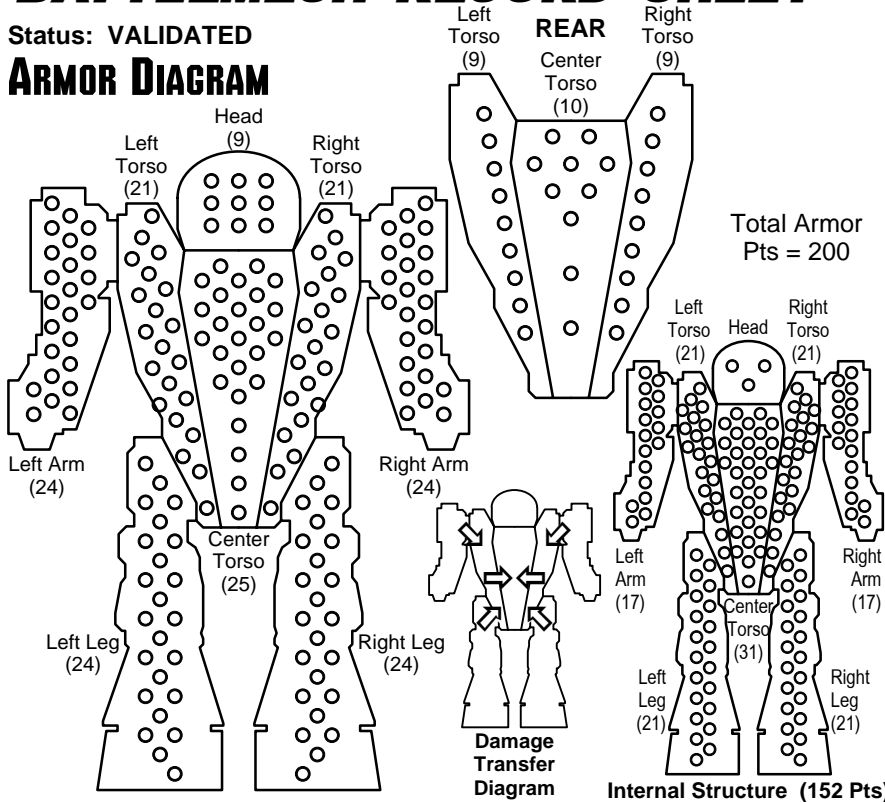


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 200

Internal Structure (152 Pts)

'MECH DATA

Type: **Annihilator ANH-1A**

Mass: **100 tons**

Movement Points: Tech, Config. & Level:

Walking: **2** **Inner Sphere**
 Running: **3** **Biped 'Mech**
 Jumping: **0** **Level 1 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/10	LT	3	10	-	5	10	15
1	Autocannon/10	RT	3	10	-	5	10	15
1	Autocannon/10	LA	3	10	-	5	10	15
1	Autocannon/10	RA	3	10	-	5	10	15
2	Medium Laser	CT	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	Medium Laser	RA	3	5	-	3	6	9

Ammo Type: Rounds: BV:
 Autocannon/10 40 46

Total Heat Sinks: 18 Single

○○○○○○○○○○ ○○○○○○○○

Auto Eject: Weapon Heat:
 Operational Disabled **(24)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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



CRITICAL HIT TABLE

Left Arm

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

Head

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

Center Torso

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

Left Torso

- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- 1-3 Autocannon/10
- Autocannon/10
- Autocannon/10
- 1 Autocannon/10
- Autocannon/10
- 3 Autocannon/10
- 4-6 Autocannon/10
- Ammo (AC/10) 10
- Ammo (AC/10) 10

Right Arm

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

Right Torso

- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- 1-3 Autocannon/10
- Autocannon/10
- Autocannon/10
- 1 Autocannon/10
- Autocannon/10
- 3 Autocannon/10
- 4-6 Autocannon/10
- Ammo (AC/10) 10
- Ammo (AC/10) 10

Left Leg

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

Right Leg

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

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

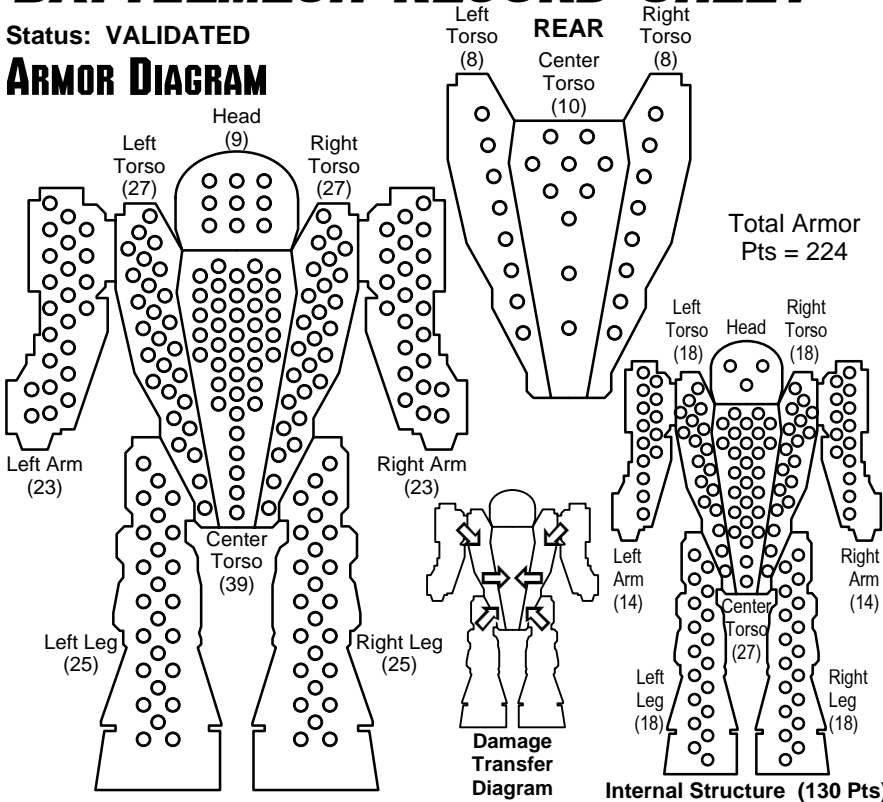
Battle Value: **1,151**
 Weapon Value: **1,587 / 1,587**
 Cost, C-Bills: **7,696,666**

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 224

Internal Structure (130 Pts)

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
- Roll Again

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Medium Pulse Laser
- Medium Pulse Laser
- Medium Pulse Laser (R)

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

Left Leg

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

Head

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

Center Torso

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

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Single Heat Sink
- Single Heat Sink

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

Battle Value: 1,165
 Weapon Value: 1,754 / 1,754
 Cost, C-Bills: 19,789,944

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- LRM 20
- LRM 20

- LRM 20
- LRM 20
- LRM 20
- Roll Again
- Roll Again
- Roll Again

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Single Heat Sink
- Single Heat Sink
- Medium Pulse Laser

- Medium Pulse Laser
- Medium Pulse Laser (R)
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- CASE
- Roll Again

Right Leg

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

'MECH DATA

Type: **Battlemaster BLR-3S**

Mass: **85 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** **Inner Sphere**
 Running: **6** **Biped 'Mech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20	RA	6	1/hit	6	7	14	21
2	Medium Pulse Laser	LT	4	6	-	2	4	6
1	Medium Pulse Laser	LT(R)	4	6	-	2	4	6
2	Medium Pulse Laser	RT	4	6	-	2	4	6
1	Medium Pulse Laser	RT(R)	4	6	-	2	4	6
1	SRM 6	LT	4	2/hit	-	3	6	9

Ammo Type: Rounds: BV:

LRM 20 12 52
 SRM 6 30 16

Total Heat Sinks: 22 Single

○○○○○○○○○○ ○○○○○○○○○
 ○○

Auto Eject: Weapon Heat:

Operational Disabled **(34)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

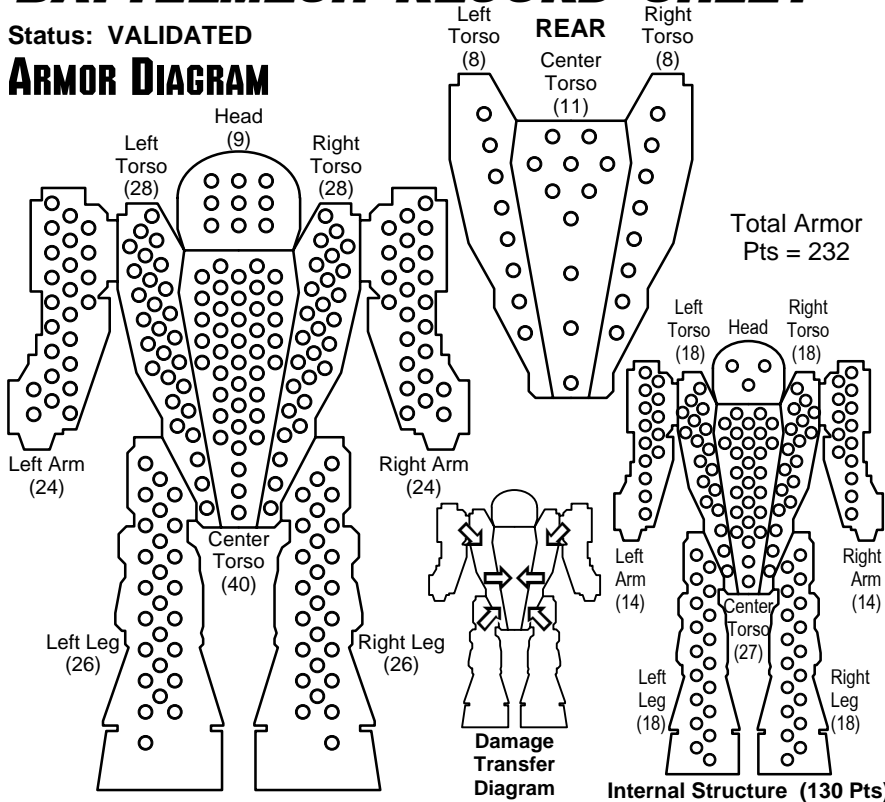


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 232

Internal Structure (130 Pts)

CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Machine Gun
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Torso

- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Medium Laser
 - Medium Laser
 - Medium Laser (R)
- 1-3
- SRM 6
 - SRM 6
 - Ammo (MG) 200
 - Ammo (SRM 6) 15
 - Ammo (SRM 6) 15
 - CASE
- 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

Center Torso

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

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

Battle Value: **1,495**
 Weapon Value: **2,744 / 2,744**
 Cost, C-Bills: **8,939,694**

Right Arm

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

Right Torso

- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Medium Laser
 - Medium Laser
 - Medium Laser (R)
- 4-6

Right Leg

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

'MECH DATA

Type: **Battlemaster BLR-3M**

Mass: **85 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** **Inner Sphere**
 Running: **6** **Biped 'Mech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	10	-	7	14	23
2	Medium Laser	LT	3	5	-	3	6	9
1	Medium Laser	LT(R)	3	5	-	3	6	9
2	Medium Laser	RT	3	5	-	3	6	9
1	Medium Laser	RT(R)	3	5	-	3	6	9
1	Machine Gun	LA	0	2	-	1	2	3
1	SRM 6	LT	4	2/hit	-	3	6	9

Ammo Type:	Rounds:	BV:
Machine Gun	200	1
SRM 6	30	16

Total Heat Sinks: **18 Double (36)**

○○○○○○○○○○ ○○○○○○○○

Auto Eject: Weapon Heat:

Operational Disabled **(37)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

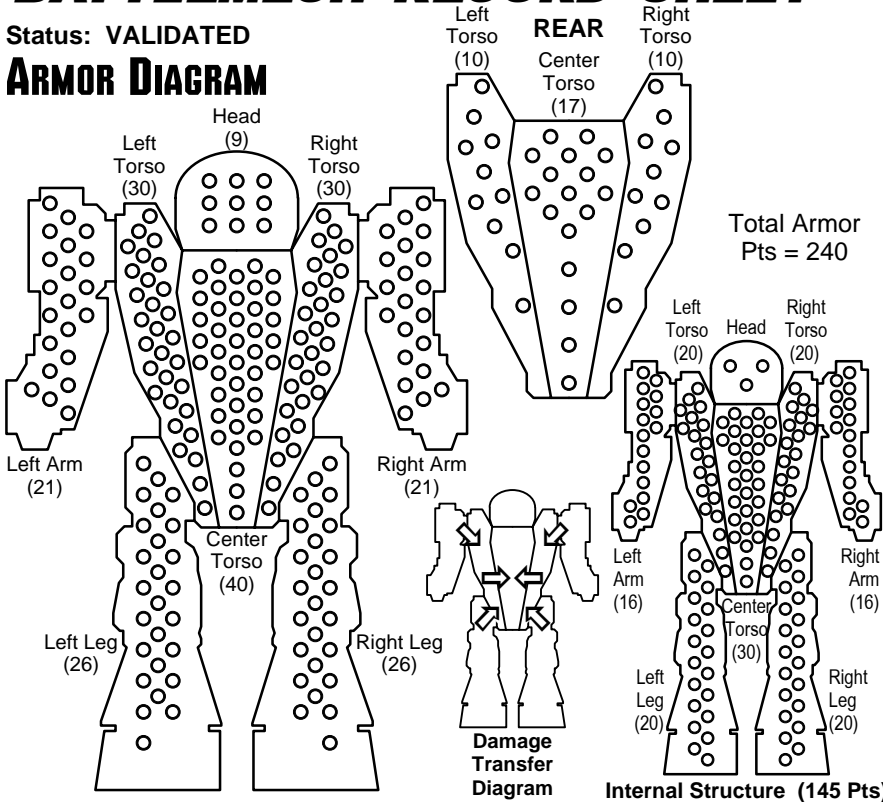
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Banshee BNC-5S**
 Mass: **95 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **4** **Inner Sphere**
 Running: **6** **Biped 'Mech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	LT	1	15	2	7	15	22
2	ER PPC	RT	15	10	-	7	14	23
1	SRM 6	RA	4	2/hit	-	3	6	9
1	Medium Laser	LT(R)	3	5	-	3	6	9
1	Medium Laser	RT(R)	3	5	-	3	6	9
2	Medium Laser	LA	3	5	-	3	6	9
1	Small Laser	CT	1	3	-	1	2	3
1	Small Laser	HD	1	3	-	1	2	3

Ammo Type:	Rounds:	BV:
Gauss Rifle	8	41
SRM 6	15	8

Total Heat Sinks: **14 Double (28)**

○○○○○○○○○○ ○○○○

Auto Eject: Operational Disabled Weapon Heat: **(49)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

CRITICAL HIT TABLE

Left Arm

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

Left Torso

- XL Engine
- XL Engine
- 1-3 XL Engine
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- 1 Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- 4-6 Gauss Rifle
- Medium Laser (R)
- Ammo (Gauss) 8

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

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

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

Battle Value: **1,613**
 Weapon Value: **2,602 / 2,602**
 Cost, C-Bills: **25,429,496**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- 5 SRM 6
- 6 SRM 6
- 1 Ammo (SRM 6) 15
- Roll Again
- 3 Roll Again
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

Right Torso

- XL Engine
- XL Engine
- 1-3 XL Engine
- ER PPC
- ER PPC
- ER PPC
- 1 ER PPC
- 2 ER PPC
- 3 ER PPC
- 4 Medium Laser (R)
- 5 Roll Again
- 6 Roll Again

Right Leg

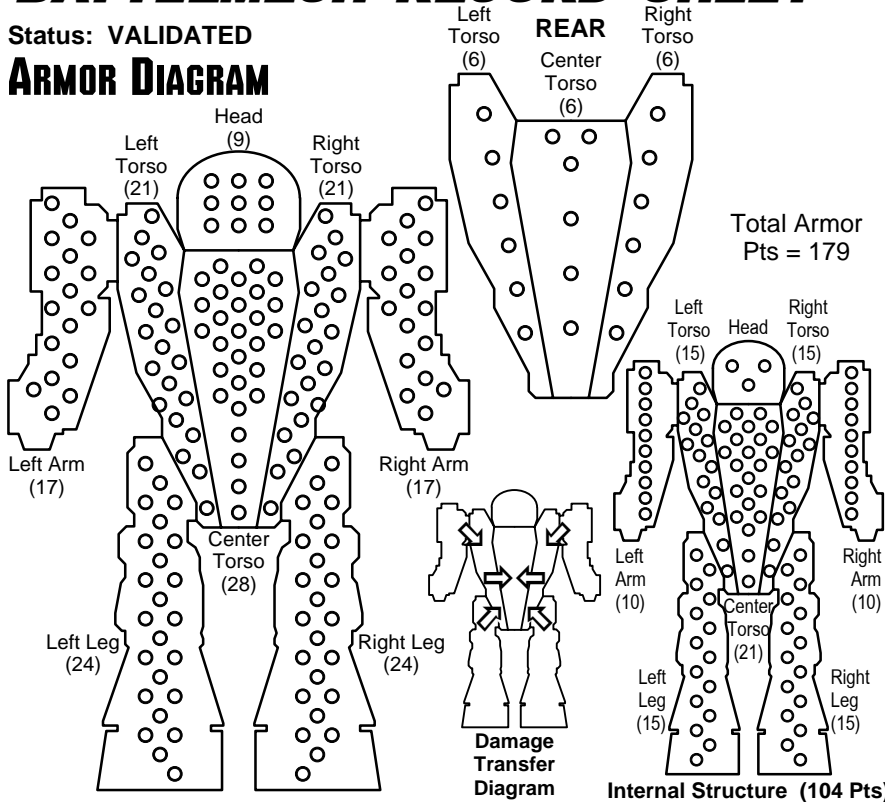
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 179

'MECH DATA

Type: **Axman AXM-2N**

Mass: **65 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** Inner Sphere
Running: **6** Biped 'Mech
Jumping: **4** Level 2 / 3050

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	RT	5	1/hit	6	7	14	21
1	LRM 15	LT	5	1/hit	6	7	14	21
3	Medium Laser	RA	3	5	-	3	6	9
1	Large Pulse Laser	LA	10	9	-	3	7	10
1	Hatchet	RA	0	13				

Ammo Type: LRM 15 Rounds: 16 BV: 55

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject: Operational Disabled Weapon Heat: **(29)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Large Pulse Laser
- Large Pulse Laser

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

Left Torso

- XL Engine
- XL Engine
- XL Engine
- LRM 15
- LRM 15
- LRM 15

- Ammo (LRM 15) 8
- Ammo (LRM 15) 8
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- CASE

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

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

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Ferro-Fibrous
- Roll Again

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

Battle Value: **1,238**
Weapon Value: **1,392 / 1,392**
Cost, C-Bills: **11,989,011**

Right Arm

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

- Medium Laser
- Hatchet
- Hatchet
- Hatchet
- Hatchet
- Hatchet

Right Torso

- XL Engine
- XL Engine
- XL Engine
- LRM 15
- LRM 15
- LRM 15

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

Right Leg

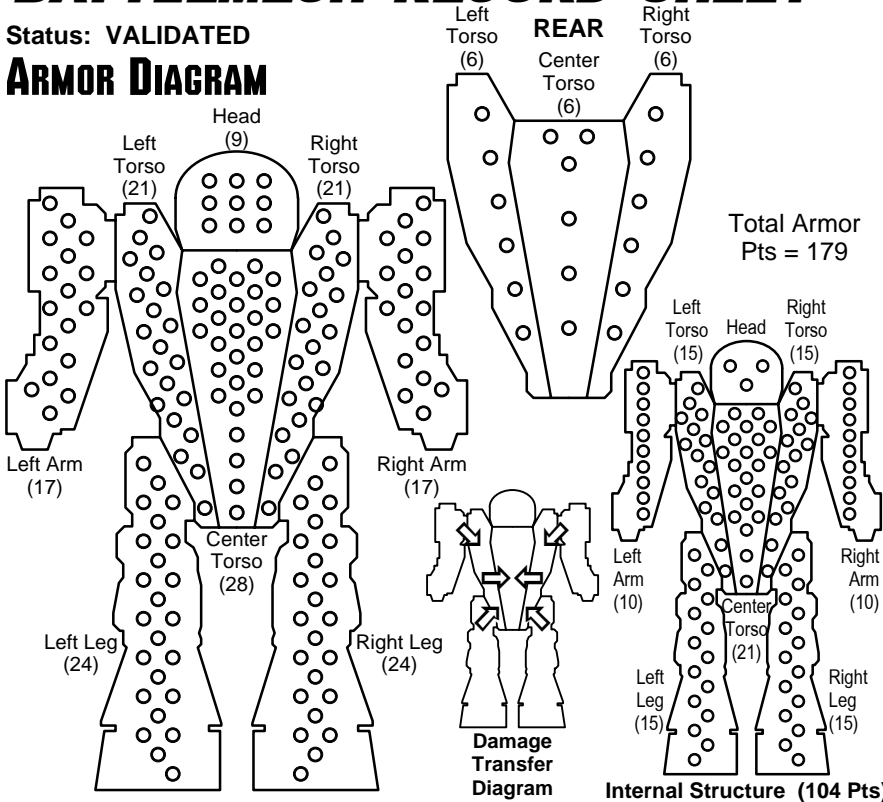
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 179

Internal Structure (104 Pts)

'MECH DATA

Type: **Axman AXM-1N**

Mass: **65 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** **Inner Sphere**
 Running: **6** **Biped 'Mech**
 Jumping: **4** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/20	CT	7	20	-	3	6	9
3	Medium Laser	RA	3	5	-	3	6	9
1	Large Pulse Laser	LA	10	9	-	3	7	10
1	Hatchet	RA	0	13				

Ammo Type: Rounds: BV:
 Autocannon/20 10 65

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject: Weapon Heat:
 Operational Disabled **(26)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Large Pulse Laser
- Large Pulse Laser

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

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Ammo (AC/20) 5
- Ammo (AC/20) 5
- CASE

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

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

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

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Autocannon/20
- Autocannon/20

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

Battle Value: **1,165**
 Weapon Value: **1,287 / 1,287**
 Cost, C-Bills: **11,840,511**

Right Arm

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

- Medium Laser
- Hatchet
- Hatchet
- Hatchet
- Hatchet
- Hatchet

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Autocannon/20 (Cont)
- Autocannon/20 (Cont)
- Autocannon/20 (Cont)

- Autocannon/20 (Cont)
- Autocannon/20 (Cont)
- Autocannon/20 (Cont)
- Autocannon/20 (Cont)
- Autocannon/20 (Cont)
- Ferro-Fibrous

Right Leg

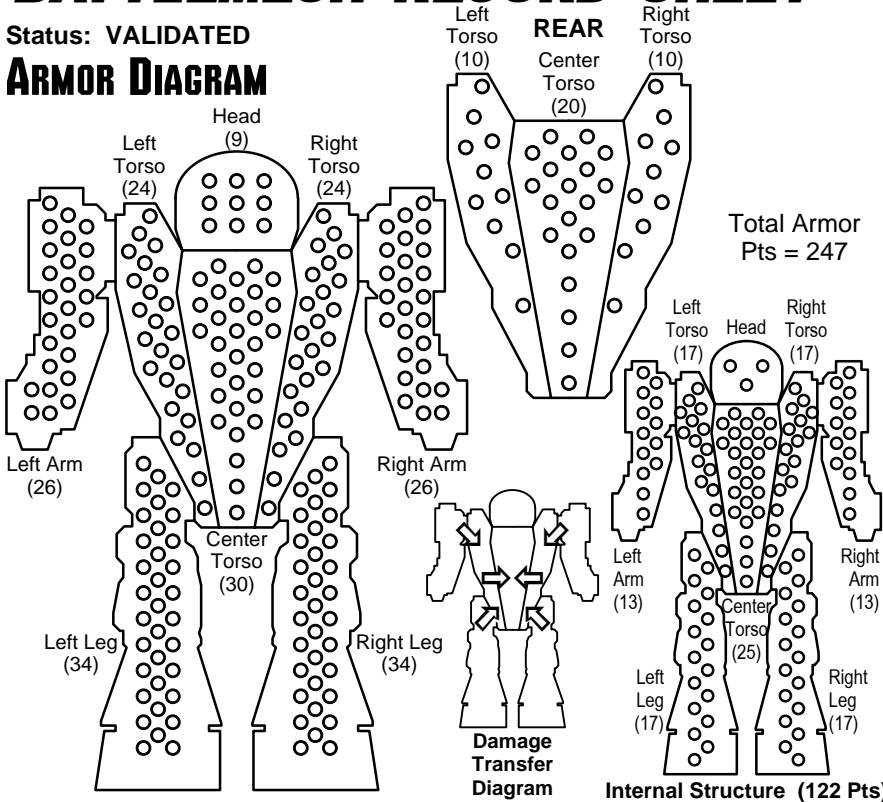
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 247

Internal Structure (122 Pts)

'MECH DATA

Type: **Awesome AWS-9M**

Mass: **80 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** **Inner Sphere**
 Running: **6** **Biped 'Mech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LT	15	10	-	7	14	23
1	ER PPC	RT	15	10	-	7	14	23
1	ER PPC	RA	15	10	-	7	14	23
1	Medium Pulse Laser	CT	4	6	-	2	4	6
1	Streak SRM 2	CT	2	2/hit	-	3	6	9
1	Streak SRM 2	LA	2	2/hit	-	3	6	9
1	Small Pulse Laser	HD	2	3	-	1	2	3

Ammo Type: Rounds: BV:
 Streak SRM 2 50 4

Total Heat Sinks: **20 Double (40)**

○○○○○○○○○○ ○○○○○○○○○

Auto Eject: Weapon Heat:
 Operational Disabled **(55)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Streak SRM 2
 - Roll Again
- 4-6

Left Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - ER PPC
 - ER PPC
 - ER PPC
- 4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ammo (Streak 2) 50
- Roll Again

Head

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

Center Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Medium Pulse Laser
 - Streak SRM 2
- 4-6

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

Battle Value: **1,469**
 Weapon Value: **2,505 / 2,440**
 Cost, C-Bills: **18,090,121**

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - ER PPC
 - ER PPC
 - ER PPC
- 4-6

Right Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - ER PPC
 - ER PPC
 - ER PPC
- 4-6

Right Leg

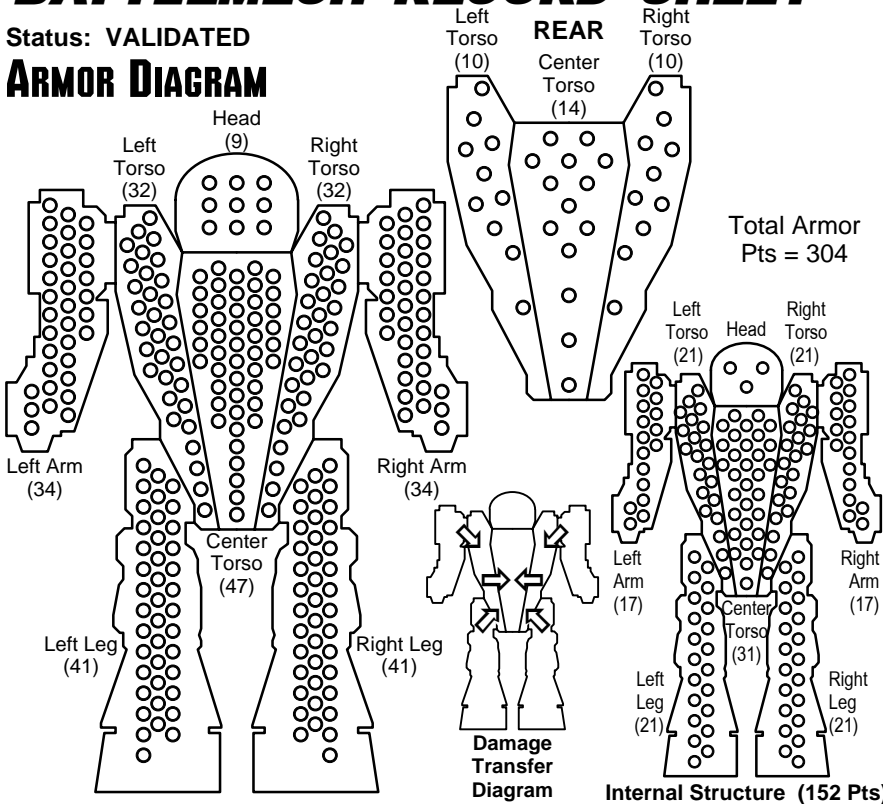
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 304

Internal Structure (152 Pts)

Damage Transfer Diagram

'MECH DATA

Type: **Atlas AS7-S**
 Mass: **100 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **3** Inner Sphere
 Running: **5** Biped 'Mech
 Jumping: **0** Level 2 / 3050

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/20	RT	7	20	-	3	6	9
1	LRM 20	LT	6	1/hit	6	7	14	21
2	Medium Laser	CT(R)	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	Medium Laser	RA	3	5	-	3	6	9
1	SRM 6	LT	4	2/hit	-	3	6	9
2	Streak SRM 2	LT(R)	2	2/hit	-	3	6	9

Ammo Type:

Ammo Type	Rounds:	BV:
Autocannon/20	15	60
LRM 20	12	46
SRM 6	15	7
Streak SRM 2	50	4

Total Heat Sinks: **15 Double (30)**
 ○○○○○○○○○○○ ○○○○○

Auto Eject: Operational Disabled
 Weapon Heat: **(33)**

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken

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

Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

HEAT SCALE

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



CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Medium Laser
 - Roll Again
- 4-6

Left Torso

- LRM 20
 - LRM 20
 - LRM 20
 - LRM 20
 - LRM 20
 - SRM 6
- 1-3
- SRM 6
 - Streak SRM 2 (R)
 - Streak SRM 2 (R)
 - Ammo (LRM 20) 6
 - Ammo (LRM 20) 6
 - Ammo (SRM 6) 15
- 4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ammo (Streak 2) 50
- Roll Again

Head

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

Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Medium Laser (R)
 - Medium Laser (R)
- 4-6

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

Battle Value: **1,658**
 Weapon Value: **2,981 / 2,895**
 Cost, C-Bills: **9,954,000**

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Medium Laser
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Torso

- Autocannon/20
 - Autocannon/20
 - Autocannon/20
 - Autocannon/20
 - Autocannon/20
 - Autocannon/20
- 1-3
- Autocannon/20
 - Autocannon/20
 - Autocannon/20
 - Autocannon/20
 - Ammo (AC/20) 5
 - Ammo (AC/20) 5
- 4-6

Right Leg

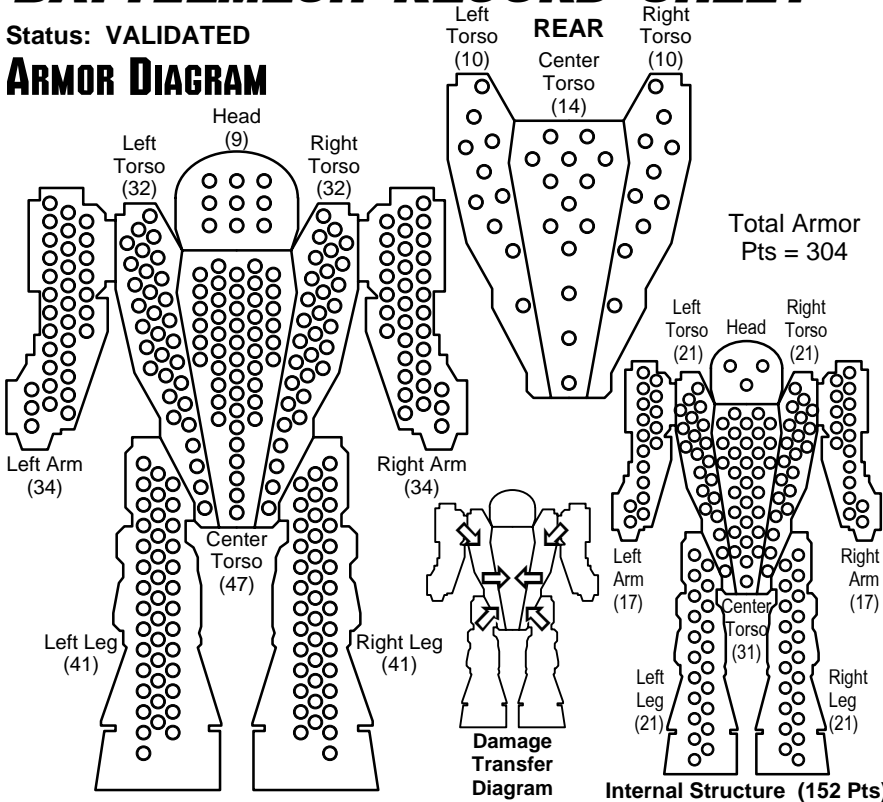
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ammo (AC/20) 5
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 304

Internal Structure (152 Pts)

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Single Heat Sink
- Single Heat Sink

1-3

- ER Large Laser
- ER Large Laser
- Anti-Missile System
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- XL Engine
- XL Engine
- XL Engine
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- Ammo (AMS) 12
- CASE

1-3

4-6

Left Leg

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

Head

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

1-3

4-6

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro
- Gyro
- XL Engine
- XL Engine
- XL Engine
- Medium Pulse Laser (R)
- Medium Pulse Laser (R)

1-3

4-6

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

Battle Value: 1,649

Weapon Value: 2,106 / 2,106

Cost, C-Bills: 22,576,000

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Single Heat Sink
- Single Heat Sink

1-3

- ER Large Laser
- ER Large Laser
- Ammo (Gauss) 8
- Ammo (Gauss) 8
- Roll Again
- Roll Again

4-6

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- CASE
- Roll Again

1-3

4-6

Right Leg

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

'MECH DATA

Type: Atlas AS7-K

Mass: 100 tons

Movement Points: Tech, Config. & Level:

Walking: 3 Inner Sphere
 Running: 5 Biped 'Mech
 Jumping: 0 Level 2 / 3050

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	RT	1	15	2	7	15	22
1	LRM 20	LT	6	1/hit	6	7	14	21
1	ER Large Laser	LA	12	8	-	7	14	19
1	ER Large Laser	RA	12	8	-	7	14	19
2	Medium Pulse Laser	CT(R)	4	6	-	2	4	6
1	Anti-Missile System	LA	1	1d6	-	-	-	-

Ammo Type: Rounds: BV:

Gauss Rifle	16	74
LRM 20	12	46
Anti-Missile System	12	13

Total Heat Sinks: 20 Single

○○○○○○○○○○ ○○○○○○○○○

Auto Eject: Weapon Heat:

Operational Disabled (40)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

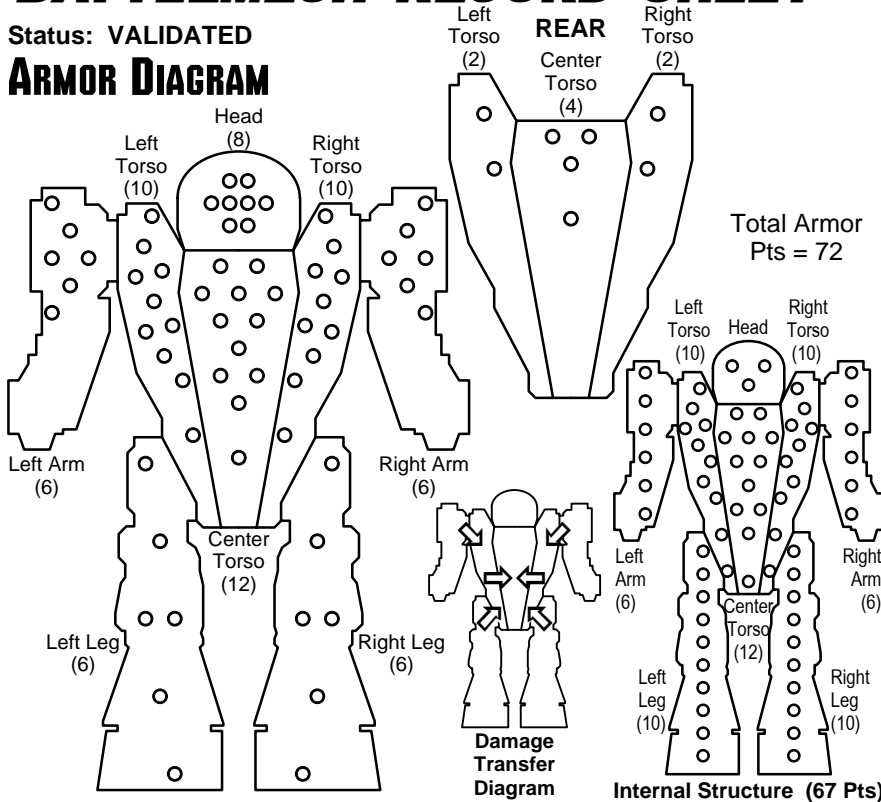
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Assassin ASN-23**

Mass: **40 tons**

Movement Points: Tech, Config. & Level:

Walking: **7** **Inner Sphere**
 Running: **11** **Biped 'Mech**
 Jumping: **7** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	RA	4	6	-	2	4	6
1	LRM 5 w/ Artemis IV	RT	2	1/hit	6	7	14	21

Ammo Type: Rounds: BV:
 LRM 5 24 16

Total Heat Sinks: **10 Single**

oooooooooooo

Auto Eject: Weapon Heat:
 Operational Disabled **(6)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm

- 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

- Jump Jet
- 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
- Roll Again
- Roll Again

Head

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

Center Torso

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

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

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

Battle Value: **609**
 Weapon Value: **198 / 181**
 Cost, C-Bills: **3,924,014**

Right Arm

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

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

Right Torso

- Jump Jet
- Jump Jet
- Jump Jet
- LRM 5
- Artemis IV FCS
- Ammo (LRM 5) 24

- 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

HEAT SCALE

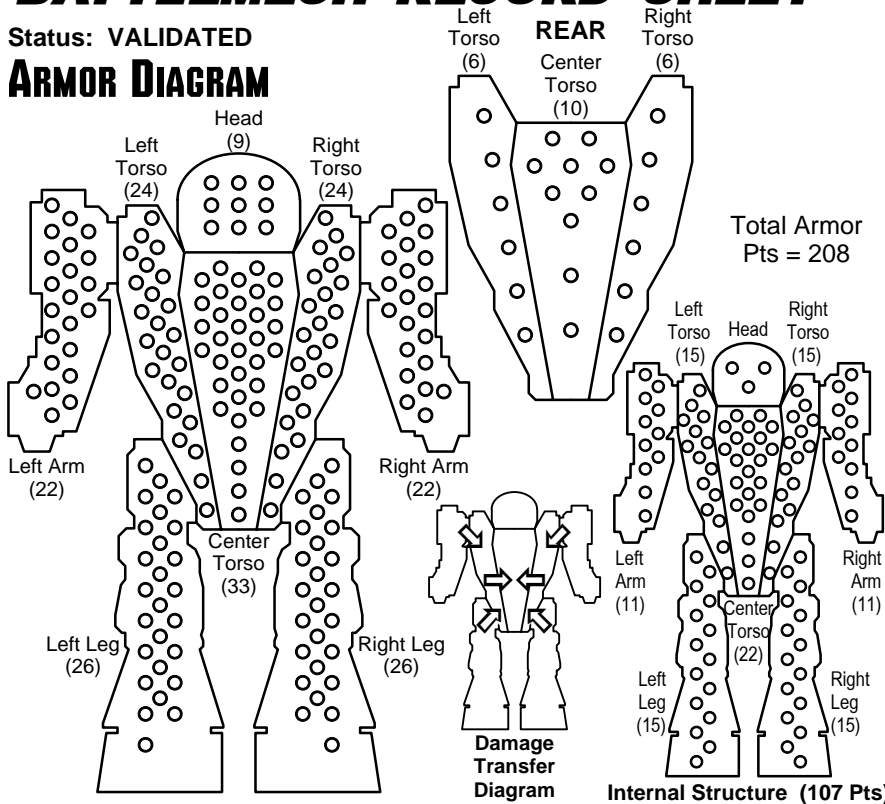
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Archer ARC-5W**

Mass: **70 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** **Inner Sphere**
 Running: **6** **Biped 'Mech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Narc Missile Beacon	CT	0	-	-	3	6	9
1	LRM 20	LT	6	1/hit	6	7	14	21
1	LRM 20	RT	6	1/hit	6	7	14	21
1	SRM 4	RA	3	2/hit	-	3	6	9
1	SRM 4	LA	3	2/hit	-	3	6	9

Ammo Type: Rounds: BV:

Narc Missile Beacon	12	0
LRM 20	24	103
SRM 4	50	11

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject: Weapon Heat:

Operational Disabled **(18)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - SRM 4
 - Ammo (SRM 4) 25
- 1-3
- Roll Again
 - Roll Again
- 4-6
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Head

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

Center Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Narc Missile Beacon
 - Narc Missile Beacon
- 4-6

Left Torso

- XL Engine
 - XL Engine
 - XL Engine
 - LRM 20
 - LRM 20
 - LRM 20
- 1-3
- LRM 20
 - LRM 20
 - Ammo (Narc Pods) 6
 - Ammo (LRM 20) 6
 - Ammo (LRM 20) 6
 - CASE
- 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
 - SRM 4
 - Ammo (SRM 4) 25
- 1-3
- Roll Again
 - Roll Again
- 4-6
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Right Torso

- XL Engine
 - XL Engine
 - XL Engine
 - LRM 20
 - LRM 20
 - LRM 20
- 1-3
- LRM 20
 - LRM 20
 - Ammo (Narc Pods) 6
 - Ammo (LRM 20) 6
 - Ammo (LRM 20) 6
 - CASE
- 4-6

Right Leg

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

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

Battle Value: **1,128**
 Weapon Value: **1,600 / 1,600**
 Cost, C-Bills: **13,535,174**

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	

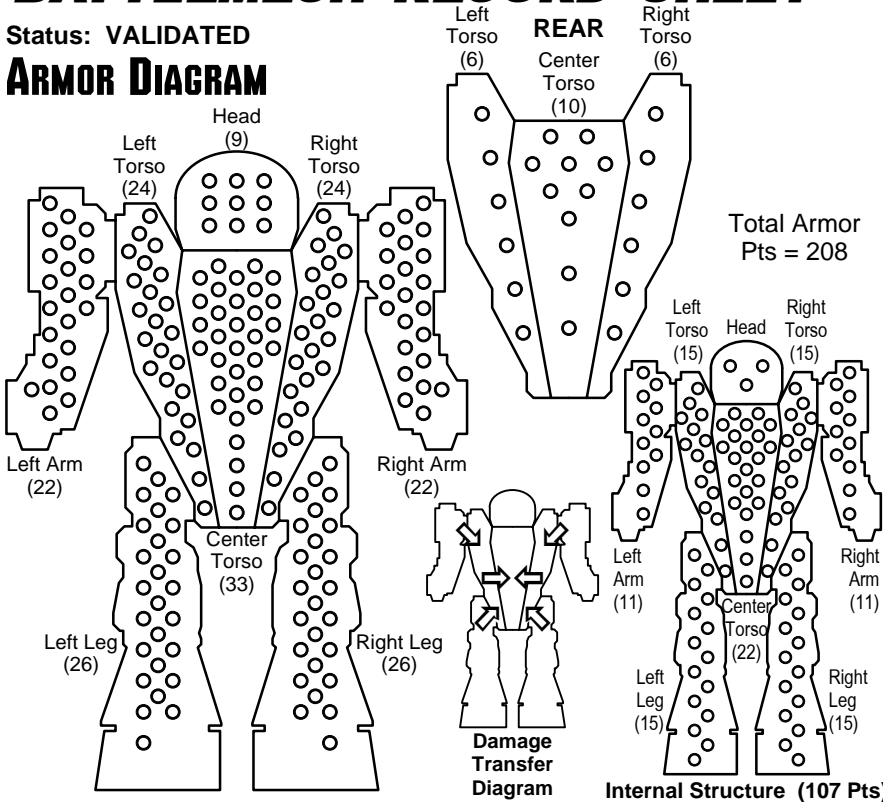
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 208

Internal Structure (107 Pts)

CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Streak SRM 2
 - Medium Pulse Laser
- 1-3
- Roll Again
 - Roll Again
- 4-6
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Left Torso

- XL Engine
 - XL Engine
 - XL Engine
 - LRM 15
 - LRM 15
 - LRM 15
- 1-3
- Roll Again
 - Roll Again
- 4-6
- Narc Missile Beacon
 - Narc Missile Beacon
 - Ammo (LRM 15) 8
 - Ammo (Streak 2) 50
 - Ammo (Narc Pods) 6
 - CASE

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

- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Roll Again
 - Roll Again
- 4-6
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Medium Pulse Laser (R)
 - Medium Pulse Laser (R)

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

Battle Value: 1,122
 Weapon Value: 1,549 / 1,496
 Cost, C-Bills: 13,616,774

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Streak SRM 2
 - Medium Pulse Laser
- 1-3
- Roll Again
 - Roll Again
- 4-6
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Right Torso

- XL Engine
 - XL Engine
 - XL Engine
 - LRM 15
 - LRM 15
 - LRM 15
- 1-3
- Roll Again
 - Roll Again
- 4-6
- Ammo (LRM 15) 8
 - Ammo (LRM 15) 8
 - Ammo (LRM 15) 8
 - Ammo (Streak 2) 50
 - CASE
 - Roll Again

Right Leg

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

'MECH DATA

Type: Archer ARC-5S

Mass: 70 tons

Movement Points: Tech, Config. & Level:

Walking: 4 Inner Sphere
 Running: 6 Biped 'Mech
 Jumping: 0 Level 2 / 3050

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	RT	5	1/hit	6	7	14	21
1	LRM 15	LT	5	1/hit	6	7	14	21
1	Streak SRM 2	LA	2	2/hit	-	3	6	9
1	Streak SRM 2	RA	2	2/hit	-	3	6	9
2	Medium Pulse Laser	CT(R)	4	6	-	2	4	6
1	Medium Pulse Laser	LA	4	6	-	2	4	6
1	Medium Pulse Laser	RA	4	6	-	2	4	6
1	Narc Missile Beacon	LT	0	-	-	3	6	9

Ammo Type:	Rounds:	BV:
LRM 15	32	76
Streak SRM 2	100	9
Narc Missile Beacon	6	0

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject: Operational Disabled Weapon Heat: (30)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

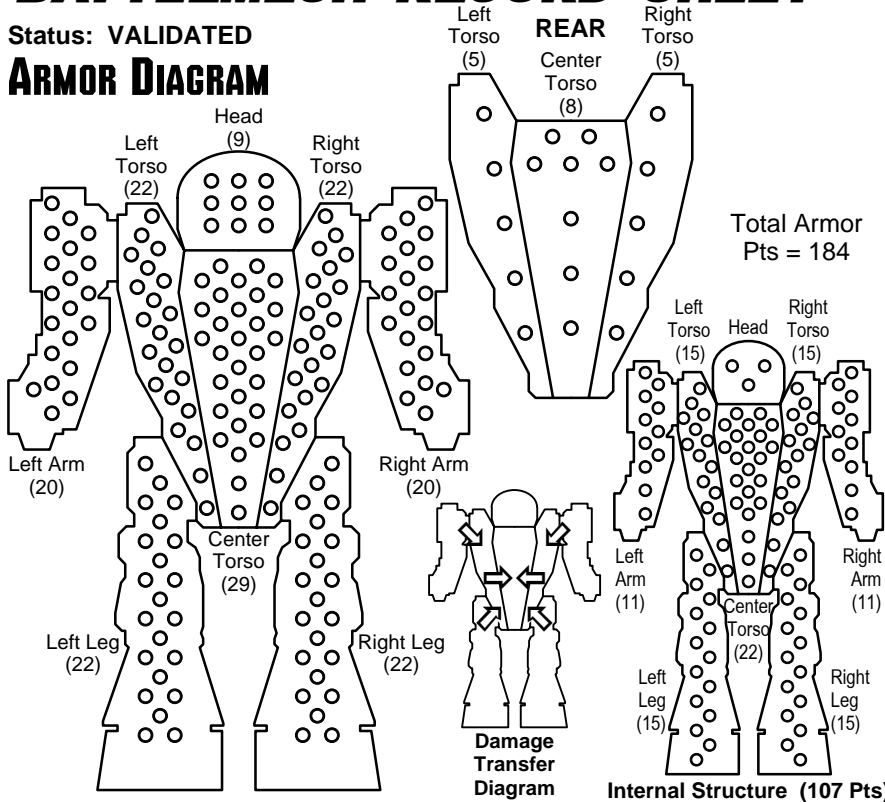
WIZKIDS

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: Archer ARC-5R
 Mass: 70 tons
 Movement Points: Tech, Config. & Level:
 Walking: 4 Inner Sphere
 Running: 6 Biped 'Mech
 Jumping: 0 Level 2 / 3050

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15 w/ Artemis IV	RT	5	1/hit	6	7	14	21
1	LRM 15 w/ Artemis IV	LT	5	1/hit	6	7	14	21
1	ER Large Laser	LA	12	8	-	7	14	19
1	ER Large Laser	RA	12	8	-	7	14	19

Ammo Type: LRM 15 Rounds: 32 BV: 76

Total Heat Sinks: 12 Double (24)

○○○○○○○○○○ ○○

Auto Eject: Operational Disabled Weapon Heat: (34)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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



CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - ER Large Laser
 - ER Large Laser
- 1-3
- Endo Steel
 - Endo Steel
- 4-6
- Roll Again
 - Roll Again
 - Roll Again

Head

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

Center Torso

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

Left Torso

- LRM 15
 - LRM 15
 - LRM 15
 - Artemis IV FCS
 - Ammo (LRM 15) 8
 - Ammo (LRM 15) 8
- 1-3
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - CASE
- 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
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - ER Large Laser
 - ER Large Laser
 - Endo Steel
 - Endo Steel
 - Roll Again
- 4-6

Right Torso

- LRM 15
 - LRM 15
 - LRM 15
 - Artemis IV FCS
 - Ammo (LRM 15) 8
 - Ammo (LRM 15) 8
- 1-3
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - CASE
- 4-6

Right Leg

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

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

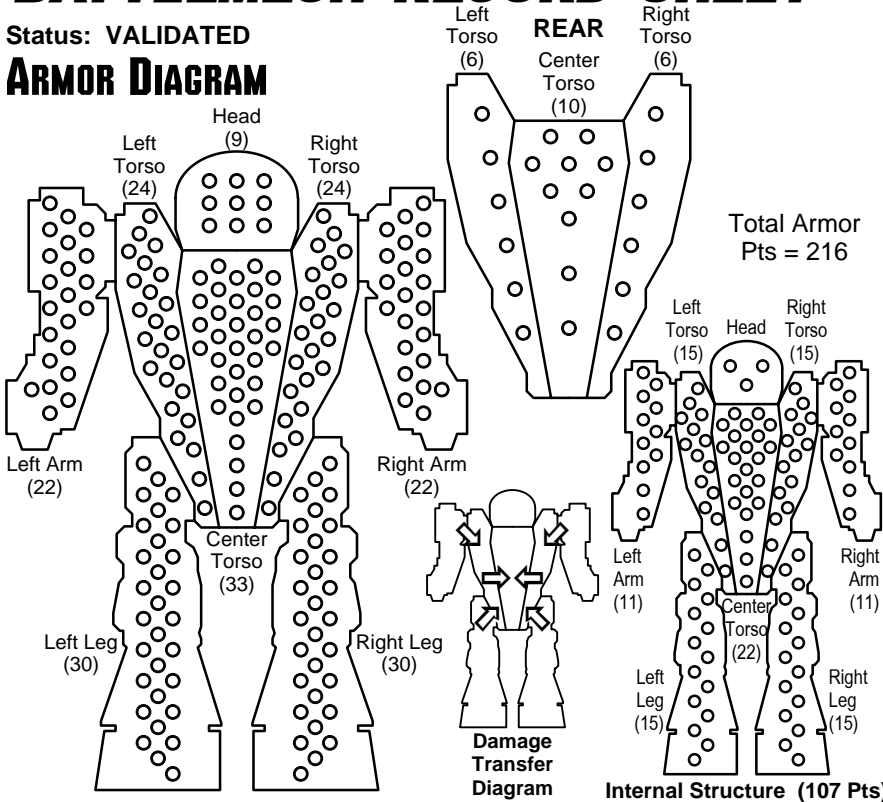
Battle Value: 1,319
 Weapon Value: 1,667 / 1,532
 Cost, C-Bills: 7,491,674

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Archer ARC-4M
 Mass: 70 tons
 Movement Points: Tech, Config. & Level:
 Walking: 4 Inner Sphere
 Running: 6 Biped 'Mech
 Jumping: 0 Level 2 / 3050

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20 w/ Artemis IV	LT	6	1/hit	6	7	14	21
1	LRM 20 w/ Artemis IV	RT	6	1/hit	6	7	14	21
2	Medium Laser	CT(R)	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	Medium Laser	RA	3	5	-	3	6	9

Ammo Type: Rounds: BV:
 LRM 20 24 103

Total Heat Sinks: 10 Double (20)
 ○○○○○○○○○○

Auto Eject: Weapon Heat:
 Operational Disabled (24)

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

- | | | |
|--|--|---|
| <p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Medium Laser Endo Steel <p>1-3</p> <ol style="list-style-type: none"> Endo Steel Endo Steel Endo Steel Endo Steel Endo Steel Endo Steel <p>4-6</p> <p>Left Torso</p> <ol style="list-style-type: none"> LRM 20 LRM 20 LRM 20 LRM 20 LRM 20 Artemis IV FCS <p>1-3</p> <ol style="list-style-type: none"> Ammo (LRM 20) 6 Ammo (LRM 20) 6 CASE Roll Again Roll Again Roll Again <p>4-6</p> <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Roll Again Roll Again | <p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Roll Again Sensors Life Support <p>1-3</p> <p>Center Torso</p> <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro Fusion Engine Fusion Engine Fusion Engine Medium Laser (R) Medium Laser (R) <p>4-6</p> <div style="border: 1px solid black; padding: 5px; margin: 5px 0;"> <p>Engine Hits ○ ○ ○</p> <p>Gyro Hits ○ ○</p> <p>Sensor Hits ○ ○</p> <p>Life Support ○</p> </div> <p>Battle Value: 1,539
 Weapon Value: 2,174 / 1,945
 Cost, C-Bills: 7,352,274</p> | <p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Medium Laser Endo Steel <p>1-3</p> <ol style="list-style-type: none"> Endo Steel Endo Steel Endo Steel Endo Steel Endo Steel Endo Steel <p>4-6</p> <p>Right Torso</p> <ol style="list-style-type: none"> LRM 20 LRM 20 LRM 20 LRM 20 LRM 20 Artemis IV FCS <p>1-3</p> <ol style="list-style-type: none"> Ammo (LRM 20) 6 Ammo (LRM 20) 6 CASE Roll Again Roll Again Roll Again <p>4-6</p> <p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Roll Again 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	

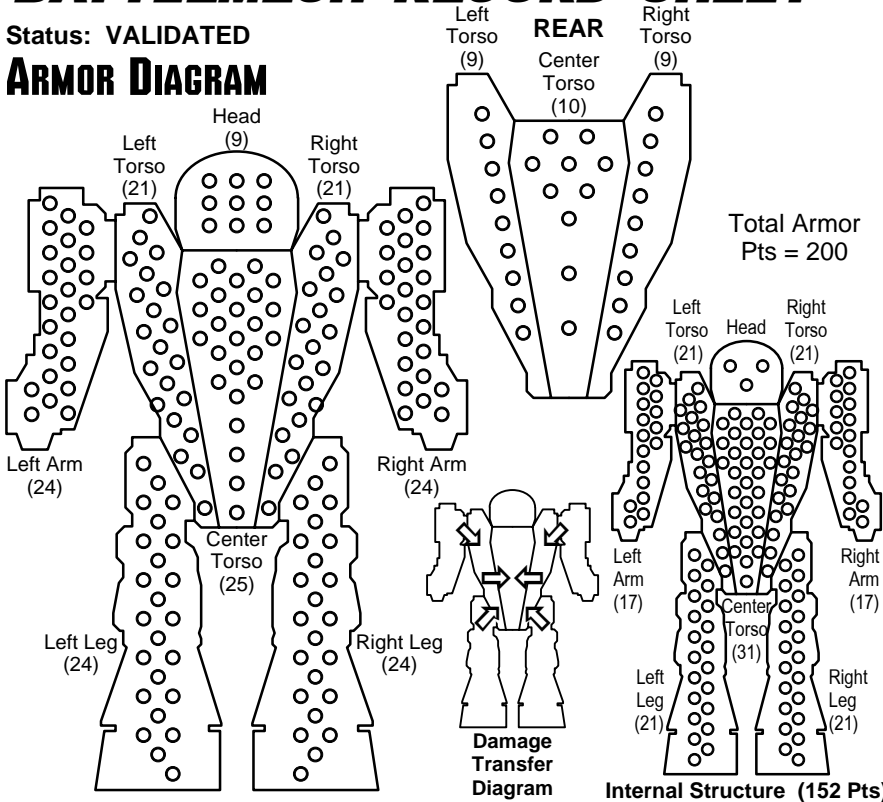


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Annihilator ANH-2A**

Mass: **100 tons**

Movement Points: Tech, Config. & Level:

Walking: **2** **Inner Sphere**
 Running: **3** **Biped 'Mech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	LT	2	10	-	6	12	18
1	LB 10-X AC	RT	2	10	-	6	12	18
1	LB 10-X AC	RA	2	10	-	6	12	18
1	LB 10-X AC	LA	2	10	-	6	12	18
2	Medium Pulse Laser	CT	4	6	-	2	4	6
1	Medium Pulse Laser	LA	4	6	-	2	4	6
1	Medium Pulse Laser	RA	4	6	-	2	4	6

Ammo Type: Rounds: BV:
 LB 10-X AC 40 59

Total Heat Sinks: 17 Single

○○○○○○○○○○○○ ○○○○○○

Auto Eject: Weapon Heat:
 Operational Disabled (24)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- 1 LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- 4-6 Medium Pulse Laser
- Roll Again
- Roll Again

Left Torso

- Single Heat Sink
- Single Heat Sink
- 1-3 LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- 1 LB 10-X AC
- LB 10-X AC
- 4-6 Ammo (LB 10-X) 10
- Ammo (LB 10-X) 10
- CASE
- Roll Again

Left Leg

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

Head

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

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- 1-3 Gyro
- Gyro
- Gyro
- 1 Gyro
- 2 Fusion Engine
- 3 Fusion Engine
- 4 Fusion Engine
- 5 Medium Pulse Laser
- 6 Medium Pulse Laser

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

Battle Value: **1,299**
 Weapon Value: **1,834 / 1,834**
 Cost, C-Bills: **9,700,666**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- 1 LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- 4-6 Medium Pulse Laser
- Roll Again
- Roll Again

Right Torso

- Single Heat Sink
- Single Heat Sink
- 1-3 LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- 1 LB 10-X AC
- LB 10-X AC
- 4-6 Ammo (LB 10-X) 10
- Ammo (LB 10-X) 10
- CASE
- Roll Again

Right Leg

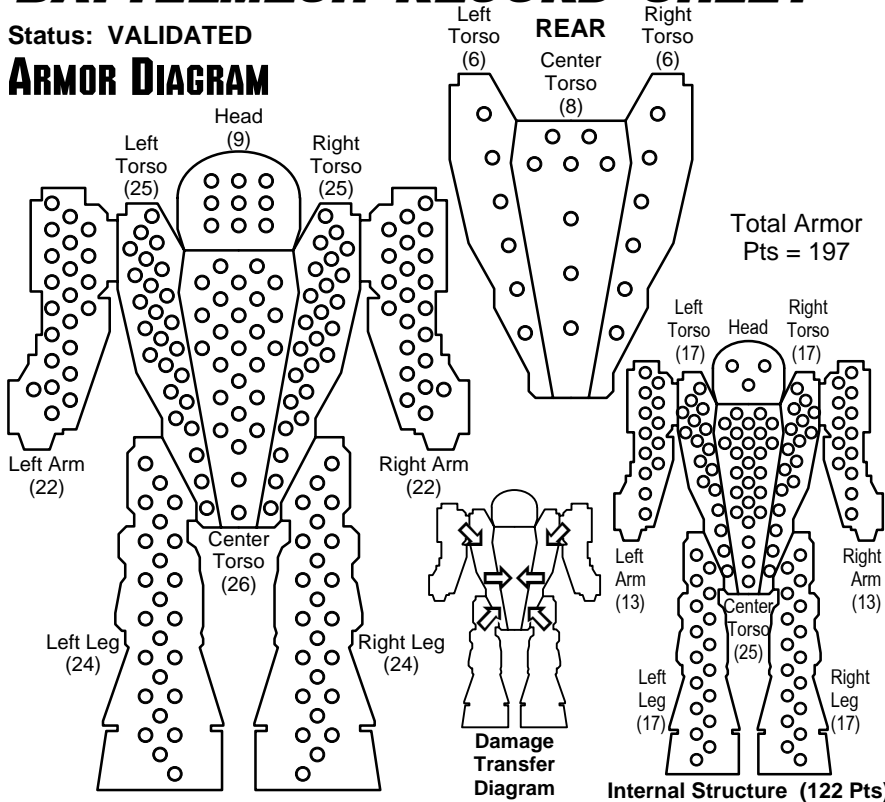
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Single Heat Sink

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Zeus ZEU-9S**

Mass: **80 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** **Inner Sphere**
 Running: **6** **Biped 'Mech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	10	-	7	14	23
1	ER Large Laser	LT	12	8	-	7	14	19
1	LRM 15	RA	5	1/hit	6	7	14	21
1	Medium Pulse Laser	CT	4	6	-	2	4	6
1	Medium Pulse Laser	LT(R)	4	6	-	2	4	6

Ammo Type: Rounds: BV:
 LRM 15 8 19

Total Heat Sinks: 17 Double (34)

○○○○○○○○○○ ○○○○○○

Auto Eject: Weapon Heat:
 Operational Disabled **(40)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 ER PPC
- ER PPC
- ER PPC
1. Ferro-Fibrous
2. Ferro-Fibrous
- 4-6 3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 4. LRM 15
- LRM 15
- LRM 15
1. Ferro-Fibrous
2. Ferro-Fibrous
- 4-6 3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Center Torso

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

Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1-3 4. Double Heat Sink
- Double Heat Sink
- Double Heat Sink
1. Ammo (LRM 15) 8
2. CASE
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1-3 4. Double Heat Sink
- Double Heat Sink
- Double Heat Sink
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
- 4-6 4. ER Large Laser
5. ER Large Laser
6. Medium Pulse Laser (R)

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

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

Battle Value: **1,419**
 Weapon Value: **2,041 / 2,041**
 Cost, C-Bills: **8,614,201**

HEAT SCALE

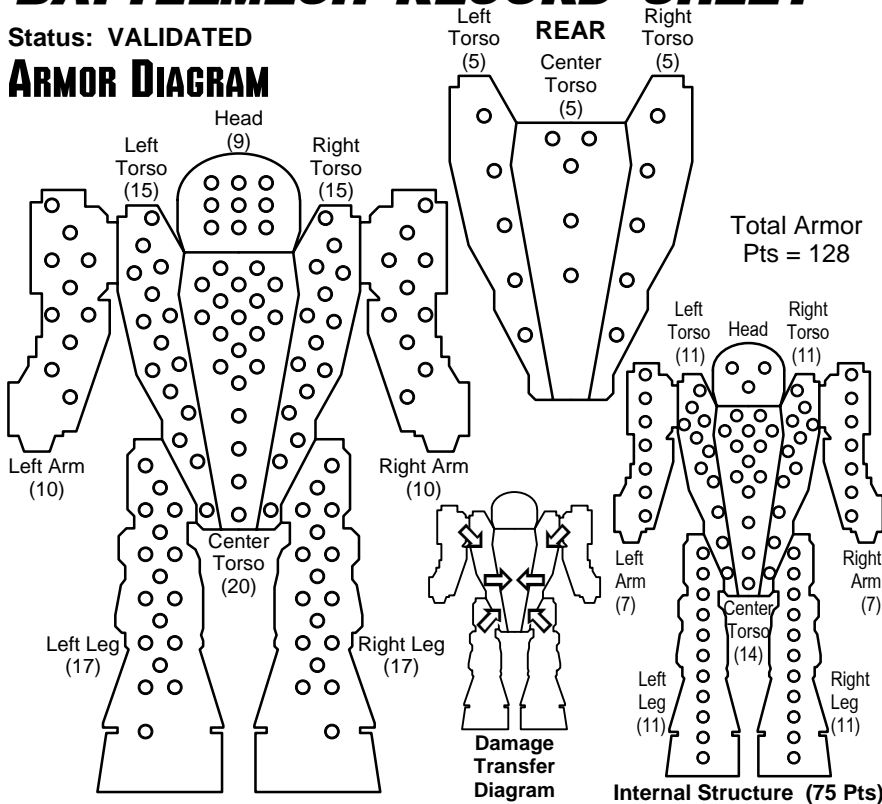
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Wyvern WVE-9N**
 Mass: **45 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **4** **Inner Sphere**
 Running: **6** **Biped 'Mech**
 Jumping: **4** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	CT	4	1/hit	6	7	14	21
1	Large Pulse Laser	RA	10	9	-	3	7	10
2	Medium Pulse Laser	RA	4	6	-	2	4	6
1	Streak SRM 2	RT	2	2/hit	-	3	6	9

Ammo Type: **Rounds:** **BV:**

LRM 10	12	18
Streak SRM 2	50	7

Total Heat Sinks: 10 Double (20)
 ○○○○○○○○○○

Auto Eject: **Weapon Heat:**
 Operational Disabled **(24)**

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm

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

Head

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

Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - LRM 10
 - LRM 10
- 4-6

Left Torso

- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Jump Jet
 - Ammo (LRM 10) 12
 - CASE
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 4-6

Left Leg

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

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Large Pulse Laser
 - Large Pulse Laser
- 1-3
- Medium Pulse Laser
 - Medium Pulse Laser
 - Endo Steel
 - Endo Steel
 - Roll Again
 - Roll Again
- 4-6

Right Torso

- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Jump Jet
 - Streak SRM 2
 - Ammo (Streak 2) 50
- 1-3
- CASE
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 4-6

Right Leg

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

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

Battle Value: **951**
 Weapon Value: **761 / 742**
 Cost, C-Bills: **3,729,690**

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	

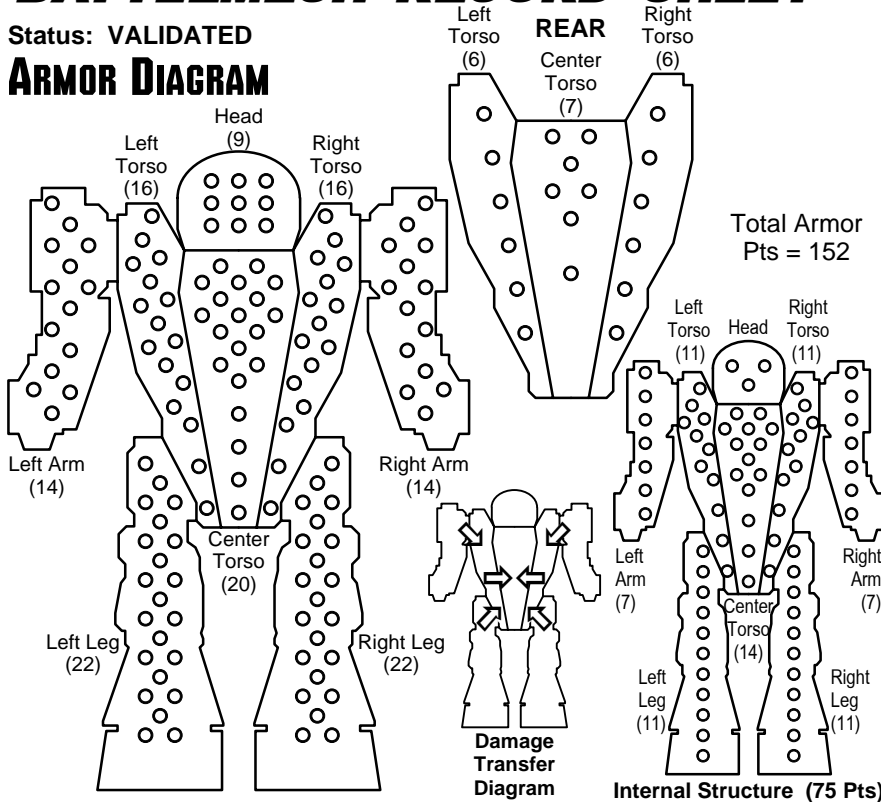
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (75 Pts)

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Endo Steel
- Endo Steel

- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- Single Heat Sink
- Single Heat Sink
- Jump Jet
- Ammo (LRM 10) 12
- CASE
- Endo Steel

- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

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

Head

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

Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- LRM 10
- LRM 10

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

Battle Value: **883**
 Weapon Value: **600 / 600**
 Cost, C-Bills: **3,475,215**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Large Laser
- Large Laser

- Small Laser
- Small Laser
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

Right Torso

- Single Heat Sink
- Single Heat Sink
- Jump Jet
- SRM 6
- SRM 6
- Ammo (SRM 6) 15

- CASE
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

Right Leg

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

'MECH DATA

Type: **Wyvern WVE-5N**

Mass: **45 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** **Inner Sphere**
 Running: **6** **Biped 'Mech**
 Jumping: **4** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	CT	4	1/hit	6	7	14	21
1	Large Laser	RA	8	8	-	5	10	15
2	Small Laser	RA	1	3	-	1	2	3
1	SRM 6	RT	4	2/hit	-	3	6	9

Ammo Type: Rounds: BV:

LRM 10	12	18
SRM 6	15	11

Total Heat Sinks: **12 Single**

○○○○○○○○○○○○ ○○

Auto Eject: Weapon Heat:

Operational Disabled **(18)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

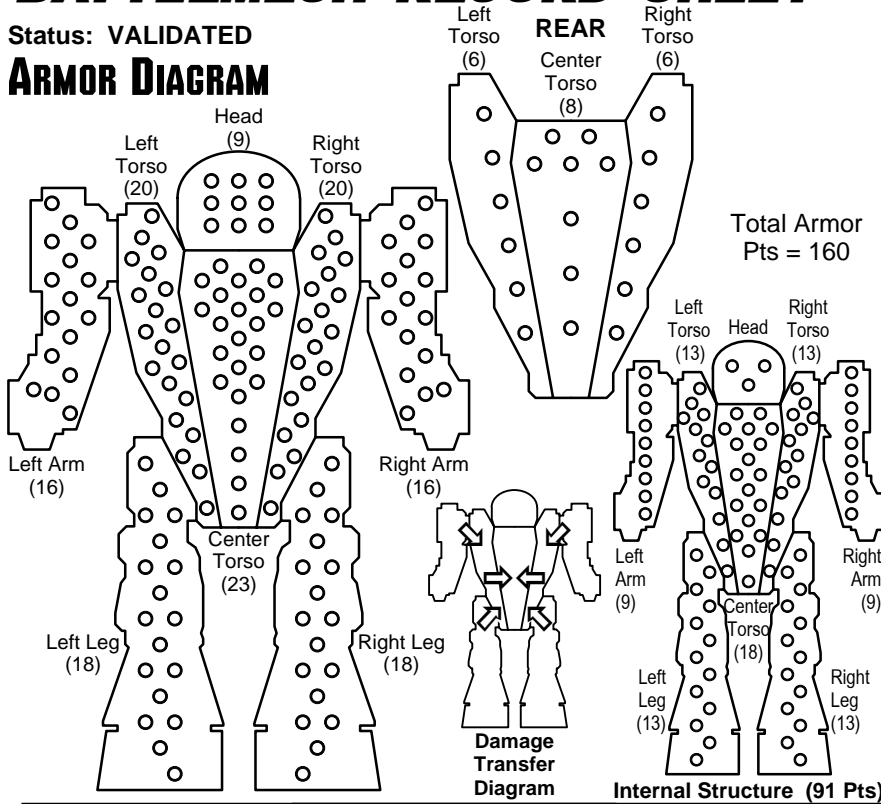
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Wolverine WVR-7M**

Mass: **55 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** Inner Sphere
 Running: **8 [10]** Biped 'Mech
 Jumping: **5** Level 2 / 3050

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Large Laser	RA	12	8	-	7	14	19
1	Medium Pulse Laser HD		4	6	-	2	4	6
1	Medium Pulse Laser RT		4	6	-	2	4	6
1	SRM 6	LT	4	2/hit	-	3	6	9

Ammo Type: SRM 6 Rounds: 15 BV: 15

Total Heat Sinks: **12 Double (24)**

○○○○○○○○○○ ○○

Auto Eject: Operational Disabled Weapon Heat: **(36)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

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
- Roll Again

Left Torso

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

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

Left Leg

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

Head

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

Center Torso

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

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

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

Battle Value: **1,309**
 Weapon Value: **1,164 / 1,164**
 Cost, C-Bills: **11,451,606**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Large Laser
- ER Large Laser

- ER Large Laser
- ER Large Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Jump Jet
- Jump Jet
- MASC

- MASC
- MASC
- Medium Pulse Laser
- Roll Again
- Roll Again
- Roll Again

Right Leg

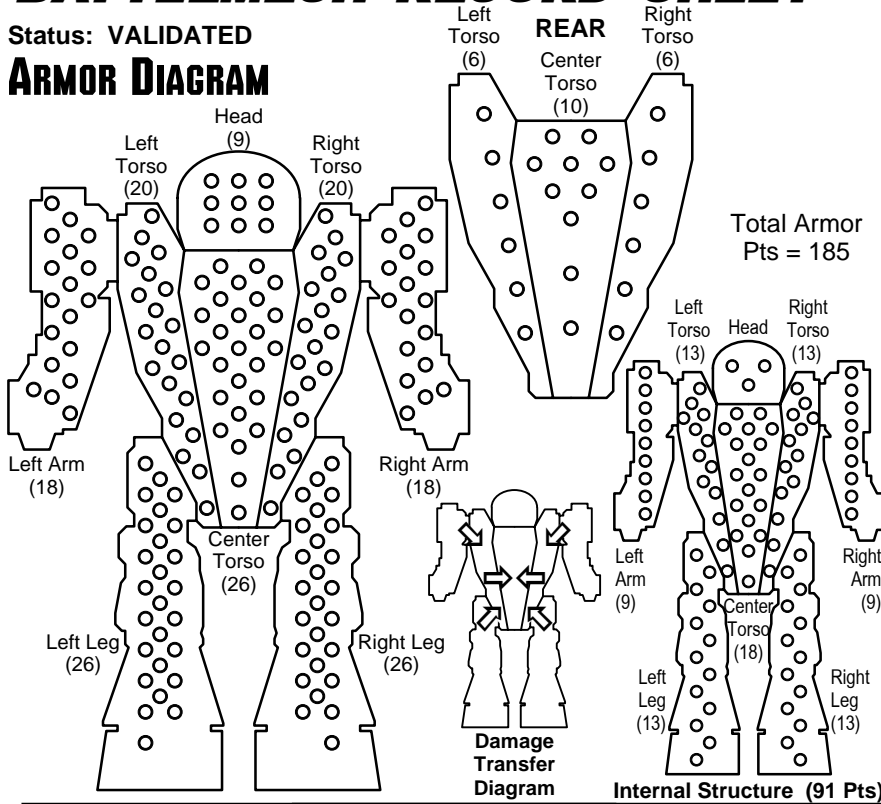
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 185

Internal Structure (91 Pts)

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

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

1-3

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

4-6

Left Leg

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

Head

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

1-3

4-6

Center Torso

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

1-3

4-6

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

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

Battle Value: 1,165
Weapon Value: 1,226 / 1,226
Cost, C-Bills: 9,962,056

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Large Pulse Laser
- Large Pulse Laser

1-3

4-6

- Small Pulse Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

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

1-3

4-6

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

Right Leg

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

'MECH DATA

Type: **Wolverine WVR-7K**

Mass: **55 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** **Inner Sphere**
Running: **8** **Biped 'Mech**
Jumping: **5** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	RA	10	9	-	3	7	10
1	Small Pulse Laser	RA	2	3	-	1	2	3
1	Medium Pulse Laser	HD	4	6	-	2	4	6
1	SRM 6	LT	4	2/hit	-	3	6	9
1	SRM 6	RT	4	2/hit	-	3	6	9

Ammo Type: SRM 6 Rounds: 30 BV: 28

Total Heat Sinks: 13 Double (26)

○○○○○○○○○○ ○○○

Auto Eject: Operational Disabled Weapon Heat: (24)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

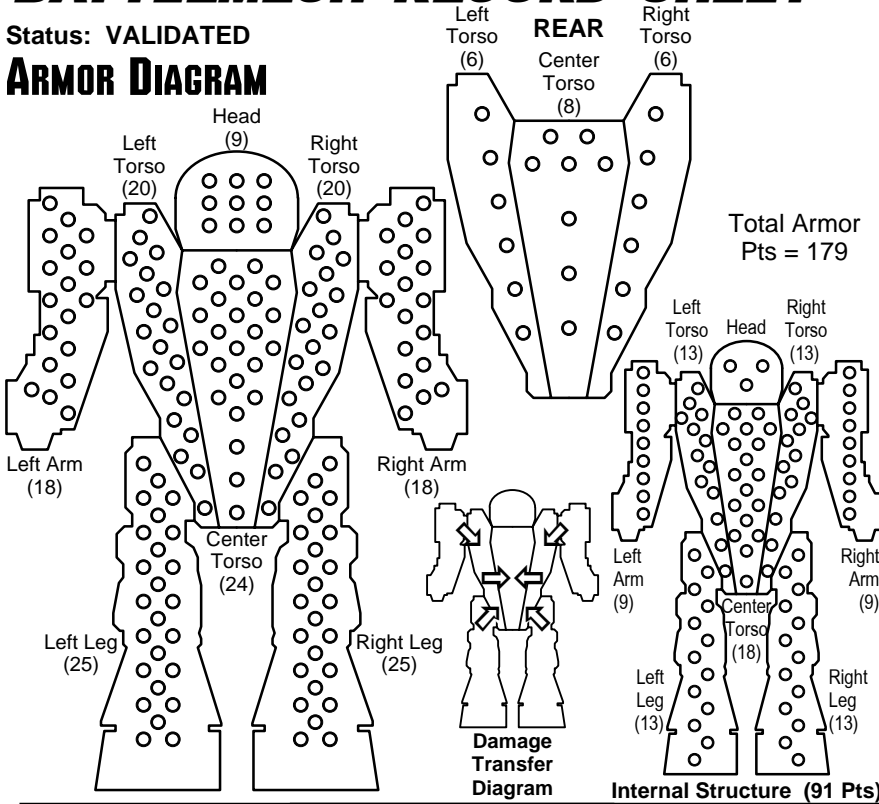
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Wolverine WVR-7D**

Mass: **55 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** Inner Sphere
 Running: **8 [10]** Biped 'Mech
 Jumping: **5** Level 2 / 3050

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/5	RA	1	5	2	6	13	20
1	SRM 6	LT	4	2/hit	-	3	6	9
1	Medium Pulse Laser	HD	4	6	-	2	4	6

Ammo Type:	Rounds:	BV:
Ultra AC/5	20	30
SRM 6	15	15

Total Heat Sinks: 13 Single

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Auto Eject: Operational Disabled

Weapon Heat: **(10)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Ferro-Fibrous
- Ferro-Fibrous

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

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Single Heat Sink
- SRM 6
- SRM 6

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

Left Leg

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

Head

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

Center Torso

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

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

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

Battle Value: **1,090**
 Weapon Value: **826 / 826**
 Cost, C-Bills: **11,270,256**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Ultra AC/5
- Ultra AC/5

- Ultra AC/5
- Ultra AC/5
- Ultra AC/5
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Single Heat Sink
- MASC
- MASC

- MASC
- Ammo (Ult AC/5) 20
- CASE
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Right Leg

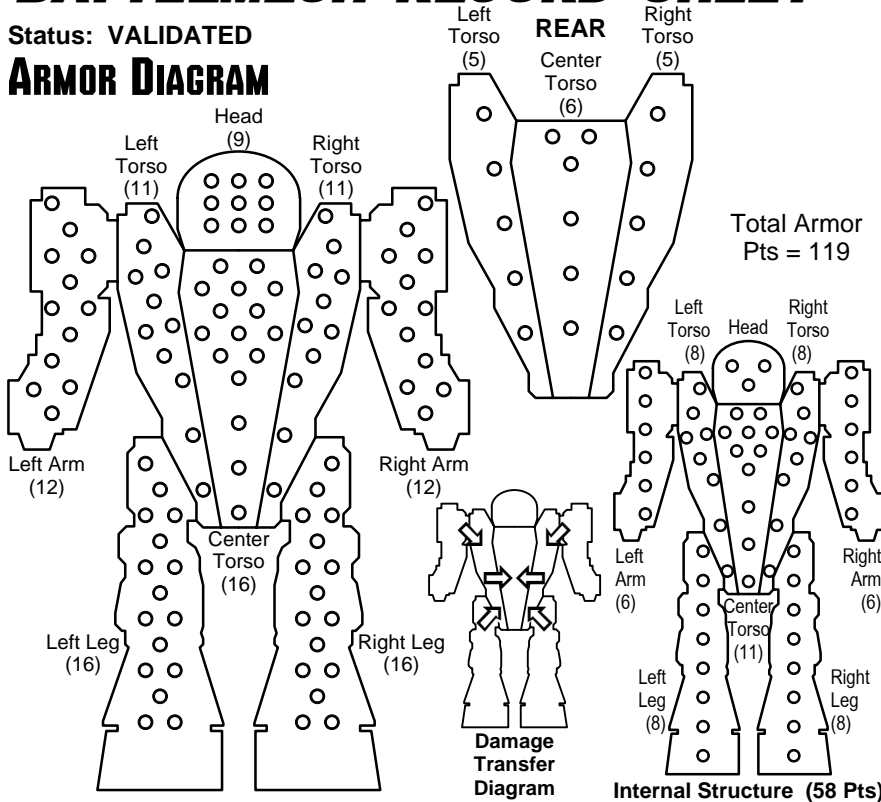
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 119

Internal Structure (58 Pts)

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
- Roll Again

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Medium 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
- Roll Again
- Roll Again

Head

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

Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Medium Laser (R)
- Medium Laser

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

Battle Value: **903**
 Weapon Value: **880 / 880**
 Cost, C-Bills: **3,141,180**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER Large Laser
- ER Large Laser
- Roll Again

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

Right Torso

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

'MECH DATA

Type: **Wolfhound WLF-2**

Mass: **35 tons**

Movement Points: Tech, Config. & Level:

Walking: **6** **Inner Sphere**
 Running: **9** **Biped 'Mech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	RA	12	8	-	7	14	19
1	Medium Laser	RT	3	5	-	3	6	9
1	Medium Laser	LT	3	5	-	3	6	9
1	Medium Laser	CT(R)	3	5	-	3	6	9
1	Medium Laser	CT	3	5	-	3	6	9

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject: **Weapon Heat:**

Operational Disabled **(24)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

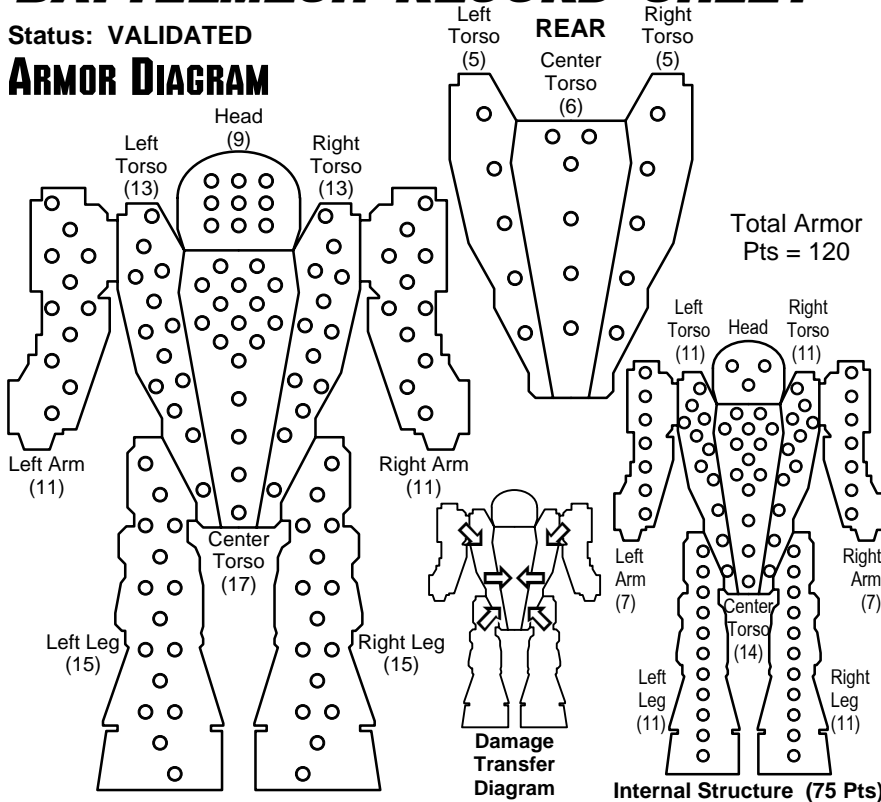
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Wolf Trap WFT-1**

Mass: **45 tons**

Movement Points: Tech, Config. & Level:

Walking: **6** **Inner Sphere**
 Running: **9** **Biped 'Mech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	RA	2	10	-	6	12	18
2	Medium Laser	LT	3	5	-	3	6	9
1	LRM 10	CT	4	1/hit	6	7	14	21

Ammo Type:	Rounds:	BV:
LB 10-X AC	20	57
LRM 10	12	16

Total Heat Sinks: **10 Single**

oooooooooooo

Auto Eject: Operational Disabled Weapon Heat: **(12)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm

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

Head

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

Center Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - LRM 10
 - LRM 10
- 4-6

Left Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Medium Laser
 - Medium Laser
 - Endo Steel
- 1-3
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 4-6

Right Arm

- Shoulder
 - Upper Arm Actuator
 - LB 10-X AC
 - LB 10-X AC
 - LB 10-X AC
 - LB 10-X AC
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6
- Roll Again
 - Roll Again

Right Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Ammo (LB 10-X) 10
 - Ammo (LB 10-X) 10
 - Ammo (LRM 10) 12
- 1-3
- CASE
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 4-6

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

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

Battle Value: **827**
 Weapon Value: **907 / 907**
 Cost, C-Bills: **7,898,658**

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	

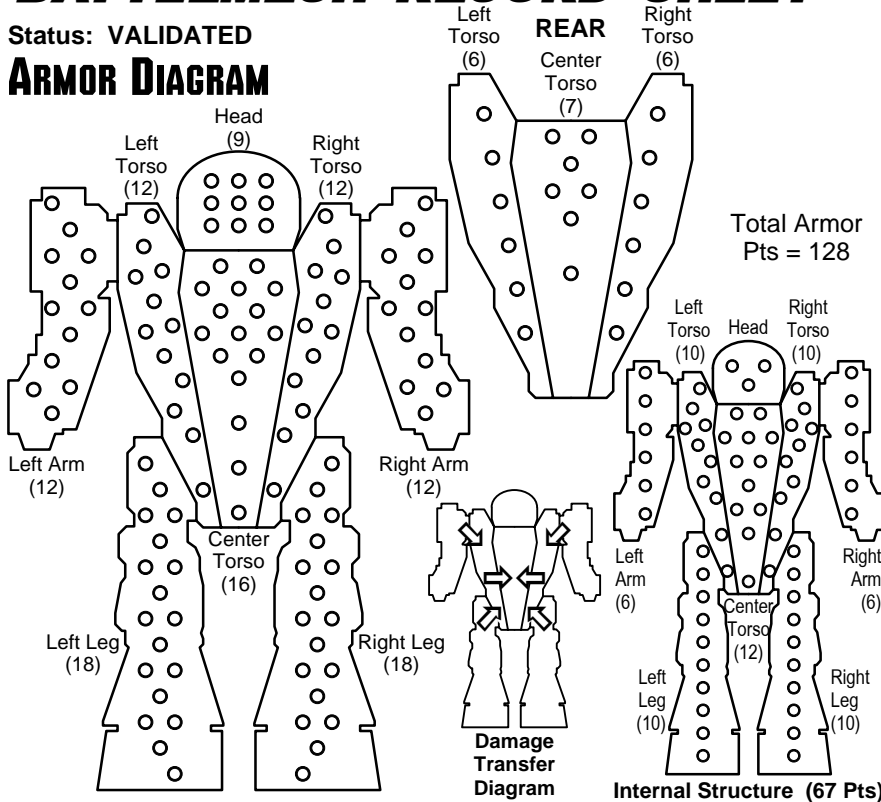
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Whitworth WTH-2**

Mass: **40 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** **Inner Sphere**
 Running: **6** **Biped 'Mech**
 Jumping: **4** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10 w/ Artemis IV	RT	4	1/hit	6	7	14	21
1	LRM 10 w/ Artemis IV	LT	4	1/hit	6	7	14	21
1	Medium Laser	HD	3	5	-	3	6	9

Ammo Type: Rounds: BV:
 LRM 10 24 36

Total Heat Sinks: **10 Single**

oooooooooooo

Auto Eject: Weapon Heat:
 Operational Disabled **(11)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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



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
- Roll Again
- Roll Again

Left Torso

- Single Heat Sink
- Single Heat Sink
- LRM 10
- LRM 10
- Artemis IV FCS
- 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
- Jump Jet
- Jump Jet

Head

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

Center Torso

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

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

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

Battle Value: **784**
 Weapon Value: **557 / 484**
 Cost, C-Bills: **3,164,934**

Right Arm

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

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

Right Torso

- Single Heat Sink
- Single Heat Sink
- LRM 10
- LRM 10
- Artemis IV FCS
- Ammo (LRM 10) 12

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

Right Leg

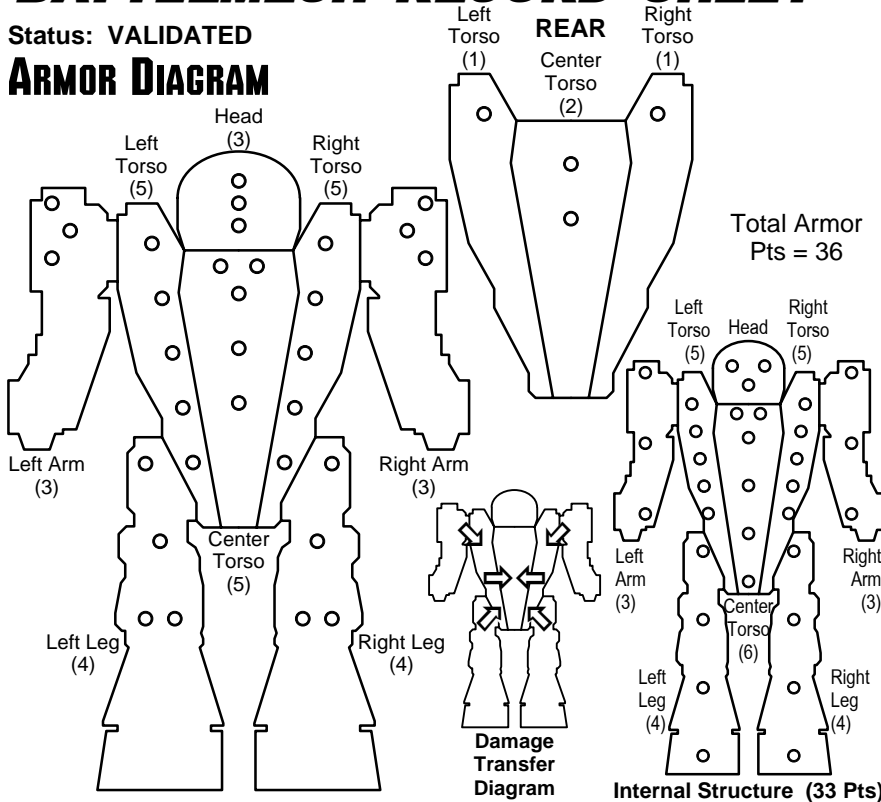
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Wasp WSP-3W**

Mass: **20 tons**

Movement Points: Tech, Config. & Level:

Walking: **6** **Inner Sphere**
 Running: **9** **Biped 'Mech**
 Jumping: **6** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Small Pulse Laser	RA	2	3	-	1	2	3
2	Small Laser	LT	1	3	-	1	2	3
2	Small Laser	LL	1	3	-	1	2	3

Total Heat Sinks: **10 Single**

oooooooooooo

Auto Eject: **Weapon Heat:**

Operational Disabled **(8)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Ferro-Fibrous
- Ferro-Fibrous

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- Jump Jet
- Jump Jet
- Small Laser

- Small Laser
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

Left Leg

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

Head

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

Center Torso

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

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

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

Battle Value: **276**
 Weapon Value: **51 / 51**
 Cost, C-Bills: **1,656,720**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Small Pulse Laser
- Small Pulse Laser
- Ferro-Fibrous

- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- Jump Jet
- Jump Jet
- Ferro-Fibrous

