30

### Total Single Heat Sinks: 20



### Auto Eject

Operational

Disabled

### Warrior Data

Name: \_\_\_\_\_

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

### Left Arm

- Shoulder
- Upper Arm Actuator
- Heat Sink

1-3

- LRM 10
  - LRM 10
  - Medium Laser
  - Medium Laser
  - Ammo (LRM 10) 12
3. Roll Again  
4. Roll Again  
5. Roll Again  
6. Roll Again

4-6

### Left Torso

- Heat Sink
- Large Laser
- Large Laser
- SRM 6
- SRM 6
- Ammo (SRM 6) 15

1-3

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

4-6

### Left Leg

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

### Critical Hit Table

#### Head

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

1-3

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Engine
- Engine
- Engine
- Heat Sink
- Heat Sink

4-6

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

Cost 7,452,725

### Right Arm

- Shoulder
- Upper Arm Actuator
- Heat Sink
- LRM 10
- LRM 10
- Medium Laser

1-3

- Medium Laser
  - Ammo (LRM 10) 12
3. Roll Again  
4. Roll Again  
5. Roll Again  
6. Roll Again

4-6

### Right Torso

- Heat Sink
- Large Laser
- Large Laser
- SRM 6
- SRM 6
- Ammo (SRM 6) 15

1-3

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

4-6

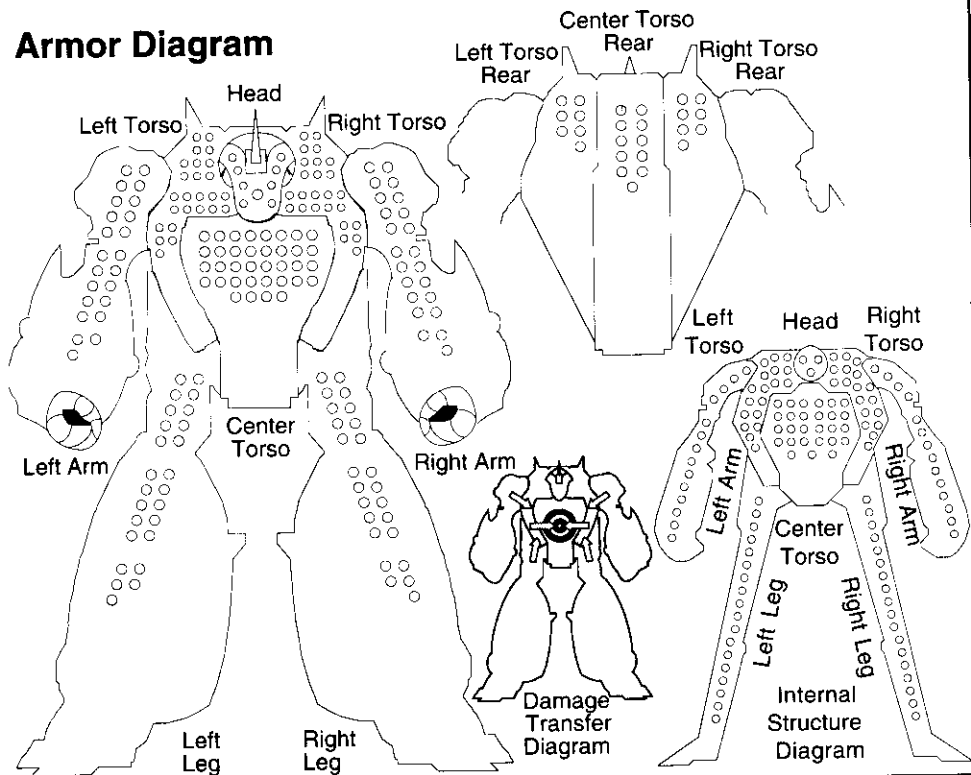
### Right Leg

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

# BATTLETECH<sup>®</sup>

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

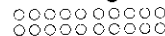
Type: **STK-3H Stalker**  
 Tonnage: **85** Technology Base:  
 Movement Points Inner Sphere  
 Walking: **3** 2594  
 Running: **5**  
 Jumping: **0**

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	LRM 20	LA	6	1	6	7	14	21
1	LRM 20	RA	6	1	6	7	14	21
2	Medium Laser	LA	3	5	0	3	6	9
2	Medium Laser	RA	3	5	0	3	6	9
1	SRM 6	RT	4	2	0	3	6	9
1	SRM 6	LT	4	2	0	3	6	9

Ammo Type	Rounds
LRM 20	12
SRM 6	30

### Total Single Heat Sinks: 20



### Auto Eject

Operational  Disabled

### Warrior Data

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

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

**FASA<sup>®</sup>**  
CORPORATION

### Left Arm

- Shoulder
- Upper Arm Actuator
- Heat Sink
- 1-3 LRM 20
- LRM 20
- LRM 20
- 1 LRM 20
- 2 LRM 20
- 3 Medium Laser
- 4-6 Medium Laser
- 5 Ammo (LRM 20) 6
- 6 Roll Again

### Left Torso

- Heat Sink
- 2 SRM 6
- 3 SRM 6
- 1-3 4 Ammo (SRM 6) 15
- 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 Leg

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

### Critical Hit Table

#### Head

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

#### Center Torso

- Engine
- Engine
- Engine
- 1-3 4 Gyro
- 5 Gyro
- 6 Gyro
- 1 Gyro
- 2 Engine
- 3 Engine
- 4-6 4 Engine
- 5 Heat Sink
- 6 Heat Sink

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

Cost 7,637,725

### Right Arm

- Shoulder
- Upper Arm Actuator
- Heat Sink
- 1-3 4 LRM 20
- LRM 20
- LRM 20
- 1 LRM 20
- 2 LRM 20
- 3 Medium Laser
- 4-6 4 Medium Laser
- 5 Ammo (LRM 20) 6
- 6 Roll Again

### Right Torso

- Heat Sink
- 2 SRM 6
- 3 SRM 6
- 1-3 4 Ammo (SRM 6) 15
- 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 Leg

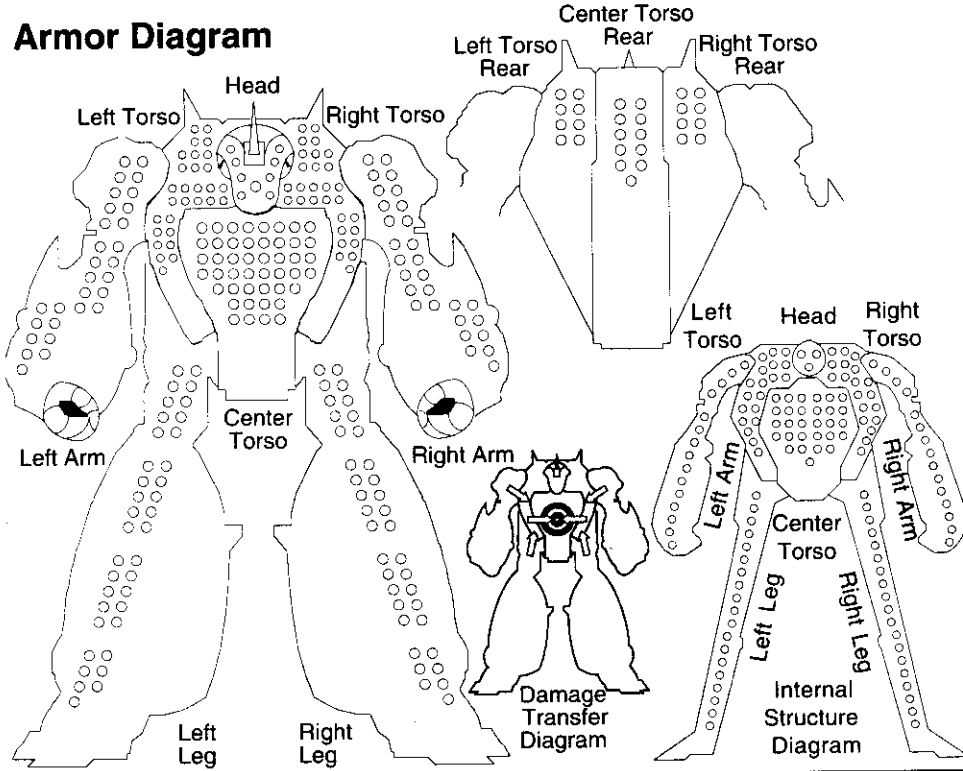
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink



# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **CP-10-Q Cyclops**  
 Tonnage: **90**  
 Movement Points: Walking: **4**, Running: **6**, Jumping: **0**  
 Technology Base: Inner Sphere 2710

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	LRM 10	LT	4	1	6	7	14	21
1	LRM 10	RT	4	1	6	7	14	21
1	Medium Laser	RT	3	5	0	3	6	9
1	Medium Laser	RA	3	5	0	3	6	9
1	Medium Laser	LA	3	5	0	3	6	9
1	SRM 4	CT	3	2	0	3	6	9

### Internal Structure Diagram

Ammo Type	Rounds
LRM 10	48
SRM 4	25

**Total Single Heat Sinks: 14**  
 ○○○○○○○○○○○○○○○○○

**Auto Eject**  
 Operational  Disabled

**Warrior Data**  
 Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	



- ### Left Arm
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Medium Laser
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 1-3**
- ### 4-6
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- ### Left Torso
- LRM 10
  - LRM 10
  - Ammo (LRM 10) 12
  - Ammo (LRM 10) 12
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 1-3**
- ### 4-6
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- ### Left Leg
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Roll Again
  - Roll Again

- ### Critical Hit Table
- #### Head
- Life Support
  - Sensors
  - Cockpit
  - Roll Again
  - Sensors
  - Life Support
- ### Center Torso
- Engine
  - Engine
  - Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3**
- Gyro
  - Engine
  - Engine
  - Engine
  - SRM 4
  - Ammo (SRM 4) 25
- 4-6**

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

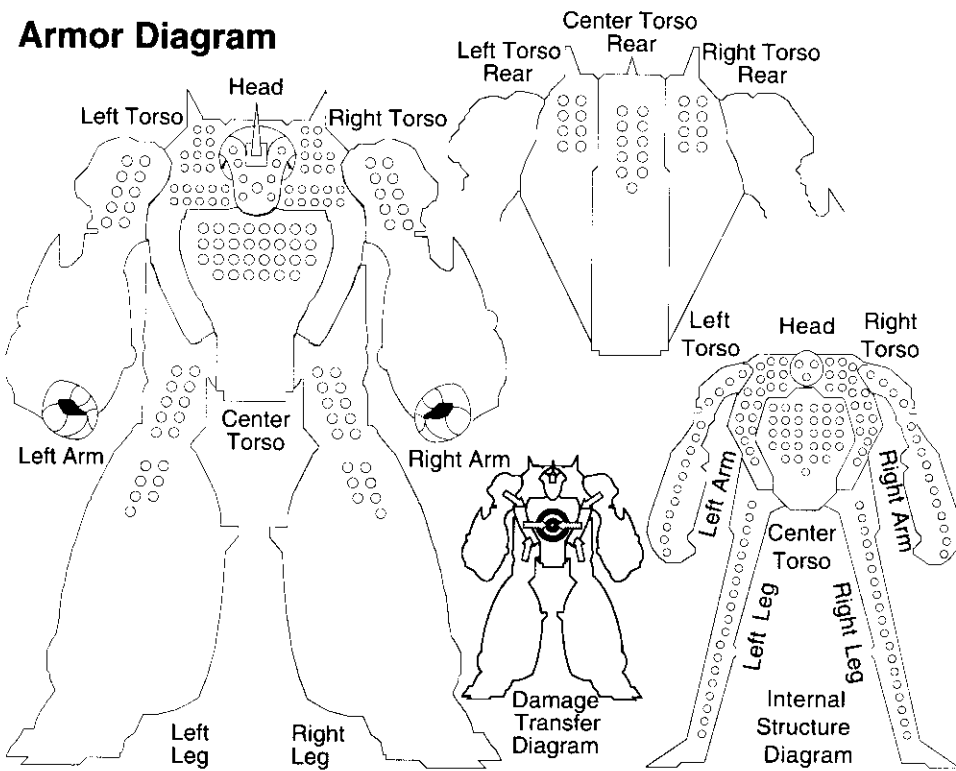
Cost 9,126,460

- ### Right Arm
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Medium Laser
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 1-3**
- ### 4-6
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- ### Right Torso
- LRM 10
  - LRM 10
  - Medium Laser
  - Ammo (LRM 10) 12
  - Ammo (LRM 10) 12
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 1-3**
- ### 4-6
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- ### Right Leg
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Roll Again
  - Roll Again

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **CP-10-Z Cyclops**

Tonnage: **90**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2710

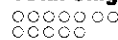
### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Autocannon 20	RT	7	20	0	3	6	9
1	LRM 10	LT	4	1	6	7	14	21
1	Medium Laser	RA	3	5	0	3	6	9
1	Medium Laser	LA	3	5	0	3	6	9
1	SRM 4	CT	3	2	0	3	6	9

### Ammo Type

Ammo Type	Rounds
Autocannon 20	20
LRM 10	12
SRM 4	25

**Total Single Heat Sinks: 12**



### Auto Eject

Operational

Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

**FASA®**  
CORPORATION

### Critical Hit Table

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

4-6

#### Left Torso

- LRM 10
- LRM 10
- Ammo (AC 20) 5
- Ammo (AC 20) 5
- Ammo (LRM 10) 12
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

4-6

#### Right Torso

- Autocannon 20
- Autocannon 20
- Autocannon 20
- Autocannon 20
- Autocannon 20
- Autocannon 20
- Autocannon 20
- Autocannon 20
- Autocannon 20
- Autocannon 20

1-3

4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

1-3

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Gyro
- Engine
- Engine
- SRM 4
- Ammo (SRM 4) 25