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

Right Leg

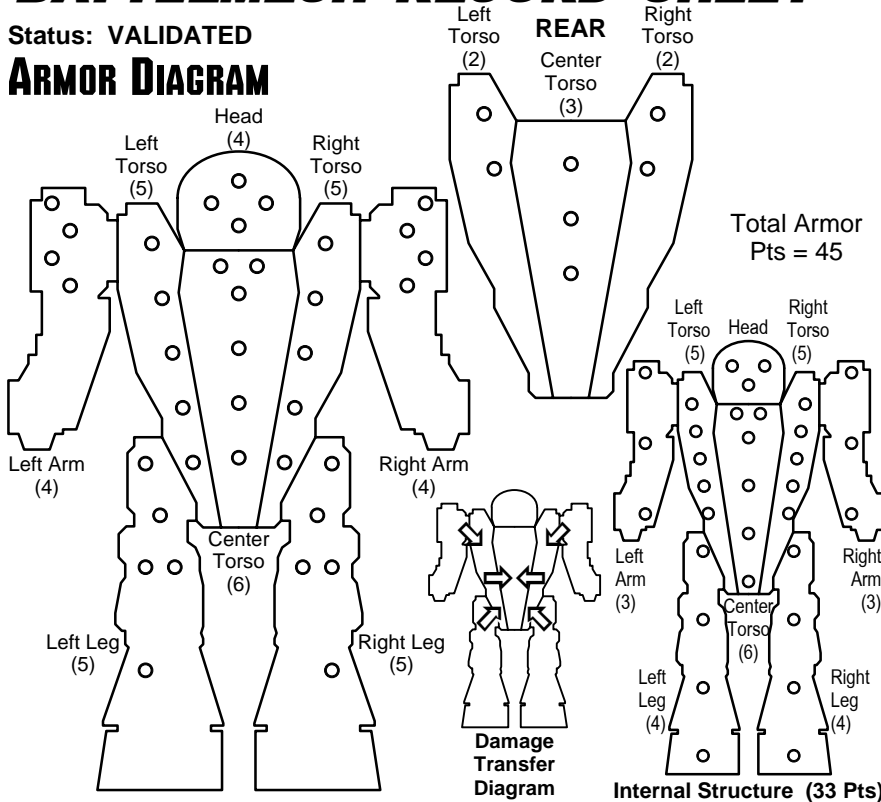
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 45

Internal Structure (33 Pts)

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Ferro-Fibrous
- Ferro-Fibrous

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

Left Torso

- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- Ammo (SRM 2) 50
- CASE
- Endo Steel

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

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

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

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

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

Battle Value: **346**
 Weapon Value: **77 / 77**
 Cost, C-Bills: **1,781,520**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Medium Pulse Laser
- Ferro-Fibrous
- Ferro-Fibrous

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

Right Torso

- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- SRM 2
- Endo Steel
- Endo Steel

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous

Right Leg

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

'MECH DATA

Type: **Wasp WSP-3M**

Mass: **20 tons**

Movement Points: Tech, Config. & Level:

Walking: **6** **Inner Sphere**
 Running: **9** **Biped 'Mech**
 Jumping: **6** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	RA	4	6	-	2	4	6
1	SRM 2	RT	2	2/hit	-	3	6	9

Ammo Type: SRM 2 Rounds: 50 BV: 7

Total Heat Sinks: **10 Single**

oooooooooooo

Auto Eject: Operational Disabled Weapon Heat: **(6)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

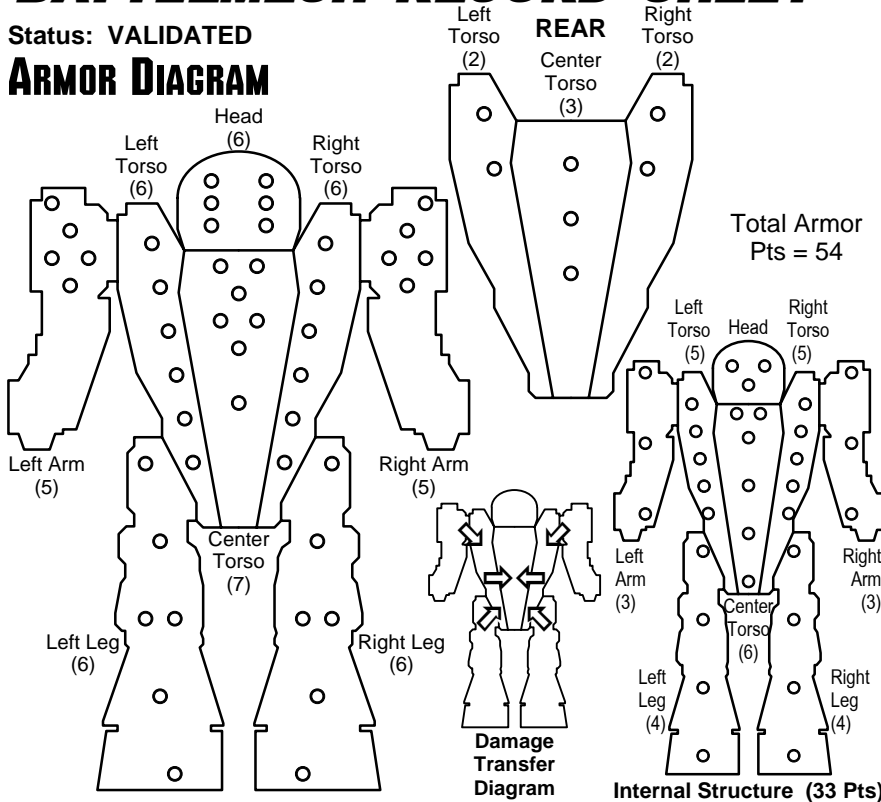


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Wasp WSP-1S**

Mass: **20 tons**

Movement Points: Tech, Config. & Level:

Walking: **6** **Inner Sphere**
 Running: **9** **Biped 'Mech**
 Jumping: **6** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	RA	4	6	-	2	4	6
2	Small Laser	RT	1	3	-	1	2	3
1	Flamer	LT	3	2	-	1	2	3

Total Heat Sinks: **10 Single**

oooooooooooo

Auto Eject: Weapon Heat:

Operational Disabled **(9)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Ferro-Fibrous
- Ferro-Fibrous

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

Left Torso

- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- Flamer
- Endo Steel
- Endo Steel

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

Left Leg

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

Head

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

Center Torso

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

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

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

Battle Value: **336**
 Weapon Value: **84 / 84**
 Cost, C-Bills: **1,725,120**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Medium Pulse Laser
- Ferro-Fibrous
- Ferro-Fibrous

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

Right Torso

- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- Small Laser
- Small Laser
- Endo Steel

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

Right Leg

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

HEAT SCALE

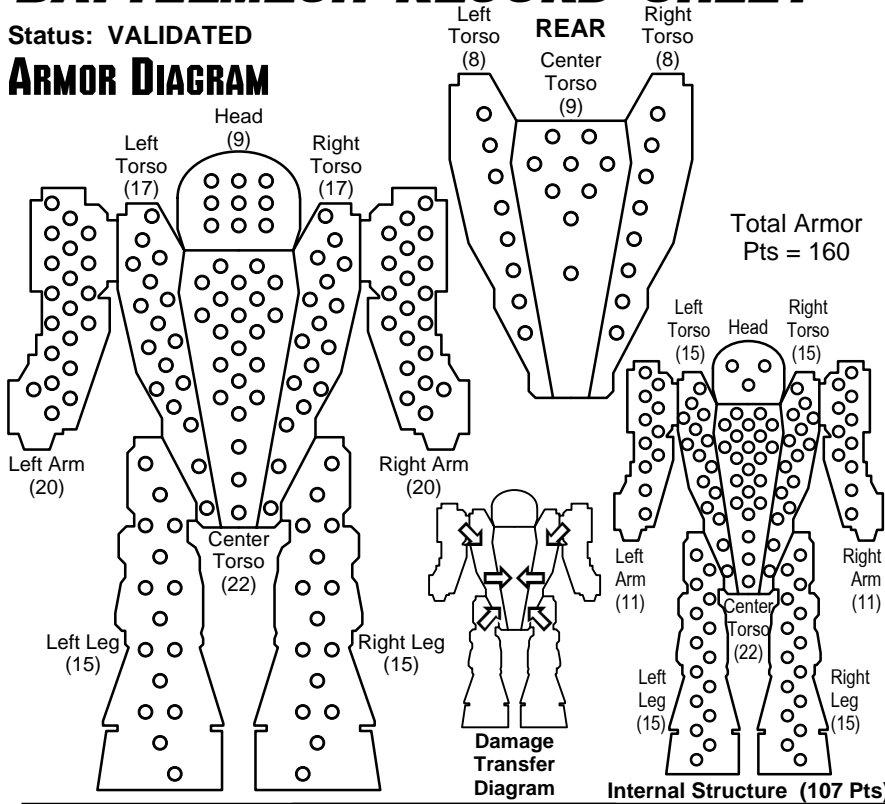
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Warhammer WHM-7S**

Mass: **70 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** **Inner Sphere**
 Running: **6** **Biped 'Mech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	10	-	7	14	23
1	ER PPC	RA	15	10	-	7	14	23
1	Streak SRM 2	LT	2	2/hit	-	3	6	9
1	Streak SRM 2	RT	2	2/hit	-	3	6	9
1	Medium Pulse Laser	LT	4	6	-	2	4	6
1	Medium Pulse Laser	RT	4	6	-	2	4	6
1	Small Laser	LT	1	3	-	1	2	3
1	Small Laser	RT	1	3	-	1	2	3

Ammo Type: Rounds: BV:
 Streak SRM 2 50 4

Total Heat Sinks: **18 Double (36)**

○○○○○○○○○○ ○○○○○○○○

Auto Eject: Weapon Heat:
 Operational Disabled **(44)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

CRITICAL HIT TABLE

Left Arm

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

Left Torso

- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 4-6 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 4-6 Streak SRM 2
- Medium Pulse Laser
- Small Laser

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 Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro
- 1-3 Gyro
- 2-4 Fusion Engine
- Fusion Engine
- 4-6 Fusion Engine
- Ammo (Streak 2) 50
- Roll Again

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

Battle Value: **1,236**
 Weapon Value: **1,600 / 1,549**
 Cost, C-Bills: **6,577,584**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Right Torso

- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 4-6 Double Heat Sink
- Streak SRM 2
- Medium Pulse Laser
- Small Laser

Right Leg

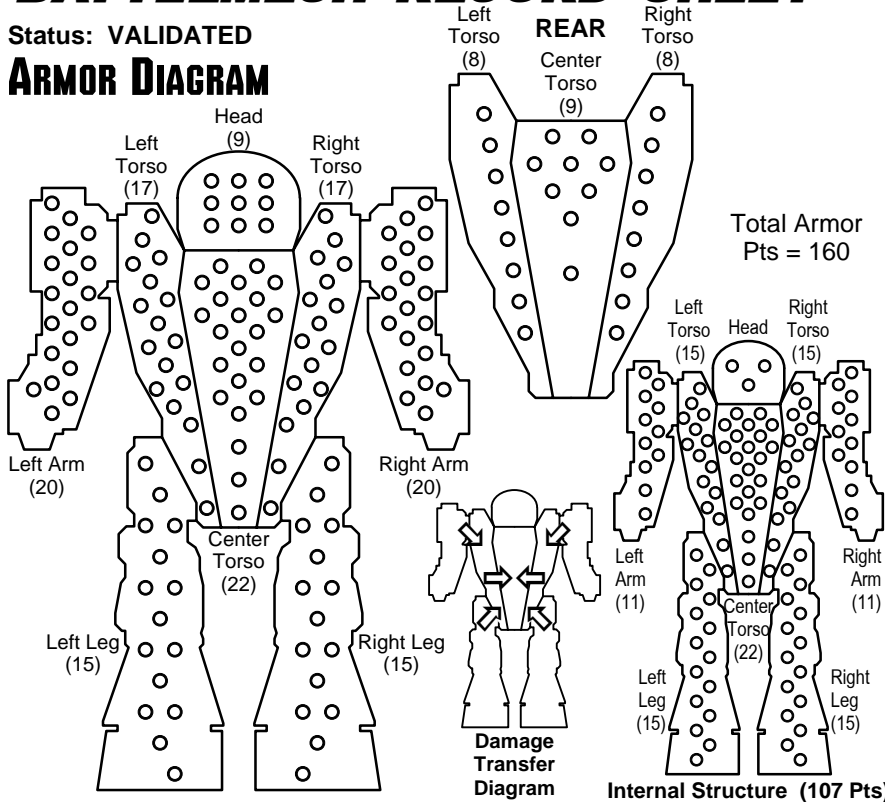
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 160

Internal Structure (107 Pts)

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER PPC
- ER PPC
- ER PPC
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 4-6 Double Heat Sink
- Medium Laser
- Anti-Missile System
- 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

- Fusion Engine
- Fusion Engine
- Fusion Engine
- 1-3 Gyro
- Gyro
- Gyro
- 1-3 Gyro
- Fusion Engine
- Fusion Engine
- 4-6 Fusion Engine
- Ammo (MG) 200
- Roll Again

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

Battle Value: **1,238**
 Weapon Value: **1,692 / 1,692**
 Cost, C-Bills: **6,694,034**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER PPC
- ER PPC
- ER PPC
- 4-6 Roll Again
- Roll Again
- Roll Again

Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- SRM 6
- SRM 6
- Medium Laser
- Machine Gun
- 4-6 Ammo (SRM 6) 15
- Ammo (AMS) 12

Right Leg

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

'MECH DATA

Type: **Warhammer WHM-7M**

Mass: **70 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** **Inner Sphere**
 Running: **6** **Biped 'Mech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	10	-	7	14	23
1	ER PPC	LA	15	10	-	7	14	23
1	SRM 6	RT	4	2/hit	-	3	6	9
1	Medium Laser	RT	3	5	-	3	6	9
1	Medium Laser	LT	3	5	-	3	6	9
1	Anti-Missile System	LT	1	1d6	-	-	-	-
1	Machine Gun	RT	0	2	-	1	2	3

Ammo Type:	Rounds:	BV:
SRM 6	15	8
Anti-Missile System	12	13
Machine Gun	200	1

Total Heat Sinks: 18 Double (36)

○○○○○○○○○○ ○○○○○○○○

Auto Eject: Weapon Heat:

Operational Disabled **(41)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

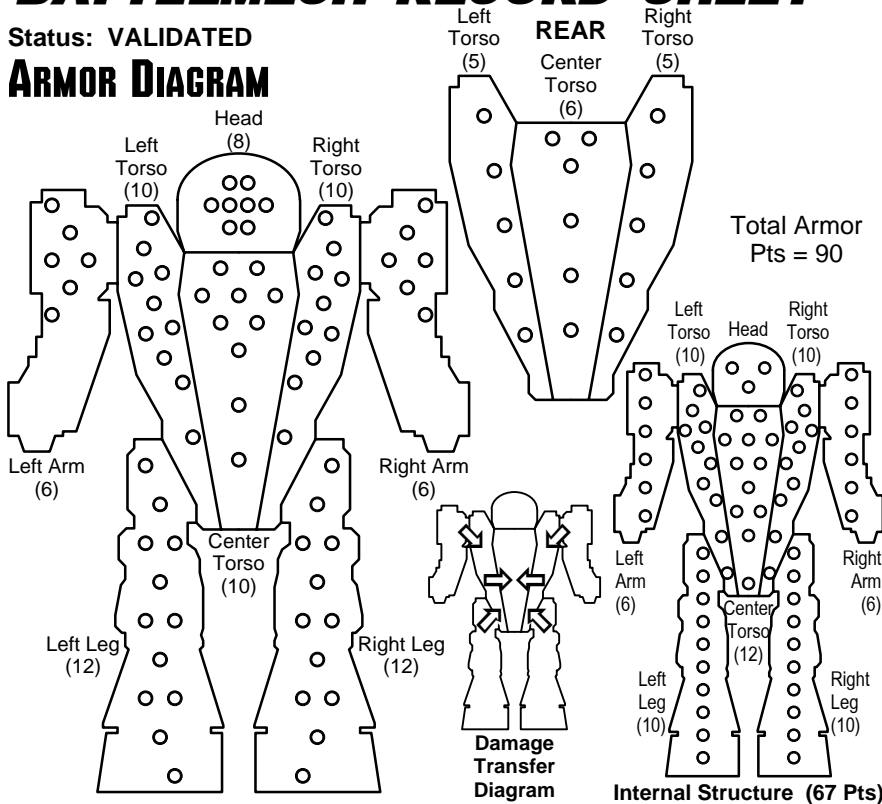
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Vulcan VT-5S**
 Mass: **40 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **6** Inner Sphere
 Running: **9 [12]** Biped 'Mech
 Jumping: **6** Level 2 / 3050

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/5	RT	1	5	2	6	13	20
1	Medium Laser	LT	3	5	-	3	6	9
1	Flamer	RA	3	2	-	1	2	3
1	Machine Gun	LA	0	2	-	1	2	3

Ammo Type: **Rounds:** **BV:**

Ultra AC/5	20	34
Machine Gun	200	2

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

Auto Eject: **Weapon Heat:**
 Operational Disabled **(8)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm	Head	Right Arm
1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Machine Gun 5. Ferro-Fibrous 6. Ferro-Fibrous	1. Life Support 2. Sensors 3. Cockpit 4. Roll Again 5. Sensors 6. Life Support	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Flamer 5. Ferro-Fibrous 6. Ferro-Fibrous
1. Ferro-Fibrous 2. Ferro-Fibrous 3. Ferro-Fibrous 4. Roll Again 5. Roll Again 6. Roll Again	1. XL Engine 2. XL Engine 3. XL Engine 4. Gyro 5. Gyro 6. Gyro	1. Ferro-Fibrous 2. Ferro-Fibrous 3. Ferro-Fibrous 4. Roll Again 5. Roll Again 6. Roll Again
1. XL Engine 2. XL Engine 3. XL Engine 4. Single Heat Sink 5. Jump Jet 6. Jump Jet	1. Gyro 2. XL Engine 3. XL Engine 4. XL Engine 5. Jump Jet 6. Jump Jet	1. XL Engine 2. XL Engine 3. XL Engine 4. Jump Jet 5. Jump Jet 6. Ultra AC/5
1. MASC 2. MASC 3. Medium Laser 4. Ammo (MG) 200 5. Roll Again 6. Roll Again	1. Ultra AC/5 2. Ultra AC/5 3. Ultra AC/5 4. Ultra AC/5 5. Ammo (Ult AC/5) 20 6. CASE	1. Ultra AC/5 2. Ultra AC/5 3. Ultra AC/5 4. Ultra AC/5 5. Ammo (Ult AC/5) 20 6. CASE
1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Ferro-Fibrous 6. Ferro-Fibrous	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Ferro-Fibrous 6. Ferro-Fibrous	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Ferro-Fibrous 6. Ferro-Fibrous

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

Battle Value: **681**
 Weapon Value: **335 / 335**
 Cost, C-Bills: **7,149,100**

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	

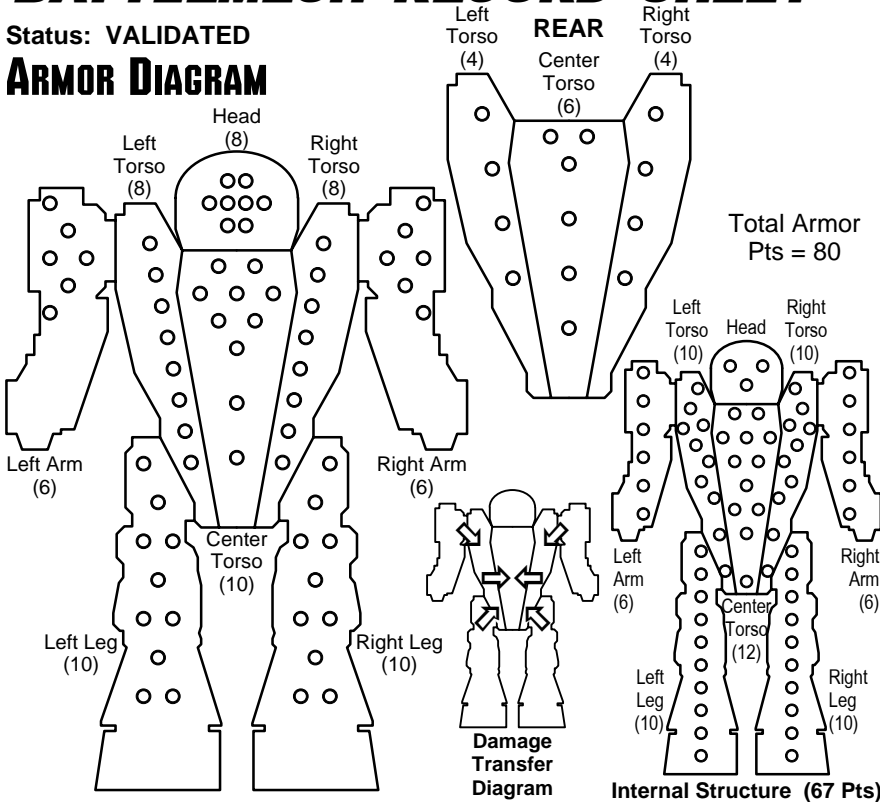


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Vulcan VT-5M**

Mass: **40 tons**

Movement Points: Tech, Config. & Level:

Walking: **6** **Inner Sphere**
 Running: **9** **Biped 'Mech**
 Jumping: **6** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	RT	10	9	-	3	7	10
1	Medium Pulse Laser	LT	4	6	-	2	4	6
1	Flamer	RA	3	2	-	1	2	3
1	Machine Gun	LA	0	2	-	1	2	3

Ammo Type: Rounds: BV:
 Machine Gun 200 2

Total Heat Sinks: **11 Double (22)**

oooooooooooo o

Auto Eject: Weapon Heat:
 Operational Disabled **(17)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Machine Gun
- Roll Again
- 3-6 Roll Again
- Roll Again
- Roll Again
- Roll Again

Head

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Flamer
- Roll Again
- 3-6 Roll Again
- Roll Again
- Roll Again
- Roll Again

Center Torso

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

Right Torso

- Jump Jet
- Jump Jet
- 1-3 Large Pulse Laser
- Large Pulse Laser
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

Left Torso

- Jump Jet
- Jump Jet
- 1-3 Medium Pulse Laser
- Ammo (MG) 200
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

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

Battle Value: **761**
 Weapon Value: **377 / 377**
 Cost, C-Bills: **3,789,100**

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

HEAT SCALE

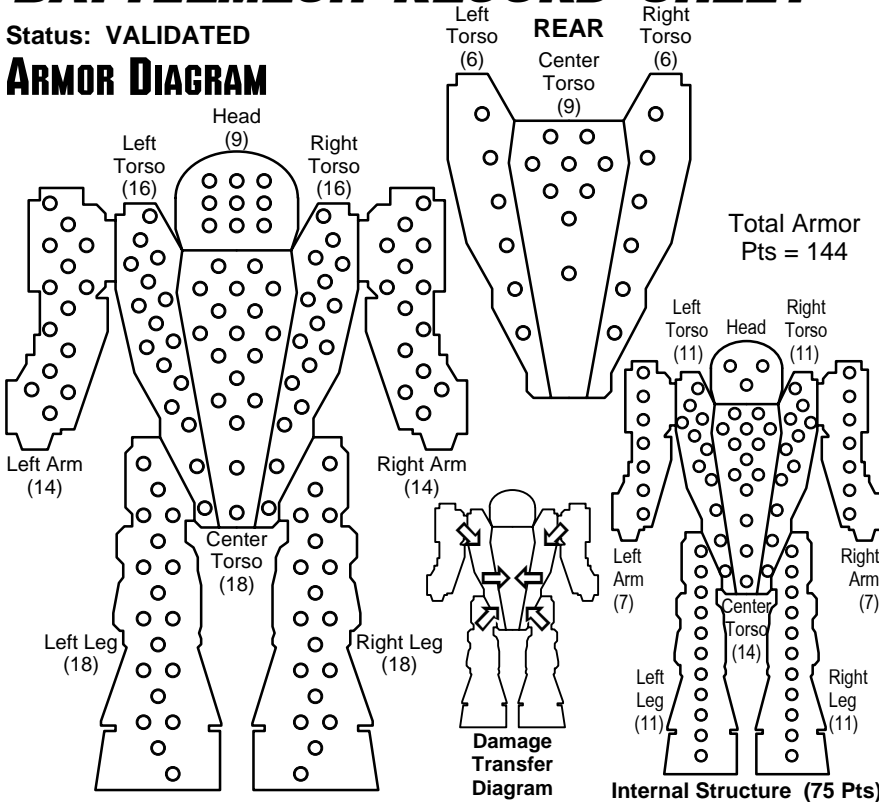
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (75 Pts)

CRITICAL HIT TABLE

Left Arm

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

Left Torso

- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 4-6
- LRM 5
 - Roll Again
 - Roll Again

Left Leg

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

Head

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

Center Torso

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

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

Battle Value: **1,069**
 Weapon Value: **806 / 806**
 Cost, C-Bills: **3,524,370**

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- ER PPC
 - ER PPC
 - ER PPC
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Torso

- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Ammo (LRM 5) 24
 - CASE
 - Roll Again
- 4-6

Right Leg

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

'MECH DATA

Type: **Vindicator VND-3L**

Mass: **45 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** **Inner Sphere**
 Running: **6** **Biped 'Mech**
 Jumping: **4** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 5	LT	2	1/hit	6	7	14	21
1	ER PPC	RA	15	10	-	7	14	23
1	Medium Pulse Laser	HD	4	6	-	2	4	6

Ammo Type: Rounds: BV:
 LRM 5 24 10

Total Heat Sinks: **15 Double (30)**

○○○○○○○○○○ ○○○○

Auto Eject: Weapon Heat:
 Operational Disabled **(21)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

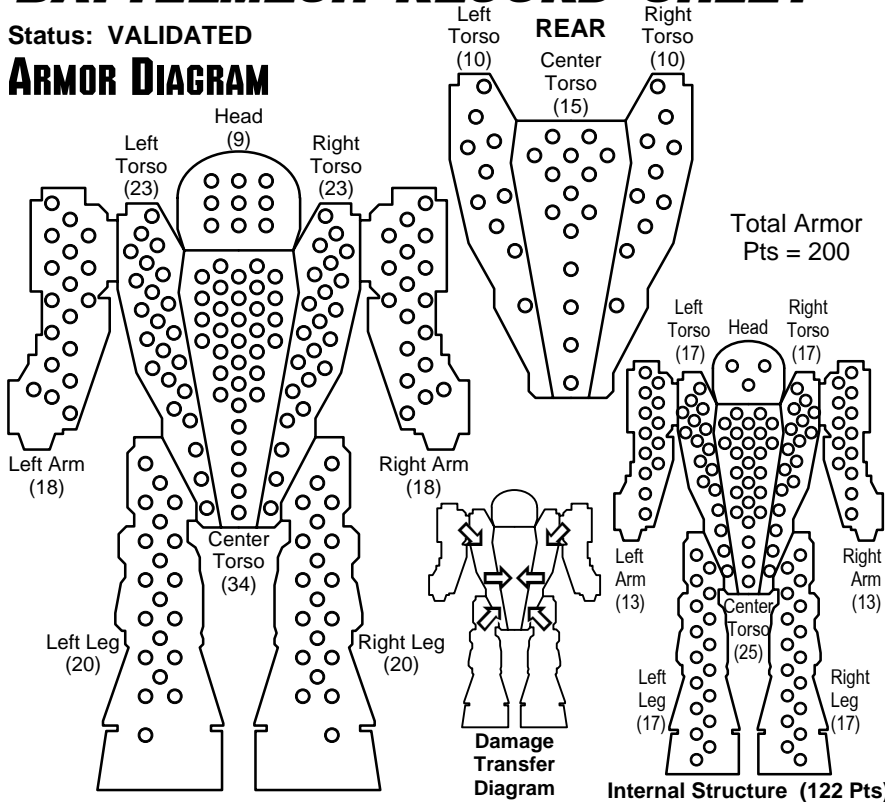
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Victor VTR-9K**

Mass: **80 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** **Inner Sphere**
 Running: **6** **Biped 'Mech**
 Jumping: **4** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	RA	1	15	2	7	15	22
2	Medium Pulse Laser	LA	4	6	-	2	4	6
1	SRM 4	LT	3	2/hit	-	3	6	9

Ammo Type: Rounds: BV:

Gauss Rifle	16	121
SRM 4	25	8

Total Heat Sinks: **15 Single**

○○○○○○○○○○ ○○○○

Auto Eject: Weapon Heat:

Operational Disabled **(12)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

CRITICAL HIT TABLE

Left Arm

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

Left Torso

- SRM 4
 - Ammo (SRM 4) 25
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 1-3
- Endo Steel
 - Endo Steel
 - Endo Steel
- 4-6
- CASE
 - Roll Again
 - Roll Again

Left Leg

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

Head

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

Center Torso

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

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

Battle Value: **1,634**
 Weapon Value: **1,436 / 1,436**
 Cost, C-Bills: **8,512,321**

Right Arm

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

Right Torso

- Ammo (Gauss) 8
 - Ammo (Gauss) 8
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 1-3
- Endo Steel
 - Endo Steel
 - Endo Steel
 - CASE
 - Roll Again
 - Roll Again
- 4-6

Right Leg

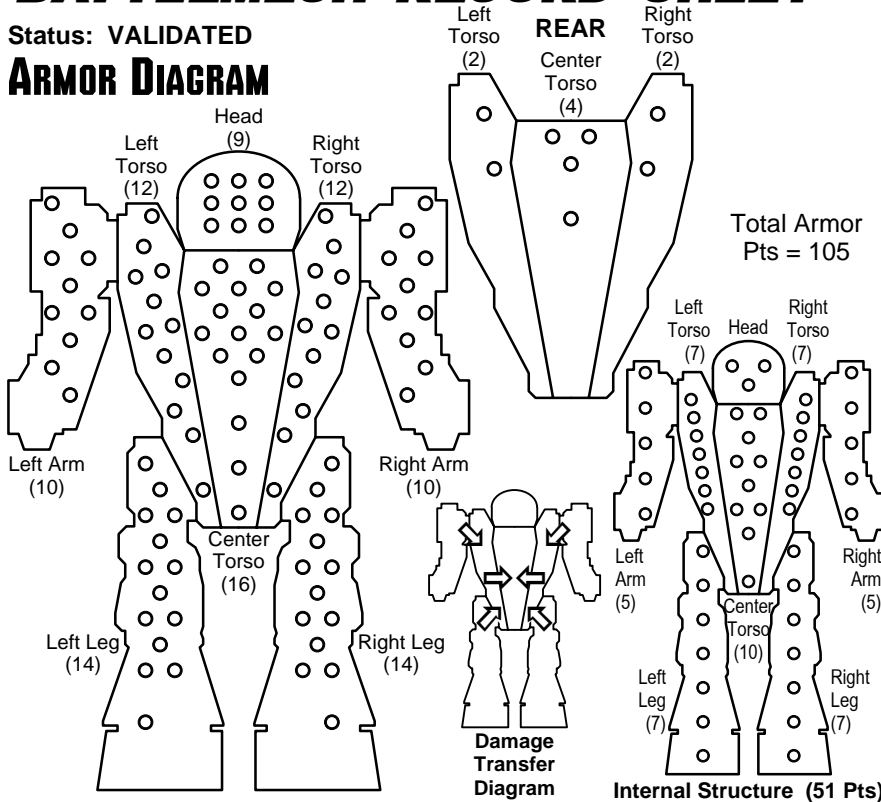
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 105

Internal Structure (51 Pts)

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Ferro-Fibrous
- Ferro-Fibrous

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

Left Torso

- Single Heat Sink
- Single Heat Sink
- LRM 10
- LRM 10
- Artemis IV FCS
- Endo Steel

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

Left Leg

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

Head

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

Center Torso

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

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

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

Battle Value: **690**
 Weapon Value: **318 / 284**
 Cost, C-Bills: **2,587,520**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Medium Pulse Laser
- Ferro-Fibrous
- Ferro-Fibrous

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

Right Torso

- Single Heat Sink
- Single Heat Sink
- Ammo (LRM 10) 12
- CASE
- Endo Steel
- Endo Steel

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

Right Leg

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

'MECH DATA

Type: **Valkyrie Vlk-QD**

Mass: **30 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** **Inner Sphere**
 Running: **8** **Biped 'Mech**
 Jumping: **5** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10 w/ Artemis IV	LT	4	1/hit	6	7	14	21
1	Medium Pulse Laser	RA	4	6	-	2	4	6

Ammo Type: Rounds: BV:
 LRM 10 12 22

Total Heat Sinks: **10 Single**

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Auto Eject: Weapon Heat:
 Operational Disabled **(8)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

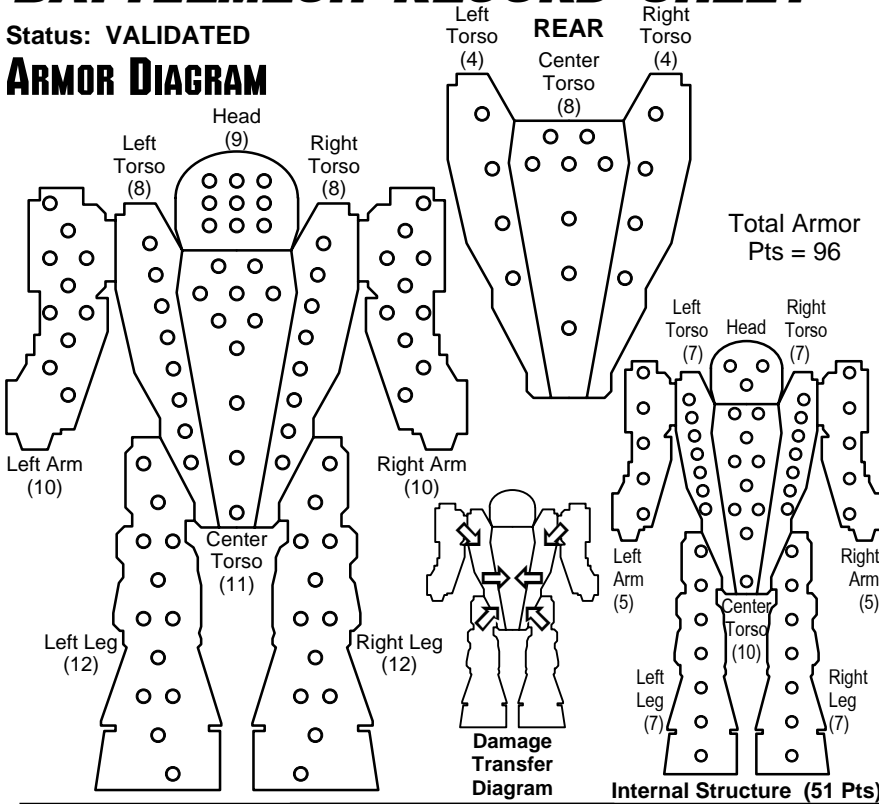
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Urbanmech UM-R63**

Mass: **30 tons**

Movement Points: Tech, Config. & Level:

Walking: **2** **Inner Sphere**
 Running: **3** **Biped 'Mech**
 Jumping: **2** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	RA	2	10	-	6	12	18
1	Small Pulse Laser	LT	2	3	-	1	2	3
1	Small Laser	LA	1	3	-	1	2	3

Ammo Type: Rounds: BV:
 LB 10-X AC 10 19

Total Heat Sinks: **11 Single**

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Auto Eject: Weapon Heat:
 Operational Disabled **(5)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

CRITICAL HIT TABLE

Left Arm

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

Head

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

Center Torso

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

Left Torso

- Single Heat Sink
 - Single Heat Sink
 - Small Pulse Laser
 - Roll Again
 - Roll Again
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Arm

- Shoulder
 - Upper Arm Actuator
 - LB 10-X AC
 - LB 10-X AC
 - LB 10-X AC
 - LB 10-X AC
- 1-3
- LB 10-X AC
 - LB 10-X AC
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Torso

- Single Heat Sink
 - Single Heat Sink
 - Ammo (LB 10-X) 10
 - 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
- Single Heat Sink
- Single Heat Sink

Right Leg

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

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

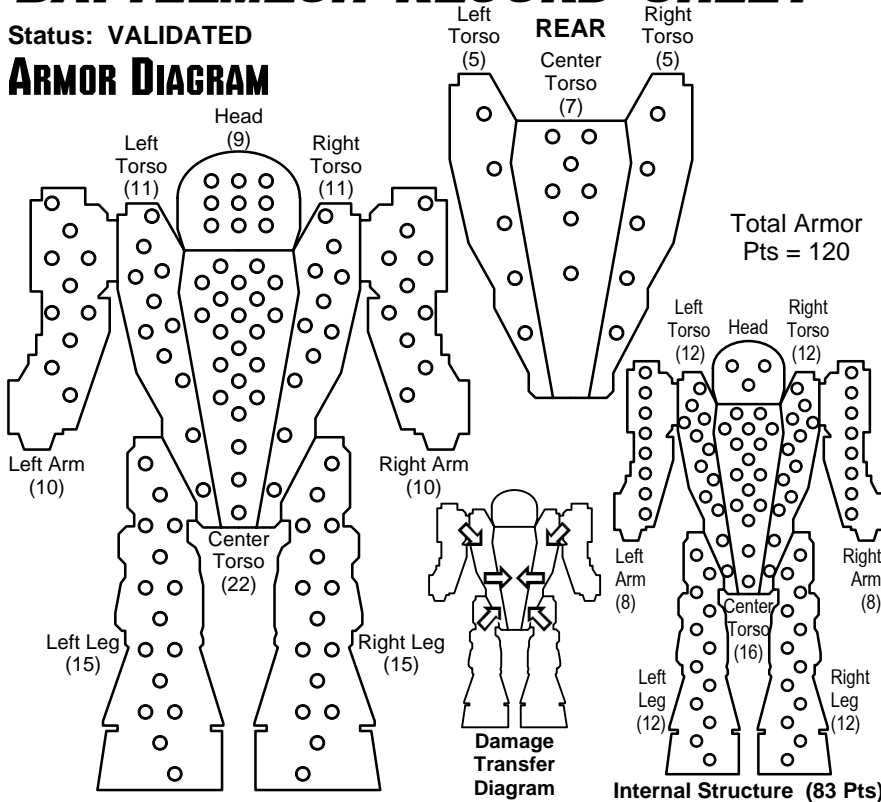
Battle Value: **494**
 Weapon Value: **209 / 209**
 Cost, C-Bills: **1,760,525**

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Trebuchet TBT-7M**

Mass: **50 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** **Inner Sphere**
 Running: **8** **Biped 'Mech**
 Jumping: **5** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	RT	5	1/hit	6	7	14	21
1	LRM 15	LA	5	1/hit	6	7	14	21
1	Narc Missile Beacon	LT	0	-	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
2	Medium Laser	RA	3	5	-	3	6	9

Ammo Type: Rounds: BV:

LRM 15	16	69
Narc Missile Beacon	12	0

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject: Weapon Heat:

Operational Disabled **(19)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- LRM 15
- LRM 15
- LRM 15
- Medium Laser
- Endo Steel
- Endo Steel
- Endo Steel

Head

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Medium Laser
- Medium Laser
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Center Torso

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

Right Torso

- XL Engine
- XL Engine
- XL Engine
- LRM 15
- LRM 15
- LRM 15
- Ammo (LRM 15) 8
- CASE
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Narc Missile Beacon
- Narc Missile Beacon
- Ammo (LRM 15) 8
- Ammo (Narc Pods) 6
- Ammo (Narc Pods) 6
- CASE
- Endo Steel
- Endo Steel
- Endo Steel

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

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

Battle Value: **1,206**
 Weapon Value: **981 / 981**
 Cost, C-Bills: **8,916,500**

Left Leg

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

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	
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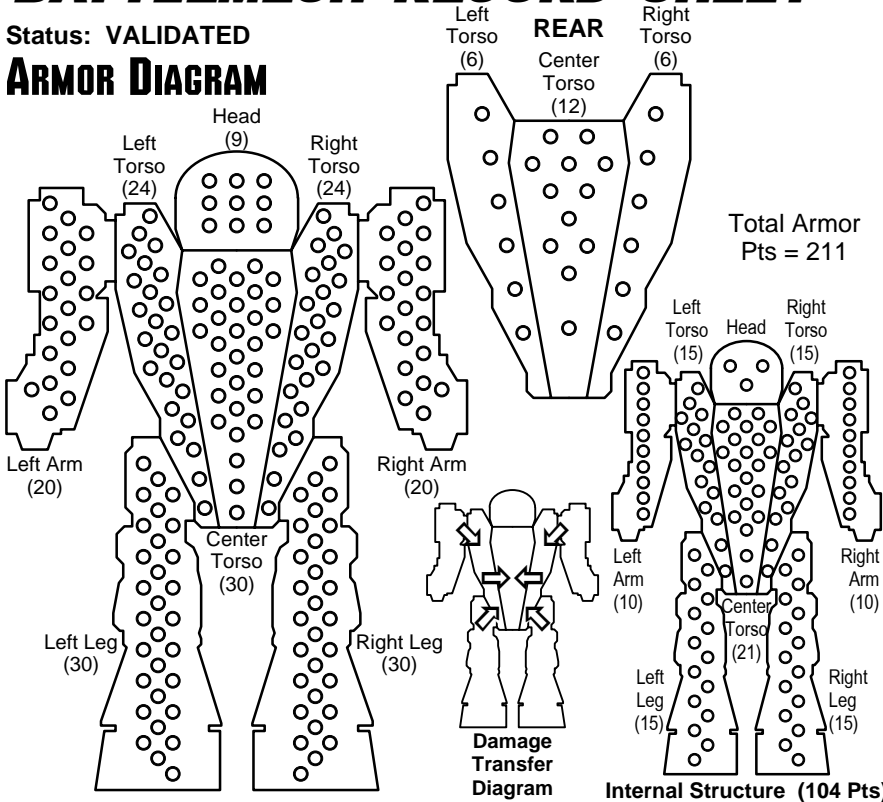
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 211

Internal Structure (104 Pts)

CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Machine Gun
 - Machine Gun
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Torso

- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - SRM 6
 - SRM 6
 - Medium Laser
- 1-3
- Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - 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

Center Torso

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

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

Battle Value: **1,244**
 Weapon Value: **1,628 / 1,628**
 Cost, C-Bills: **5,961,231**

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- ER PPC
 - ER PPC
 - ER PPC
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Torso

- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Flamer
 - Flamer
 - Anti-Missile System
 - Ammo (AMS) 12
 - CASE
 - Roll Again
- 4-6

Right Leg

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

'MECH DATA

Type: **Thunderbolt TDR-9S**

Mass: **65 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** **Inner Sphere**
 Running: **6** **Biped 'Mech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	10	-	7	14	23
1	SRM 6	LT	4	2/hit	-	3	6	9
3	Medium Laser	LT	3	5	-	3	6	9
2	Flamer	RT	3	2	-	1	2	3
1	Anti-Missile System	RT	1	1d6	-	-	-	-
2	Machine Gun	LA	0	2	-	1	2	3

Ammo Type: Rounds: BV:

SRM 6	15	8
Anti-Missile System	12	13
Machine Gun	200	1

Total Heat Sinks: **15 Double (30)**

○○○○○○○○○○ ○○○○

Auto Eject: Weapon Heat:

Operational Disabled **(35)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

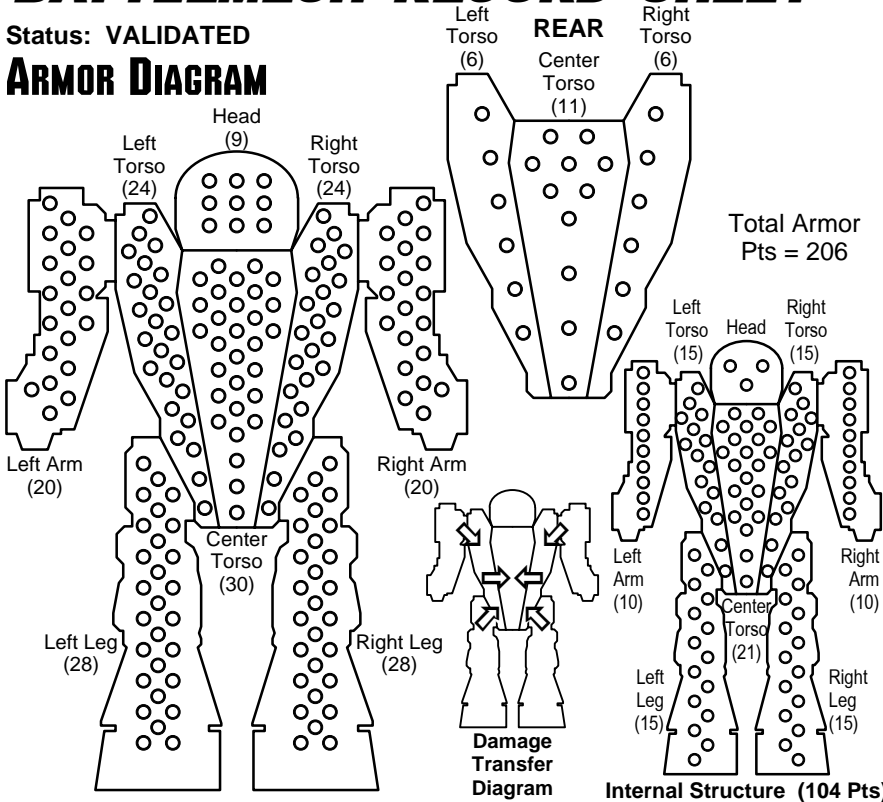
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 206

Internal Structure (104 Pts)

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
 - 2. Upper Arm Actuator
 - 3. Lower Arm Actuator
 - 4. Hand Actuator
 - 5. Double Heat Sink
 - 6. Double Heat Sink
- 1-3
- 1. Double Heat Sink
 - 2. Double Heat Sink
 - 3. Double Heat Sink
 - 4. Double Heat Sink
 - 5. Machine Gun
 - 6. Machine Gun
- 4-6

Left Torso

- 1. Double Heat Sink
 - 2. Double Heat Sink
 - 3. Double Heat Sink
 - 4. Medium Laser
 - 5. Medium Laser
 - 6. Medium Laser
- 1-3
- 1. Gyro
 - 2. Fusion Engine
 - 3. Fusion Engine
 - 4. Gyro
 - 5. Gyro
 - 6. Gyro
- 1-3
- 1. Streak SRM 2
 - 2. Ammo (LRM 15) 8
 - 3. Ammo (LRM 15) 8
 - 4. Ammo (MG) 200
 - 5. CASE
 - 6. Ferro-Fibrous
- 4-6

Left Leg

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

Head

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

Center Torso

- 1. Fusion Engine
 - 2. Fusion Engine
 - 3. Fusion Engine
 - 4. Gyro
 - 5. Gyro
 - 6. Gyro
- 1-3
- 1. Gyro
 - 2. Fusion Engine
 - 3. Fusion Engine
 - 4. Fusion Engine
 - 5. Ferro-Fibrous
 - 6. Roll Again
- 4-6

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

Battle Value: **1,338**
 Weapon Value: **1,930 / 1,894**
 Cost, C-Bills: **6,093,561**

Right Arm

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

Right Torso

- 1. Double Heat Sink
 - 2. Double Heat Sink
 - 3. Double Heat Sink
 - 4. Double Heat Sink
 - 5. Double Heat Sink
 - 6. Double Heat Sink
- 1-3
- 1. LRM 15
 - 2. LRM 15
 - 3. LRM 15
 - 4. Ammo (Streak 2) 50
 - 5. CASE
 - 6. Ferro-Fibrous
- 4-6

Right Leg

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

'MECH DATA

Type: **Thunderbolt TDR-7M**

Mass: **65 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** **Inner Sphere**
 Running: **6** **Biped 'Mech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	RA	12	8	-	7	14	19
1	LRM 15	RT	5	1/hit	6	7	14	21
3	Medium Laser	LT	3	5	-	3	6	9
1	Streak SRM 2	LT	2	2/hit	-	3	6	9
2	Machine Gun	LA	0	2	-	1	2	3

Ammo Type: Rounds: BV:

LRM 15	16	38
Streak SRM 2	50	4
Machine Gun	200	1

Total Heat Sinks: 15 Double (30)

○○○○○○○○○○○○ ○○○○

Auto Eject: Weapon Heat:

Operational Disabled **(28)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

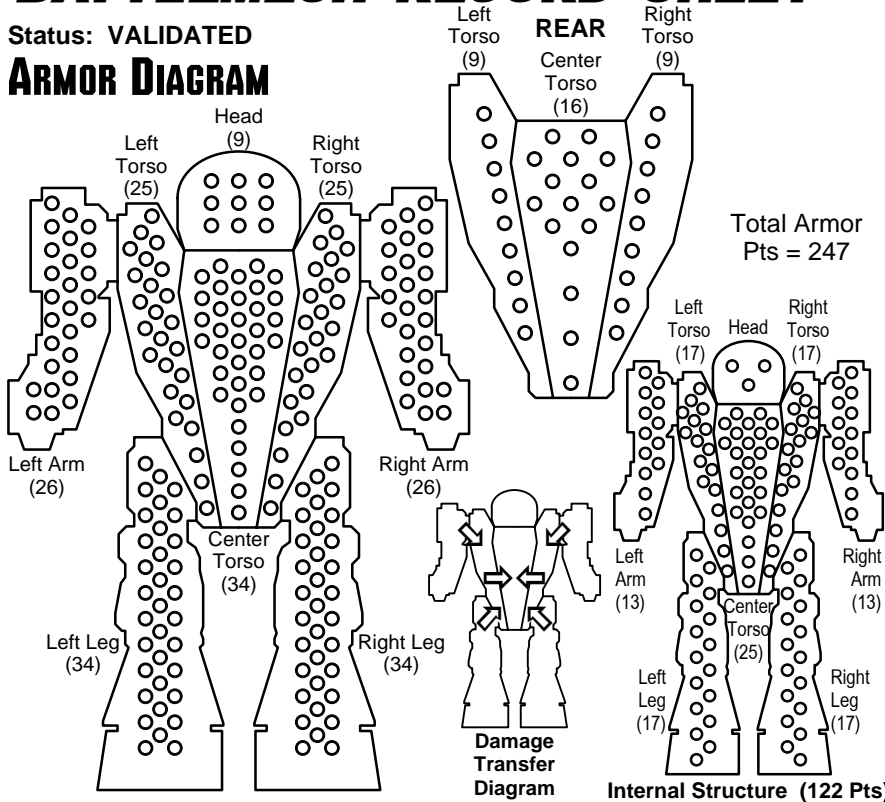
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 247



Internal Structure (122 Pts)

'MECH DATA

Type: **Thug THG-11E**
 Mass: **80 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **4** **Inner Sphere**
 Running: **6** **Biped 'Mech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	LA	10	10	3	6	12	18
1	PPC	RA	10	10	3	6	12	18
1	SRM 6	LT	4	2/hit	-	3	6	9
1	SRM 6	RT	4	2/hit	-	3	6	9

Ammo Type: SRM 6 **Rounds:** 30 **BV:** 16

Total Heat Sinks: 18 Double (36)
 ○○○○○○○○○○ ○○○○○○○○

Auto Eject: Operational Disabled **Weapon Heat:** (28)

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

<p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Double Heat Sink Double Heat Sink <p>1-3</p> <ol style="list-style-type: none"> Double Heat Sink PPC PPC PPC Endo Steel Endo Steel <p>4-6</p> <p>Left Torso</p> <ol style="list-style-type: none"> Double Heat Sink Double Heat Sink Double Heat Sink Double Heat Sink Double Heat Sink Double Heat Sink <p>1-3</p> <ol style="list-style-type: none"> SRM 6 SRM 6 Ammo (SRM 6) 15 CASE Endo Steel Endo Steel <p>4-6</p> <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Endo Steel Endo Steel 	<p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Endo Steel Sensors Life Support <p>1-3</p> <p>Center Torso</p> <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro Fusion Engine Fusion Engine Fusion Engine Endo Steel Roll Again <p>4-6</p> <div style="border: 1px solid black; padding: 5px; margin: 5px 0;"> <p>Engine Hits ○○○</p> <p>Gyro Hits ○○</p> <p>Sensor Hits ○○</p> <p>Life Support ○</p> </div> <p>Battle Value: 1,450 Weapon Value: 2,292 / 2,292 Cost, C-Bills: 8,414,041</p>	<p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Double Heat Sink Double Heat Sink <p>1-3</p> <ol style="list-style-type: none"> Double Heat Sink PPC PPC PPC Endo Steel Endo Steel <p>4-6</p> <p>Right Torso</p> <ol style="list-style-type: none"> Double Heat Sink Double Heat Sink Double Heat Sink Double Heat Sink Double Heat Sink Double Heat Sink <p>1-3</p> <ol style="list-style-type: none"> SRM 6 SRM 6 Ammo (SRM 6) 15 CASE Endo Steel Endo Steel <p>4-6</p> <p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Endo Steel Endo Steel
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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	

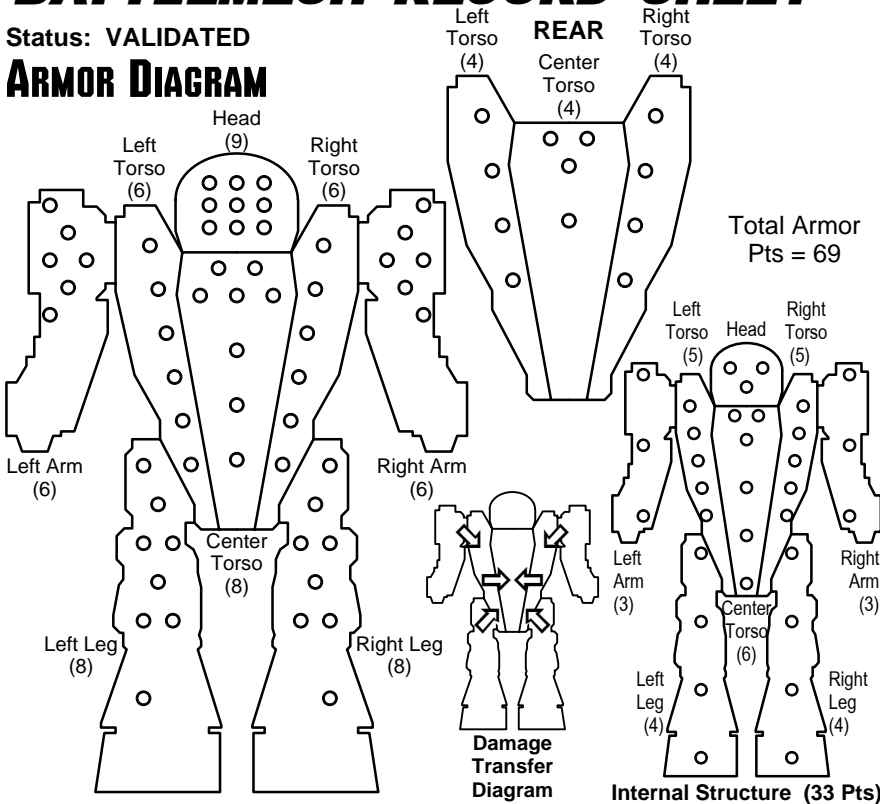


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Thorn THE-N**

Mass: **20 tons**

Movement Points: Tech, Config. & Level:

Walking: **6** Inner Sphere
Running: **9** Biped 'Mech
Jumping: **0** Level 2 / 3050

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 5	RA	2	1/hit	6	7	14	21
1	Medium Laser	HD	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9

Ammo Type: LRM 5
Rounds: 24
BV: 9

Total Heat Sinks: **10 Single**

oooooooooooo

Auto Eject: Operational Disabled
Weapon Heat: **(8)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

CRITICAL HIT TABLE

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

Left Torso

- Single Heat Sink
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

- 1-3
- Endo Steel
 - Endo Steel
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Left Leg

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

Head

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

Center Torso

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

- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Roll Again
 - Roll Again

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

Battle Value: **484**
Weapon Value: **238 / 238**
Cost, C-Bills: **1,653,120**

Right Arm

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

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

Right Torso

- Single Heat Sink
- Ammo (LRM 5) 24
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

- 1-3
- Endo Steel
 - Endo Steel
 - Endo Steel
 - CASE
 - Roll Again
 - Roll Again

Right Leg

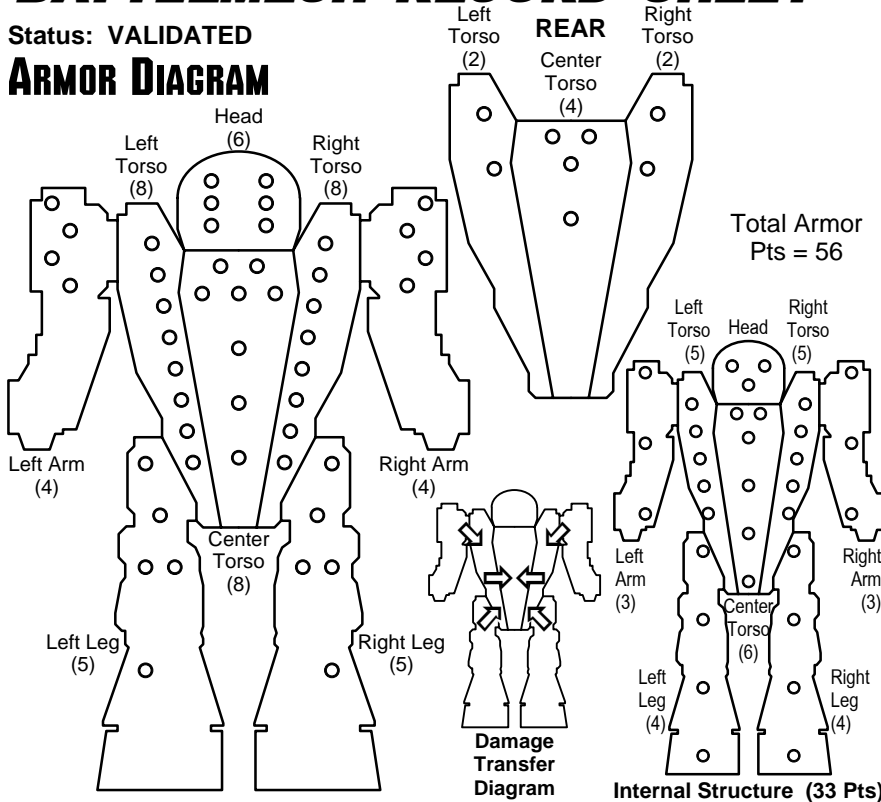
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Single Heat Sink

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Stinger STG-5M**

Mass: **20 tons**

Movement Points: Tech, Config. & Level:

Walking: **6** **Inner Sphere**
 Running: **9** **Biped 'Mech**
 Jumping: **6** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5	-	3	6	9
1	Anti-Missile System	RA	1	1d6	-	-	-	-
1	Flamer	LA	3	2	-	1	2	3

Ammo Type: Rounds: BV:
 Anti-Missile System 12 14

Total Heat Sinks: **10 Single**

oooooooooooo

Auto Eject: Weapon Heat:
 Operational Disabled **(7)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

- Single Heat Sink
- Jump Jet
- Jump Jet
- Jump Jet
- Endo Steel
- Endo Steel

- 1-3
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Roll Again
 - Roll Again

Left Leg

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

Head

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

Center Torso

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

- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Endo Steel
 - Endo Steel

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

Battle Value: **352**
 Weapon Value: **83 / 83**
 Cost, C-Bills: **1,768,440**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Anti-Missile System

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

Right Torso

- Single Heat Sink
- Jump Jet
- Jump Jet
- Jump Jet
- Ammo (AMS) 12
- Endo Steel

- 1-3
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Roll Again

Right Leg

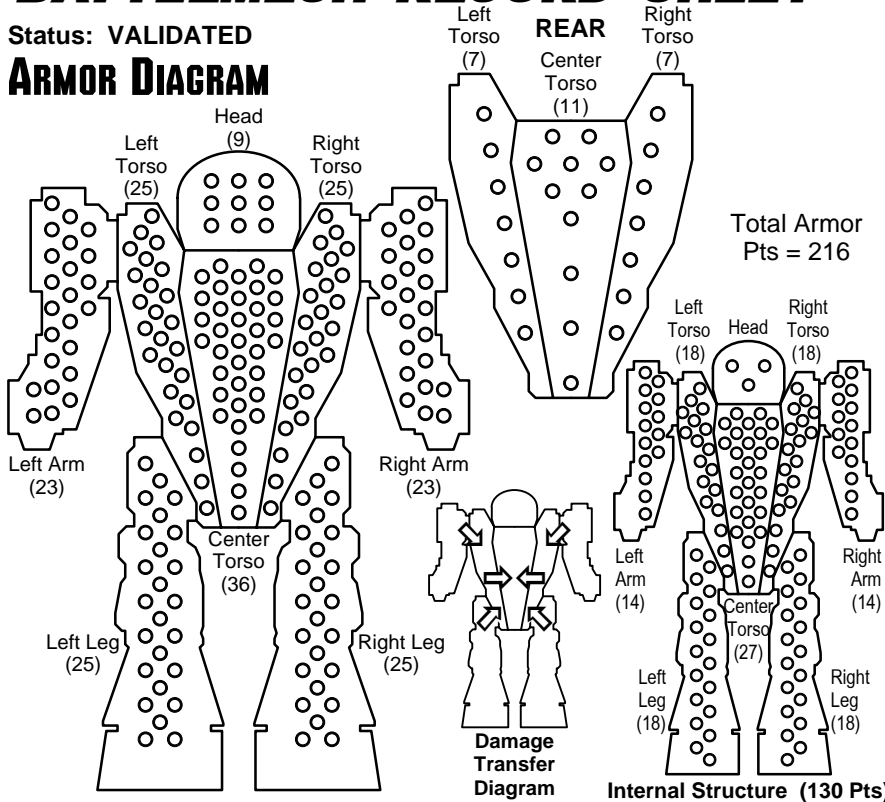
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Single Heat Sink

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Total Armor Pts = 216

Internal Structure (130 Pts)

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- LRM 10
- LRM 10
- Medium Laser
- Medium Laser

1-3

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

4-6

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Single Heat Sink
- Large Pulse Laser
- Large Pulse Laser

1-3

- SRM 6
- SRM 6
- Anti-Missile System
- Ammo (SRM 6) 15
- Ammo (AMS) 12
- CASE

4-6

Left Leg

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

Head

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

1-3

Center Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Single Heat Sink
 - Single Heat Sink

4-6

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

Battle Value: 1,009

Weapon Value: 1,315 / 1,315

Cost, C-Bills: 16,134,775

Right Arm

- Shoulder
- Upper Arm Actuator
- LRM 10
- LRM 10
- Medium Laser
- Medium Laser

1-3

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

4-6

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Single Heat Sink
- Single Heat Sink
- Single Heat Sink

1-3

- Large Pulse Laser
- Large Pulse Laser
- SRM 6
- SRM 6
- Ammo (SRM 6) 15
- CASE

4-6

Right Leg

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

'MECH DATA

Type: Stalker STK-5S

Mass: 85 tons

Movement Points: Tech, Config. & Level:

Walking: 3 Inner Sphere
 Running: 5 Biped 'Mech
 Jumping: 0 Level 2 / 3050

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	LA	4	1/hit	6	7	14	21
1	LRM 10	RA	4	1/hit	6	7	14	21
1	Large Pulse Laser	RT	10	9	-	3	7	10
1	Large Pulse Laser	LT	10	9	-	3	7	10
1	SRM 6	LT	4	2/hit	-	3	6	9
1	SRM 6	RT	4	2/hit	-	3	6	9
2	Medium Laser	LA	3	5	-	3	6	9
2	Medium Laser	RA	3	5	-	3	6	9
1	Anti-Missile System	LT	1	1d6	-	-	-	-

Ammo Type:	Rounds:	BV:
LRM 10	24	22
SRM 6	30	14
Anti-Missile System	12	13

Total Heat Sinks: 20 Single

○○○○○○○○○○ ○○○○○○○○○

Auto Eject: Weapon Heat:

Operational Disabled (49)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

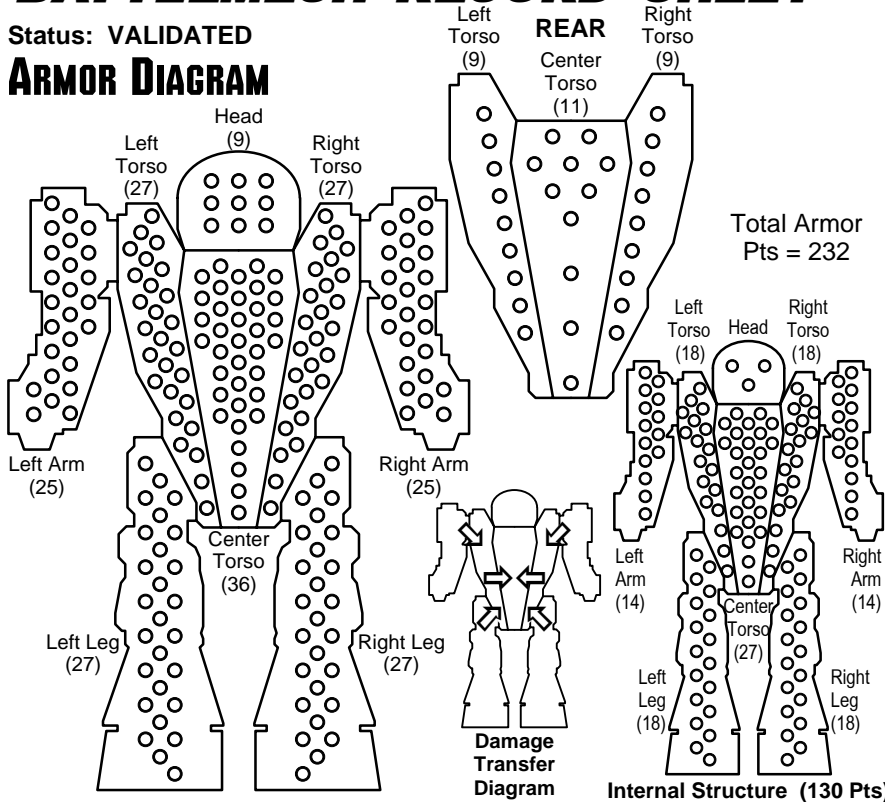
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 232

Internal Structure (130 Pts)

'MECH DATA

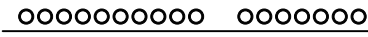
Type: **Stalker STK-5M**
 Mass: **85 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **3** Inner Sphere
 Running: **5** Biped 'Mech
 Jumping: **0** Level 2 / 3050

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	LA	4	1/hit	6	7	14	21
1	LRM 10	RA	4	1/hit	6	7	14	21
1	ER Large Laser	CT	12	8	-	7	14	19
1	SRM 6	LT	4	2/hit	-	3	6	9
1	SRM 6	RT	4	2/hit	-	3	6	9
1	Narc Missile Beacon	LT	0	-	-	3	6	9
2	Medium Laser	LA	3	5	-	3	6	9
2	Medium Laser	RA	3	5	-	3	6	9

Ammo Type:	Rounds:	BV:
LRM 10	48	44
SRM 6	30	14
Narc Missile Beacon	12	0

Total Heat Sinks: 17 Double (34)



Auto Eject: Operational Disabled
 Weapon Heat: (40)

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken:

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

 Consciousness #:

3	5	7	10	11	Dead
---	---	---	----	----	------

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- LRM 10
- LRM 10
- Medium Laser
- Medium Laser
- Ammo (LRM 10) 12
- Ammo (LRM 10) 12
- Roll Again

Head

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- LRM 10
- LRM 10
- Medium Laser
- Medium Laser
- Ammo (LRM 10) 12
- Ammo (LRM 10) 12
- Roll Again

Center Torso

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

Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- SRM 6
- SRM 6
- Ammo (SRM 6) 15

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- SRM 6
- SRM 6
- Narc Missile Beacon
- Narc Missile Beacon
- Ammo (SRM 6) 15
- Roll Again

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- ER Large Laser
- ER Large Laser

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ammo (Narc Pods) 6
- Ammo (Narc Pods) 6

Right Leg

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

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

Battle Value: **1,316**
 Weapon Value: **2,276 / 2,276**
 Cost, C-Bills: **7,952,225**

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	

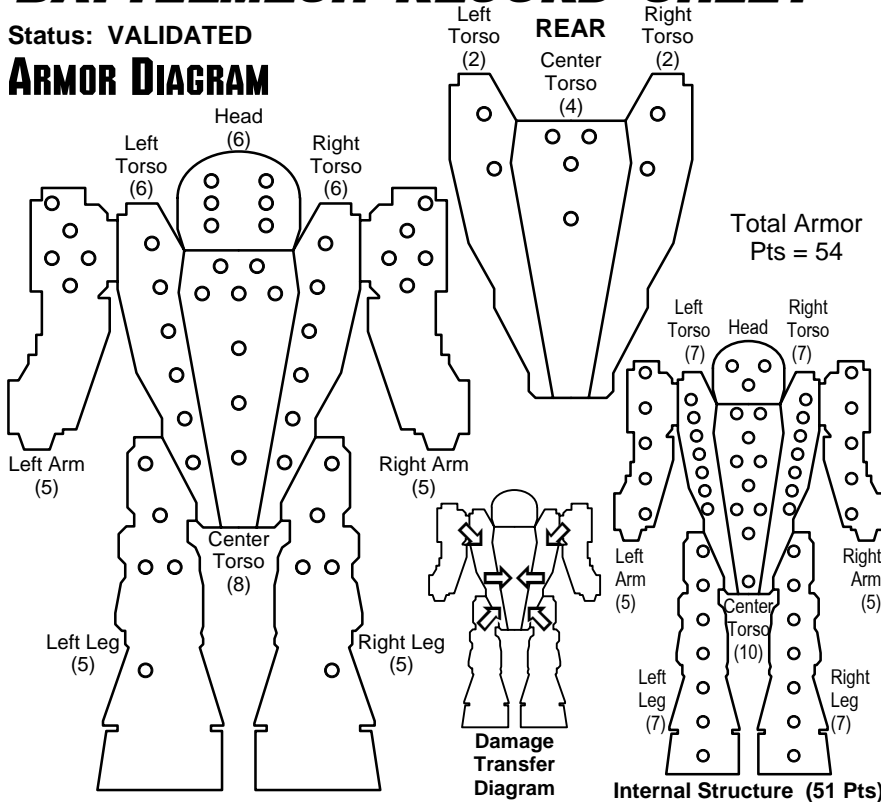


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Spider SDR-7M**

Mass: **30 tons**

Movement Points: Tech, Config. & Level:

Walking: **8** **Inner Sphere**
 Running: **12** **Biped 'Mech**
 Jumping: **8** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Pulse Laser	CT	4	6	-	2	4	6

Total Heat Sinks: **10 Single**

oooooooooooo

Auto Eject: Weapon Heat:

Operational Disabled **(8)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Ferro-Fibrous
- Ferro-Fibrous

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

Left Torso

- Jump Jet
- Jump Jet
- Jump Jet
- Jump Jet
- Endo Steel
- Endo Steel

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

Left Leg

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

Head

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

Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Medium Pulse Laser
 - Medium Pulse Laser

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

Battle Value: **492**
 Weapon Value: **127 / 127**
 Cost, C-Bills: **3,115,840**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Ferro-Fibrous
- Ferro-Fibrous

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

Right Torso

- Jump Jet
- Jump Jet
- Jump Jet
- Jump Jet
- Endo Steel
- Endo Steel

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

Right Leg

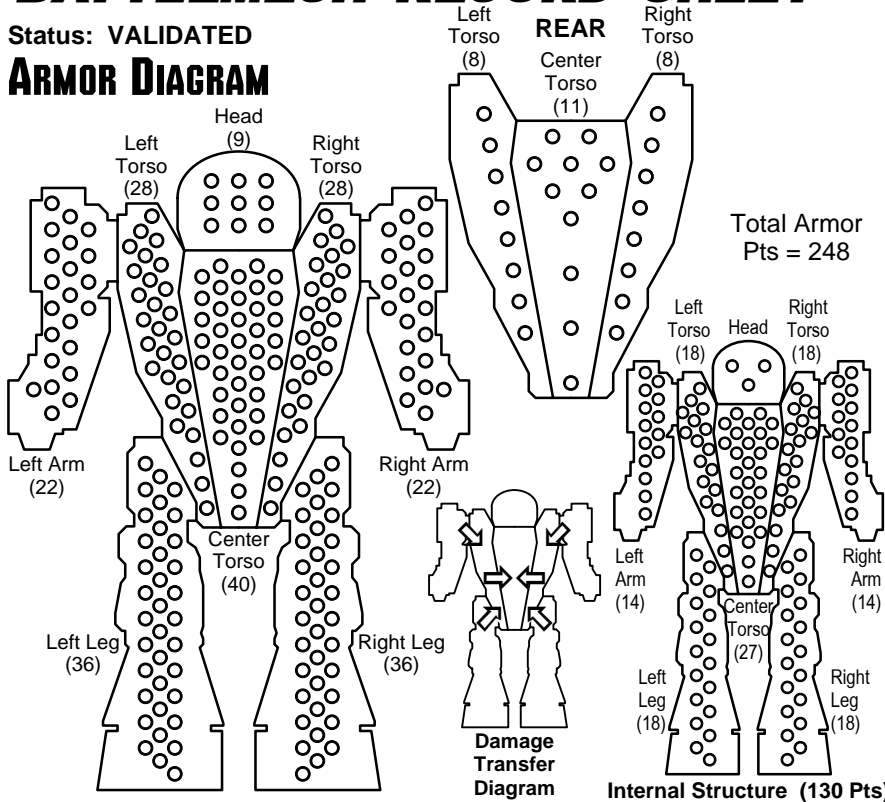
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Shogun SHG-2F**
 Mass: **85 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **3** **Inner Sphere**
 Running: **5** **Biped 'Mech**
 Jumping: **3** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	RT	4	2/hit	-	3	6	9
1	SRM 6	LT	4	2/hit	-	3	6	9
1	LRM 15	LA	5	1/hit	6	7	14	21
1	LRM 15	RA	5	1/hit	6	7	14	21
1	ER PPC	RT	15	10	-	7	14	23

Ammo Type: **Rounds:** **BV:**

SRM 6	30	19
LRM 15	16	47

Total Heat Sinks: 17 Single
 ○○○○○○○○○○ ○○○○○○

Auto Eject: **Weapon Heat:**
 Operational Disabled **(33)**

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 LRM 15
- LRM 15
- LRM 15
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Head

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 LRM 15
- LRM 15
- LRM 15
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- 1-3 Gyro
- Gyro
- Gyro
- Gyro
- Gyro
- 1-3 Gyro
- Fusion Engine
- Fusion Engine
- 4-6 Fusion Engine
- Single Heat Sink
- Jump Jet

Left Torso

- Single Heat Sink
- Single Heat Sink
- 1-3 SRM 6
- SRM 6
5. Ammo (SRM 6) 15
- Ammo (LRM 15) 8
- CASE
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

- Single Heat Sink
- Single Heat Sink
- 1-3 SRM 6
- SRM 6
- ER PPC
- ER PPC
- ER PPC
- Ammo (SRM 6) 15
- Ammo (LRM 15) 8
- CASE
- Roll Again
- Roll Again

Left Leg

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

Right Leg

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

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

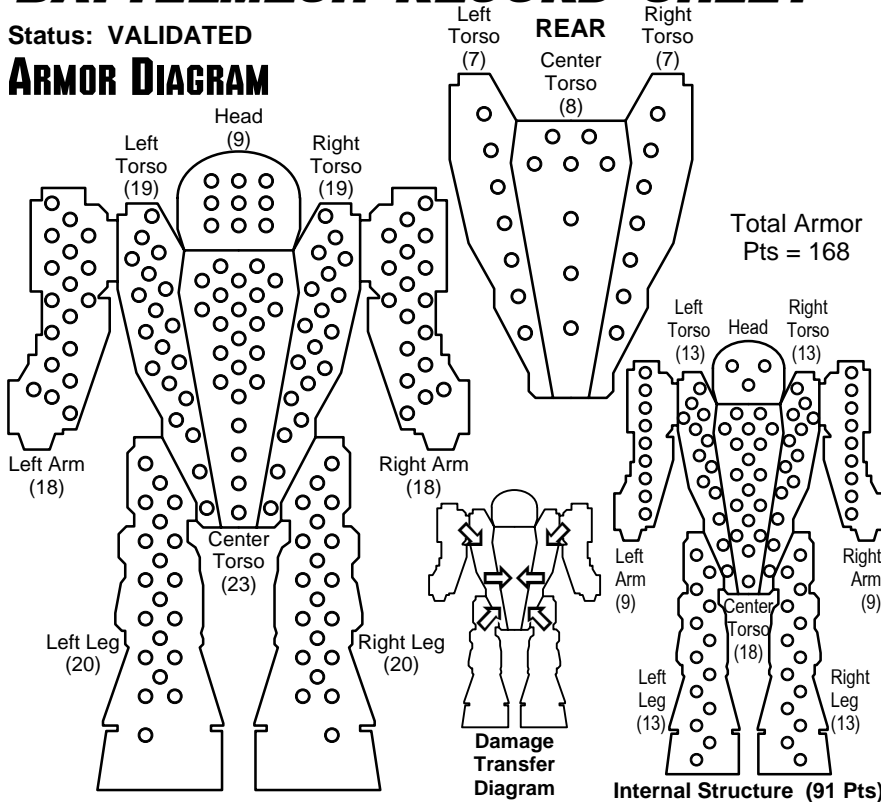
Battle Value: **1,490**
 Weapon Value: **1,259 / 1,259**
 Cost, C-Bills: **8,140,000**

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 168

Internal Structure (91 Pts)

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

4-6

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Jump Jet
- Jump Jet
- Ultra AC/5

1-3

- Ultra AC/5
- Ultra AC/5
- Ultra AC/5
- Ultra AC/5
- Ammo (Ult AC/5) 20
- CASE

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Streak SRM 2
- Sensors
- Life Support

1-3

Center Torso

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

4-6

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

Battle Value: 1,349

Weapon Value: 1,059 / 1,029

Cost, C-Bills: 10,296,856

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Endo Steel

1-3

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

4-6

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Jump Jet
- Jump Jet
- LRM 20

1-3

- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Ammo (LRM 20) 6
- Roll Again

4-6

Right Leg

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

'MECH DATA

Type: **Shadow Hawk SHD-5M**

Mass: **55 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** **Inner Sphere**
 Running: **8** **Biped 'Mech**
 Jumping: **5** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/5	LT	1	5	2	6	13	20
1	LRM 20	RT	6	1/hit	6	7	14	21
1	Streak SRM 2	HD	2	2/hit	-	3	6	9
1	Medium Laser	RA	3	5	-	3	6	9

Ammo Type: Rounds: BV:

Ultra AC/5	20	28
LRM 20	6	46
Streak SRM 2	50	8

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject: Weapon Heat:

Operational Disabled **(13)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

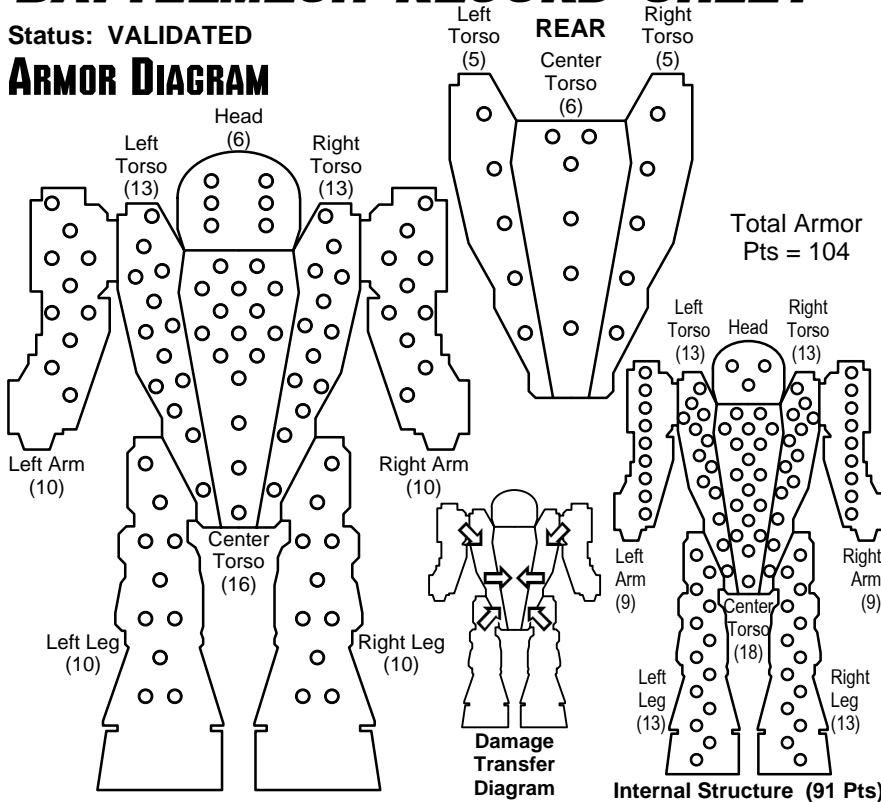
WIZKIDS

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Shadow Hawk SHD-2D2**

Mass: **55 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** **Inner Sphere**
 Running: **8** **Biped 'Mech**
 Jumping: **3** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/5	LT	1	5	3	6	12	18
1	LRM 5	RT	2	1/hit	6	7	14	21
1	Streak SRM 2	HD	2	2/hit	-	3	6	9
1	Streak SRM 2	CT	2	2/hit	-	3	6	9
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9

Ammo Type:	Rounds:	BV:
Autocannon/5	20	16
LRM 5	24	11
Streak SRM 2	50	7

Total Heat Sinks: **12 Single**

oooooooooooo oo

Auto Eject: Weapon Heat:

Operational Disabled **(13)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm

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

Head

- Life Support
- Sensors
- Cockpit
- Streak SRM 2
- Sensors
- Life Support

Right Arm

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

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Fusion Engine
- Fusion Engine
- Jump Jet
- Streak SRM 2

Right Torso

- Jump Jet
- Single Heat Sink
- LRM 5
- Ammo (LRM 5) 24
- Ammo (Streak 2) 50
- 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
- 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 Leg

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

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

Battle Value: **896**
 Weapon Value: **622 / 583**
 Cost, C-Bills: **4,627,731**

HEAT SCALE

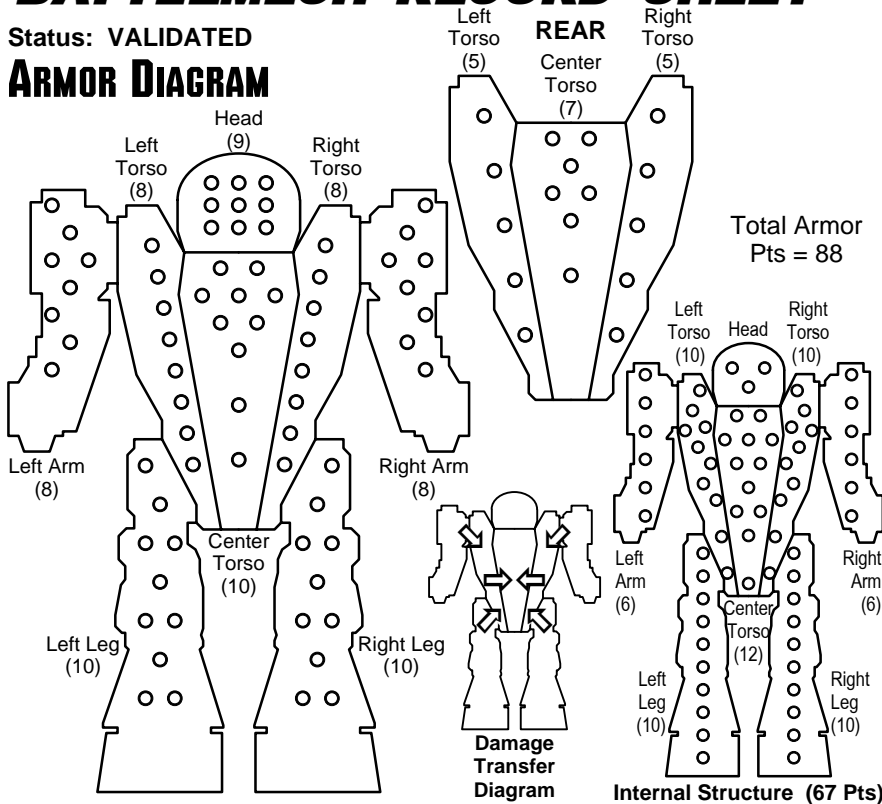
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Sentinel STN-3M**
 Mass: **40 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **6** **Inner Sphere**
 Running: **9** **Biped 'Mech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/5	LA	1	5	2	6	13	20
1	SRM 2	RT	2	2/hit	-	3	6	9
1	Medium Laser	RT	3	5	-	3	6	9

Ammo Type: **Rounds:** **BV:**

Ultra AC/5	20	21
SRM 2	50	4

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

Auto Eject: **Weapon Heat:**
 Operational Disabled **(7)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Ultra AC/5	4. Ultra AC/5	5. Ultra AC/5	6. Ultra AC/5
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Roll Again	6. Roll Again
Head	1. Life Support	2. Sensors	3. Cockpit	4. Single Heat Sink	5. Sensors	6. Life Support
Center Torso	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. Ammo (Ult AC/5) 20	2. Roll Again	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
Right Torso	1. SRM 2	2. Medium Laser	3. Ammo (SRM 2) 50	4. Roll Again	5. Roll Again	6. Roll Again
Left Leg	1. Roll Again	2. Roll Again	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
Right Leg	1. Roll Again	2. Roll Again	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again

Engine Hits ○ ○ ○

Gyro Hits ○ ○

Sensor Hits ○ ○

Life Support ○

Battle Value: **655**

Weapon Value: **338 / 338**

Cost, C-Bills: **3,287,480**

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	

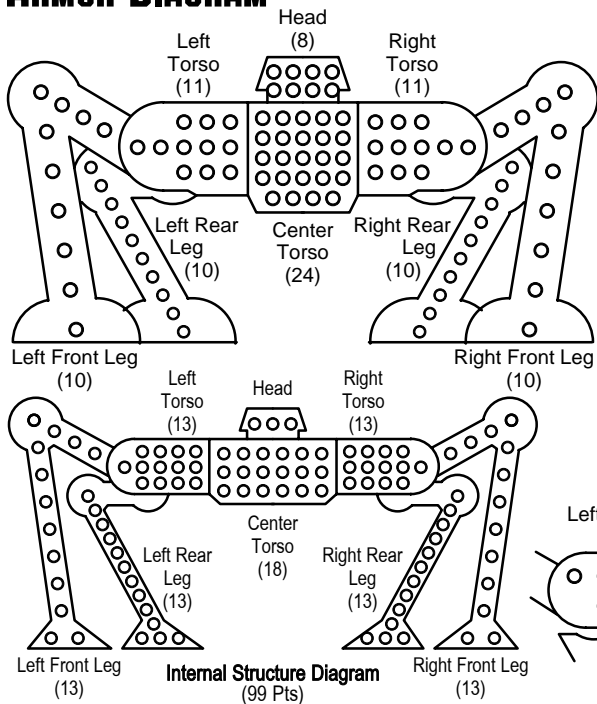


BATTLETECH®

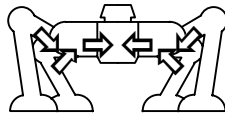
QUAD BATTLEMECH RECORD SHEET

Status: VALIDATED

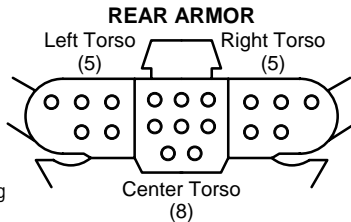
ARMOR DIAGRAM



Total Armor Pts = 112



Damage Transfer Diagram



'MECH DATA

Type: **Scorpion SCP-10**

Mass: **55 tons**

Movement Points: Tech, Config. & Level:

Walking: **6** Inner Sphere
 Running: **9** Quad 'Mech
 Jumping: **0** Level 2 / 3050

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RT	15	10	-	7	14	23
1	SRM 6	RT	4	2/hit	-	3	6	9

Ammo Type: SRM 6 Rounds: 15 BV: 10

Total Heat Sinks: 10 Single

oooooooooooo

Auto Eject: Operational Disabled Weapon Heat: (19)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left 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

Left Torso

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

Center Torso

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

Right Torso

- ER PPC
- ER PPC
- ER PPC
- SRM 6
- SRM 6
- Roll Again

Left Rear Leg

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

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

Right Rear Leg

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

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Battle Value: **785**
 Weapon Value: **458 / 458**
 Cost, C-Bills: **5,336,340**

HEAT SCALE

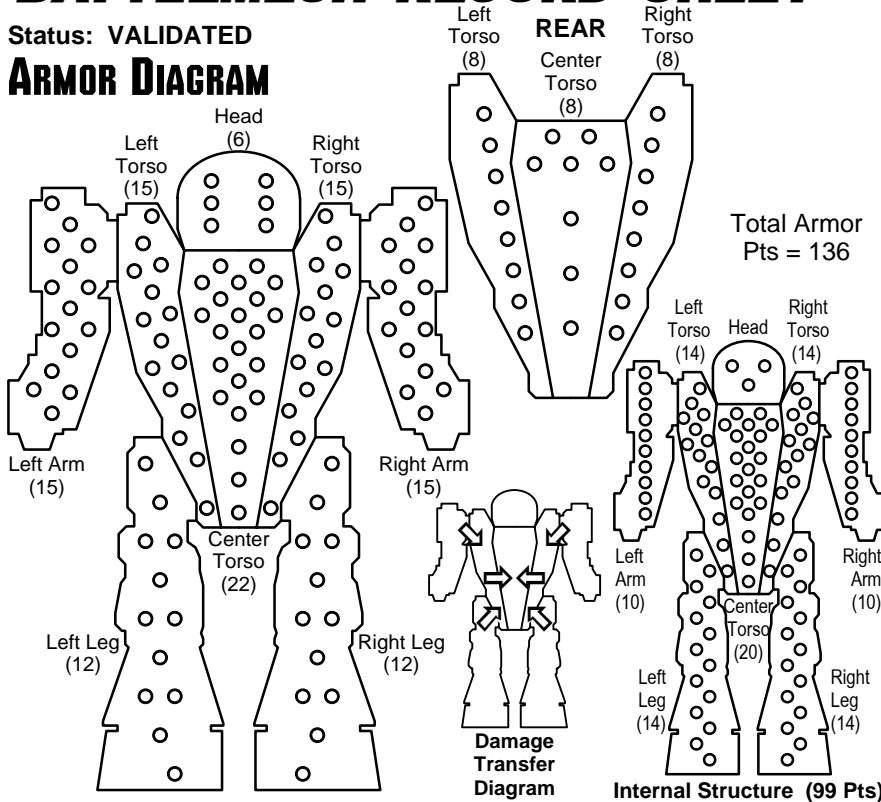
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Rifleman RFL-5M**
 Mass: **60 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **4** **Inner Sphere**
 Running: **6** **Biped 'Mech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	LA	8	8	-	5	10	15
1	Large Laser	RA	8	8	-	5	10	15
1	Ultra AC/5	LA	1	5	2	6	13	20
1	Ultra AC/5	RA	1	5	2	6	13	20
1	Medium Laser	LT	3	5	-	3	6	9
1	Medium Laser	RT	3	5	-	3	6	9

Ammo Type: Rounds: BV:
 Ultra AC/5 20 16

Total Heat Sinks: **12 Double (24)**

oooooooooooo oo

Auto Eject: Weapon Heat:
 Operational Disabled **(26)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Large Laser
- Large Laser
- Ultra AC/5
- Ultra AC/5
- 1 Ultra AC/5
- Ultra AC/5
- 4-6 3 Ultra AC/5
- Roll Again
- Roll Again
- Roll Again

Head

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

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Large Laser
- Large Laser
- Ultra AC/5
- Ultra AC/5
- 1 Ultra AC/5
- Ultra AC/5
- 4-6 3 Ultra AC/5
- Roll Again
- Roll Again
- Roll Again

Center Torso

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

Right Torso

- 1-3 XL Engine
- XL Engine
- XL Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1 Medium Laser
- 2 Ammo (Ult AC/5) 20
- 3 CASE
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

Left Torso

- 1-3 XL Engine
- XL Engine
- XL Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 4-6 1 Double Heat Sink
- 2 Double Heat Sink
- 3 Double Heat Sink
- 4 Medium Laser
- 5 Roll Again
- 6 Roll Again

- 4-6 1 Gyro
- 2 XL Engine
- 3 XL Engine
- 4 XL Engine
- 5 Roll Again
- 6 Roll Again

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

Battle Value: **1,043**
 Weapon Value: **1,460 / 1,460**
 Cost, C-Bills: **9,926,400**

Left Leg

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

Right Leg

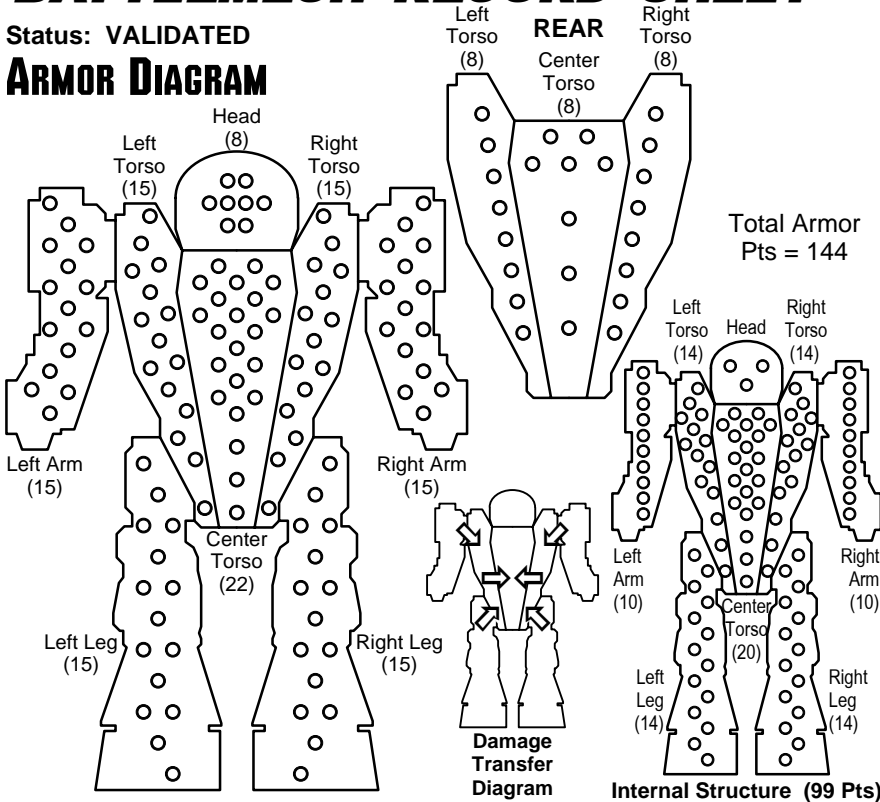
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Rifleman RFL-5D
 Mass: 60 tons
 Movement Points: Tech, Config. & Level:
 Walking: 4 Inner Sphere
 Running: 6 Biped 'Mech
 Jumping: 0 Level 2 / 3050