4-6

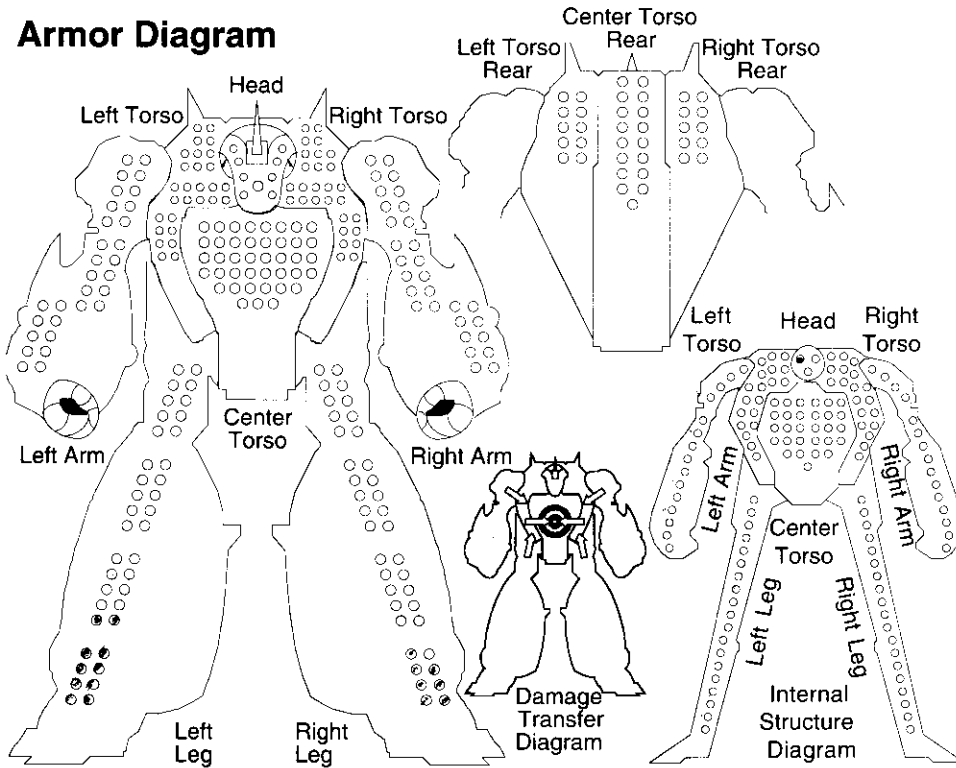
Engine Hits	○ ○ ○
Gyro Hits	○ ○ ○
Sensor Hits	○ ○
Life Support	○

Cost 9,375,360

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **HGN-733 Highlander**

Tonnage: **90**

Movement Points

Walking: **3**

Running: **5**

Jumping: **3**

Technology Base:

Inner Sphere

3025

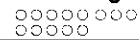
### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
2	Medium Laser	RT	3	5	0	3	6	9
1	SRM 6	LA	4	2	0	3	6	9
1	LRM 20	LT	6	1	6	7	14	21
1	Autocannon 10	RA	3	10	0	5	10	15

### Ammo Type

Ammo Type	Rounds
SRM 6	30
LRM 20	18
Autocannon 10	20

### Total Single Heat Sinks: 13



### Auto Eject

Operational

Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Heat Sink
- SRM 6
- SRM 6
- Roll Again
- Roll Again
- Roll Again
- Roll Again

### Left Torso

- Jump Jet
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Ammo (SRM 6) 15
- Ammo (SRM 6) 15
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- Roll Again

### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Roll Again

### Critical Hit Table

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Gyro
- Engine
- Engine
- Jump Jet
- Roll Again

Engine Hits	○○○
Gyro Hits	○○○
Sensor Hits	○○○
Life Support	○

Cost 8,423,460

### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Autocannon 10
- Autocannon 10
- Autocannon 10
- Autocannon 10
- Autocannon 10
- Autocannon 10
- Autocannon 10
- Roll Again

### Right Torso

- Jump Jet
- Medium Laser
- Medium Laser
- Ammo (AC 10) 10
- Ammo (AC 10) 10
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

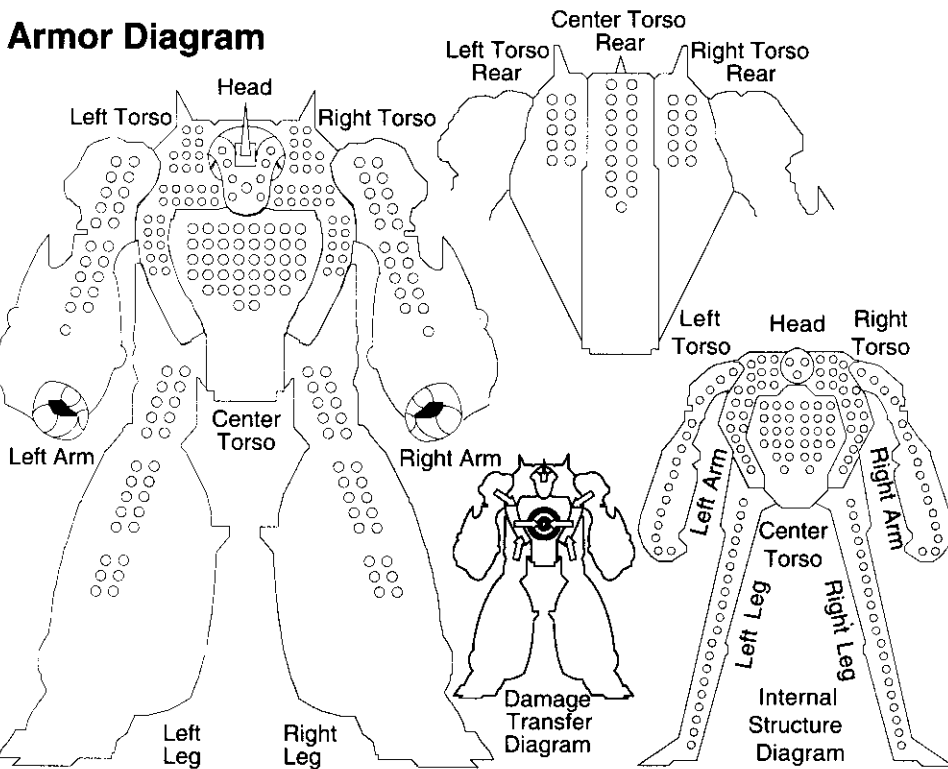
### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Roll Again

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **BNC-3E Banshee**

Tonnage: **95**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

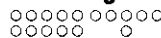
2475

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	PPC	RT	10	10	3	6	12	18
1	Autocannon 5	LT	1	5	3	6	12	18
1	Small Laser	H	1	3	0	1	2	3

Ammo Type	Rounds
Autocannon 5	20

### Total Single Heat Sinks: 16



### Auto Eject

Operational

Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

**FASA®**  
CORPORATION

### Critical Hit Table

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

1-3

4-6

#### Left Torso

- Autocannon 5
- Autocannon 5
- Autocannon 5
- Autocannon 5
- Ammo (AC 5) 20
- Roll Again

1-3

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Head

- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

1-3

4-6

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Cost 9,530,854

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

1-3

4-6

#### Right Torso

- PPC
- PPC
- PPC
- Roll Again
- Roll Again
- Roll Again

1-3

4-6

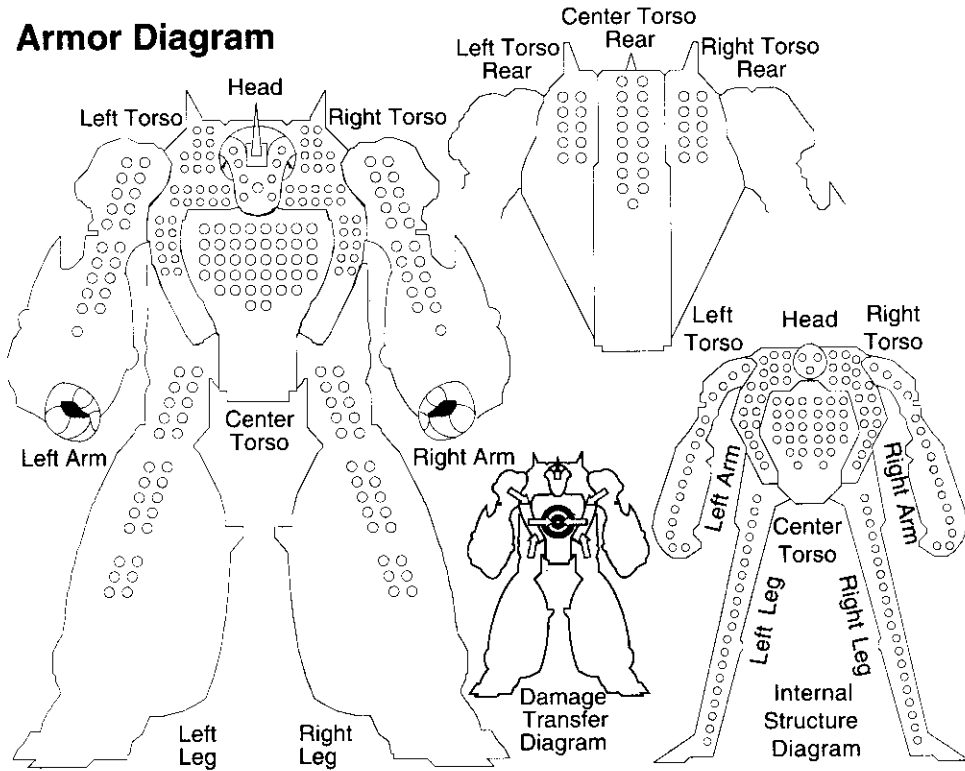
#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Roll Again