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	LA	8	8	-	5	10	15
1	Large Laser	RA	8	8	-	5	10	15
1	ER PPC	LA	15	10	-	7	14	23
1	ER PPC	RA	15	10	-	7	14	23
2	Medium Laser	CT	3	5	-	3	6	9

Total Heat Sinks: 17 Double (34)

oooooooooooo ooooooooo

Auto Eject: Operational Disabled
 Weapon Heat: (52)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Large Laser
- Large Laser
- ER PPC
- 4-6 ER PPC
- ER PPC
- Roll Again
- Roll Again

Head

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

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Large Laser
- Large Laser
- ER PPC
- 4-6 ER PPC
- ER PPC
- Roll Again
- Roll Again

Center Torso

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

Right Torso

- 1-3 XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 4-6 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

Left Torso

- 1-3 XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 4-6 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- 4-6 Gyro
- XL Engine
- XL Engine
- XL Engine
- Medium Laser
- Medium Laser

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

Battle Value: 1,115
 Weapon Value: 1,522 / 1,522
 Cost, C-Bills: 10,208,000

Left Leg

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

Right Leg

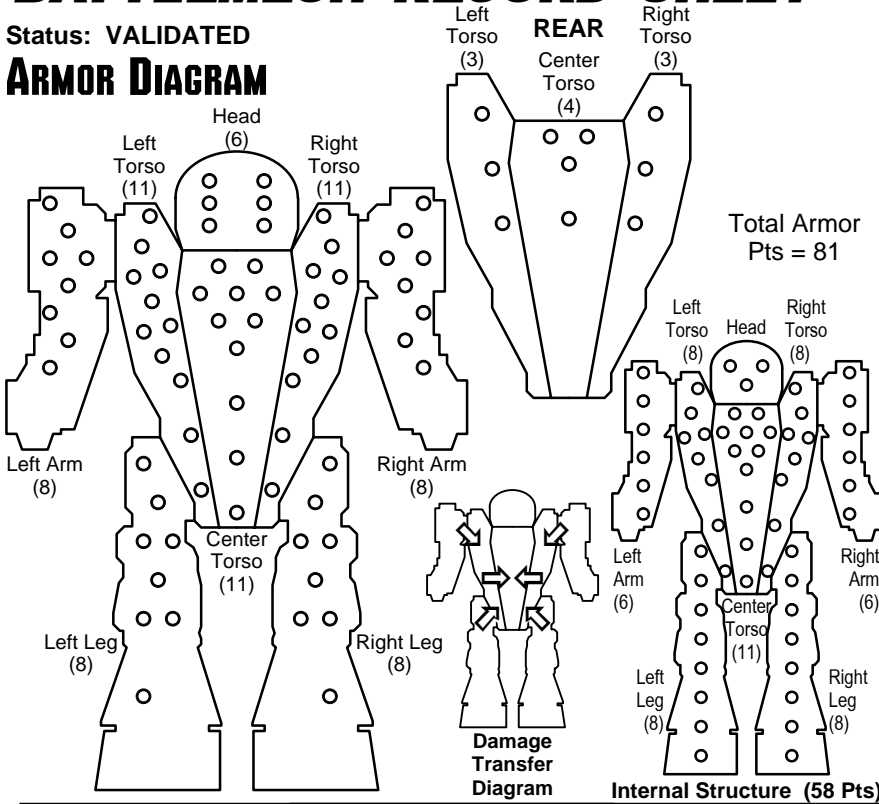
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (58 Pts)

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 **Narc Missile Beacon**
- Narc Missile Beacon**
- Ferro-Fibrous
- Ferro-Fibrous

- Ferro-Fibrous
- Ferro-Fibrous
- 4-6 Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

Left Torso

- 1-3 XL Engine
- XL Engine
- XL Engine
- 1-3 **Guardian ECM**
- Guardian ECM**
- Ammo (SRM 6) 15

- 4-6 Ammo (Narc Pods) 6
- Ammo (Narc Pods) 6
- 3 CASE
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- 4-6 Roll Again

Head

- 1-3 Life Support
- Sensors
- Cockpit
- 4-6 Single Heat Sink
- Sensors
- Life Support

Center Torso

- 1-3 XL Engine
- XL Engine
- XL Engine
- 4-6 Gyro
- Gyro
- Gyro
- 1-3 Gyro
- 2-4 XL Engine
- 3-4 XL Engine
- 4-6 XL Engine
- 5-6 **Beagle Active Probe**
- Beagle Active Probe**

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

Battle Value: **592**
 Weapon Value: **361 / 361**
 Cost, C-Bills: **5,651,775**

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 **Medium Laser**
- Medium Laser**
- Ferro-Fibrous
- Ferro-Fibrous

- Ferro-Fibrous
- Ferro-Fibrous
- 4-6 Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

Right Torso

- 1-3 XL Engine
- XL Engine
- XL Engine
- 1-3 **SRM 6**
- SRM 6**
- 4-6 TAG

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

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- 4-6 Roll Again

'MECH DATA

Type: **Raven RVN-3L**

Mass: **35 tons**

Movement Points: Tech, Config. & Level:

Walking: **6** **Inner Sphere**
 Running: **9** **Biped 'Mech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	RT	4	2/hit	-	3	6	9
2	Medium Laser	RA	3	5	-	3	6	9
1	Beagle Active Probe	CT	0	-	-	-	-	4
1	Narc Missile Beacon	LA	0	-	-	3	6	9
1	TAG	RT	0	*	-	5	9	15
1	Guardian ECM	LT	0	-	-	-	-	6

Ammo Type: Rounds: BV:

SRM 6	15	10
Narc Missile Beacon	12	0

Total Heat Sinks: **11 Single**

○○○○○○○○○○○ ○

Auto Eject: Weapon Heat:

Operational Disabled **(10)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

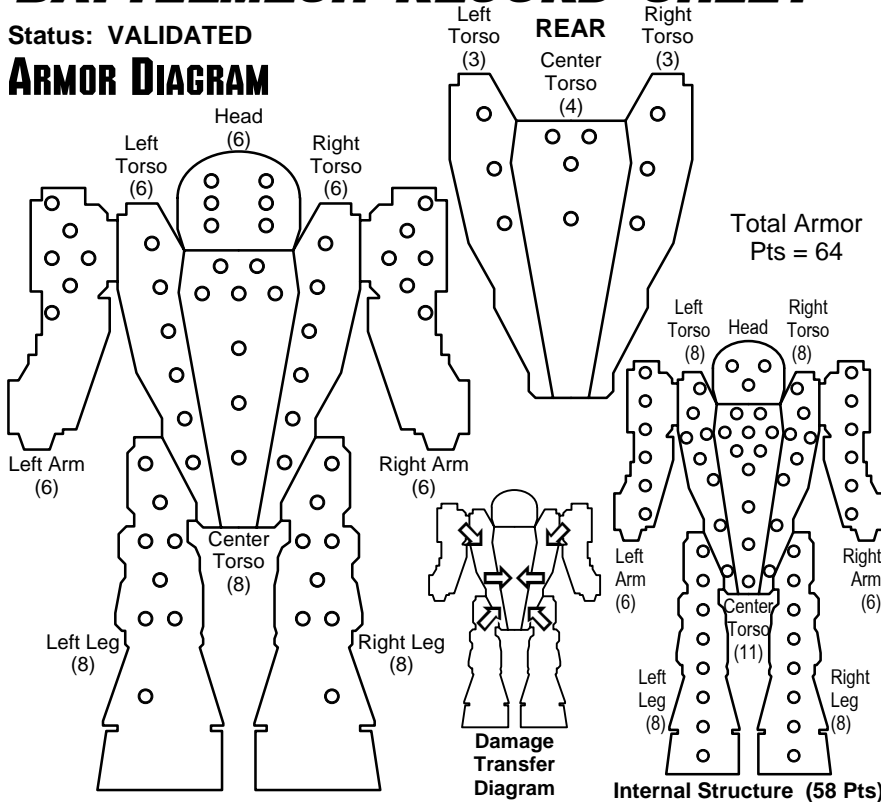
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 64

Internal Structure (58 Pts)

CRITICAL HIT TABLE

Left Arm

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

1-3

Head

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

1-3

Center Torso

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

4-6

Left Torso

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

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Single Heat Sink
- Single Heat Sink

4-6

Left Leg

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

4-6

Right Arm

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

1-3

Right Torso

- SRM 6
- SRM 6
- 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
- Single Heat Sink
- Roll Again

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

Battle Value: 674

Weapon Value: 262 / 262

Cost, C-Bills: 2,801,025

'MECH DATA

Type: **Raven RVN-1X**

Mass: **35 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** **Inner Sphere**
 Running: **8** **Biped 'Mech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	RA	3	5	-	3	6	9
1	SRM 6	RT	4	2/hit	-	3	6	9
2	Guardian ECM	LT	0	-	-	-	-	6

Ammo Type: SRM 6 Rounds: 15 BV: 10

Total Heat Sinks: 12 Single

○○○○○○○○○○○○ ○○

Auto Eject: Operational Disabled Weapon Heat: (10)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

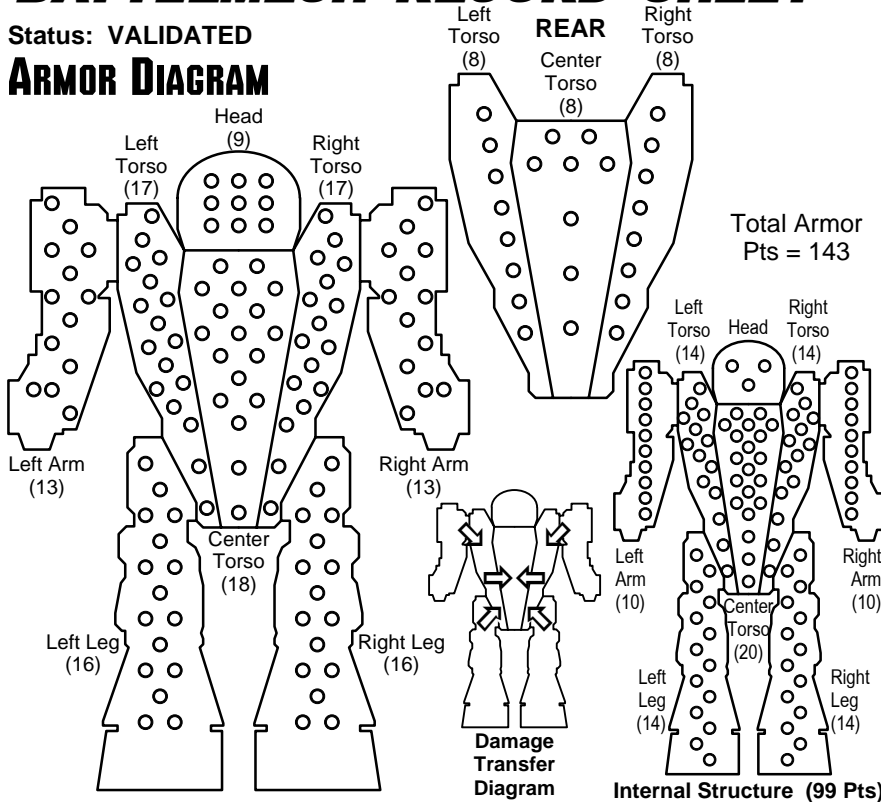


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 143

Internal Structure (99 Pts)

CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Jump Jet
- LRM 10

- LRM 10
- Ammo (LRM 10) 12
- CASE
- 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

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

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Jump Jet
- SRM 4 (OS)

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

Battle Value: **1,142**
 Weapon Value: **955 / 955**
 Cost, C-Bills: **5,746,560**

Right Arm

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

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

Right Torso

- Jump Jet
- Jump Jet
- Medium Laser (R)
- Medium Laser (R)
- 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

'MECH DATA

Type: **Quickdraw QKD-5M**

Mass: **60 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** **Inner Sphere**
 Running: **8** **Biped 'Mech**
 Jumping: **5** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	LT	4	1/hit	6	7	14	21
1	SRM 4 (OS)	CT	3	2/hit	-	3	6	9
2	Medium Laser	RT(R)	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	Medium Laser	RA	3	5	-	3	6	9

Ammo Type: LRM 10 Rounds: 12 BV: 22

Total Heat Sinks: **13 Double (26)**

○○○○○○○○○○○○ ○○○

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

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	

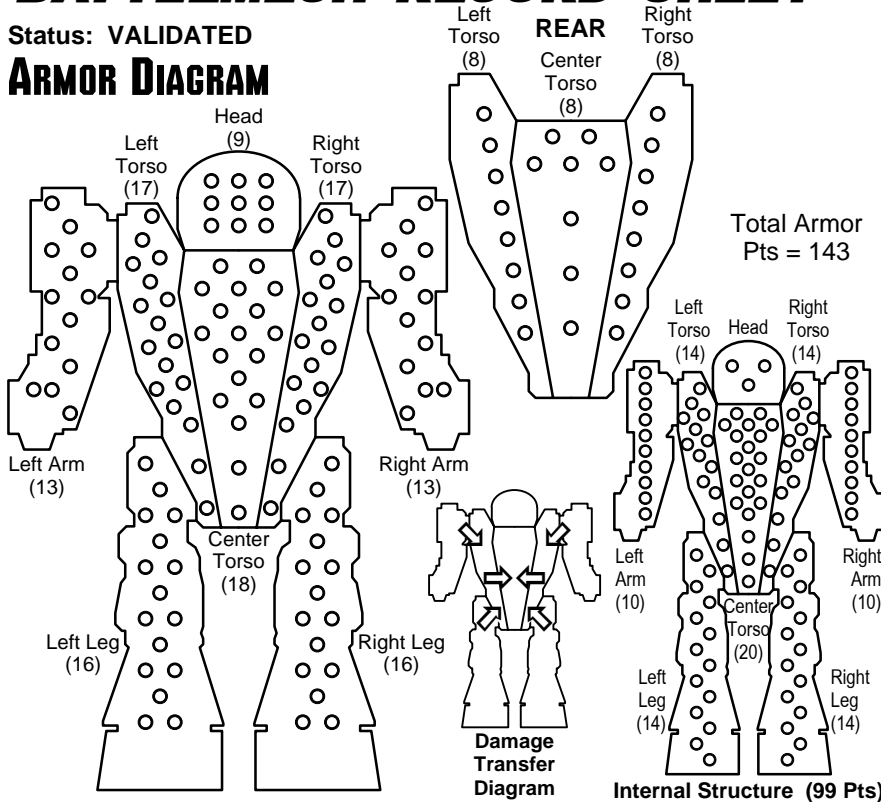


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Total Armor
Pts = 143

Internal Structure (99 Pts)

CRITICAL HIT TABLE

Left Arm

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

Left Torso

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

Left Leg

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

Head

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

Center Torso

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

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

Battle Value: 1,170
Weapon Value: 1,128 / 1,128
Cost, C-Bills: 5,716,160

Right Arm

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

Right Torso

1. Jump Jet
 2. Jump Jet
 3. Double Heat Sink
 4. Double Heat Sink
 5. Double Heat Sink
 6. Double Heat Sink
- 1-3
1. Double Heat Sink
 2. Double Heat Sink
 3. Medium Laser (R)
 4. Medium Laser (R)
 5. Ammo (SRM 4) 25
 6. Ferro-Fibrous
- 4-6

Right Leg

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

'MECH DATA

Type: Quickdraw QKD-5K

Mass: 60 tons

Movement Points: Tech, Config. & Level:

Walking: 5 Inner Sphere
Running: 8 Biped 'Mech
Jumping: 5 Level 2 / 3050

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 4	CT	3	2/hit	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	Medium Laser	RA	3	5	-	3	6	9
2	Medium Laser	RT(R)	3	5	-	3	6	9
2	Medium Laser	LT	3	5	-	3	6	9

Ammo Type: SRM 4 Rounds: 25 BV: 10

Total Heat Sinks: 17 Double (34)

○○○○○○○○○○○○○○ ○○○○○○

Auto Eject: Operational Disabled Weapon Heat: (21)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

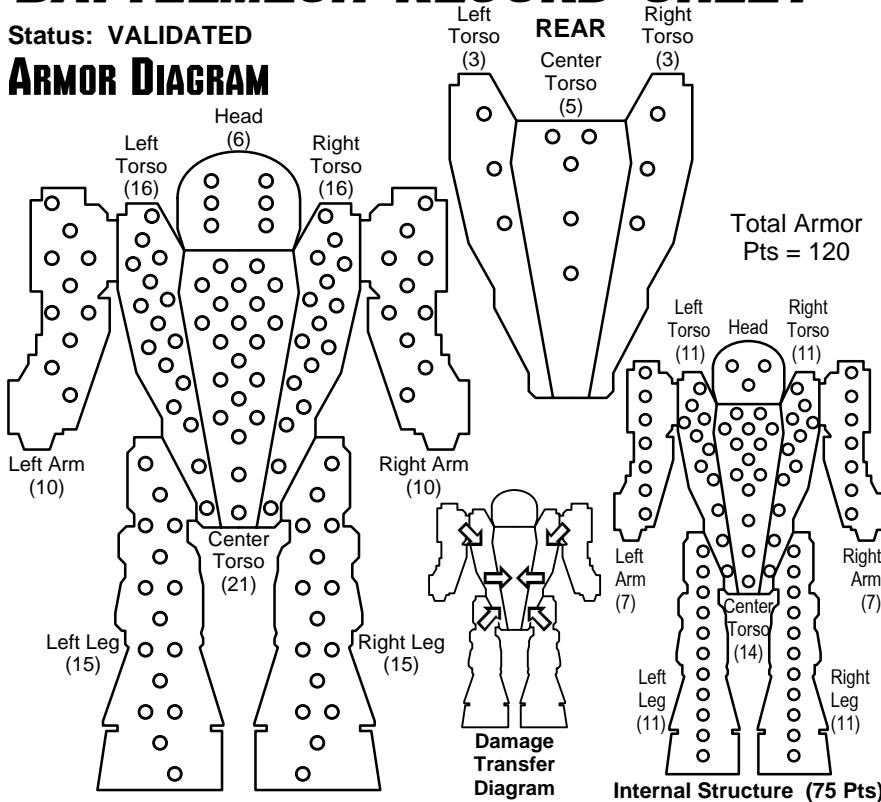
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 120

Internal Structure (75 Pts)

CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - ER Large Laser
 - ER Large Laser
- 1-3
- Medium Pulse Laser
 - Machine Gun
- 4-6
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel

Left Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Jump Jet
 - Jump Jet
 - Jump Jet
- 1-3
- Ammo (AMS) 12
 - Ammo (AMS) 12
 - Ammo (MG) 200
 - Endo Steel
 - Endo Steel
 - CASE
- 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

Center Torso

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

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

Battle Value: **1,057**
 Weapon Value: **689 / 689**
 Cost, C-Bills: **8,458,140**

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - ER Large Laser
 - ER Large Laser
- 1-3
- Medium Pulse Laser
 - Anti-Missile System
- 4-6
- Endo Steel
 - Endo Steel
 - Roll Again
 - Roll Again

Right Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Jump Jet
 - Jump Jet
 - Jump Jet
- 1-3
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 4-6

Right Leg

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

'MECH DATA

Type: **Phoenix Hawk PXH-3M**

Mass: **45 tons**

Movement Points: Tech, Config. & Level:

Walking: **6** **Inner Sphere**
 Running: **9** **Biped 'Mech**
 Jumping: **6** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	LA	12	8	-	7	14	19
1	ER Large Laser	RA	12	8	-	7	14	19
1	Medium Pulse Laser	LA	4	6	-	2	4	6
1	Medium Pulse Laser	RA	4	6	-	2	4	6
1	Anti-Missile System	RA	1	1d6	-	-	-	-
1	Machine Gun	LA	0	2	-	1	2	3

Ammo Type: Rounds: BV:

Anti-Missile System	24	29
Machine Gun	200	2

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject: Weapon Heat:

Operational Disabled **(33)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

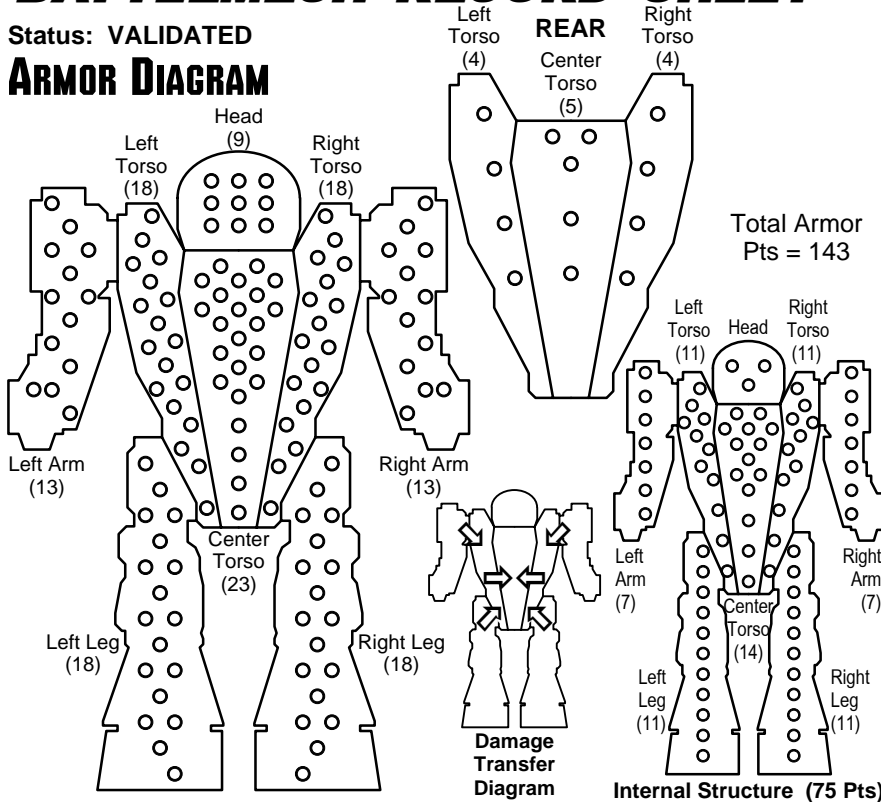
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 143

Internal Structure (75 Pts)

'MECH DATA

Type: **Phoenix Hawk PXH-3K**

Mass: **45 tons**

Movement Points: Tech, Config. & Level:

Walking: **6** **Inner Sphere**
 Running: **9** **Biped 'Mech**
 Jumping: **6** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	LA	12	8	-	7	14	19
1	ER Large Laser	RA	12	8	-	7	14	19
1	Medium Pulse Laser	LA	4	6	-	2	4	6
1	Medium Pulse Laser	RA	4	6	-	2	4	6

Total Heat Sinks: **12 Double (24)**

oooooooooooo oo

Auto Eject: Weapon Heat:

Operational Disabled **(32)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

CRITICAL HIT TABLE

Left Arm

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

Left Torso

- XL Engine
- XL Engine
- 1-3 XL Engine
- Jump Jet
- Jump Jet
- Jump Jet
1. Double Heat Sink
- Double Heat Sink
- 4-6 Double Heat Sink
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

Head

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

Center Torso

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

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

Battle Value: **1,204**
 Weapon Value: **939 / 939**
 Cost, C-Bills: **8,288,490**

Right Arm

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

Right Torso

- XL Engine
- XL Engine
- 1-3 XL Engine
- Jump Jet
- Jump Jet
- Jump Jet
1. Double Heat Sink
- Double Heat Sink
- 4-6 Double Heat Sink
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

Right Leg

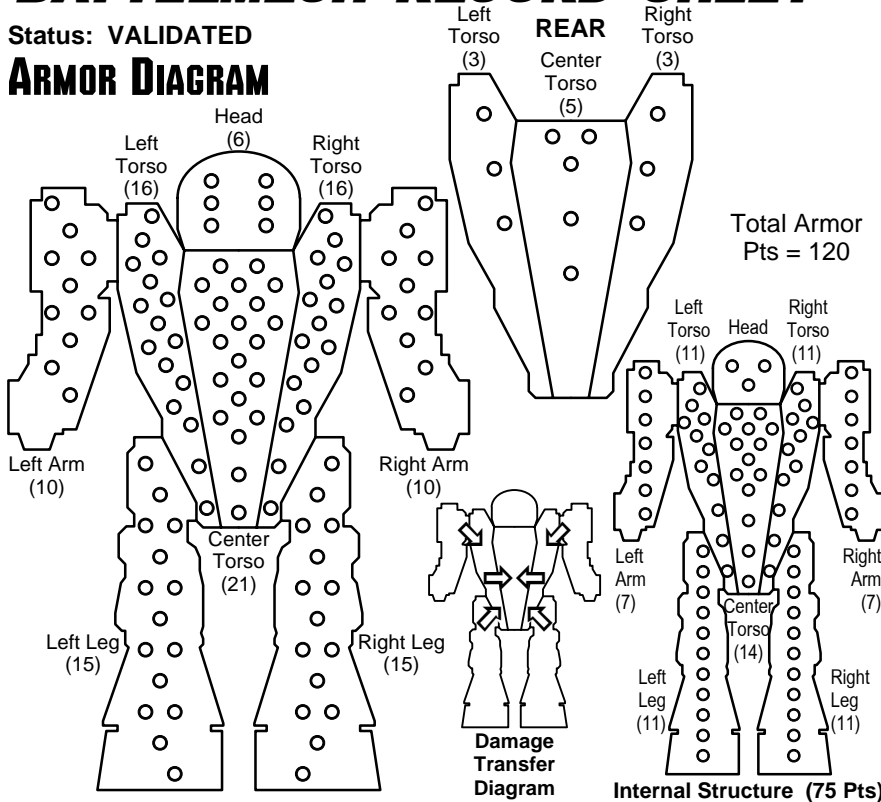
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Phoenix Hawk PXH-3D**
 Mass: **45 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **6** **Inner Sphere**
 Running: **9** **Biped 'Mech**
 Jumping: **6** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	LA	12	8	-	7	14	19
1	ER Large Laser	RA	12	8	-	7	14	19
1	Medium Pulse Laser	LA	4	6	-	2	4	6
1	Medium Pulse Laser	RA	4	6	-	2	4	6
1	Anti-Missile System	RA	1	1d6	-	-	-	-

Ammo Type: **Rounds:** **BV:**
 Anti-Missile System 24 29

Total Heat Sinks: 12 Double (24)
 ○○○○○○○○○○○○ ○○

Auto Eject: **Weapon Heat:**
 Operational Disabled **(33)**

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken

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

Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

CRITICAL HIT TABLE

- | | | |
|---|---|---|
| <p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator ER Large Laser ER Large Laser <p>1-3</p> <ol style="list-style-type: none"> Medium Pulse Laser Endo Steel Endo Steel Roll Again Roll Again Roll Again <p>4-6</p> <p>Left Torso</p> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine Jump Jet Jump Jet Jump Jet <p>1-3</p> <ol style="list-style-type: none"> Double Heat Sink Double Heat Sink Double Heat Sink Ammo (AMS) 12 Ammo (AMS) 12 Endo Steel <p>4-6</p> <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Endo Steel Endo Steel | <p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Roll Again Sensors Life Support <p>Center Torso</p> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro XL Engine XL Engine XL Engine Endo Steel Endo Steel <p>4-6</p> <div style="border: 1px solid black; padding: 5px; width: fit-content;"> <p>Engine Hits ○○○</p> <p>Gyro Hits ○○</p> <p>Sensor Hits ○○</p> <p>Life Support ○</p> </div> <p>Battle Value: 1,148
 Weapon Value: 800 / 800
 Cost, C-Bills: 8,394,340</p> | <p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator ER Large Laser ER Large Laser <p>1-3</p> <ol style="list-style-type: none"> Medium Pulse Laser Anti-Missile System Endo Steel Endo Steel Roll Again Roll Again <p>4-6</p> <p>Right Torso</p> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine Jump Jet Jump Jet Jump Jet <p>1-3</p> <ol style="list-style-type: none"> Double Heat Sink Double Heat Sink Double Heat Sink Endo Steel Endo Steel Endo Steel <p>4-6</p> <p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Endo Steel Endo Steel |
|---|---|---|

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	

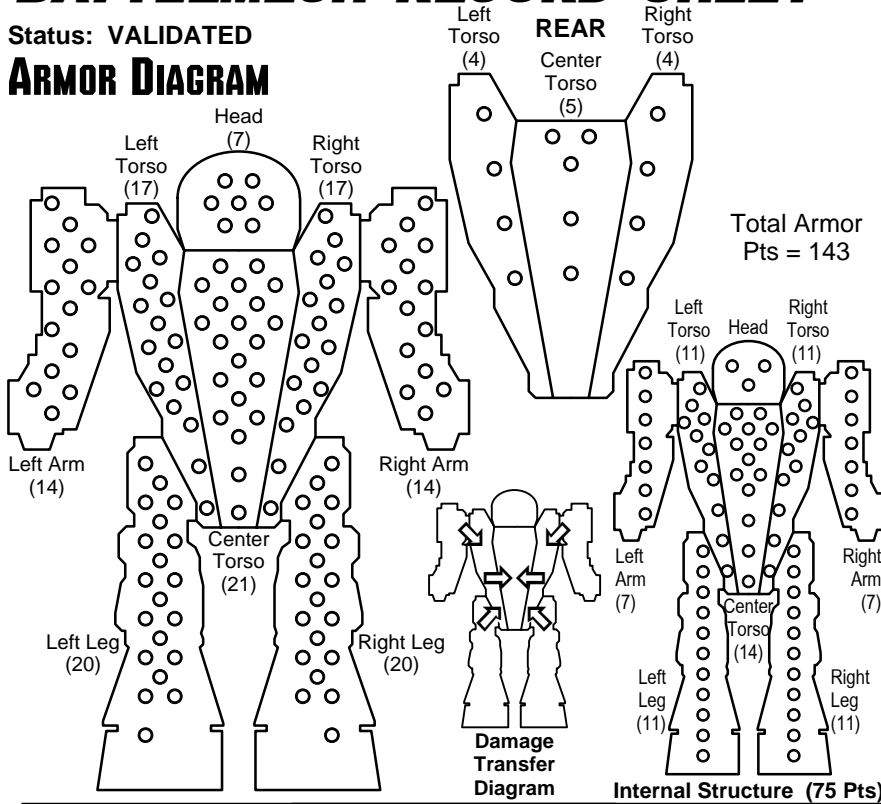


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 143

Internal Structure (75 Pts)

CRITICAL HIT TABLE

Left Arm

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

- Machine Gun
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Jump Jet
- Jump Jet
- Jump Jet

- Ammo (AMS) 12
- Ammo (AMS) 12
- Ammo (MG) 200
- CASE
- Ferro-Fibrous
- Ferro-Fibrous

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

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

- Gyro
- XL Engine
- XL Engine
- XL Engine
- MASC
- MASC

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

Battle Value: **1,019**
 Weapon Value: **848 / 848**
 Cost, C-Bills: **8,909,090**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Large Pulse Laser
- Large Pulse Laser

- Medium Laser
- Anti-Missile System
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Jump Jet
- Jump Jet
- Jump Jet

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

Right Leg

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

'MECH DATA

Type: **Phoenix Hawk PXH-3S**

Mass: **45 tons**

Movement Points: Tech, Config. & Level:

Walking: **6** **Inner Sphere**
 Running: **9 [12]** **Biped 'Mech**
 Jumping: **6** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	RA	10	9	-	3	7	10
1	Medium Laser	LA	3	5	-	3	6	9
1	Medium Laser	RA	3	5	-	3	6	9
1	Anti-Missile System	RA	1	1d6	-	-	-	-
2	Machine Gun	LA	0	2	-	1	2	3

Ammo Type: Rounds: BV:

Anti-Missile System	24	31
Machine Gun	200	2

Total Heat Sinks: **10 Double (20)**

○○○○○○○○○○

Auto Eject: Weapon Heat:

Operational Disabled **(17)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

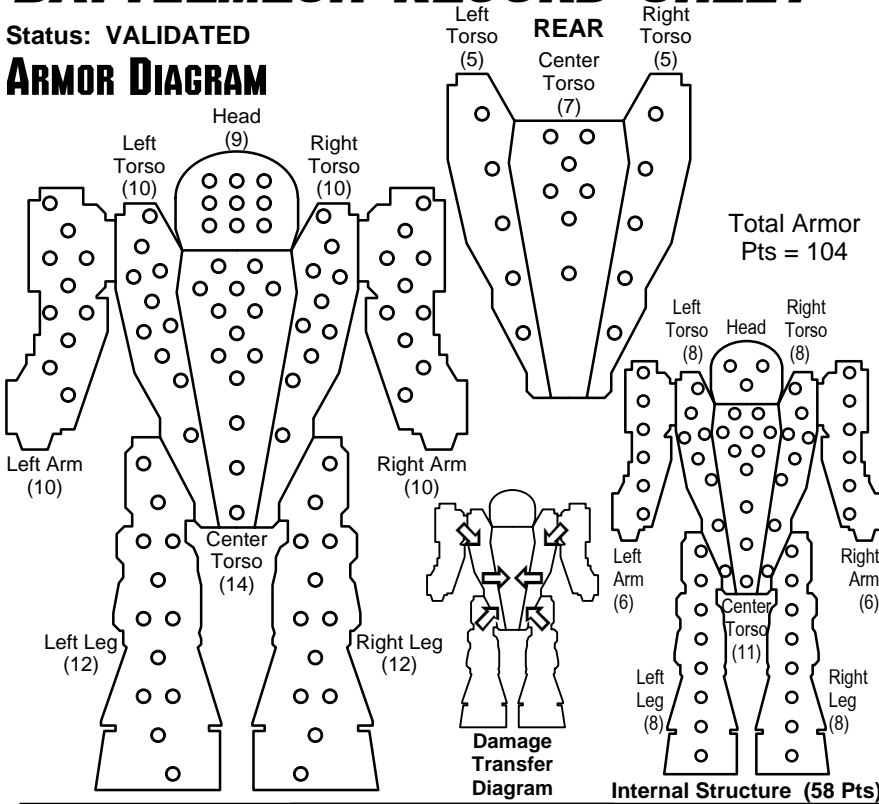
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 104

Damage Transfer Diagram

Internal Structure (58 Pts)

'MECH DATA

Type: **Panther PNT-10K**

Mass: **35 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** **Inner Sphere**
 Running: **6** **Biped 'Mech**
 Jumping: **4** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	10	-	7	14	23
1	SRM 4 w/ Artemis IV CT		3	2/hit	-	3	6	9

Ammo Type: SRM 4 Rounds: 25 BV: 8

Total Heat Sinks: **13 Single**

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Auto Eject: Operational Disabled Weapon Heat: **(18)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm

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

Head

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

Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - SRM 4
 - Artemis IV FCS
- 4-6

Left Torso

- Ammo (SRM 4) 25
 - Single Heat Sink
 - Single Heat Sink
 - Single Heat Sink
 - Single Heat Sink
 - CASE
- 1-3
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 4-6

Right Arm

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

Right Torso

- Single Heat Sink
 - Single Heat Sink
 - Single Heat Sink
 - Single Heat Sink
 - Endo Steel
 - Endo Steel
- 1-3
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Roll Again
- 4-6

Left Leg

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

Right Leg

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

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

Battle Value: **706**
 Weapon Value: **364 / 350**
 Cost, C-Bills: **2,916,360**

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	

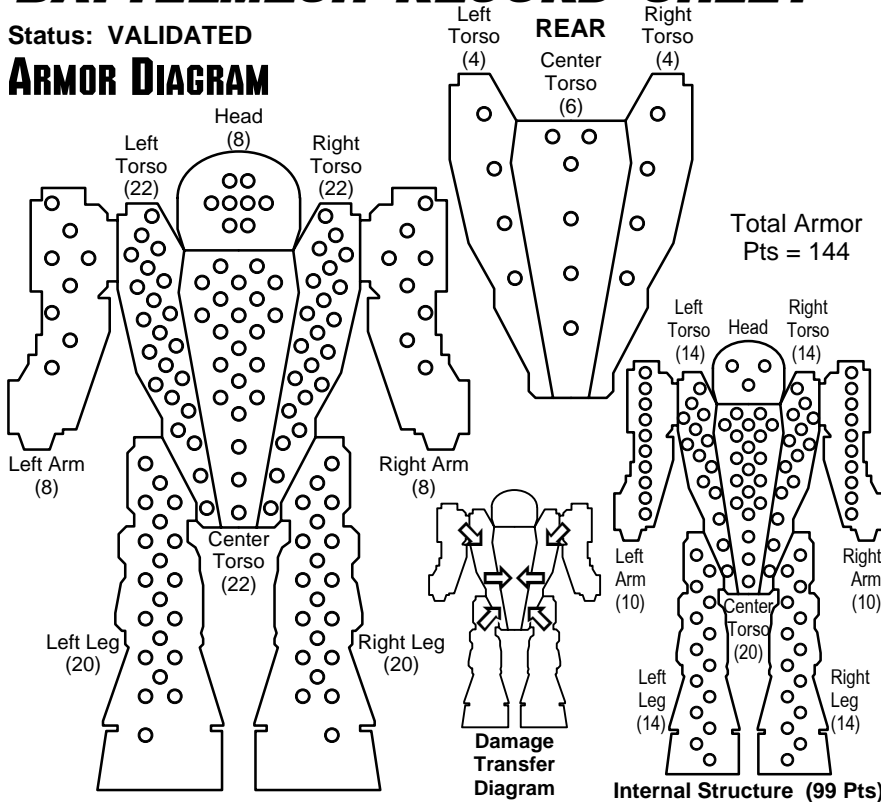
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 144

Internal Structure (99 Pts)

CRITICAL HIT TABLE

Left Arm

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

Head

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

Center Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Medium Pulse Laser (R)
 - Medium Pulse Laser (R)
- 4-6

Left Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Large Pulse Laser
 - Large Pulse Laser
 - Medium Pulse Laser
 - Ammo (AMS) 12
 - Roll Again
 - Roll Again
- 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
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Roll Again
- 4-6
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Right Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Large Pulse Laser
 - Large Pulse Laser
 - Medium Pulse Laser
 - Anti-Missile System
 - Roll Again
 - Roll Again
- 4-6

Right Leg

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

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

Battle Value: **1,102**
 Weapon Value: **1,330 / 1,330**
 Cost, C-Bills: **11,458,560**

'MECH DATA

Type: **Ostsol OTL-5M**

Mass: **60 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** Inner Sphere
 Running: **8** Biped 'Mech
 Jumping: **0** Level 2 / 3050

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	LT	10	9	-	3	7	10
1	Large Pulse Laser	RT	10	9	-	3	7	10
2	Medium Pulse Laser	CT(R)	4	6	-	2	4	6
1	Medium Pulse Laser	LT	4	6	-	2	4	6
1	Medium Pulse Laser	RT	4	6	-	2	4	6
1	Anti-Missile System	RT	1	1d6	-	-	-	-

Ammo Type: Rounds: BV:
 Anti-Missile System 12 14

Total Heat Sinks: **16 Double (32)**

○○○○○○○○○○ ○○○○○○

Auto Eject: Weapon Heat:
 Operational Disabled **(37)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

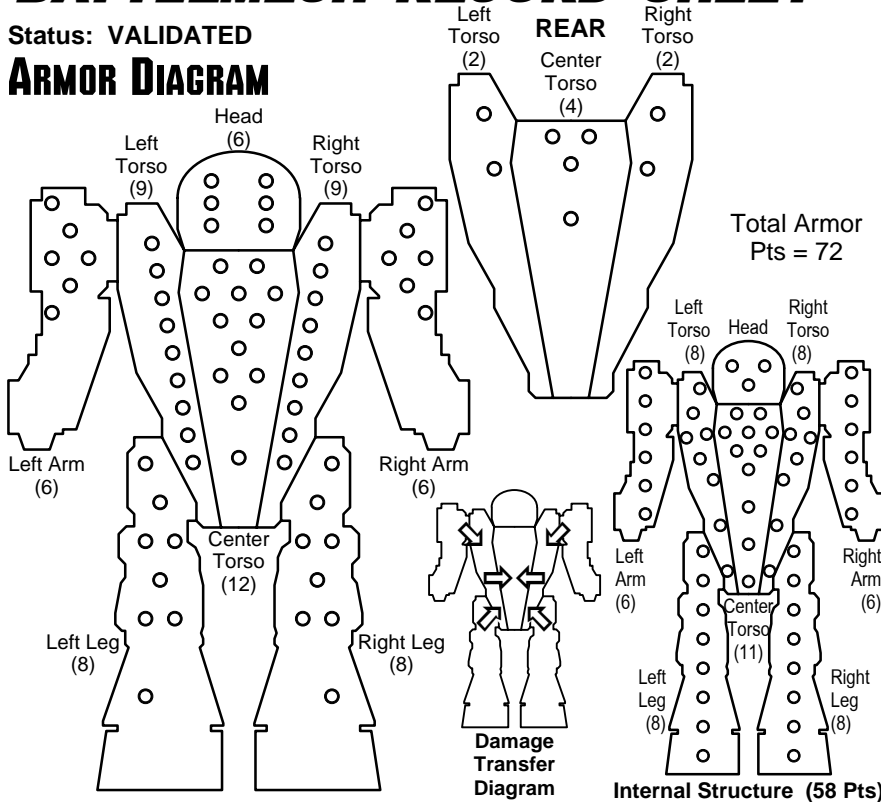


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Ostscout OTT-7K**

Mass: **35 tons**

Movement Points: Tech, Config. & Level:

Walking: **8** **Inner Sphere**
 Running: **12** **Biped 'Mech**
 Jumping: **8** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	TAG	CT	0	*	-	5	9	15

Total Heat Sinks: **10 Single**

oooooooooooo

Auto Eject: Weapon Heat:

Operational Disabled (0)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

- Jump Jet
- Jump Jet
- Jump Jet
- Jump Jet
- 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

Head

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

Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- TAG
- Roll Again

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

Battle Value: **372**
 Weapon Value: **0 / 0**
 Cost, C-Bills: **3,422,700**

Right Arm

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

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

Right Torso

- Jump Jet
- Jump Jet
- Jump Jet
- Jump Jet
- 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

HEAT SCALE

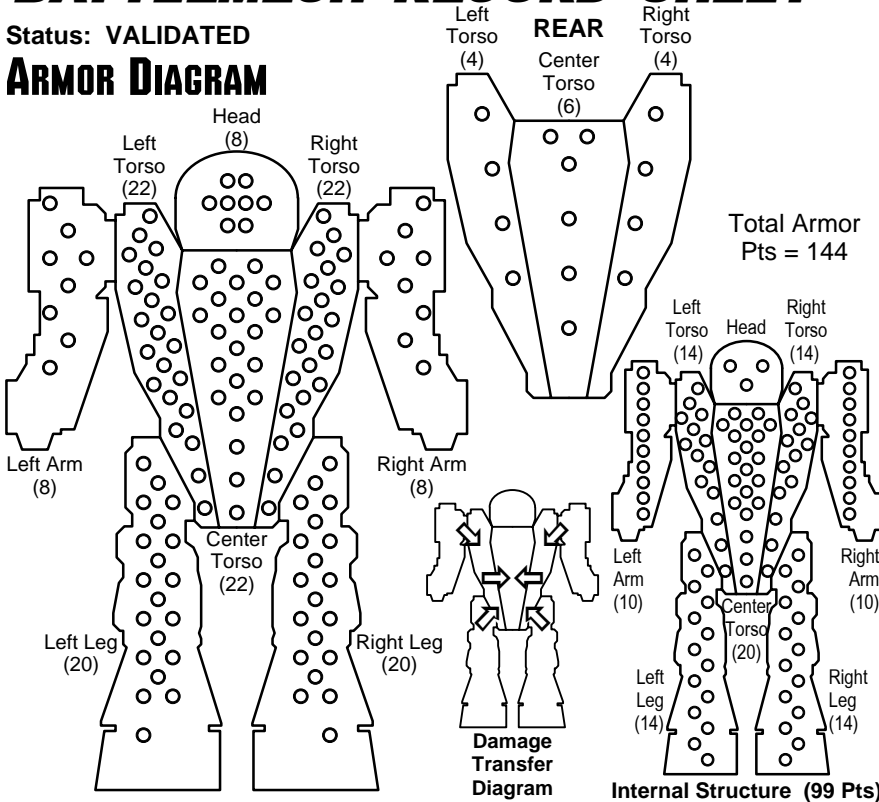
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 144

Internal Structure (99 Pts)

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
- Roll Again

Left Torso

- ER Large Laser
- ER Large Laser
- Medium Laser
- 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
- Single Heat Sink
- Roll Again

Head

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

Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Single Heat Sink
- Ammo (SRM 4) 25

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

Battle Value: **942**
 Weapon Value: **722 / 722**
 Cost, C-Bills: **5,360,960**

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

- SRM 4
- ER Large Laser
- ER Large Laser
- Medium Laser
- 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
- Single Heat Sink
- Roll Again

'MECH DATA

Type: **Ostroc OSR-2D**

Mass: **60 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** **Inner Sphere**
 Running: **8** **Biped 'Mech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 4	RT	3	2/hit	-	3	6	9
1	ER Large Laser	LT	12	8	-	7	14	19
1	ER Large Laser	RT	12	8	-	7	14	19
1	Medium Laser	LT	3	5	-	3	6	9
1	Medium Laser	RT	3	5	-	3	6	9

Ammo Type: SRM 4 Rounds: 25 BV: 7

Total Heat Sinks: 15 Single

○○○○○○○○○○○○○○○○○○

Auto Eject: Operational Disabled Weapon Heat: **(33)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

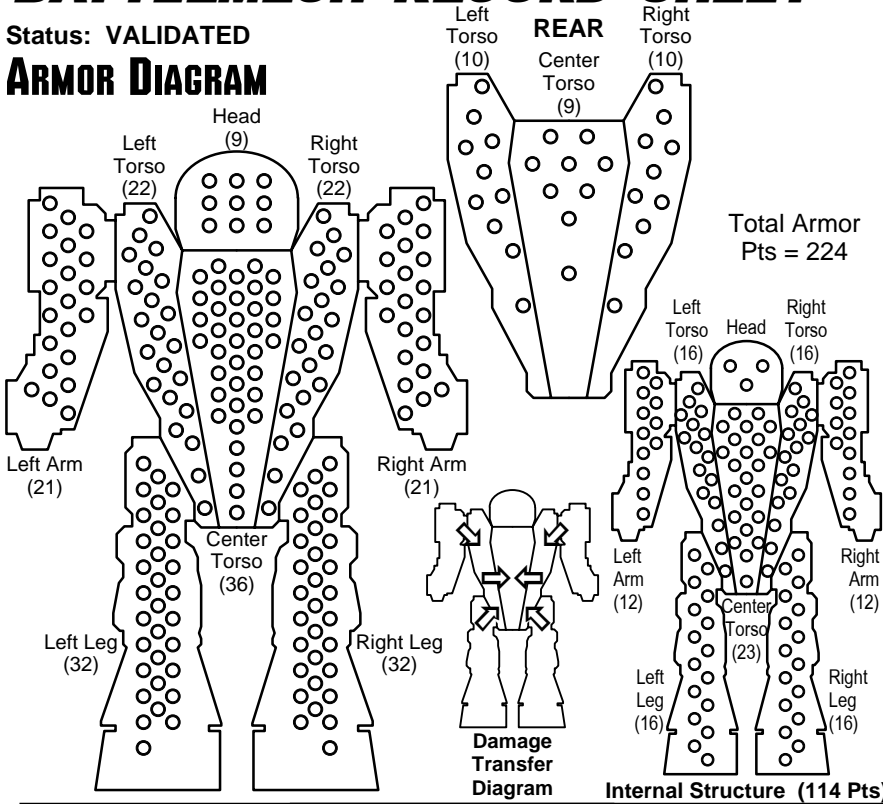


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 224

Internal Structure (114 Pts)

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 LRM 20
- LRM 20
- LRM 20
- 1 LRM 20
- LRM 20
- 4-6 Medium Laser
- Roll Again
- Roll Again
- Roll Again

Left Torso

- XL Engine
- XL Engine
- 1-3 XL Engine
- SRM 4
- 5 Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- 1 Ammo (SRM 4) 25
- 2 Ammo (SRM 4) 25
- 3 Ammo (Narc Pods) 6
- 4-6 Ammo (Narc Pods) 6
- CASE
- 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 XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro
- 1 Gyro
- 2 XL Engine
- 3 XL Engine
- 4-6 XL Engine
- 5 Narc Missile Beacon
- 6 Narc Missile Beacon

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

Battle Value: **1,192**
 Weapon Value: **1,984 / 1,984**
 Cost, C-Bills: **15,576,750**

Right Arm

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

Right Torso

- 1-3 XL Engine
- XL Engine
- XL Engine
- 1-3 LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- 1 LB 10-X AC
- 2 LB 10-X AC
- 3 LB 10-X AC
- 4-6 Ammo (LB 10-X) 10
- 5 Ammo (LB 10-X) 10
- 6 CASE

Right Leg

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

'MECH DATA

Type: **Orion ON1-M**

Mass: **75 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** **Inner Sphere**
 Running: **6** **Biped 'Mech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	RT	2	10	-	6	12	18
1	LRM 20	LA	6	1/hit	6	7	14	21
1	SRM 4	LT	3	2/hit	-	3	6	9
1	Narc Missile Beacon	CT	0	-	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	Medium Laser	RA	3	5	-	3	6	9

Ammo Type:	Rounds:	BV:
LB 10-X AC	20	43
LRM 20	12	52
SRM 4	50	11
Narc Missile Beacon	12	0

Total Heat Sinks: **11 Double (22)**

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Auto Eject: Weapon Heat:

Operational Disabled **(17)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

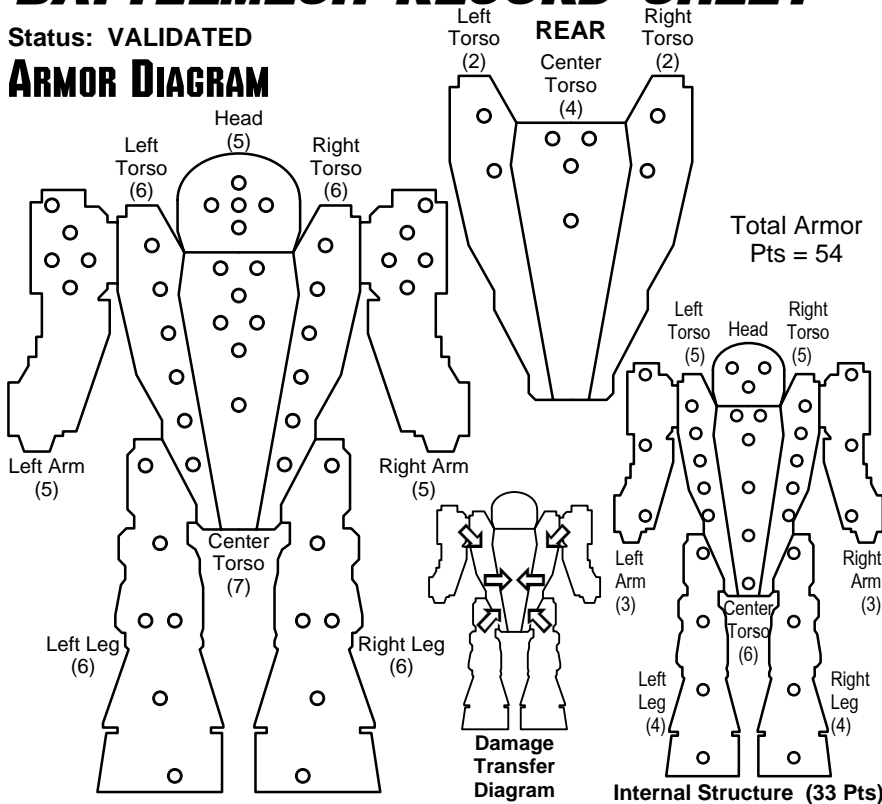
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Mercury MCY-97**
 Mass: **20 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **8** **Inner Sphere**
 Running: **12 [16]** **Biped 'Mech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5	-	3	6	9
1	Small Laser	CT	1	3	-	1	2	3
1	Beagle Active Probe	LT	0	-	-	-	-	4

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

Auto Eject: **Weapon Heat:**
 Operational Disabled **(4)**

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken:

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

 Consciousness #:

3	5	7	10	11	Dead
---	---	---	----	----	------

CRITICAL HIT TABLE

- | | | |
|---|---|--|
| <p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Roll Again Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <p>Left Torso</p> <ol style="list-style-type: none"> Beagle Active Probe Beagle Active Probe Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous <p>1-3</p> <ol style="list-style-type: none"> Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Roll Again Roll Again Roll Again <p>4-6</p> <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Single Heat Sink Single Heat Sink | <p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Roll Again Sensors Life Support <p>1-3</p> <p>Center Torso</p> <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro Fusion Engine Fusion Engine Fusion Engine MASC Small Laser <p>4-6</p> | <p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Medium Laser Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <p>Right Torso</p> <ol style="list-style-type: none"> Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous <p>1-3</p> <ol style="list-style-type: none"> Ferro-Fibrous Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Single Heat Sink Single Heat Sink |
|---|---|--|

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

Battle Value: **380**
 Weapon Value: **92 / 92**
 Cost, C-Bills: **1,974,940**

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	

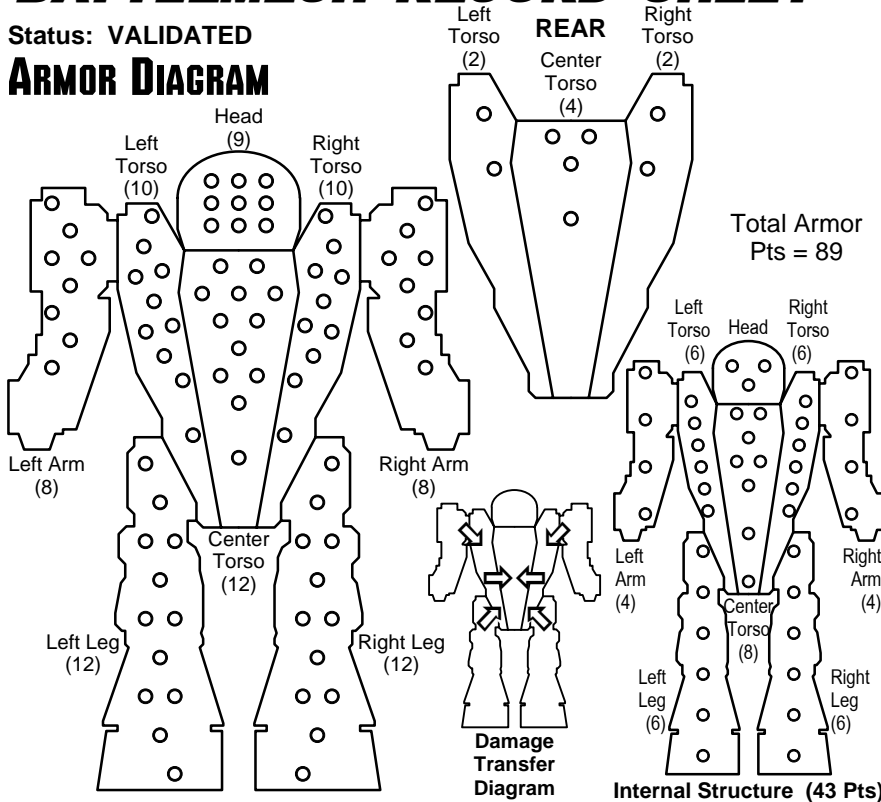


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Mongoose MON-66**

Mass: **25 tons**

Movement Points: Tech, Config. & Level:

Walking: **8** **Inner Sphere**
 Running: **12** **Biped 'Mech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	Medium Laser	CT	3	5	-	3	6	9
1	Small Laser	HD	1	3	-	1	2	3
1	Beagle Active Probe	LT	0	-	-	-	-	4

Total Heat Sinks: **10 Single**

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Auto Eject: Weapon Heat:

Operational Disabled **(10)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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



CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

- Beagle Active Probe
- Beagle Active Probe
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

Left Leg

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

Head

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

Center Torso

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

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

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

Battle Value: **633**
 Weapon Value: **391 / 391**
 Cost, C-Bills: **2,229,479**

Right Arm

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

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

Right Torso

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

- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

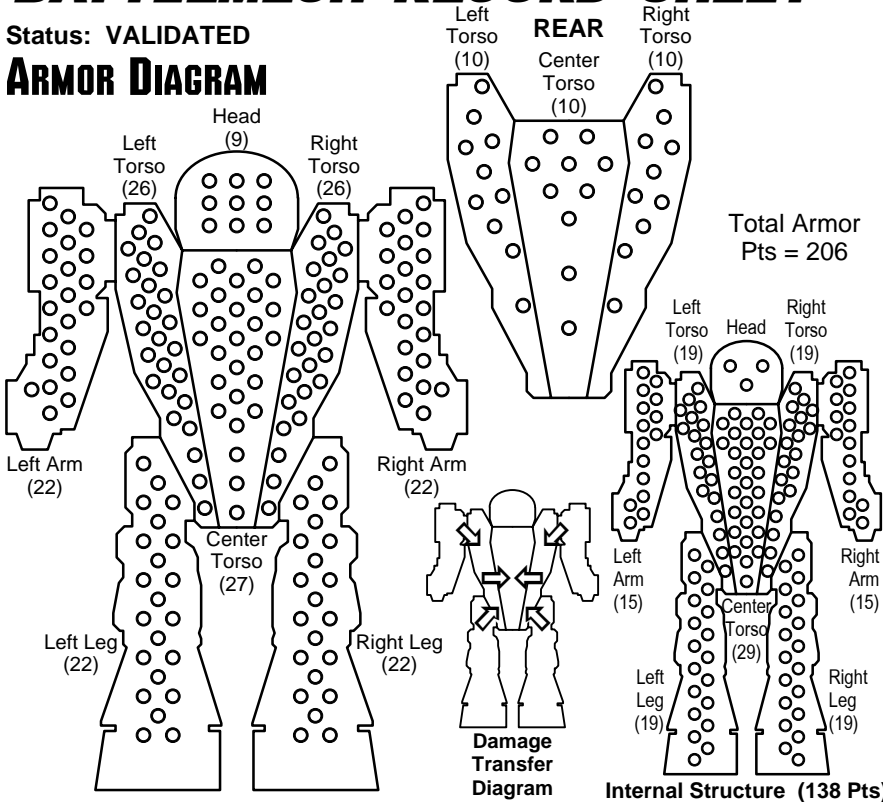
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 206

Internal Structure (138 Pts)

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- 1-3 ER Large Laser
- ER Large Laser
- 3 Ferro-Fibrous
- 4 Ferro-Fibrous
- 5 Ferro-Fibrous
- 6 Roll Again

Left Torso

- 1-3 XL Engine
- XL Engine
- XL Engine
- 1-3 LRM 15
- LRM 15
- LRM 15

- 1-3 Autocannon/2
- Autocannon/2
- 4-6 Ammo (LRM 15) 8
- Ammo (LRM 15) 8
- 5 Ammo (AC/2) 45
- 6 CASE

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- 1-3 XL Engine
- XL Engine
- XL Engine
- 4 Gyro
- Gyro
- Gyro

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

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

Battle Value: **1,113**
 Weapon Value: **1,478 / 1,478**
 Cost, C-Bills: **18,399,600**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 ER Large Laser
- ER Large Laser
- 6 Ferro-Fibrous

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

Right Torso

- 1-3 XL Engine
- XL Engine
- XL Engine
- 1-3 LRM 15
- LRM 15
- LRM 15

- 1-3 Autocannon/2
- Autocannon/2
- 4-6 Ammo (LRM 15) 8
- Ammo (LRM 15) 8
- 5 Ammo (AC/2) 45
- 6 CASE

Right Leg

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

'MECH DATA

Type: **Mauler MAL-1R**

Mass: **90 tons**

Movement Points: Tech, Config. & Level:

Walking: **3** Inner Sphere
 Running: **5** Biped 'Mech
 Jumping: **0** Level 2 / 3050

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	LA	12	8	-	7	14	19
1	ER Large Laser	RA	12	8	-	7	14	19
1	LRM 15	LT	5	1/hit	6	7	14	21
1	LRM 15	RT	5	1/hit	6	7	14	21
2	Autocannon/2	LT	1	2	4	8	16	24
2	Autocannon/2	RT	1	2	4	8	16	24

Ammo Type: Rounds: BV:

LRM 15	32	68
Autocannon/2	90	10

Total Heat Sinks: 11 Double (22)

○○○○○○○○○○○○ ○

Auto Eject: Operational Disabled

Weapon Heat: **(38)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

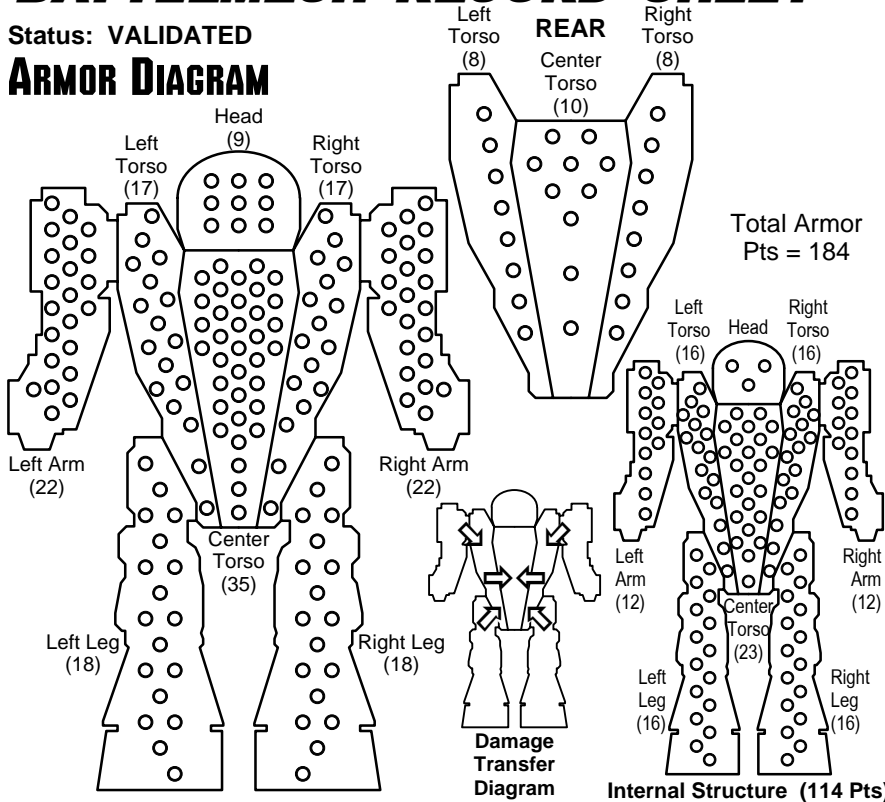
WIZKIDS

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Marauder MAD-5S**

Mass: **75 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** **Inner Sphere**
 Running: **6** **Biped 'Mech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	10	-	7	14	23
1	ER PPC	LA	15	10	-	7	14	23
1	Medium Pulse Laser	LA	4	6	-	2	4	6
1	Medium Pulse Laser	RA	4	6	-	2	4	6
1	Gauss Rifle	RT	1	15	2	7	15	22

Ammo Type: Rounds: BV:
 Gauss Rifle 8 41

Total Heat Sinks: **16 Double (32)**

○○○○○○○○○○ ○○○○○○

Auto Eject: Weapon Heat:
 Operational Disabled **(39)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink
1. ER PPC
2. ER PPC
3. ER PPC
- 4-6 4. Medium Pulse Laser
5. Roll Again
6. Roll Again

Head

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink
1. ER PPC
2. ER PPC
3. ER PPC
- 4-6 4. Medium Pulse Laser
5. Roll Again
6. Roll Again

Center Torso

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

Right Torso

- 1-3 1. XL Engine
2. XL Engine
3. XL Engine
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle
1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Gauss Rifle
5. CASE
6. Roll Again

Left Torso

- 1-3 1. XL Engine
2. XL Engine
3. XL Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
- 4-6 4. Ammo (Gauss) 8
5. Roll Again
6. Roll Again

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

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

Battle Value: **1,466**
 Weapon Value: **2,189 / 2,189**
 Cost, C-Bills: **15,498,000**

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

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	

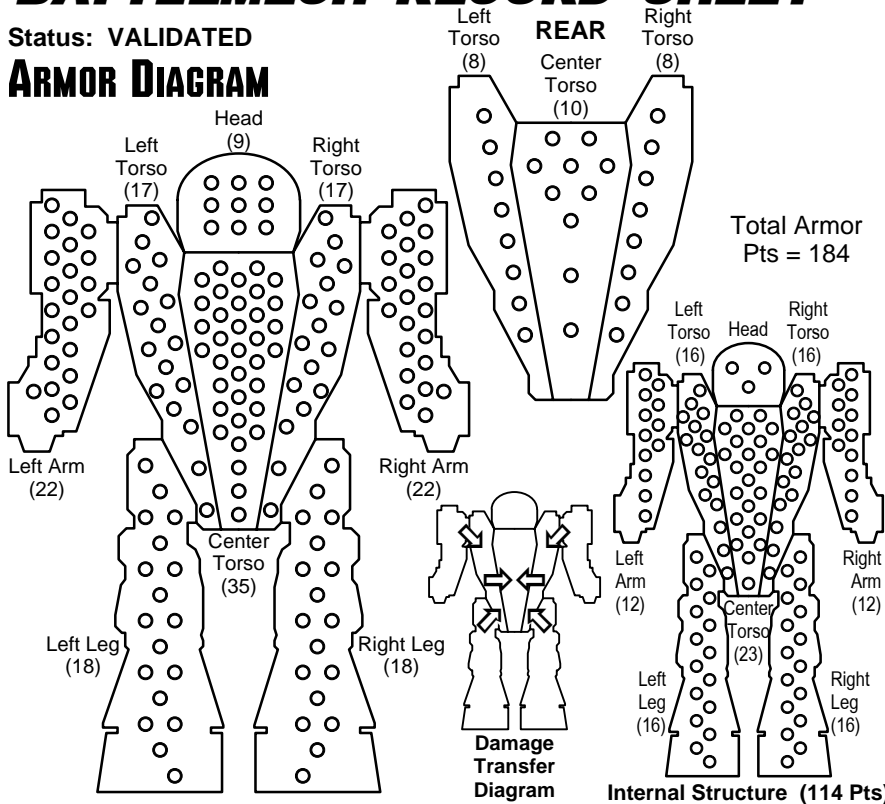
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 184

Internal Structure (114 Pts)

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink
1. Large Pulse Laser
2. Large Pulse Laser
3. Medium Pulse Laser
- 4-6 Roll Again
5. Roll Again
6. Roll Again

Left Torso

- XL Engine
- XL Engine
- XL Engine
- 1-3 Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
- 4-6 Ammo (LB 10-X) 10
5. CASE
6. Roll Again

Left Leg

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

Head

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

Center Torso

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

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

Battle Value: **1,391**
 Weapon Value: **1,967 / 1,967**
 Cost, C-Bills: **15,641,500**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Large Pulse Laser
5. Large Pulse Laser
6. Medium Pulse Laser
1. Roll Again
2. Roll Again
3. Roll Again
- 4-6 Roll Again
5. Roll Again
6. Roll Again

Right Torso

- XL Engine
- XL Engine
- XL Engine
- 1-3 Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink
1. LB 10-X AC
2. LB 10-X AC
3. LB 10-X AC
- 4-6 LB 10-X AC
5. LB 10-X AC
6. LB 10-X AC

Right Leg

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

'MECH DATA

Type: **Marauder MAD-5M**

Mass: **75 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** **Inner Sphere**
 Running: **6** **Biped 'Mech**
 Jumping: **4** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	RA	10	9	-	3	7	10
1	Large Pulse Laser	LA	10	9	-	3	7	10
1	Medium Pulse Laser	LA	4	6	-	2	4	6
1	Medium Pulse Laser	RA	4	6	-	2	4	6
1	LB 10-X AC	RT	2	10	-	6	12	18

Ammo Type: Rounds: BV:
 LB 10-X AC 10 31

Total Heat Sinks: 16 Double (32)

○○○○○○○○○○ ○○○○○○

Auto Eject: Weapon Heat:
 Operational Disabled **(30)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

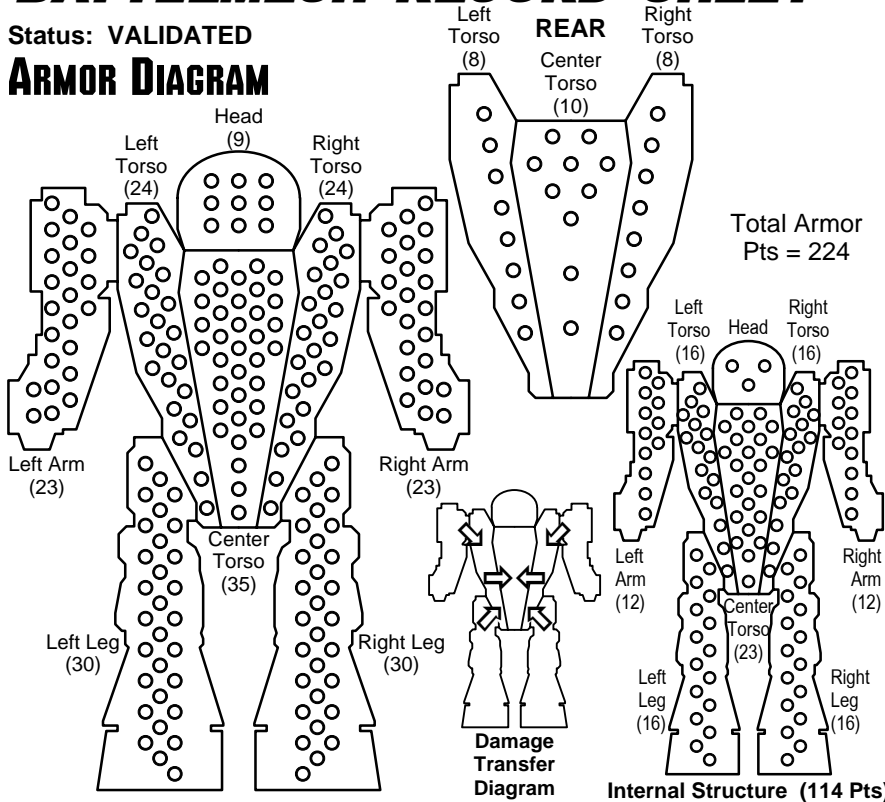


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: **Marauder MAD-5D**

Mass: **75 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** **Inner Sphere**
 Running: **6** **Biped 'Mech**
 Jumping: **4** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	10	-	7	14	23
1	ER PPC	RA	15	10	-	7	14	23
1	Medium Pulse Laser	RA	4	6	-	2	4	6
1	Medium Pulse Laser	LA	4	6	-	2	4	6
1	Large Pulse Laser	RT	10	9	-	3	7	10
1	Streak SRM 2	LT	2	2/hit	-	3	6	9

Ammo Type: Rounds: BV:
 Streak SRM 2 50 7

Total Heat Sinks: **16 Double (32)**

○○○○○○○○○○ ○○○○○○

Auto Eject: Weapon Heat:
 Operational Disabled **(50)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 ER PPC
- ER PPC
- ER PPC
1. Medium Pulse Laser
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- XL Engine
- XL Engine
- XL Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
1. Double Heat Sink
- Double Heat Sink
3. Double Heat Sink
- 4-6 Streak SRM 2
- Ammo (Streak 2) 50
- CASE

Left Leg

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

Head

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

Center Torso

- XL Engine
- XL Engine
- XL Engine
- 1-3 Gyro
- Gyro
- Gyro
1. Gyro
2. XL Engine
3. XL Engine
- 4-6 XL Engine
- Roll Again
- Roll Again

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

Battle Value: **1,504**
 Weapon Value: **1,847 / 1,821**
 Cost, C-Bills: **15,828,750**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 ER PPC
- ER PPC
- ER PPC
1. Medium Pulse Laser
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

- XL Engine
- XL Engine
- XL Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
1. Double Heat Sink
- Double Heat Sink
3. Double Heat Sink
- 4-6 Large Pulse Laser
- Large Pulse Laser
- Roll Again

Right Leg

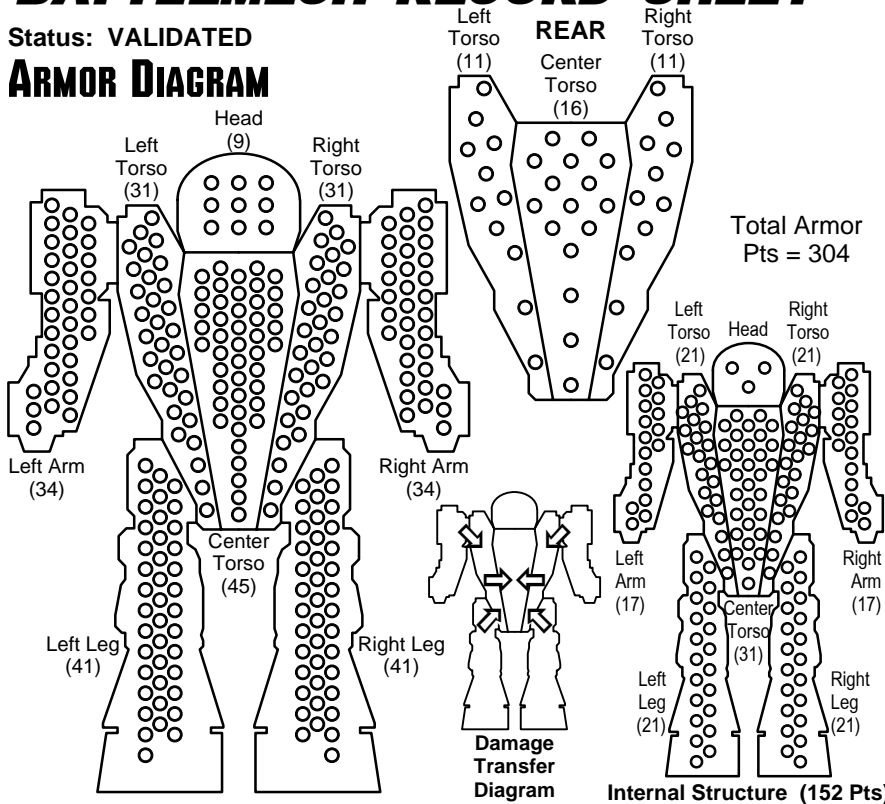
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Marauder II MAD-4A**
 Mass: **100 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **3** Inner Sphere
 Running: **5** Biped 'Mech
 Jumping: **3** Level 1 / 3050

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	LA	10	10	3	6	12	18
1	PPC	RA	10	10	3	6	12	18
1	Medium Laser	LA	3	5	-	3	6	9
1	Medium Laser	RA	3	5	-	3	6	9
1	Large Laser	RT	8	8	-	5	10	15

Total Heat Sinks: 29 Single
 ○○○○○○○○○○ ○○○○○○○○○○
 ○○○○○○○○○○

Auto Eject: Operational Disabled
Weapon Heat: (34)

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

<p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator 1-3 PPC 5. PPC 6. PPC 1. Medium Laser 4. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again <p>Left Torso</p> <ol style="list-style-type: none"> Single Heat Sink Single Heat Sink 3. Single Heat Sink 4. Single Heat Sink 5. Single Heat Sink 6. Single Heat Sink 1. Single Heat Sink 2. Single Heat Sink 3. Single Heat Sink 4. Roll Again 5. Roll Again 6. Roll Again <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Single Heat Sink Jump Jet 	<p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Roll Again Sensors Life Support <p>Center Torso</p> <ol style="list-style-type: none"> Fusion Engine Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro 1. Gyro 2. Fusion Engine 3. Fusion Engine 4. Fusion Engine 5. Jump Jet 6. Roll Again <div style="border: 1px solid black; padding: 5px; margin: 5px 0;"> <p>Engine Hits ○○○</p> <p>Gyro Hits ○○</p> <p>Sensor Hits ○○</p> <p>Life Support ○</p> </div> <p>Battle Value: 1,769 Weapon Value: 2,406 / 2,406 Cost, C-Bills: 9,356,000</p>	<p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator 4. PPC 5. PPC 6. PPC 1. Medium Laser 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again <p>Right Torso</p> <ol style="list-style-type: none"> Single Heat Sink 2. Single Heat Sink 3. Single Heat Sink 4. Single Heat Sink 5. Single Heat Sink 6. Single Heat Sink 1. Large Laser 2. Large Laser 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again <p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Single Heat Sink 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	

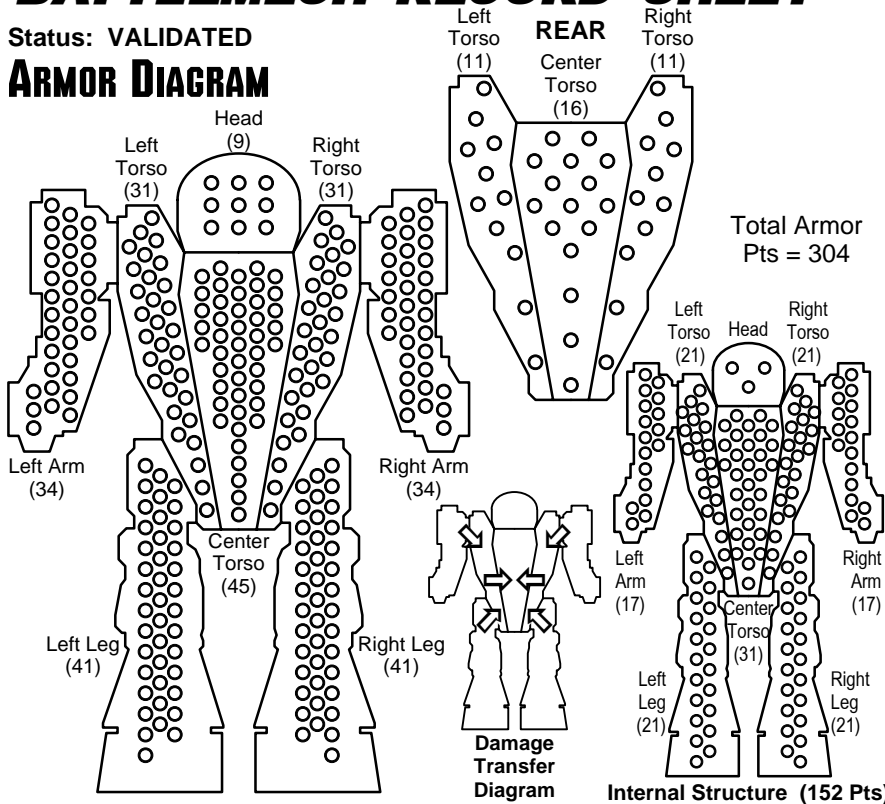


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Marauder II MAD-5A**

Mass: **100 tons**

Movement Points: Tech, Config. & Level:

Walking: **3** **Inner Sphere**
 Running: **5** **Biped 'Mech**
 Jumping: **3** **Level 2 / 3050**

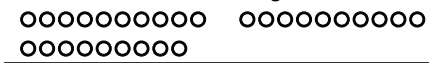
Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	10	-	7	14	23
1	ER PPC	RA	15	10	-	7	14	23
1	Medium Laser	LA	3	5	-	3	6	9
1	Medium Laser	RA	3	5	-	3	6	9
1	LB 10-X AC	RT	2	10	-	6	12	18

Ammo Type: Rounds: BV:

LB 10-X AC 30 78

Total Heat Sinks: 29 Single



Auto Eject: Weapon Heat:

Operational Disabled **(38)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Single Heat Sink
- Single Heat Sink
- Single Heat Sink

- 1-3 ER PPC
- ER PPC
- ER PPC
- 4-6 Medium Laser
- Roll Again
- Roll Again

Left Torso

- 1-3 XL Engine
- XL Engine
- XL Engine
- Single Heat Sink
- Single Heat Sink
- Single Heat Sink

- 1-3 Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- 4-6 Ammo (LB 10-X) 10
- Ammo (LB 10-X) 10
- Ammo (LB 10-X) 10

Left Leg

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

Head

- 1-3 Life Support
- Sensors
- Cockpit
- Single Heat Sink
- Sensors
- Life Support

Center Torso

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

- 1-3 Gyro
- XL Engine
- XL Engine
- 4-6 XL Engine
- Jump Jet
- Roll Again

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

Battle Value: **1,725**
 Weapon Value: **2,456 / 2,456**
 Cost, C-Bills: **22,528,000**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Single Heat Sink
- Single Heat Sink
- Single Heat Sink

- 1-3 ER PPC
- ER PPC
- ER PPC
- 4-6 Medium Laser
- Roll Again
- Roll Again

Right Torso

- 1-3 XL Engine
- XL Engine
- XL Engine
- Single Heat Sink
- Single Heat Sink
- LB 10-X AC

- 1-3 LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- 4-6 CASE

Right Leg

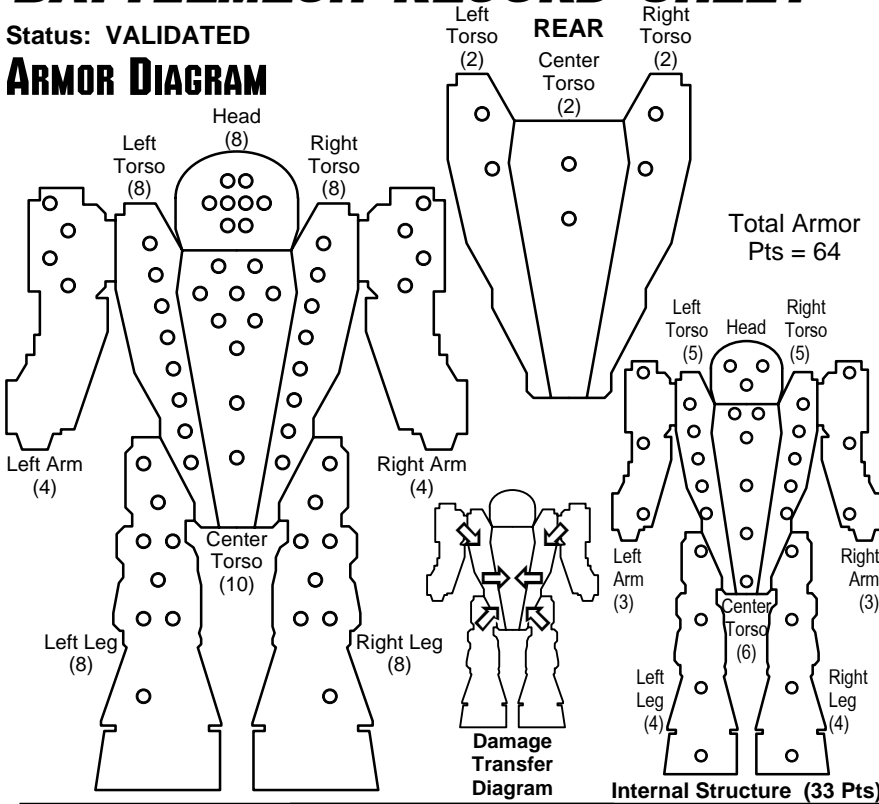
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 64

Internal Structure (33 Pts)

CRITICAL HIT TABLE

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

- Triple Strength
- Triple Strength
- Triple Strength
- 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
- Single Heat Sink
- Single Heat Sink

Head

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

1-3

Center Torso

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

4-6

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

Battle Value: 364

Weapon Value: 103 / 103

Cost, C-Bills: 1,848,400

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

- Triple Strength
- Triple Strength
- Triple Strength
- 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
- Single Heat Sink
- Single Heat Sink

'MECH DATA

Type: **Locust LCT-1L**

Mass: **20 tons**

Movement Points: Tech, Config. & Level:

Walking: **8 [9] Inner Sphere**

Running: **12 [14] Biped 'Mech**

Jumping: **0 Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	CT	3	5	-	3	6	9
1	Machine Gun	RA	0	2	-	1	2	3
1	Machine Gun	LA	0	2	-	1	2	3

Ammo Type: Machine Gun Rounds: 200 BV: 2

Total Heat Sinks: 10 Single

oooooooooooo

Auto Eject: Operational Disabled Weapon Heat: (3)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

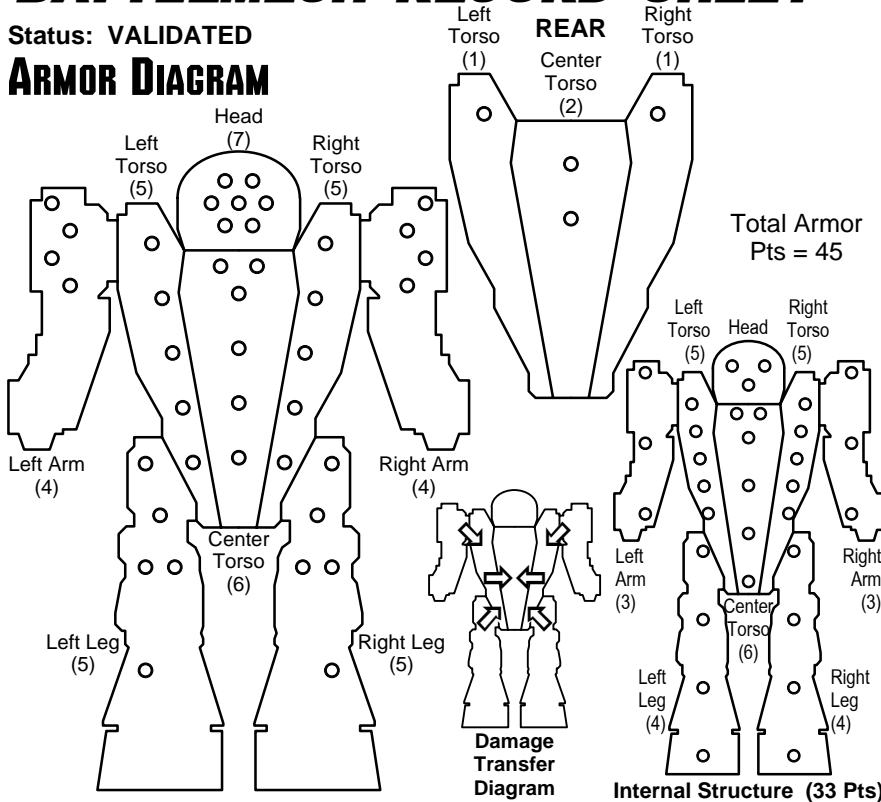
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	TSM Activates
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points (not with TSM)
4	
3	
2	
1	
0	

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 45

Internal Structure (33 Pts)

'MECH DATA

Type: **Locust LCT-3S**

Mass: **20 tons**

Movement Points: Tech, Config. & Level:

Walking: **8** **Inner Sphere**
 Running: **12** **Biped 'Mech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	CT	3	5	-	3	6	9
1	Streak SRM 2	RA	2	2/hit	-	3	6	9
1	Streak SRM 2	LA	2	2/hit	-	3	6	9

Ammo Type: Rounds: BV:
 Streak SRM 2 50 8

Total Heat Sinks: **10 Single**

oooooooooooo

Auto Eject: Weapon Heat:
 Operational Disabled (7)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Streak SRM 2
- 1-3 Ferro-Fibrous
- 5 Ferro-Fibrous
- 6 Ferro-Fibrous
- 1 Ferro-Fibrous
- 2 Ferro-Fibrous
- 3 Ferro-Fibrous
- 4 Ferro-Fibrous
- 5 Roll Again
- 6 Roll Again

Head

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Streak SRM 2
- 1-3 Ferro-Fibrous
- 5 Ferro-Fibrous
- 6 Ferro-Fibrous
- 1 Ferro-Fibrous
- 2 Ferro-Fibrous
- 3 Ferro-Fibrous
- 4 Ferro-Fibrous
- 5 Roll Again
- 6 Roll Again

Center Torso

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

Left Torso

- 1-3 Ammo (Streak 2) 50
- 2 Endo Steel
- 3 Endo Steel
- 4 Endo Steel
- 5 Endo Steel
- 6 Endo Steel
- 1 Endo Steel
- 2 Endo Steel
- 3 CASE
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

Right Torso

- 1-3 Endo Steel
- 2 Endo Steel
- 3 Endo Steel
- 4 Endo Steel
- 5 Endo Steel
- 6 Endo Steel
- 1 Endo Steel
- 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
- Single Heat Sink
- Single Heat Sink

Right Leg

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

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

Battle Value: **431**
 Weapon Value: **145 / 123**
 Cost, C-Bills: **1,700,800**

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	

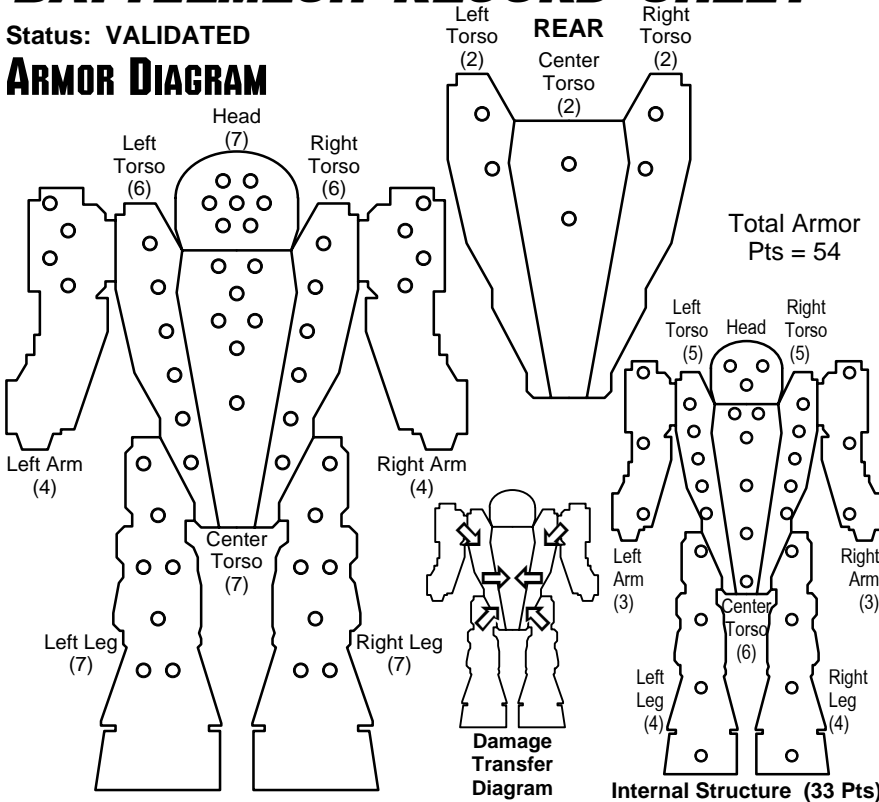
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Locust LCT-3M**

Mass: **20 tons**

Movement Points: Tech, Config. & Level:

Walking: **8** **Inner Sphere**
 Running: **12** **Biped 'Mech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	CT	3	5	-	3	6	9
1	Anti-Missile System	LA	1	1d6	-	-	-	-
2	Small Laser	RA	1	3	-	1	2	3
2	Small Laser	LA	1	3	-	1	2	3

Ammo Type: Rounds: BV:
 Anti-Missile System 12 15

Total Heat Sinks: **10 Single**

oooooooooooo

Auto Eject: Weapon Heat:
 Operational Disabled (8)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Anti-Missile System
- Small Laser
- Small Laser
- Ferro-Fibrous

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

Left Torso

- Ammo (AMS) 12
- CASE
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Medium Laser
- Endo Steel

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

Battle Value: **464**
 Weapon Value: **131 / 131**
 Cost, C-Bills: **1,788,400**

Right Arm

- Shoulder
- Upper Arm Actuator
- Small Laser
- Small Laser
- Ferro-Fibrous
- Ferro-Fibrous