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **BNC-3M Banshee**

Tonnage: **95**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

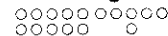
Inner Sphere

2475

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	PPC	RT	10	10	3	6	12	18
1	PPC	LT	10	10	3	6	12	18
1	Medium Laser	LT	3	5	0	3	6	9
1	Medium Laser	RT	3	5	0	3	6	9
1	Small Laser	H	1	3	0	1	2	3

### Total Single Heat Sinks: 16



### Auto Eject

Operational

Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

### Left Torso

- PPC
- PPC
- PPC
- Medium Laser
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

### Critical Hit Table

#### Head

- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

1-3

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

4-6

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Cost 9,824,329

### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

### Right Torso

- PPC
- PPC
- PPC
- Medium Laser
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

### Right Leg

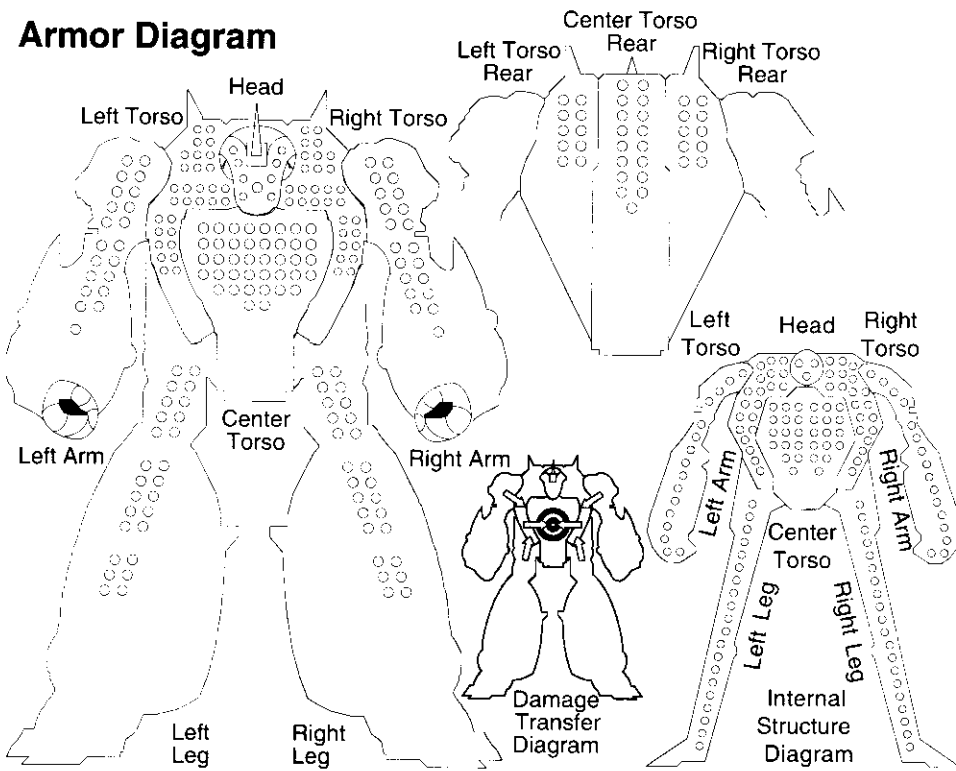
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again



# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **BNC-3Q Banshee**  
 Tonnage: **95** Technology Base:  
 Movement Points Inner Sphere  
 Walking: **4** 2475  
 Running: **6**  
 Jumping: **0**

### Weapons Inventory

# Type	Loc	Ht	D	Mn	S	M	L
1 Autocannon 20	RT	7	20	0	3	6	9
1 Small Laser	H	1	3	0	1	2	3

Ammo Type	Rounds
Autocannon 20	30

**Total Single Heat Sinks: 12**



### Auto Eject

Operational  Disabled

### Warrior Data

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

**FASA®**  
CORPORATION

### Critical Hit Table

#### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

#### Left Torso

- Ammo (AC 20) 5
  - Ammo (AC 20) 5
  - Ammo (AC 20) 5
  - Ammo (AC 20) 5
  - Ammo (AC 20) 5
  - Ammo (AC 20) 5
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

#### Right Torso

- Autocannon 20
  - Autocannon 20
  - Autocannon 20
  - Autocannon 20
  - Autocannon 20
  - Autocannon 20
  - Autocannon 20
  - Autocannon 20
  - Autocannon 20
  - Autocannon 20
  - Autocannon 20
  - Autocannon 20
- 1-3**
- Autocannon 20
  - Autocannon 20
  - Autocannon 20
  - Autocannon 20
  - Autocannon 20
  - Autocannon 20
- 4-6**
- Autocannon 20
  - Autocannon 20
  - Autocannon 20
  - Autocannon 20
  - Autocannon 20
  - Autocannon 20

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Head

- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

#### Center Torso

- Engine
  - Engine
  - Engine
  - Gyro
  - Gyro
  - Gyro
  - Gyro
  - Gyro
  - Gyro
  - Gyro
- 1-3**
- Gyro
  - Engine
  - Engine
  - Engine
  - Roll Again
  - Roll Again
- 4-6**
- Engine
  - Engine
  - Engine
  - Engine
  - Roll Again
  - Roll Again

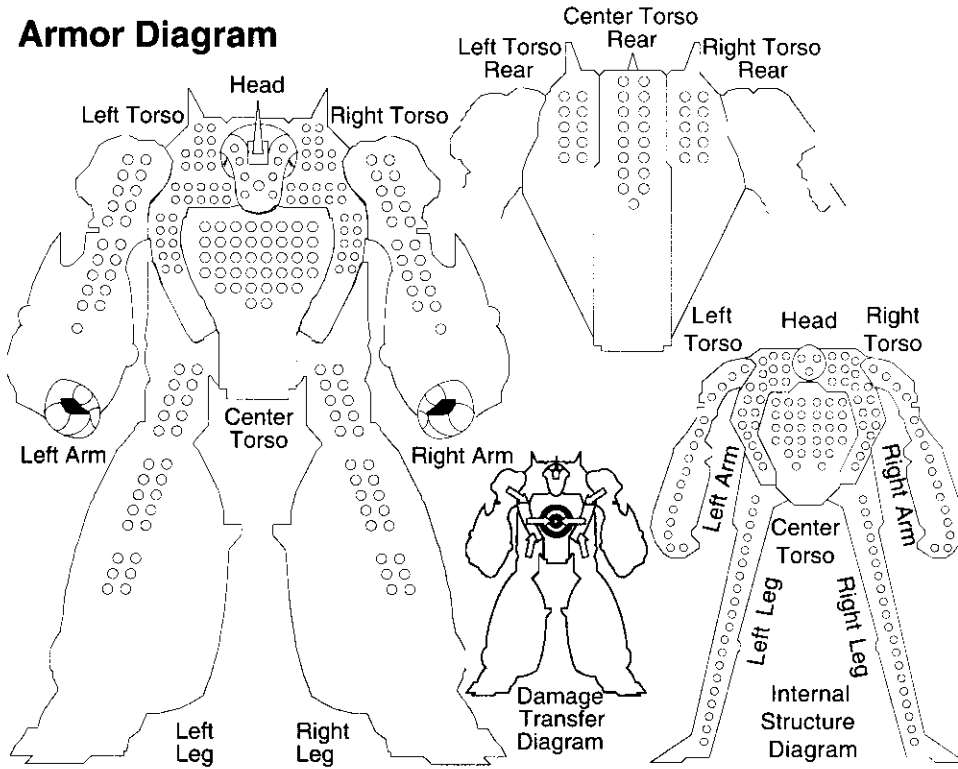
Engine Hits	○ ○ ○ ○
Gyro Hits	○ ○ ○ ○
Sensor Hits	○ ○
Life Support	○

Cost 9,574,729

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **BNC-3S Banshee**  
 Tonnage: **95**  
 Movement Points  
 Walking: **3**  
 Running: **5**  
 Jumping: **0**

Technology Base:  
 Inner Sphere  
 2475

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Autocannon 10	LT	3	10	0	5	10	15
1	PPC	RT	10	10	3	6	12	18
1	PPC	LA	10	10	3	6	12	18
1	SRM 6	RT	4	2	0	3	6	9
4	Medium Laser	RT	3	5	0	3	6	9
1	Small Laser	H	1	3	0	1	2	3
1	Small Laser	CT	1	3	0	1	2	3

Ammo Type	Rounds
Autocannon 10	20
SRM 6	15

### Total Single Heat Sinks: 21



### Auto Eject

Operational  Disabled

### Warrior Data

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- PPC
- PPC
- PPC

1. Roll Again  
 2. Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

### Left Torso

- Autocannon 10
- Autocannon 10
- Autocannon 10
- Autocannon 10
- Autocannon 10
- Autocannon 10

- Autocannon 10
- Ammo (AC 10) 10
- Ammo (AC 10) 10
- Heat Sink
- Heat Sink
- Roll Again

### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

### Critical Hit Table

#### Head

- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

#### Center Torso

- Engine
  - Engine
  - Engine
  - Gyro
  - Gyro
  - Gyro
- Gyro
  - Engine
  - Engine
  - Engine
  - Small Laser
  - Heat Sink

Engine Hits	○○○
Gyro Hits	○○○
Sensor Hits	○○○
Life Support	○

Cost 8,952,645

### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Heat Sink
- Roll Again

1. Roll Again  
 2. Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

### Right Torso

- PPC
- PPC
- PPC
- SRM 6
- SRM 6
- Medium Laser

- Medium Laser
- Medium Laser
- Medium Laser
- Ammo (SRM 6) 15
- Heat Sink
- Heat Sink

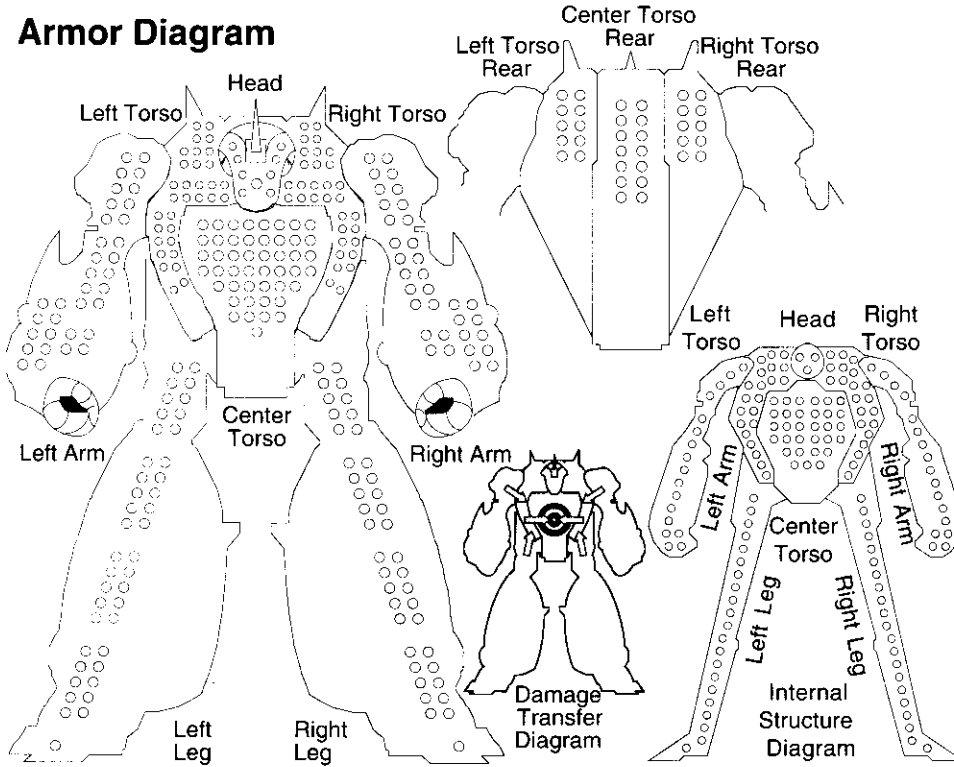
### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **AS7-D Atlas**

Tonnage: **100**

Movement Points

Walking: **3**

Running: **5**

Jumping: **0**

Technology Base:

Inner Sphere

2751

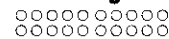
### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Autocannon 20	RT	7	20	0	3	6	9
1	LRM 20	LT	6	1	6	7	14	21
2	Medium Laser	CT (R)	3	5	0	3	6	9
1	Medium Laser	RA	3	5	0	3	6	9
1	Medium Laser	LA	3	5	0	3	6	9
1	SRM 6	LT	4	2	0	3	6	9

### Ammo Type

Ammo Type	Rounds
Autocannon 20	10
LRM 20	12
SRM 6	15

### Total Single Heat Sinks: 20



### Auto Eject

Operational

Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

**FASA**  
CORPORATION

- #### Left Arm
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Heat Sink
  - Medium Laser

1-3  
1. Roll Again  
2. Roll Again

4-6  
3. Roll Again  
4. Roll Again  
5. Roll Again  
6. Roll Again

- #### Left Torso
- Heat Sink
  - LRM 20
  - LRM 20
  - LRM 20
  - LRM 20
  - LRM 20

1-3  
1. SRM 6  
2. SRM 6

4-6  
3. Ammo (LRM 20) 6  
4. Ammo (LRM 20) 6  
5. Ammo (SRM 6) 15  
6. Roll Again

- #### Left Leg
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Heat Sink
  - Heat Sink

- #### Critical Hit Table
- #### Head
- Life Support
  - Sensors
  - Cockpit
  - Heat Sink
  - Sensors
  - Life Support

1-3  
1. Roll Again  
2. Roll Again

- #### Center Torso
- Engine
  - Engine
  - Engine
  - Gyro
  - Gyro
  - Gyro

1-3  
1. Gyro  
2. Engine

4-6  
3. Engine  
4. Engine  
5. Medium Laser (R)  
6. Medium Laser (R)