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

Right Torso

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

- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

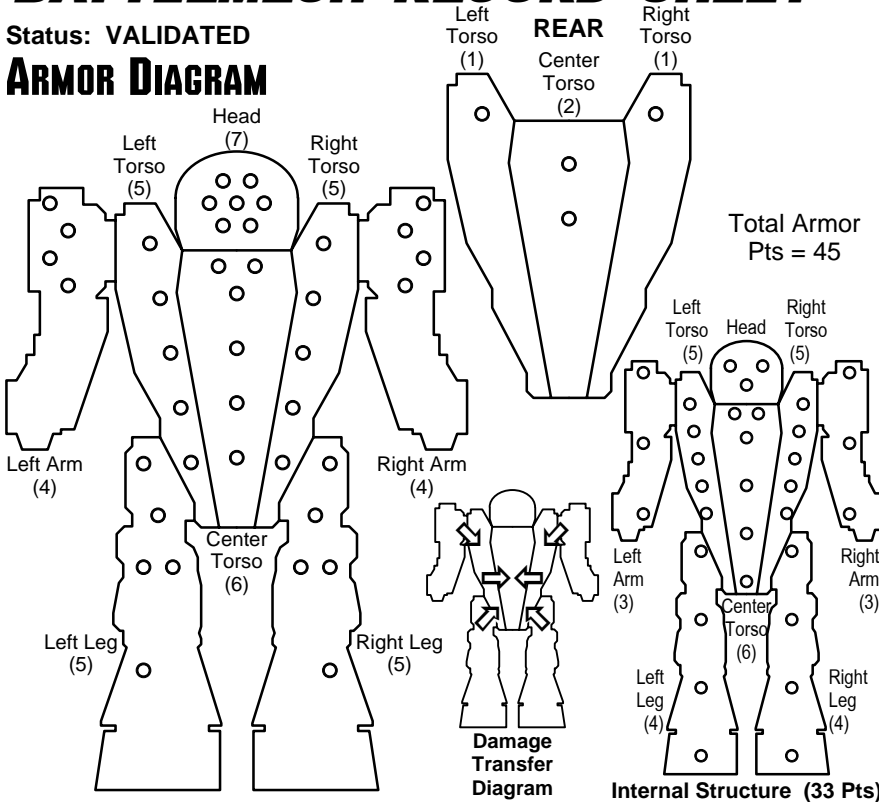
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Single Heat Sink

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Locust LCT-3D**

Mass: **20 tons**

Movement Points: Tech, Config. & Level:

Walking: **8** **Inner Sphere**
 Running: **12** **Biped 'Mech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 5	LA	2	1/hit	6	7	14	21
1	LRM 5	RA	2	1/hit	6	7	14	21

Ammo Type: Rounds: BV:
 LRM 5 24 11

Total Heat Sinks: **10 Single**

oooooooooooo

Auto Eject: Weapon Heat:
 Operational Disabled **(4)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

CRITICAL HIT TABLE

Left Arm

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

Left Torso

- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 1-3
- Endo Steel
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Leg

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

Head

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

Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Ammo (LRM 5) 24
 - CASE
- 4-6

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

Battle Value: **377**
 Weapon Value: **108 / 108**
 Cost, C-Bills: **1,660,000**

Right Arm

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

Right Torso

- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 1-3
- Endo Steel
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Leg

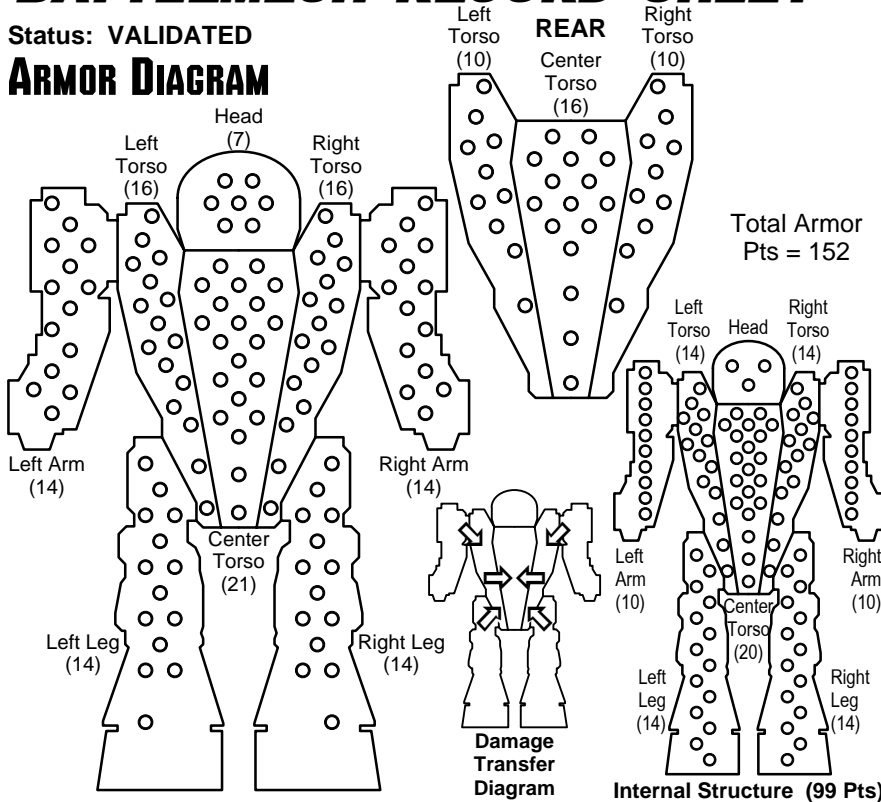
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Single Heat Sink

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Lancelot LNC25-05**

Mass: **60 tons**

Movement Points: Tech, Config. & Level:

Walking: **6** **Inner Sphere**
 Running: **9** **Biped 'Mech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8	-	5	10	15
1	Large Laser	LA	8	8	-	5	10	15
1	PPC	RT	10	10	3	6	12	18
3	Machine Gun	RT	0	2	-	1	2	3
3	Machine Gun	LT	0	2	-	1	2	3

Ammo Type: Rounds: BV:
 Machine Gun 200 2

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject: Weapon Heat:
 Operational Disabled **(26)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

CRITICAL HIT TABLE

Left Arm

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

Left Torso

- XL Engine
- XL Engine
- 1-3 XL Engine
- 1-3 Machine Gun
- 1-3 Machine Gun
- 1-3 Machine Gun
- Roll Again
- Roll Again
- Roll Again
- 4-6 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
- Roll Again
- Roll Again

Head

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

Center Torso

- 1-3 XL Engine
- 1-3 XL Engine
- 1-3 XL Engine
- 1-3 Gyro
- 1-3 Gyro
- 1-3 Gyro
- 1-3 Gyro
- 1-3 Gyro
- 1-3 Gyro
- 4-6 XL Engine
- 4-6 XL Engine
- 4-6 XL Engine
- 4-6 Ammo (MG) 200
- 4-6 Roll Again

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

Battle Value: **1,077**
 Weapon Value: **1,324 / 1,324**
 Cost, C-Bills: **12,982,400**

Right Arm

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

Right Torso

- XL Engine
- XL Engine
- 1-3 XL Engine
- 1-3 PPC
- 1-3 PPC
- 1-3 PPC
- 1-3 Machine Gun
- 1-3 Machine Gun
- 1-3 Machine Gun
- 1-3 Machine Gun
- 1-3 Machine Gun
- Roll Again
- Roll Again
- Roll Again

Right Leg

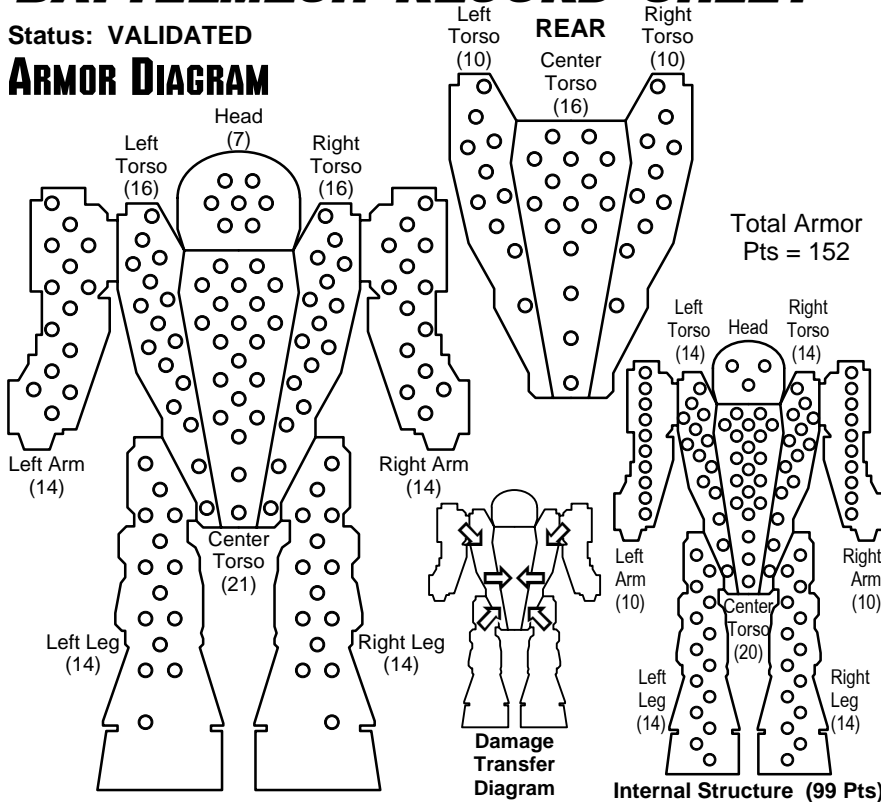
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (99 Pts)

'MECH DATA

Type: **Lancelot LNC25-01**

Mass: **60 tons**

Movement Points: Tech, Config. & Level:

Walking: **6** **Inner Sphere**
 Running: **9** **Biped 'Mech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RT	10	10	3	6	12	18
1	Large Laser	RA	8	8	-	5	10	15
1	Large Laser	LA	8	8	-	5	10	15
1	Medium Laser	CT	3	5	-	3	6	9

Total Heat Sinks: **13 Double (26)**

oooooooooooo oooo

Auto Eject: Weapon Heat:

Operational Disabled **(29)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Large Laser
- 1-3 Large Laser
- Roll Again
- Roll Again

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

Left Torso

- 1-3 XL Engine
- 1-3 XL Engine
- 1-3 XL Engine
- Roll Again
- Roll Again
- Roll Again

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

Head

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

Center Torso

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

- 4-6 Gyro
- 4-6 XL Engine
- 4-6 XL Engine
- 4-6 XL Engine
- 4-6 Medium Laser
- 4-6 Roll Again

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

Battle Value: **1,185**
 Weapon Value: **1,606 / 1,606**
 Cost, C-Bills: **13,025,600**

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Large Laser
- 1-3 Large Laser
- Roll Again
- Roll Again

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

Right Torso

- 1-3 XL Engine
- 1-3 XL Engine
- 1-3 XL Engine
- PPC
- PPC
- PPC

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

Right Leg

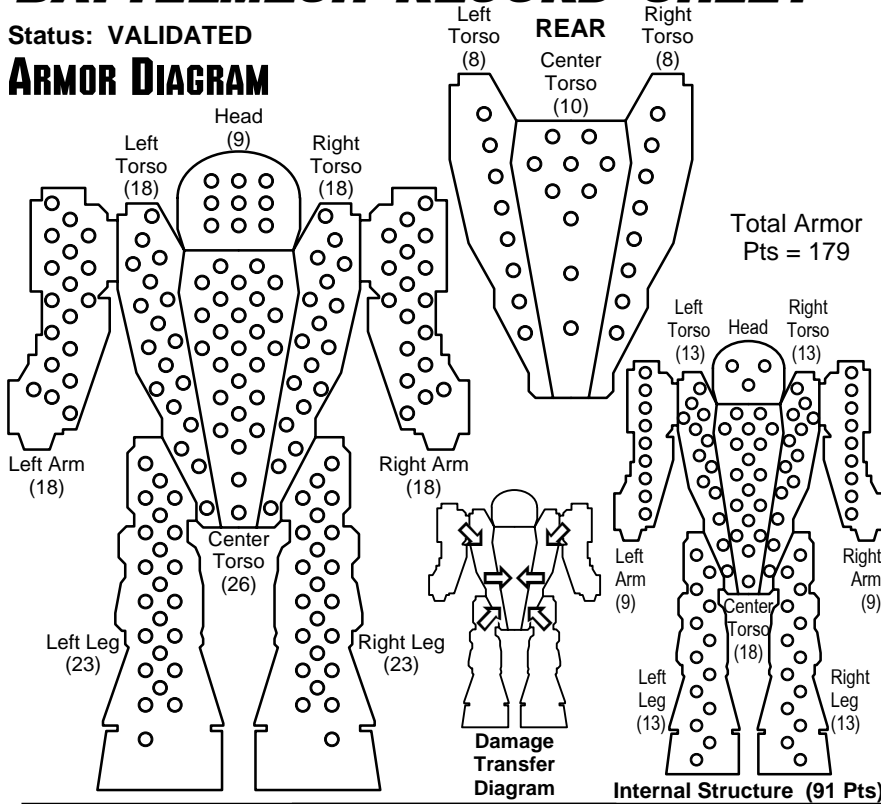
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Kintaro KTO-20**
 Mass: **55 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **5** Inner Sphere
 Running: **8** Biped 'Mech
 Jumping: **0** Level 2 / 3050

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	CT	8	8	-	5	10	15
1	LRM 5	RT	2	1/hit	6	7	14	21
1	SRM 6	RT	4	2/hit	-	3	6	9
1	SRM 6	LA	4	2/hit	-	3	6	9
2	Medium Laser	RA	3	5	-	3	6	9

Ammo Type:	Rounds:	BV:
LRM 5	24	8
SRM 6	30	19

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject: Operational Disabled
 Weapon Heat: **(24)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm

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

Head

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

Center Torso

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

- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Large Laser
 - Large Laser
- 4-6

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

Battle Value: **1,081**
 Weapon Value: **1,295 / 1,295**
 Cost, C-Bills: **4,926,106**

Right 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
 - Roll Again
 - Roll Again

Right Torso

- LRM 5
 - SRM 6
 - SRM 6
 - Ammo (SRM 6) 15
 - Ferro-Fibrous
 - Ferro-Fibrous
- 1-3
- Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again
- 4-6

Right Leg

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

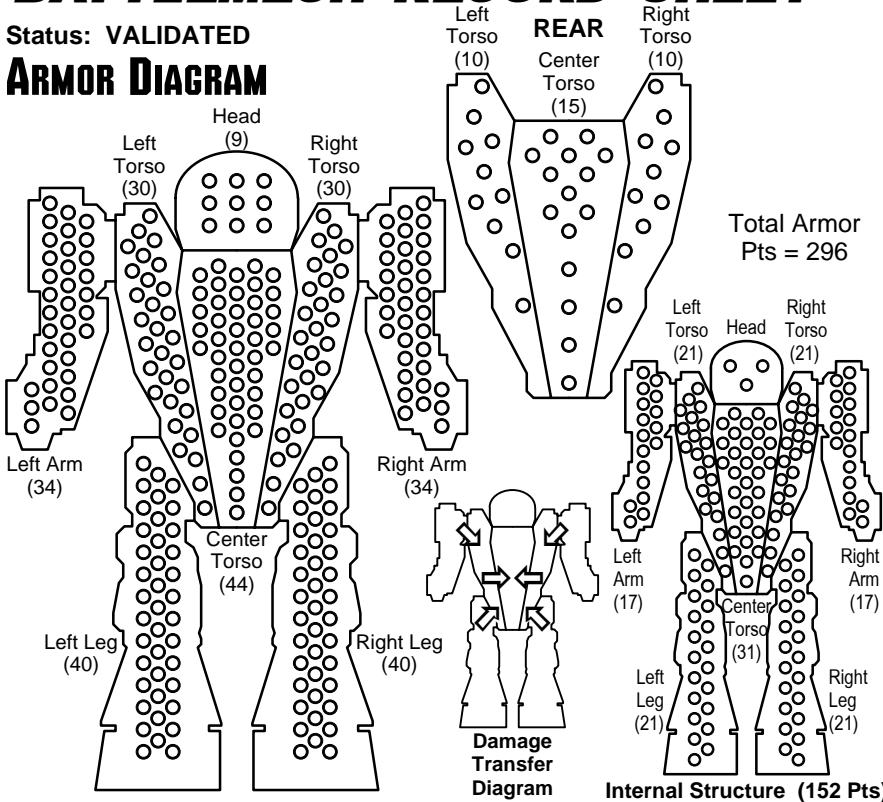
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 296

Internal Structure (152 Pts)

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 1-3. Gauss Rifle
- 4. Gauss Rifle
- 5. Gauss Rifle
- 6. Gauss Rifle
- 1. Gauss Rifle
- 2. Gauss Rifle
- 3. Gauss Rifle
- 4-6. Ammo (Gauss) 8
- 5. Ammo (Gauss) 8
- 6. Ferro-Fibrous

Left Torso

- 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 1-3. LRM 15
- 5. LRM 15
- 6. LRM 15
- 1. Streak SRM 2
- 2. Ammo (LRM 15) 8
- 3. Ammo (Streak 2) 50
- 4-6. CASE
- 5. Ferro-Fibrous
- 6. Ferro-Fibrous

Left Leg

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

Head

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

Center Torso

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

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

Battle Value: **1,714**
 Weapon Value: **2,396 / 2,334**
 Cost, C-Bills: **22,628,000**

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 1-3. Gauss Rifle
- 4. Gauss Rifle
- 5. Gauss Rifle
- 6. Gauss Rifle
- 1. Gauss Rifle
- 2. Gauss Rifle
- 3. Gauss Rifle
- 4-6. Ammo (Gauss) 8
- 5. Ammo (Gauss) 8
- 6. Ferro-Fibrous

Right Torso

- 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 1-3. Large Pulse Laser
- 5. Large Pulse Laser
- 6. Streak SRM 2
- 1. Ammo (Streak 2) 50
- 2. CASE
- 3. Ferro-Fibrous
- 4. Ferro-Fibrous
- 5. Ferro-Fibrous
- 6. Ferro-Fibrous

Right Leg

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

'MECH DATA

Type: **King Crab KGC-001**

Mass: **100 tons**

Movement Points: Tech, Config. & Level:

Walking: **3** Inner Sphere
 Running: **5** Biped 'Mech
 Jumping: **0** Level 2 / 3050

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	LT	5	1/hit	6	7	14	21
1	Large Pulse Laser	RT	10	9	-	3	7	10
1	Gauss Rifle	LA	1	15	2	7	15	22
1	Gauss Rifle	RA	1	15	2	7	15	22
1	Streak SRM 2	LT	2	2/hit	-	3	6	9
1	Streak SRM 2	RT	2	2/hit	-	3	6	9

Ammo Type:	Rounds:	BV:
LRM 15	8	17
Gauss Rifle	32	148
Streak SRM 2	100	8

Total Heat Sinks: **13 Single**

○○○○○○○○○○○○ ○○○

Auto Eject: Weapon Heat:

Operational Disabled (21)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

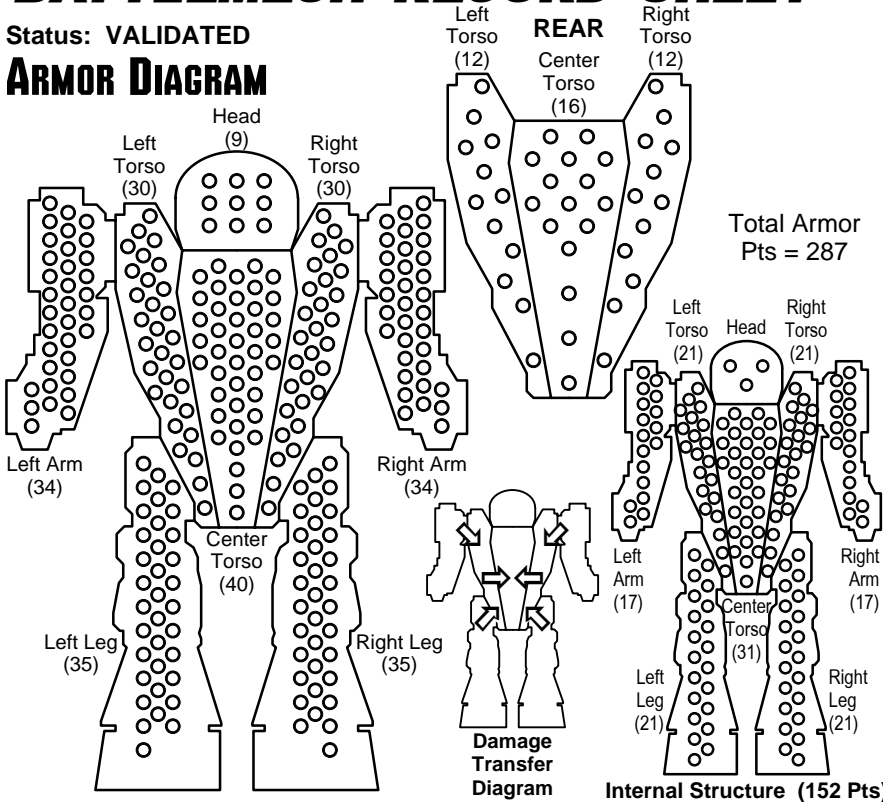
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 287

Internal Structure (152 Pts)

'MECH DATA

Type: **King Crab KGC-000**

Mass: **100 tons**

Movement Points: Tech, Config. & Level:

Walking: **3** Inner Sphere
 Running: **5** Biped 'Mech
 Jumping: **0** Level 2 / 3050

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/20	RA	7	20	-	3	6	9
1	Autocannon/20	LA	7	20	-	3	6	9
1	LRM 15	LT	5	1/hit	6	7	14	21
1	Large Laser	RT	8	8	-	5	10	15

Ammo Type: Rounds: BV:

Autocannon/20	10	40
LRM 15	8	17

Total Heat Sinks: **15 Single**

○○○○○○○○○○ ○○○○

Auto Eject: Weapon Heat:

Operational Disabled (27)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Autocannon/20 #2
 - Autocannon/20 #2
- 1-3
- Autocannon/20 #2
 - Autocannon/20 #2
 - Autocannon/20 #2
 - Autocannon/20 #2
 - Autocannon/20 #2
 - Autocannon/20 #2
- 4-6

Left Torso

- Autocannon/20 (Cont)#2
 - Autocannon/20 (Cont)#2
 - LRM 15
 - LRM 15
 - LRM 15
 - Ammo (AC/20) 5
- 1-3
- Ammo (LRM 15) 8
 - CASE
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
- 4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Ferro-Fibrous

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Single Heat Sink
 - Ferro-Fibrous
- 4-6

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

Battle Value: **1,509**
 Weapon Value: **1,586 / 1,586**
 Cost, C-Bills: **10,122,000**

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 (Cont)
 - Autocannon/20 (Cont)
 - Large Laser
 - Large Laser
 - Ammo (AC/20) 5
 - CASE
- 1-3
- Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
- 4-6

Right Leg

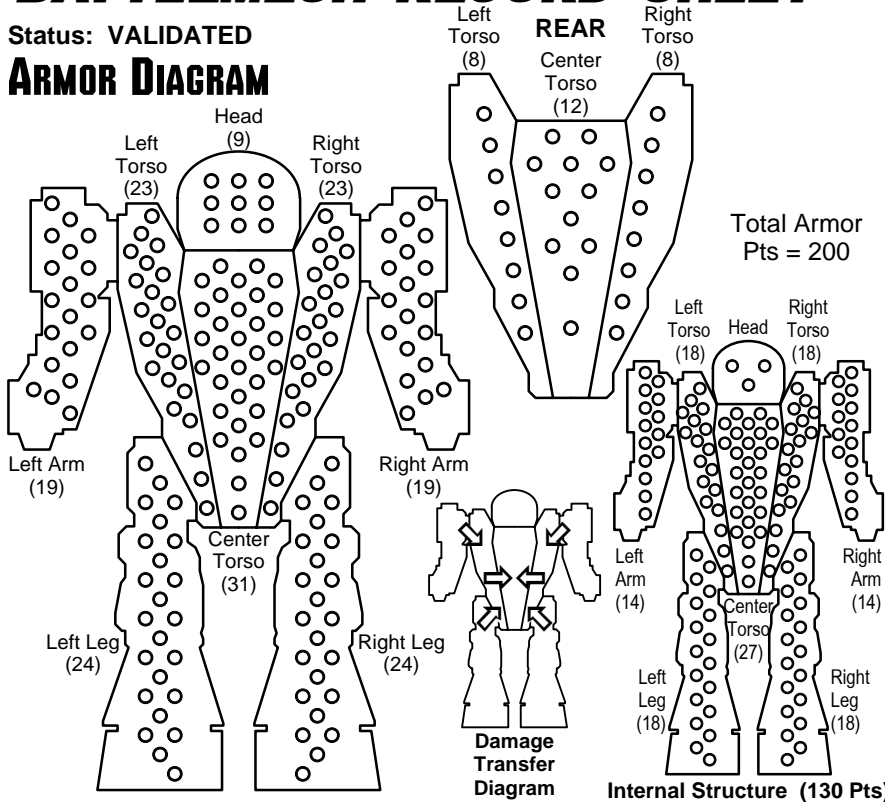
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Ferro-Fibrous

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Katana CRK-5003-2**
 Mass: **85 tons**

Movement Points: Tech, Config. & Level:
 Walking: **3** Inner Sphere
 Running: **5** Biped 'Mech
 Jumping: **3** Level 2 / 3050

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8	-	5	10	15
1	Large Laser	LA	8	8	-	5	10	15
1	SRM 6	RT	4	2/hit	-	3	6	9
1	SRM 6	LT	4	2/hit	-	3	6	9
1	LB 10-X AC	LT	2	10	-	6	12	18
1	Small Laser	LA	1	3	-	1	2	3
1	Small Laser	RA	1	3	-	1	2	3

Ammo Type: Rounds: BV:
 SRM 6 30 19
 LB 10-X AC 20 52

Total Heat Sinks: **20 Single**
 ○○○○○○○○○○○ ○○○○○○○○○○○

Auto Eject: Weapon Heat:
 Operational Disabled **(28)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WIZKIDS®

CRITICAL HIT TABLE

<h4>Left Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator <p>1-3</p> <ol style="list-style-type: none"> Large Laser Large Laser Small Laser <ol style="list-style-type: none"> Roll Again Roll Again <p>4-6</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again <h4>Left Torso</h4> <ol style="list-style-type: none"> Single Heat Sink Single Heat Sink Single Heat Sink <p>1-3</p> <ol style="list-style-type: none"> Single Heat Sink SRM 6 SRM 6 <p>4-6</p> <ol style="list-style-type: none"> LB 10-X AC LB 10-X AC LB 10-X AC LB 10-X AC LB 10-X AC LB 10-X AC <h4>Left Leg</h4> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Single Heat Sink Jump Jet 	<h4>Head</h4> <ol style="list-style-type: none"> Life Support Sensors Cockpit Roll Again Sensors Life Support <h4>Center Torso</h4> <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro Fusion Engine Fusion Engine Fusion Engine Jump Jet Roll Again 	<h4>Right Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator <p>1-3</p> <ol style="list-style-type: none"> Large Laser Large Laser Small Laser <ol style="list-style-type: none"> Roll Again Roll Again <p>4-6</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again <h4>Right Torso</h4> <ol style="list-style-type: none"> Single Heat Sink Single Heat Sink Single Heat Sink <p>1-3</p> <ol style="list-style-type: none"> Single Heat Sink SRM 6 SRM 6 <p>4-6</p> <ol style="list-style-type: none"> Ammo (SRM 6) 15 Ammo (SRM 6) 15 Ammo (LB 10-X) 10 Ammo (LB 10-X) 10 Roll Again Roll Again <h4>Right Leg</h4> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Single Heat Sink Jump Jet
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Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

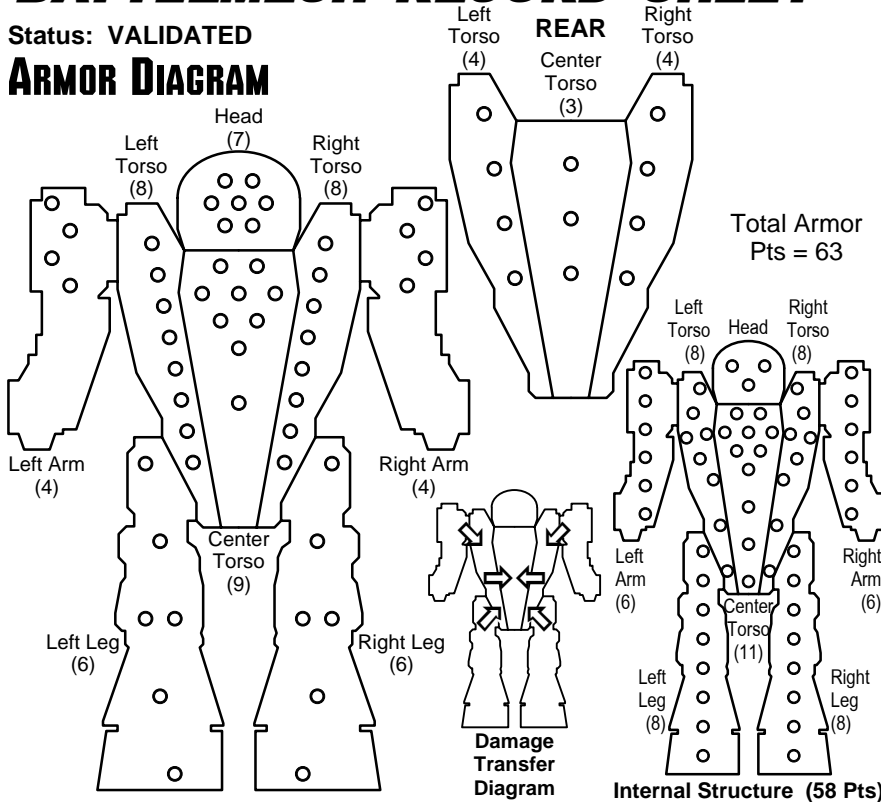
Battle Value: **1,312**
 Weapon Value: **1,423 / 1,423**
 Cost, C-Bills: **7,793,125**

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 63

Internal Structure (58 Pts)

'MECH DATA

Type: **Jenner JR7-K**

Mass: **35 tons**

Movement Points: Tech, Config. & Level:

Walking: **7** **Inner Sphere**
 Running: **11** **Biped 'Mech**
 Jumping: **5** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 4	CT	3	2/hit	-	3	6	9
2	Medium Laser	LA	3	5	-	3	6	9
2	Medium Laser	RA	3	5	-	3	6	9

Ammo Type: SRM 4 Rounds: 25 BV: 12

Total Heat Sinks: **10 Single**

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Auto Eject: Operational Disabled Weapon Heat: **(15)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

- Jump Jet
- Jump Jet
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- 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
- Single Heat Sink
- Sensors
- Life Support

Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Jump Jet
- SRM 4

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

Battle Value: **694**
 Weapon Value: **288 / 288**
 Cost, C-Bills: **3,306,375**

Right Arm

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

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

Right Torso

- Jump Jet
- Jump Jet
- Ammo (SRM 4) 25
- CASE
- Ferro-Fibrous
- Ferro-Fibrous

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

Right Leg

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

HEAT SCALE

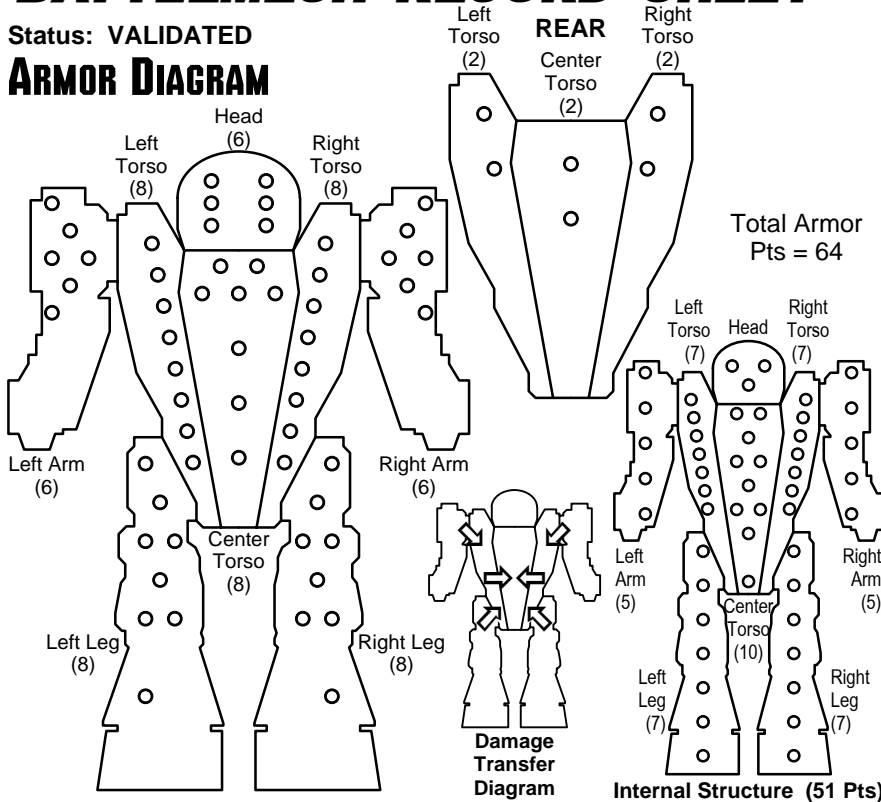
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Javelin JVN-10P**

Mass: **30 tons**

Movement Points: Tech, Config. & Level:

Walking: **6** **Inner Sphere**
 Running: **9** **Biped 'Mech**
 Jumping: **6** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	RT	4	2/hit	-	3	6	9
2	Streak SRM 2	LT	2	2/hit	-	3	6	9

Ammo Type: Rounds: BV:

SRM 6	15	16
Streak SRM 2	50	9

Total Heat Sinks: **10 Single**

oooooooooooo

Auto Eject: Weapon Heat:

Operational Disabled **(8)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

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
- Roll Again

Left Torso

- Single Heat Sink
- Streak SRM 2
- Streak SRM 2
- Ammo (Streak 2) 50
- 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

Head

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

Center Torso

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

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

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

Battle Value: **514**
 Weapon Value: **199 / 173**
 Cost, C-Bills: **2,370,940**

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

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

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

Right Leg

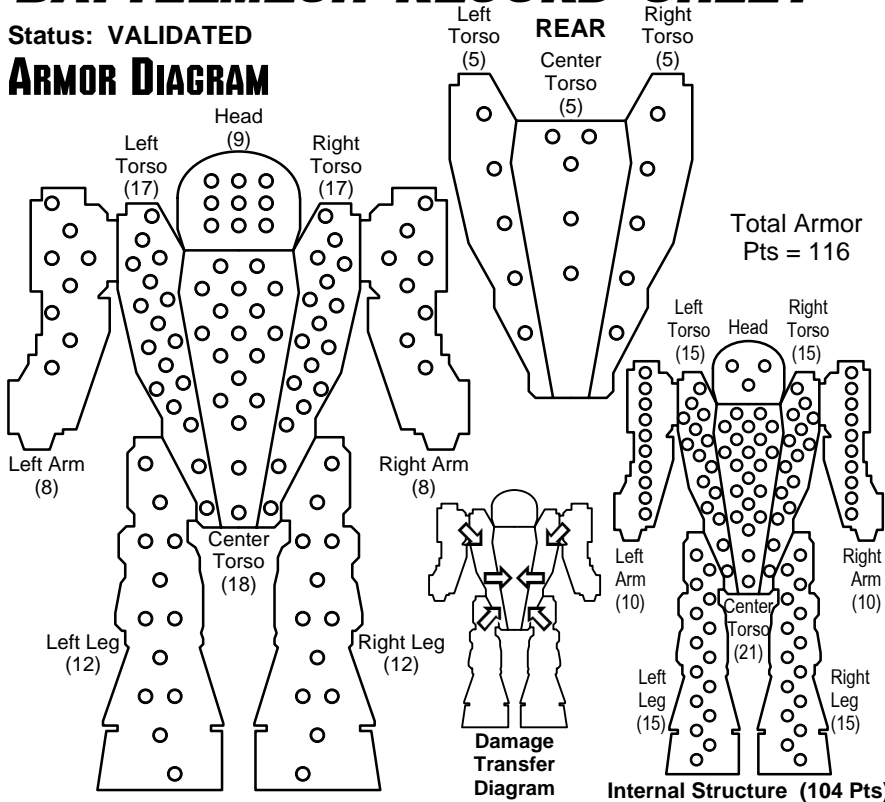
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **JagerMech JM6-DD**

Mass: **65 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** **Inner Sphere**
 Running: **6** **Biped 'Mech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/5	RA	1	5	2	6	13	20
1	Autocannon/2	RA	1	2	4	8	16	24
1	Ultra AC/5	LA	1	5	2	6	13	20
1	Autocannon/2	LA	1	2	4	8	16	24
1	Medium Pulse Laser	LT	4	6	-	2	4	6
1	Medium Pulse Laser	RT	4	6	-	2	4	6

Ammo Type:	Rounds:	BV:
Ultra AC/5	40	31
Autocannon/2	90	11

Total Heat Sinks: **10 Single**

oooooooooooo

Auto Eject: **Weapon Heat:**

Operational Disabled **(14)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Ultra AC/5
- Ultra AC/5
- Ultra AC/5
- Ultra AC/5
- Ultra AC/5
- Autocannon/2
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

Head

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Ultra AC/5
- Ultra AC/5
- Ultra AC/5
- Ultra AC/5
- Ultra AC/5
- Autocannon/2
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

Center Torso

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

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Medium Pulse Laser
- Ammo (Ult AC/5) 20
- Ammo (AC/2) 45
- CASE
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Medium Pulse Laser
- Ammo (Ult AC/5) 20
- Ammo (AC/2) 45
- CASE
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

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

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

Battle Value: **713**
 Weapon Value: **710 / 710**
 Cost, C-Bills: **11,419,926**

Left Leg

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

Right Leg

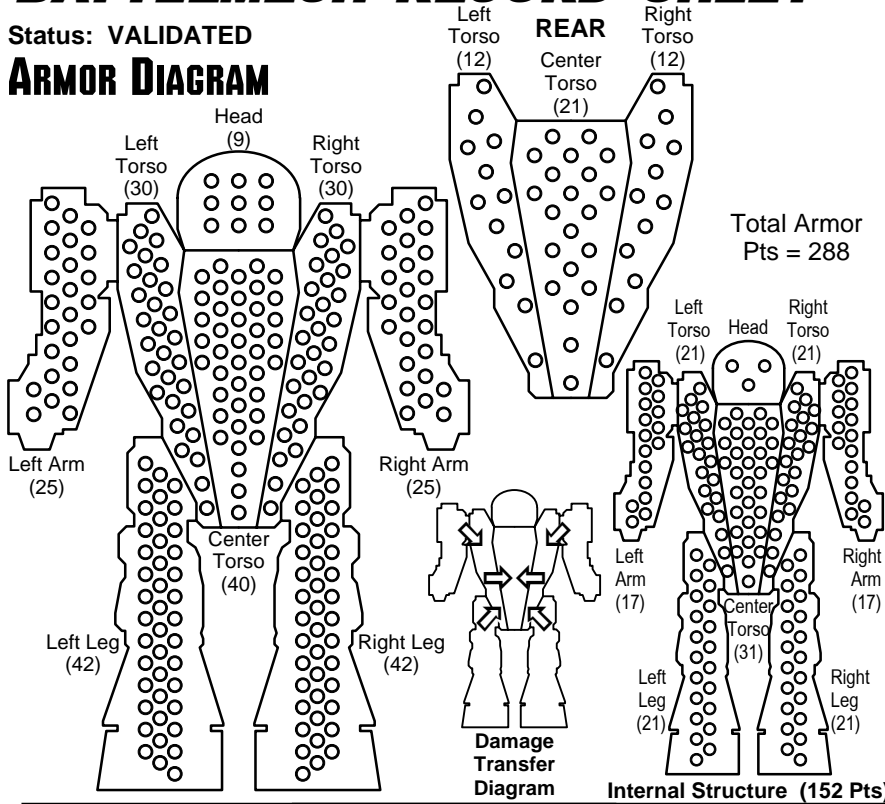
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 288

Internal Structure (152 Pts)

'MECH DATA

Type: **Imp IMP-3E**

Mass: **100 tons**

Movement Points: Tech, Config. & Level:

Walking: **3** **Inner Sphere**
 Running: **5** **Biped 'Mech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LT	15	10	-	7	14	23
1	ER PPC	RT	15	10	-	7	14	23
1	LRM 15	RA	5	1/hit	6	7	14	21
1	Large Pulse Laser	LA	10	9	-	3	7	10
2	Medium Pulse Laser	CT	4	6	-	2	4	6
2	Medium Laser	RT	3	5	-	3	6	9

Ammo Type: Rounds: BV:

LRM 15 16 34

Total Heat Sinks: 30 Single

○○○○○○○○○○ ○○○○○○○○○○
 ○○○○○○○○○○

Auto Eject: Weapon Heat:

Operational Disabled **(59)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Single Heat Sink
 - Single Heat Sink
 - Single Heat Sink
 - Large Pulse Laser
- 1-3
- Large Pulse Laser
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Head

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

Center Torso

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

Left Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Single Heat Sink
 - Single Heat Sink
 - Single Heat Sink
- 1-3
- ER PPC
 - ER PPC
 - ER PPC
 - Ammo (LRM 15) 8
 - Ammo (LRM 15) 8
 - CASE
- 4-6

Left Leg

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

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Single Heat Sink
 - Single Heat Sink
 - Single Heat Sink
- 1-3
- LRM 15
 - LRM 15
 - LRM 15
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Single Heat Sink
 - Single Heat Sink
 - Single Heat Sink
- 1-3
- Single Heat Sink
 - ER PPC
 - ER PPC
 - ER PPC
 - Medium Laser
 - Medium Laser
- 4-6

Right Leg

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

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

Battle Value: **1,411**
 Weapon Value: **2,217 / 2,217**
 Cost, C-Bills: **22,330,000**

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	

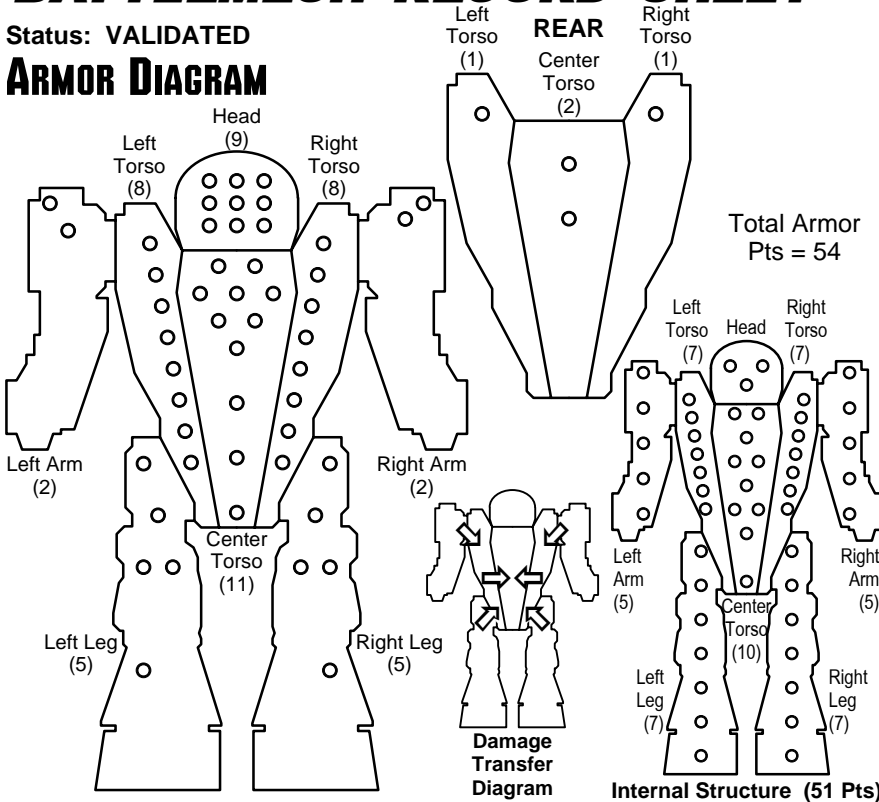
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Hussar HSR-400-D**

Mass: **30 tons**

Movement Points: Tech, Config. & Level:

Walking: **8** **Inner Sphere**
 Running: **12** **Biped 'Mech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	LT	2	10	-	6	12	18

Ammo Type: Rounds: BV:
 LB 10-X AC 10 36

Total Heat Sinks: **10 Single**

oooooooooooo

Auto Eject: Weapon Heat:
 Operational Disabled (2)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

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
- Roll Again

Left Torso

- XL Engine
- XL Engine
- XL Engine
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC

- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

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

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Ammo (LB 10-X) 10
- Ferro-Fibrous

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

Battle Value: **534**
 Weapon Value: **227 / 227**
 Cost, C-Bills: **4,821,440**

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

- XL Engine
- XL Engine
- XL Engine
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

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

Right Leg

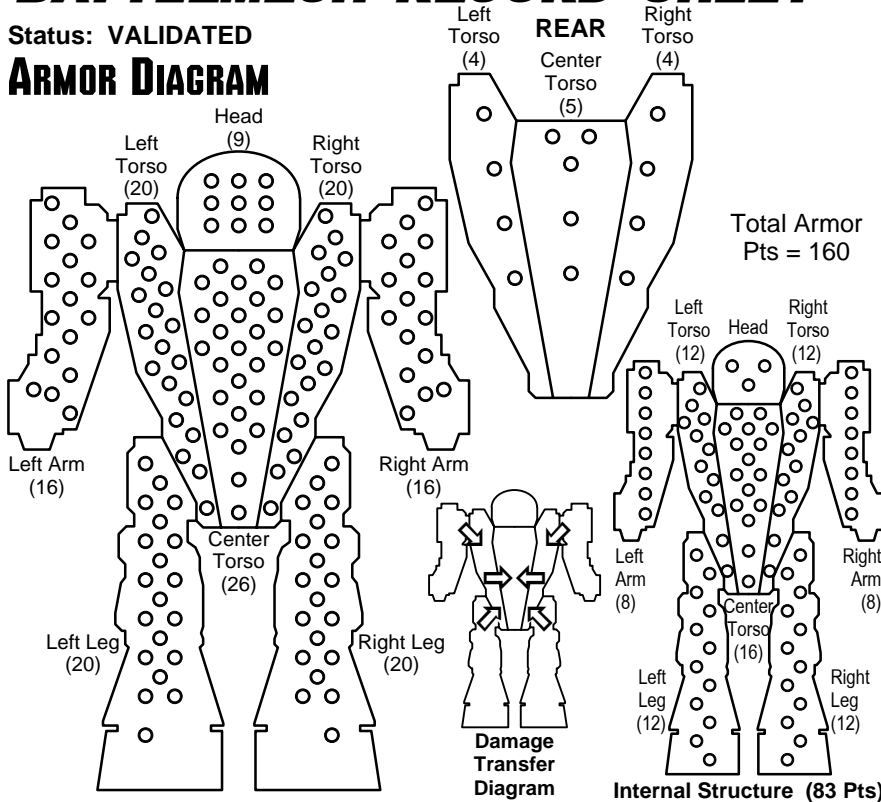
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 160

Internal Structure (83 Pts)

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
 - 2. Upper Arm Actuator
 - 3. Lower Arm Actuator
 - 4. Hand Actuator
 - 5. Double Heat Sink
 - 6. Double Heat Sink
- 1-3
- 1. Double Heat Sink
 - 2. Double Heat Sink
 - 3. Double Heat Sink
 - 4. Double Heat Sink
 - 5. Medium Laser
 - 6. Roll Again
- 4-6

Left Torso

- 1. Double Heat Sink
 - 2. Double Heat Sink
 - 3. Double Heat Sink
 - 4. Ammo (AC/20) 5
 - 5. Ammo (AC/20) 5
 - 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

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Small Laser
- 5. Sensors
- 6. Life Support

Center Torso

- 1. Fusion Engine
 - 2. Fusion Engine
 - 3. Fusion Engine
 - 4. Gyro
 - 5. Gyro
 - 6. Gyro
- 1-3
- 1. Gyro
 - 2. Fusion Engine
 - 3. Fusion Engine
 - 4. Fusion Engine
 - 5. Roll Again
 - 6. Roll Again
- 4-6

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

Battle Value: **903**
 Weapon Value: **854 / 854**
 Cost, C-Bills: **3,575,876**

Right Arm

- 1. Shoulder
 - 2. Upper Arm Actuator
 - 3. Lower Arm Actuator
 - 4. Hand Actuator
 - 5. Double Heat Sink
 - 6. Double Heat Sink
- 1-3
- 1. Double Heat Sink
 - 2. Double Heat Sink
 - 3. Double Heat Sink
 - 4. Double Heat Sink
 - 5. Medium Laser
 - 6. Roll Again
- 4-6

Right Torso

- 1. Autocannon/20
 - 2. Autocannon/20
 - 3. Autocannon/20
 - 4. Autocannon/20
 - 5. Autocannon/20
 - 6. Autocannon/20
- 1-3
- 1. Autocannon/20
 - 2. Autocannon/20
 - 3. Autocannon/20
 - 4. Autocannon/20
 - 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: **Hunchback HBK-5N**

Mass: **50 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** **Inner Sphere**
 Running: **6** **Biped 'Mech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/20	RT	7	20	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	Medium Laser	RA	3	5	-	3	6	9
1	Small Laser	HD	1	3	-	1	2	3

Ammo Type: Rounds: BV:
 Autocannon/20 10 45

Total Heat Sinks: 13 Double (26)

○○○○○○○○○○○○ ○○○

Auto Eject: Weapon Heat:
 Operational Disabled **(14)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

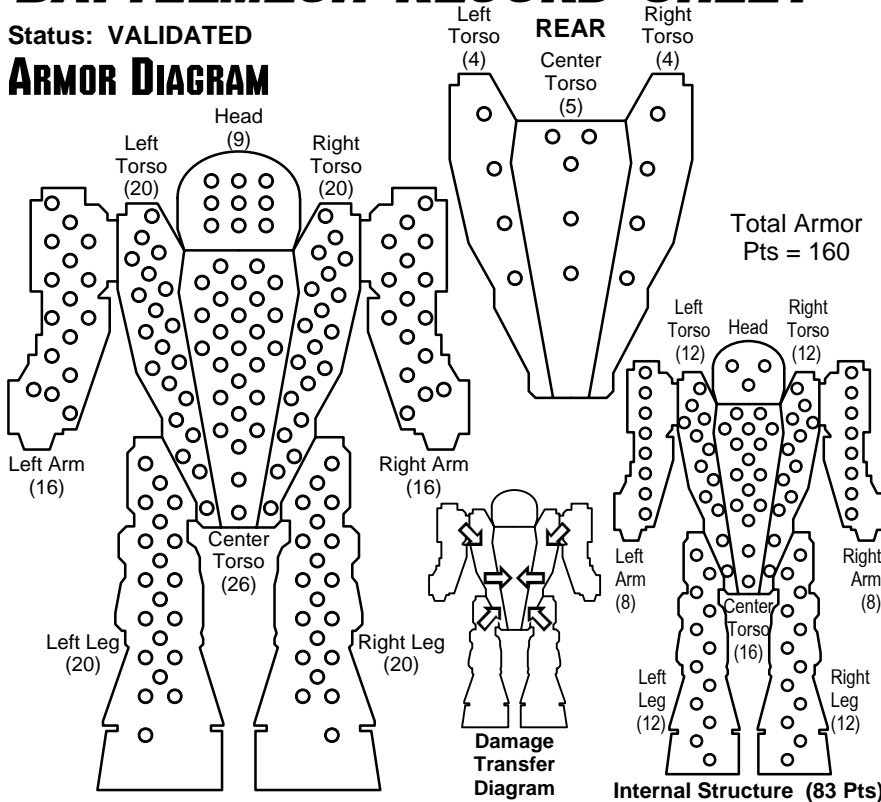


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 160

Internal Structure (83 Pts)

CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Medium Laser
 - Roll Again
- 4-6

Left Torso

- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Ammo (AC/20) 5
 - CASE
 - 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
- Small Pulse Laser
- Sensors
- Life Support

Center Torso

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

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

Battle Value: **932**
 Weapon Value: **862 / 862**
 Cost, C-Bills: **3,643,000**

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Medium Laser
 - Roll Again
- 4-6

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
- 4-6

Right Leg

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

'MECH DATA

Type: **Hunchback HBK-5M**

Mass: **50 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** **Inner Sphere**
 Running: **6** **Biped 'Mech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/20	RT	7	20	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	Medium Laser	RA	3	5	-	3	6	9
1	Small Pulse Laser	HD	2	3	-	1	2	3

Ammo Type: Rounds: BV:
 Autocannon/20 5 22

Total Heat Sinks: 13 Double (26)

○○○○○○○○○○○○ ○○○

Auto Eject: Weapon Heat:
 Operational Disabled **(15)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

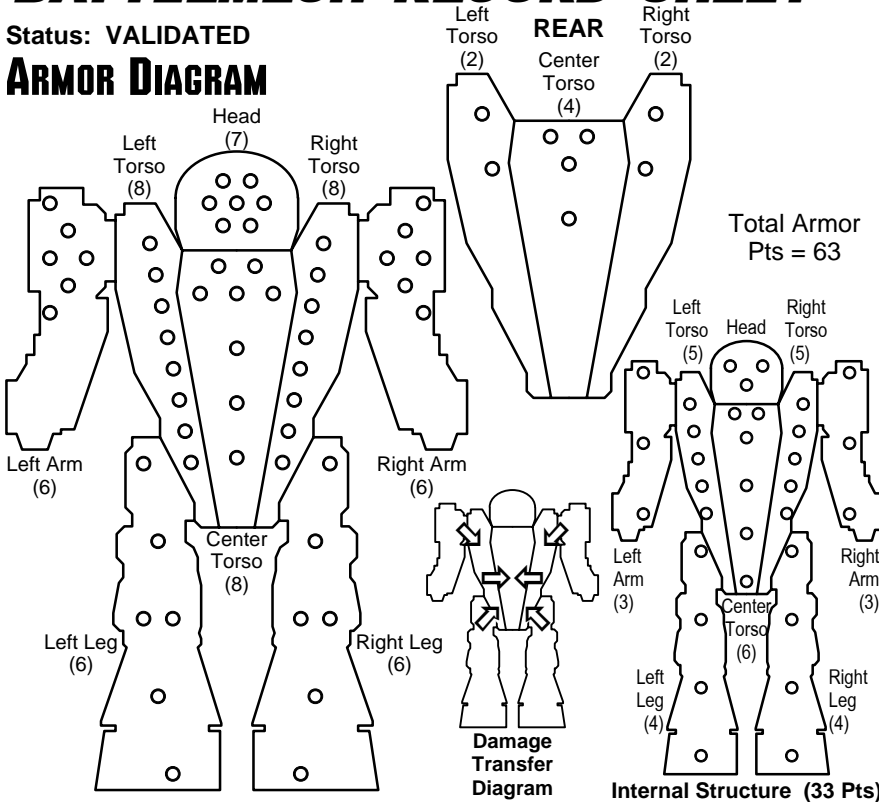
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Hornet HNT-171**

Mass: **20 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** **Inner Sphere**
 Running: **8** **Biped 'Mech**
 Jumping: **3** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 5	RT	2	1/hit	6	7	14	21
1	Anti-Missile System	HD	1	1d6	-	-	-	-
1	Medium Laser	RA	3	5	-	3	6	9

Ammo Type: Rounds: BV:

LRM 5	48	21
Anti-Missile System	12	14

Total Heat Sinks: **10 Single**

oooooooooooo

Auto Eject: Weapon Heat:

Operational Disabled **(6)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Ferro-Fibrous
- 4 Ferro-Fibrous
- 5 Ferro-Fibrous
- 6 Ferro-Fibrous

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

Left Torso

- 1 Single Heat Sink
- 2 Jump Jet
- 1-3 Ammo (LRM 5) 24
- 4 Ammo (LRM 5) 24
- 5 Ammo (AMS) 12
- 6 CASE

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

Left Leg

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

Head

- 1 Life Support
- 2 Sensors
- 3 Cockpit
- 4 Anti-Missile System
- 5 Sensors
- 6 Life Support

Center Torso

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

- 1 Gyro
- 2 Fusion Engine
- 3 Fusion Engine
- 4-6 Fusion Engine
- 5 Jump Jet
- 6 Endo Steel

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

Battle Value: **491**
 Weapon Value: **121 / 121**
 Cost, C-Bills: **1,441,600**

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Medium Laser
- 4 Ferro-Fibrous
- 5 Ferro-Fibrous
- 6 Ferro-Fibrous

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

Right Torso

- 1 Single Heat Sink
- 2 Jump Jet
- 1-3 LRM 5
- 4 Endo Steel
- 5 Endo Steel
- 6 Endo Steel

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

Right Leg

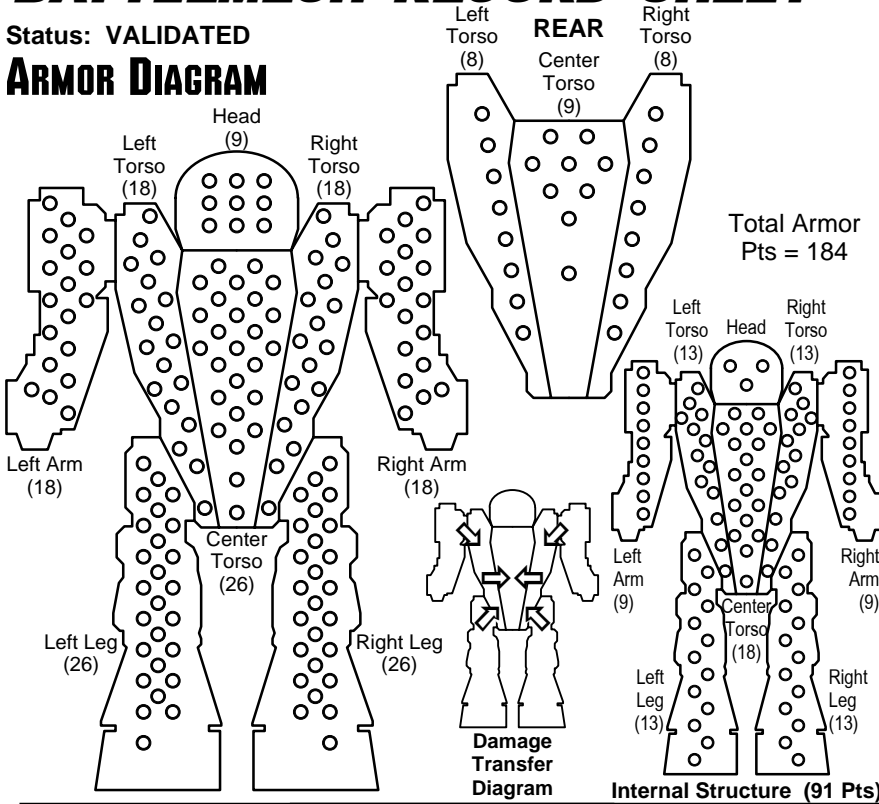
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Single Heat Sink

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 184

Internal Structure (91 Pts)

CRITICAL HIT TABLE

Left Arm

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

1-3

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

4-6

Left Torso

- Single Heat Sink
- Single 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
- Single Heat Sink
- Single Heat Sink

1-3

Head

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

1-3

Center Torso

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

4-6

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

Battle Value: 865

Weapon Value: 670 / 670

Cost, C-Bills: 4,431,709

Right Arm

- Shoulder
- Upper Arm Actuator
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC

1-3

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

4-6

Right Torso

- Single Heat Sink
- Single Heat Sink
- Ammo (LB 10-X) 10
- Ammo (LB 10-X) 10
- 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
- Single Heat Sink
- Single Heat Sink

1-3

'MECH DATA

Type: **Hoplite HOP-4D**

Mass: **55 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** **Inner Sphere**
 Running: **6** **Biped 'Mech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	RA	2	10	-	6	12	18
1	LRM 5	LA	2	1/hit	6	7	14	21

Ammo Type: Rounds: BV:

LB 10-X AC	20	43
LRM 5	24	7

Total Heat Sinks: **16 Single**

○○○○○○○○○○ ○○○○○○

Auto Eject: Weapon Heat:

Operational Disabled **(4)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

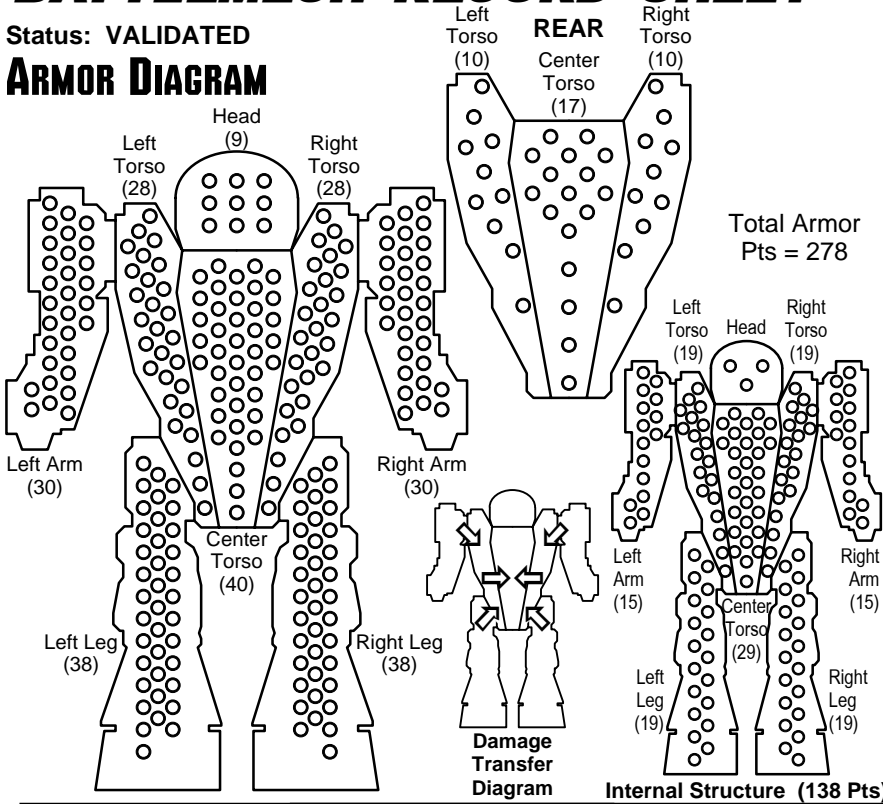
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 278

Internal Structure (138 Pts)

CRITICAL HIT TABLE

Left Arm

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

Left Torso

- Jump Jet
 - LRM 20
 - LRM 20
 - LRM 20
 - LRM 20
 - LRM 20
- 1-3
- Ammo (SRM 6) 15
 - Ammo (SRM 6) 15
 - Ammo (LRM 20) 6
 - Ammo (LRM 20) 6
 - CASE
 - Ferro-Fibrous
- 4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Ferro-Fibrous

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Jump Jet
 - Ferro-Fibrous
- 4-6

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

Battle Value: **1,838**
 Weapon Value: **1,749 / 1,749**
 Cost, C-Bills: **8,936,080**

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
- 1-3
- Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
 - Ferro-Fibrous
 - Ferro-Fibrous
- 4-6

Right Torso

- Jump Jet
 - Medium Laser
 - Medium Laser
 - Ammo (Gauss) 8
 - Ammo (Gauss) 8
 - CASE
- 1-3
- Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Ferro-Fibrous

'MECH DATA

Type: **Highlander HGN-732**

Mass: **90 tons**

Movement Points: Tech, Config. & Level:

Walking: **3** **Inner Sphere**
 Running: **5** **Biped 'Mech**
 Jumping: **3** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	RT	3	5	-	3	6	9
1	SRM 6	LA	4	2/hit	-	3	6	9
1	LRM 20	LT	6	1/hit	6	7	14	21
1	Gauss Rifle	RA	1	15	2	7	15	22

Ammo Type: Rounds: BV:

SRM 6	30	19
LRM 20	12	63
Gauss Rifle	16	101

Total Heat Sinks: **12 Single**

○○○○○○○○○○○○ ○○

Auto Eject: Weapon Heat:

Operational Disabled **(17)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

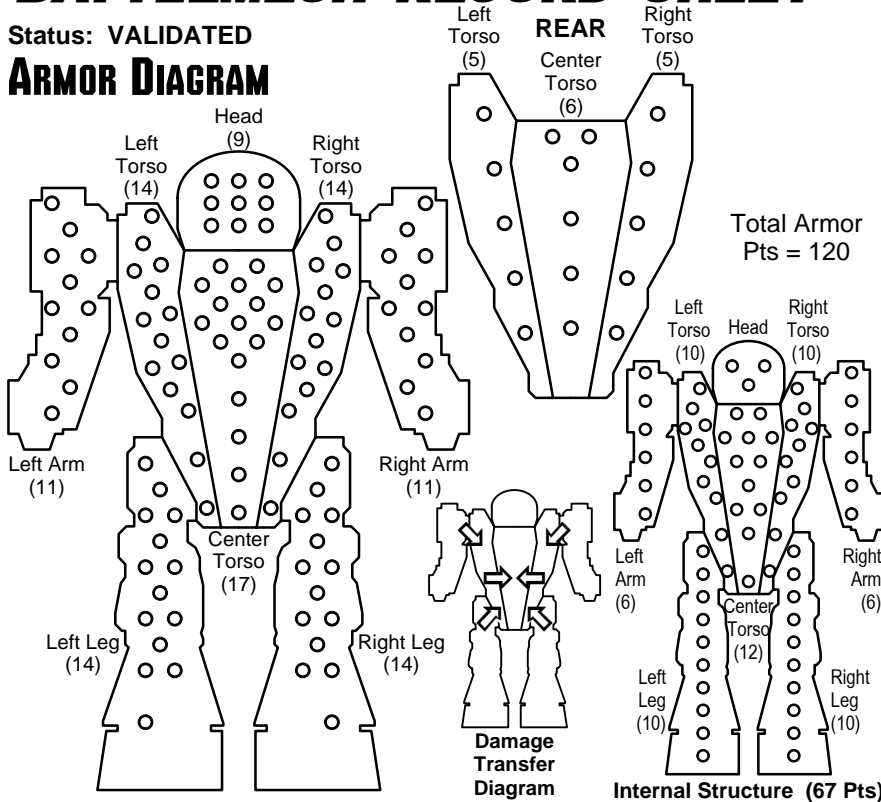
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Hermes II HER-5S**

Mass: **40 tons**

Movement Points: Tech, Config. & Level:

Walking: **6** **Inner Sphere**
 Running: **9** **Biped 'Mech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/5	RT	1	5	2	6	13	20
1	Flamer	LA	3	2	-	1	2	3
1	Medium Pulse Laser	RA	4	6	-	2	4	6

Ammo Type: Rounds: BV:
 Ultra AC/5 20 21

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject: Weapon Heat:
 Operational Disabled **(9)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

CRITICAL HIT TABLE

Left 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

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Ammo (Ult AC/5) 20
- Endo Steel
- Endo Steel

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

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

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

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

Battle Value: **740**
 Weapon Value: **387 / 387**
 Cost, C-Bills: **3,456,180**

Right Arm

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

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

Right Torso

- Ultra AC/5
- Ultra AC/5
- Ultra AC/5
- Ultra AC/5
- Ultra AC/5
- Endo Steel

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

Right Leg

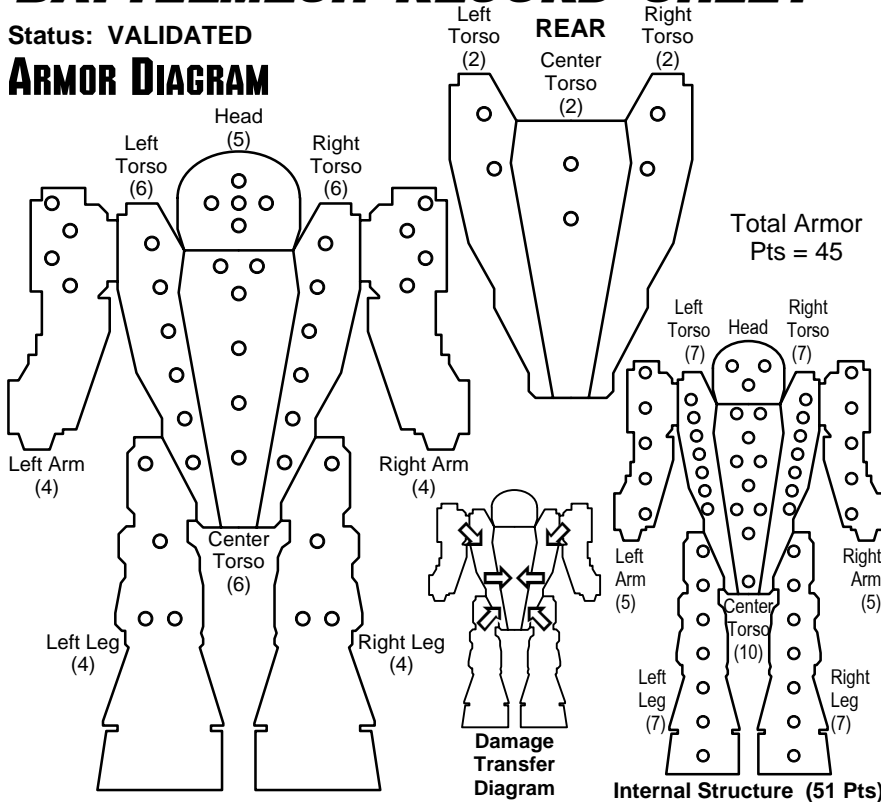
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 45

Internal Structure (51 Pts)

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Medium Laser
- Ferro-Fibrous
- Ferro-Fibrous

- Ferro-Fibrous
- Ferro-Fibrous
- 4-6 Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

Left Torso

- MASC
- MASC
- 1-3 Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

- 4-6 Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

Left Leg

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

Head

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

Center Torso

- 1 Fusion Engine
- 2 Fusion Engine
- 3 Fusion Engine
- 1-3 Gyro
- Gyro
- Gyro

- 4-6 Gyro
- Fusion Engine
- Fusion Engine
- 4 Fusion Engine
- Roll Again
- Roll Again

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

Battle Value: **510**
 Weapon Value: **158 / 158**
 Cost, C-Bills: **3,588,520**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Medium Laser
- Ferro-Fibrous

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

Right Torso

- 1 Beagle Active Probe
- 2 Beagle Active Probe
- 3 Endo Steel
- 4 Endo Steel
- 5 Endo Steel
- 6 Endo Steel

- 1-3 Endo Steel
- Endo Steel
- Endo Steel
- 4 Roll Again
- Roll Again
- 4-6 Roll Again

Right Leg

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

'MECH DATA

Type: **Hermes HER-3S**

Mass: **30 tons**

Movement Points: Tech, Config. & Level:

Walking: **9** Inner Sphere

Running: **14 [18]** Biped 'Mech

Jumping: **0** Level 2 / 3050

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	Beagle Active Probe	RT	0	-	-	-	-	4

Total Heat Sinks: **10 Single**

oooooooooooo

Auto Eject: Operational Disabled

Weapon Heat: **(6)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

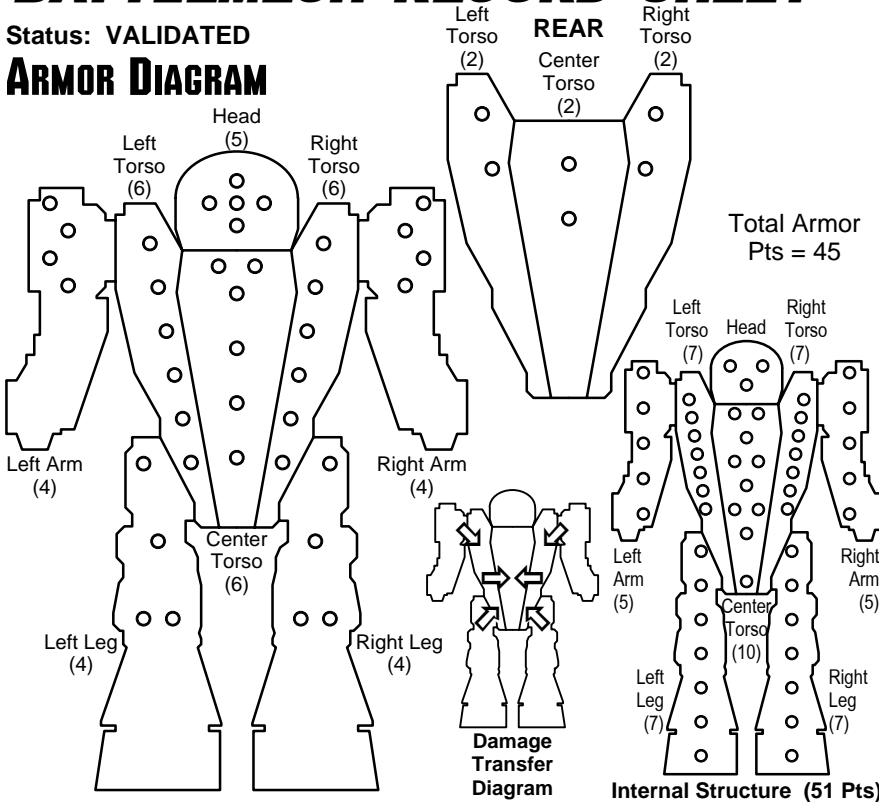
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 45

Internal Structure (51 Pts)

'MECH DATA

Type: **Hermes HER-3S2**

Mass: **30 tons**

Movement Points: Tech, Config. & Level:

Walking: **9** Inner Sphere

Running: **14 [18]** Biped 'Mech

Jumping: **0** Level 2 / 3050

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5	-	3	6	9
1	Guardian ECM	RT	0	-	-	-	-	6
1	TAG	LT	0	*	-	5	9	15

Total Heat Sinks: **10 Single**

oooooooooooo

Auto Eject: Operational Disabled

Weapon Heat: **(3)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Ferro-Fibrous
- 1-3 Ferro-Fibrous
- 1-3 Ferro-Fibrous

- 1-3 Ferro-Fibrous
- 1-3 Ferro-Fibrous
- 1-3 Ferro-Fibrous
- 1-3 Ferro-Fibrous
- 1-3 Roll Again
- 1-3 Roll Again

Left Torso

- MASC
- MASC
- TAG
- 1-3 Endo Steel
- 1-3 Endo Steel
- 1-3 Endo Steel

- 1-3 Endo Steel
- 1-3 Endo Steel
- 1-3 Endo Steel
- 1-3 Endo Steel
- 1-3 Roll Again
- 1-3 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 Fusion Engine
- 1-3 Fusion Engine
- 1-3 Fusion Engine
- 1-3 Gyro
- 1-3 Gyro
- 1-3 Gyro

- 1-3 Gyro
- 1-3 Fusion Engine
- 1-3 Fusion Engine
- 1-3 Fusion Engine
- 1-3 Roll Again
- 1-3 Roll Again

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

Battle Value: **466**
 Weapon Value: **79 / 79**
 Cost, C-Bills: **3,601,520**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- 1-3 Medium Laser
- 1-3 Ferro-Fibrous

- 1-3 Ferro-Fibrous
- 1-3 Ferro-Fibrous
- 1-3 Ferro-Fibrous
- 1-3 Ferro-Fibrous
- 1-3 Ferro-Fibrous
- 1-3 Ferro-Fibrous

Right Torso

- Guardian ECM
- Guardian ECM
- 1-3 Endo Steel
- 1-3 Endo Steel
- 1-3 Endo Steel
- 1-3 Endo Steel

- 1-3 Endo Steel
- 1-3 Endo Steel
- 1-3 Endo Steel
- 1-3 Roll Again
- 1-3 Roll Again
- 1-3 Roll Again

Right Leg

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

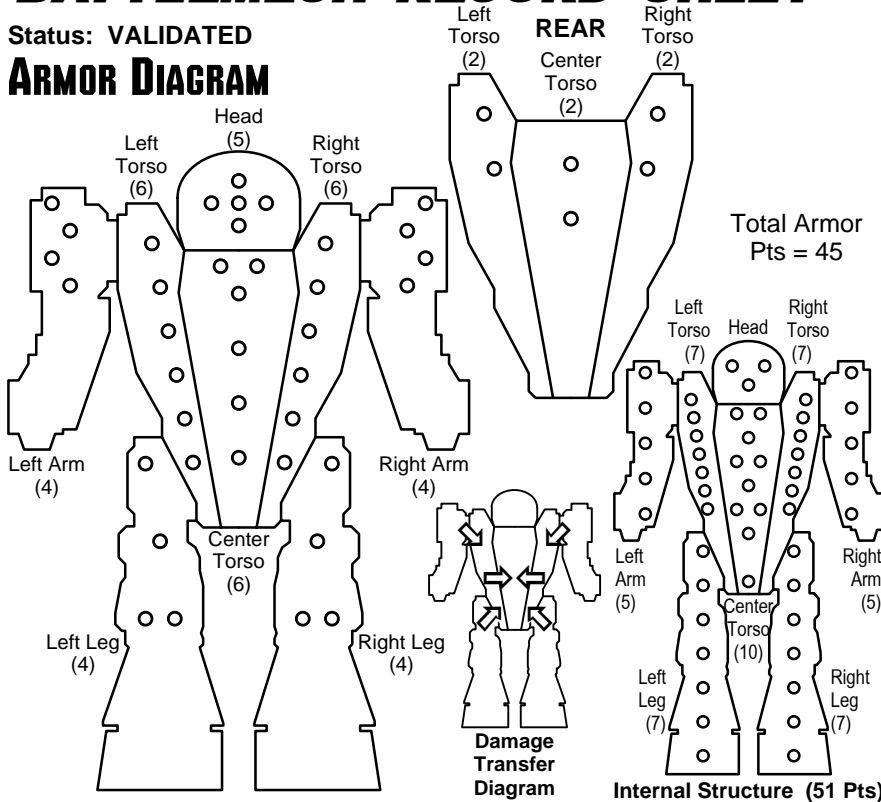
WIZKIDS

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 45

Internal Structure (51 Pts)

'MECH DATA

Type: **Hermes HER-3S1**

Mass: **30 tons**

Movement Points: Tech, Config. & Level:

Walking: **9** Inner Sphere

Running: **14 [18]** Biped 'Mech

Jumping: **0** Level 2 / 3050

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	Guardian ECM	RT	0	-	-	-	-	6

Total Heat Sinks: **10 Single**

oooooooooooo

Auto Eject:

Weapon Heat:

Operational Disabled

(6)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Medium Laser
- Ferro-Fibrous
- Ferro-Fibrous

- Ferro-Fibrous
- Ferro-Fibrous
- 4-6 Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

Left Torso

- MASC
- MASC
- 1-3 Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

- Endo Steel
- Endo Steel
- 4-6 Endo Steel
- Roll Again
- Roll Again
- Roll Again

Left Leg

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

Head

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

Center Torso

1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
- 1-3 Gyro
- Gyro
- Gyro

1. Gyro
2. Fusion Engine
3. Fusion Engine
- 4-6 Fusion Engine
- Roll Again
- Roll Again

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

Battle Value: **572**

Weapon Value: **158 / 158**

Cost, C-Bills: **3,588,520**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Medium Laser
- Ferro-Fibrous

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

Right Torso

- Guardian ECM
- Guardian ECM
- 1-3 Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

- Endo Steel
- Endo Steel
- 4-6 Endo Steel
- Roll Again
- Roll Again
- Roll Again

Right Leg

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

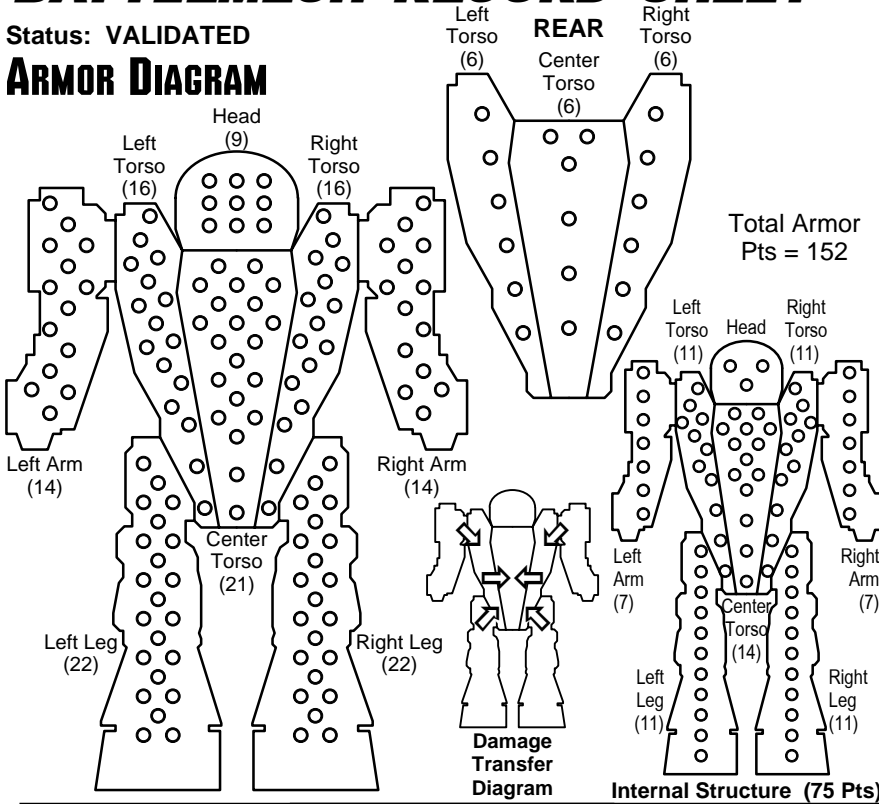
WIZKIDS

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (75 Pts)

'MECH DATA

Type: **Hatchetman HCT-5S**

Mass: **45 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** **Inner Sphere**
 Running: **6** **Biped 'Mech**
 Jumping: **4** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	RT	2	10	-	6	12	18
1	Medium Pulse Laser	LT	4	6	-	2	4	6
1	Medium Pulse Laser	LA	4	6	-	2	4	6
1	Medium Pulse Laser	RA	4	6	-	2	4	6
1	Hatchet	RA	0	9				

Ammo Type: Rounds: BV:
 LB 10-X AC 10 31

Total Heat Sinks: **10 Single**

oooooooooooo

Auto Eject: Weapon Heat:
 Operational Disabled **(14)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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



CRITICAL HIT TABLE

Left Arm

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

- 1-3
- Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Single Heat Sink
- Medium Pulse Laser
- Ferro-Fibrous

- 1-3
- Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous

Left Leg

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

Head

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

Center Torso

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

- 1-3
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Ferro-Fibrous
 - Roll Again

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

Battle Value: **826**
 Weapon Value: **697 / 697**
 Cost, C-Bills: **6,135,240**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Pulse Laser
- Hatchet

- 1-3
- Hatchet
 - Hatchet
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Single Heat Sink
- LB 10-X AC
- LB 10-X AC

- 1-3
- LB 10-X AC
 - LB 10-X AC
 - LB 10-X AC
 - LB 10-X AC
 - Ammo (LB 10-X) 10
 - CASE

Right Leg

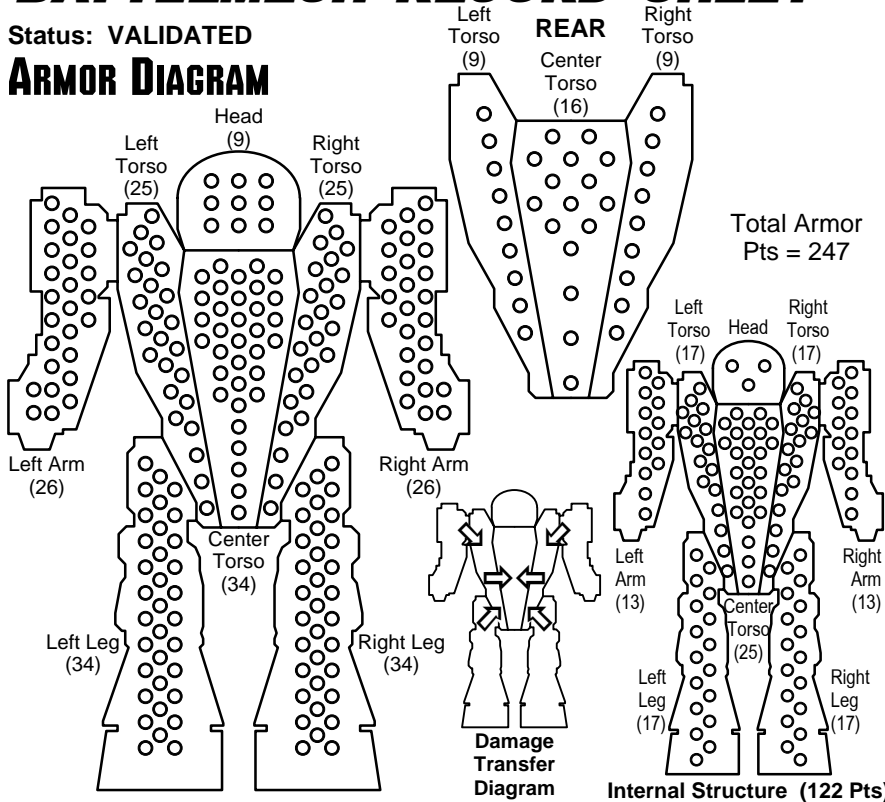
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Hatamoto-Mizo HTM-27Y**

Mass: **80 tons**

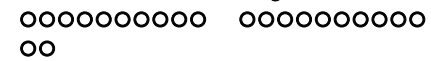
Movement Points: Tech, Config. & Level:

Walking: **4** **Inner Sphere**
 Running: **6** **Biped 'Mech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	LA	10	10	3	6	12	18
1	PPC	RA	10	10	3	6	12	18
1	ER Large Laser	RT	12	8	-	7	14	19

Total Heat Sinks: 22 Single



Auto Eject: **Weapon Heat:**

Operational Disabled **(32)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 PPC
- PPC
- PPC
1. Roll Again
- Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Head

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

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- 1-3 Gyro
- Gyro
- Gyro
1. Gyro
2. Fusion Engine
3. Fusion Engine
- 4-6 Fusion Engine
5. Single Heat Sink
6. Single Heat Sink

Left Torso

- Single Heat Sink
- Single Heat Sink
3. Single Heat Sink
- 1-3 Endo Steel
- Endo Steel
- Endo Steel
1. Endo Steel
2. Endo Steel
3. Endo Steel
- 4-6 Endo Steel
5. Roll Again
6. Roll Again

Right Arm

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

Right Torso

- Single Heat Sink
- ER Large Laser
- 1-3 ER Large Laser
4. Endo Steel
5. Endo Steel
6. Endo Steel
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

Left Leg

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

Right Leg

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

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

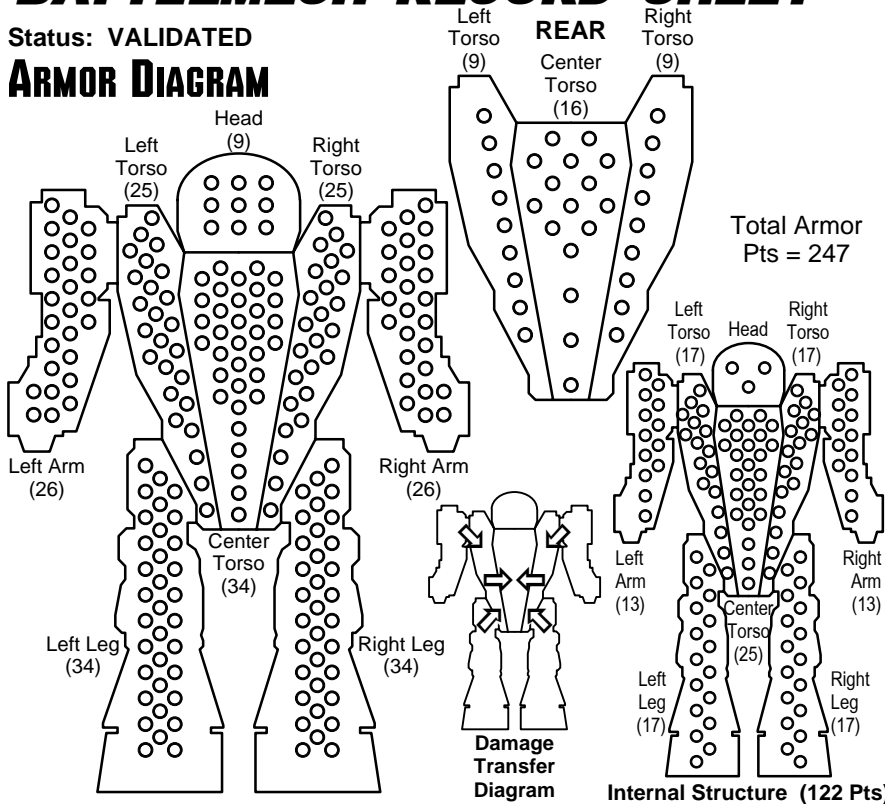
Battle Value: **1,311**
 Weapon Value: **1,735 / 1,735**
 Cost, C-Bills: **8,046,121**

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 247

Internal Structure (122 Pts)

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 PPC
- PPC
- PPC
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- Endo Steel
- Endo Steel
- 3-3 Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso

- Fusion Engine
- Fusion Engine
- 1-3 Fusion Engine
- 4-6 Gyro
- Gyro
- Gyro
- Gyro
- 1-3 Gyro
- 2-4 Fusion Engine
- 3-5 Fusion Engine
- 4-6 Single Heat Sink
- Single Heat Sink

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

Battle Value: **1,285**
 Weapon Value: **1,789 / 1,789**
 Cost, C-Bills: **7,904,821**

Right Arm

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

Right Torso

- Autocannon/5
- Autocannon/5
- 3-3 Autocannon/5
- 1-3 Autocannon/5
- 5-6 Ammo (AC/5) 20
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Right Leg

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

'MECH DATA

Type: **Hatamoto-Ku HTM-27W**

Mass: **80 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** **Inner Sphere**
 Running: **6** **Biped 'Mech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	LA	10	10	3	6	12	18
1	PPC	RA	10	10	3	6	12	18
1	Autocannon/5	RT	1	5	3	6	12	18

Ammo Type: Autocannon/5 Rounds: 20 BV: 10

Total Heat Sinks: 18 Single

○○○○○○○○○○ ○○○○○○○○

Auto Eject: Operational Disabled Weapon Heat: **(21)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

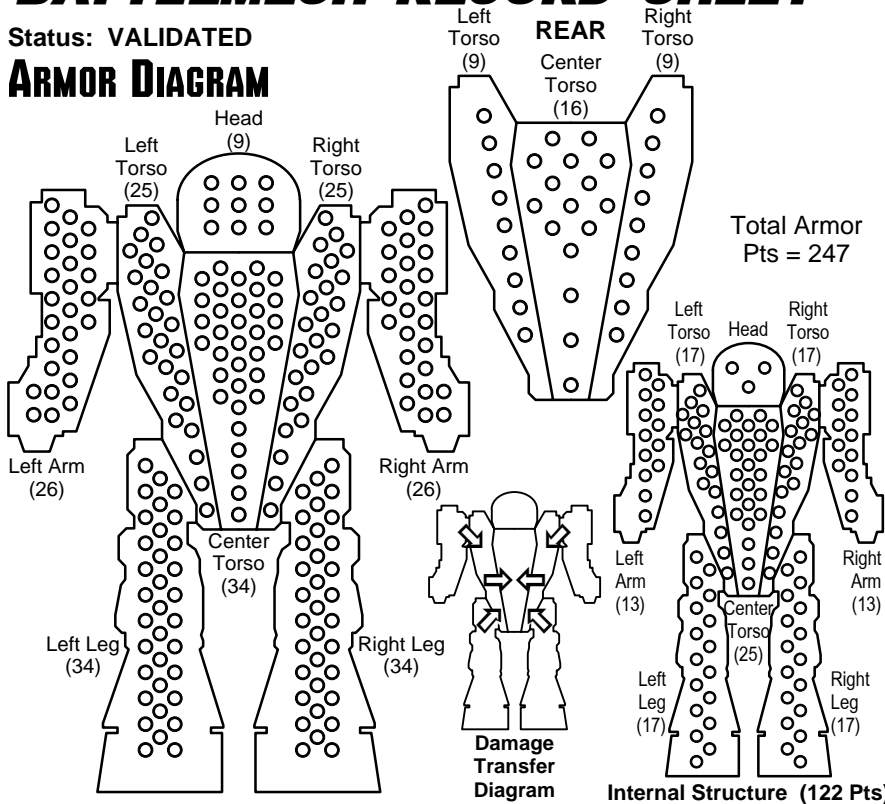


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Hatamoto-Kaze HTM-27V**

Mass: **80 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** **Inner Sphere**
 Running: **6** **Biped 'Mech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	LA	10	10	3	6	12	18
1	PPC	RA	10	10	3	6	12	18
1	LRM 5	LT	2	1/hit	6	7	14	21
1	LRM 5	RT	2	1/hit	6	7	14	21

Ammo Type: Rounds: BV:
 LRM 5 96 27

Total Heat Sinks: 18 Single

○○○○○○○○○○ ○○○○○○○○

Auto Eject: Weapon Heat:
 Operational Disabled **(24)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 PPC
- PPC
- PPC
1. Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Head

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- PPC
- PPC
1. PPC
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- 1-3 Gyro
- Gyro
- Gyro
1. Gyro
2. Fusion Engine
3. Fusion Engine
- 4-6 Fusion Engine
5. Single Heat Sink
6. Single Heat Sink

Right Torso

- LRM 5
2. Ammo (LRM 5) 24
- 1-3 Ammo (LRM 5) 24
- Endo Steel
- Endo Steel
- Endo Steel
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. CASE
- 4-6 Roll Again

Left Torso

- LRM 5
- 1-3 Ammo (LRM 5) 24
- Ammo (LRM 5) 24
- Endo Steel
- Endo Steel
- Endo Steel
1. Endo Steel
2. Endo Steel
3. Endo Steel
- 4-6 Endo Steel
5. CASE
6. Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- 4-6 Single Heat Sink