Engine Hits	○ ○ ○
Gyro Hits	○ ○ ○
Sensor Hits	○ ○
Life Support	○

Cost 9,682,000

- #### Right Arm
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Heat Sink
  - Medium Laser

1-3  
1. Roll Again  
2. Roll Again

4-6  
3. Roll Again  
4. Roll Again  
5. Roll Again  
6. Roll Again

- #### Right Torso
- Autocannon 20
  - Autocannon 20
  - Autocannon 20
  - Autocannon 20
  - Autocannon 20
  - Autocannon 20

1-3  
1. Autocannon 20  
2. Autocannon 20

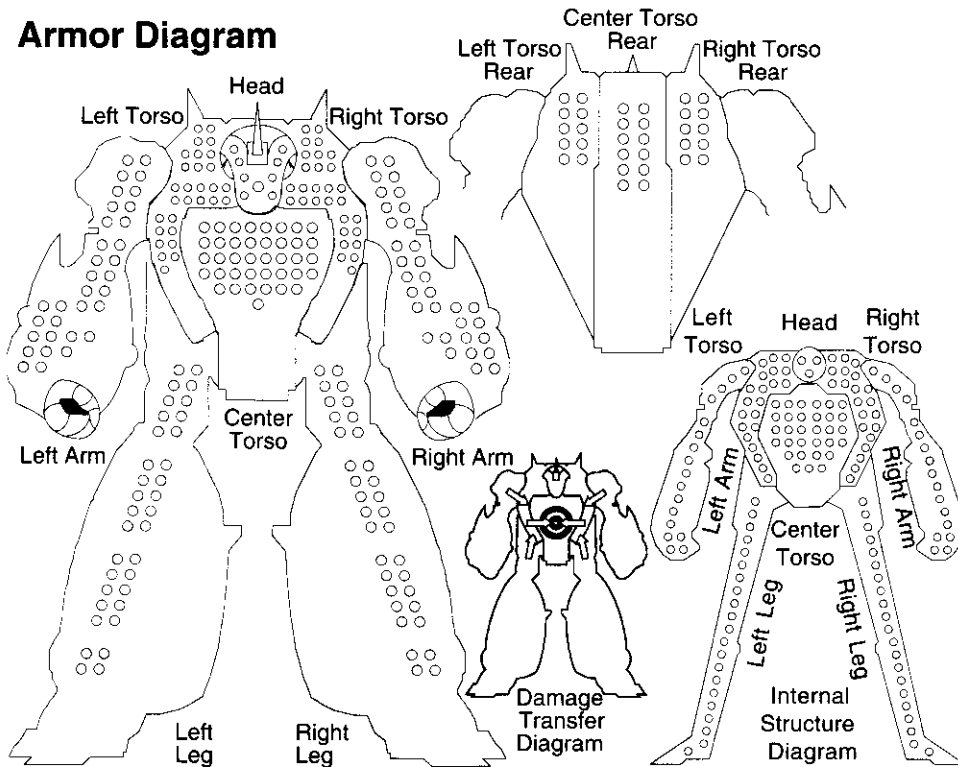
4-6  
3. Autocannon 20  
4. Autocannon 20  
5. Ammo (AC 20) 5  
6. Ammo (AC 20) 5

- #### Right Leg
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Heat Sink
  - Heat Sink

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **KGC-0000 King Crab**

Tonnage: **100**

Movement Points

Walking: **3**

Running: **5**

Jumping: **0**

Technology Base:

Inner Sphere

3025

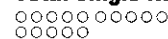
### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Autocannon 20	LT/LA	7	20	0	3	6	9
1	Autocannon 20	RT/RA	7	20	0	3	6	9
1	LRM 15	LT	5	1	6	7	14	21
1	Large Laser	RT	8	8	0	5	10	15

### Ammo Type

Ammo Type	Rounds
Autocannon 20	10
LRM 15	8

### Total Single Heat Sinks: 15



### Auto Eject

Operational

Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Conscious #	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 Points
4	
3	
2	
1	
0	

### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Autocannon 20
  - Autocannon 20
- 1-3
- Autocannon 20
  - Autocannon 20
  - Autocannon 20
  - Autocannon 20
  - Autocannon 20
  - Autocannon 20
- 4-6

### Left Torso

- Autocannon 20
  - Autocannon 20
  - LRM 15
  - LRM 15
  - LRM 15
  - Ammo (AC 20) 5
- 1-3
- Ammo (LRM 15) 8
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Roll Again

### Critical Hit Table

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

- Engine
  - Engine
  - Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3
- Gyro
  - Engine
  - Engine
  - Engine
  - Heat Sink
  - Roll Again
- 4-6

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Cost 9,582,000

### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Autocannon 20
  - Autocannon 20
- 1-3
- Autocannon 20
  - Autocannon 20
  - Autocannon 20
  - Autocannon 20
  - Autocannon 20
  - Autocannon 20
- 4-6

### Right Torso

- Autocannon 20
  - Autocannon 20
  - Large Laser
  - Large Laser
  - Ammo (AC 20) 5
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 1-3
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

### Right Leg

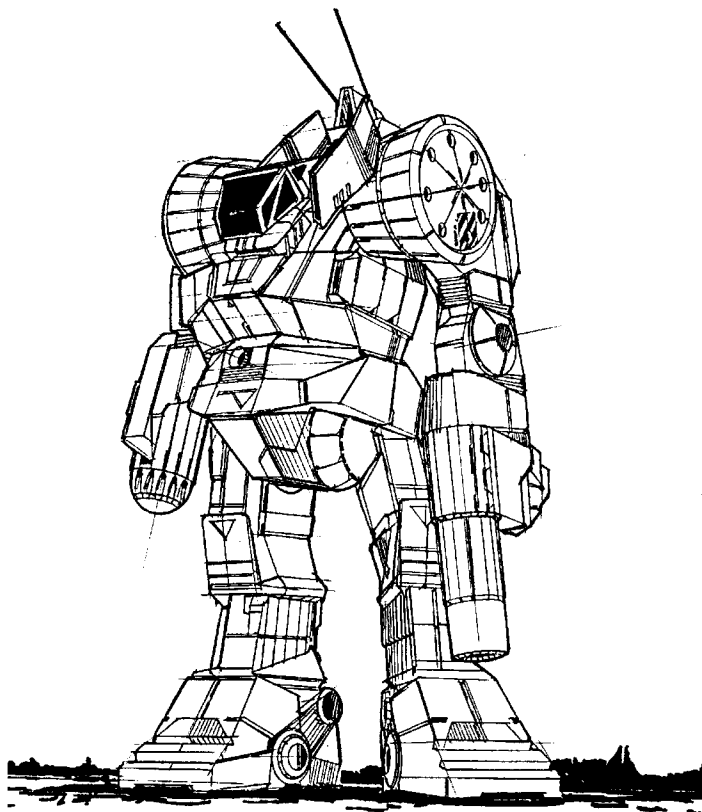
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Roll Again