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- 4-6 Single Heat Sink

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

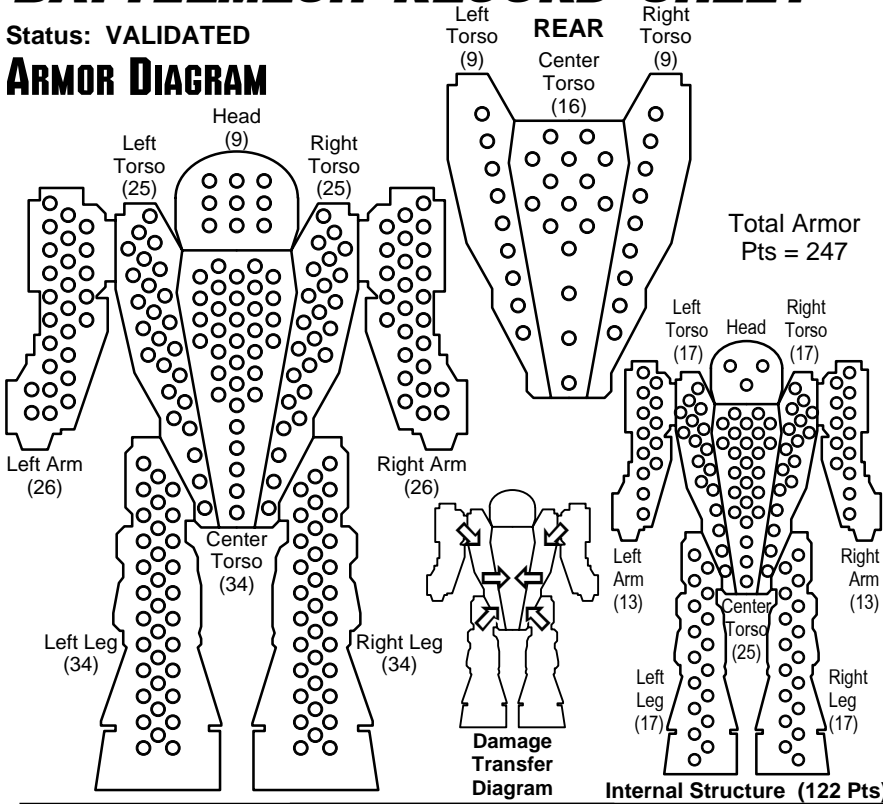
Battle Value: **1,302**
 Weapon Value: **1,622 / 1,622**
 Cost, C-Bills: **8,175,721**

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Hatamoto-Hi HTM-27U**

Mass: **80 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** **Inner Sphere**
 Running: **6** **Biped 'Mech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	LA	10	10	3	6	12	18
1	PPC	RA	10	10	3	6	12	18
2	Medium Pulse Laser	LT	4	6	-	2	4	6
2	Medium Pulse Laser	RT	4	6	-	2	4	6

Total Heat Sinks: **19 Single**

○○○○○○○○○○ ○○○○○○○○○

Auto Eject: **Weapon Heat:**

Operational Disabled **(36)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 PPC
- 5 PPC
- 6 PPC
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Head

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

Right Arm

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

Center Torso

1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
- 1-3 Gyro
4. Gyro
5. Gyro
6. Gyro
1. Gyro
2. Fusion Engine
3. Fusion Engine
- 4-6 4. Fusion Engine
5. Single Heat Sink
6. Single Heat Sink

Right Torso

1. Medium Pulse Laser
2. Medium Pulse Laser
3. Endo Steel
- 1-3 4. Endo Steel
5. Endo Steel
6. Endo Steel
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Roll Again
5. Roll Again
- 4-6 6. Roll Again

Left Torso

1. Medium Pulse Laser
2. Medium Pulse Laser
3. Endo Steel
- 1-3 4. Endo Steel
5. Endo Steel
6. Endo Steel
1. Endo Steel
2. Endo Steel
3. Endo Steel
- 4-6 4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- 4-6 Single Heat Sink

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- 4-6 Single Heat Sink

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

Battle Value: **1,251**
 Weapon Value: **1,562 / 1,562**
 Cost, C-Bills: **8,107,321**

HEAT SCALE

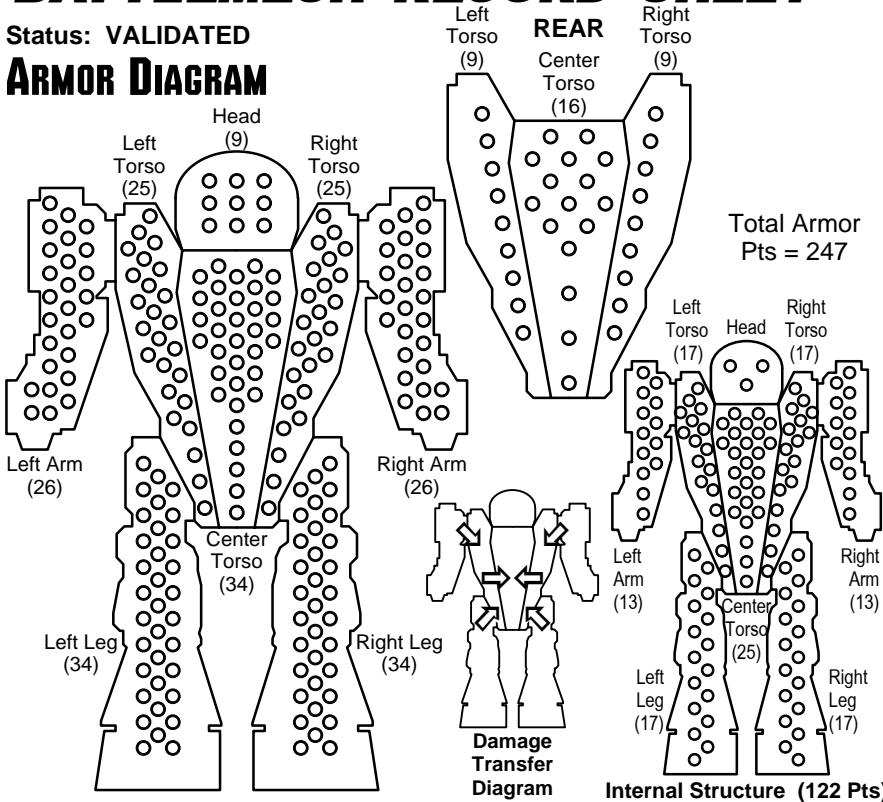
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 247

Internal Structure (122 Pts)

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 PPC
- PPC
- PPC
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Left Torso

- Single Heat Sink
- SRM 6
- SRM 6
- 1-3 Ammo (SRM 6) 15
- CASE
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- 1-3 Gyro
- Gyro
- Gyro
- 1-3 Gyro
- Fusion Engine
- Fusion Engine
- 4-6 Fusion Engine
- Endo Steel
- Endo Steel

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

Battle Value: **1,270**
 Weapon Value: **1,604 / 1,604**
 Cost, C-Bills: **8,236,921**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- 1-3 PPC
- PPC
- PPC
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Right Torso

- Single Heat Sink
- SRM 6
- SRM 6
- 1-3 Ammo (SRM 6) 15
- CASE
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

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

'MECH DATA

Type: **Hatamoto-Chi HTM-27T**

Mass: **80 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** **Inner Sphere**
 Running: **6** **Biped 'Mech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	LA	10	10	3	6	12	18
1	PPC	RA	10	10	3	6	12	18
1	SRM 6	LT	4	2/hit	-	3	6	9
1	SRM 6	RT	4	2/hit	-	3	6	9

Ammo Type: SRM 6 Rounds: 30 BV: 16

Total Heat Sinks: 18 Single

○○○○○○○○○○ ○○○○○○○○

Auto Eject: Operational Disabled Weapon Heat: **(28)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

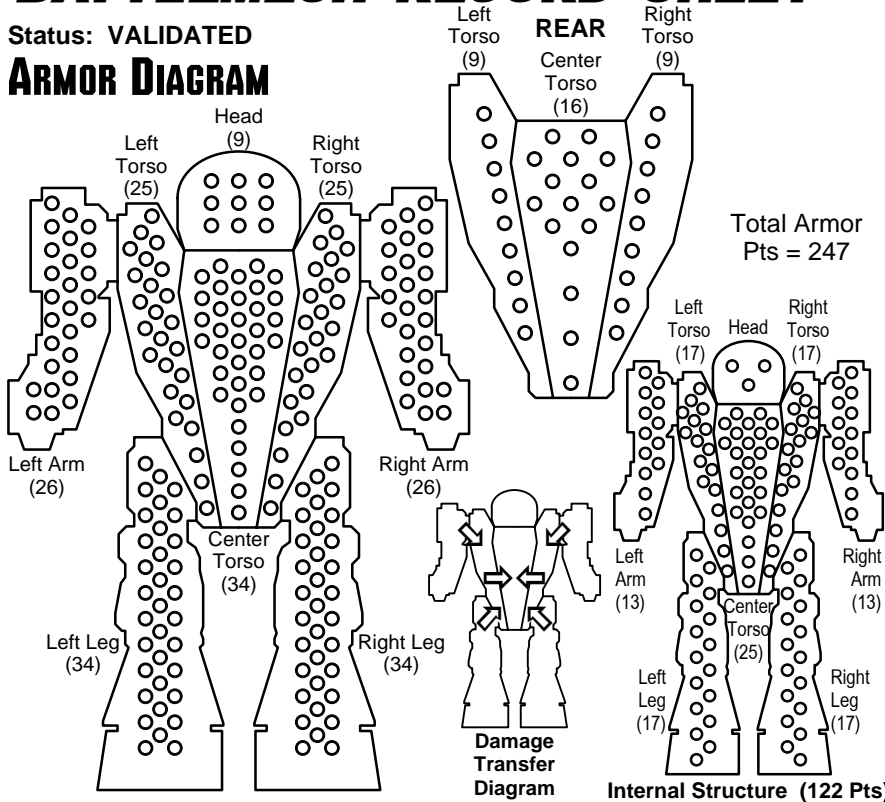


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Hatamoto-Chi HTM-11K**

Mass: **80 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** **Inner Sphere**
 Running: **6** **Biped 'Mech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RA	10	10	3	6	12	18
1	PPC	LA	10	10	3	6	12	18
1	SRM 6	RT	4	2/hit	-	3	6	9
1	SRM 6	LT	4	2/hit	-	3	6	9

Ammo Type: SRM 6 Rounds: 30 BV: 16

Total Heat Sinks: **18 Single**

○○○○○○○○○○ ○○○○○○○○

Auto Eject: Operational Disabled Weapon Heat: **(28)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 PPC
- PPC
- PPC
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Left Torso

- SRM 6
- SRM 6
- 1-3 Ammo (SRM 6) 15
- Single Heat Sink
- CASE
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso

- Fusion Engine
- Fusion Engine
- 1-3 Fusion Engine
- Gyro
- Gyro
- Gyro
- Gyro
- 1-3 Gyro
- Fusion Engine
- Fusion Engine
- 4-6 Fusion Engine
- Endo Steel
- Endo Steel

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

Battle Value: **1,270**
 Weapon Value: **1,604 / 1,604**
 Cost, C-Bills: **8,236,921**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Endo Steel
- Endo Steel
- PPC
- PPC
- PPC
- Endo Steel
- Endo Steel
- Endo Steel

Right Torso

- SRM 6
- SRM 6
- 1-3 Ammo (SRM 6) 15
- Single Heat Sink
- CASE
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

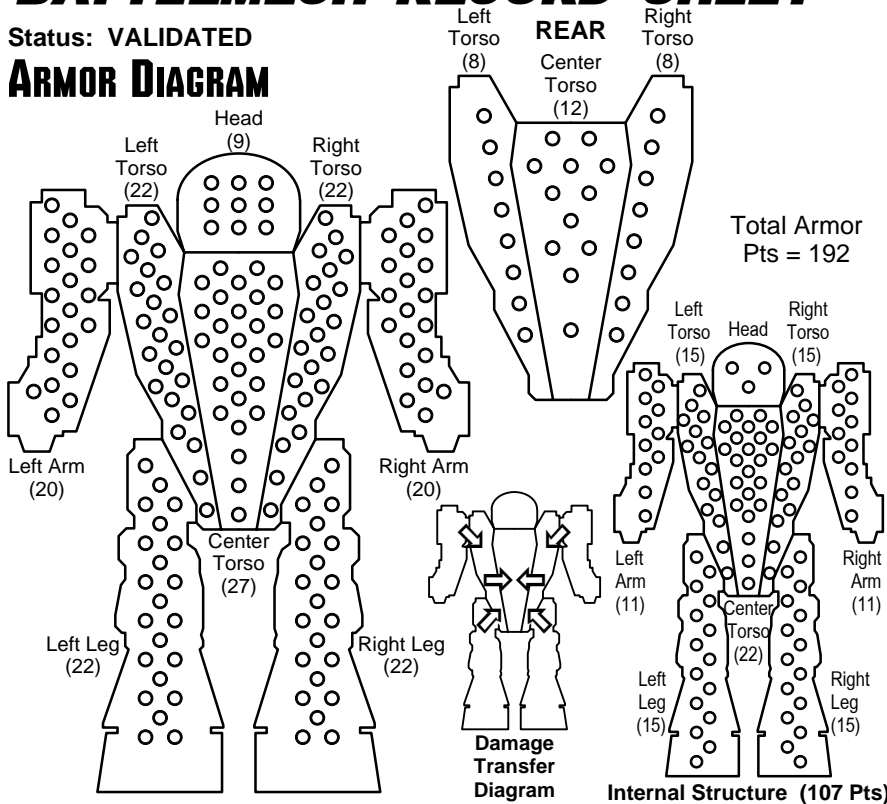
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Single Heat Sink

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Guillotine GLT-5M

Mass: 70 tons

Movement Points: Tech, Config. & Level:

Walking: 4 Inner Sphere
Running: 6 Biped 'Mech
Jumping: 4 Level 2 / 3050

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	LA	12	8	-	7	14	19
1	SRM 6	CT	4	2/hit	-	3	6	9
1	Medium Laser	LT	3	5	-	3	6	9
1	Medium Laser	RT	3	5	-	3	6	9
2	Medium Laser	RA	3	5	-	3	6	9

Ammo Type: Rounds: BV:

SRM 6 15 11

Total Heat Sinks: 25 Single

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

Auto Eject: Weapon Heat: (28)

Operational Disabled

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 ER Large Laser
- 1-3 ER Large Laser
- Endo Steel
- Endo Steel

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

Left Torso

- Single Heat Sink
- Single Heat Sink
- 1-3 Single Heat Sink
- 1-3 Single Heat Sink
- Single Heat Sink
- Single Heat Sink

- Jump Jet
- Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

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

Head

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

Center Torso

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

- Gyro
- Fusion Engine
- 4-6 Fusion Engine
- Fusion Engine
- SRM 6
- SRM 6

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

Battle Value: 1,295

Weapon Value: 1,495 / 1,495

Cost, C-Bills: 6,470,484

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Lower Arm Actuator
- 1-3 Medium Laser
- Medium Laser
- Endo Steel

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

Right Torso

- Single Heat Sink
- Single Heat Sink
- 1-3 Single Heat Sink
- 1-3 Single Heat Sink
- Single Heat Sink
- Single Heat Sink

- Jump Jet
- Medium Laser
- 4-6 Ammo (SRM 6) 15
- CASE
- Roll Again
- Roll Again

Right Leg

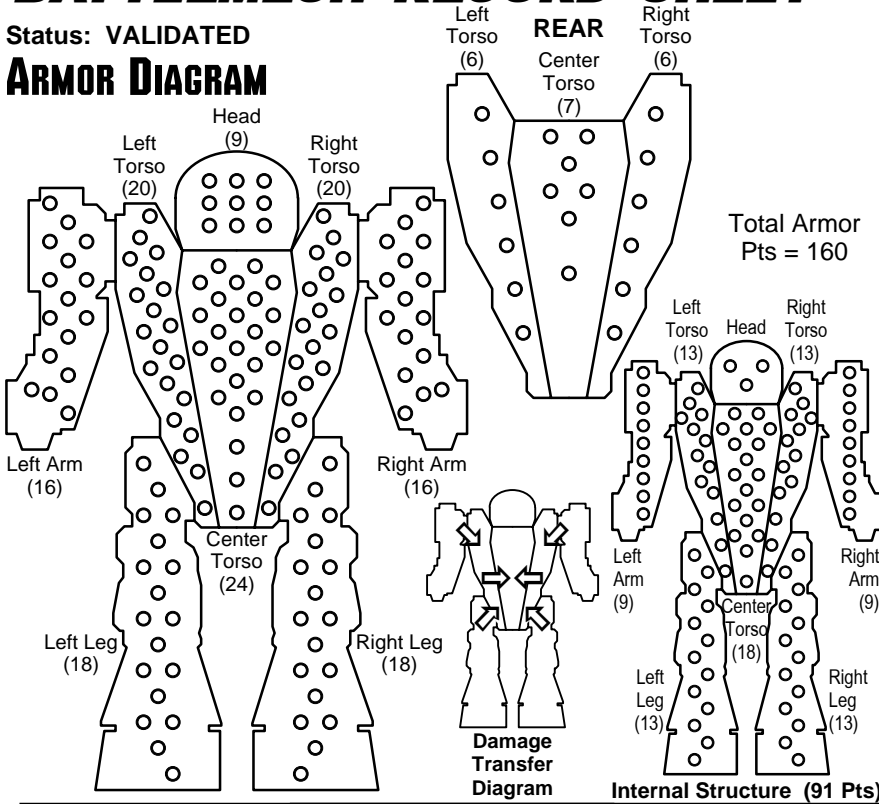
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor
Pts = 160

Internal Structure (91 Pts)

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

- XL Engine
 - XL Engine
 - XL Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Jump Jet
 - Jump Jet
 - Small Laser
 - Ammo (LRM 20) 6
 - Ammo (LRM 20) 6
 - CASE
- 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

Center Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Jump Jet
 - Roll Again
- 4-6

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

Battle Value: **1,440**
 Weapon Value: **1,114 / 1,114**
 Cost, C-Bills: **10,250,744**

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - ER PPC
 - ER PPC
 - ER PPC
 - Roll Again
 - Roll Again
- 4-6

Right Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Jump Jet
 - Jump Jet
 - LRM 20
 - LRM 20
 - LRM 20
 - LRM 20
 - Roll Again
 - Roll Again
- 1-3
- LRM 20
 - LRM 20
 - LRM 20
 - LRM 20
 - Roll Again
 - Roll Again
- 4-6

Right Leg

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

'MECH DATA

Type: **Griffin GRF-3M**

Mass: **55 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** **Inner Sphere**
 Running: **8** **Biped 'Mech**
 Jumping: **5** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	10	-	7	14	23
1	LRM 20	RT	6	1/hit	6	7	14	21
1	Small Laser	LT	1	3	-	1	2	3

Ammo Type: Rounds: BV:
 LRM 20 12 93

Total Heat Sinks: 13 Double (26)

○○○○○○○○○○○○ ○○○

Auto Eject: Weapon Heat:
 Operational Disabled (22)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

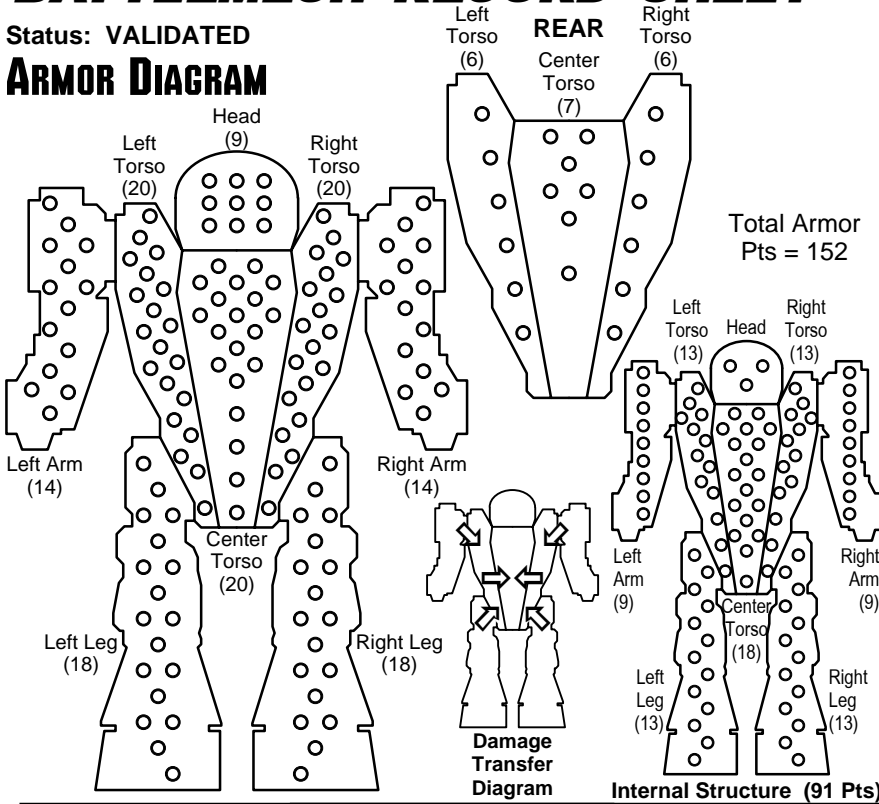
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 152

Internal Structure (91 Pts)

CRITICAL HIT TABLE

Left Arm

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

Left Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Jump Jet
 - Jump Jet
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Ammo (LRM 20) 6
 - Ammo (LRM 20) 6
 - CASE
 - 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

Center Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Jump Jet
 - Roll Again
- 4-6

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

Battle Value: **1,202**
 Weapon Value: **873 / 873**
 Cost, C-Bills: **10,041,106**

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Large Pulse Laser
 - Large Pulse Laser
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Jump Jet
 - Jump Jet
 - LRM 20
- 1-3
- LRM 20
 - LRM 20
 - LRM 20
 - LRM 20
 - Roll Again
 - Roll Again
- 4-6

Right Leg

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

'MECH DATA

Type: **Griffin GRF-1DS**

Mass: **55 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** **Inner Sphere**
 Running: **8** **Biped 'Mech**
 Jumping: **5** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20	RT	6	1/hit	6	7	14	21
1	Large Pulse Laser	RA	10	9	-	3	7	10

Ammo Type: Rounds: BV:
 LRM 20 12 93

Total Heat Sinks: 14 Double (28)

○○○○○○○○○○ ○○○○

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

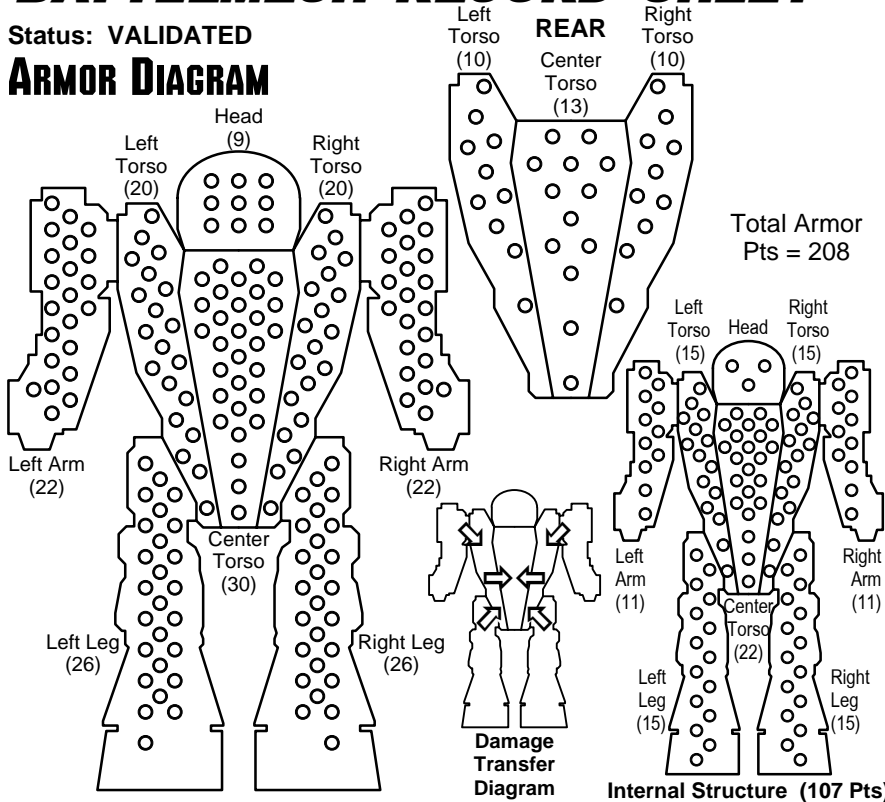


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 208

Internal Structure (107 Pts)

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

Head

- Life Support
- Sensors
- Cockpit
- Streak SRM 2
- Sensors
- Life Support

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- ER Large Laser
- ER Large Laser

Left Torso

- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- Ammo (AMS) 12
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

4-6

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

- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- Anti-Missile System
- Ammo (Streak 2) 50
- 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

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

Battle Value: **1,201**
 Weapon Value: **1,213 / 1,177**
 Cost, C-Bills: **6,339,074**

Right Leg

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

'MECH DATA

Type: **Grasshopper GHR-5J**

Mass: **70 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** **Inner Sphere**
 Running: **6** **Biped 'Mech**
 Jumping: **4** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	CT	12	8	-	7	14	19
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	Streak SRM 2	HD	2	2/hit	-	3	6	9
1	Anti-Missile System	RT	1	1d6	-	-	-	-

Ammo Type: Rounds: BV:

Streak SRM 2	100	13
Anti-Missile System	12	13

Total Heat Sinks: 22 Single

○○○○○○○○○○ ○○○○○○○○○
 ○○

Auto Eject: Weapon Heat:

Operational Disabled **(21)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

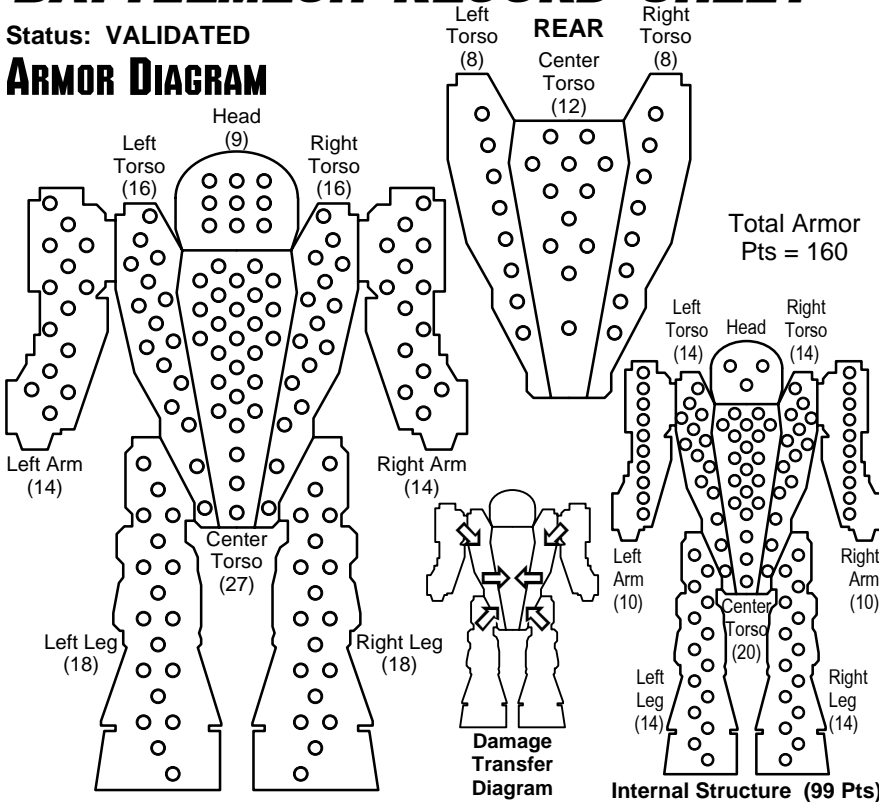


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (99 Pts)

'MECH DATA

Type: **Grand Dragon DRG-5K**

Mass: **60 tons**

Movement Points: Tech, Config. & Level:

Walking: **6** **Inner Sphere**
 Running: **9** **Biped 'Mech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	CT	4	1/hit	6	7	14	21
1	ER PPC	RA	15	10	-	7	14	23
1	Medium Laser	LA	3	5	-	3	6	9
1	Medium Laser	RT(R)	3	5	-	3	6	9
1	Medium Laser	LT(R)	3	5	-	3	6	9

Ammo Type: Rounds: BV:
 LRM 10 24 33

Total Heat Sinks: **13 Double (26)**

○○○○○○○○○○○○ ○○○

Auto Eject: Weapon Heat:
 Operational Disabled **(28)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm

- 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

- XL Engine
- XL Engine
- XL Engine
- Medium Laser (R)
- Ammo (LRM 10) 12
- Ammo (LRM 10) 12

- CASE
- 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
- Roll Again
- Sensors
- Life Support

Center Torso

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

- Gyro
- XL Engine
- XL Engine
- XL Engine
- LRM 10
- LRM 10

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

Battle Value: **1,188**
 Weapon Value: **1,596 / 1,596**
 Cost, C-Bills: **13,354,880**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER PPC
- ER PPC
- ER PPC

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

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Medium Laser (R)
- 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

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	

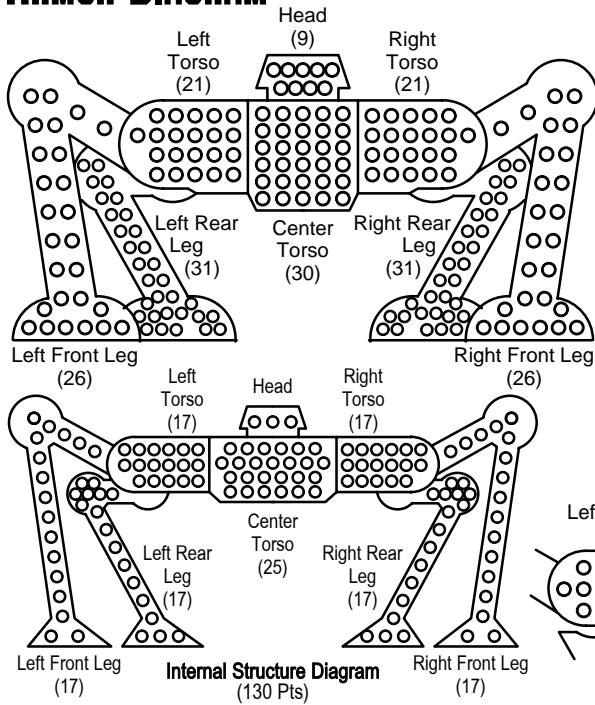
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BATTLETECH®

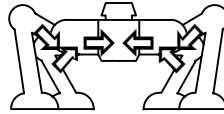
QUAD BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

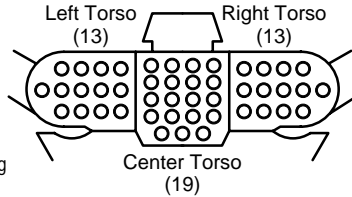


Total Armor
Pts = 240



Damage
Transfer
Diagram

REAR ARMOR



'MECH DATA

Type: Goliath GOL-3M

Mass: 80 tons

Movement Points: Tech, Config. & Level:

Walking: 4 Inner Sphere
Running: 6 Quad 'Mech
Jumping: 0 Level 2 / 3050

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	RT	1	15	2	7	15	22
1	LRM 10	LT	4	1/hit	6	7	14	21
1	LRM 10	RT	4	1/hit	6	7	14	21
1	Machine Gun	CT	0	2	-	1	2	3
1	Machine Gun	LT	0	2	-	1	2	3

Ammo Type: Rounds: BV:

Gauss Rifle	8	41
LRM 10	24	25
Machine Gun	400	2

Total Heat Sinks: 17 Single

○○○○○○○○○○ ○○○○○○

Auto Eject: Weapon Heat:

Operational Disabled (9)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Front Leg

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

Head

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

Right Front Leg

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

Left Torso

- XL Engine
 - XL Engine
 - XL Engine
 - LRM 10
 - LRM 10
 - Machine Gun
- 1-3
- Ammo (LRM 10) 12
 - Ammo (LRM 10) 12
 - Ammo (MG) 200
 - Ammo (MG) 200
 - CASE
 - Roll Again
- 4-6

Center Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Machine Gun
 - Ammo (Gauss) 8
- 4-6

Right Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
- 1-3
- Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
 - LRM 10
 - LRM 10
- 4-6

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

Battle Value: 1,310
Weapon Value: 1,757 / 1,757
Cost, C-Bills: 17,149,441

Left Rear Leg

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

Right Rear Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single 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	

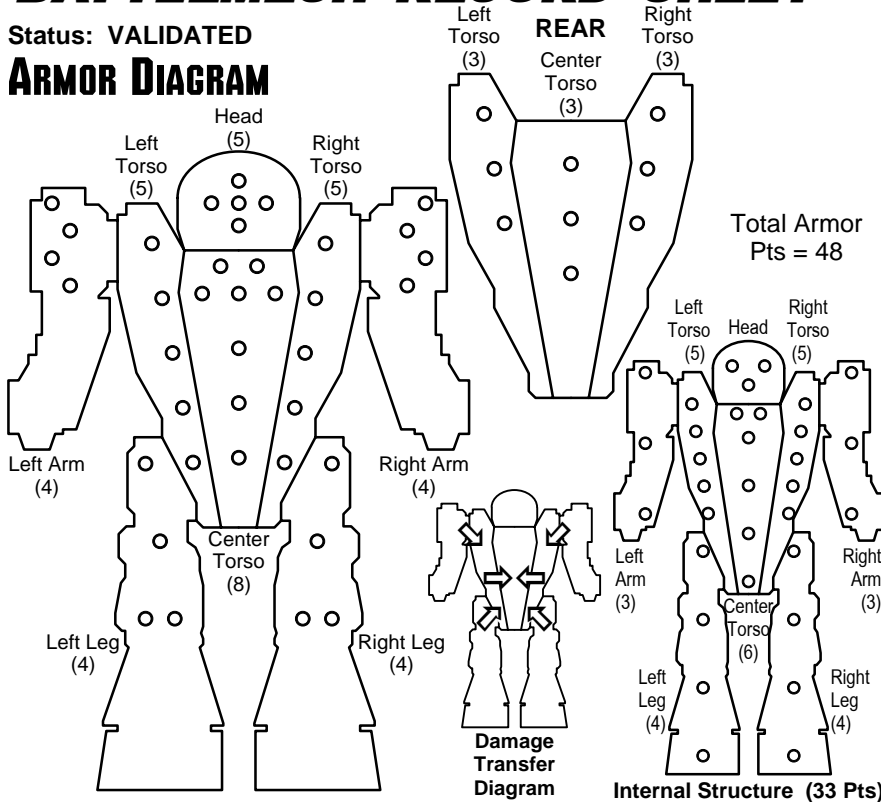
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Flea FLE-17**
 Mass: **20 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **6** Inner Sphere
 Running: **9 [12]** Biped 'Mech
 Jumping: **0** Level 2 / 3050

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	LA	4	6	-	2	4	6
1	Medium Pulse Laser	RA	4	6	-	2	4	6
1	Flamer	CT	3	2	-	1	2	3
1	Small Laser	LT(R)	1	3	-	1	2	3
1	Small Laser	RT(R)	1	3	-	1	2	3

Total Heat Sinks: **10 Single**

oooooooooooo

Auto Eject: Operational Disabled
 Weapon Heat: **(13)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

- Single Heat Sink
- Small Laser (R)
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

Left Leg

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

Head

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

Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- MASC
- Flamer

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

Battle Value: **371**
 Weapon Value: **136 / 136**
 Cost, C-Bills: **1,728,000**

Right Arm

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

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

Right Torso

- Single Heat Sink
- Small Laser (R)
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

Right Leg

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

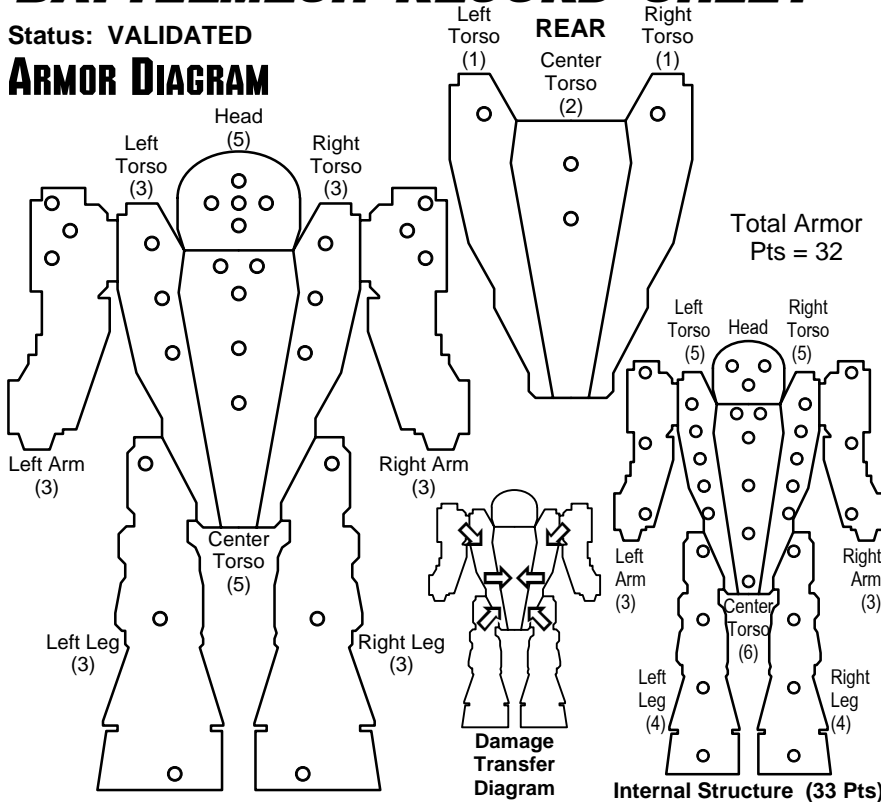
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Flea FLE-4**

Mass: **20 tons**

Movement Points: Tech, Config. & Level:

Walking: **6** **Inner Sphere**
 Running: **9** **Biped 'Mech**
 Jumping: **0** **Level 1 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	CT(R)	3	2	-	1	2	3
2	Small Laser	LA	1	3	-	1	2	3
1	Large Laser	RA	8	8	-	5	10	15

Total Heat Sinks: **10 Single**

oooooooooooo

Auto Eject: Weapon Heat:

Operational Disabled **(13)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

- Single 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
- Single Heat Sink
- Single Heat Sink

Head

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

Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Flamer (R)
- Roll Again

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

Battle Value: **360**
 Weapon Value: **113 / 113**
 Cost, C-Bills: **1,519,200**

Right Arm

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

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

Right Torso

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

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

Right Leg

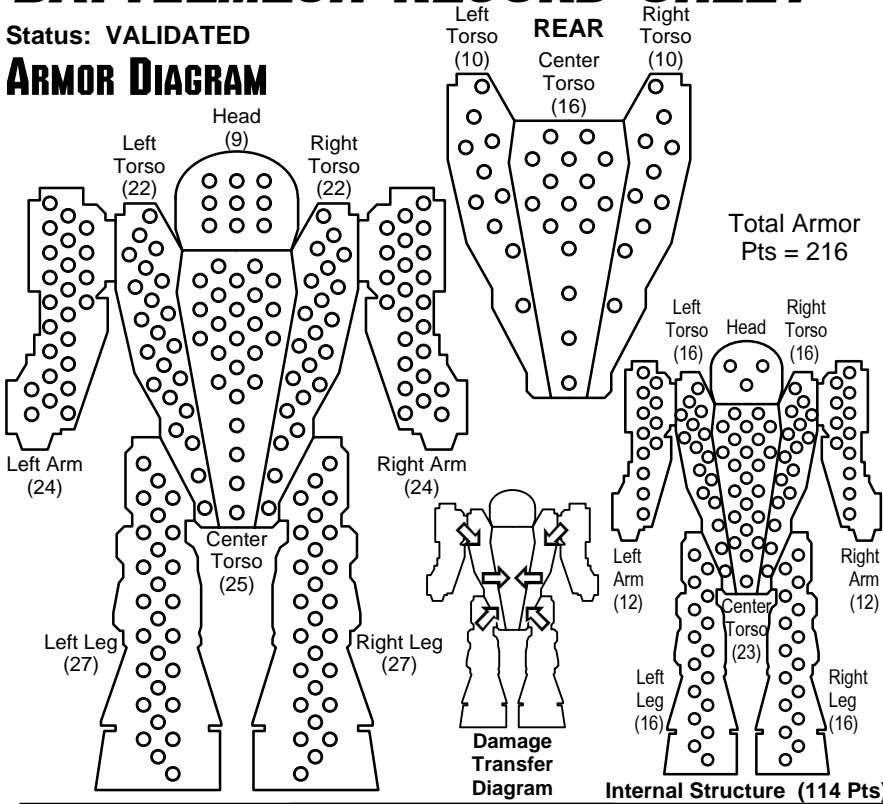
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Single Heat Sink

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 216

Internal Structure (114 Pts)

CRITICAL HIT TABLE

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

Left Torso

- XL Engine
- XL Engine
- XL Engine
- 1-3 Medium Laser
- Medium Laser (R)
- 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

Head

- Life Support
- Sensors
- Cockpit
- Flamer
- Sensors
- Life Support

Center Torso

- 1-3 XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro
- Gyro
- XL Engine
- XL Engine
- 4-6 XL Engine
- Large Laser
- Large Laser

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

Battle Value: **1,409**
 Weapon Value: **2,062 / 2,062**
 Cost, C-Bills: **17,831,625**

Right 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

Right Torso

- XL Engine
- XL Engine
- XL Engine
- 1-3 Medium Laser
- Anti-Missile System
- Ammo (AMS) 12
- 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

'MECH DATA

Type: **Flashman FLS-8K**

Mass: **75 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** Inner Sphere
 Running: **8** Biped 'Mech
 Jumping: **0** Level 2 / 3050

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	CT	8	8	-	5	10	15
1	Large Laser	LA	8	8	-	5	10	15
1	Large Laser	RA	8	8	-	5	10	15
1	Medium Laser	LT	3	5	-	3	6	9
1	Medium Laser	LT(R)	3	5	-	3	6	9
1	Medium Laser	RT	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	Medium Laser	RA	3	5	-	3	6	9
1	Flamer	HD	3	2	-	1	2	3
1	Anti-Missile System	RT	1	1d6	-	-	-	-

Ammo Type: Anti-Missile System
 Rounds: 12
 BV: 14

Total Heat Sinks: **15 Double (30)**

○○○○○○○○○○○○ ○○○○

Auto Eject: Operational Disabled
 Weapon Heat: **(43)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

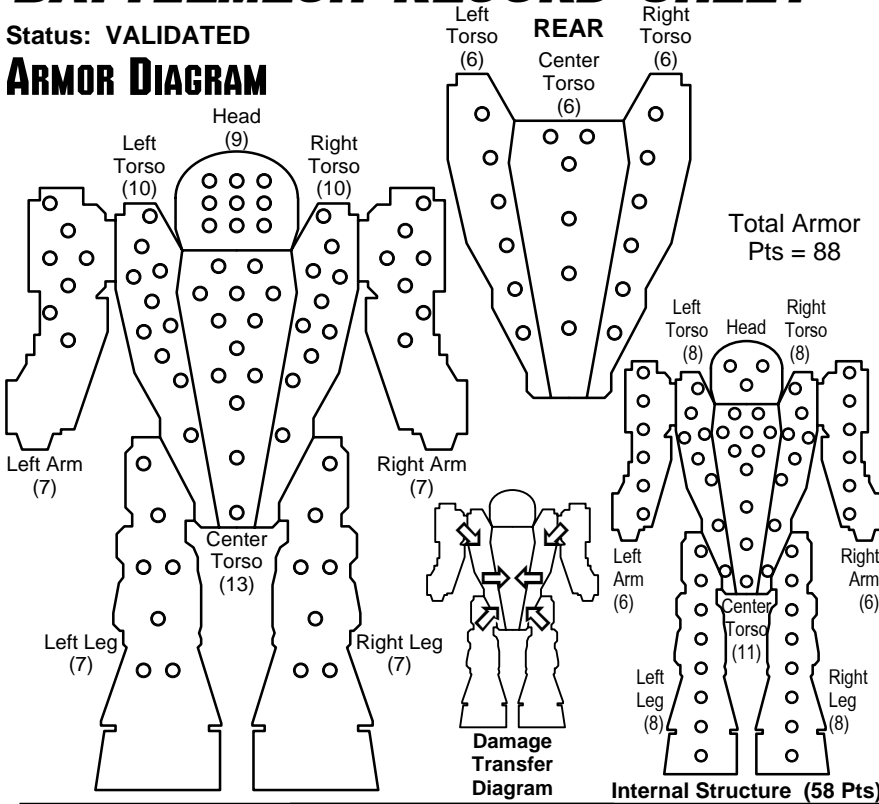


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Firestarter FS9-S**
 Mass: **35 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **6** **Inner Sphere**
 Running: **9** **Biped 'Mech**
 Jumping: **6** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	CT(R)	3	2	-	1	2	3
1	Flamer	CT	3	2	-	1	2	3
1	Flamer	RA	3	2	-	1	2	3
1	Flamer	LA	3	2	-	1	2	3
1	Medium Laser	LA	3	5	-	3	6	9
1	Medium Laser	RA	3	5	-	3	6	9
1	Small Laser	RT	1	3	-	1	2	3
1	Anti-Missile System	LT	1	1d6	-	-	-	-
1	Beagle Active Probe	LT	0	-	-	-	-	4

Ammo Type: Rounds: BV:
 Anti-Missile System 12 14

Total Heat Sinks: **10 Single**

oooooooooooo

Auto Eject: Weapon Heat:
 Operational Disabled **(20)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Flamer
- Medium Laser
- Endo Steel

- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- Jump Jet
- Jump Jet
- Jump Jet
- Anti-Missile System
- Beagle Active Probe
- Beagle Active Probe

- Ammo (AMS) 12
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Left Leg

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

Head

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

Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Flamer (R)
- Flamer

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

Battle Value: **551**
 Weapon Value: **156 / 156**
 Cost, C-Bills: **3,511,688**

Right Arm

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

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

Right Torso

- Jump Jet
- Jump Jet
- Jump Jet
- Small Laser
- Endo Steel
- Endo Steel

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

Right Leg

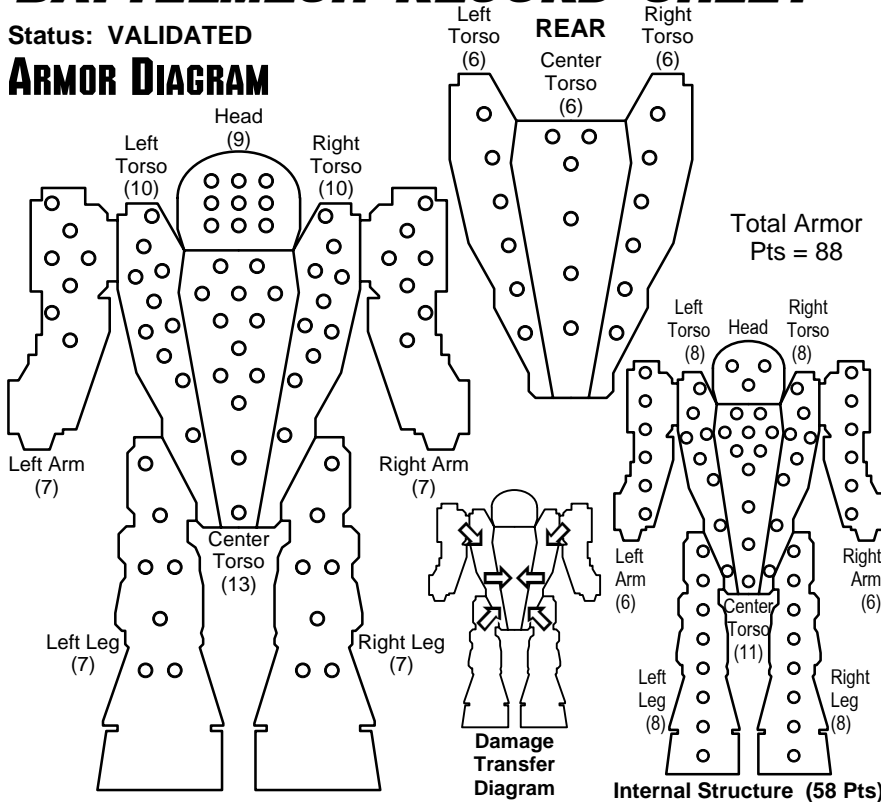
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 88

Internal Structure (58 Pts)

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Flamer
- Medium Laser
- Endo Steel

1-3

- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- Jump Jet
- Jump Jet
- Jump Jet
- Anti-Missile System
- Guardian ECM
- Guardian ECM

1-3

- Ammo (AMS) 12
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Left Leg

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

Head

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

1-3

Center Torso

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

4-6

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

Battle Value: 613

Weapon Value: 156 / 156

Cost, C-Bills: 3,511,688

Right Arm

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

1-3

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

4-6

Right Torso

- Jump Jet
- Jump Jet
- Jump Jet
- Small Laser
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

4-6

Right Leg

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

'MECH DATA

Type: **Firestarter FS9-S1**

Mass: **35 tons**

Movement Points: Tech, Config. & Level:

Walking: **6** **Inner Sphere**
 Running: **9** **Biped 'Mech**
 Jumping: **6** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	CT(R)	3	2	-	1	2	3
1	Flamer	CT	3	2	-	1	2	3
1	Flamer	RA	3	2	-	1	2	3
1	Flamer	LA	3	2	-	1	2	3
1	Medium Laser	LA	3	5	-	3	6	9
1	Medium Laser	RA	3	5	-	3	6	9
1	Small Laser	RT	1	3	-	1	2	3
1	Anti-Missile System	LT	1	1d6	-	-	-	-
1	Guardian ECM	LT	0	-	-	-	-	6

Ammo Type: Rounds: BV:
 Anti-Missile System 12 14

Total Heat Sinks: **10 Single**

○○○○○○○○○○

Auto Eject: Weapon Heat:
 Operational Disabled **(20)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

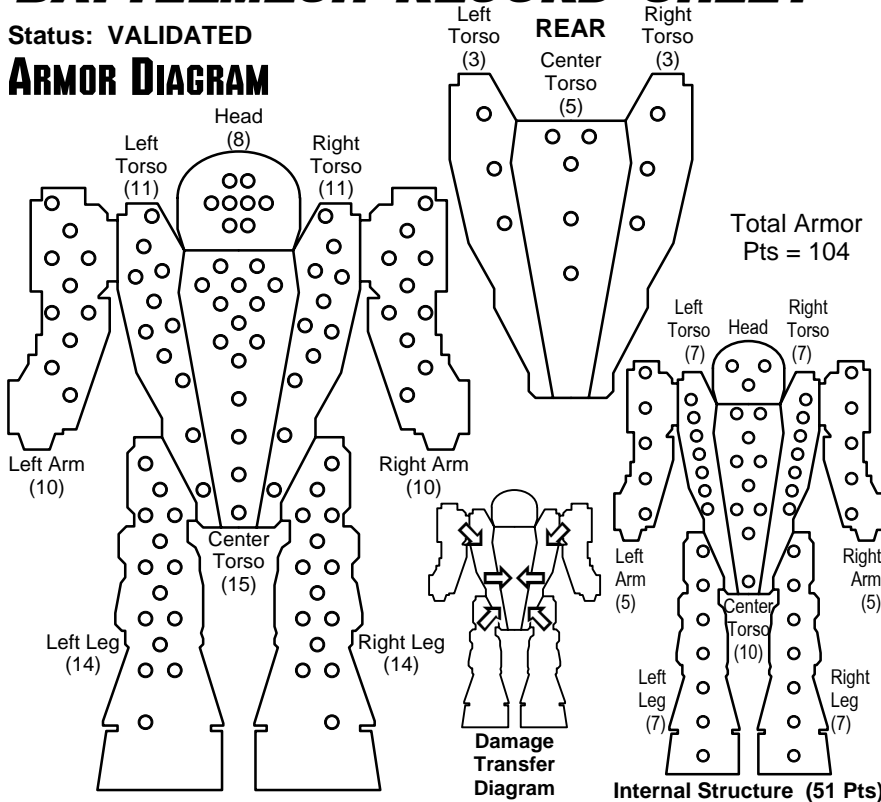


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 104

Internal Structure (51 Pts)

'MECH DATA

Type: **Firefly FFL-4B**

Mass: **30 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** **Inner Sphere**
 Running: **8** **Biped 'Mech**
 Jumping: **4** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	CT	3	5	-	3	6	9
1	Medium Laser	LT	3	5	-	3	6	9
1	Medium Laser	RT	3	5	-	3	6	9
1	LRM 5	RT	2	1/hit	6	7	14	21
1	Anti-Missile System	LA	1	1d6	-	-	-	-

Ammo Type: Rounds: BV:

LRM 5	24	11
Anti-Missile System	12	14

Total Heat Sinks: **10 Single**

oooooooooooo

Auto Eject: Weapon Heat:

Operational Disabled **(12)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Anti-Missile System
- 1-3
 4. Roll Again
 5. Roll Again
 6. Roll Again

- Roll Again
 - Roll Again
- 4-6
 3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again

Left Torso

- Single Heat Sink
 - Single Heat Sink
 - Medium Laser
- 1-3
 4. Ammo (LRM 5) 24
 5. Ammo (AMS) 12
 6. CASE

- Roll Again
 - 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

Head

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

Center Torso

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

- Gyro
 - Fusion Engine
 - Fusion Engine
- 4-6
 4. Fusion Engine
 5. Medium Laser
 6. Roll Again

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

Battle Value: **716**
 Weapon Value: **341 / 341**
 Cost, C-Bills: **2,342,600**

Right Arm

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

- Roll Again
 - Roll Again
- 4-6
 3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again

Right Torso

- Single Heat Sink
 - Single Heat Sink
 - Medium Laser
- 1-3
 4. LRM 5
 5. Roll Again
 6. 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
- 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	

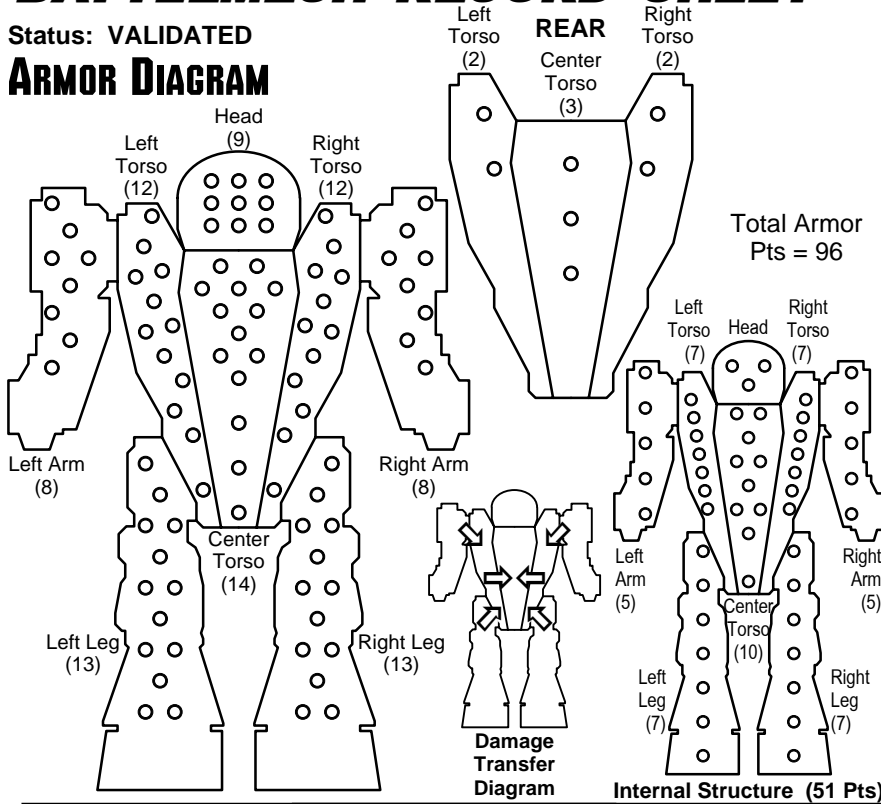
WIZKIDS

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 96

Internal Structure (51 Pts)

'MECH DATA

Type: **Falcon FLC-4P**

Mass: **30 tons**

Movement Points: Tech, Config. & Level:

Walking: **6** **Inner Sphere**
 Running: **9** **Biped 'Mech**
 Jumping: **5** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	RA	4	6	-	2	4	6
1	Small Laser	RA	1	3	-	1	2	3
1	Small Laser	LA	1	3	-	1	2	3
1	Anti-Missile System	LT	1	1d6	-	-	-	-

Ammo Type: Rounds: BV:
 Anti-Missile System 12 14

Total Heat Sinks: **12 Single**

oooooooooooo oo

Auto Eject: Weapon Heat:
 Operational Disabled (7)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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



CRITICAL HIT TABLE

Left Arm

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

Left Torso

- Jump Jet
- Jump Jet
- 1-3 Anti-Missile System
- 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
- Single Heat Sink
- Single Heat Sink

Head

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

Center Torso

- Fusion Engine
- Fusion Engine
- 1-3 Fusion Engine
- Gyro
- Gyro
- Gyro
- Gyro
- 1-3 Gyro
- Fusion Engine
- Fusion Engine
- 4-6 Fusion Engine
- Jump Jet
- Roll Again

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

Battle Value: **561**
 Weapon Value: **156 / 156**
 Cost, C-Bills: **2,307,890**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Medium Pulse Laser
- Small Laser
- Roll Again
- Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again
- 4-6 Roll Again

Right Torso

- Jump Jet
- Jump Jet
- 1-3 Ammo (AMS) 12
- Roll Again
- Roll Again
- Roll Again
- Roll Again
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

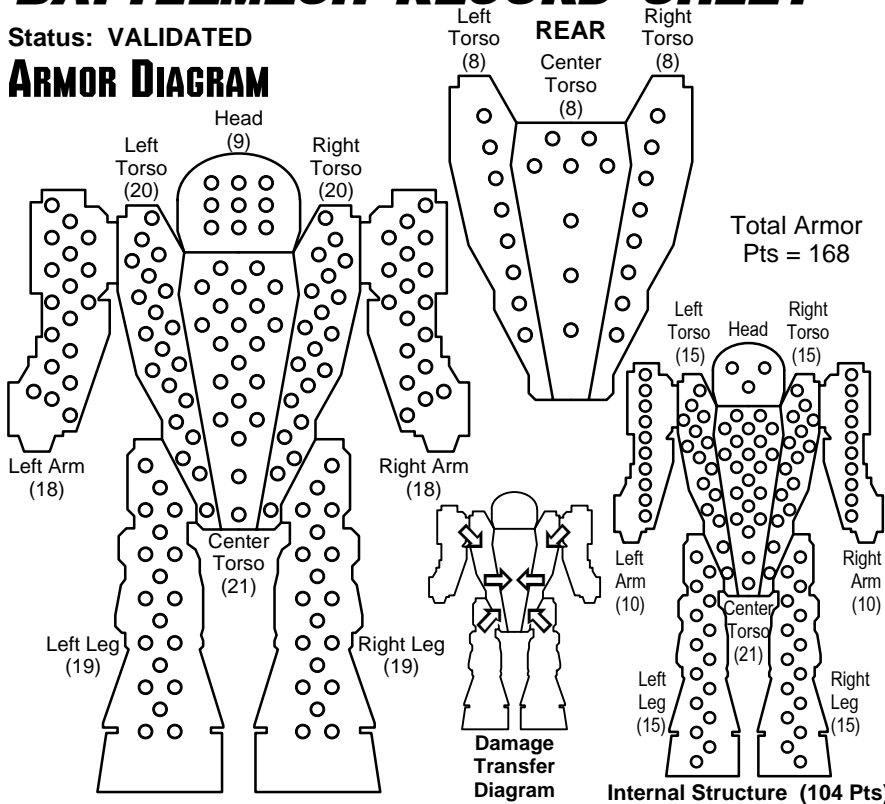
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Single Heat Sink

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Exterminator EXT-4D**
 Mass: **65 tons**

Movement Points: Tech, Config. & Level:
 Walking: **6** **Inner Sphere**
 Running: **9** **Biped 'Mech**
 Jumping: **6** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	LT	4	1/hit	6	7	14	21
2	Medium Laser	RA	3	5	-	3	6	9
2	Medium Laser	LA	3	5	-	3	6	9
1	Small Laser	HD	1	3	-	1	2	3
1	Anti-Missile System	RT	1	1d6	-	-	-	-

Ammo Type: Rounds: BV:
 LRM 10 12 25
 Anti-Missile System 12 14

Total Heat Sinks: **10 Double (20)**
 ○○○○○○○○○○

Auto Eject: Weapon Heat:
 Operational Disabled **(18)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WIZKIDS

CRITICAL HIT TABLE

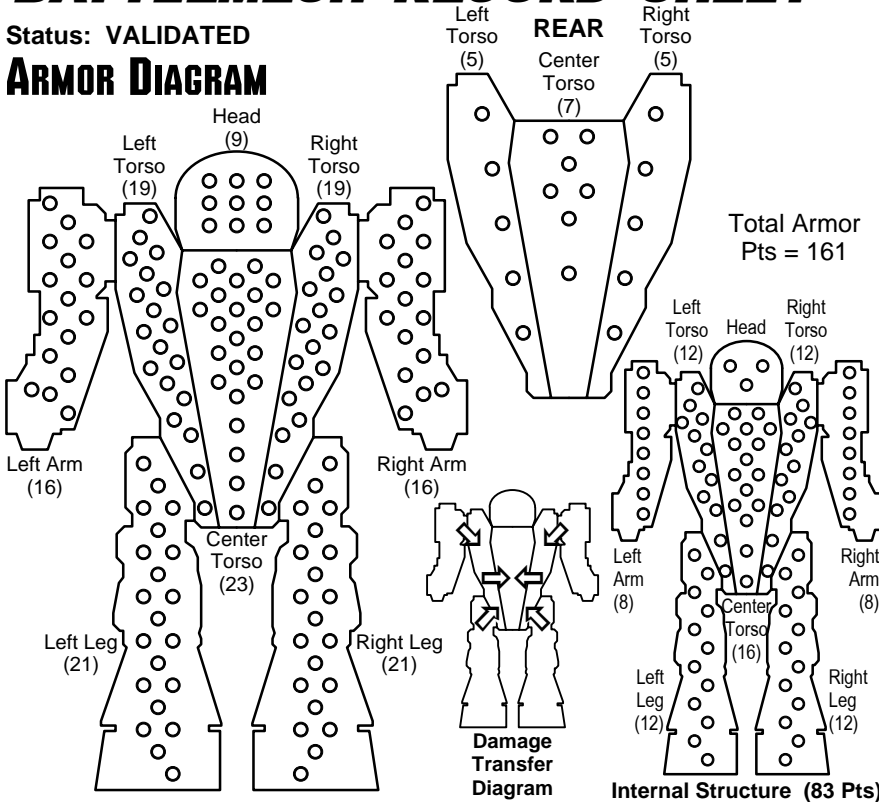
<h4>Left Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Medium Laser Medium Laser <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again <p>4-6</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <h4>Left Torso</h4> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine Jump Jet Jump Jet Jump Jet <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again <p>4-6</p> <ol style="list-style-type: none"> LRM 10 LRM 10 Roll Again Roll Again Roll Again Roll Again <h4>Left Leg</h4> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Roll Again Roll Again 	<h4>Head</h4> <ol style="list-style-type: none"> Life Support Sensors Cockpit Small Laser Sensors Life Support <h4>Center Torso</h4> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again <p>4-6</p> <ol style="list-style-type: none"> Gyro XL Engine XL Engine XL Engine Ammo (LRM 10) 12 Roll Again <div style="border: 1px solid black; padding: 5px; margin: 10px 0;"> <p>Engine Hits ○○○</p> <p>Gyro Hits ○○</p> <p>Sensor Hits ○○</p> <p>Life Support ○</p> </div> <p>Battle Value: 1,220 Weapon Value: 1,214 / 1,214 Cost, C-Bills: 15,852,622</p>	<h4>Right Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Medium Laser Medium Laser <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again <p>4-6</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <h4>Right Torso</h4> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine Jump Jet Jump Jet Jump Jet <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again <p>4-6</p> <ol style="list-style-type: none"> Anti-Missile System Ammo (AMS) 12 Roll Again Roll Again Roll Again Roll Again <h4>Right Leg</h4> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Roll Again Roll Again
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BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Enforcer ENF-5D**

Mass: **50 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** **Inner Sphere**
 Running: **8** **Biped 'Mech**
 Jumping: **5** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	RA	2	10	-	6	12	18
1	ER Large Laser	LA	12	8	-	7	14	19
1	Small Laser	LT	1	3	-	1	2	3

Ammo Type: Rounds: BV:
 LB 10-X AC 20 77

Total Heat Sinks: **12 Single**

oooooooooooo oo

Auto Eject: Weapon Heat:
 Operational Disabled **(15)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm

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

Left Torso

- XL Engine
- XL Engine
- 1-3 XL Engine
- Jump Jet
- Jump Jet
- Small Laser
- Ferro-Fibrous
- Ferro-Fibrous
- 4-6 Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Left Leg

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

Head

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

Center Torso

- 1-3 XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro
- 1-3 Gyro
2. XL Engine
3. XL Engine
- 4-6 XL Engine
- Jump Jet
- Roll Again

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

Battle Value: **1,039**
 Weapon Value: **735 / 735**
 Cost, C-Bills: **8,808,874**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 LB 10-X AC
- LB 10-X AC
- LB 10-X AC
1. LB 10-X AC
2. LB 10-X AC
3. LB 10-X AC
- 4-6 Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Right Torso

- XL Engine
- XL Engine
- 1-3 XL Engine
- Jump Jet
- Jump Jet
- Ammo (LB 10-X) 10
1. Ammo (LB 10-X) 10
2. CASE
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single 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	

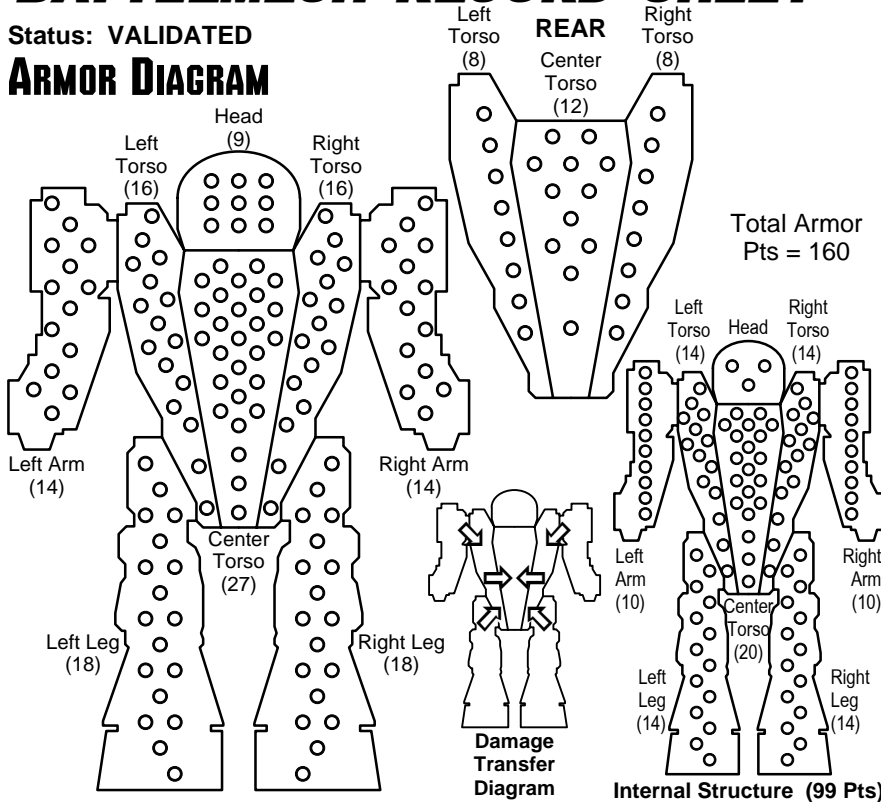
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Dragon DRG-5N**

Mass: **60 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** **Inner Sphere**
 Running: **8** **Biped 'Mech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	CT	4	1/hit	6	7	14	21
1	Ultra AC/5	RA	1	5	2	6	13	20
1	Medium Laser	LA	3	5	-	3	6	9

Ammo Type:	Rounds:	BV:
LRM 10	24	30
Ultra AC/5	20	19

Total Heat Sinks: **10 Single**

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Auto Eject: **Weapon Heat:**
 Operational Disabled **(9)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

CRITICAL HIT TABLE

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

Head

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

Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - LRM 10
 - LRM 10
- 4-6

Left Torso

- Ammo (LRM 10) 12
 - Ammo (LRM 10) 12
 - CASE
 - Roll Again
 - Roll Again
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Ultra AC/5
 - Ultra AC/5
 - Ultra AC/5
- 1-3
- Ultra AC/5
 - Ultra AC/5
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Torso

- Ammo (Ult AC/5) 20
 - CASE
 - 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

Right Leg

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

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

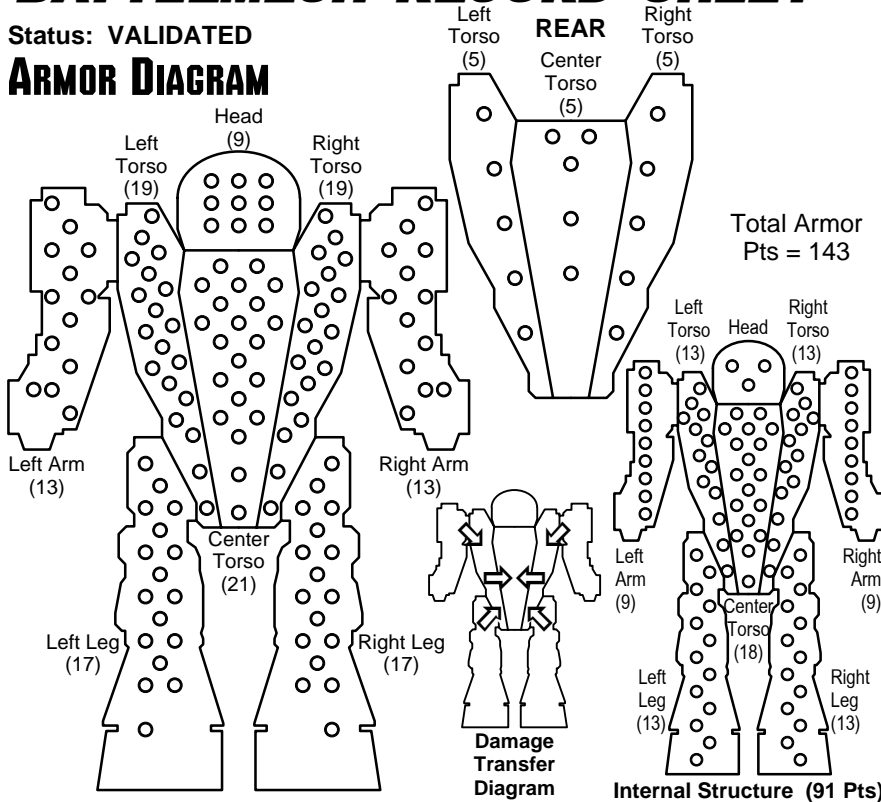
Battle Value: **1,053**
 Weapon Value: **716 / 716**
 Cost, C-Bills: **5,260,480**

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 143

Internal Structure (91 Pts)

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Medium Laser
- Streak SRM 2
- Ferro-Fibrous

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

Left Torso

1. LRM 10
- LRM 10
- 1-3 Ammo (LRM 10) 12
- CASE
5. Endo Steel
6. Endo Steel

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

Left Leg

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

Head

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

Center Torso

1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
- 1-3 Gyro
- Gyro
- Gyro

1. Gyro
2. Fusion Engine
3. Fusion Engine
- 4-6 Fusion Engine
5. Jump Jet
6. Endo Steel

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

Battle Value: 1,328
 Weapon Value: 995 / 942
 Cost, C-Bills: 5,571,216

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Medium Laser
- Streak SRM 2
- Ferro-Fibrous

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

Right Torso

1. LRM 10
- LRM 10
- 1-3 Ammo (LRM 10) 12
4. Ammo (Streak 2) 50
5. Ammo (Streak 2) 50
6. CASE

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

Right Leg

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

'MECH DATA

Type: **Dervish DV-7D**

Mass: **55 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** **Inner Sphere**
 Running: **8** **Biped 'Mech**
 Jumping: **5** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	LT	4	1/hit	6	7	14	21
1	LRM 10	RT	4	1/hit	6	7	14	21
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	Streak SRM 2	LA	2	2/hit	-	3	6	9
1	Streak SRM 2	RA	2	2/hit	-	3	6	9

Ammo Type: Rounds: BV:

LRM 10	24	44
Streak SRM 2	100	16

Total Heat Sinks: **10 Double (20)**

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Auto Eject: Weapon Heat:

Operational Disabled **(18)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

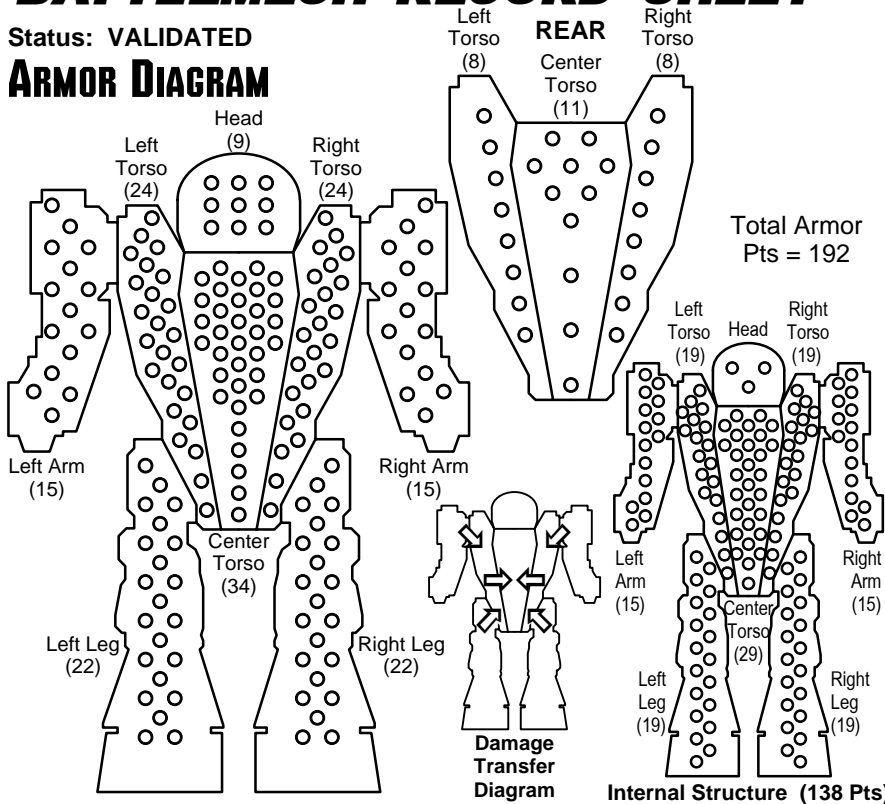
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 192

Internal Structure (138 Pts)

'MECH DATA

Type: **Cyclops CP-11-C**

Mass: **90 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** **Inner Sphere**
 Running: **6** **Biped 'Mech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	RT	1	15	2	7	15	22
2	Medium Laser	RA	3	5	-	3	6	9
1	SRM 4	CT	3	2/hit	-	3	6	9
1	C³ Master Computer	LT	0	-	-	-	-	-

Ammo Type: Rounds: BV:

Gauss Rifle	16	83
SRM 4	25	6

Total Heat Sinks: **12 Single**

oooooooooooo oo

Auto Eject: Weapon Heat:

Operational Disabled **(10)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm

- 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

Head

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

Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - SRM 4
 - Ammo (SRM 4) 25
- 4-6

Left Torso

- C³ Master Computer
 - C³ Master Computer
 - C³ Master Computer
 - C³ Master Computer
 - C³ Master Computer
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

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

- Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
- 1-3
- Gauss Rifle
 - Ammo (Gauss) 8
 - Ammo (Gauss) 8
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

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

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

Battle Value: **1,364**
 Add for C³: **& 158**
 Weapon Value: **1,425 / 1,425**
 Cost, C-Bills: **11,858,660**

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	

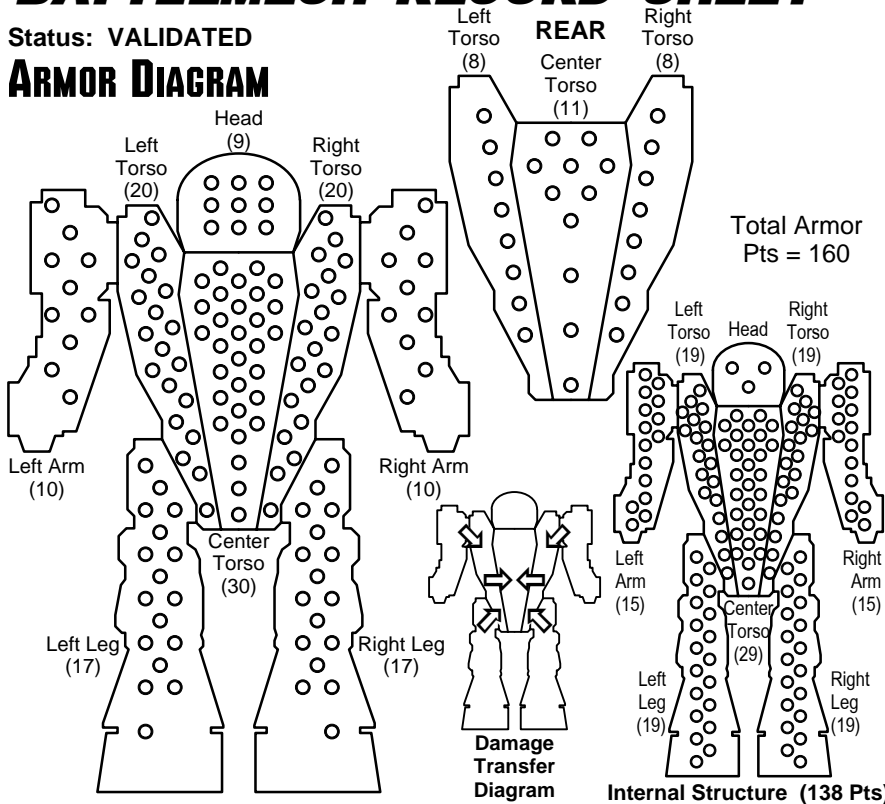


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Cyclops CP-11-A**
 Mass: **90 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **4** **Inner Sphere**
 Running: **6** **Biped 'Mech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	RT	1	15	2	7	15	22
1	LRM 10	LT	4	1/hit	6	7	14	21
2	Medium Laser	RA	3	5	-	3	6	9
1	SRM 4	CT	3	2/hit	-	3	6	9

Ammo Type: **Rounds:** **BV:**

Gauss Rifle	16	83
LRM 10	24	25
SRM 4	25	6

Total Heat Sinks: 12 Single
 ○○○○○○○○○○○○ ○○

Auto Eject: **Weapon Heat:**
 Operational Disabled **(14)**

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

<p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Roll Again Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <p>Left Torso</p> <ol style="list-style-type: none"> LRM 10 LRM 10 Ammo (LRM 10) 12 Ammo (LRM 10) 12 Roll Again Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Roll Again Roll Again 	<p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Roll Again Sensors Life Support <p>1-3</p> <p>Center Torso</p> <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro Fusion Engine Fusion Engine Fusion Engine SRM 4 Ammo (SRM 4) 25 <p>4-6</p> <div style="border: 1px solid black; padding: 5px; width: fit-content; margin: 10px auto;"> <p>Engine Hits ○○○</p> <p>Gyro Hits ○○</p> <p>Sensor Hits ○○</p> <p>Life Support ○</p> </div> <p>Battle Value: 1,251 Weapon Value: 1,451 / 1,451 Cost, C-Bills: 9,274,660</p>	<p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Medium Laser Medium Laser <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <p>Right Torso</p> <ol style="list-style-type: none"> Gauss Rifle Gauss Rifle Gauss Rifle Gauss Rifle Gauss Rifle Gauss Rifle <p>1-3</p> <ol style="list-style-type: none"> Gauss Rifle Ammo (Gauss) 8 Ammo (Gauss) 8 Roll Again Roll Again Roll Again <p>4-6</p> <p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Roll Again 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	

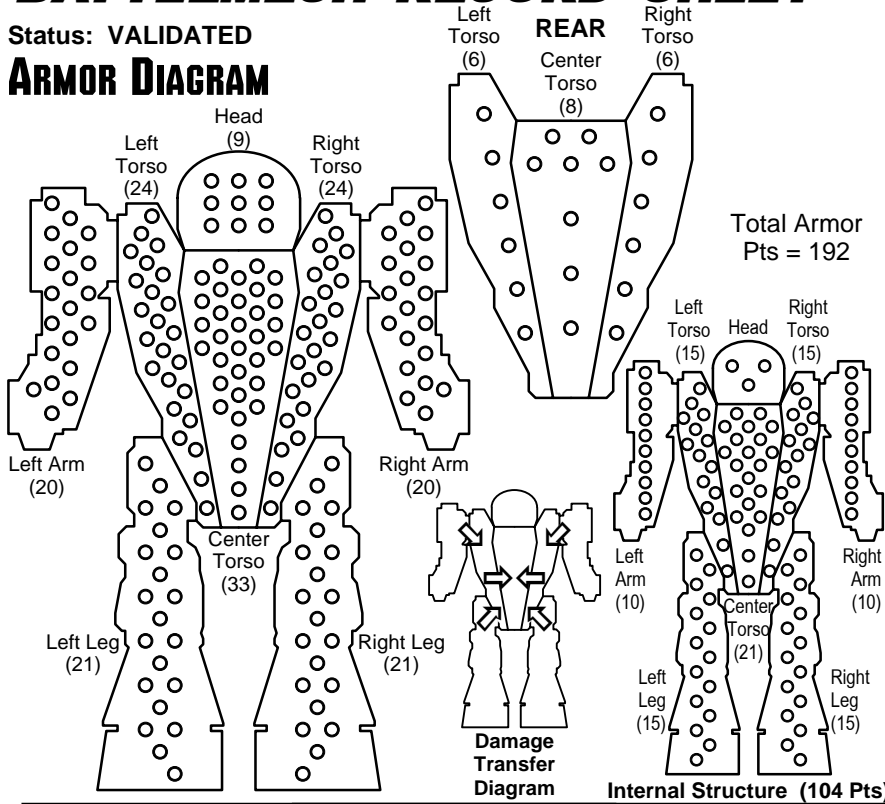


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Crusader CRD-5S**

Mass: **65 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** **Inner Sphere**
 Running: **6** **Biped 'Mech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	LA	5	1/hit	6	7	14	21
1	LRM 15	RA	5	1/hit	6	7	14	21
1	Flamer	RA	3	2	-	1	2	3
1	Medium Laser	LA	3	5	-	3	6	9
1	Medium Laser	RA	3	5	-	3	6	9
1	SRM 6	LL	4	2/hit	-	3	6	9
1	SRM 6	RL	4	2/hit	-	3	6	9

Ammo Type:	Rounds:	BV:
LRM 15	16	38
SRM 6	15	8

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject: Operational Disabled Weapon Heat: **(27)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 LRM 15
- LRM 15
- LRM 15
1. Medium Laser
- Roll Again
- 4-6 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

- Roll Again
- Roll Again
- 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
- SRM 6
- SRM 6

Head

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

Center Torso

- Fusion Engine
- Fusion Engine
- 1-3 3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro
1. Gyro
2. Fusion Engine
3. Fusion Engine
- 4-6 4. Fusion Engine
5. Ammo (SRM 6) 15
6. CASE

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

Battle Value: **1,149**
 Weapon Value: **1,506 / 1,506**
 Cost, C-Bills: **5,935,656**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 4. Hand Actuator
- LRM 15
- LRM 15
1. LRM 15
2. Flamer
- 4-6 3. Medium Laser
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

- Ammo (LRM 15) 8
- Ammo (LRM 15) 8
- 1-3 3. CASE
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

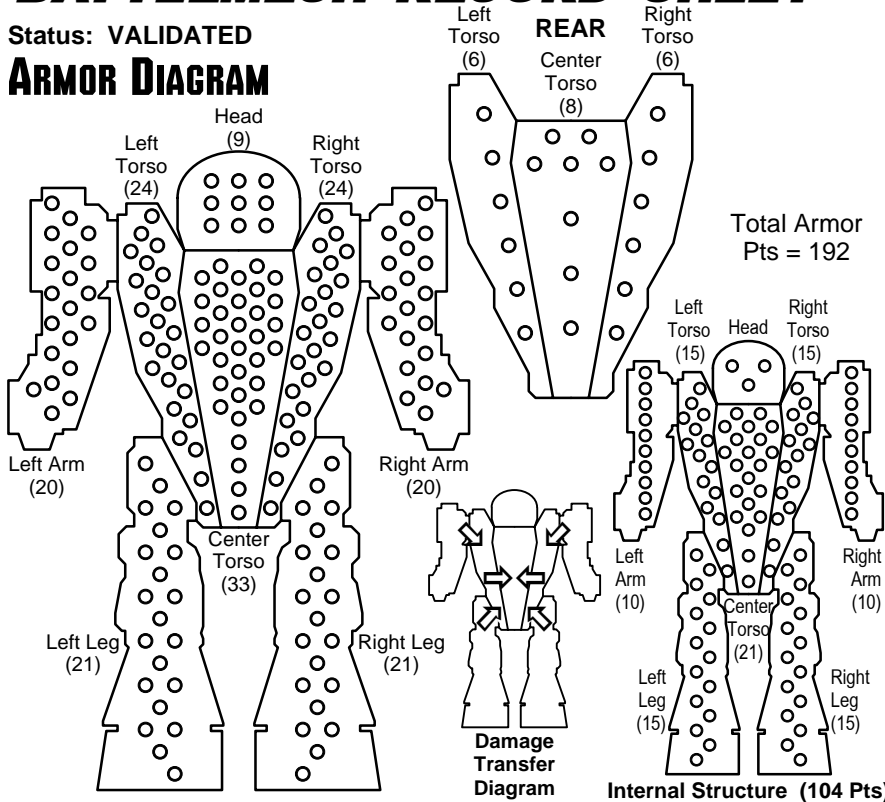
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- SRM 6
- SRM 6

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 192

Internal Structure (104 Pts)

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- LRM 15
- LRM 15
- LRM 15
- 4-6 Medium Laser
- Roll Again
- Roll Again

Left Torso

- XL Engine
- XL Engine
- XL Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Jump Jet
- Jump Jet
- 3-6 Ammo (Streak 2) 50
- CASE
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Streak SRM 2
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Anti-Missile System
- Sensors
- Life Support

Center Torso

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

- 4-6 Gyro
- XL Engine
- XL Engine
- XL Engine
- Roll Again
- Roll Again

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

Battle Value: **1,348**
 Weapon Value: **1,615 / 1,547**
 Cost, C-Bills: **11,892,981**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- LRM 15
- LRM 15

- LRM 15
- Flamer
- 3-6 Machine Gun
- Medium Laser
- Ammo (MG) 100
- Roll Again

Right Torso

- XL Engine
- XL Engine
- XL Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- 4-6 Jump Jet
- Jump Jet
- 3-6 Ammo (LRM 15) 8
- Ammo (LRM 15) 8
- Ammo (AMS) 12
- CASE

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Streak SRM 2
- Roll Again

'MECH DATA

Type: **Crusader CRD-5M**

Mass: **65 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** Inner Sphere
 Running: **6** Biped 'Mech
 Jumping: **4** Level 2 / 3050

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	LA	5	1/hit	6	7	14	21
1	LRM 15	RA	5	1/hit	6	7	14	21
1	Streak SRM 2	LL	2	2/hit	-	3	6	9
1	Streak SRM 2	RL	2	2/hit	-	3	6	9
1	Flamer	RA	3	2	-	1	2	3
1	Anti-Missile System	HD	1	1d6	-	-	-	-
1	Machine Gun	RA	0	2	-	1	2	3
1	Medium Laser	LA	3	5	-	3	6	9
1	Medium Laser	RA	3	5	-	3	6	9

Ammo Type:	Rounds:	BV:
LRM 15	16	55
Streak SRM 2	50	7
Anti-Missile System	12	13
Machine Gun	100	1

Total Heat Sinks: **13 Double (26)**

○○○○○○○○○○○○ ○○○

Auto Eject: Weapon Heat:

Operational Disabled **(24)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

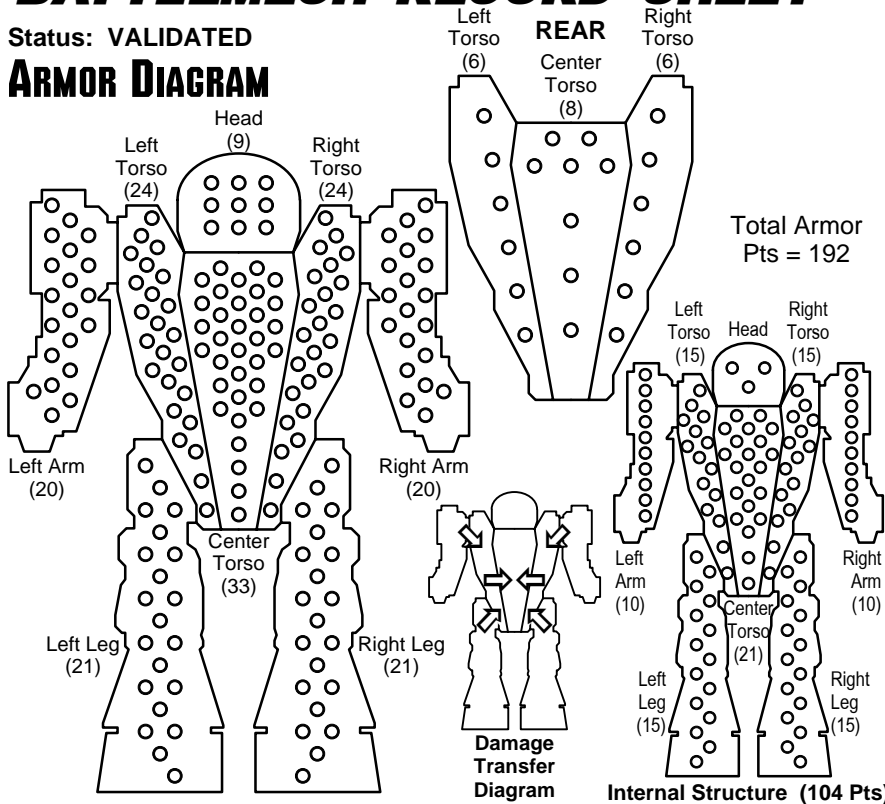


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Crusader CRD-4K**

Mass: **65 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** **Inner Sphere**
 Running: **6** **Biped 'Mech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	LA	4	6	-	2	4	6
1	Medium Pulse Laser	RA	4	6	-	2	4	6
1	LRM 10	LA	4	1/hit	6	7	14	21
1	LRM 10	RA	4	1/hit	6	7	14	21
1	SRM 6	LL	4	2/hit	-	3	6	9
1	SRM 6	RL	4	2/hit	-	3	6	9

Ammo Type: Rounds: BV:

LRM 10	24	25
SRM 6	15	8

Total Heat Sinks: **14 Single**

○○○○○○○○○○ ○○○○

Auto Eject: Weapon Heat:

Operational Disabled **(24)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Medium Pulse Laser
 - LRM 10
- 1-3
- LRM 10
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Head

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

Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Ammo (SRM 6) 15
 - Roll Again
- 4-6

Left Torso

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

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Medium Pulse Laser
 - LRM 10
- 1-3
- LRM 10
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Torso

- Single Heat Sink
 - Single Heat Sink
 - Ammo (LRM 10) 12
 - 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
- SRM 6
- SRM 6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- SRM 6
- SRM 6

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

Battle Value: **946**
 Weapon Value: **1,047 / 1,047**
 Cost, C-Bills: **5,499,561**

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	

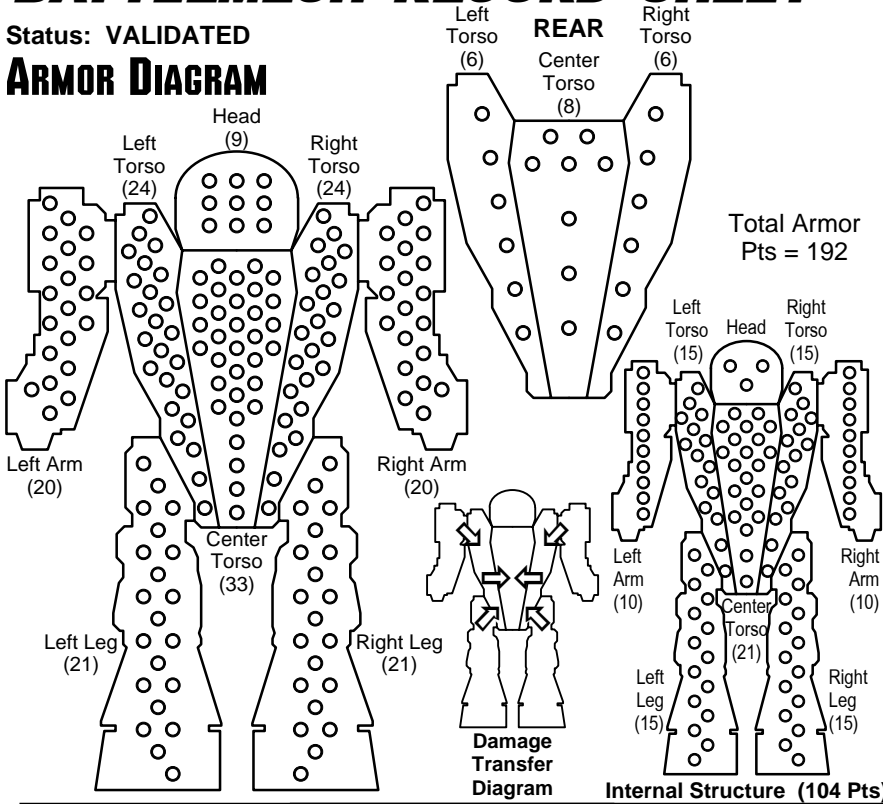


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Crusader CRD-4D**

Mass: **65 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** **Inner Sphere**
 Running: **6** **Biped 'Mech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	LA	5	1/hit	6	7	14	21
1	LRM 15	RA	5	1/hit	6	7	14	21
1	Streak SRM 2	LL	2	2/hit	-	3	6	9
1	Streak SRM 2	RL	2	2/hit	-	3	6	9
1	Medium Pulse Laser	LA	4	6	-	2	4	6
1	Medium Pulse Laser	RA	4	6	-	2	4	6