## APPENDIX

Tons	Vehicles	Model	Combat Value	Cost	Tons	Vehicles	Model	Combat Value	Cost
60	AC/2 Carrier		1,332	1,086,400	40	Engineering Vehicle		608	462,000
10	APC	Hover	253	87,600	65	Exterminator	EXT-4A	3,127	6,485,299
10	APC	Tracked	227	64,350	5	Ferret Light Scout VTOL		95	46,764
10	APC	Wheeled	257	68,425	5	Ferret Light Scout VTOL	Armor Variant	111	58,431
70	Archer	ARC-2K	3,199	6,170,774	5	Ferret Light Scout VTOL	Cargo Transport	85	34,514
70	Archer	ARC-2R	3,123	6,384,974	35	Firestarter	FS 9-H	1,593	3,046,950
70	Archer	ARC-2S	3,131	6,405,374	35	Firestarter	FS 9-M	1,655	3,066,525
70	Archer	ARC-2W	3,081	6,452,974	75	Flashman	FLS-7K	4,091	6,341,125
40	Assassin	ASN-101	1,786	3,533,064	30	Galleon Light Tank	GAL-100	834	323,700
40	Assassin	ASN-21	1,856	3,765,814	30	Galleon Light Tank	GAL-200	782	313,950
100	Atlas	AS7-D	5,371	9,682,000	45	Goblin Medium Tank		1,446	607,550
80	Awesome	AWS-8Q	4,858	6,598,170	45	Goblin Medium Tank	LRM Variant	1,441	848,975
80	Awesome	AWS-8R	4,778	6,436,170	45	Goblin Medium Tank	SRM Variant	1,658	933,075
80	Awesome	AWS-8T	4,454	6,598,170	80	Goliath	GOL-1H	3,952	7,546,801
80	Awesome	AWS-8V	4,801	6,481,170	60	Grand Dragon	DRG-1G	2,620	5,212,800
95	Banshee	BNC-3E	4,447	9,530,854	70	Grasshopper	GHR-5H	4,114	6,024,574
95	Banshee	BNC-3M	4,568	9,824,329	55	Griffin	GRF-1N	2,721	4,957,108
95	Banshee	BNC-3Q	4,029	9,574,729	55	Griffin	GRF-1S	2,940	4,783,508
95	Banshee	BNC-3S	5,161	8,952,645	70	Guillotine	GLT-4L	3,910	6,062,484
85	BattleMaster	BLR-1D	4,781	8,146,044	25	Harasser Missile Platform		899	561,750
85	BattleMaster	BLR-1G	4,368	8,549,344	25	Harasser Missile Platform	Laser Variant	834	381,750
85	BattleMaster	BLR-1S	4,461	8,299,594	25	Harasser Missile Platform	LRM Variant	755	525,750
100	Behemoth Heavy Tank		5,540	3,044,667	45	Hatchetman	HCT-3F	2,180	3,129,390
100	Behemoth Heavy Tank	Flamer Variant	6,496	3,004,667	30	Hermes	HER-1A	1,193	2,569,970
75	Black Knight	BL-7-KNT	4,057	6,594,438	40	Hermes II	HER-2M	1,688	3,263,214
45	Blackjack	BJ-1	2,093	3,153,750	40	Hermes II	HER-2S	1,633	3,165,680
45	Blackjack	BJ-1DB	2,299	3,105,175	40	Hermes II	HER-4K	1,779	3,205,160
45	Blackjack	BJ-1DC	1,880	2,973,950	40	Hetzler Wheeled Assault Gun		1,155	664,000
65	Bombardier	BMB-10D	2,849	5,497,911	2	Hi-Scout Drone	NapFind	58	16,387
60	Bulldog Medium Tank		2,260	1,128,800	3	Hi-Scout Drone	PathTrack	50	21,888
60	Bulldog Medium Tank	AC/2 Variant	1,812	1,174,400	60	Hi-Scout Drone Carrier		1,335	759,200
60	Bulldog Medium Tank	LRM Variant	2,121	1,475,200	90	Highlander	HGN-733	4,431	8,423,460
65	Catapult	CPLT-A1	3,070	5,658,126	50	Hunchback	HBK-4G	2,334	3,467,876
65	Catapult	CPLT-C1	3,162	5,790,126	50	Hunchback	HBK-4H	2,367	3,425,876
65	Catapult	CPLT-C4	2,785	5,893,251	50	Hunchback	HBK-4J	2,470	3,560,876
65	Catapult	CPLT-K2	3,231	5,349,576	50	Hunchback	HBK-4N	2,382	3,437,126
50	Centurion	CN9-A	2,133	3,563,501	50	Hunchback	HBK-4P	2,897	3,377,876
50	Centurion	CN9-AH	2,050	3,589,751	50	Hunchback	HBK-4SP	2,675	3,446,876
50	Centurion	CN9-AL	2,454	3,395,876	35	Hunter Light Support Tank		1,318	1,135,125
50	Centurion	CN9-YLW	2,104	3,454,751	30	Hussar	HSR-300-D	1,201	2,563,340
60	Champion	CHP-2N	2,306	5,037,600	25	J. Edgar Light Hover Tank		1,109	729,250
80	Charger	CGR-1A1	3,032	7,520,372	25	J. Edgar Light Hover Tank	MG Variant	983	690,250
80	Charger	CGR-1L	3,068	7,662,122	25	J. Edgar Light Hover Tank	Flamer Variant	1,133	681,250
80	Charger	CGR-SB	4,864	6,298,920	65	JagerMech	JM6-A	2,531	5,562,426
40	Cicada	CDA-2A	1,439	3,705,218	65	JagerMech	JM6-S	2,557	5,248,926
40	Cicada	CDA-2B	1,429	3,692,968	30	Javelin	JVN-10F	1,561	2,361,840
40	Cicada	CDA-3C	1,525	3,306,334	30	Javelin	JVN-10N	1,447	2,400,840
40	Clint	CLNT-1-2R	1,624	3,220,280	35	Jenner	JR7-D	1,540	3,198,376
40	Clint	CLNT-2-3T	1,852	3,572,380	35	Jenner	JR7-F	1,554	3,121,426
40	Clint	CLNT-2-4T	1,578	3,143,280	30	Karnov UR Transport		519	550,000
25	Commando	COM-2D	1,098	1,891,250	100	King Crab	KGC-0000	4,833	9,582,000
25	Commando	COM-3A	1,103	1,879,375	55	Kintaro	KTO-18	2,436	4,699,808
50	Condor Heavy Hover Tank		1,736	1,217,000	60	Lancelot	LNC25-02	2,944	4,769,600
50	Condor Heavy Hover Tank	Davion Variant	1,425	1,280,000	20	Locust	LCT-1E	791	1,574,201
50	Condor Heavy Hover Tank	Liao Variant	2,035	1,184,000	20	Locust	LCT-1M	758	1,571,201
30	Coolant Truck	135-K	915	212,175	20	Locust	LCT-1S	766	1,543,601
50	Crab	CRB-20	2,366	3,909,876	20	Locust	LCT-1V	752	1,512,401
85	Crockett	CRK-5003-0	4,238	7,378,725	20	Locust	LCT-3V	775	1,553,801
65	Crusader	CRD-3D	3,135	5,620,011	60	LRM Carrier		2,343	1,872,000
65	Crusader	CRD-3K	3,241	5,445,111	60	Manticore Heavy Tank		2,856	2,640,800
65	Crusader	CRD-3L	3,211	5,583,711	75	Marauder	MAD-3D	3,881	6,597,500
65	Crusader	CRD-3R	2,913	5,547,411	75	Marauder	MAD-3L	3,672	6,467,125
90	Cyclops	CP 10-Q	4,163	9,126,460	75	Marauder	MAD-3M	3,788	6,299,125
90	Cyclops	CP 10-Z	3,905	9,375,360	75	Marauder	MAD-3R	3,556	6,635,125
80	Demolisher Heavy Tank		2,883	2,151,000	20	MASH Truck		706	304,333
55	Dervish	DV-6M	2,513	4,980,668	50	Maxim Heavy Hover Transport		2,091	1,320,000
60	Dragon	DRG-1C	2,424	4,899,200	20	Mercury	MCY-98	871	1,580,441
60	Dragon	DRG-1N	2,410	5,118,400	25	Mobile Headquarters		901	477,188
50	Drillson Heavy Hover Tank		2,559	2,505,333	65	Mobile Long Tom Artillery	LT-MOB-25	2,710	1,397,275
50	Drillson Heavy Hover Tank	SRM-2 Variant	2,569	2,433,333	10	Mobile Long Tom Artillery	Ammo Carriage	188	110,000
50	Enforcer	ENF-4R	2,353	3,536,876	5	Mobile Long Tom Artillery	Support Carriage	128	52,500

# BATTLETECH RECORD SHEETS • 3025 & 3026

Tons	Vehicles	Model	Combat Value	Cost
25	Mongoose	MON-67	1,105	1,885,730
75	Monitor Naval Vessel		3,165	1,568,531
100	Neptune Submarine		4,267	4,614,000
100	Neptune Submarine	LRM Variant	4,016	5,271,000
100	Neptune Submarine	SRM Variant	4,652	5,304,000
95	Ontos Heavy Tank		4,957	2,264,438
95	Ontos Heavy Tank	LRM Variant	2,732	3,117,563
10	Ordnance Transport	J-27	195	40,517
10	Ordnance Transport	Trailer	160	21,000
75	Orion	ON1-K	3,097	6,763,750
75	Orion	ON1-V	3,084	6,837,250
75	Orion	ON1-VA	3,494	6,510,000
60	Ostroc	OSR-2C	2,771	5,025,600
60	Ostroc	OSR-2L	2,766	4,982,400
60	Ostroc	OSR-2M	2,975	5,238,400
60	Ostroc	OSR-3C	2,751	4,918,400
35	Ostscout	OTT-7J	1,666	3,416,761
60	Ostsol	OTL-4D	2,859	5,017,600
60	Ostsol	OTL-4F	2,923	5,096,960
20	Packrat LRPV	PKR-T5	747	408,650
35	Panther	PNT-9R	1,776	2,485,711
80	Partisan Heavy Tank		2,104	1,872,000
80	Partisan Heavy Tank	AC/2 Variant	2,100	1,629,000
80	Partisan Heavy Tank	LRM Variant	3,528	2,530,800
65	Patton Tank		2,610	2,754,538
35	Pegasus Scout Hover Tank		1,447	841,925
45	Phoenix Hawk	PXH-1	2,190	4,067,540
45	Phoenix Hawk	PXH-1D	2,276	4,057,390
45	Phoenix Hawk	PXH-1K	2,081	3,628,553
60	Pike Support Vehicle		1,780	1,035,200
60	Quickdraw	QKD-4G	3,023	5,514,560
60	Quickdraw	QKD-4H	3,023	5,509,760
60	Quickdraw	QKD-5A	3,267	5,452,160
60	Rifleman	RFL-3C	2,345	4,808,000
60	Rifleman	RFL-3N	2,515	4,869,600
60	Rifleman	RFL-4D	2,751	4,980,800
65	Rommel Tank		2,847	2,905,513
35	Saladin Assault Hover Tank		1,046	911,625
35	Saracen Medium Hover Tank		1,361	813,025
5	Savannah Master Hovercraft		204	91,667
80	Schreck PPC Carrier		4,410	3,825,900
35	Scimitar Medium Hover Tank		1,146	727,175
55	Scorpion	SCP-1N	2,297	5,201,800
25	Scorpion Light Tank		607	327,083
25	Scorpion Light Tank	SRM Variant	833	466,458
25	Sea Skimmer Hydrofoil		620	371,333
25	Sea Skimmer Hydrofoil	SRM-2 Variant	773	324,000
40	Sentinel	STN-3K	1,557	3,117,730
55	Shadow Hawk	SHD-2D	2,649	4,617,658
55	Shadow Hawk	SHD-2H	2,571	4,539,383
55	Shadow Hawk	SHD-2K	2,857	4,505,283
20	Skulker Wheeled Scout Tank		511	183,700
30	Spider	SDR-5D	1,432	2,942,290
30	Spider	SDR-5K	1,372	2,728,440
30	Spider	SDR-5V	1,459	2,984,540
60	SRM Carrier		3,822	1,932,800
85	Stalker	STK-3F	4,325	7,452,725
85	Stalker	STK-3H	4,291	7,637,725
85	Stalker	STK-4N	4,777	7,245,525
20	Stinger	STG-3G	979	1,662,240
20	Stinger	STG-3R	936	1,615,440
35	Striker Light Tank		1,213	563,315
35	Striker Light Tank	LRM Variant	1,086	599,740
85	SturmFeur Heavy Tank		3,145	2,395,288
7.5	Swift Wind Scout Car		231	82,948
7.5	Swift Wind Scout Car	ICE Variant	132	51,175
20	Thorn	THE-S	848	1,558,320
80	Thug	THG-10E	4,162	7,760,641
65	Thunderbolt	TDR-5S	3,189	5,446,761
65	Thunderbolt	TDR-5SE	3,529	5,560,611
65	Thunderbolt	TDR-5SS	3,560	5,320,536
50	Trebuchet	TBT-5J	2,591	4,383,501
50	Trebuchet	TBT-5S	2,498	4,023,501
50	Trebuchet	TBT-7K	2,131	4,085,001
50	Trebuchet	TBT-5N	2,170	4,293,501



Tons	Vehicles	Model	Combat Value	Cost
30	UrbanMech	UM-R60	1,267	1,471,925
30	UrbanMech	UM-R60L	1,264	1,581,125
30	Valkyrie	VLK-OA	1,436	2,205,320
30	Valkyrie	VLK-QF	1,409	2,163,070
50	Vedette Medium Tank		1,124	725,750
50	Vedette Medium Tank	AC/2 Variant	1,214	701,000
50	Vedette Medium Tank	Liao Variant	1,385	673,250
80	Victor	VTR-9A	3,847	7,931,821
80	Victor	VTR-9A1	3,865	7,940,821
80	Victor	VTR-9B	3,885	8,013,721
80	Victor	VTR-9S	3,886	8,154,121
45	Vindicator	VND-1AA	2,348	3,864,033
45	Vindicator	VND-1R	2,375	3,181,083
75	Von Luckner Heavy Tank	VNL-K65N	4,364	3,685,938
40	Vulcan	VL 2-T	1,768	3,462,900
40	Vulcan	VL 5-T	1,949	3,558,100
70	Warhammer	WHM-6D	3,628	5,945,184
70	Warhammer	WHM-6K	3,622	6,059,084
70	Warhammer	WHM-6L	3,490	6,077,784
70	Warhammer	WHM-6R	3,486	6,026,784
21	Warrior Attack Helicopter	H-7	512	544,850
21	Warrior Attack Helicopter	H-7A	444	497,250
21	Warrior Attack Helicopter	H-7C	609	687,650
20	Wasp	WSP-1A	949	1,646,640
20	Wasp	WSP-1D	928	1,636,320
20	Wasp	WSP-1K	922	1,613,520
20	Wasp	WSP-1L	915	1,656,720
20	Wasp	WSP-1W	917	1,633,320
40	Whitworth	WTH-1S	2,030	2,859,734
40	Whitworth	WTH-1	1,884	2,912,934
55	Wolverine	WVR-6K	2,615	4,514,196
55	Wolverine	WVR-6M	2,868	4,865,658
55	Wolverine	WVR-6R	2,686	4,827,683
45	Wyvern	WVE-6N	2,253	3,241,765
80	Zeus	ZEU-6S	3,782	7,617,901
80	Zeus	ZEU-6T	4,001	7,752,001