Ammo Type:	Rounds:	BV:
LRM 15	16	38
Streak SRM 2	50	4

Total Heat Sinks: 13 Single

○○○○○○○○○○○○ ○○○

Auto Eject: Weapon Heat:

Operational Disabled **(22)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- LRM 15
- LRM 15
- LRM 15
- Medium Pulse Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Head

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

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Fusion Engine
- Fusion Engine
- Single Heat Sink
- Ammo (Streak 2) 50

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

Battle Value: **1,015**
 Weapon Value: **1,054 / 1,009**
 Cost, C-Bills: **5,573,811**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- LRM 15
- LRM 15
- LRM 15
- Medium Pulse Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right 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

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Streak SRM 2

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

Left Leg

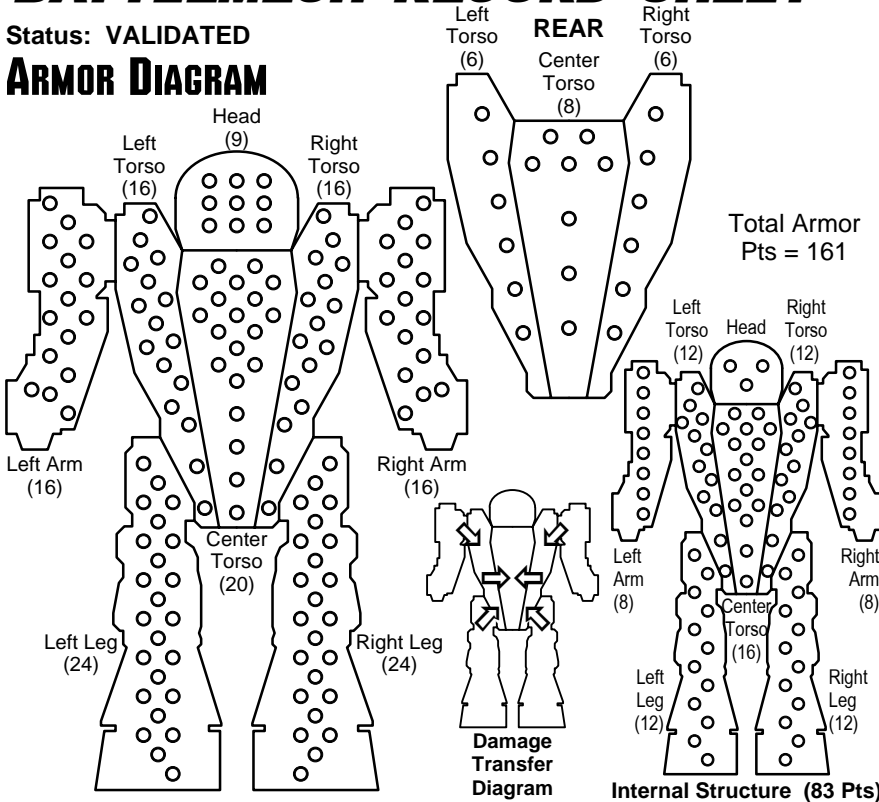
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Streak SRM 2

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Damage Transfer Diagram

Internal Structure (83 Pts)

'MECH DATA

Type: **Crab CRB-27**

Mass: **50 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** **Inner Sphere**
 Running: **8** **Biped 'Mech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8	-	5	10	15
1	Large Laser	LA	8	8	-	5	10	15
1	Medium Laser	CT	3	5	-	3	6	9
1	Small Laser	HD	1	3	-	1	2	3

Total Heat Sinks: **16 Single**

oooooooooooo oooooo

Auto Eject: Weapon Heat:

Operational Disabled **(20)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm

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

Left Torso

- Single Heat Sink
- Ferro-Fibrous
- 1-3 Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- 1-3 Ferro-Fibrous
- Ferro-Fibrous
- 4-6 Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

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

Head

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

Center Torso

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

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

Battle Value: **965**
 Weapon Value: **860 / 860**
 Cost, C-Bills: **4,050,874**

Right Arm

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

Right Torso

- Single Heat Sink
- Ferro-Fibrous
- 1-3 Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- 1-3 Ferro-Fibrous
- Ferro-Fibrous
- 4-6 Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

Right Leg

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

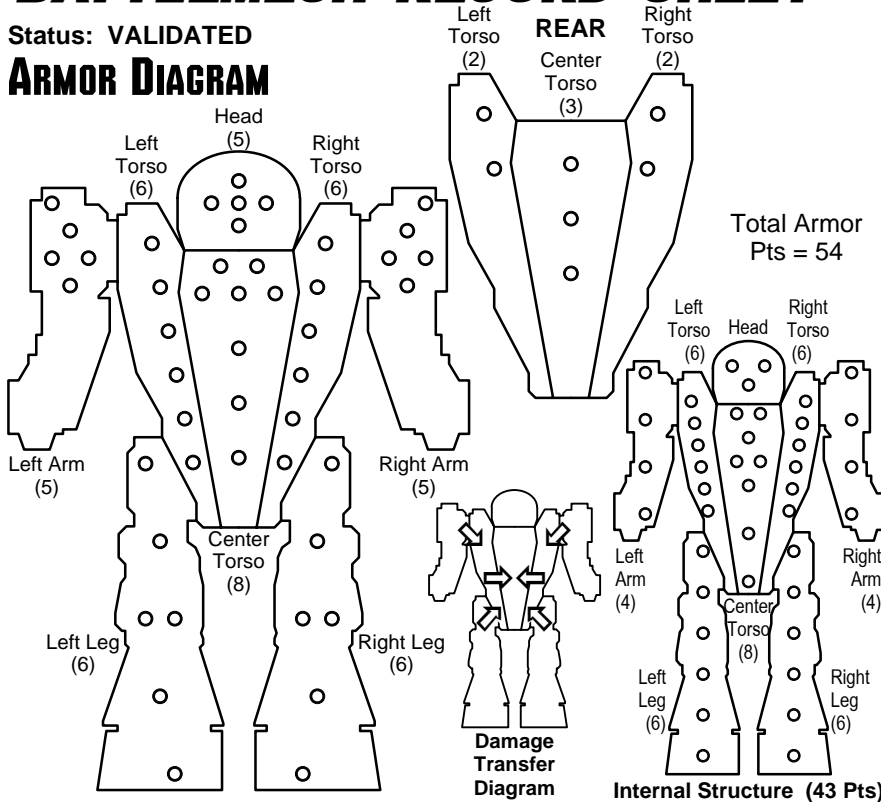
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Commando COM-5S**

Mass: **25 tons**

Movement Points: Tech, Config. & Level:

Walking: **6** **Inner Sphere**
 Running: **9** **Biped 'Mech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6 w/ Artemis IV	CT	4	2/hit	-	3	6	9
1	Streak SRM 2	RA	2	2/hit	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9

Ammo Type:	Rounds:	BV:
SRM 6	30	21
Streak SRM 2	50	6

Total Heat Sinks: **10 Single**

oooooooooooo

Auto Eject: Operational Disabled Weapon Heat: **(9)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

CRITICAL HIT TABLE

Left Arm

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

- 1-3
- Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous

Left Torso

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

- 1-3
- Endo Steel
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Single Heat Sink

Head

- Life Support
- Sensors
- Cockpit
- Artemis IV FCS
- Sensors
- Life Support

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - SRM 6
 - SRM 6

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **504**
 Weapon Value: **234 / 202**
 Cost, C-Bills: **2,220,000**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Streak SRM 2
- Ferro-Fibrous

- 1-3
- Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous

Right Torso

- Ammo (SRM 6) 15
- Ammo (SRM 6) 15
- Ammo (Streak 2) 50
- CASE
- Endo Steel
- Endo Steel

- 1-3
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Roll Again

Right Leg

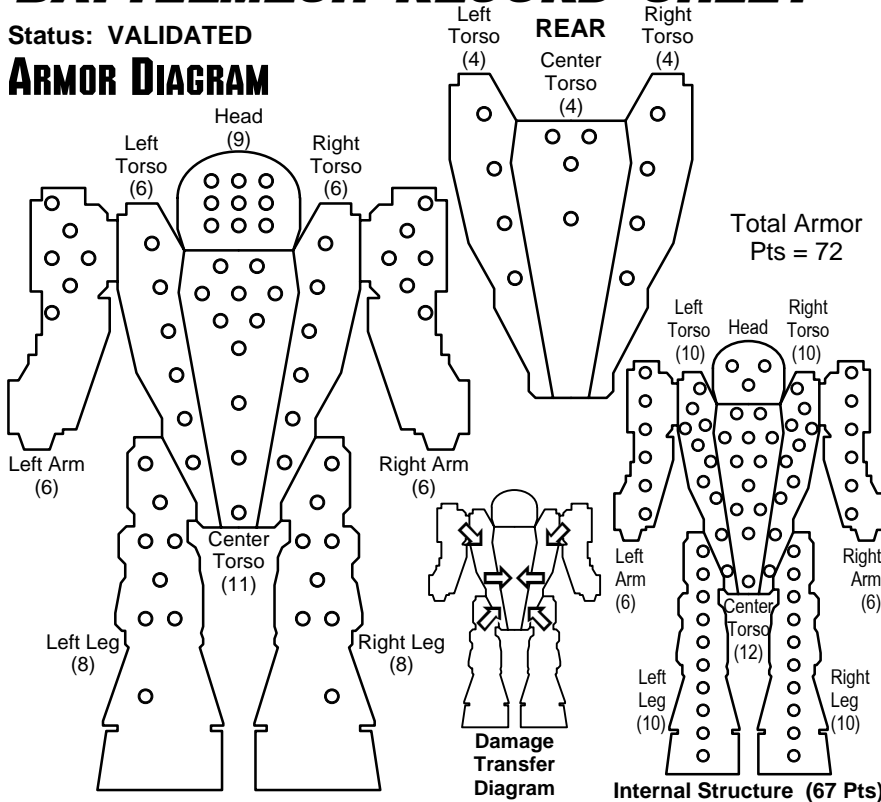
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Single Heat Sink

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Clint CLNT-2-3U**

Mass: **40 tons**

Movement Points: Tech, Config. & Level:

Walking: **6** **Inner Sphere**
 Running: **9** **Biped 'Mech**
 Jumping: **6** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	10	-	7	14	23
1	Medium Pulse Laser	LT	4	6	-	2	4	6
1	Medium Pulse Laser	CT	4	6	-	2	4	6

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject: **Weapon Heat:**

Operational Disabled **(23)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

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
- Roll Again

Left Torso

- Jump Jet
- Medium Pulse Laser
- 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
- Jump Jet
- Jump Jet

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Medium Pulse Laser
 - Roll Again

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Battle Value: **943**
 Weapon Value: **433 / 433**
 Cost, C-Bills: **3,951,080**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER PPC
- ER PPC
- ER PPC

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

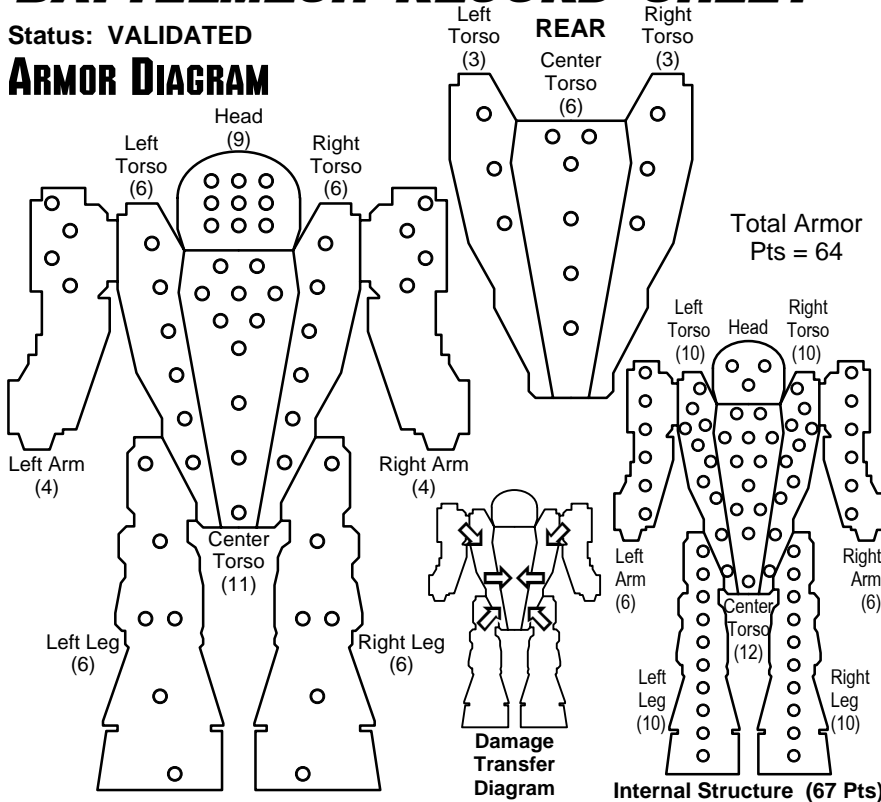
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 64

Internal Structure (67 Pts)

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

- XL Engine
- XL Engine
- XL Engine
- Medium Laser
- Ultra AC/5
- Ultra AC/5

1-3

- Ultra AC/5
- Ultra AC/5
- Ultra AC/5
- 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

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

4-6

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: 664

Weapon Value: 394 / 394

Cost, C-Bills: 7,658,466

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

- XL Engine
- XL Engine
- XL Engine
- Medium Laser
- Ammo (Ult AC/5) 20
- CASE

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

'MECH DATA

Type: Cicada CDA-3M

Mass: 40 tons

Movement Points: Tech, Config. & Level:

Walking: 8 Inner Sphere
Running: 12 Biped 'Mech
Jumping: 0 Level 2 / 3050

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LT	3	5	-	3	6	9
1	Medium Laser	RT	3	5	-	3	6	9
1	Ultra AC/5	LT	1	5	2	6	13	20
1	Small Pulse Laser	CT	2	3	-	1	2	3

Ammo Type: Ultra AC/5 Rounds: 20 BV: 26

Total Heat Sinks: 10 Single

oooooooooooo

Auto Eject: Weapon Heat: (10)

Operational Disabled

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

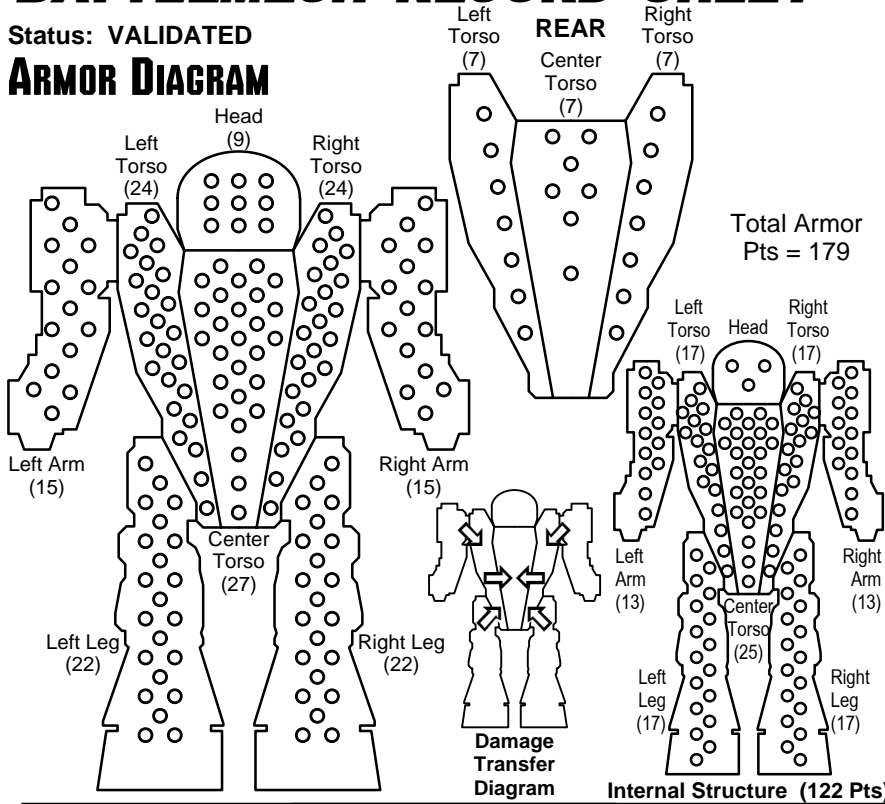
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Charger CGR-3K**
 Mass: **80 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **5** **Inner Sphere**
 Running: **8** **Biped 'Mech**
 Jumping: **5** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20 w/ Artemis IV	RT	6	1/hit	6	7	14	21
1	Medium Pulse Laser	LT	4	6	-	2	4	6
1	Medium Pulse Laser	RT	4	6	-	2	4	6
1	Medium Pulse Laser	LA	4	6	-	2	4	6
1	Medium Pulse Laser	RA	4	6	-	2	4	6

Ammo Type: **Rounds:** **BV:**
 LRM 20 12 93

Total Heat Sinks: 12 Double (24)
 ○○○○○○○○○○○○ ○○

Auto Eject: **Weapon Heat:**
 Operational Disabled (22)

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

<p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Medium Pulse Laser Ferro-Fibrous Ferro-Fibrous <p>1-3</p> <ol style="list-style-type: none"> Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Roll Again <p>4-6</p> <p>Left Torso</p> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine Medium Pulse Laser Ammo (LRM 20) 6 Ammo (LRM 20) 6 <p>1-3</p> <ol style="list-style-type: none"> CASE Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Jump Jet Jump Jet 	<p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Roll Again Sensors Life Support <p>Center Torso</p> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro XL Engine XL Engine XL Engine Jump Jet Roll Again <p>4-6</p>	<p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Medium Pulse Laser Ferro-Fibrous <p>1-3</p> <ol style="list-style-type: none"> Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous <p>4-6</p> <p>Right Torso</p> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine LRM 20 LRM 20 LRM 20 <p>1-3</p> <ol style="list-style-type: none"> LRM 20 LRM 20 Artemis IV FCS Medium Pulse Laser Roll Again Roll Again <p>4-6</p> <p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Jump Jet Jump Jet
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Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **1,485**
 Weapon Value: **1,526 / 1,411**
 Cost, C-Bills: **21,336,719**

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	
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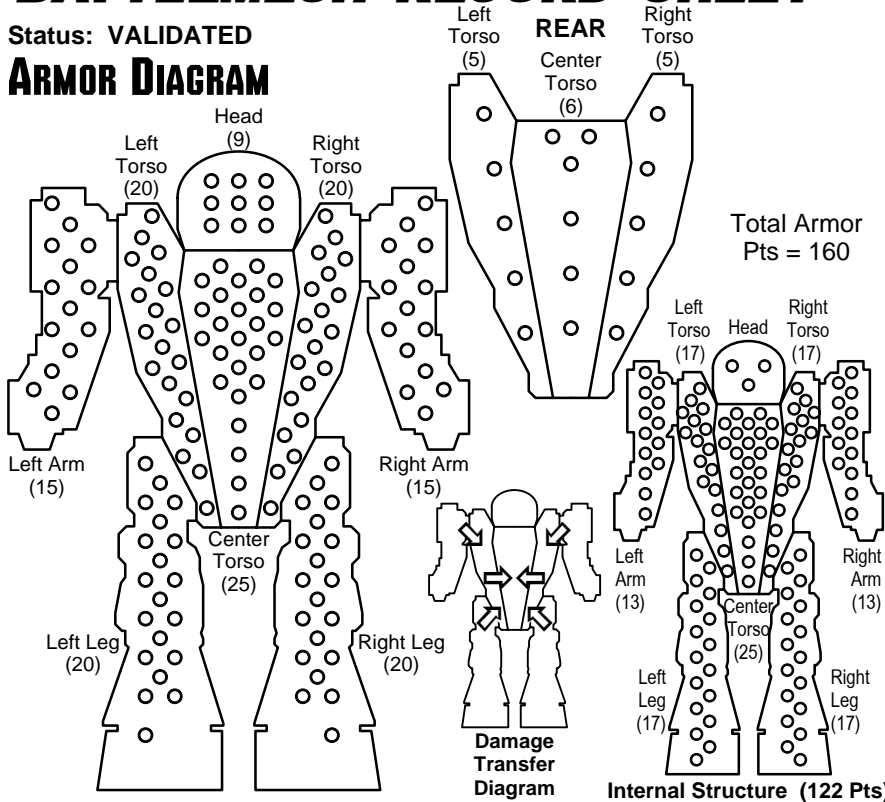


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Charger CGR-1A9**

Mass: **80 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** **Inner Sphere**
 Running: **6** **Biped 'Mech**
 Jumping: **4** **Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	HD	1	3	-	1	2	3
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	RT	3	5	-	3	6	9
1	Medium Laser	LT	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	LRM 20	RT	6	1/hit	6	7	14	21

Ammo Type: Rounds: BV:

LRM 20 12 75

Total Heat Sinks: 22 Single

○○○○○○○○○○ ○○○○○○○○○
○○

Auto Eject: Weapon Heat:

Operational Disabled **(19)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - 1-3 Single Heat Sink
 - Single Heat Sink
 - Medium Laser
1. Roll Again
2. Roll Again
3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again

Left Torso

- Single Heat Sink
 - Single Heat Sink
 3. Single Heat Sink
 4. Single Heat Sink
 5. Single Heat Sink
 6. Medium Laser
1. Ammo (LRM 20) 6
 2. Ammo (LRM 20) 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

Head

- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

Center Torso

- 1-3 Fusion Engine
 2. Fusion Engine
 3. Fusion Engine
 4. Gyro
 5. Gyro
 6. Gyro
1. Gyro
 2. Fusion Engine
 3. Fusion Engine
 4. Fusion Engine
 5. Roll Again
 6. Roll Again

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **1,315**
 Weapon Value: **1,313 / 1,313**
 Cost, C-Bills: **8,021,371**

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Single Heat Sink
 - Medium Laser
1. Roll Again
2. Roll Again
3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again

Right Torso

- Single Heat Sink
 - Single Heat Sink
 3. Medium Laser
 4. LRM 20
 5. LRM 20
 6. LRM 20
1. LRM 20
 2. LRM 20
 3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again

Right Leg

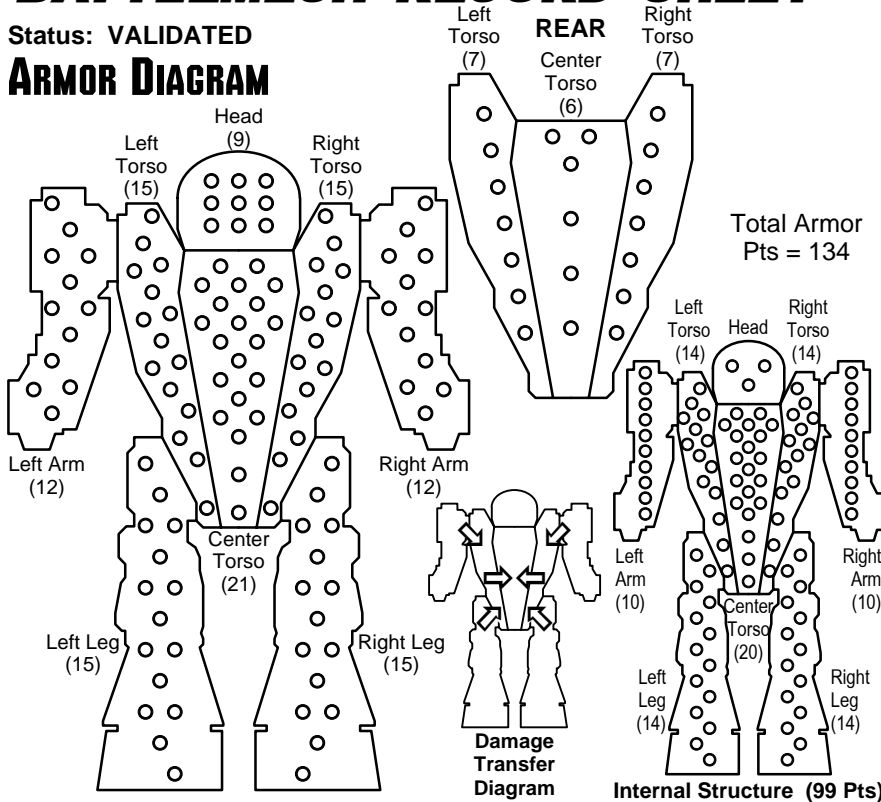
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 134

Internal Structure (99 Pts)

'MECH DATA

Type: **Champion CHP-3N**

Mass: **60 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** **Inner Sphere**
 Running: **8** **Biped 'Mech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6 w/ Artemis IV	LT	4	2/hit	-	3	6	9
2	Medium Laser	LT	3	5	-	3	6	9
2	Small Laser	CT	1	3	-	1	2	3
1	LB 10-X AC	RT	2	10	-	6	12	18
1	Large Laser	LA	8	8	-	5	10	15
1	Large Laser	RA	8	8	-	5	10	15

Ammo Type: Rounds: BV:

SRM 6	15	10
LB 10-X AC	20	52

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject: Weapon Heat:

Operational Disabled **(30)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Large Laser
- 1-3 Large Laser
- Ferro-Fibrous
- Ferro-Fibrous

- Ferro-Fibrous
- Roll Again
- 3 Roll Again
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

Left Torso

- XL Engine
- XL Engine
- 1-3 XL Engine
- 1-3 SRM 6
- 5 SRM 6
- 6 Artemis IV FCS

- 1 Medium Laser
- 2 Medium Laser
- 3 Ammo (SRM 6) 15
- 4-6 Ferro-Fibrous
- 5 Ferro-Fibrous
- 6 Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- 6 Ferro-Fibrous

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- 1-3 XL Engine
- 2 XL Engine
- 3 XL Engine
- 4 Gyro
- 5 Gyro
- 6 Gyro

- 1 Gyro
- 2 XL Engine
- 3 XL Engine
- 4-6 XL Engine
- 5 Small Laser
- 6 Small Laser

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **1,059**
 Weapon Value: **1,256 / 1,227**
 Cost, C-Bills: **11,901,600**

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Large Laser
- 1-3 Large Laser
- Ferro-Fibrous
- Ferro-Fibrous

- Ferro-Fibrous
- Roll Again
- 3 Roll Again
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

Right Torso

- XL Engine
- XL Engine
- 1-3 XL Engine
- 1-3 LB 10-X AC
- 5 LB 10-X AC
- 6 LB 10-X AC

- 1 LB 10-X AC
- 2 LB 10-X AC
- 3 LB 10-X AC
- 4-6 Ammo (LB 10-X) 10
- 5 Ammo (LB 10-X) 10
- 6 Ferro-Fibrous

Right Leg

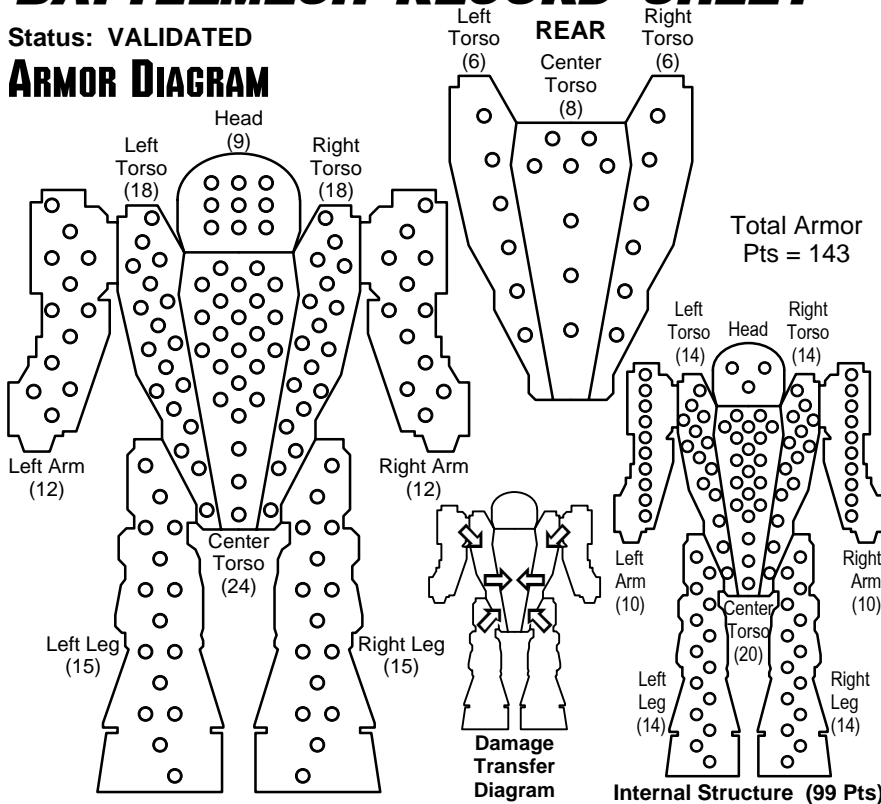
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- 6 Ferro-Fibrous

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BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Ferro-Fibrous
- 4 Ferro-Fibrous
- 5 Ferro-Fibrous
- 6 Roll Again
- 1 Roll Again
- 2 Roll Again
- 3 Roll Again
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

Left Torso

- SRM 6
- SRM 6
- 1-3 Artemis IV FCS
- 4 Medium Laser
- 5 Medium Laser
- 6 Ammo (SRM 6) 15
- 1 Ferro-Fibrous
- 2 Ferro-Fibrous
- 3 Roll Again
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- 5 Ferro-Fibrous
- 6 Ferro-Fibrous

Head

- 1 Life Support
- 2 Sensors
- 3 Cockpit
- 4 Ferro-Fibrous
- 5 Sensors
- 6 Life Support

Center Torso

- 1 Fusion Engine
- 2 Fusion Engine
- 3 Fusion Engine
- 4 Gyro
- 5 Gyro
- 6 Gyro
- 1 Gyro
- 2 Fusion Engine
- 3 Fusion Engine
- 4 Fusion Engine
- 5 Small Laser
- 6 Small Laser

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **942**
 Weapon Value: **876 / 841**
 Cost, C-Bills: **5,741,600**

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Ferro-Fibrous
- 4 Ferro-Fibrous
- 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

- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- 1 Ammo (LB 10-X) 10
- 2 Ammo (LB 10-X) 10
- 3 Ferro-Fibrous
- 4 Ferro-Fibrous
- 5 Roll Again
- 6 Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- 5 Ferro-Fibrous
- 6 Ferro-Fibrous

'MECH DATA

Type: **Champion CHP-1N**

Mass: **60 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** **Inner Sphere**
 Running: **8** **Biped 'Mech**
 Jumping: **0** **Level 2 / 2750**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6 w/ Artemis IV	LT	4	2/hit	-	3	6	9
2	Medium Laser	LT	3	5	-	3	6	9
2	Small Laser	CT	1	3	-	1	2	3
1	LB 10-X AC	RT	2	10	-	6	12	18

Ammo Type: Rounds: BV:

SRM 6	15	10
LB 10-X AC	20	52

Total Heat Sinks: **10 Single**

oooooooooooo

Auto Eject: Weapon Heat:

Operational Disabled **(14)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

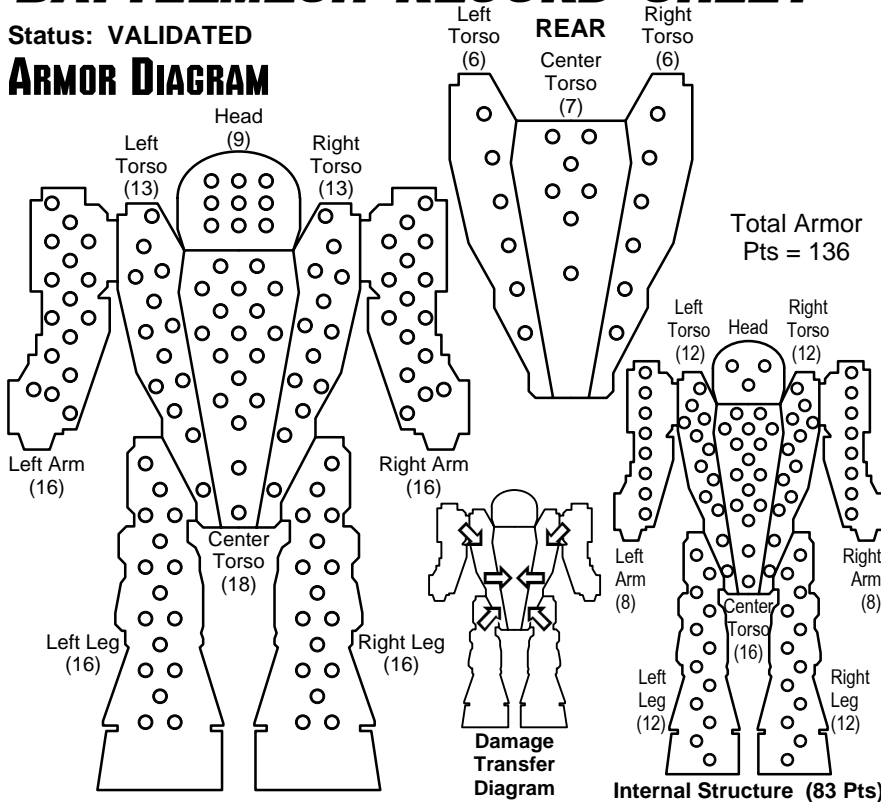
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BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- XL Engine
- XL Engine
- XL Engine
- LRM 10
- LRM 10
- Artemis IV FCS

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

4-6

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

1-3

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro
- Gyro
- XL Engine
- XL Engine
- XL Engine
- XL Engine
- Medium Laser
- Medium Laser (R)

4-6

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **940**

Weapon Value: **1,075 / 1,022**

Cost, C-Bills: **9,664,500**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC

1-3

- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Ammo (LB 10-X) 10
- Ammo (LB 10-X) 10
- Ammo (LRM 10) 12

1-3

- Ammo (LRM 10) 12
- CASE
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

4-6

'MECH DATA

Type: **Centurion CN9-D**

Mass: **50 tons**

Movement Points: Tech, Config. & Level:

Walking: **6** **Inner Sphere**
 Running: **9** **Biped 'Mech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	RA	2	10	-	6	12	18
1	LRM 10 w/ Artemis IV	LT	4	1/hit	6	7	14	21
1	Medium Laser	CT	3	5	-	3	6	9
1	Medium Laser	CT(R)	3	5	-	3	6	9

Ammo Type: Rounds: BV:

LB 10-X AC	20	57
LRM 10	24	33

Total Heat Sinks: **10 Single**

oooooooooooo

Auto Eject: Weapon Heat:

Operational Disabled **(12)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

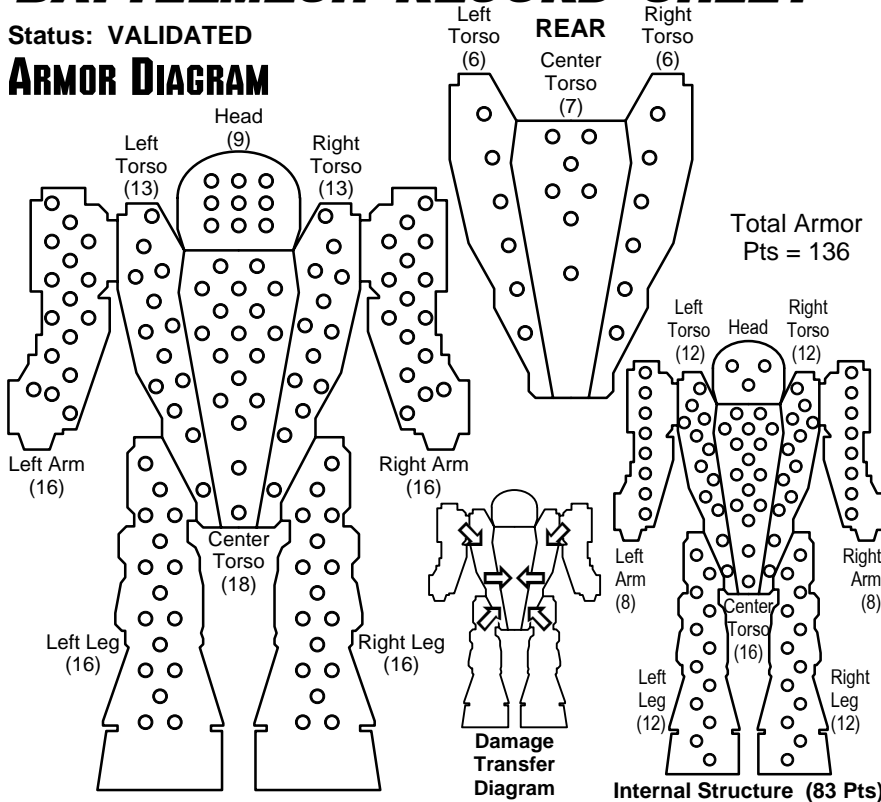
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BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Centurion CN9-D3**

Mass: **50 tons**

Movement Points: Tech, Config. & Level:

Walking: **6 [7]** Inner Sphere
 Running: **9 [11]** Biped 'Mech
 Jumping: **0** Level 2 / 3050

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	RA	2	10	-	6	12	18
1	LRM 10 w/ Artemis IV	LT	4	1/hit	6	7	14	21
1	Medium Laser	CT	3	5	-	3	6	9
1	Medium Laser	CT(R)	3	5	-	3	6	9

Ammo Type:	Rounds:	BV:
LB 10-X AC	20	62
LRM 10	24	36

Total Heat Sinks: **10 Single**

oooooooooooo

Auto Eject: Operational Disabled

Weapon Heat: **(12)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Endo Steel
- Endo Steel

- Endo Steel
- Triple Strength
- Triple Strength
- Roll Again
- Roll Again
- Roll Again

Left Torso

- XL Engine
- XL Engine
- XL Engine
- LRM 10
- LRM 10
- Artemis IV FCS

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Triple Strength
- Triple Strength

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Medium Laser
- Medium Laser (R)

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **1,018**
 Weapon Value: **1,197 / 1,137**
 Cost, C-Bills: **10,714,500**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC

- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- Endo Steel
- Endo Steel
- Endo Steel

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Ammo (LB 10-X) 10
- Ammo (LB 10-X) 10
- Ammo (LRM 10) 12

- Ammo (LRM 10) 12
- CASE
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Triple Strength
- Triple Strength

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	TSM Activates
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points (not with TSM)
4	
3	
2	
1	
0	

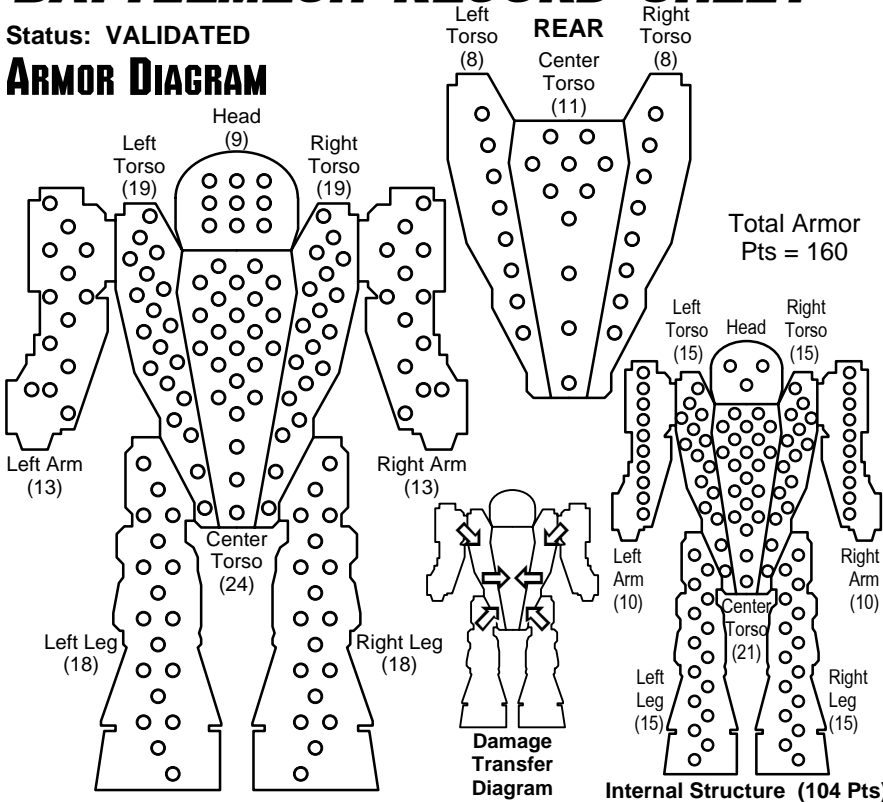
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BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 160

Internal Structure (104 Pts)

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

- Jump Jet
 - Jump Jet
 - 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
- Single Heat Sink
- Single Heat Sink

Head

- Life Support
- Sensors
- Cockpit
- Single Heat Sink
- Sensors
- Life Support

Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Medium Laser
 - Medium Laser
- 4-6

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Battle Value: **1,030**
Weapon Value: **1,019 / 1,019**
Cost, C-Bills: **5,872,626**

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Arrow IV System
 - Arrow IV System
 - Arrow IV System
 - Arrow IV System
- 1-3
- Arrow IV System
 - Arrow IV System
 - Arrow IV System
 - Arrow IV System
 - Arrow IV System
 - Roll Again
- 4-6

Right Torso

- Jump Jet
 - Jump Jet
 - Arrow IV System (Cont)
 - Arrow IV System (Cont)
 - Arrow IV System (Cont)
 - Arrow IV System (Cont)
- 1-3
- Arrow IV System (Cont)
 - Arrow IV System (Cont)
 - Medium Laser
 - Ammo (Arrow IV) 5
 - Roll Again
 - Roll Again
- 4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Single Heat Sink

'MECH DATA

Type: **Catapult CPLT-C3**

Mass: **65 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** **Inner Sphere**
Running: **6** **Biped 'Mech**
Jumping: **4** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Arrow IV System	RA	10	20/10	-	*	*	-
2	Medium Laser	CT	3	5	-	3	6	9
1	Medium Laser	LT	3	5	-	3	6	9
1	Medium Laser	RT	3	5	-	3	6	9

Ammo Type: Rounds: BV:
Arrow IV System 5 18

Total Heat Sinks: 15 Single

○○○○○○○○○○○○ ○○○○

Auto Eject: Weapon Heat:
 Operational Disabled (22)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

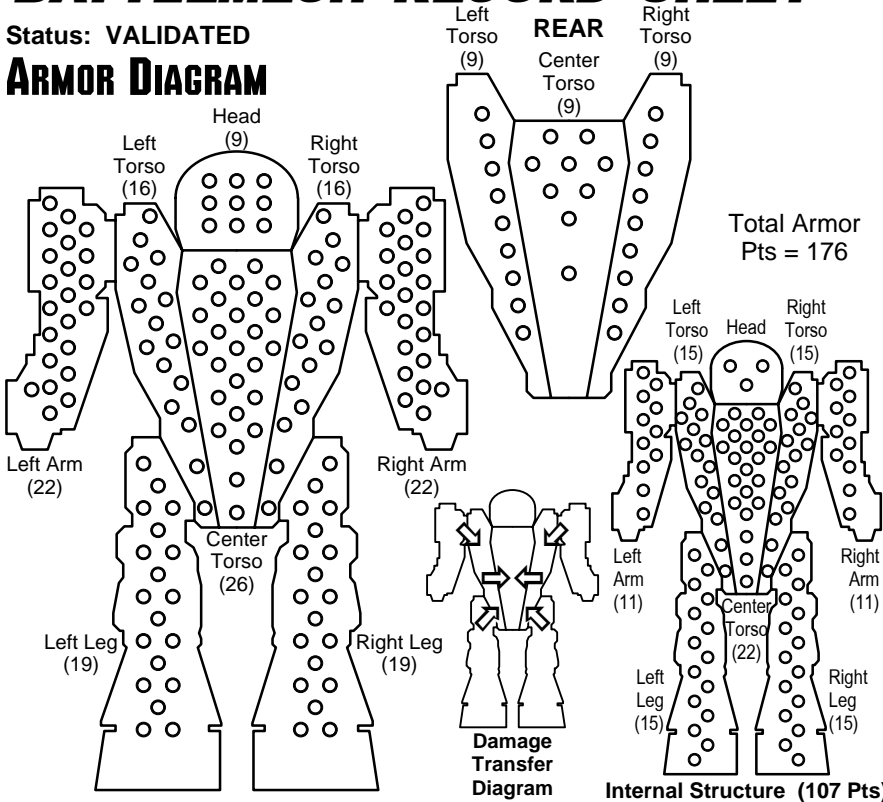
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BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Cataphract CTF-3L**

Mass: **70 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** **Inner Sphere**
 Running: **6 [8]** **Biped 'Mech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	RT	2	10	-	6	12	18
1	ER PPC	RA	15	10	-	7	14	23
1	Medium Pulse Laser	LT(R)	4	6	-	2	4	6
1	Medium Pulse Laser	RT(R)	4	6	-	2	4	6
1	Medium Pulse Laser	LA	4	6	-	2	4	6
1	Medium Pulse Laser	RA	4	6	-	2	4	6

Ammo Type: Rounds: BV:
 LB 10-X AC 20 47

Total Heat Sinks: **16 Double (32)**

○○○○○○○○○○○○ ○○○○○○

Auto Eject: Weapon Heat:
 Operational Disabled **(33)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Medium Pulse Laser
 - Roll Again
- 4-6

Left Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- MASC
 - MASC
 - MASC
 - MASC
 - Medium Pulse Laser (R)
 - 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

Center Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Roll Again
 - Roll Again
- 4-6

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Battle Value: **1,294**
 Weapon Value: **2,001 / 2,001**
 Cost, C-Bills: **15,379,504**

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - ER PPC
 - ER PPC
 - ER PPC
 - Medium Pulse Laser
- 4-6

Right Torso

- XL Engine
 - XL Engine
 - XL Engine
 - LB 10-X AC
 - LB 10-X AC
 - LB 10-X AC
- 1-3
- LB 10-X AC
 - LB 10-X AC
 - LB 10-X AC
 - Medium Pulse Laser (R)
 - Ammo (LB 10-X) 10
 - Ammo (LB 10-X) 10
- 4-6

Right Leg

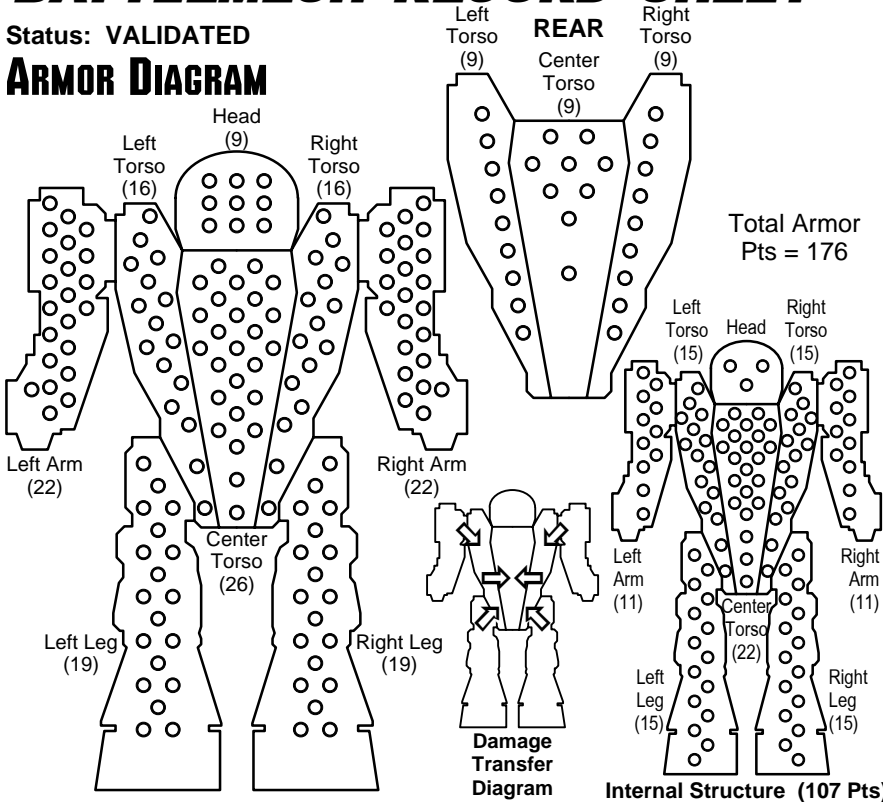
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Cataphract CTF-3D**

Mass: **70 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** **Inner Sphere**
 Running: **6** **Biped 'Mech**
 Jumping: **4** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	RT	2	10	-	6	12	18
1	Ultra AC/5	RA	1	5	2	6	13	20
1	Medium Laser	LT(R)	3	5	-	3	6	9
1	Medium Laser	RT(R)	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	Medium Laser	RA	3	5	-	3	6	9

Ammo Type:	Rounds:	BV:
LB 10-X AC	20	62
Ultra AC/5	20	23

Total Heat Sinks: 16 Single

○○○○○○○○○○ ○○○○○○

Auto Eject: Weapon Heat:

Operational Disabled **(16)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Single Heat Sink
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Ultra AC/5
- Ultra AC/5
- Ultra AC/5
- Ultra AC/5
- Medium Laser
- Roll Again
- Roll Again

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro
- Gyro
- XL Engine
- XL Engine
- XL Engine
- XL Engine
- Single Heat Sink
- Single Heat Sink

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Single Heat Sink
- Single Heat Sink
- Medium Laser (R)
- Ammo (LB 10-X) 10
- Ammo (LB 10-X) 10
- CASE
- Roll Again
- Roll Again
- Roll Again

Right Torso

- XL Engine
- XL Engine
- XL Engine
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- Medium Laser (R)
- Ammo (Ult AC/5) 20
- CASE

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **1,266**
 Weapon Value: **1,522 / 1,522**
 Cost, C-Bills: **13,598,754**

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

HEAT SCALE

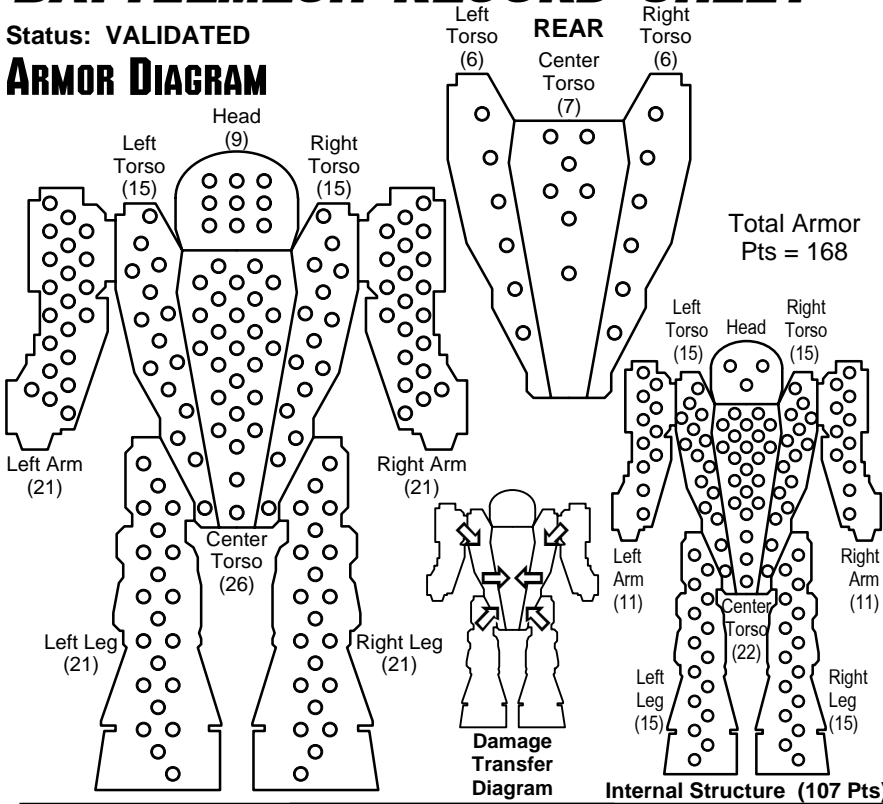
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement 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	

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Caesar CES-3R**

Mass: **70 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** **Inner Sphere**
 Running: **6** **Biped 'Mech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	RT	1	15	2	7	15	22
1	ER PPC	RA	15	10	-	7	14	23
1	Medium Pulse Laser	RA	4	6	-	2	4	6
1	Medium Pulse Laser	LA	4	6	-	2	4	6
1	Medium Pulse Laser	RT(R)	4	6	-	2	4	6
1	Medium Pulse Laser	LT(R)	4	6	-	2	4	6

Ammo Type: Rounds: BV:
 Gauss Rifle 16 83

Total Heat Sinks: **16 Double (32)**

○○○○○○○○○○ ○○○○○○

Auto Eject: Weapon Heat:
 Operational Disabled **(32)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	



CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Medium Pulse Laser
 - Roll Again
- 4-6

Left Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Medium Pulse Laser (R)
 - Ammo (Gauss) 8
 - Ammo (Gauss) 8
- 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

Center Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Roll Again
 - Roll Again
- 4-6

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **1,420**
 Weapon Value: **2,100 / 2,100**
 Cost, C-Bills: **13,424,674**

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - ER PPC
 - ER PPC
 - ER PPC
 - Medium Pulse Laser
 - Roll Again
- 4-6

Right Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
- 1-3
- Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
 - Medium Pulse Laser (R)
 - CASE
- 4-6

Right Leg

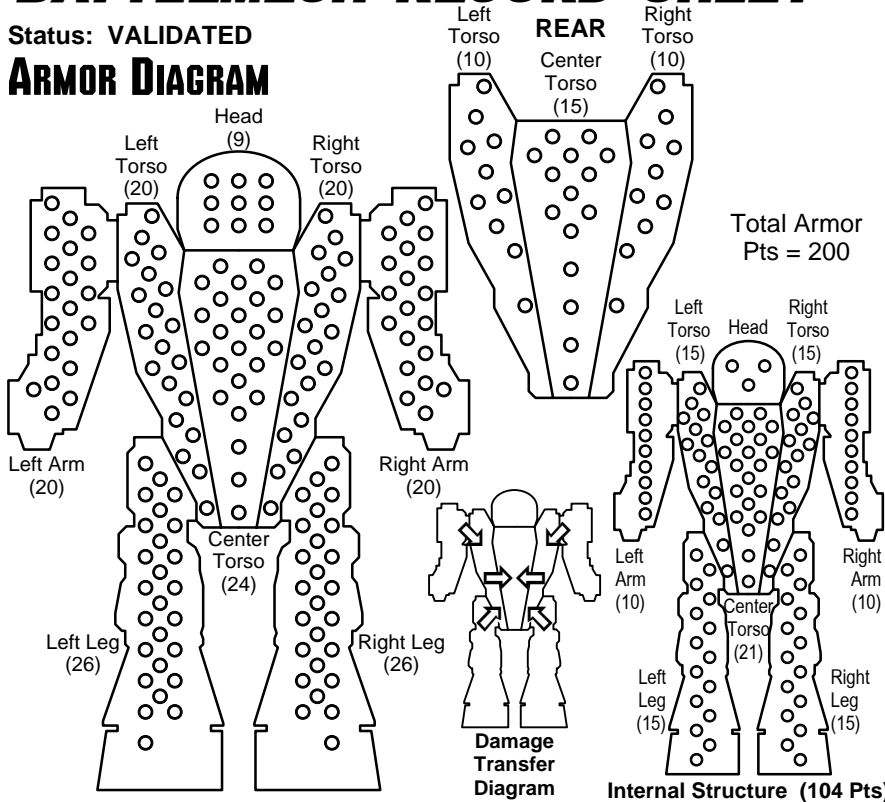
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 200

Internal Structure (104 Pts)

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
- Roll Again

Left Torso

- XL Engine
- XL Engine
- XL Engine
- LRM 20
- LRM 20
- LRM 20

- LRM 20
- LRM 20
- 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
- Roll Again
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Anti-Missile System
- Ammo (AMS) 12

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **1,277**
 Weapon Value: **1,371 / 1,371**
 Cost, C-Bills: **13,907,409**

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
- Roll Again

Right Torso

- XL Engine
- XL Engine
- XL Engine
- LRM 20
- LRM 20
- LRM 20

- LRM 20
- LRM 20
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- CASE
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

'MECH DATA

Type: **Bombardier BMB-12D**

Mass: **65 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** **Inner Sphere**
 Running: **8** **Biped 'Mech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20	LT	6	1/hit	6	7	14	21
1	LRM 20	RT	6	1/hit	6	7	14	21
1	SRM 4	RA	3	2/hit	-	3	6	9
1	Anti-Missile System	CT	1	1d6	-	-	-	-

Ammo Type: Rounds: BV:

LRM 20 12 63

SRM 4 25 7

Anti-Missile System 12 14

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject: Weapon Heat:

Operational Disabled **(16)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

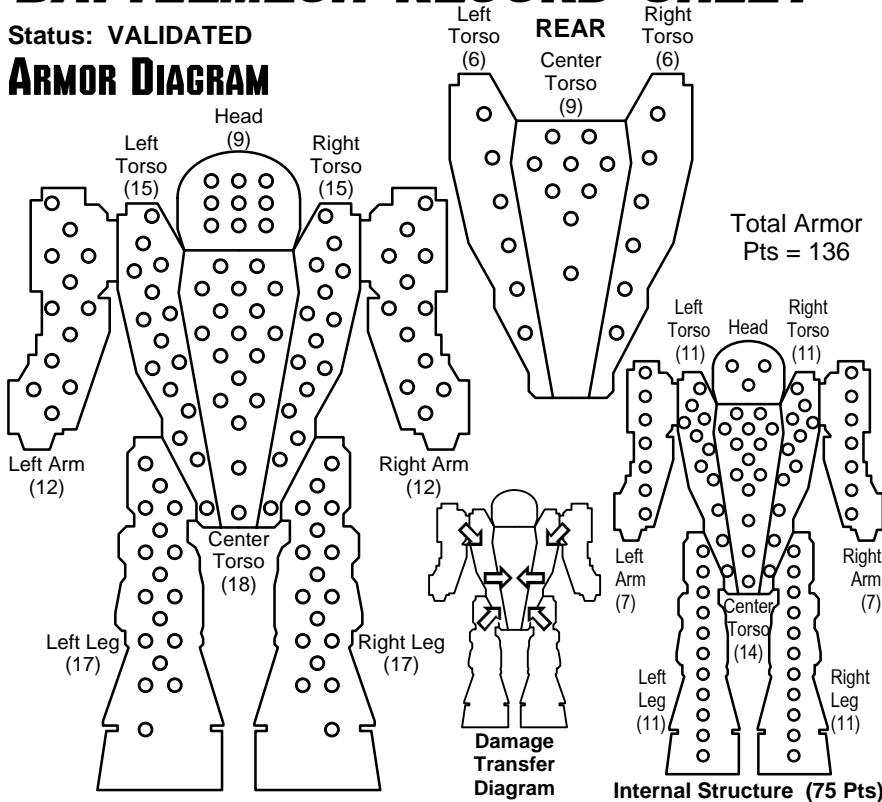


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Blackjack BJ-2**
 Mass: **45 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **4** **Inner Sphere**
 Running: **6** **Biped 'Mech**
 Jumping: **4** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	RA	12	8	-	7	14	19
1	ER Large Laser	LA	12	8	-	7	14	19
2	Streak SRM 2	LT	2	2/hit	-	3	6	9
2	Streak SRM 2	RT	2	2/hit	-	3	6	9

Ammo Type: **Rounds:** **BV:**
 Streak SRM 2 50 7

Total Heat Sinks: 11 Single

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Auto Eject: **Weapon Heat:**
 Operational Disabled **(32)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- ER Large Laser
- ER Large Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Fusion Engine
- Fusion Engine
- Roll Again
- Roll Again

Left Torso

- Single Heat Sink
- Single Heat Sink
- Streak SRM 2
- Streak SRM 2
- Ammo (Streak 2) 50
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Arm

- Shoulder
- Upper Arm Actuator
- ER Large Laser
- ER Large Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

- Single Heat Sink
- Single Heat Sink
- Streak SRM 2
- Streak SRM 2
- 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

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

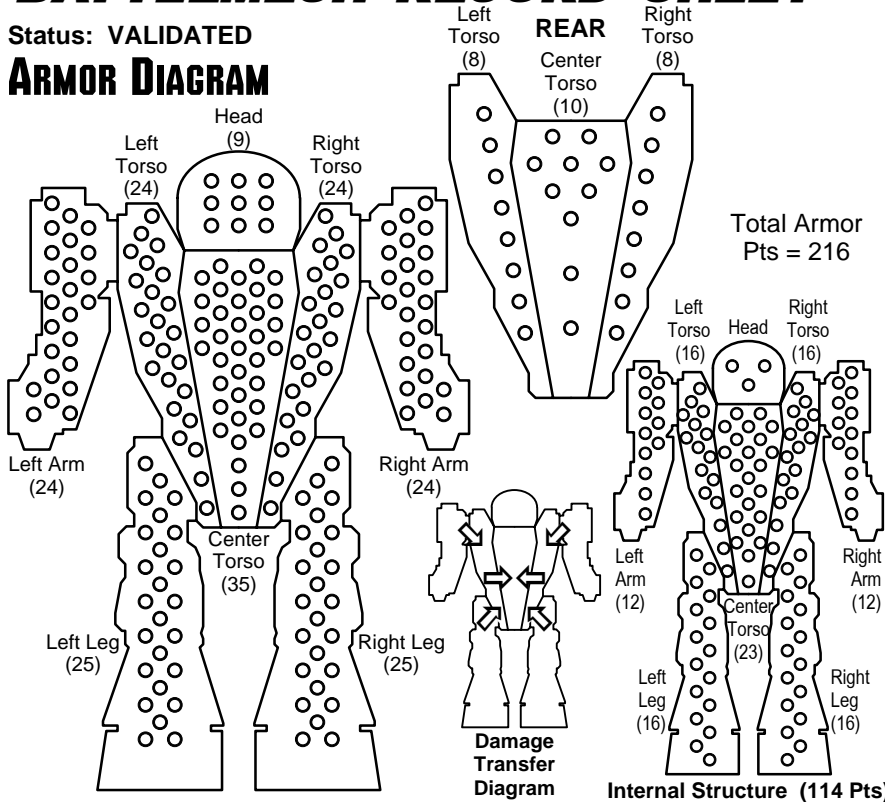
Battle Value: **858**
 Weapon Value: **456 / 418**
 Cost, C-Bills: **3,441,575**

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 216

Internal Structure (114 Pts)

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
 - 2. Upper Arm Actuator
 - 3. Lower Arm Actuator
 - 4. Hand Actuator
 - 5. Medium Pulse Laser
 - 6. Hatchet
- 1-3
- 1. Hatchet
 - 2. Hatchet
 - 3. Hatchet
 - 4. Hatchet
 - 5. Endo Steel
 - 6. Endo Steel
- 4-6

Left Torso

- 1. XL Engine
 - 2. XL Engine
 - 3. XL Engine
 - 4. Double Heat Sink
 - 5. Double Heat Sink
 - 6. Double Heat Sink
- 1-3
- 1. Large Laser
 - 2. Large Laser
 - 3. Medium Pulse Laser
 - 4. Endo Steel
 - 5. Endo Steel
 - 6. Endo Steel
- 4-6

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Endo Steel
- 6. Endo Steel

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Endo Steel
- 5. Sensors
- 6. Life Support

Center Torso

- 1. XL Engine
 - 2. XL Engine
 - 3. XL Engine
 - 4. Gyro
 - 5. Gyro
 - 6. Gyro
- 1-3
- 1. Gyro
 - 2. XL Engine
 - 3. XL Engine
 - 4. XL Engine
 - 5. Large Pulse Laser
 - 6. Large Pulse Laser
- 4-6

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **1,222**
 Weapon Value: **1,940 / 1,940**
 Cost, C-Bills: **15,438,500**

Right Arm

- 1. Shoulder
 - 2. Upper Arm Actuator
 - 3. Lower Arm Actuator
 - 4. Hand Actuator
 - 5. Double Heat Sink
 - 6. Double Heat Sink
- 1-3
- 1. Double Heat Sink
 - 2. ER PPC
 - 3. ER PPC
 - 4. ER PPC
 - 5. Medium Pulse Laser
 - 6. Endo Steel
- 4-6

Right Torso

- 1. XL Engine
 - 2. XL Engine
 - 3. XL Engine
 - 4. Double Heat Sink
 - 5. Double Heat Sink
 - 6. Double Heat Sink
- 1-3
- 1. Large Laser
 - 2. Large Laser
 - 3. Medium Pulse Laser
 - 4. Endo Steel
 - 5. Endo Steel
 - 6. Endo Steel
- 4-6

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Endo Steel
- 6. Endo Steel

'MECH DATA

Type: **Black Knight BL9-KNT**

Mass: **75 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** **Inner Sphere**
 Running: **6** **Biped 'Mech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	LT	8	8	-	5	10	15
1	Large Laser	RT	8	8	-	5	10	15
1	ER PPC	RA	15	10	-	7	14	23
1	Large Pulse Laser	CT	10	9	-	3	7	10
1	Medium Pulse Laser	RT	4	6	-	2	4	6
1	Medium Pulse Laser	LT	4	6	-	2	4	6
1	Medium Pulse Laser	RA	4	6	-	2	4	6
1	Medium Pulse Laser	LA	4	6	-	2	4	6
1	Hatchet	LA	0	15				

Total Heat Sinks: 15 Double (30)

○○○○○○○○○○ ○○○○

Auto Eject: Weapon Heat:

Operational Disabled **(57)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

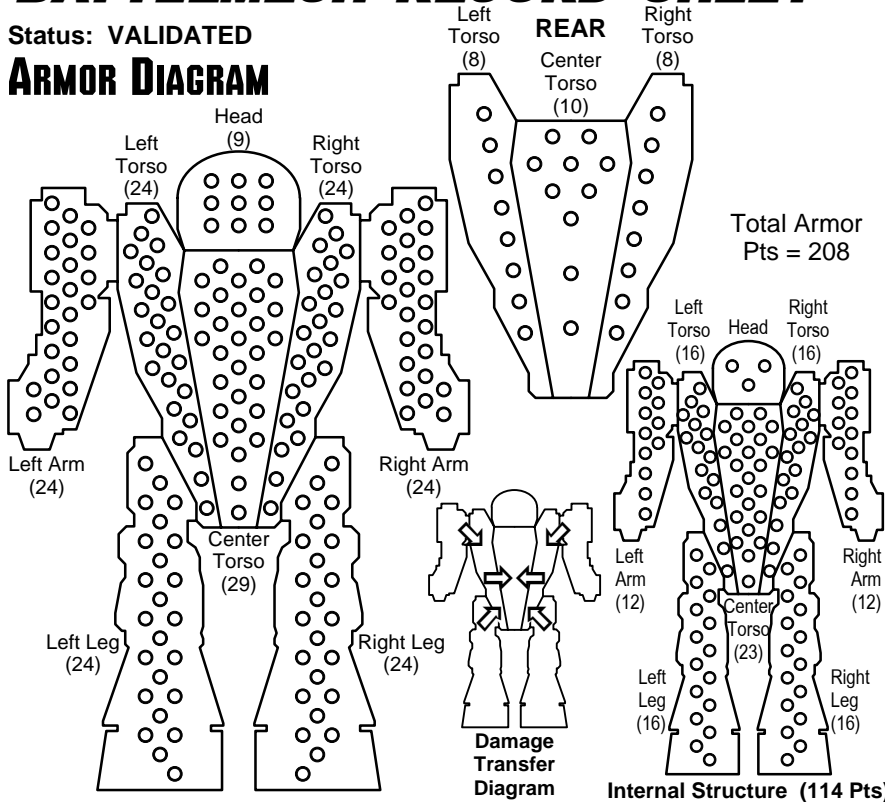


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 208

Internal Structure (114 Pts)

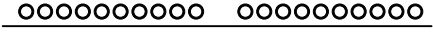
'MECH DATA

Type: **Black Knight BL6-KNT**
 Mass: **75 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **4** **Inner Sphere**
 Running: **6** **Biped 'Mech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RA	10	10	3	6	12	18
1	Large Laser	LT	8	8	-	5	10	15
1	Large Laser	RT	8	8	-	5	10	15
1	Medium Laser	LT	3	5	-	3	6	9
1	Medium Laser	RT	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	Medium Laser	RA	3	5	-	3	6	9
1	Small Laser	HD	1	3	-	1	2	3
1	Beagle Active Probe	CT	0	-	-	-	-	4

Total Heat Sinks: 20 Single



Auto Eject: Operational Disabled Weapon Heat: **(39)**

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken

1	2	3	4	5	6
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Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
 - 2. Upper Arm Actuator
 - 3. Lower Arm Actuator
 - 4. Hand Actuator
 - 5. Medium Laser
 - 6. Endo Steel
- 1-3
- 1. Endo Steel
 - 2. Endo Steel
 - 3. Endo Steel
 - 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again
- 4-6

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Small Laser
- 5. Sensors
- 6. Life Support

Center Torso

- 1. Fusion Engine
 - 2. Fusion Engine
 - 3. Fusion Engine
 - 4. Gyro
 - 5. Gyro
 - 6. Gyro
- 1-3
- 1. Gyro
 - 2. Fusion Engine
 - 3. Fusion Engine
 - 4. Fusion Engine
 - 5. Beagle Active Probe
 - 6. Beagle Active Probe
- 4-6

Left Torso

- 1. Single Heat Sink
 - 2. Single Heat Sink
 - 3. Large Laser
 - 4. Large Laser
 - 5. Medium Laser
 - 6. Endo Steel
- 1-3
- 1. Endo Steel
 - 2. Endo Steel
 - 3. Roll Again
 - 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again
- 4-6

Right Arm

- 1. Shoulder
 - 2. Upper Arm Actuator
 - 3. Lower Arm Actuator
 - 4. Hand Actuator
 - 5. PPC
 - 6. PPC
- 1-3
- 1. PPC
 - 2. Medium Laser
 - 3. Endo Steel
 - 4. Endo Steel
 - 5. Endo Steel
 - 6. Endo Steel
- 4-6

Right Torso

- 1. Single Heat Sink
 - 2. Single Heat Sink
 - 3. Large Laser
 - 4. Large Laser
 - 5. Medium Laser
 - 6. Endo Steel
- 1-3
- 1. Endo Steel
 - 2. Endo Steel
 - 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. Single Heat Sink
- 6. Single Heat Sink

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Single Heat Sink
- 6. Single Heat Sink

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **1,191**
 Weapon Value: **1,504 / 1,504**
 Cost, C-Bills: **7,136,938**

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	

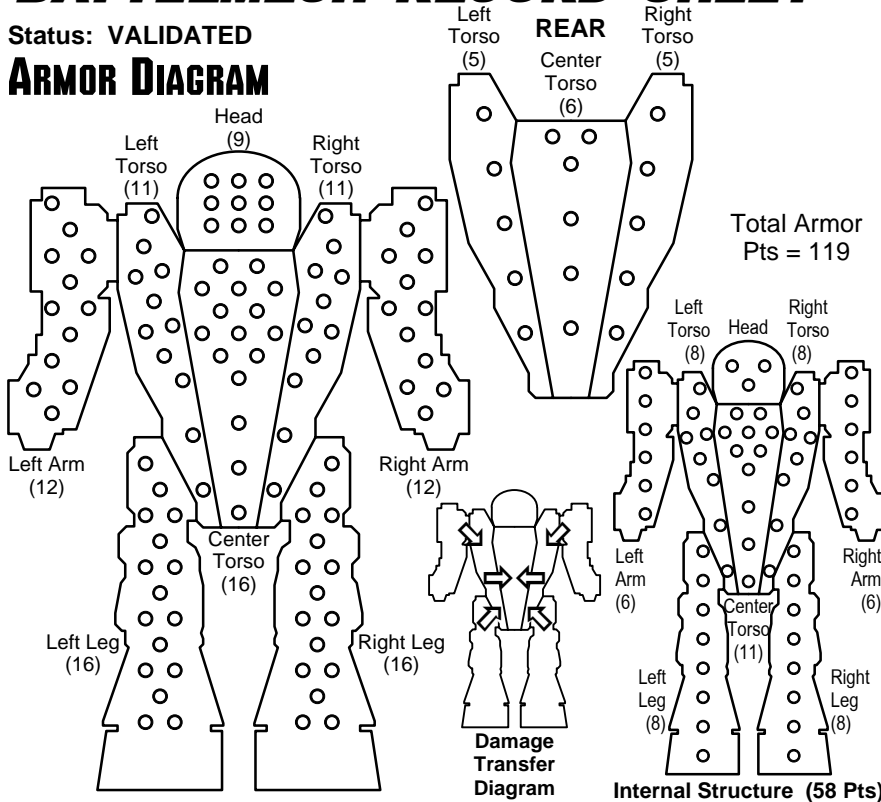


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 119

Internal Structure (58 Pts)

'MECH DATA

Type: **Wolfhound IIC**

Mass: **35 tons**

Movement Points: Tech, Config. & Level:

Walking: **6** **Clan**
 Running: **9** **Biped 'Mech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	RA	12	10	-	8	15	25
1	Medium Pulse Laser	CT	4	7	-	4	8	12
1	Medium Pulse Laser	LT	4	7	-	4	8	12
1	Medium Pulse Laser	RT	4	7	-	4	8	12
1	ER Medium Laser	CT(R)	5	7	-	5	10	15
1	ECM Suite	HD	0	-	-	-	-	6

Total Heat Sinks: **14 Double (28)**

oooooooooooo oooo

Auto Eject: Weapon Heat:

Operational Disabled **(29)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Roll Again
 - Roll Again
- 4-6
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Head

- Life Support
- Sensors
- Cockpit
- ECM Suite
- Sensors
- Life Support

Center Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - XL Engine
 - ER Medium Laser (R)
- 4-6

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Double Heat Sink
 - Double Heat Sink
 - ER Large Laser
- 1-3
- Roll Again
 - Roll Again
- 4-6
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Right Torso

- XL Engine
 - XL Engine
 - Double Heat Sink
 - Double Heat Sink
 - Medium Pulse Laser
 - Ferro-Fibrous
- 1-3
- Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
- 4-6

Left Torso

- XL Engine
 - XL Engine
 - Double Heat Sink
 - Double Heat Sink
 - Medium Pulse Laser
 - Endo Steel
- 1-3
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **1,473**
 Weapon Value: **1,800 / 1,800**
 Cost, C-Bills: **5,694,030**

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	

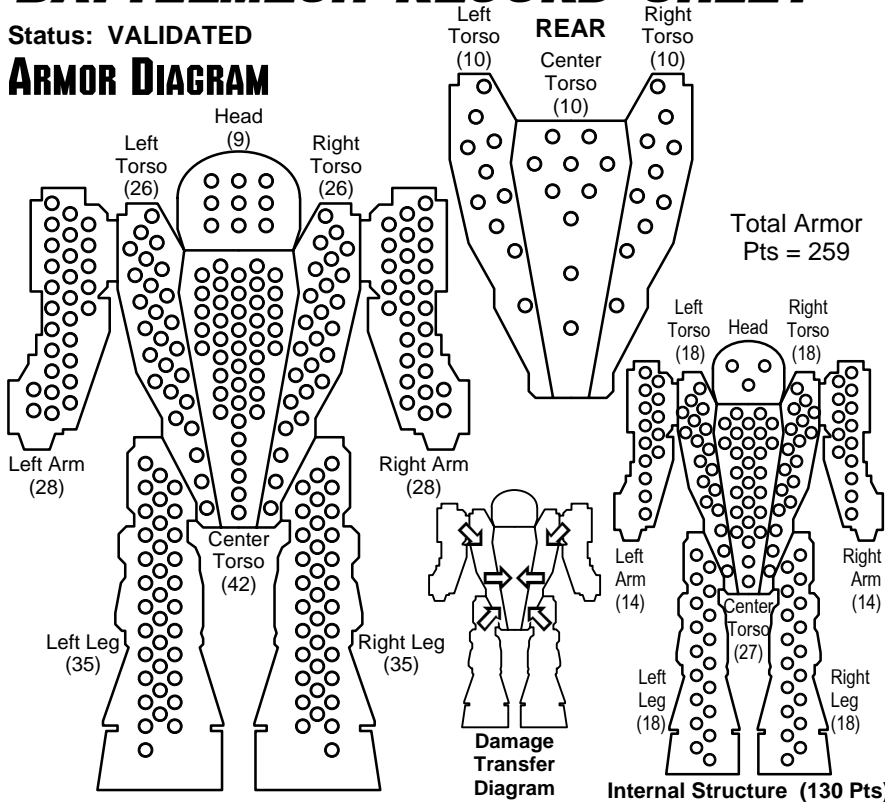


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 259

Internal Structure (130 Pts)

'MECH DATA

Type: **Warhawk (Masakari) C**

Mass: **85 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** **Clan**
 Running: **6** **Biped OmniMech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	CT	3	2	-	1	2	3
2	ER PPC	LA	15	15	-	7	14	23
2	Large Pulse Laser	RA	10	10	-	6	14	20
1	Targeting Computer							

Total Heat Sinks: 23 Double (46)

○○○○○○○○○○ ○○○○○○○○○
○○○

Auto Eject: Weapon Heat:

Operational Disabled **(53)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER PPC
- ER PPC
- 4-6 ER PPC
- ER PPC
- Ferro-Fibrous
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Lower Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Large Pulse Laser
- Large Pulse Laser
- Large Pulse Laser
- 4-6 Ferro-Fibrous
- Roll Again
- Roll Again

Center Torso

- 1-3 XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

Right Torso

- 1-3 XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Targeting Computer
- Targeting Computer
- Targeting Computer
- 4-6 Targeting Computer
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

Left Torso

- 1-3 XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 4-6 Double Heat Sink
- Ferro-Fibrous
- Ferro-Fibrous

- 4-6 Gyro
- XL Engine
- XL Engine
- XL Engine
- Flamer
- Roll Again

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **2,522**
 Weapon Value: **5,756 / 5,756**
 Cost, C-Bills: **25,499,745**

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

HEAT SCALE

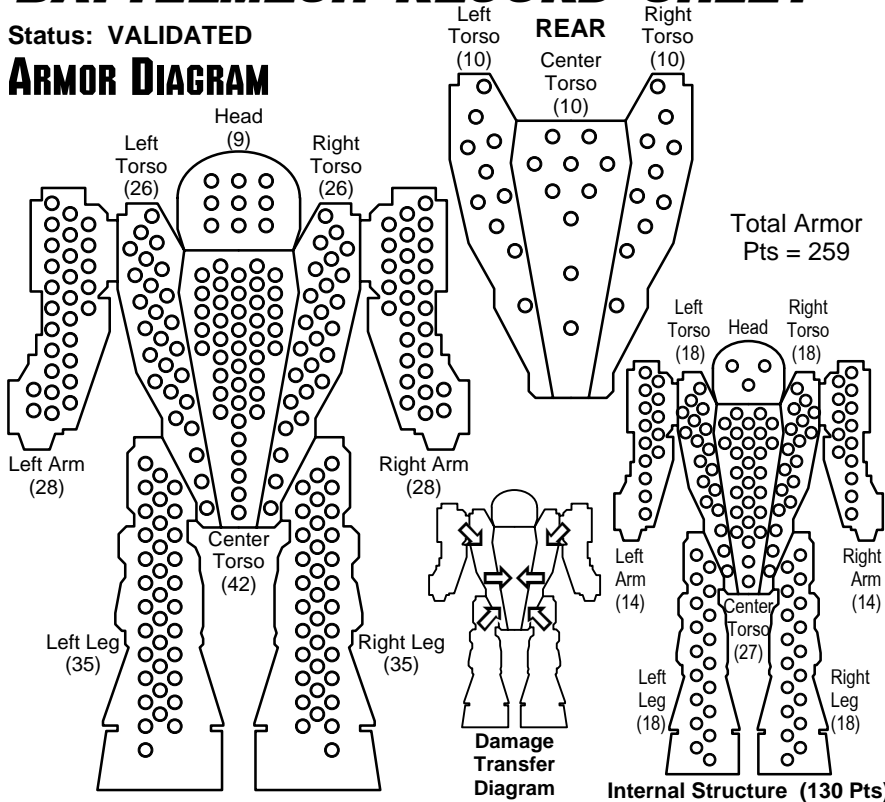
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement 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®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 259

Internal Structure (130 Pts)

'MECH DATA

Type: **Warhawk (Masakari) B**

Mass: **85 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** **Clan**
 Running: **6** **Biped OmniMech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Narc Missile Beacon	CT	0	-	-	4	8	12
1	Gauss Rifle	LA	1	15	2	7	15	22
3	ER Medium Laser	RA	5	7	-	5	10	15
2	SRM 6	RT	4	2/hit	-	3	6	9
1	ER Small Laser	LA	2	5	-	2	4	6
1 Targeting Computer								

Ammo Type: Rounds: BV:

Narc Missile Beacon	6	0
Gauss Rifle	16	74
SRM 6	75	39

Total Heat Sinks: **20 Double (40)**

○○○○○○○○○○ ○○○○○○○○○

Auto Eject: Weapon Heat:

Operational Disabled **(26)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- 1-3 Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- 1 Gauss Rifle
- Gauss Rifle
- 4-6 ER Small Laser
- 4 Ammo (Gauss) 8
- 5 Ammo (Gauss) 8
- 6 Ferro-Fibrous

Left Torso

- 1 XL Engine
- 2 XL Engine
- 1-3 Double Heat Sink
- 4 Double Heat Sink
- 5 Double Heat Sink
- 6 Double Heat Sink
- 1 Double Heat Sink
- 2 Double Heat Sink
- 3 Double Heat Sink
- 4-6 Double Heat Sink
- 5 Ferro-Fibrous
- 6 Ferro-Fibrous

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

CRITICAL HIT TABLE

Head

- 1 Life Support
- 2 Sensors
- 3 Cockpit
- 4 Ferro-Fibrous
- 5 Sensors
- 6 Life Support

Center Torso (CASE)

- 1 XL Engine
- 2 XL Engine
- 3 XL Engine
- 4 Gyro
- 5 Gyro
- 6 Gyro
- 1 Gyro
- 2 XL Engine
- 3 XL Engine
- 4 XL Engine
- 5 Narc Missile Beacon
- 6 Ammo (Narc Pods) 6

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **2,063**

Weapon Value: **4,380 / 4,380**

Cost, C-Bills: **25,862,230**

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- 1-3 Lower Arm Actuator
- 4 ER Medium Laser
- 5 ER Medium Laser
- 6 ER Medium Laser
- 1 Ammo (SRM 6) 15
- 2 Ammo (SRM 6) 15
- 3 Ammo (SRM 6) 15
- 4 Ammo (SRM 6) 15
- 5 Ammo (SRM 6) 15
- 6 Ferro-Fibrous

Right Torso

- 1 XL Engine
- 2 XL Engine
- 1-3 Double Heat Sink
- 4 Double Heat Sink
- 5 Targeting Computer
- 6 Targeting Computer
- 1 Targeting Computer
- 2 Targeting Computer
- 3 SRM 6
- 4 SRM 6
- 5 Ferro-Fibrous
- 6 Ferro-Fibrous

Right Leg

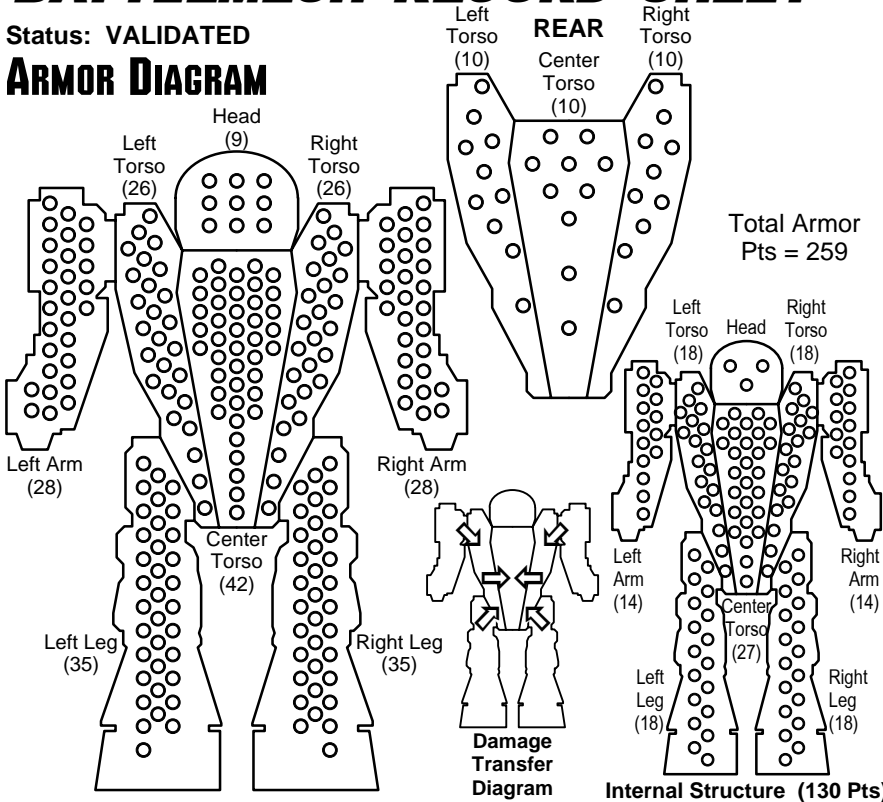
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 259

Internal Structure (130 Pts)

'MECH DATA

Type: **Warhawk (Masakari) A**

Mass: **85 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** **Clan**
 Running: **6** **Biped OmniMech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Large Laser	LA	12	10	-	8	15	25
1	Streak SRM 6	LA	4	2/hit	-	4	8	12
1	LB 10-X AC	RA	2	10	-	6	12	18
1	LRM 15	RT	5	1/hit	-	7	14	21

1 Targeting Computer

Ammo Type: Rounds: BV:

Streak SRM 6	15	17
LB 10-X AC	20	43
LRM 15	8	24

Total Heat Sinks: 20 Double (40)

○○○○○○○○○○ ○○○○○○○○○

Auto Eject: Weapon Heat:

Operational Disabled **(35)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

CRITICAL HIT TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER Large Laser
- ER Large Laser
- Streak SRM 6
- Streak SRM 6
- Ammo (Streak 6) 15
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- Ammo (LB 10-X) 10
- Ammo (LB 10-X) 10
- Ammo (LRM 15) 8
- Ferro-Fibrous
- Roll Again

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Roll Again
- Roll Again

Right Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Targeting Computer
- Targeting Computer
- Targeting Computer
- Targeting Computer
- LRM 15
- LRM 15
- Ferro-Fibrous
- Ferro-Fibrous

Left Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Ferro-Fibrous
- Ferro-Fibrous

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

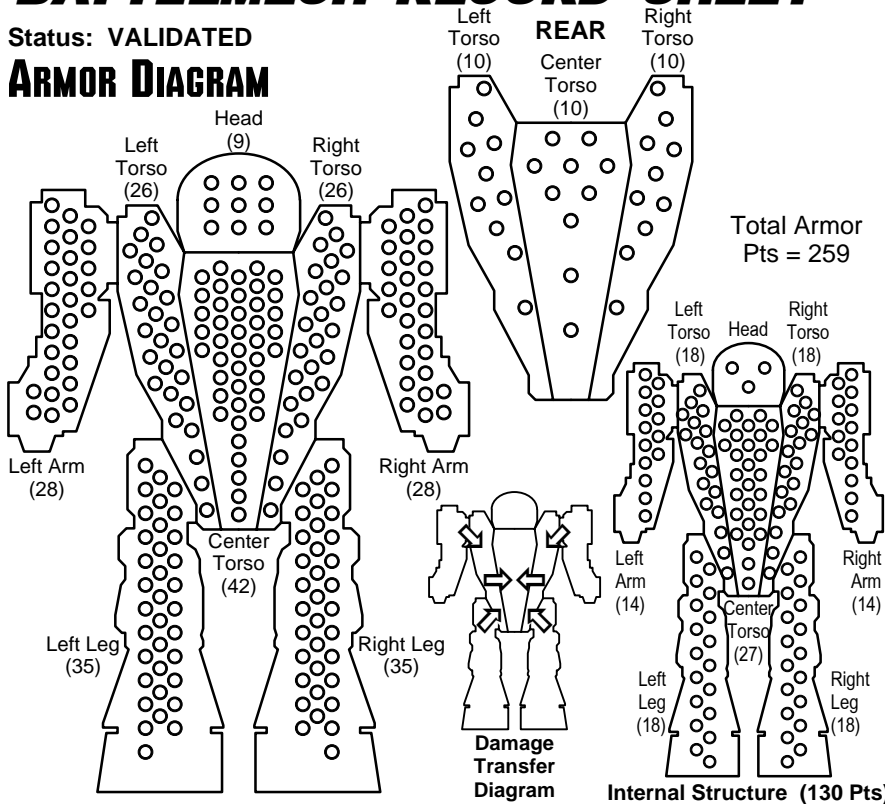
Battle Value: **2,167**
 Weapon Value: **5,067 / 4,828**
 Cost, C-Bills: **26,233,964**

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 259

Internal Structure (130 Pts)

'MECH DATA

Type: **Warhawk (Masakari) Prime**
 Mass: **85 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **4** **Clan**
 Running: **6** **Biped OmniMech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER PPC	LA	15	15	-	7	14	23
1	LRM 10	LA	4	1/hit	-	7	14	21
2	ER PPC	RA	15	15	-	7	14	23

1 Targeting Computer

Ammo Type: **Rounds:** **BV:**

LRM 10	12	16
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Total Heat Sinks: 20 Double (40)
 ○○○○○○○○○○ ○○○○○○○○○○

Auto Eject: **Weapon Heat:**
 Operational Disabled **(64)**

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	



CRITICAL HIT TABLE

Left Arm (CASE)

- Shoulder
 - Upper Arm Actuator
 - ER PPC
 - ER PPC
 - ER PPC
 - ER PPC
- 1-3
- LRM 10
 - Ammo (LRM 10) 12
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Roll Again
 - Roll Again
- 4-6

Left Torso

- XL Engine
 - XL Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Ferro-Fibrous
 - Ferro-Fibrous
- 4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

Right Arm

- Shoulder
 - Upper Arm Actuator
 - ER PPC
 - ER PPC
 - ER PPC
 - ER PPC
- 1-3
- Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Torso

- XL Engine
 - XL Engine
 - Double Heat Sink
 - Double Heat Sink
 - Targeting Computer
 - Targeting Computer
- 1-3
- Targeting Computer
 - Targeting Computer
 - Targeting Computer
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again
- 4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

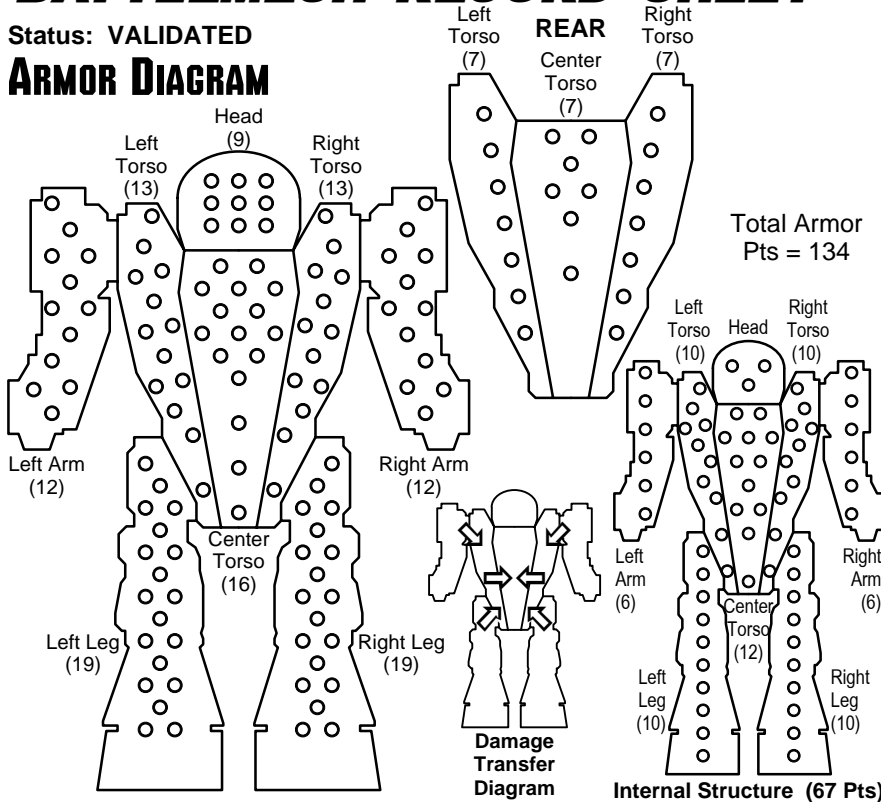
Battle Value: **2,632**
 Weapon Value: **5,011 / 5,011**
 Cost, C-Bills: **26,425,324**

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 134

Internal Structure (67 Pts)

'MECH DATA

Type: **Viper (Dragonfly) D**

Mass: **40 tons**

Movement Points: Tech, Config. & Level:

Walking: **8** **Clan**
 Running: **12** **Biped OmniMech**
 Jumping: **8** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 6	LA	4	2/hit	-	4	8	12
1	ER Small Laser	LT	2	5	-	2	4	6
2	ER Medium Laser	RA	5	7	-	5	10	15
1	LRM 5	RT	2	1/hit	-	7	14	21

Ammo Type: Rounds: BV:

Streak SRM 6	15	45
LRM 5	24	21

Total Heat Sinks: **10 Double (20)**

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Auto Eject: Weapon Heat:

Operational Disabled **(18)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Streak SRM 6
 - Streak SRM 6
- 1-3
- Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Torso (CASE)

- XL Engine
 - XL Engine
 - Jump Jet
 - Jump Jet
 - ER Small Laser
 - Ammo (Streak 6) 15
- 1-3
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Endo Steel
 - Roll Again
- 4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Endo Steel
- Roll Again

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **1,727**
 Weapon Value: **1,354 / 1,215**
 Cost, C-Bills: **11,114,221**

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - ER Medium Laser
 - ER Medium Laser
- 1-3
- Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Torso (CASE)

- XL Engine
 - XL Engine
 - Jump Jet
 - Jump Jet
 - LRM 5
 - Ammo (LRM 5) 24
- 1-3
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
- 4-6

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	

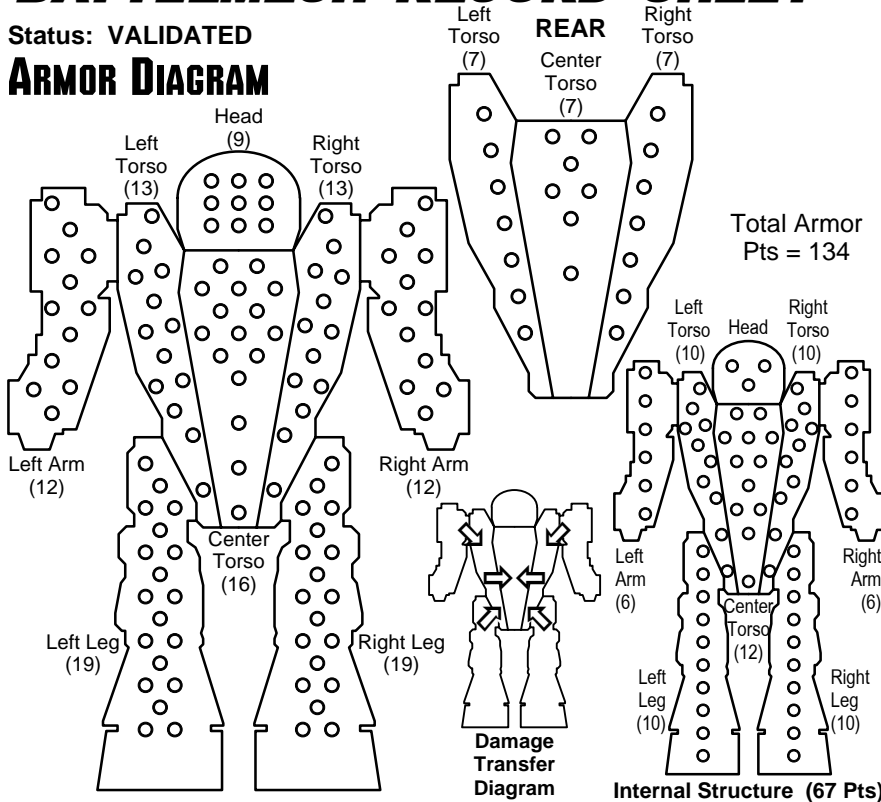
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Viper (Dragonfly) C**

Mass: **40 tons**

Movement Points: Tech, Config. & Level:

Walking: **8** **Clan**
 Running: **12** **Biped OmniMech**
 Jumping: **8** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	CT	3	2	-	1	2	3
2	ER Medium Laser	LA	5	7	-	5	10	15
2	Machine Gun	LT	0	2	-	1	2	3
2	Flamer	RA	3	2	-	1	2	3
2	Machine Gun	RT	0	2	-	1	2	3
1	Active Probe	LA	0	-	-	-	-	5

Ammo Type: Rounds: BV:
 Machine Gun 600 9

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject: Weapon Heat:
 Operational Disabled **(19)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- ER Medium Laser

- Active Probe
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

Left Torso (CASE)

- XL Engine
- XL Engine
- Jump Jet
- Jump Jet
- Machine Gun
- Machine Gun

- Ammo (MG) 200
- Ammo (MG) 200
- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Flamer
- Endo Steel

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **1,190**
 Weapon Value: **753 / 753**
 Cost, C-Bills: **11,114,657**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Flamer
- Flamer

- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso (CASE)

- XL Engine
- XL Engine
- Jump Jet
- Jump Jet
- Machine Gun
- Machine Gun

- Ammo (MG) 200
- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Roll Again

Right Leg

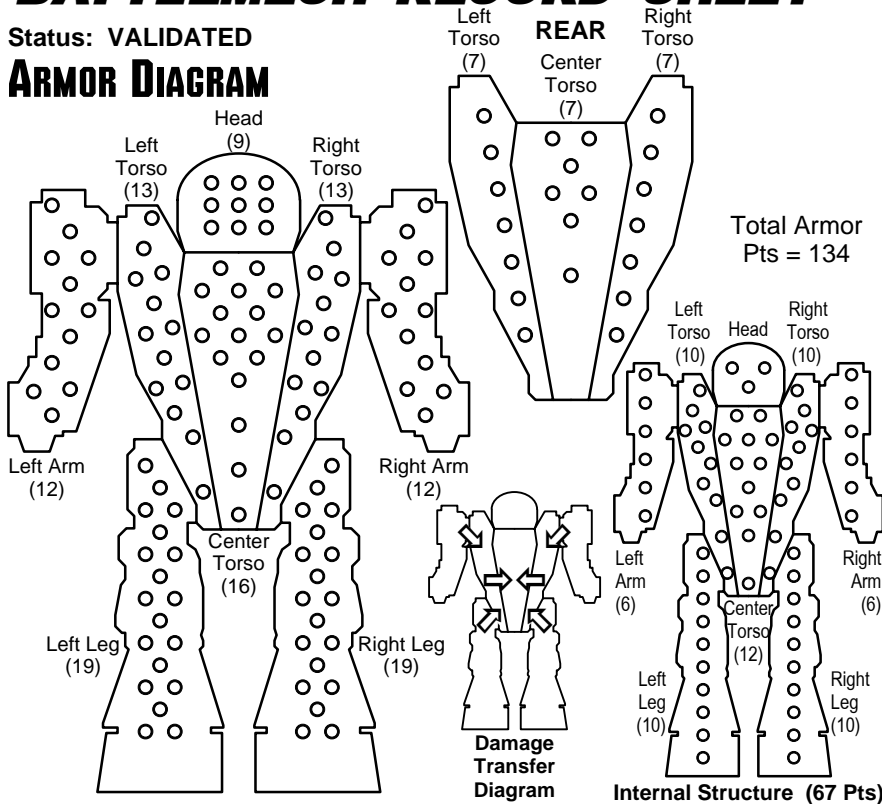
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 134

Internal Structure (67 Pts)

CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - ER PPC
 - ER PPC
 - Ferro-Fibrous
 - Ferro-Fibrous
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Torso

- XL Engine
 - XL Engine
 - Jump Jet
 - Jump Jet
 - Small Pulse Laser
 - Endo Steel
- 1-3
- Endo Steel
 - Endo Steel
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Endo Steel
 - Roll Again
- 4-6

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Small Pulse Laser
 - Ferro-Fibrous
- 1-3
- Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Torso

- XL Engine
 - XL Engine
 - Jump Jet
 - Jump Jet
 - Flamer
 - Endo Steel
- 1-3
- Endo Steel
 - Endo Steel
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **1,632**
 Weapon Value: **858 / 858**
 Cost, C-Bills: **10,815,057**

'MECH DATA

Type: **Viper (Dragonfly) B**

Mass: **40 tons**

Movement Points: Tech, Config. & Level:

Walking: **8** Clan
 Running: **12** Biped OmniMech
 Jumping: **8** Level 2 / 3050

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	15	-	7	14	23
1	Small Pulse Laser	LT	2	3	-	2	4	6
1	Small Pulse Laser	RA	2	3	-	2	4	6
1	Flamer	RT	3	2	-	1	2	3

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject: Weapon Heat:

Operational Disabled **(22)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

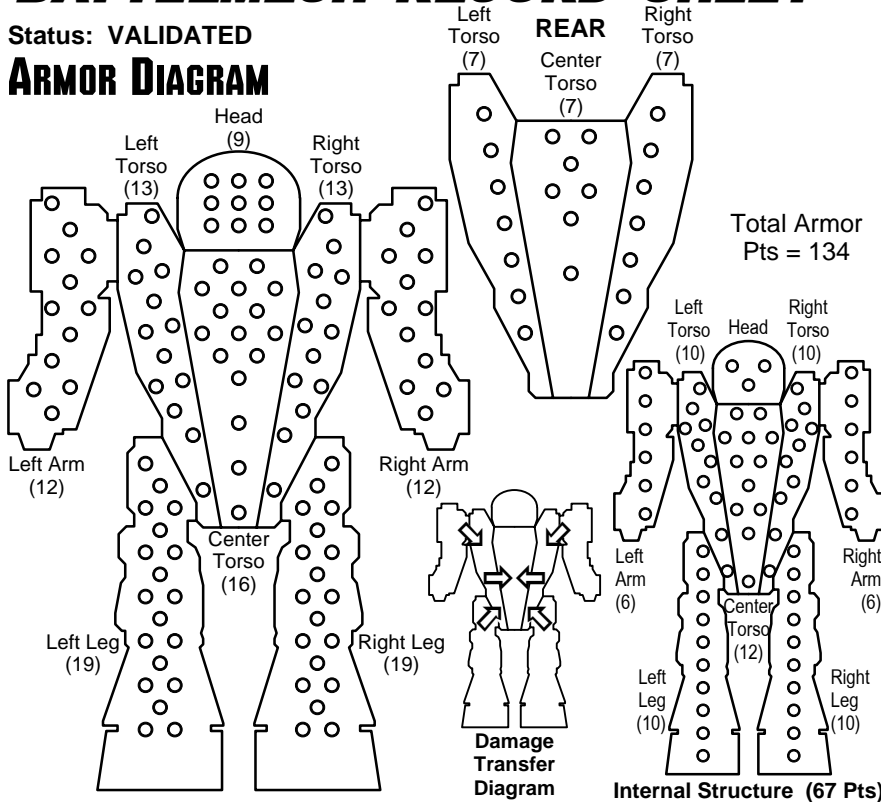


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Viper (Dragonfly) A**

Mass: **40 tons**

Movement Points: Tech, Config. & Level:

Walking: **8** **Clan**
 Running: **12** **Biped OmniMech**
 Jumping: **8** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6 w/ Artemis IV	LA	4	2/hit	-	3	6	9
2	ER Medium Laser	LT	5	7	-	5	10	15
1	ER Medium Laser	RA	5	7	-	5	10	15
2	ER Medium Laser	RT	5	7	-	5	10	15

Ammo Type: SRM 6 Rounds: 15 BV: 21

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject: Operational Disabled Weapon Heat: **(29)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

CRITICAL HIT TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- SRM 6
- Artemis IV FCS

- Ammo (SRM 6) 15
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

Left Torso

- XL Engine
- XL Engine
- Jump Jet
- Jump Jet
- ER Medium Laser
- ER Medium Laser

- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Endo Steel
- Roll Again

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **1,845**
 Weapon Value: **1,387 / 1,356**
 Cost, C-Bills: **11,427,032**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- Ferro-Fibrous

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

- XL Engine
- XL Engine
- Jump Jet
- Jump Jet
- ER Medium Laser
- ER Medium Laser

- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again

Right Leg

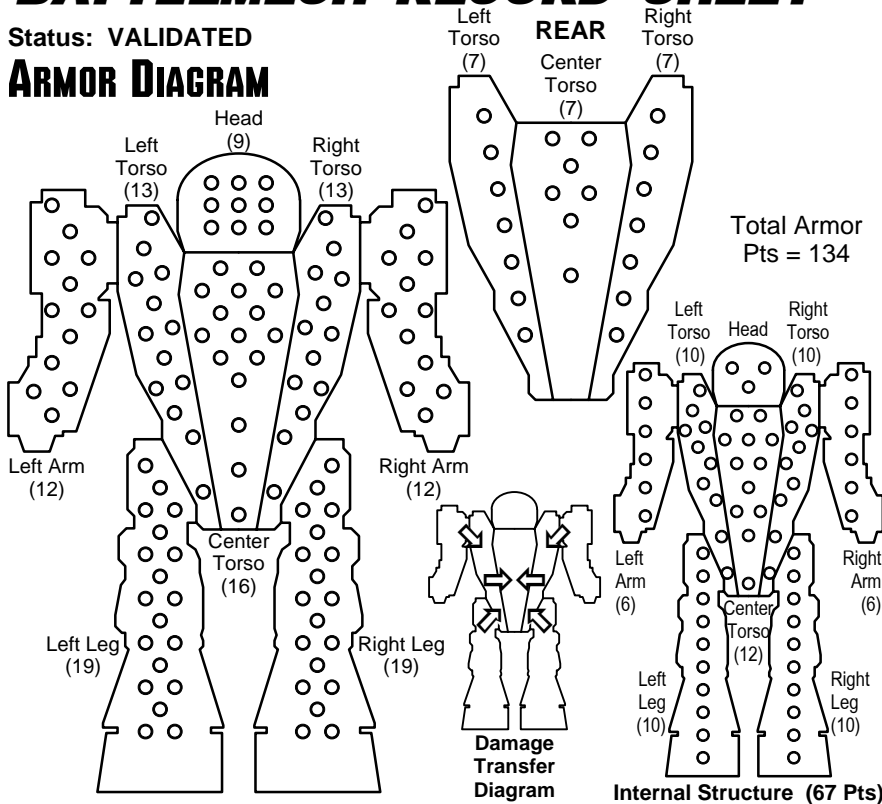
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Viper (Dragonfly) Prime**
 Mass: **40 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **8** **Clan**
 Running: **12** **Biped OmniMech**
 Jumping: **8** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 4	LA	3	2/hit	-	3	6	9
1	Anti-Missile System	LT	1	2d6	-	-	-	-
2	Medium Pulse Laser	RA	4	7	-	4	8	12
2	Machine Gun	RT	0	2	-	1	2	3

Ammo Type: **Rounds:** **BV:**

SRM 4	25	15
Anti-Missile System	24	29
Machine Gun	100	2

Total Heat Sinks: 10 Double (20)
 ○○○○○○○○○○

Auto Eject: **Weapon Heat:**
 Operational Disabled **(12)**

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

<p>Left Arm (CASE)</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator SRM 4 Ammo (SRM 4) 25 <p>1-3</p> <ol style="list-style-type: none"> Ferro-Fibrous Ferro-Fibrous Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <p>Left Torso (CASE)</p> <ol style="list-style-type: none"> XL Engine XL Engine Jump Jet Jump Jet Anti-Missile System Ammo (AMS) 24 <p>1-3</p> <ol style="list-style-type: none"> Endo Steel Endo Steel Endo Steel Ferro-Fibrous Roll Again Roll Again <p>4-6</p> <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Jump Jet Jump Jet 	<p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Ferro-Fibrous Sensors Life Support <p>1-3</p> <p>Center Torso</p> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro XL Engine XL Engine XL Engine Endo Steel Roll Again <p>4-6</p> <div style="border: 1px solid black; padding: 5px; width: fit-content;"> <p>Engine Hits ○○○</p> <p>Gyro Hits ○○</p> <p>Sensor Hits ○○</p> <p>Life Support ○</p> </div> <p>Battle Value: 1,484 Weapon Value: 904 / 904 Cost, C-Bills: 11,051,657</p>	<p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Medium Pulse Laser Medium Pulse Laser <p>1-3</p> <ol style="list-style-type: none"> Ferro-Fibrous Ferro-Fibrous Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <p>Right Torso (CASE)</p> <ol style="list-style-type: none"> XL Engine XL Engine Jump Jet Jump Jet Machine Gun Machine Gun <p>1-3</p> <ol style="list-style-type: none"> Ammo (MG) 100 Endo Steel Endo Steel Endo Steel Ferro-Fibrous Roll Again <p>4-6</p> <p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Jump Jet Jump Jet
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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	
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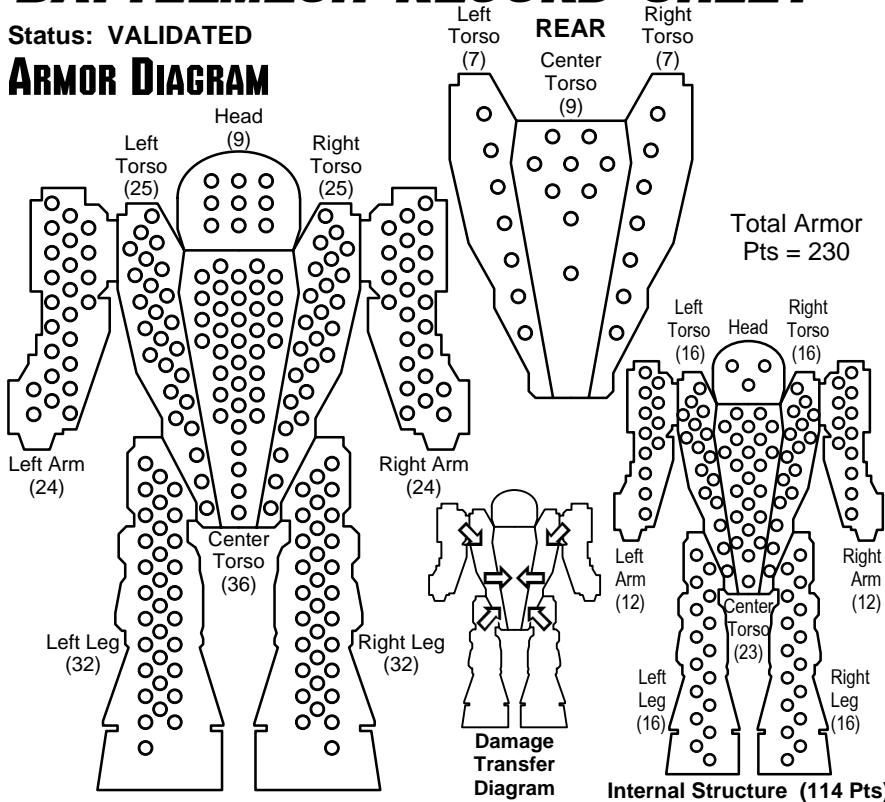


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Timber Wolf (Mad Cat) Pryde**

Mass: **75 tons**

Movement Points: **Tech, Config. & Level:**

Walking: **5** **Clan**
 Running: **8** **Biped OmniMech**
 Jumping: **4** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	LA	12	10	-	8	15	25
1	ER Large Laser	RA	12	10	-	8	15	25
1	ER Medium Laser	LA	5	7	-	5	10	15
1	ER Medium Laser	RA	5	7	-	5	10	15
1	LRM 20	LT	6	1/hit	-	7	14	21
1	LRM 20	RT	6	1/hit	-	7	14	21
1	ER Small Laser	CT	2	5	-	2	4	6

Ammo Type: Rounds: BV:
 LRM 20 12 102

Total Heat Sinks: **16 Double (32)**

○○○○○○○○○○ ○○○○○○

Auto Eject: Weapon Heat:
 Operational Disabled **(48)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- ER Large Laser
- ER Medium Laser
- Ferro-Fibrous
- 4-6 Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso (CASE)

- XL Engine
- XL Engine
- Jump Jet
- 1-3 Jump Jet
- LRM 20
- LRM 20
- 1-3 LRM 20
- LRM 20
- 4-6 Ammo (LRM 20) 6
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- 3-4 XL Engine
- Gyro
- 5-6 Gyro
- Gyro
- 1-3 Gyro
- XL Engine
- 4-6 XL Engine
- ER Small Laser
- Endo Steel

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Battle Value: **2,624**
 Weapon Value: **3,299 / 3,299**
 Cost, C-Bills: **24,614,296**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 ER Large Laser
- ER Medium Laser
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso (CASE)

- XL Engine
- XL Engine
- Jump Jet
- 1-3 Jump Jet
- LRM 20
- LRM 20
- 1-3 LRM 20
- LRM 20
- 4-6 Ammo (LRM 20) 6
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

Right Leg

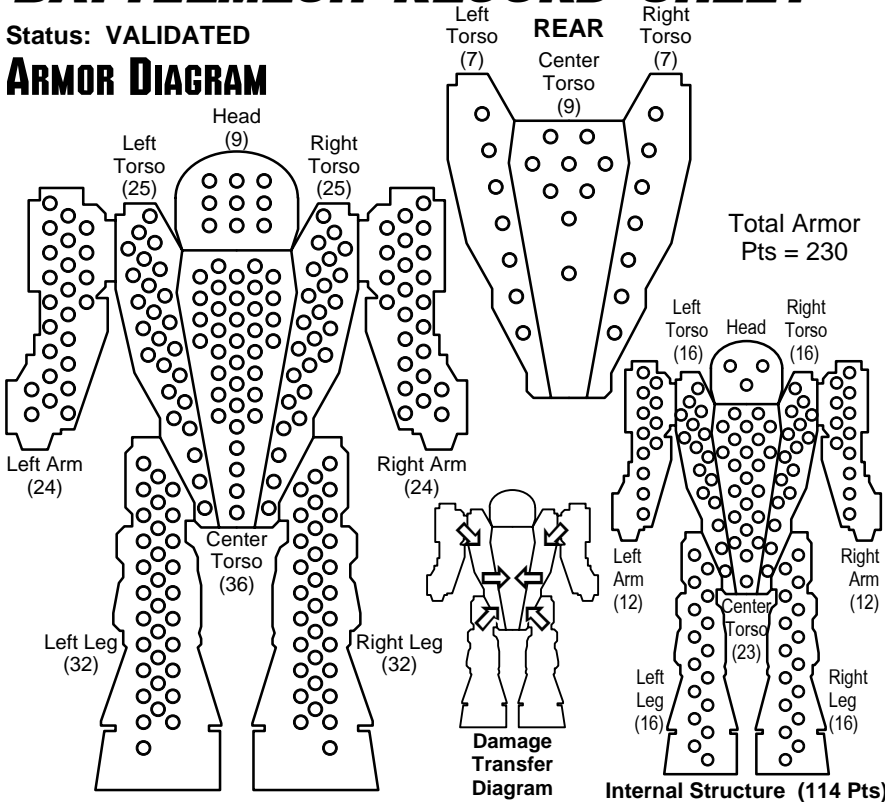
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Timber Wolf (Mad Cat) D**

Mass: **75 tons**

Movement Points: **Tech, Config. & Level:**

Walking: **5** **Clan**
 Running: **8** **Biped OmniMech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	15	-	7	14	23
1	Streak SRM 6	LT	4	2/hit	-	4	8	12
1	Streak SRM 6	LT(R)	4	2/hit	-	4	8	12
1	ER PPC	RA	15	15	-	7	14	23
1	Streak SRM 6	RT	4	2/hit	-	4	8	12
1	Streak SRM 6	RT(R)	4	2/hit	-	4	8	12
1	ER Small Laser	CT	2	5	-	2	4	6

Ammo Type: Rounds: BV:
 Streak SRM 6 45 62

Total Heat Sinks: **15 Double (30)**

○○○○○○○○○○○○ ○○○○

Auto Eject: Weapon Heat:

Operational Disabled **(48)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- ER PPC
- ER PPC
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- ER PPC
- ER PPC
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

Right Torso (CASE)

- XL Engine
- XL Engine
- Streak SRM 6
- Streak SRM 6
- Streak SRM 6 (R)
- Streak SRM 6 (R)
- Ammo (Streak 6) 15
- Ammo (Streak 6) 15
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

Left Torso (CASE)

- XL Engine
- XL Engine
- Streak SRM 6
- Streak SRM 6
- Streak SRM 6 (R)
- Streak SRM 6 (R)
- Ammo (Streak 6) 15
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

Center Torso (CASE)

- Gyro
- XL Engine
- XL Engine
- XL Engine
- ER Small Laser
- Endo Steel

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **2,351**
 Weapon Value: **3,538 / 2,978**
 Cost, C-Bills: **24,326,642**

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Right Leg

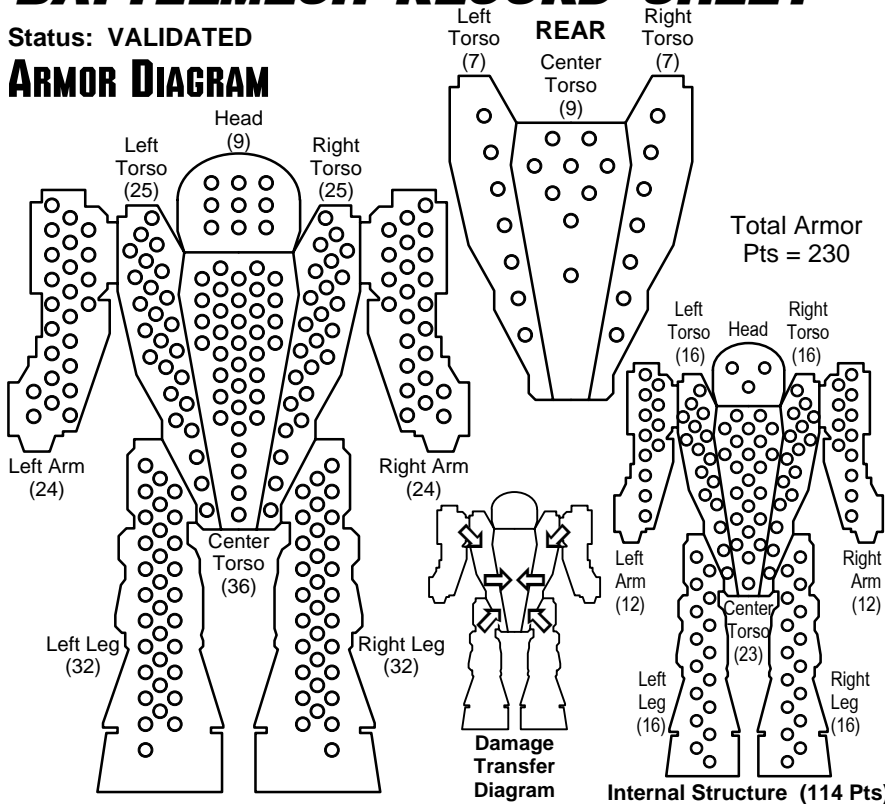
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 230

Internal Structure (114 Pts)

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER Large Laser
- ER Large Laser
- Ferro-Fibrous

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- XL Engine
- XL Engine
- LRM 15
- LRM 15
- Anti-Missile System
- Ammo (LRM 15) 8

1-3

- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- XL Engine
- XL Engine
- XL Engine
- ER Medium Laser
- Endo Steel

4-6

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **2,164**
 Weapon Value: **3,220 / 3,220**
 Cost, C-Bills: **24,329,921**

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Ultra AC/5
- Ultra AC/5
- Ultra AC/5
- Ammo (Ult AC/5) 20

1-3

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- XL Engine
- XL Engine
- LRM 15
- LRM 15
- Ammo (LRM 15) 8
- Ammo (AMS) 24

1-3

- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

'MECH DATA

Type: **Timber Wolf (Mad Cat) C**

Mass: **75 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** **Clan**
 Running: **8** **Biped OmniMech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Large Laser	LA	12	10	-	8	15	25
1	LRM 15	LT	5	1/hit	-	7	14	21
1	Anti-Missile System	LT	1	2d6	-	-	-	-
1	Ultra AC/5	RA	1	5	-	7	14	21
1	LRM 15	RT	5	1/hit	-	7	14	21
1	ER Medium Laser	CT	5	7	-	5	10	15

Ammo Type: Rounds: BV:

Anti-Missile System	24	27
Ultra AC/5	20	21
LRM 15	16	58

Total Heat Sinks: 15 Double (30)

○○○○○○○○○○ ○○○○

Auto Eject: Weapon Heat:

Operational Disabled **(42)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

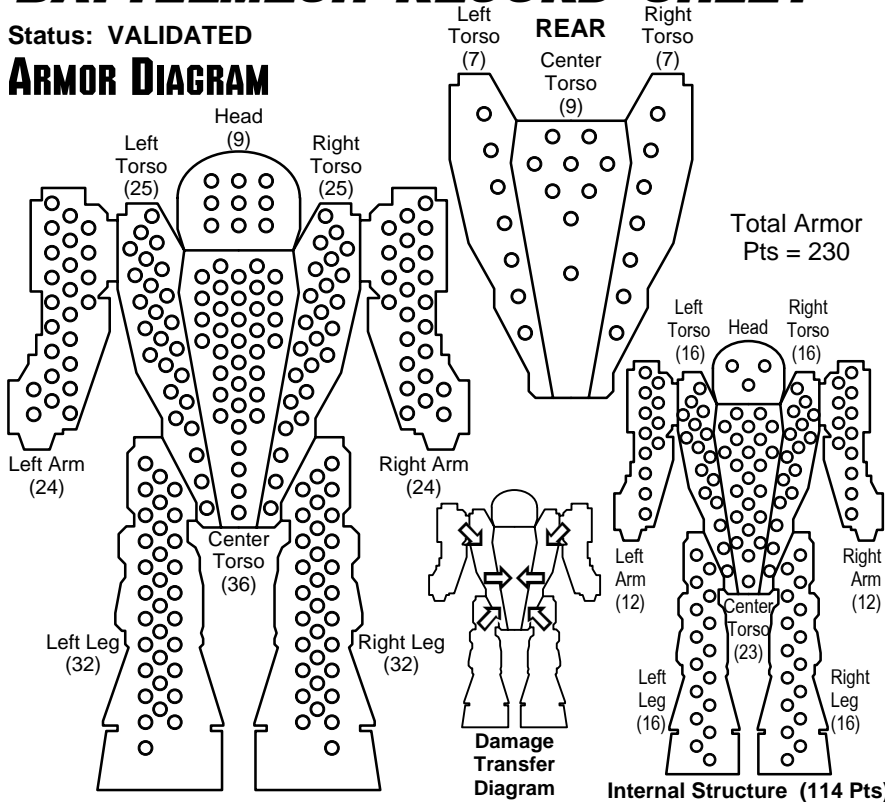
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Timber Wolf (Mad Cat) B**

Mass: **75 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** **Clan**
 Running: **8** **Biped OmniMech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	LA	10	10	-	6	14	20
1	Small Pulse Laser	LA	2	3	-	2	4	6
1	LRM 10 w/ Artemis IV	LT	4	1/hit	-	7	14	21
1	Gauss Rifle	RA	1	15	2	7	15	22
1	SRM 4 w/ Artemis IV	RT	3	2/hit	-	3	6	9

Ammo Type: Rounds: BV:

LRM 10	12	19
Gauss Rifle	8	45
SRM 4	25	7

Total Heat Sinks: 15 Double (30)

○○○○○○○○○○ ○○○○

Auto Eject: Weapon Heat:

Operational Disabled (20)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Large Pulse Laser
- Large Pulse Laser
- Small Pulse Laser
- Ferro-Fibrous
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso (CASE)

- XL Engine
- XL Engine
- 1-3 LRM 10
- Artemis IV FCS
5. Ammo (LRM 10) 12
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- 4-6 Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- 1-3 XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro
- 4-6 Gyro
- XL Engine
- XL Engine
- Endo Steel
- Roll Again

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **2,012**
 Weapon Value: **2,945 / 2,807**
 Cost, C-Bills: **23,857,421**

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- 1-3 Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- 4-6 Gauss Rifle
- Ammo (Gauss) 8
- Ferro-Fibrous
- Roll Again
- Roll Again

Right Torso (CASE)

- 1-3 XL Engine
- XL Engine
3. SRM 4
- Artemis IV FCS
5. Ammo (SRM 4) 25
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- 4-6 Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

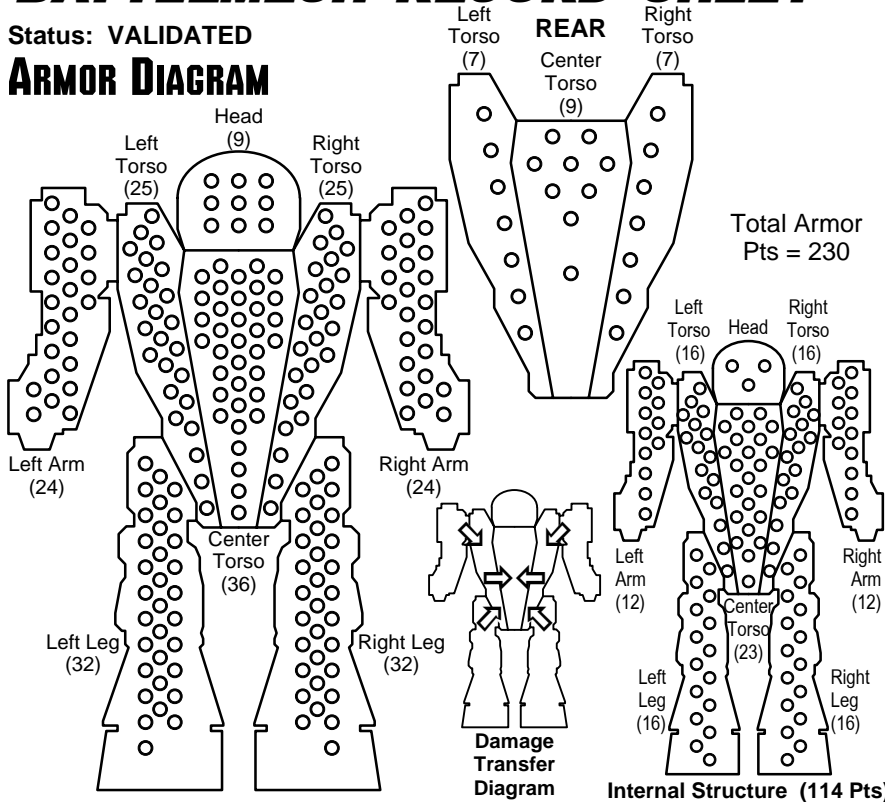
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Timber Wolf (Mad Cat) A**

Mass: **75 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** **Clan**
 Running: **8** **Biped OmniMech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	15	-	7	14	23
3	Medium Pulse Laser	LT	4	7	-	4	8	12
1	ER PPC	LA	15	15	-	7	14	23
1	Streak SRM 6	RT	4	2/hit	-	4	8	12
1	ER Small Laser	CT	2	5	-	2	4	6

Ammo Type: Rounds: BV:
 Streak SRM 6 15 21

Total Heat Sinks: **20 Double (40)**

○○○○○○○○○○ ○○○○○○○○○

Auto Eject: Weapon Heat:
 Operational Disabled **(48)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
1. ER PPC
- ER PPC
- 4-6 Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

Left Torso

- XL Engine
- XL Engine
- 1-3 Medium Pulse Laser
- Medium Pulse Laser
- Medium Pulse Laser
- Endo Steel
1. Ferro-Fibrous
- Ferro-Fibrous
3. Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- 1-3 XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- 4-6 Gyro
- XL Engine
- XL Engine
- XL Engine
- ER Small Laser
- Endo Steel

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **2,470**
 Weapon Value: **4,403 / 4,221**
 Cost, C-Bills: **23,652,892**

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
1. Double Heat Sink
- Double Heat Sink
- 4-6 ER PPC
- ER PPC
- Ferro-Fibrous
- Roll Again

Right Torso (CASE)

- XL Engine
- XL Engine
- 1-3 Streak SRM 6
- Streak SRM 6
- Ammo (Streak 6) 15
- Endo Steel
1. Ferro-Fibrous
- Ferro-Fibrous
3. Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again

Right Leg

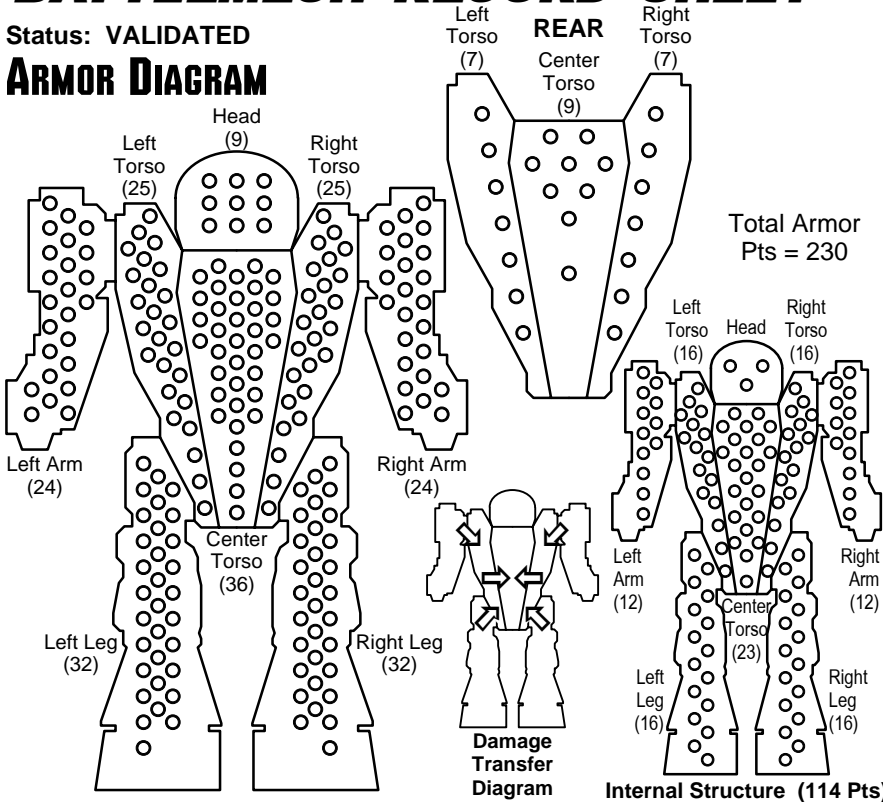
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Timber Wolf (Mad Cat) Prime**

Mass: **75 tons**

Movement Points: **Tech, Config. & Level:**

Walking: **5** **Clan**
 Running: **8** **Biped OmniMech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Machine Gun	CT	0	2	-	1	2	3
1	ER Large Laser	LA	12	10	-	8	15	25
1	ER Medium Laser	LA	5	7	-	5	10	15
1	Medium Pulse Laser	LT	4	7	-	4	8	12
1	LRM 20	LT	6	1/hit	-	7	14	21
1	ER Large Laser	RA	12	10	-	8	15	25
1	ER Medium Laser	RA	5	7	-	5	10	15
1	Machine Gun	RT	0	2	-	1	2	3
1	LRM 20	RT	6	1/hit	-	7	14	21

Ammo Type:	Rounds:	BV:
Machine Gun	200	1
LRM 20	12	74

Total Heat Sinks: **17 Double (34)**

○○○○○○○○○○ ○○○○○○

Auto Eject: **Weapon Heat:**

Operational Disabled **(50)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- ER Large Laser

- ER Medium Laser
- Ferro-Fibrous
- 3 Roll Again
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

Left Torso (CASE)

- XL Engine
- XL Engine
- 3 Medium Pulse Laser
- 1-3 LRM 20
- LRM 20
- LRM 20

- 1 LRM 20
- 2 Ammo (LRM 20) 6
- 3 Endo Steel
- 4 Ferro-Fibrous
- 5 Ferro-Fibrous
- 6 Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- 1-3 XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- 4-6 Gyro
- XL Engine
- XL Engine
- XL Engine
- Machine Gun
- Endo Steel

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **2,252**
 Weapon Value: **3,798 / 3,798**
 Cost, C-Bills: **24,233,125**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- ER Large Laser

- ER Medium Laser
- Ferro-Fibrous
- 3 Roll Again
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

Right Torso (CASE)

- XL Engine
- XL Engine
- 3 Machine Gun
- 1-3 LRM 20
- LRM 20
- LRM 20

- 4-6 LRM 20
- Ammo (MG) 200
- Ammo (LRM 20) 6
- 4 Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

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	

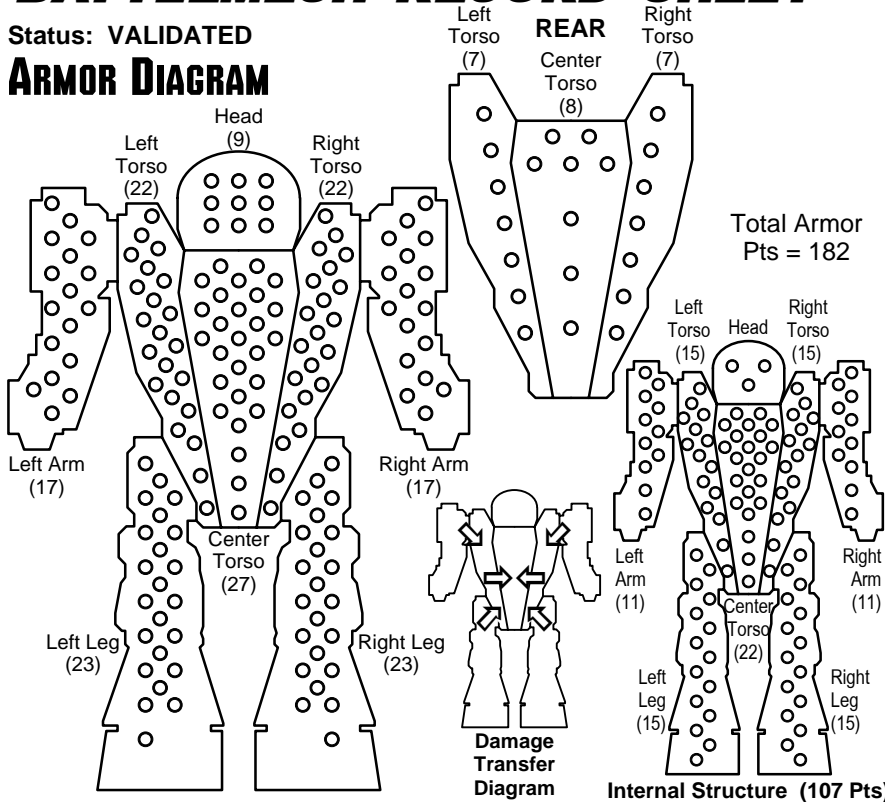
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Summoner (Thor) M**

Mass: **70 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** **Clan**
 Running: **8** **Biped OmniMech**
 Jumping: **5** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	LA	2	10	-	6	12	18
1	ER PPC	RA	15	15	-	7	14	23
1	Streak SRM 6	LT	4	2/hit	-	4	8	12
1	ER Small Laser	LT	2	5	-	2	4	6

Ammo Type:	Rounds:	BV:
LB 10-X AC	10	38
Streak SRM 6	30	61

Total Heat Sinks: **14 Double (28)**

○○○○○○○○○○ ○○○○

Auto Eject: **Weapon Heat:**

Operational Disabled **(23)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

CRITICAL HIT TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- 1-3 LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- 1 LB 10-X AC
- Ammo (LB 10-X) 10
- 4-6 Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

Left Torso

- XL Engine
- XL Engine
- 1-3 Streak SRM 6
- Streak SRM 6
- ER Small Laser
- Ferro-Fibrous
- 1 Ferro-Fibrous
- 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
- Jump Jet
- Jump Jet

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- 1-3 XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro
- 1 Gyro
- 2 XL Engine
- 3 XL Engine
- 4 XL Engine
- 5 Jump Jet
- 6 Roll Again

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **2,254**
 Weapon Value: **2,289 / 2,115**
 Cost, C-Bills: **21,312,864**

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 ER PPC
- ER PPC
- Ferro-Fibrous
- Roll Again
- 1 Roll Again
- 2 Roll Again
- 3 Roll Again
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

Right Torso (CASE)

- XL Engine
- XL Engine
- 1-3 Ammo (Streak 6) 15
- Ammo (Streak 6) 15
- Ferro-Fibrous
- Ferro-Fibrous
- 1 Roll Again
- 2 Roll Again
- 3 Roll Again
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

Right Leg

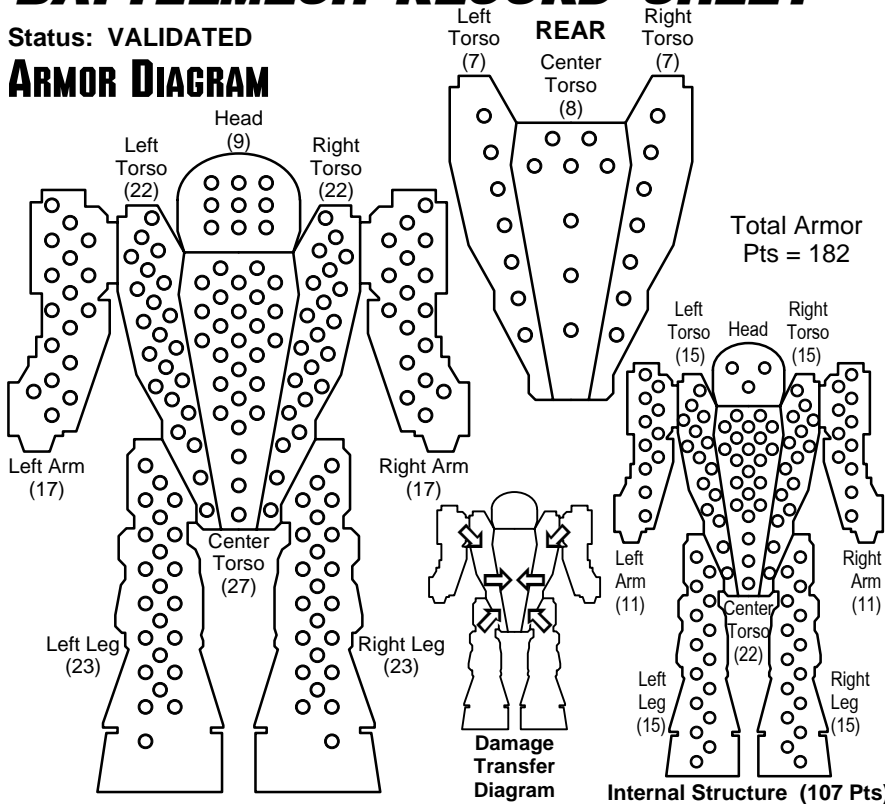
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 182

Internal Structure (107 Pts)

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
1. Double Heat Sink
- Double Heat Sink
3. Double Heat Sink
- 4-6 ER Large Laser
- ER Medium Laser
- Ferro-Fibrous

Left Torso (CASE)

- XL Engine
- XL Engine
- Machine Gun
- 1-3 Anti-Missile System
- Ammo (MG) 200
- Ammo (AMS) 24
1. Ammo (AMS) 24
- Ferro-Fibrous
3. Ferro-Fibrous
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- 1-3 XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro
1. Gyro
2. XL Engine
3. XL Engine
- 4-6 XL Engine
- Jump Jet
- Roll Again

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **2,664**
 Weapon Value: **2,996 / 2,996**
 Cost, C-Bills: **20,965,957**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
1. Double Heat Sink
- Double Heat Sink
3. Double Heat Sink
- 4-6 ER Large Laser
- ER Medium Laser
- Ferro-Fibrous

Right Torso

- XL Engine
- XL Engine
- 1-3 Targeting Computer
- Targeting Computer
- Anti-Missile System
- Machine Gun
1. Ferro-Fibrous
2. Ferro-Fibrous
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

'MECH DATA

Type: **Summoner (Thor) D**

Mass: **70 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** **Clan**
 Running: **8** **Biped OmniMech**
 Jumping: **5** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	LA	12	10	-	8	15	25
1	ER Medium Laser	LA	5	7	-	5	10	15
1	Machine Gun	LT	0	2	-	1	2	3
1	Anti-Missile System	LT	1	2d6	-	-	-	-
1	ER Large Laser	RA	12	10	-	8	15	25
1	ER Medium Laser	RA	5	7	-	5	10	15
1	Anti-Missile System	RT	1	2d6	-	-	-	-
1	Machine Gun	RT	0	2	-	1	2	3
1	Targeting Computer							

Ammo Type:	Rounds:	BV:
Anti-Missile System	48	55
Machine Gun	200	2

Total Heat Sinks: **20 Double (40)**

○○○○○○○○○○ ○○○○○○○○○

Auto Eject: Weapon Heat:
 Operational Disabled **(36)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

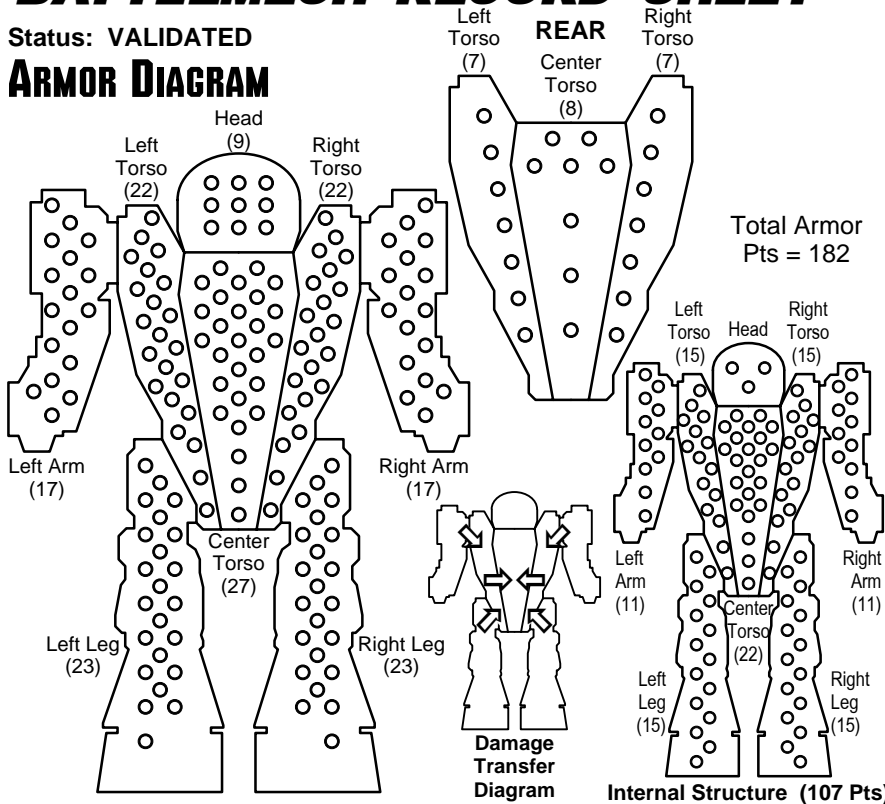
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 182

Internal Structure (107 Pts)

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- 1 Ultra AC/20
- Ultra AC/20
- 3 Ultra AC/20
- 4 Ultra AC/20
- 5 Ferro-Fibrous
- 6 Roll Again

Left Torso (CASE)

- 1 XL Engine
- 2 XL Engine
- 1-3 Streak SRM 6
- 4 Streak SRM 6
- 5 Ammo (Ult AC/20) 5
- 6 Ammo (Ult AC/20) 5
- 1 Ammo (Streak 6) 15
- 2 Ferro-Fibrous
- 3 Ferro-Fibrous
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- 1 XL Engine
- 2 XL Engine
- 3 XL Engine
- 4 Gyro
- 5 Gyro
- 6 Gyro

- 1 Gyro
- 2 XL Engine
- 3 XL Engine
- 4 XL Engine
- 5 Jump Jet
- 6 Roll Again

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **2,168**
 Weapon Value: **1,902 / 1,756**
 Cost, C-Bills: **21,116,302**

Right Arm

- Shoulder
- Upper Arm Actuator
- 3 Lower Arm Actuator
- 4 ER Large Laser
- 5 ER Small Laser
- 6 Ferro-Fibrous
- 1 Roll Again
- 2 Roll Again
- 3 Roll Again
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

Right Torso

- 1 XL Engine
- 2 XL Engine
- 3 Ferro-Fibrous
- 4 Ferro-Fibrous
- 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
- Jump Jet
- Jump Jet

'MECH DATA

Type: **Summoner (Thor) C**

Mass: **70 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** Clan
 Running: **8** Biped OmniMech
 Jumping: **5** Level 2 / 3050

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/20	LA	7	20	-	4	8	12
1	Streak SRM 6	LT	4	2/hit	-	4	8	12
1	ER Large Laser	RA	12	10	-	8	15	25
1	ER Small Laser	RA	2	5	-	2	4	6

Ammo Type: Rounds: BV:

Ultra AC/20	10	141
Streak SRM 6	15	30

Total Heat Sinks: **14 Double (28)**

○○○○○○○○○○ ○○○○

Auto Eject: Operational Disabled

Weapon Heat: **(32)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

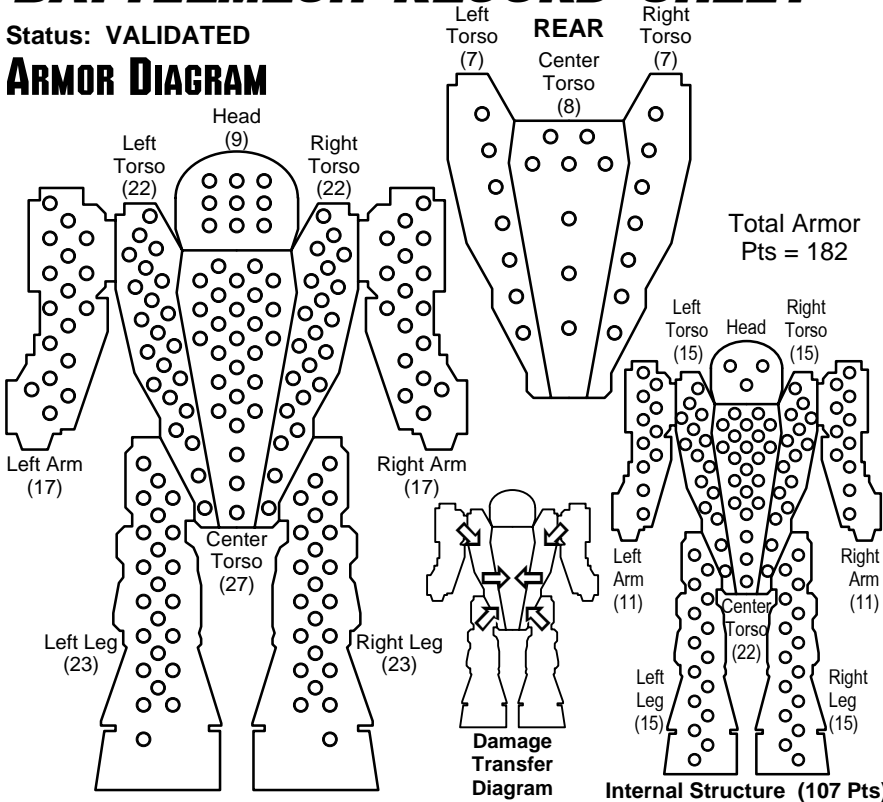
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 182

Internal Structure (107 Pts)

'MECH DATA

Type: **Summoner (Thor) B**

Mass: **70 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** **Clan**
 Running: **8** **Biped OmniMech**
 Jumping: **5** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20	LA	6	1/hit	-	7	14	21
1	SRM 4	LA	3	2/hit	-	3	6	9
1	Anti-Missile System	LT	1	2d6	-	-	-	-
1	Narc Missile Beacon	LT	0	-	-	4	8	12
1	LRM 20	RA	6	1/hit	-	7	14	21
1	SRM 4	RA	3	2/hit	-	3	6	9

Ammo Type:	Rounds:	BV:
Anti-Missile System	24	27
Narc Missile Beacon	6	0
LRM 20	24	218
SRM 4	50	20

Total Heat Sinks: **14 Double (28)**

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Auto Eject: **Weapon Heat:**

Operational Disabled **(19)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

CRITICAL HIT TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 LRM 20
- LRM 20
- LRM 20

- LRM 20
- SRM 4
- 4-6 Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- Ammo (SRM 4) 25
- Ferro-Fibrous

Left Torso (CASE)

- XL Engine
- XL Engine
- 1-3 Anti-Missile System
- Narc Missile Beacon
- Ammo (AMS) 24
- 6 Ammo (Narc Pods) 6

- 1-3 Ferro-Fibrous
- Ferro-Fibrous
- 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

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- 1-3 XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- 1-3 Gyro
- XL Engine
- XL Engine
- 4-6 XL Engine
- Jump Jet
- Roll Again

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **2,175**
 Weapon Value: **1,757 / 1,757**
 Cost, C-Bills: **21,541,832**

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 LRM 20
- LRM 20
- LRM 20

- LRM 20
- SRM 4
- 4-6 Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- Ammo (SRM 4) 25
- Ferro-Fibrous

Right Torso

- XL Engine
- XL Engine
- 1-3 Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

- 1-3 Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

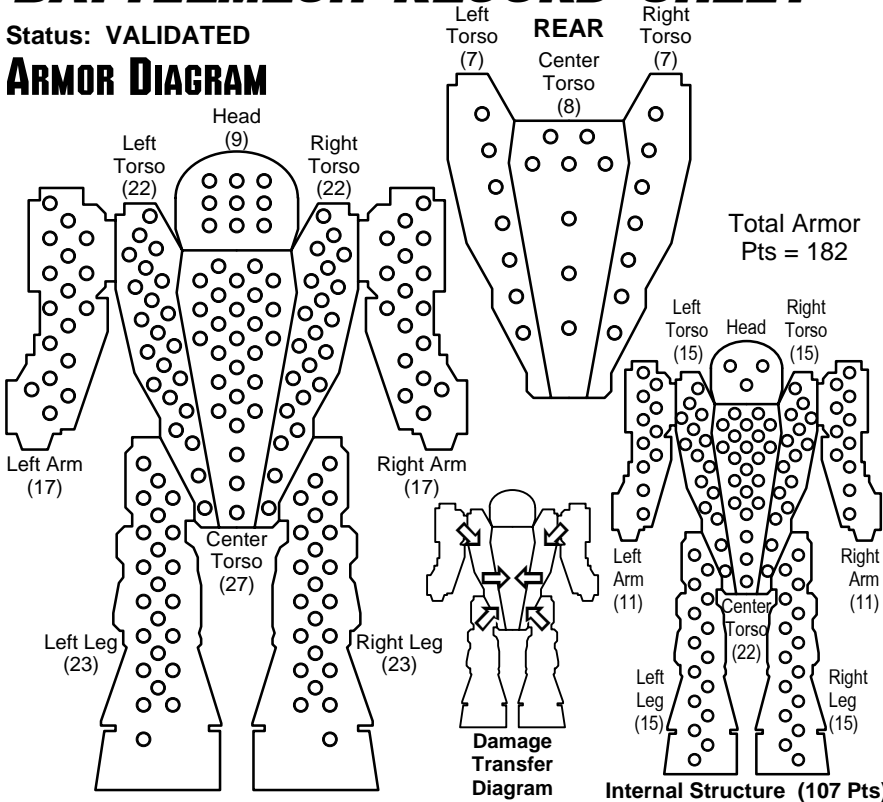
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Summoner (Thor) A**

Mass: **70 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** **Clan**
 Running: **8** **Biped OmniMech**
 Jumping: **5** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	LA	1	15	2	7	15	22
1	SRM 6	LT	4	2/hit	-	3	6	9
1	Large Pulse Laser	RA	10	10	-	6	14	20

Ammo Type:	Rounds:	BV:
Gauss Rifle	8	67
SRM 6	30	28

Total Heat Sinks: **14 Double (28)**

○○○○○○○○○○ ○○○○

Auto Eject: Weapon Heat:

Operational Disabled **(15)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

CRITICAL HIT TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- 1-3 Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
1. Gauss Rifle
- Gauss Rifle
- 4-6 Ammo (Gauss) 8
- Ferro-Fibrous
- Roll Again
- Roll Again

Left Torso (CASE)

- XL Engine
- XL Engine
- 1-3 SRM 6
4. Ammo (SRM 6) 15
- Ammo (SRM 6) 15
- Ferro-Fibrous
1. Ferro-Fibrous
- Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
- 4-6 Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- 1-3 XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro
1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. Jump Jet
- 4-6 Roll Again

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **2,119**
 Weapon Value: **1,903 / 1,903**
 Cost, C-Bills: **20,635,520**

Right Arm

- Shoulder
- Upper Arm Actuator
3. Lower Arm Actuator
- 1-3 Large Pulse Laser
- Large Pulse Laser
- Ferro-Fibrous
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
- 4-6 Roll Again

Right Torso

- XL Engine
- XL Engine
- 1-3 Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
- 4-6 Roll Again

Right Leg

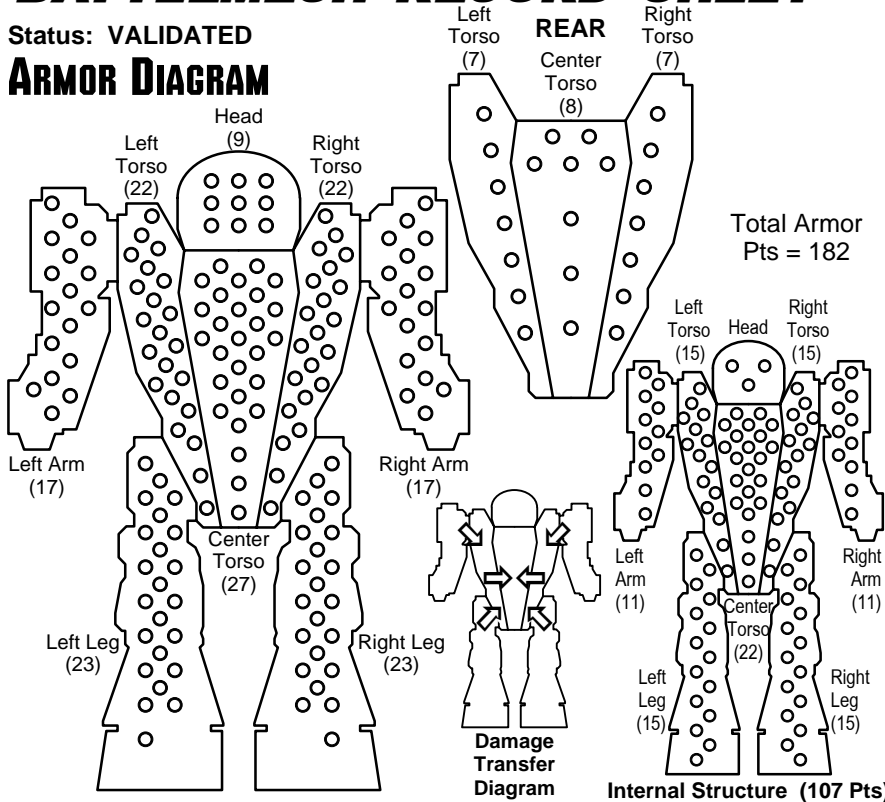
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Summoner (Thor) Prime**

Mass: **70 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** **Clan**
 Running: **8** **Biped OmniMech**
 Jumping: **5** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	LA	2	10	-	6	12	18
1	LRM 15	LT	5	1/hit	-	7	14	21
1	ER PPC	RA	15	15	-	7	14	23

Ammo Type:	Rounds:	BV:
LB 10-X AC	10	38
LRM 15	16	85

Total Heat Sinks: **14 Double (28)**

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Auto Eject: Weapon Heat:

Operational Disabled **(22)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

CRITICAL HIT TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- 1-3 LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- 1 LB 10-X AC
- Ammo (LB 10-X) 10
- 4-6 Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 ER PPC
- ER PPC
5. Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Center Torso

- 1-3 XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

Right Torso

- 1-3 XL Engine
- XL Engine
3. Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso (CASE)

- 1-3 XL Engine
- XL Engine
3. LRM 15
- LRM 15
5. Ammo (LRM 15) 8
- Ammo (LRM 15) 8
1. Ferro-Fibrous
- Ferro-Fibrous
- 4-6 Roll Again
- Roll Again
- Roll Again
- Roll Again

- 1-3 Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. Jump Jet
6. Roll Again

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **2,306**
 Weapon Value: **2,204 / 2,204**
 Cost, C-Bills: **21,303,832**

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

Right Leg

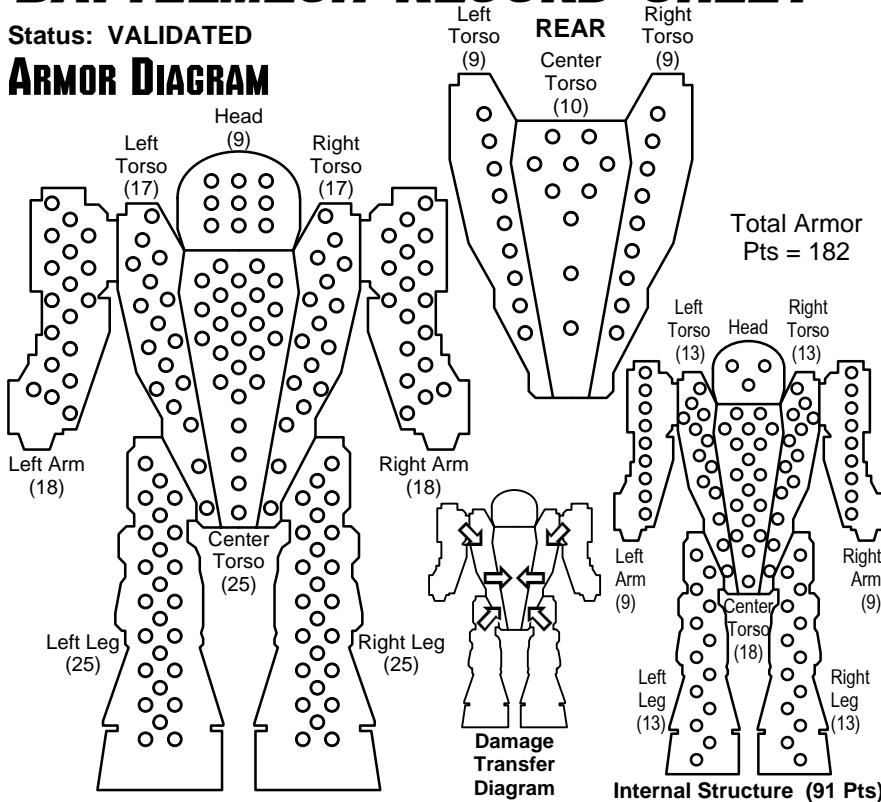
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Stormcrow (Ryoken) D**

Mass: **55 tons**

Movement Points: Tech, Config. & Level:

Walking: **6** Clan
 Running: **9** Biped OmniMech
 Jumping: **0** Level 2 / 3050

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20	LA	6	1/hit	-	7	14	21
2	SRM 2	LT	2	2/hit	-	3	6	9
1	LRM 20	RA	6	1/hit	-	7	14	21
1	Narc Missile Beacon	RT	0	-	-	4	8	12

Ammo Type: Rounds: BV:

SRM 2	100	9
LRM 20	36	243
Narc Missile Beacon	12	0

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject: Operational Disabled

Weapon Heat: **(16)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

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	

WIZKIDS®

CRITICAL HIT TABLE

Left Arm (CASE)

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - LRM 20
 - LRM 20
- 1-3
- LRM 20
 - LRM 20
- 4-6
- Ammo (LRM 20) 6
 - Ammo (LRM 20) 6
 - Ammo (LRM 20) 6
 - Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Endo Steel
 - Ferro-Fibrous
- 4-6

Left Torso (CASE)

- XL Engine
 - XL Engine
 - SRM 2
 - SRM 2
 - Ammo (SRM 2) 50
 - Ammo (SRM 2) 50
- 1-3
- Endo Steel
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
- 4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Right Arm (CASE)

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - LRM 20
 - LRM 20
- 1-3
- LRM 20
 - LRM 20
- 4-6
- Ammo (LRM 20) 6
 - Ammo (LRM 20) 6
 - Ammo (LRM 20) 6
 - Roll Again

Right Torso (CASE)

- XL Engine
 - XL Engine
 - Narc Missile Beacon
 - Ammo (Narc Pods) 6
 - Ammo (Narc Pods) 6
 - Endo Steel
- 1-3
- Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

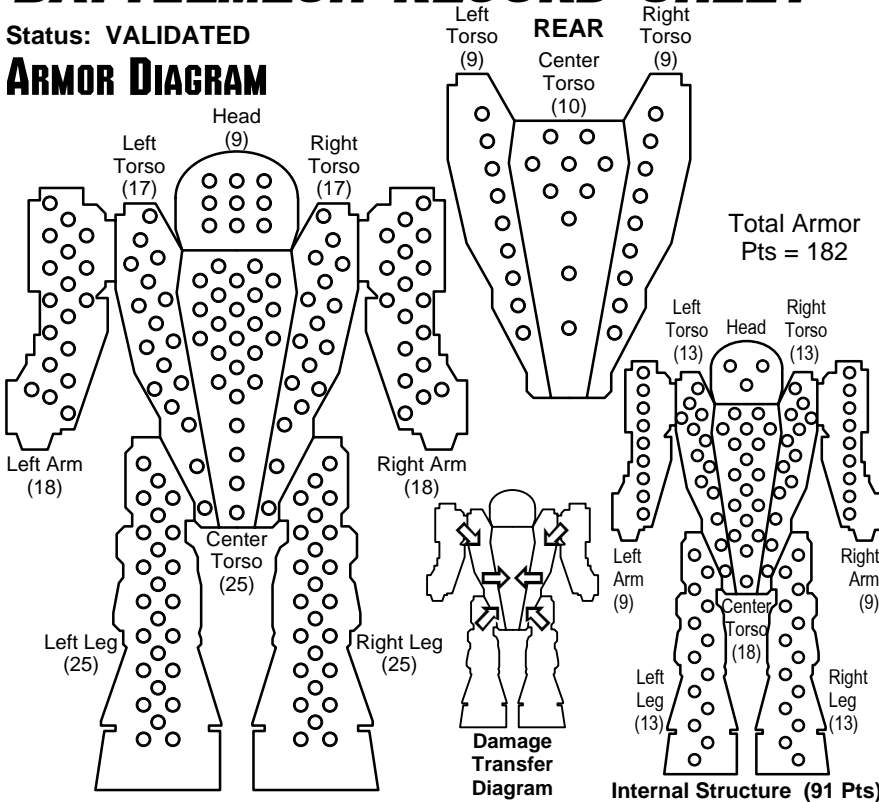
Battle Value: **1,698**
 Weapon Value: **1,702 / 1,702**
 Cost, C-Bills: **15,456,988**

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Stormcrow (Ryoken) C**

Mass: **55 tons**

Movement Points: Tech, Config. & Level:

Walking: **6** Clan
 Running: **9** Biped OmniMech
 Jumping: **0** Level 2 / 3050

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	LA	2	10	-	6	12	18
1	Medium Pulse Laser	LT	4	7	-	4	8	12
1	Large Pulse Laser	RA	10	10	-	6	14	20
1	Medium Pulse Laser	RT	4	7	-	4	8	12

Ammo Type: LB 10-X AC
 Rounds: 30
 BV: 86

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject: Operational Disabled
 Weapon Heat: **(20)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- 1-3 LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- 1 LB 10-X AC
- 2 Ammo (LB 10-X) 10
- 3 Ammo (LB 10-X) 10
- 4 Ammo (LB 10-X) 10
- 5 Roll Again
- 6 Roll Again

Left Torso

- 1-3 XL Engine
- XL Engine
- 3 Medium Pulse Laser
- 4 Endo Steel
- 5 Ferro-Fibrous
- 6 Ferro-Fibrous
- 1 Ferro-Fibrous
- 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
- Endo Steel
- Endo Steel

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- 1-3 XL Engine
- XL Engine
- XL Engine
- 4 Gyro
- Gyro
- Gyro
- 1 Gyro
- 2 XL Engine
- 3 XL Engine
- 4 XL Engine
- 5 Endo Steel
- 6 Ferro-Fibrous

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **1,656**
 Weapon Value: **2,434 / 2,434**
 Cost, C-Bills: **14,890,946**

Right Arm

- Shoulder
- Upper Arm Actuator
- 3 Lower Arm Actuator
- 4 Hand Actuator
- 5 Large Pulse Laser
- 6 Large Pulse Laser
- 1 Roll Again
- 2 Roll Again
- 3 Roll Again
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

Right Torso

- 1-3 XL Engine
- XL Engine
- 3 Medium Pulse Laser
- 4 Endo Steel
- 5 Ferro-Fibrous
- 6 Ferro-Fibrous
- 1 Ferro-Fibrous
- 2 Roll Again
- 3 Roll Again
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

Right Leg

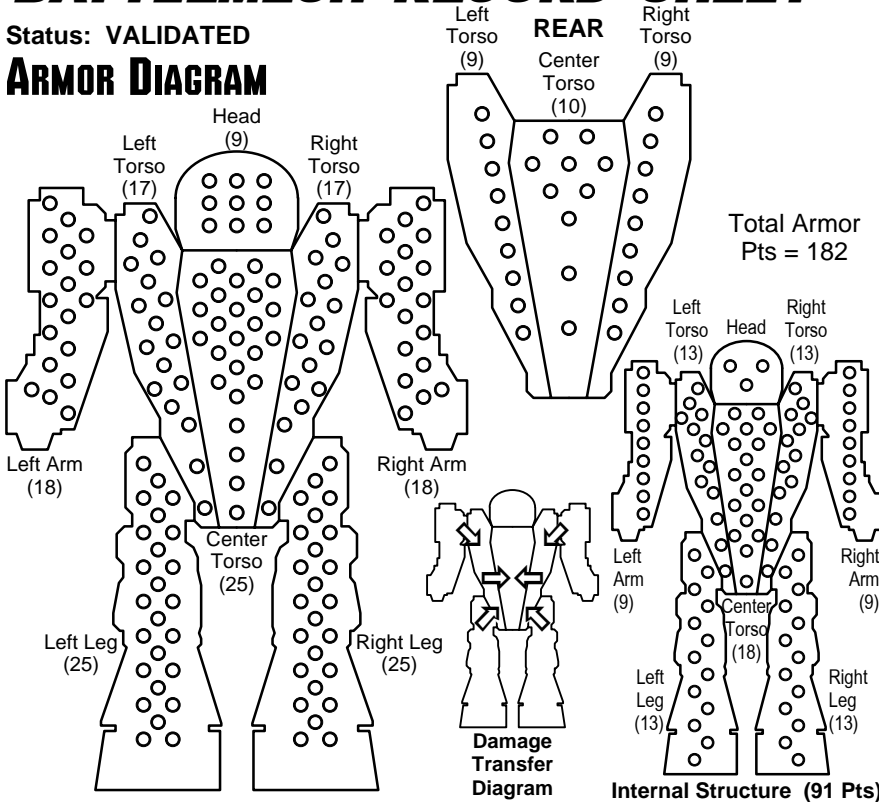
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (91 Pts)

'MECH DATA

Type: **Stormcrow (Ryoken) B**

Mass: **55 tons**

Movement Points: Tech, Config. & Level:

Walking: **6**

Clan

Running: **9**

Biped OmniMech

Jumping: **0**

Level 2 / 3050

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/20	LA	7	20	-	4	8	12
6	ER Medium Laser	RA	5	7	-	5	10	15

Ammo Type:	Rounds:	BV:
Ultra AC/20	10	105

Total Heat Sinks: 13 Double (26)

oooooooooooo ooo

Auto Eject: Operational Disabled

Weapon Heat: **(44)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
1. Ultra AC/20
- Ultra AC/20
3. Ultra AC/20
4. Ultra AC/20
5. Roll Again
6. Roll Again

Left Torso (CASE)

1. XL Engine
2. XL Engine
- 1-3 3. Ammo (Ult AC/20) 5
4. Ammo (Ult AC/20) 5
5. Endo Steel
6. Ferro-Fibrous
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

1. XL Engine
2. XL Engine
3. XL Engine
- 1-3 4. Gyro
5. Gyro
6. Gyro
1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. Endo Steel
6. Ferro-Fibrous

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **1,786**
 Weapon Value: **2,375 / 2,375**
 Cost, C-Bills: **15,447,009**

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. ER Medium Laser
1. ER Medium Laser
2. ER Medium Laser
3. ER Medium Laser
4. ER Medium Laser
5. Roll Again
6. Roll Again

Right Torso

1. XL Engine
2. XL Engine
- 1-3 3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink
1. Double Heat Sink
2. Double Heat Sink
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Leg

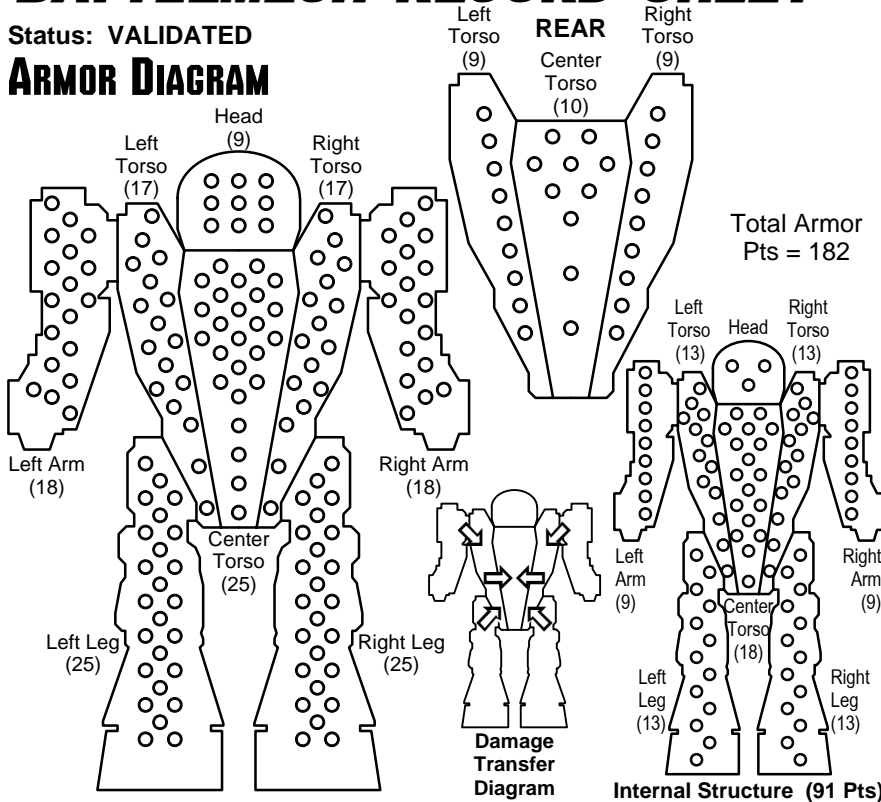
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 182

Internal Structure (91 Pts)

CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Medium Pulse Laser
 - Medium Pulse Laser
- 1-3
- Medium Pulse Laser
 - Medium Pulse Laser
- 4-6
- Roll Again
 - Roll Again
 - Roll Again

Left Torso (CASE)

- XL Engine
 - XL Engine
 - Streak SRM 6
 - Streak SRM 6
 - Ammo (Streak 6) 15
 - Endo Steel
- 1-3
- Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Endo Steel
 - Ferro-Fibrous
- 4-6

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **1,894**
 Weapon Value: **2,763 / 2,482**
 Cost, C-Bills: **15,422,112**

Right Arm (CASE)

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - LRM 20
 - LRM 20
- 1-3
- LRM 20
 - LRM 20
- 4-6
- Ammo (LRM 20) 6
 - Ammo (LRM 20) 6
 - Roll Again
 - Roll Again

Right Torso (CASE)

- XL Engine
 - XL Engine
 - Streak SRM 6
 - Streak SRM 6
 - Ammo (Streak 6) 15
 - Endo Steel
- 1-3
- Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

'MECH DATA

Type: **Stormcrow (Ryoken) A**

Mass: **55 tons**

Movement Points: Tech, Config. & Level:

Walking: **6** **Clan**
 Running: **9** **Biped OmniMech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
4	Medium Pulse Laser	LA	4	7	-	4	8	12
1	Streak SRM 6	LT	4	2/hit	-	4	8	12
1	LRM 20	RA	6	1/hit	-	7	14	21
1	Streak SRM 6	RT	4	2/hit	-	4	8	12

Ammo Type: Rounds: BV:

LRM 20	12	81
Streak SRM 6	30	45

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject: Weapon Heat:

Operational Disabled **(30)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

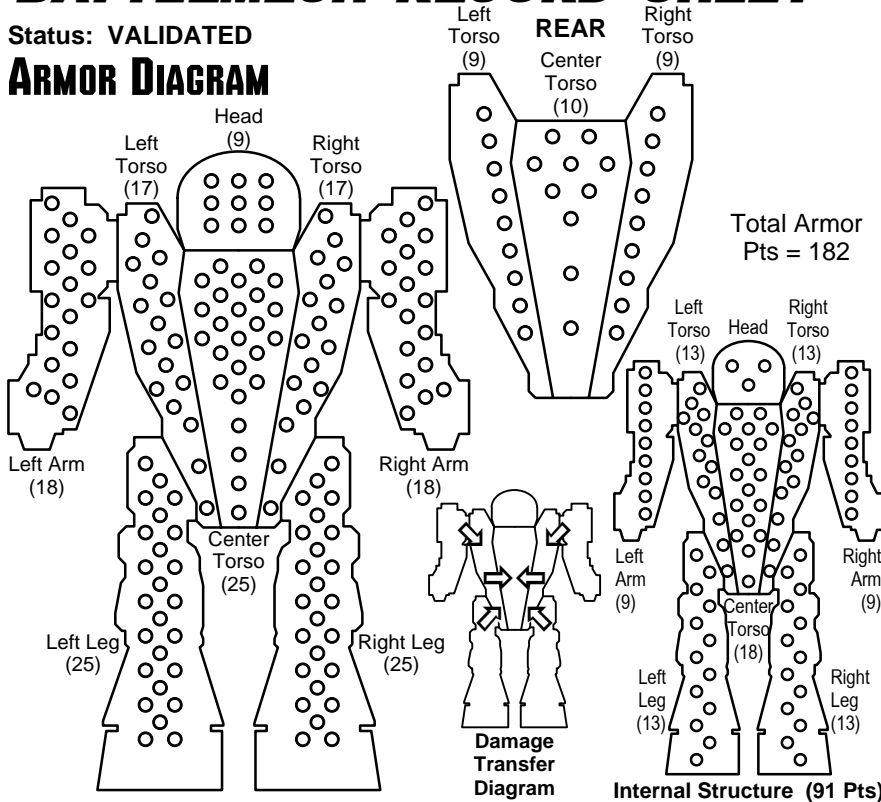
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 182

Internal Structure (91 Pts)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1-3

4-6

Left Torso

1. XL Engine
2. XL Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

4-6

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head

1. Life Support
2. Sensors
3. Cockpit
4. ER Medium Laser
5. Sensors
6. Life Support

1-3

4-6

Center Torso

1. XL Engine
2. XL Engine
3. XL Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. Endo Steel
6. Ferro-Fibrous

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: 1,911

Weapon Value: 3,171 / 3,171

Cost, C-Bills: 14,771,112

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1-3

4-6

Right Torso

1. XL Engine
2. XL Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

4-6

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

'MECH DATA

Type: **Stormcrow (Ryoken) Prime**

Mass: **55 tons**

Movement Points: Tech, Config. & Level:

Walking: **6** **Clan**
 Running: **9** **Biped OmniMech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	HD	5	7	-	5	10	15
1	ER Large Laser	LA	12	10	-	8	15	25
1	ER Medium Laser	LA	5	7	-	5	10	15
1	ER Large Laser	RA	12	10	-	8	15	25
1	ER Medium Laser	RA	5	7	-	5	10	15

Total Heat Sinks: 22 Double (44)

○○○○○○○○○○ ○○○○○○○○○
○○

Auto Eject: Weapon Heat:

Operational Disabled **(39)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

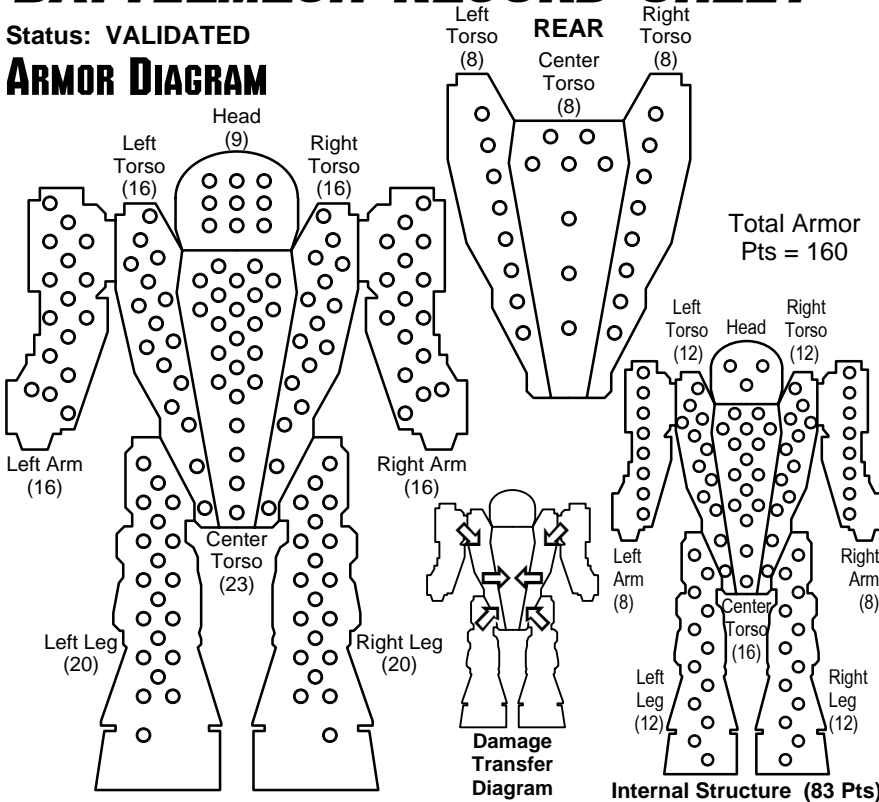
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Nova (Black Hawk) D**

Mass: **50 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** **Clan**
 Running: **8** **Biped OmniMech**
 Jumping: **5** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 5-X AC	LA	1	5	3	8	15	24
1	LRM 20	RA	6	1/hit	-	7	14	21

Ammo Type: Rounds: BV:

LB 5-X AC	40	48
LRM 20	12	109

Total Heat Sinks: **14 Double (28)**

oooooooooooo oooo

Auto Eject: Weapon Heat:

Operational Disabled **(7)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

CRITICAL HIT TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- 1-3 LB 5-X AC
- LB 5-X AC
- LB 5-X AC
- LB 5-X AC

- Ammo (LB 5-X) 20
- Ammo (LB 5-X) 20
- 4-6 Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- XL Engine
- XL Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- 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

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- 1-3 XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- Gyro
- 4-6 XL Engine
- XL Engine
- XL Engine
- Jump Jet
- Roll Again

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **1,392**
 Weapon Value: **858 / 858**
 Cost, C-Bills: **11,000,312**

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- 3 Lower Arm Actuator
- Hand Actuator
- 5 LRM 20
- 6 LRM 20

- LRM 20
- LRM 20
- 4-6 Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- Roll Again
- Roll Again

Right Torso

- 1-3 XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

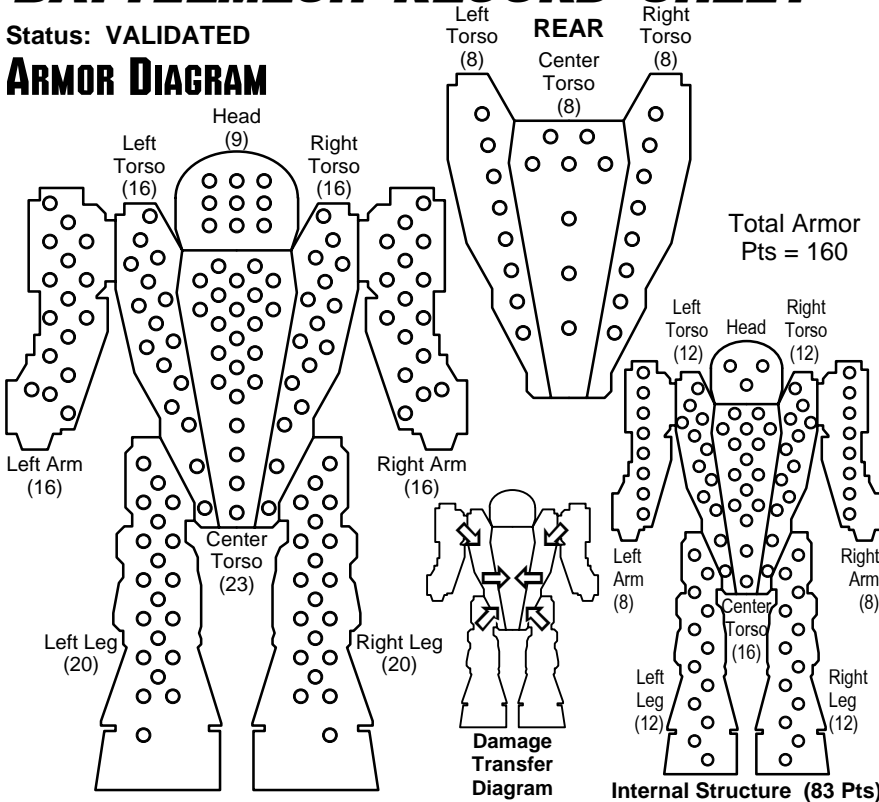
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Nova (Black Hawk) C**

Mass: **50 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** **Clan**
 Running: **8** **Biped OmniMech**
 Jumping: **5** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	LA	1	15	2	7	15	22
1	SRM 4	LT	3	2/hit	-	3	6	9
1	Small Pulse Laser	RT	2	3	-	2	4	6

Ammo Type:	Rounds:	BV:
Gauss Rifle	8	67
SRM 4	25	10

Total Heat Sinks: **14 Double (28)**

○○○○○○○○○○ ○○○○

Auto Eject: **Weapon Heat:**

Operational Disabled **(6)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken

Consciousness #

1	2	3	4	5	6
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	-2 Movement Points
10	
9	+1 Modifier to Fire
8	
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

CRITICAL HIT TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Ammo (Gauss) 8
- Roll Again
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Jump Jet
- Roll Again

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **1,455**
 Weapon Value: **879 / 879**
 Cost, C-Bills: **10,709,686**

Left Torso (CASE)

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- SRM 4
- Ammo (SRM 4) 25
- Roll Again
- Roll Again
- 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

Right Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Small Pulse Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

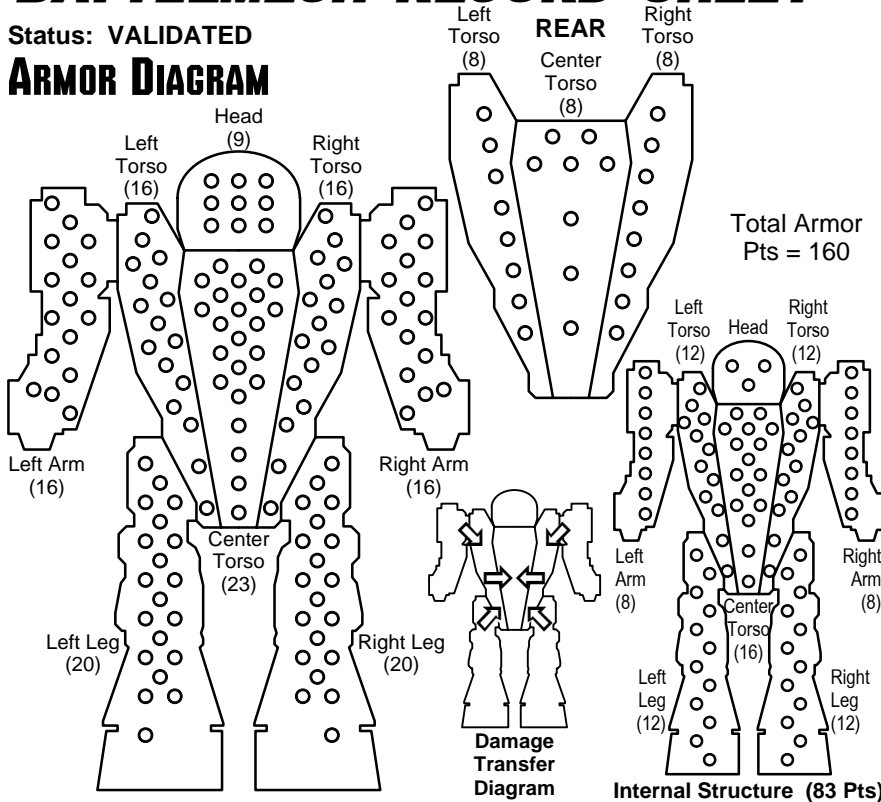
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (83 Pts)

'MECH DATA

Type: **Nova (Black Hawk) B**

Mass: **50 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** **Clan**
 Running: **8** **Biped OmniMech**
 Jumping: **5** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	LA	10	10	-	6	14	20
1	Ultra AC/5	RA	1	5	-	7	14	21
2	Machine Gun	LT	0	2	-	1	2	3
1	ER Small Laser	RT	2	5	-	2	4	6

Ammo Type: Rounds: BV:

Ultra AC/5	20	30
Machine Gun	200	2

Total Heat Sinks: **14 Double (28)**

○○○○○○○○○○ ○○○○

Auto Eject: Weapon Heat:

Operational Disabled **(14)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Large Pulse Laser
- Large Pulse Laser

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Machine Gun
- Machine Gun
- Ammo (MG) 200
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

1-3

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Jump Jet
- Roll Again

4-6

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **1,501**

Weapon Value: **1,165 / 1,165**

Cost, C-Bills: **10,678,281**

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Ultra AC/5
- Ultra AC/5
- Ultra AC/5
- Ammo (Ult AC/5) 20

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- ER Small Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

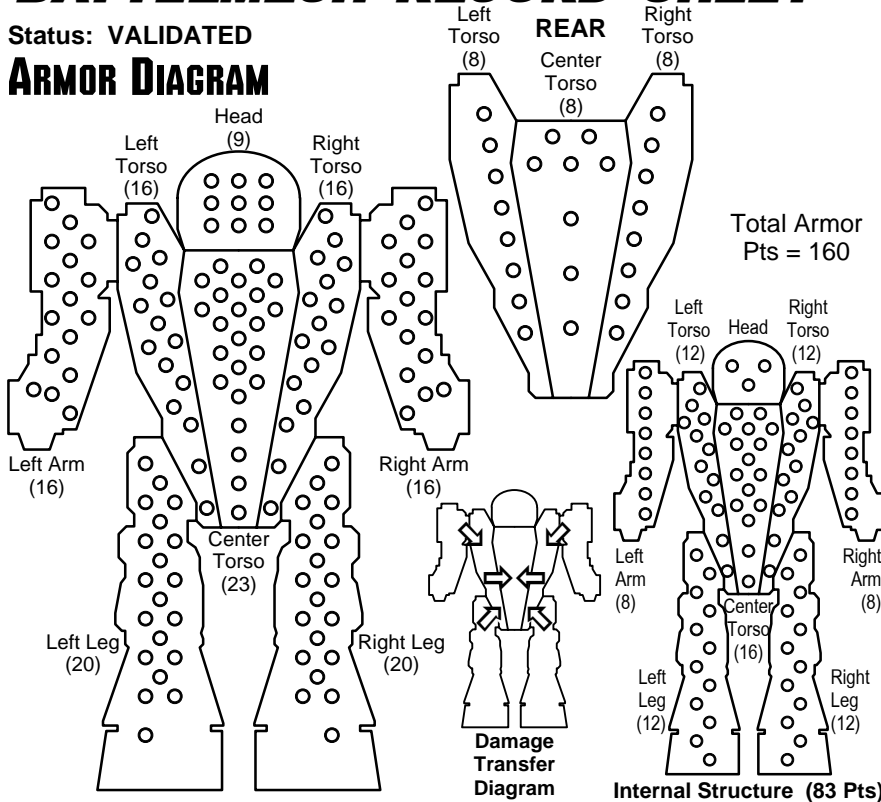
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 160

Internal Structure (83 Pts)

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- ER PPC
- ER PPC
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Medium Pulse Laser
- Anti-Missile System
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Jump Jet
- Roll Again

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **2,298**
 Weapon Value: **1,700 / 1,700**
 Cost, C-Bills: **11,426,874**

Right Arm

- Shoulder
- Upper Arm Actuator
- ER PPC
- ER PPC
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso (CASE)

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Anti-Missile System
- Ammo (AMS) 24
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

'MECH DATA

Type: **Nova (Black Hawk) A**

Mass: **50 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** **Clan**
 Running: **8** **Biped OmniMech**
 Jumping: **5** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	15	-	7	14	23
1	Medium Pulse Laser	LT	4	7	-	4	8	12
1	Anti-Missile System	LT	1	2d6	-	-	-	-
1	ER PPC	RA	15	15	-	7	14	23
1	Anti-Missile System	RT	1	2d6	-	-	-	-

Ammo Type: Rounds: BV:
 Anti-Missile System 24 27

Total Heat Sinks: **14 Double (28)**

○○○○○○○○○○ ○○○○

Auto Eject: Weapon Heat:
 Operational Disabled **(36)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

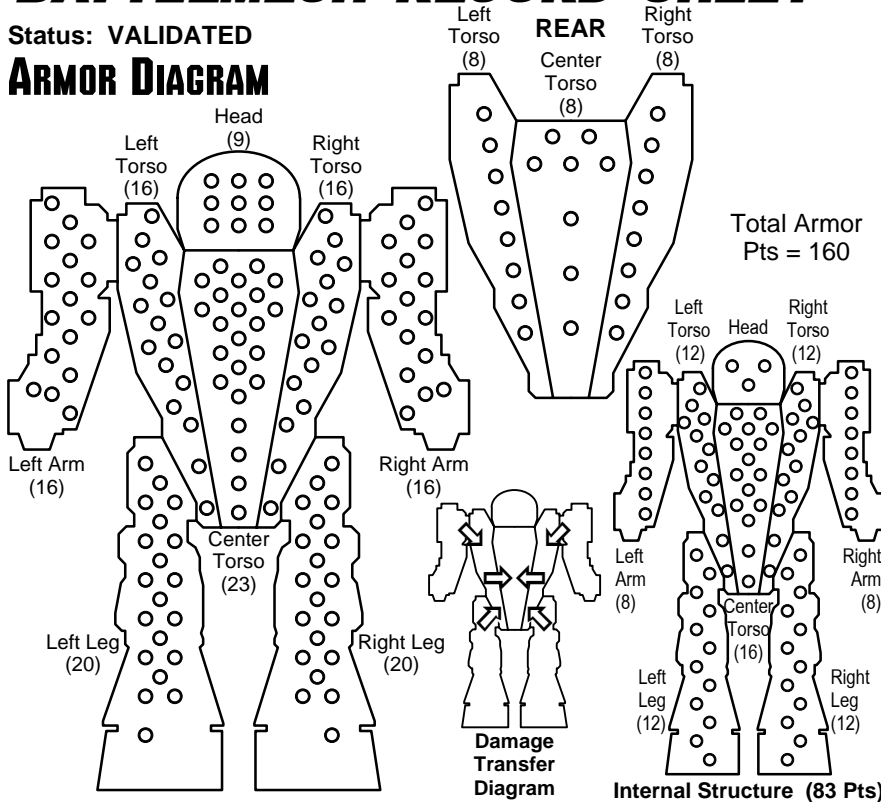


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Nova (Black Hawk) Prime**

Mass: **50 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** **Clan**
 Running: **8** **Biped OmniMech**
 Jumping: **5** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
6	ER Medium Laser	LA	5	7	-	5	10	15
6	ER Medium Laser	RA	5	7	-	5	10	15

Total Heat Sinks: **18 Double (36)**

oooooooooooo oooooooooo

Auto Eject: Weapon Heat:

Operational Disabled **(60)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- ER Medium Laser
 - ER Medium Laser
 - ER Medium Laser
 - ER Medium Laser
 - ER Medium Laser
 - ER Medium Laser
- 4-6

Left Torso

- XL Engine
 - XL Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - 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

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Jump Jet
 - Roll Again
- 4-6

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **2,448**
 Weapon Value: **2,669 / 2,669**
 Cost, C-Bills: **11,586,249**

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- ER Medium Laser
 - ER Medium Laser
 - ER Medium Laser
 - ER Medium Laser
 - ER Medium Laser
 - ER Medium Laser
- 4-6

Right Torso

- XL Engine
 - XL Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Leg

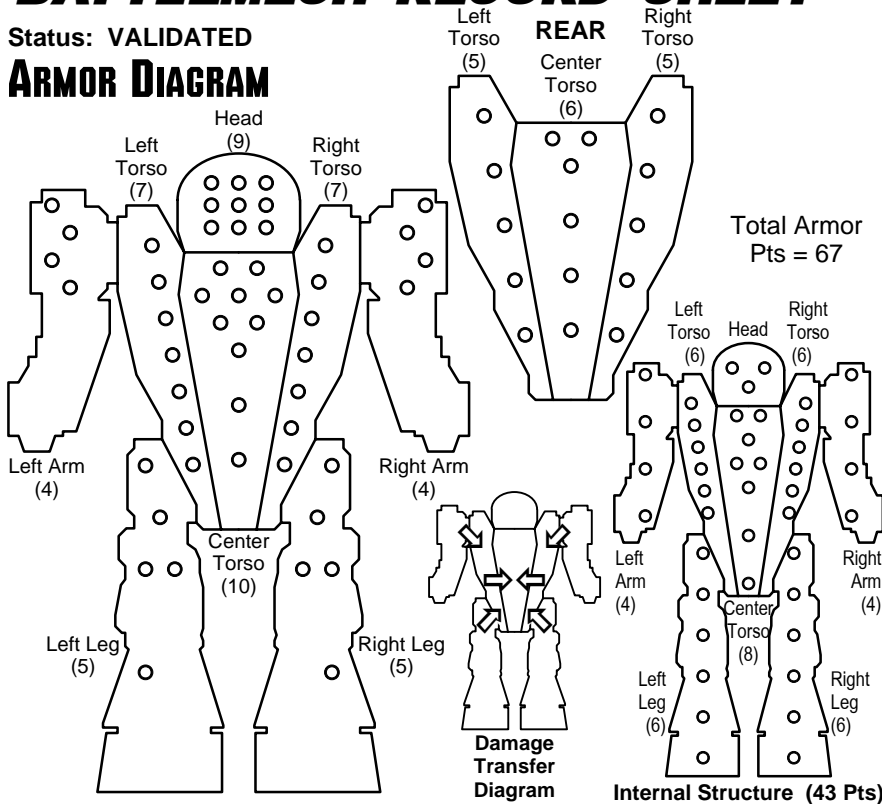
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Mist Lynx (Koshi) D**

Mass: **25 tons**

Movement Points: Tech, Config. & Level:

Walking: **7** **Clan**
 Running: **11** **Biped OmniMech**
 Jumping: **6** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Active Probe	HD	0	-	-	-	-	5
1	Ultra AC/2	LA	1	2	2	9	18	27
1	ER Medium Laser	RA	5	7	-	5	10	15
1	ER Small Laser	RA	2	5	-	2	4	6

Ammo Type: Rounds: BV:
 Ultra AC/2 45 21

Total Heat Sinks: **10 Double (20)**
 ○○○○○○○○○○

Auto Eject: Weapon Heat:
 Operational Disabled **(9)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	



CRITICAL HIT TABLE

Left Arm (CASE)

- Shoulder
 - Upper Arm Actuator
 - Ultra AC/2
 - Ultra AC/2
 - Ammo (Ult AC/2) 45
 - Endo Steel
- 1-3
- Ferro-Fibrous
 - Roll Again
- 4-6
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Active Probe
- Sensors
- Life Support

Center Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Endo Steel
 - Ferro-Fibrous
- 4-6

Left Torso

- XL Engine
 - XL Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Jump Jet
 - Jump Jet
 - Jump Jet
 - Endo Steel
 - Ferro-Fibrous
 - Ferro-Fibrous
- 4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Roll Again

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - ER Medium Laser
 - ER Small Laser
- 1-3
- Endo Steel
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Torso

- XL Engine
 - XL Engine
 - Double Heat Sink
 - Double Heat Sink
 - Jump Jet
 - Jump Jet
- 1-3
- Jump Jet
 - Endo Steel
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
- 4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Roll Again

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

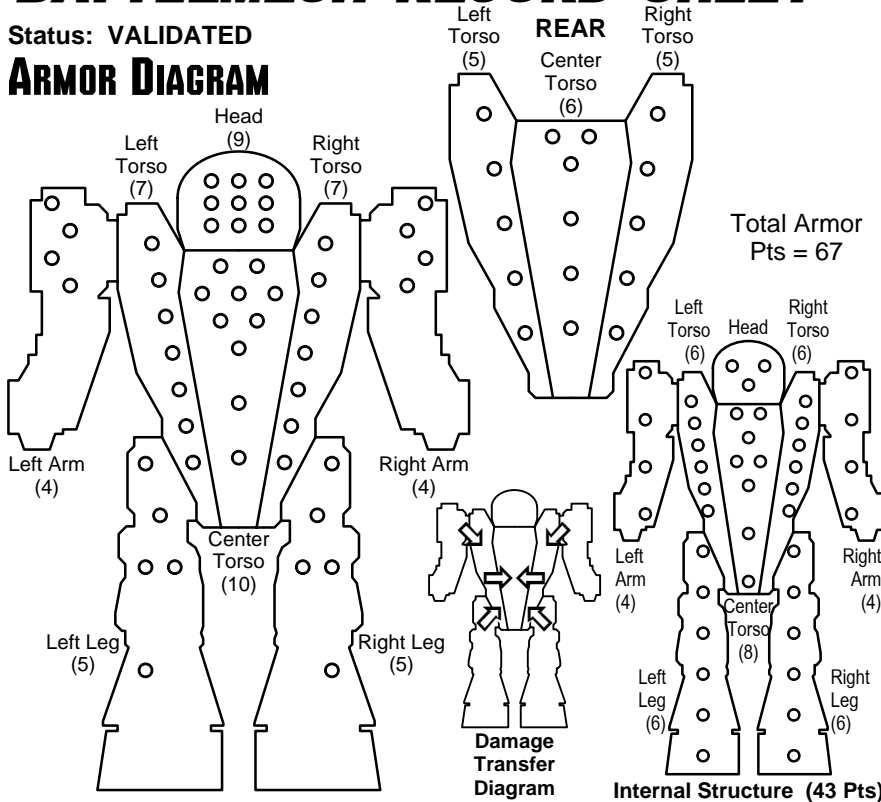
Battle Value: **861**
 Weapon Value: **299 / 299**
 Cost, C-Bills: **4,616,668**

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Mist Lynx (Koshi) C**

Mass: **25 tons**

Movement Points: Tech, Config. & Level:

Walking: **7** **Clan**
 Running: **11** **Biped OmniMech**
 Jumping: **6** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Active Probe	HD	0	-	-	-	-	5
1	ECM Suite	LA	0	-	-	-	-	6
1	Anti-Missile System	LA	1	2d6	-	-	-	-
1	ER Large Laser	RA	12	10	-	8	15	25
1	ER Medium Laser	RA	5	7	-	5	10	15

Ammo Type: Rounds: BV:
 Anti-Missile System 24 29

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject: Weapon Heat:
 Operational Disabled **(18)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

CRITICAL HIT TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ECM Suite
- Anti-Missile System

- Ammo (AMS) 24
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

Left Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Jump Jet
- Jump Jet
- Jump Jet
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Active Probe
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Endo Steel
- Ferro-Fibrous

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **1,338**
 Weapon Value: **504 / 504**
 Cost, C-Bills: **5,199,480**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Large Laser
- ER Medium Laser

- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Jump Jet

- Jump Jet
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

Right Leg

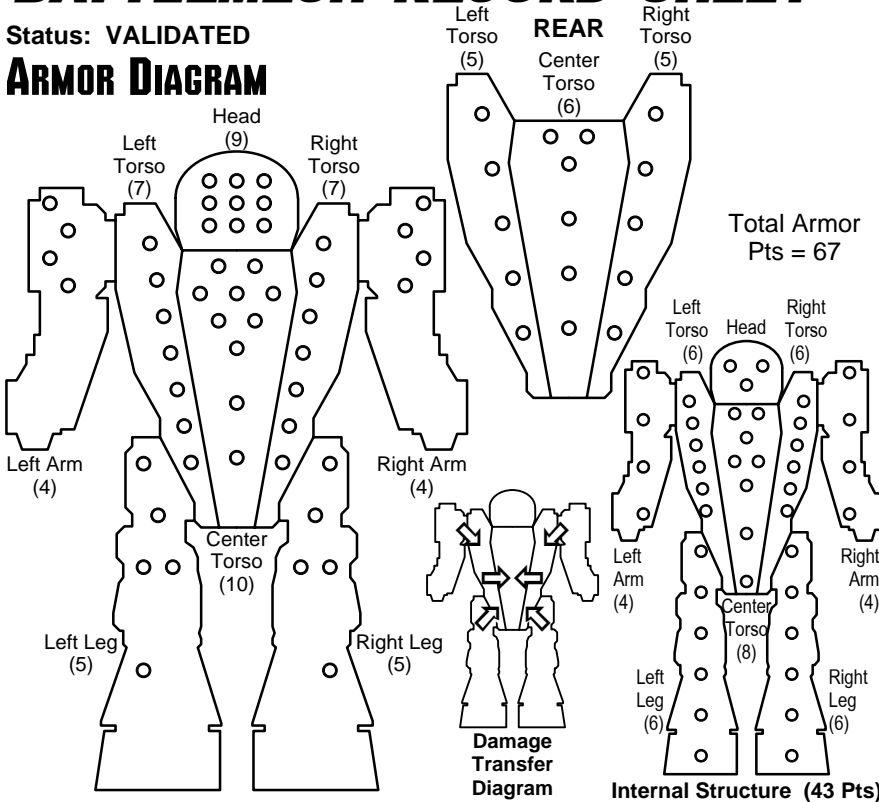
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor
Pts = 67

Internal Structure (43 Pts)

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- ER Medium Laser

- 1-3 Endo Steel
- 1-3 Ferro-Fibrous
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again

Left Torso

- XL Engine
- XL Engine
- 1-3 Double Heat Sink
- 1-3 Double Heat Sink
- 1-3 Double Heat Sink
- 1-3 Double Heat Sink

- 4-6 Jump Jet
- 4-6 Jump Jet
- 4-6 Jump Jet
- 4-6 Endo Steel
- 4-6 Ferro-Fibrous
- 4-6 Ferro-Fibrous

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Active Probe
- Sensors
- Life Support

Center Torso

- 1-3 XL Engine
- 1-3 XL Engine
- 1-3 XL Engine
- 1-3 Gyro
- 1-3 Gyro
- 1-3 Gyro

- 4-6 Gyro
- 4-6 XL Engine
- 4-6 XL Engine
- 4-6 XL Engine
- 4-6 Endo Steel
- 4-6 Ferro-Fibrous

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **1,141**
Weapon Value: **597 / 597**
Cost, C-Bills: **4,892,058**

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- SRM 6
- Ammo (SRM 6) 15

- 1-3 Ammo (SRM 6) 15
- 1-3 SRM 6
- 4-6 ER Small Laser
- 4-6 Endo Steel
- 4-6 Ferro-Fibrous
- 4-6 Roll Again

Right Torso

- XL Engine
- XL Engine
- 1-3 Double Heat Sink
- 1-3 Double Heat Sink
- Jump Jet
- Jump Jet

- 4-6 Jump Jet
- 4-6 Endo Steel
- 4-6 Ferro-Fibrous
- 4-6 Ferro-Fibrous
- 4-6 Roll Again
- 4-6 Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Roll Again

'MECH DATA

Type: **Mist Lynx (Koshi) B**

Mass: **25 tons**

Movement Points: Tech, Config. & Level:

Walking: **7** Clan
Running: **11** Biped OmniMech
Jumping: **6** Level 2 / 3050

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Active Probe	HD	0	-	-	-	-	5
2	ER Medium Laser	LA	5	7	-	5	10	15
2	SRM 6	RA	4	2/hit	-	3	6	9
1	ER Small Laser	RA	2	5	-	2	4	6

Ammo Type: SRM 6 Rounds: 30 BV: 36

Total Heat Sinks: **10 Double (20)**

○○○○○○○○○○

Auto Eject: Operational Disabled Weapon Heat: **(20)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

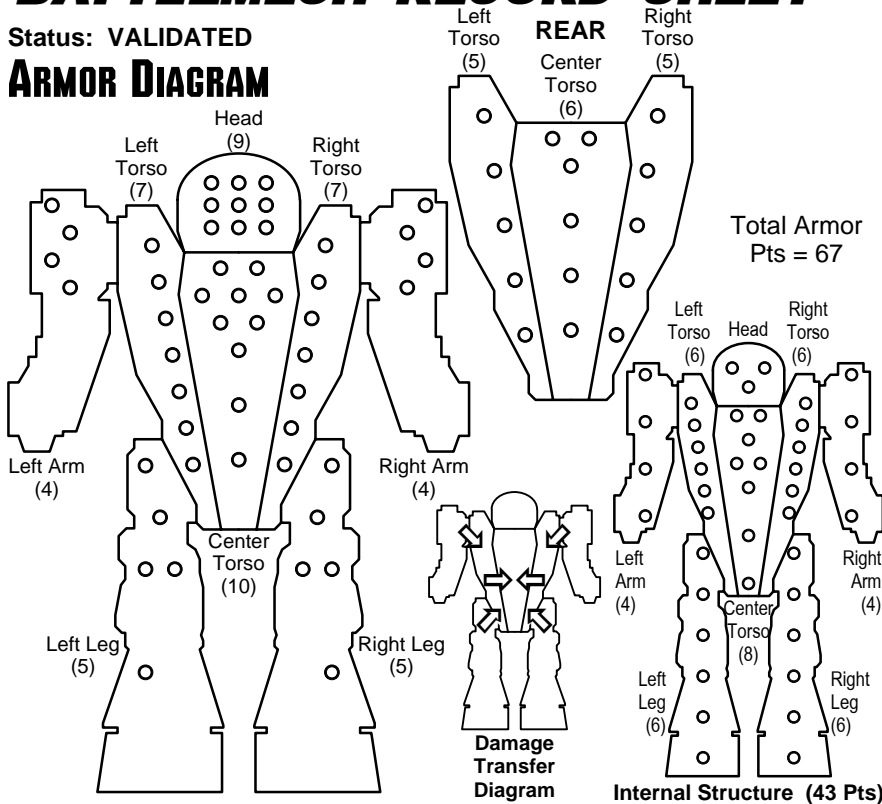
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Mist Lynx (Koshi) A**

Mass: **25 tons**

Movement Points: Tech, Config. & Level:

Walking: **7** **Clan**
 Running: **11** **Biped OmniMech**
 Jumping: **6** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Active Probe	HD	0	-	-	-	-	5
1	TAG	LA	0	-	-	5	9	15
2	Anti-Missile System	LA	1	2d6	-	-	-	-
1	Anti-Personnel Pod	LL	0	-	-	-	-	-
1	Flamer	RA	3	2	-	1	2	3
2	Machine Gun	RA	0	2	-	1	2	3
1	Anti-Personnel Pod	RL	0	-	-	-	-	-

Ammo Type: Rounds: BV:

Anti-Missile System	72	88
Machine Gun	100	1

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject: Weapon Heat:
 Operational Disabled **(5)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- TAG
- Anti-Missile System

- Anti-Missile System
- Ammo (AMS) 24
- Ammo (AMS) 24
- Ammo (AMS) 24
- Endo Steel
- Ferro-Fibrous

Left Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Jump Jet
- Jump Jet
- Jump Jet
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Anti-Personnel Pod
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Active Probe
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Endo Steel
- Ferro-Fibrous

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **631**
 Weapon Value: **32 / 32**
 Cost, C-Bills: **4,801,042**

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Flamer
- Machine Gun

- Machine Gun
- Ammo (MG) 100
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again

Right Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Jump Jet

- Jump Jet
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Anti-Personnel Pod
- Endo Steel

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	-2 Movement Points
10	
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

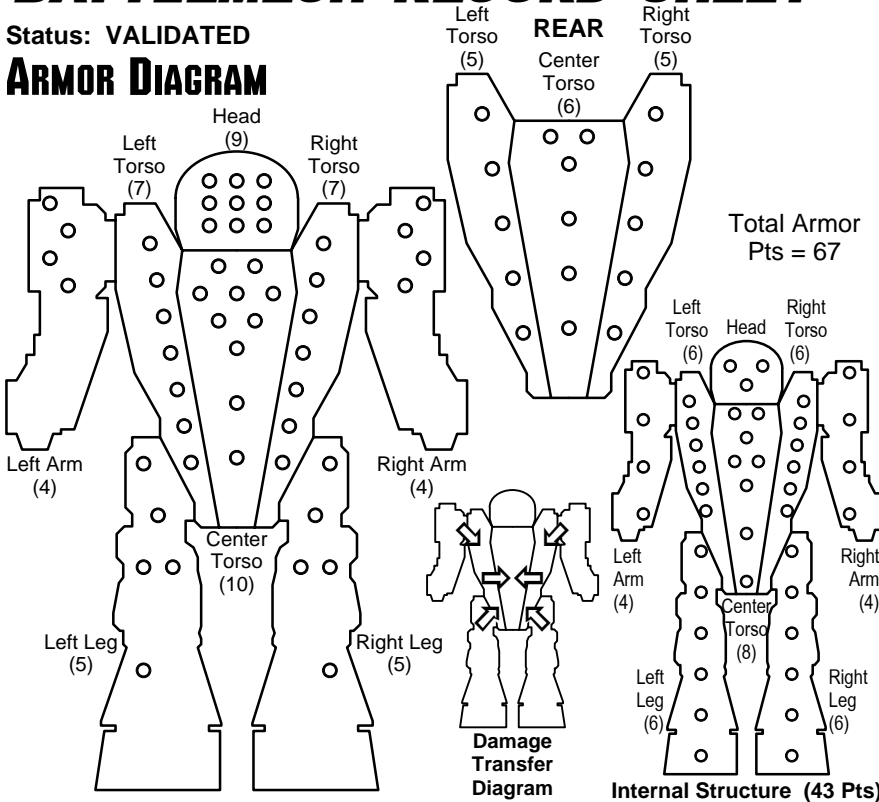


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 67

Internal Structure (43 Pts)

'MECH DATA

Type: **Mist Lynx (Koshi) Prime**

Mass: **25 tons**

Movement Points: Tech, Config. & Level:

Walking: **7**

Clan

Running: **11**

Biped OmniMech

Jumping: **6**

Level 2 / 3050

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Active Probe	HD	0	-	-	-	-	5
1	LRM 10	LA	4	1/hit	-	7	14	21
1	Streak SRM 4	RA	3	2/hit	-	4	8	12
2	Machine Gun	RA	0	2	-	1	2	3

Ammo Type: Rounds: BV:

LRM 10	12	36
Streak SRM 4	25	26
Machine Gun	100	1

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject: Operational Disabled **Weapon Heat: (7)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

WIZKIDS

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- LRM 10
- Ammo (LRM 10) 12

- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Jump Jet
- Jump Jet
- Jump Jet
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Roll Again

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Active Probe
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Endo Steel
- Ferro-Fibrous

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **895**

Weapon Value: **342 / 289**

Cost, C-Bills: **4,812,761**

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Streak SRM 4
- Machine Gun

- Machine Gun
- Ammo (Streak 4) 25
- Ammo (MG) 100
- Endo Steel
- Ferro-Fibrous
- Roll Again

Right Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Jump Jet

- Jump Jet
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

Right Leg

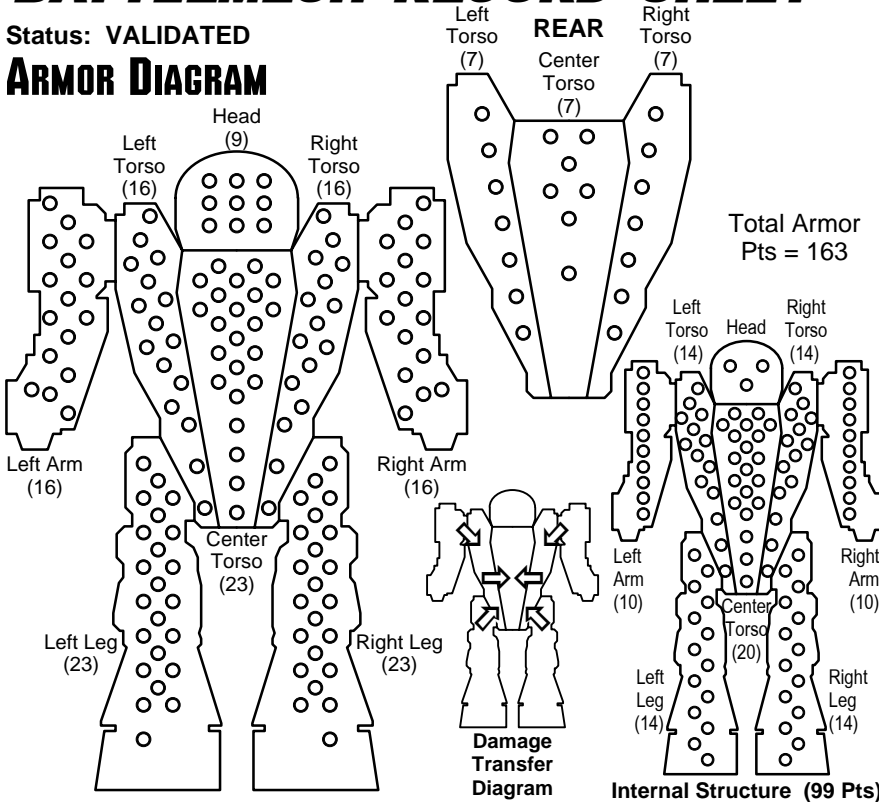
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 163

Internal Structure (99 Pts)

'MECH DATA

Type: **Mad Dog (Vulture) C**

Mass: **60 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** **Clan**
 Running: **8** **Biped OmniMech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	LA	1	15	2	7	15	22
1	Gauss Rifle	RA	1	15	2	7	15	22

Ammo Type: Rounds: BV:
 Gauss Rifle 32 181

Total Heat Sinks: **12 Double (24)**

oooooooooooo oo

Auto Eject: Weapon Heat:
 Operational Disabled (2)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- 1-3 Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- 1 Gauss Rifle
- Gauss Rifle
- 4-6 Ammo (Gauss) 8
- Ammo (Gauss) 8
- Ferro-Fibrous
- Roll Again

Left Torso

- 1-3 XL Engine
- XL Engine
- 3 Ferro-Fibrous
- 4 Ferro-Fibrous
- 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 Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- 5 Roll Again
- 6 Roll Again

CRITICAL HIT TABLE

Head

- 1 Life Support
- 2 Sensors
- 3 Cockpit
- 4 Ferro-Fibrous
- 5 Sensors
- 6 Life Support

Center Torso

- 1-3 XL Engine
- XL Engine
- 3 XL Engine
- 4 Gyro
- 5 Gyro
- 6 Gyro
- 1 Gyro
- 2 XL Engine
- 3 XL Engine
- 4-6 XL Engine
- 5 Roll Again
- 6 Roll Again

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **1,707**
 Weapon Value: **1,368 / 1,368**
 Cost, C-Bills: **14,580,000**

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- 1-3 Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- 1 Gauss Rifle
- Gauss Rifle
- 4-6 Ammo (Gauss) 8
- Ammo (Gauss) 8
- Ferro-Fibrous
- Roll Again

Right Torso

- 1-3 XL Engine
- XL Engine
- 3 Ferro-Fibrous
- 4 Ferro-Fibrous
- 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 Leg

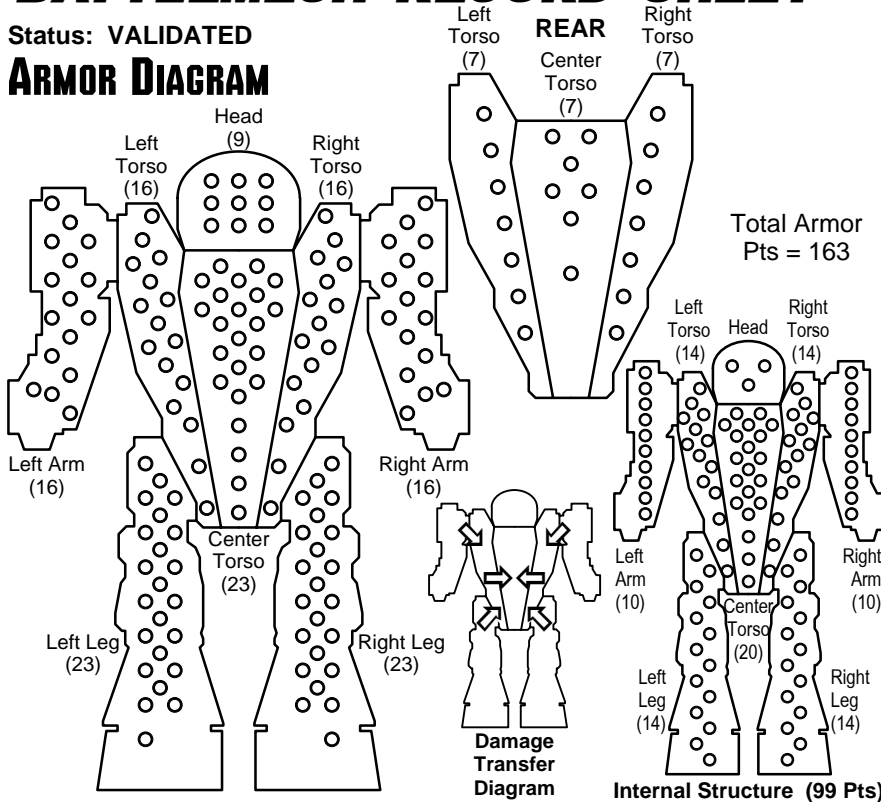
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- 5 Roll Again
- 6 Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 163

Internal Structure (99 Pts)

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Large Laser
- ER Large Laser

1-3

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- XL Engine
- XL Engine
- LRM 20
- LRM 20
- LRM 20
- LRM 20

1-3

- Artemis IV FCS
- Ammo (LRM 20) 6
- Ferro-Fibrous
- Ferro-Fibrous
- 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
- Ferro-Fibrous
- Sensors
- Life Support

1-3

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Roll Again
- Roll Again

4-6

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Pulse Laser
- Medium Pulse Laser

1-3

- Medium Pulse Laser
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- XL Engine
- XL Engine
- Streak SRM 6
- Streak SRM 6
- Streak SRM 6
- Streak SRM 6

1-3

- Ammo (Streak 6) 15
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **1,903**
 Weapon Value: **2,293 / 2,061**
 Cost, C-Bills: **15,819,200**

'MECH DATA

Type: **Mad Dog (Vulture) B**

Mass: **60 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** **Clan**
 Running: **8** **Biped OmniMech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Large Laser	LA	12	10	-	8	15	25
1	LRM 20 w/ Artemis IV	LT	6	1/hit	-	7	14	21
3	Medium Pulse Laser	RA	4	7	-	4	8	12
2	Streak SRM 6	RT	4	2/hit	-	4	8	12

Ammo Type: Rounds: BV:

LRM 20	6	37
Streak SRM 6	15	21

Total Heat Sinks: **12 Double (24)**

○○○○○○○○○○ ○○

Auto Eject: Weapon Heat:

Operational Disabled **(50)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

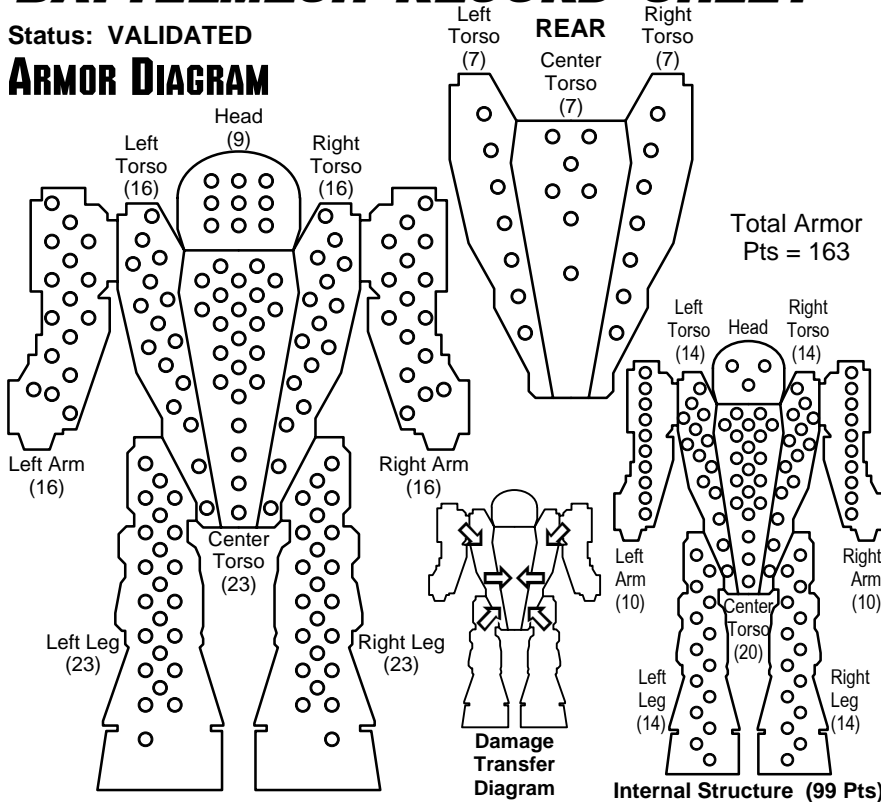


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 163

Internal Structure (99 Pts)

CRITICAL HIT TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- 1-3 LB 5-X AC
- LB 5-X AC
- LB 5-X AC
- LB 5-X AC
1. Ammo (LB 5-X) 20
2. Ammo (LB 5-X) 20
- 4-6 3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso (CASE)

- XL Engine
- XL Engine
- 3 SRM 6
- 1-3 4. Ammo (SRM 6) 15
5. Ammo (SRM 6) 15
6. SRM 6
1. SRM 6
2. Ferro-Fibrous
3. Ferro-Fibrous
- 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

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- 1-3 1. XL Engine
2. XL Engine
3. XL Engine
4. Gyro
5. Gyro
6. Gyro
1. Gyro
2. XL Engine
3. XL Engine
- 4-6 4. XL Engine
5. Roll Again
6. Roll Again

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **1,510**
 Weapon Value: **1,762 / 1,762**
 Cost, C-Bills: **15,632,000**

Right Arm

- Shoulder
- Upper Arm Actuator
- 3 ER PPC
- 4 ER PPC
5. Ferro-Fibrous
6. Roll Again
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE)

- XL Engine
- XL Engine
3. Ammo (SRM 6) 15
- 1-3 4. Ammo (SRM 6) 15
5. SRM 6
6. SRM 6
1. SRM 6
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

'MECH DATA

Type: **Mad Dog (Vulture) A**

Mass: **60 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** **Clan**
 Running: **8** **Biped OmniMech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 5-X AC	LA	1	5	3	8	15	24
3	SRM 6	LT	4	2/hit	-	3	6	9
1	ER PPC	RA	15	15	-	7	14	23
3	SRM 6	RT	4	2/hit	-	3	6	9

Ammo Type: Rounds: BV:

LB 5-X AC	40	33
SRM 6	60	38

Total Heat Sinks: **12 Double (24)**

○○○○○○○○○○ ○○

Auto Eject: Weapon Heat:

Operational Disabled **(40)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

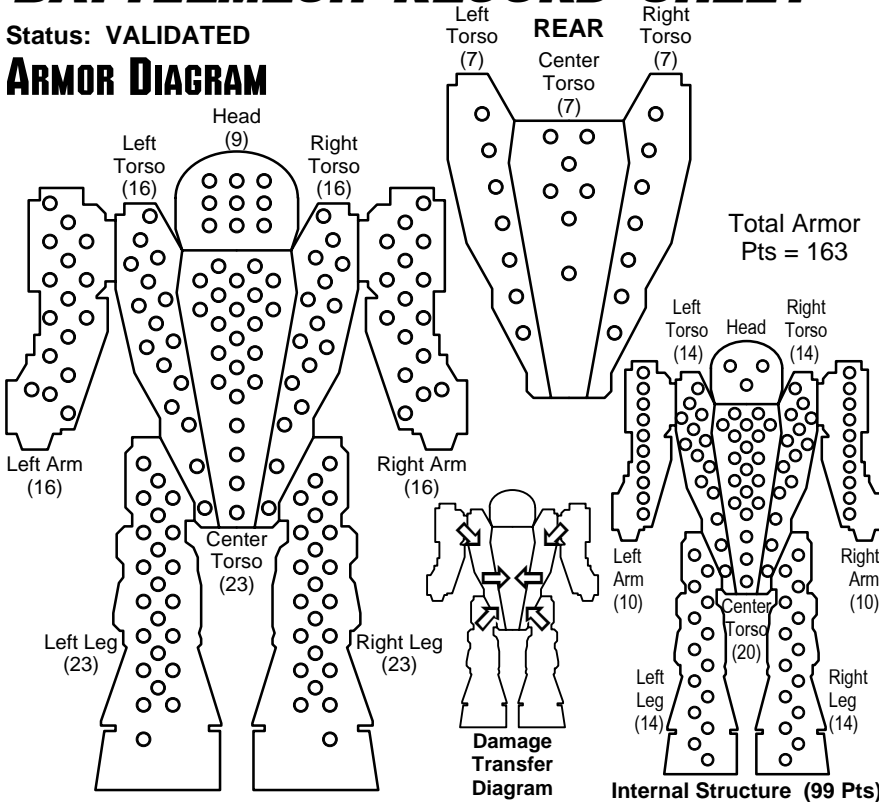
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 163

Internal Structure (99 Pts)

CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - 1-3 Large Pulse Laser
 - Large Pulse Laser
 - Medium Pulse Laser
1. Ferro-Fibrous
2. Roll Again
3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again

Left Torso (CASE)

- XL Engine
 - XL Engine
 - 1-3 LRM 20
 - LRM 20
 - LRM 20
 - LRM 20
1. Ammo (LRM 20) 6
 - Ferro-Fibrous
 - Ferro-Fibrous
 - 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
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- XL Engine
 - XL Engine
 - XL Engine
 - 1-3 Gyro
 - Gyro
 - Gyro
1. Gyro
 2. XL Engine
 3. XL Engine
 4. XL Engine
 5. Roll Again
 6. Roll Again

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - 1-3 Large Pulse Laser
 - Large Pulse Laser
 - Medium Pulse Laser
1. Ferro-Fibrous
2. Roll Again
3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again

Right Torso (CASE)

- XL Engine
 - XL Engine
 3. Ammo (LRM 20) 6
 - 1-3 LRM 20
 - LRM 20
 - LRM 20
1. LRM 20
 2. Ferro-Fibrous
 3. Ferro-Fibrous
 4. Roll Again
 5. Roll Again
 6. Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **1,871**
 Weapon Value: **2,366 / 2,366**
 Cost, C-Bills: **15,292,000**

'MECH DATA

Type: **Mad Dog (Vulture) Prime**

Mass: **60 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** **Clan**
 Running: **8** **Biped OmniMech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	LA	10	10	-	6	14	20
1	Medium Pulse Laser	LA	4	7	-	4	8	12
1	LRM 20	LT	6	1/hit	-	7	14	21
1	Large Pulse Laser	RA	10	10	-	6	14	20
1	Medium Pulse Laser	RA	4	7	-	4	8	12
1	LRM 20	RT	6	1/hit	-	7	14	21

Ammo Type: Rounds: BV:
 LRM 20 12 74

Total Heat Sinks: **12 Double (24)**

○○○○○○○○○○ ○○

Auto Eject: Weapon Heat:
 Operational Disabled **(40)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

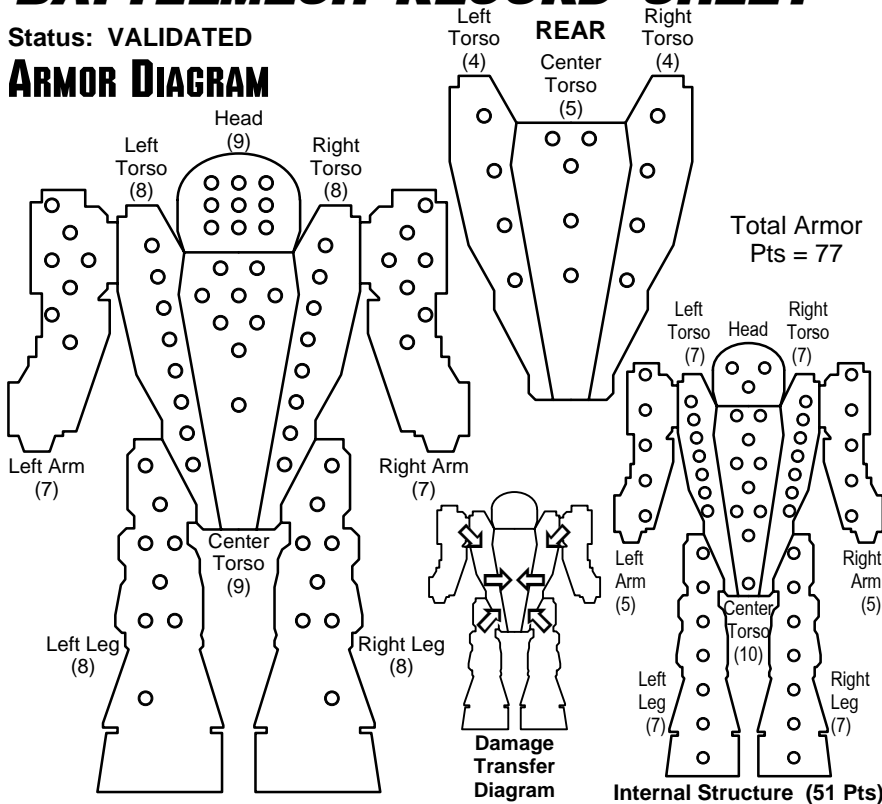
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 77

Internal Structure (51 Pts)

'MECH DATA

Type: **Kit Fox (Uller) D**
 Mass: **30 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **6** **Clan**
 Running: **9** **Biped OmniMech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	LA	5	1/hit	-	7	14	21
1	LRM 15	RA	5	1/hit	-	7	14	21
1	LRM 5	LA	2	1/hit	-	7	14	21
1	Narc Missile Beacon	RA	0	-	-	4	8	12

Ammo Type: **Rounds:** **BV:**

LRM 15	32	126
LRM 5	24	10
Narc Missile Beacon	6	0

Total Heat Sinks: 10 Double (20)
 ○○○○○○○○○○

Auto Eject: **Weapon Heat:**
 Operational Disabled **(12)**

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	



CRITICAL HIT TABLE

Left Arm (CASE)

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - LRM 15
 - LRM 15
- 1-3
- LRM 5
 - Ammo (LRM 15) 8
 - Ammo (LRM 15) 8
 - Endo Steel
 - Ferro-Fibrous
 - Roll Again
- 4-6

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Double Heat Sink
 - Double Heat Sink
- 4-6

Left Torso (CASE)

- XL Engine
 - XL Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Ammo (LRM 5) 24
 - Endo Steel
 - Endo Steel
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again
- 4-6

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - LRM 15
 - LRM 15
- 1-3
- Narc Missile Beacon
 - Endo Steel
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Torso (CASE)

- XL Engine
 - XL Engine
 - Ammo (LRM 15) 8
 - Ammo (LRM 15) 8
 - Ammo (Narc Pods) 6
 - Endo Steel
- 1-3
- Endo Steel
 - Endo Steel
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
- 4-6

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

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

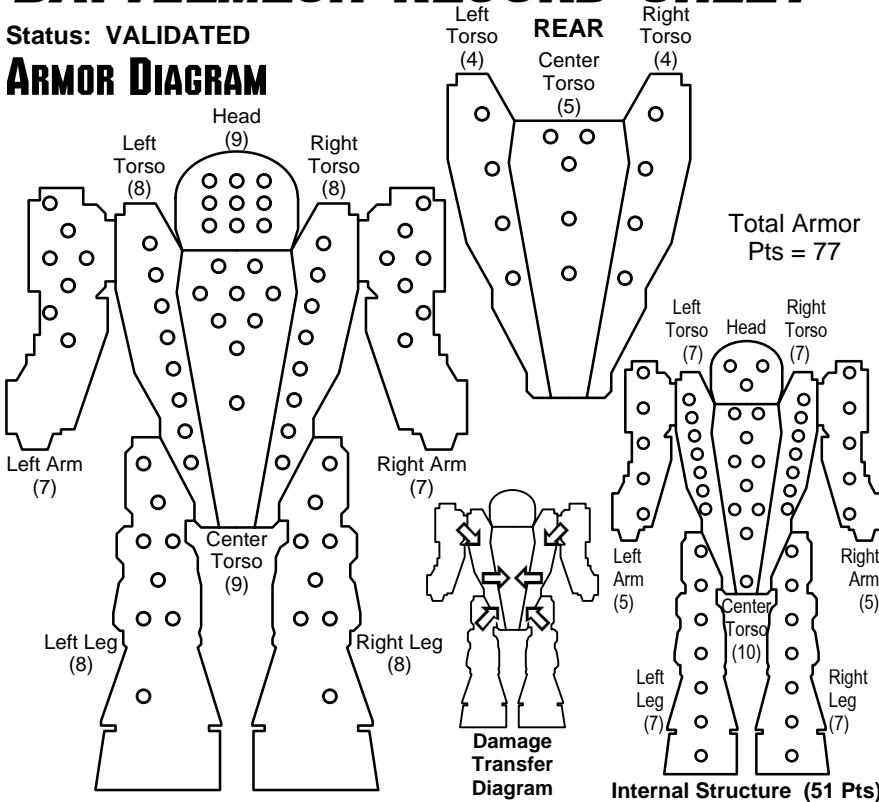
Battle Value: **1,070**
 Weapon Value: **658 / 658**
 Cost, C-Bills: **5,555,550**

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 77

Internal Structure (51 Pts)

'MECH DATA

Type: **Kit Fox (Uller) C**

Mass: **30 tons**

Movement Points: Tech, Config. & Level:

Walking: **6**

Clan

Running: **9**

Biped OmniMech

Jumping: **0**

Level 2 / 3050

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	LA	12	10	-	8	15	25
2	Machine Gun	LA	0	2	-	1	2	3
1	Small Pulse Laser	LA	2	3	-	2	4	6
3	Anti-Missile System	RA	1	2d6	-	-	-	-
1	ECM Suite	RA	0	-	-	-	-	6
1	TAG	RA	0	-	-	5	9	15
1	Active Probe	RA	0	-	-	-	-	5
1	Anti-Personnel Pod	RL	0	-	-	-	-	-
1	Anti-Personnel Pod	LL	0	-	-	-	-	-

Ammo Type:	Rounds:	BV:
Machine Gun	200	2
Anti-Missile System	96	109

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject: Operational Disabled

Weapon Heat: **(17)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Large Laser
- Machine Gun

- Machine Gun
- Small Pulse Laser
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again

Left Torso (CASE)

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Ammo (MG) 200
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Anti-Personnel Pod
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **1,195**
 Weapon Value: **465 / 465**
 Cost, C-Bills: **6,046,300**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Anti-Missile System
- Anti-Missile System

- Anti-Missile System
- ECM Suite
- TAG
- Active Probe
- Endo Steel
- Ferro-Fibrous

Right Torso (CASE)

- XL Engine
- XL Engine
- Ammo (AMS) 24
- Ammo (AMS) 24
- Ammo (AMS) 24
- Ammo (AMS) 24

- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Anti-Personnel Pod
- 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	

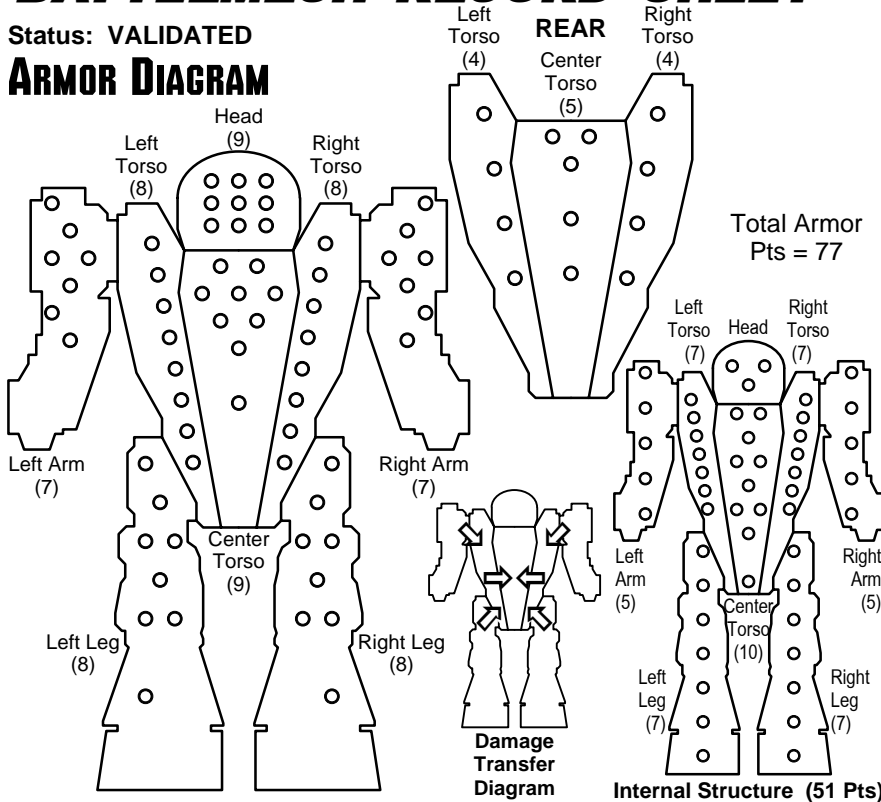
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 77

Internal Structure (51 Pts)

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- ER Small Laser

1-3

- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- 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
- Ferro-Fibrous
- Sensors
- Life Support

1-3

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

4-6

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: 1,016

Weapon Value: 730 / 730

Cost, C-Bills: 5,315,619

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10

1-3

- SRM 6
- Ammo (SRM 6) 15
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- XL Engine
- XL Engine
- Ammo (Ult AC/10) 10
- Ammo (Ult AC/10) 10
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

'MECH DATA

Type: **Kit Fox (Uller) B**

Mass: **30 tons**

Movement Points: Tech, Config. & Level:

Walking: **6**

Clan

Running: **9**

Biped OmniMech

Jumping: **0**

Level 2 / 3050

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	LA	5	7	-	5	10	15
1	ER Small Laser	LA	2	5	-	2	4	6
1	Ultra AC/10	RA	3	10	-	6	12	18
1	SRM 6	RA	4	2/hit	-	3	6	9

Ammo Type:

Rounds:

BV:

Ultra AC/10

20

78

SRM 6

15

10

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject:

Weapon Heat:

Operational Disabled

(17)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

Consciousness #

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	

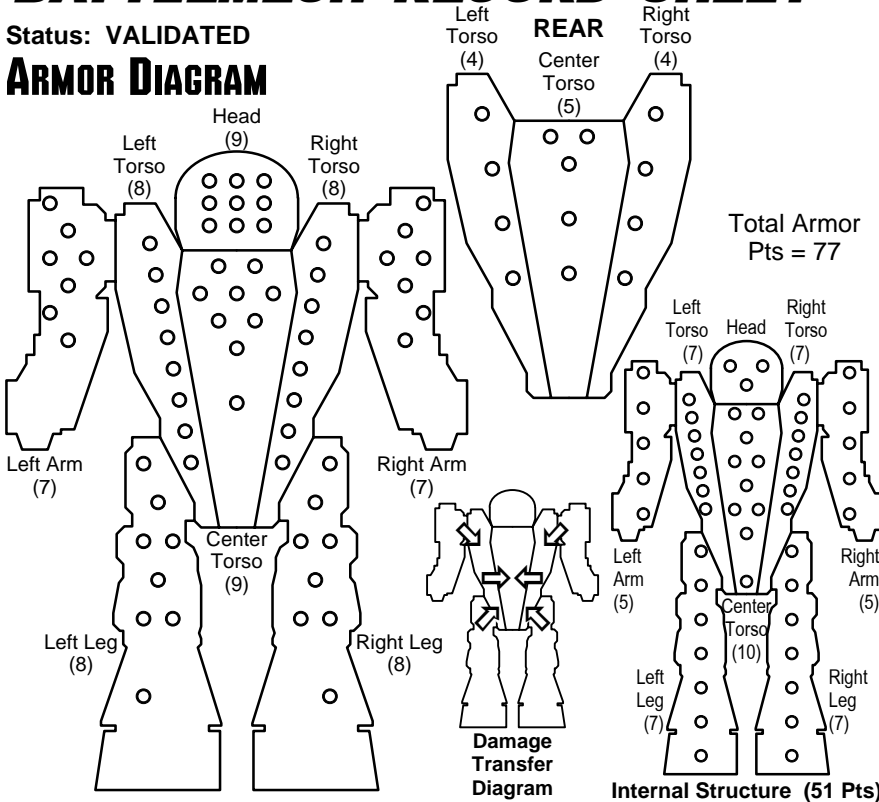
WIZKIDS

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 77

Internal Structure (51 Pts)

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- ER Medium Laser

- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **1,218**
 Weapon Value: **806 / 806**
 Cost, C-Bills: **5,165,712**

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

- Gauss Rifle
- Gauss Rifle
- Ammo (Gauss) 8
- Ammo (Gauss) 8
- Endo Steel
- Ferro-Fibrous

Right Torso

- XL Engine
- XL Engine
- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous

- Ferro-Fibrous
- 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

'MECH DATA

Type: **Kit Fox (Uller) A**

Mass: **30 tons**

Movement Points: Tech, Config. & Level:

Walking: **6** **Clan**
 Running: **9** **Biped OmniMech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	RA	1	15	2	7	15	22
2	ER Medium Laser	LA	5	7	-	5	10	15

Ammo Type: Rounds: BV:
 Gauss Rifle 16 99

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject: Weapon Heat:
 Operational Disabled **(11)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

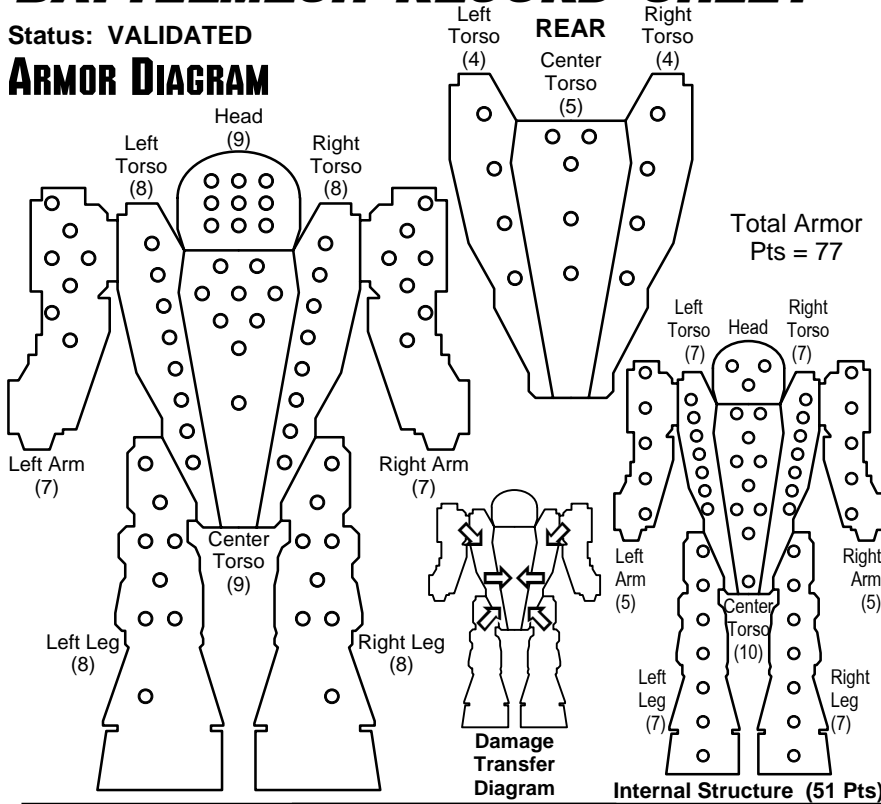
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 77

Internal Structure (51 Pts)

'MECH DATA

Type: **Kit Fox (Uller) Prime**

Mass: **30 tons**

Movement Points: Tech, Config. & Level:

Walking: **6** **Clan**
 Running: **9** **Biped OmniMech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	LA	12	10	-	8	15	25
1	Small Pulse Laser	LA	2	3	-	2	4	6
1	Streak SRM 4	RA	3	2/hit	-	4	8	12
1	LB 5-X AC	RA	1	5	3	8	15	24

Ammo Type: Rounds: BV:

Streak SRM 4	25	15
LB 5-X AC	20	18

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject: Weapon Heat:

Operational Disabled **(18)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Large Laser
- Small Pulse Laser

- 1-3 Endo Steel
- 1-3 Ferro-Fibrous
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again

Left Torso

- XL Engine
- XL Engine
- 1-3 Double Heat Sink
- 1-3 Double Heat Sink
- 1-3 Double Heat Sink
- 1-3 Double Heat Sink

- 4-6 Endo Steel
- 4-6 Endo Steel
- 4-6 Ferro-Fibrous
- 4-6 Ferro-Fibrous
- 4-6 Roll Again
- 4-6 Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- 1-3 XL Engine
- 1-3 XL Engine
- 1-3 XL Engine
- 1-3 Gyro
- 1-3 Gyro
- 1-3 Gyro

- 4-6 Gyro
- 4-6 XL Engine
- 4-6 XL Engine
- 4-6 XL Engine
- 4-6 Double Heat Sink
- 4-6 Double Heat Sink

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **1,014**
 Weapon Value: **761 / 699**
 Cost, C-Bills: **5,359,088**

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Streak SRM 4
- 1-3 LB 5-X AC
- 1-3 LB 5-X AC
- 1-3 LB 5-X AC

- 4-6 LB 5-X AC
- 4-6 Ammo (Streak 4) 25
- 4-6 Ammo (LB 5-X) 20
- 4-6 Endo Steel
- 4-6 Ferro-Fibrous
- 4-6 Roll Again

Right Torso

- XL Engine
- XL Engine
- 1-3 Endo Steel
- 1-3 Endo Steel
- 1-3 Endo Steel
- 1-3 Ferro-Fibrous

- 4-6 Ferro-Fibrous
- 4-6 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
- Roll Again
- 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	

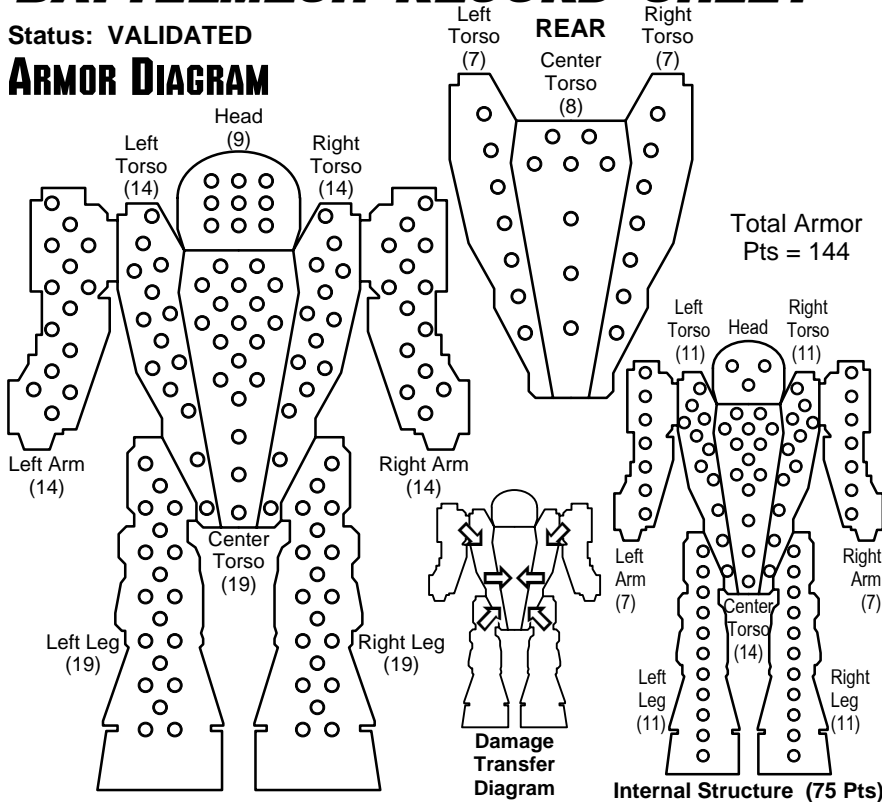
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 144

Internal Structure (75 Pts)

CRITICAL HIT TABLE

Left Arm (CASE)

- 1. Shoulder
 - 2. Upper Arm Actuator
 - 3. Lower Arm Actuator
 - 4. Hand Actuator
 - 5. Anti-Missile System
 - 6. Medium Pulse Laser
- 1-3
- 1. Ammo (AMS) 24
 - 2. Ferro-Fibrous
 - 3. Roll Again
 - 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again
- 4-6

Left Torso

- 1. XL Engine
 - 2. XL Engine
 - 3. Endo Steel
 - 4. Ferro-Fibrous
 - 5. Ferro-Fibrous
 - 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. Endo Steel
- 6. Endo Steel

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Ferro-Fibrous
- 5. Sensors
- 6. Life Support

Center Torso

- 1. XL Engine
 - 2. XL Engine
 - 3. XL Engine
 - 4. Gyro
 - 5. Gyro
 - 6. Gyro
- 1-3
- 1. Gyro
 - 2. XL Engine
 - 3. XL Engine
 - 4. XL Engine
 - 5. Medium Pulse Laser
 - 6. Endo Steel
- 4-6

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **1,541**
 Weapon Value: **1,572 / 1,572**
 Cost, C-Bills: **12,122,362**

Right Arm

- 1. Shoulder
 - 2. Upper Arm Actuator
 - 3. Lower Arm Actuator
 - 4. Hand Actuator
 - 5. Medium Pulse Laser
 - 6. Medium Pulse Laser
- 1-3
- 1. Ferro-Fibrous
 - 2. Roll Again
 - 3. Roll Again
 - 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again
- 4-6

Right Torso

- 1. XL Engine
 - 2. XL Engine
 - 3. Endo Steel
 - 4. Ferro-Fibrous
 - 5. Ferro-Fibrous
 - 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. Endo Steel
- 6. Endo Steel

'MECH DATA

Type: **Ice Ferret (Fenris) D**

Mass: **45 tons**

Movement Points: Tech, Config. & Level:

Walking: **8** **Clan**
 Running: **12** **Biped OmniMech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	CT	4	7	-	4	8	12
1	Anti-Missile System	LA	1	2d6	-	-	-	-
1	Medium Pulse Laser	LA	4	7	-	4	8	12
2	Medium Pulse Laser	RA	4	7	-	4	8	12

Ammo Type: Rounds: BV:
 Anti-Missile System 24 29

Total Heat Sinks: **12 Double (24)**

○○○○○○○○○○ ○○

Auto Eject: Weapon Heat:
 Operational Disabled **(17)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	Roll Again
28	Ammo Explosion, avoid on 8+
27	Roll Again
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	Roll Again
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	Roll Again
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	Roll Again
11	Roll Again
10	-2 Movement Points
9	Roll Again
8	+1 Modifier to Fire
7	Roll Again
6	Roll Again
5	-1 Movement Points
4	Roll Again
3	Roll Again
2	Roll Again
1	Roll Again
0	Roll Again

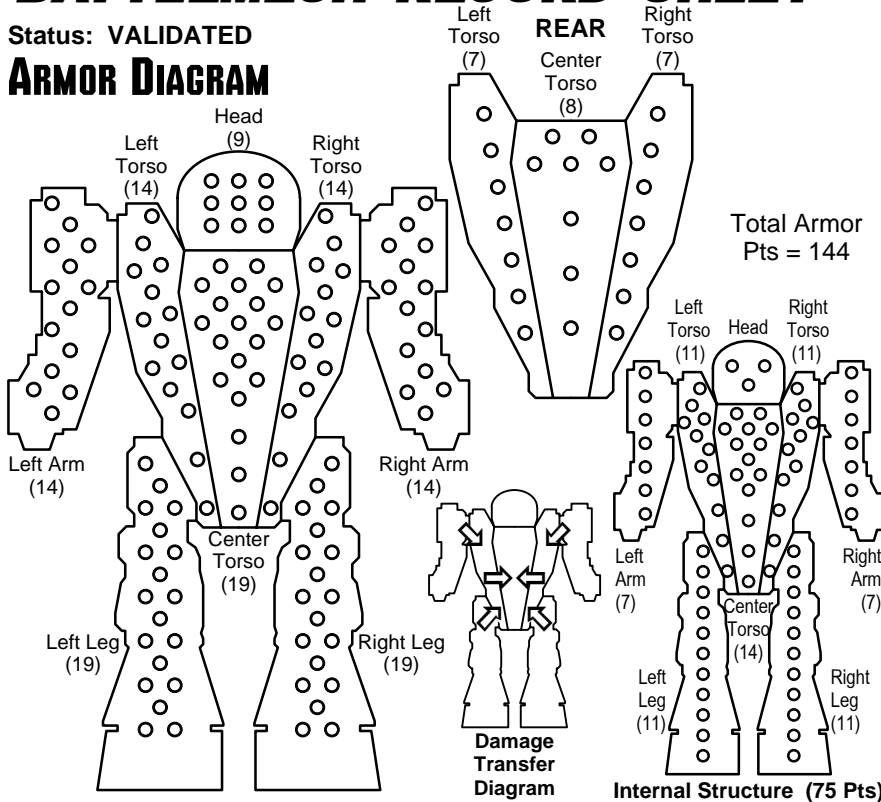


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (75 Pts)

'MECH DATA

Type: **Ice Ferret (Fenris) C**

Mass: **45 tons**

Movement Points: Tech, Config. & Level:

Walking: **8** **Clan**
 Running: **12** **Biped OmniMech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 5 w/ Artemis IV	LA	2	1/hit	-	7	14	21
1	LRM 5 w/ Artemis IV	LT	2	1/hit	-	7	14	21
1	LRM 5 w/ Artemis IV	RA	2	1/hit	-	7	14	21
1	ER Small Laser	CT	2	5	-	2	4	6

Ammo Type: Rounds: BV:
 LRM 5 72 40

Total Heat Sinks: **12 Double (24)**

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Auto Eject: Weapon Heat:
 Operational Disabled (8)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	



CRITICAL HIT TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- LRM 5
- Artemis IV FCS

- 1-3
1. Ammo (LRM 5) 24
 2. Ferro-Fibrous
 3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again

Left Torso (CASE)

- XL Engine
- XL Engine
- LRM 5
- Artemis IV FCS
- Ammo (LRM 5) 24
- Endo Steel

- 1-3
1. Ferro-Fibrous
 2. Ferro-Fibrous
 3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- 1-3
1. Gyro
 2. XL Engine
 3. XL Engine
 4. XL Engine
 5. ER Small Laser
 6. Endo Steel

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **1,057**
 Weapon Value: **773 / 664**
 Cost, C-Bills: **12,737,252**

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- LRM 5
- Artemis IV FCS

- 1-3
1. Ammo (LRM 5) 24
 2. Ferro-Fibrous
 3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again

Right Torso

- XL Engine
- XL Engine
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

- 1-3
1. Roll Again
 2. Roll Again
 3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again

Right Leg

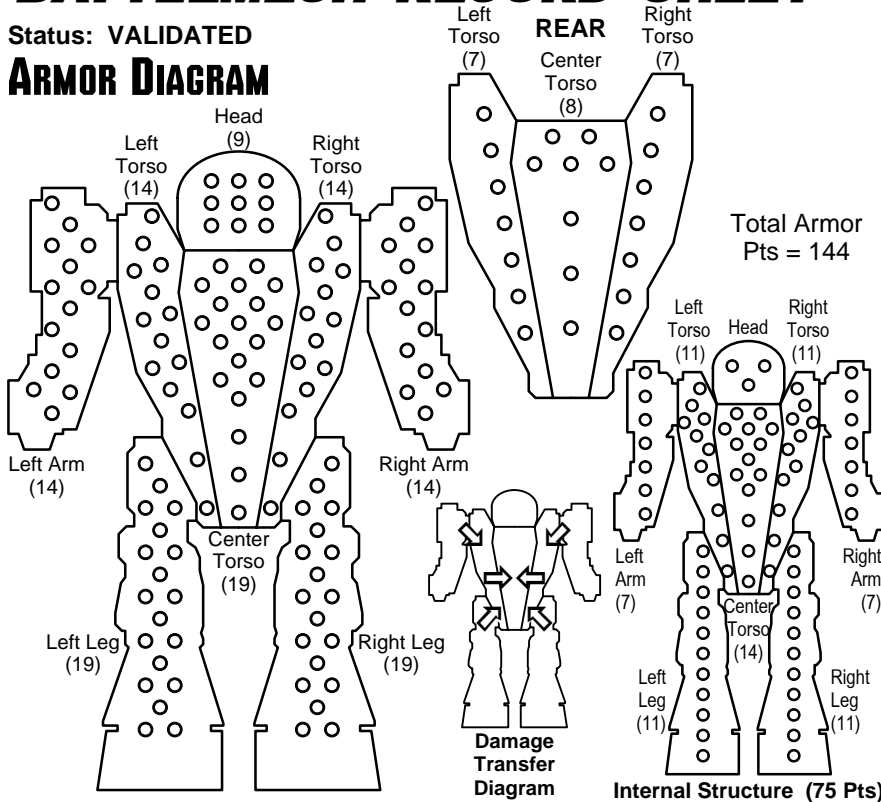
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 144

Internal Structure (75 Pts)

CRITICAL HIT TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- SRM 4
- ER Large Laser

- 1-3
- Ammo (SRM 4) 25
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Left Torso

- XL Engine
- XL Engine
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- 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
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Small Pulse Laser
 - Endo Steel
- 4-6

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **1,308**
 Weapon Value: **1,270 / 1,270**
 Cost, C-Bills: **12,336,238**

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- SRM 6
- Ammo (SRM 6) 15

- 1-3
- Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Right Torso

- XL Engine
- XL Engine
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

'MECH DATA

Type: **Ice Ferret (Fenris) B**

Mass: **45 tons**

Movement Points: Tech, Config. & Level:

Walking: **8** **Clan**
 Running: **12** **Biped OmniMech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Pulse Laser	CT	2	3	-	2	4	6
1	SRM 4	LA	3	2/hit	-	3	6	9
1	ER Large Laser	LA	12	10	-	8	15	25
1	SRM 6	RA	4	2/hit	-	3	6	9

Ammo Type: Rounds: BV:

SRM 4	25	9
SRM 6	15	13

Total Heat Sinks: **12 Double (24)**

○○○○○○○○○○ ○○

Auto Eject: Weapon Heat:

Operational Disabled **(21)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

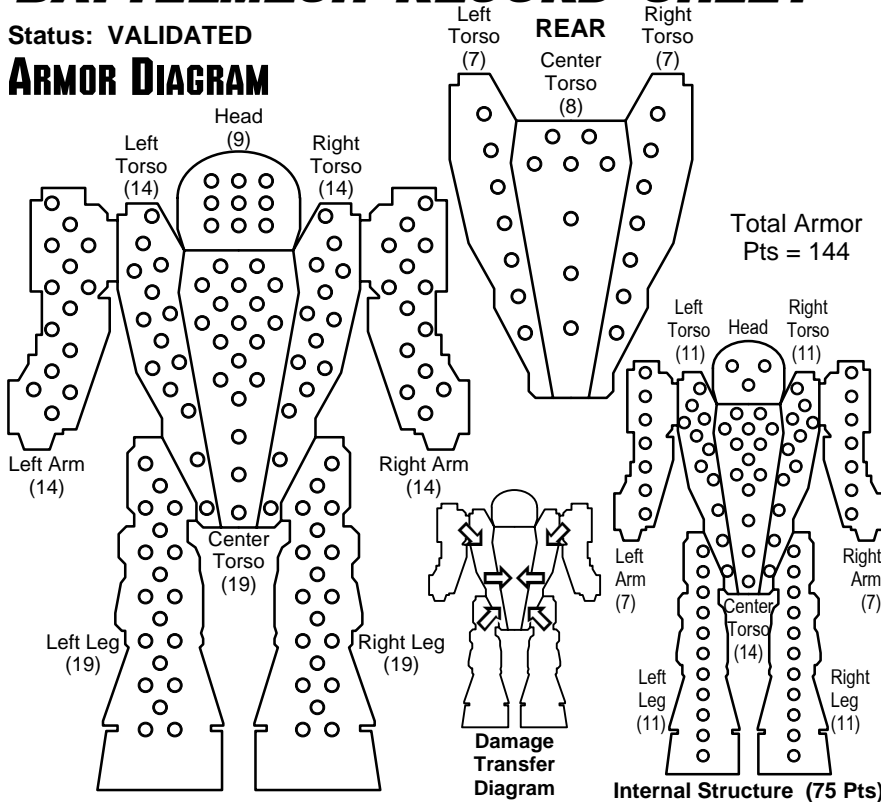
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 144

Internal Structure (75 Pts)

'MECH DATA

Type: **Ice Ferret (Fenris) A**

Mass: **45 tons**

Movement Points: Tech, Config. & Level:

Walking: **8** **Clan**
 Running: **12** **Biped OmniMech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RA	5	7	-	5	10	15
1	LB 2-X AC	LA	1	2	4	10	20	30
1	ER Medium Laser	CT	5	7	-	5	10	15
1	Anti-Missile System	RA	1	2d6	-	-	-	-

Ammo Type: Rounds: BV:

LB 2-X AC 45 11

Anti-Missile System 24 29

Total Heat Sinks: **12 Double (24)**

oooooooooooo oo

Auto Eject: Weapon Heat:

Operational Disabled (12)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	



CRITICAL HIT TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- 1-3 LB 2-X AC
- LB 2-X AC
- LB 2-X AC
6. Ammo (LB 2-X) 45

1. Ferro-Fibrous
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. XL Engine
2. XL Engine
3. Endo Steel
- 1-3 4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
- 4-6 5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso

1. XL Engine
2. XL Engine
3. XL Engine
- 1-3 4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
- 4-6 5. ER Medium Laser
6. Endo Steel

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **1,210**
 Weapon Value: **937 / 937**
 Cost, C-Bills: **12,332,885**

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- 1-3 2. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. Anti-Missile System

1. Ammo (AMS) 24
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
- 4-6 6. Roll Again

Right Torso

1. XL Engine
2. XL Engine
3. Endo Steel
- 1-3 4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
- 4-6 5. Roll Again
6. Roll Again

Right Leg

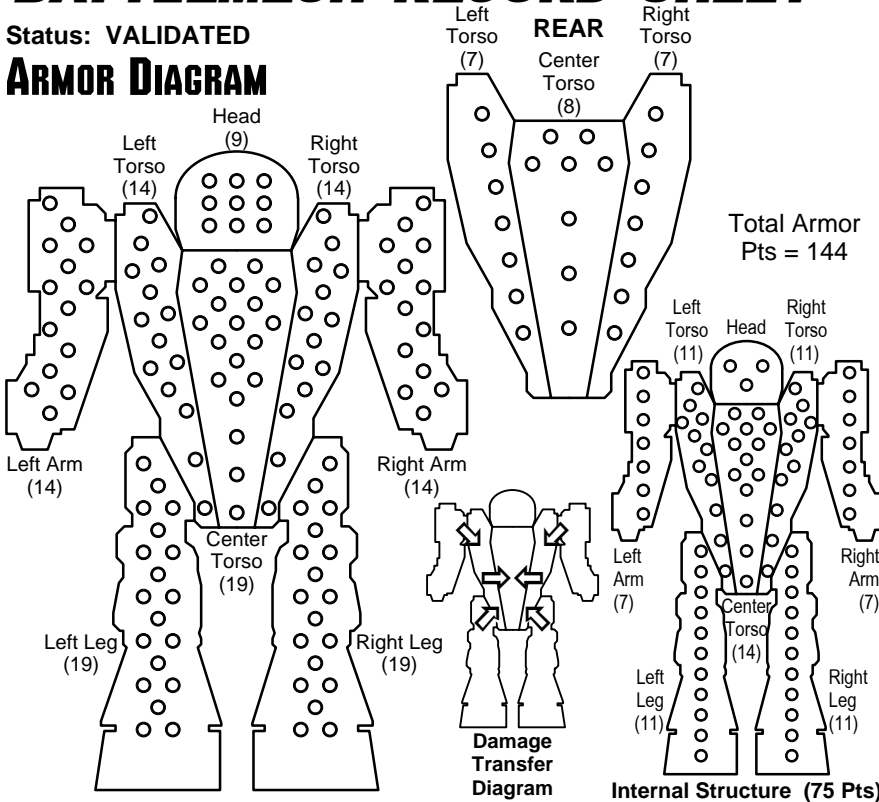
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Ice Ferret (Fenris) Prime**

Mass: **45 tons**

Movement Points: Tech, Config. & Level:

Walking: **8** **Clan**
 Running: **12** **Biped OmniMech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Active Probe	CT	0	-	-	-	-	5
1	ER PPC	LA	15	15	-	7	14	23
1	ER Small Laser	LA	2	5	-	2	4	6
1	Streak SRM 2	RA	2	2/hit	-	4	8	12

Ammo Type: Rounds: BV:
 Streak SRM 2 50 9

Total Heat Sinks: **12 Double (24)**

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Auto Eject: Weapon Heat:
 Operational Disabled **(19)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- ER PPC
- ER PPC
- ER Small Laser
- Ferro-Fibrous

- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Left Torso

- XL Engine
- XL Engine
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- 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
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- 1-3
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Active Probe
 - Endo Steel

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **1,529**
 Weapon Value: **1,289 / 1,249**
 Cost, C-Bills: **12,543,588**

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Streak SRM 2
- Ammo (Streak 2) 50

- 1-3
- Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Right Torso

- XL Engine
- XL Engine
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Right Leg

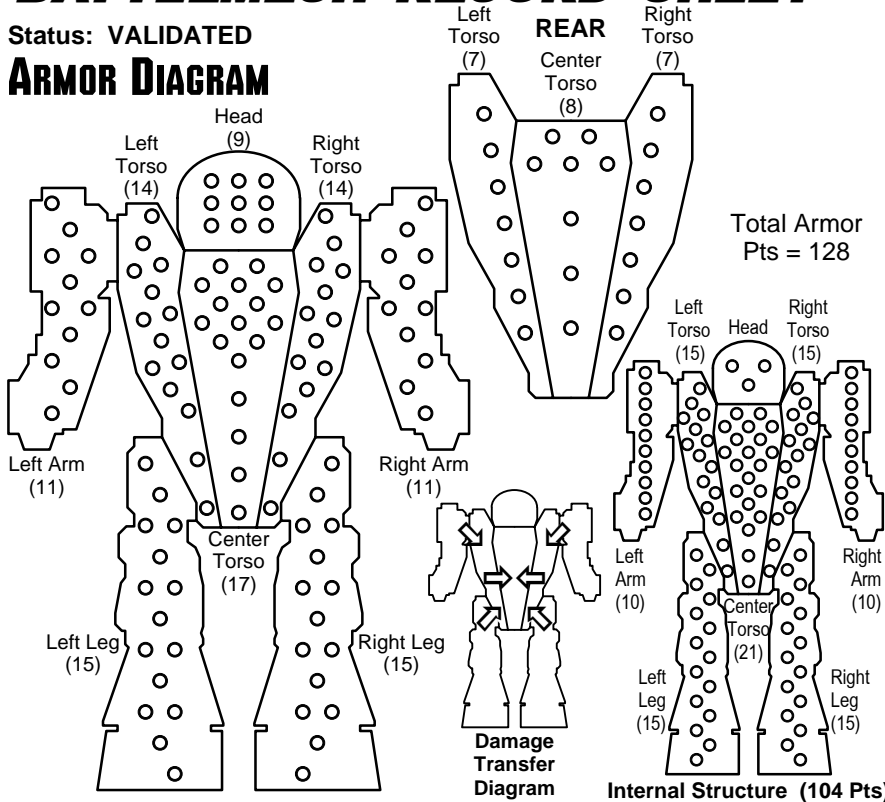
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Hellbringer (Loki) B**

Mass: **65 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** **Clan**
 Running: **8** **Biped OmniMech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 5-X AC	LA	1	5	3	8	15	24
1	ER Small Laser	LT	2	5	-	2	4	6
1	Gauss Rifle	RA	1	15	2	7	15	22
2	SRM 6 w/ Artemis IV	RT	4	2/hit	-	3	6	9

Ammo Type:	Rounds:	BV:
LB 5-X AC	20	16
Gauss Rifle	8	45
SRM 6	30	19

Total Heat Sinks: **13 Double (26)**

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Auto Eject: Weapon Heat:

Operational Disabled **(12)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

CRITICAL HIT TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- 1-3 LB 5-X AC
- LB 5-X AC
- LB 5-X AC
- LB 5-X AC
1. Ammo (LB 5-X) 20
- Roll Again
- 4-6 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. XL Engine
2. XL Engine
- 1-3 3. ER Small Laser
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
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- 1-3 1. XL Engine
2. XL Engine
3. XL Engine
4. Gyro
5. Gyro
6. Gyro
1. Gyro
2. XL Engine
3. XL Engine
- 4-6 4. XL Engine
5. Roll Again
6. Roll Again

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **1,454**
 Weapon Value: **1,415 / 1,328**
 Cost, C-Bills: **18,137,797**

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- 1-3 3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle
1. Gauss Rifle
2. Gauss Rifle
- 4-6 3. Ammo (Gauss) 8
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE)

1. XL Engine
2. XL Engine
- 1-3 3. SRM 6
4. Artemis IV FCS
5. SRM 6
6. Artemis IV FCS
1. Ammo (SRM 6) 15
2. Ammo (SRM 6) 15
3. Roll Again
4. Roll Again
5. Roll Again
- 4-6 6. Roll Again

Right Leg

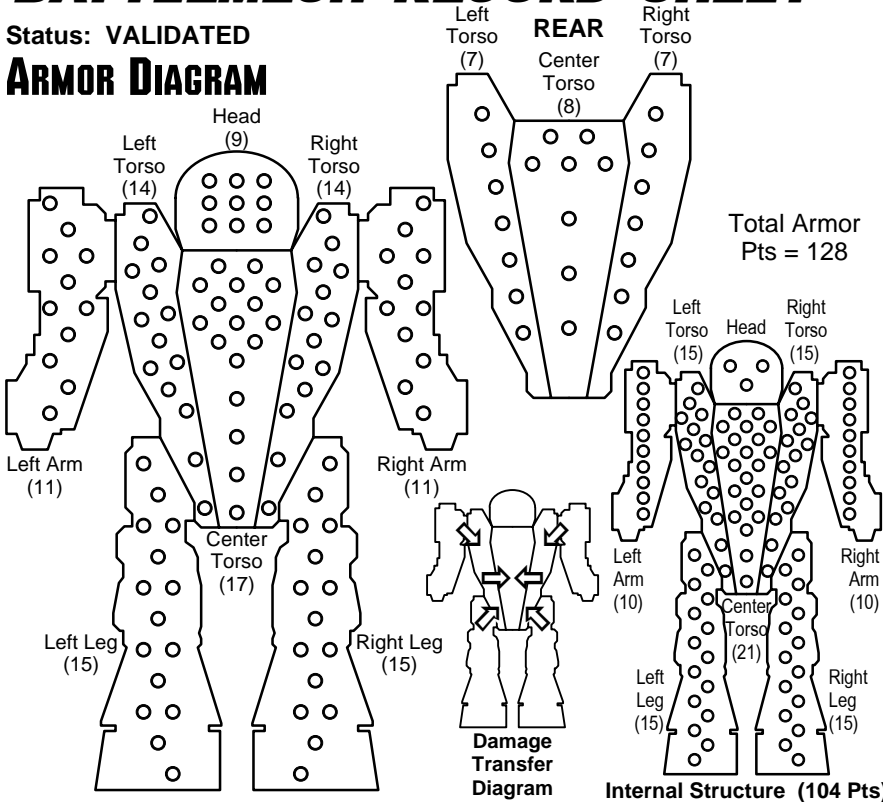
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 128

Internal Structure (104 Pts)

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER Large Laser
- ER Large Laser
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- XL Engine
- XL Engine
- Narc Missile Beacon
- Active Probe
- Ammo (Narc Pods) 6
- 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
- ER Medium Laser
- Sensors
- Life Support

Center Torso (CASE)

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Ammo (MG) 200
- Roll Again

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **1,651**
 Weapon Value: **1,767 / 1,767**
 Cost, C-Bills: **18,717,359**

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Ultra AC/5
- Ultra AC/5
- Ultra AC/5
- Ammo (Ult AC/5) 20

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- XL Engine
- XL Engine
- LRM 20
- LRM 20
- LRM 20
- LRM 20

1-3

- Machine Gun
- Machine Gun
- Ammo (LRM 20) 6
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

'MECH DATA

Type: **Hellbringer (Loki) A**

Mass: **65 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** **Clan**
 Running: **8** **Biped OmniMech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	HD	5	7	-	5	10	15
2	ER Large Laser	LA	12	10	-	8	15	25
1	Narc Missile Beacon	LT	0	-	-	4	8	12
1	Ultra AC/5	RA	1	5	-	7	14	21
1	LRM 20	RT	6	1/hit	-	7	14	21
2	Machine Gun	RT	0	2	-	1	2	3
1	Active Probe	LT	0	-	-	-	-	5

Ammo Type:	Rounds:	BV:
Narc Missile Beacon	6	0
Ultra AC/5	20	21
LRM 20	6	37
Machine Gun	200	1

Total Heat Sinks: **13 Double (26)**

○○○○○○○○○○○○ ○○○

Auto Eject: **Weapon Heat:**

Operational Disabled **(37)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

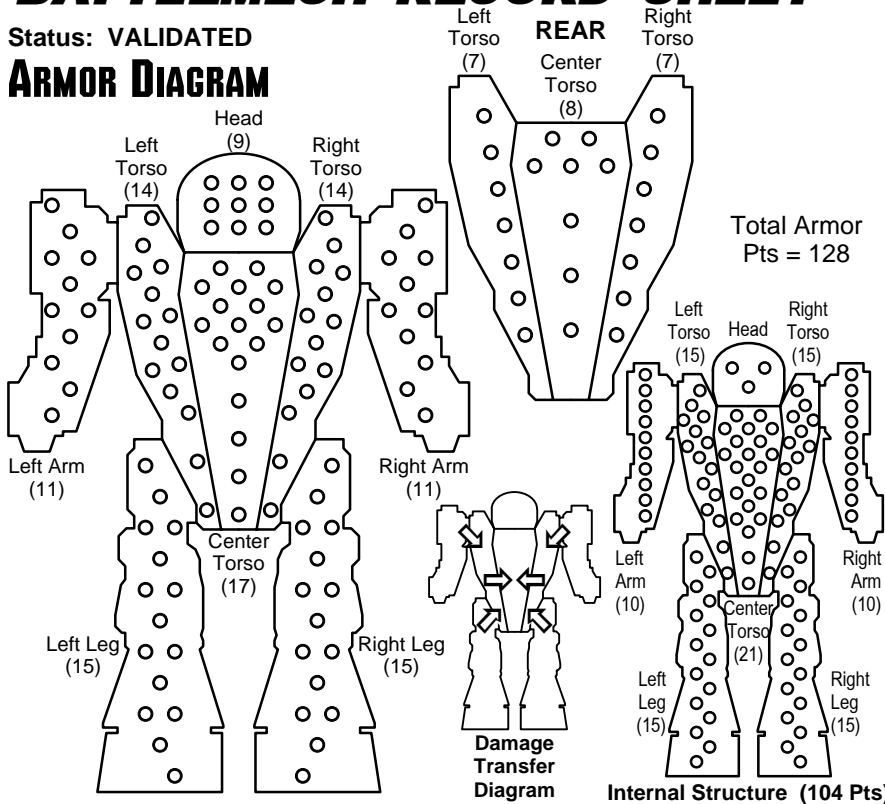
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 128

Internal Structure (104 Pts)

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- ER PPC
- ER PPC
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- XL Engine
- XL Engine
- Targeting Computer
- Targeting Computer
- Targeting Computer
- ECM Suite

1-3

- Active Probe
- ER Medium Laser
- ER Medium Laser
- ER Medium Laser
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Anti-Personnel Pod
- Anti-Personnel Pod

Head

- Life Support
- Sensors
- Cockpit
- Anti-Missile System
- Sensors
- Life Support

1-3

Center Torso (CASE)

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

4-6

- Engine Hits ○ ○ ○
- Gyro Hits ○ ○
- Sensor Hits ○ ○
- Life Support ○

Battle Value: **2,178**
 Weapon Value: **2,016 / 1,941**
 Cost, C-Bills: **19,074,686**

Right Arm

- Shoulder
- Upper Arm Actuator
- ER PPC
- ER PPC
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- XL Engine
- XL Engine
- Streak SRM 6
- Streak SRM 6
- Machine Gun
- Machine Gun

1-3

- Ammo (Streak 6) 15
- Ammo (MG) 100
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Anti-Personnel Pod
- Anti-Personnel Pod

'MECH DATA

Type: **Hellbringer (Loki) Prime**

Mass: **65 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** **Clan**
 Running: **8** **Biped OmniMech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Anti-Missile System	HD	1	2d6	-	-	-	-
1	ER PPC	LA	15	15	-	7	14	23
2	Anti-Personnel Pod	LL	0	-	-	-	-	-
1	ECM Suite	LT	0	-	-	-	-	6
1	Active Probe	LT	0	-	-	-	-	5
3	ER Medium Laser	LT	5	7	-	5	10	15
1	ER PPC	RA	15	15	-	7	14	23
2	Anti-Personnel Pod	RL	0	-	-	-	-	-
1	Streak SRM 6	RT	4	2/hit	-	4	8	12
2	Machine Gun	RT	0	2	-	1	2	3
1	Targeting Computer							

Ammo Type:	Rounds:	BY:
Anti-Missile System	24	27
Streak SRM 6	15	21
Machine Gun	100	1

Total Heat Sinks: **13 Double (26)**

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Auto Eject: Weapon Heat:

Operational Disabled **(50)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

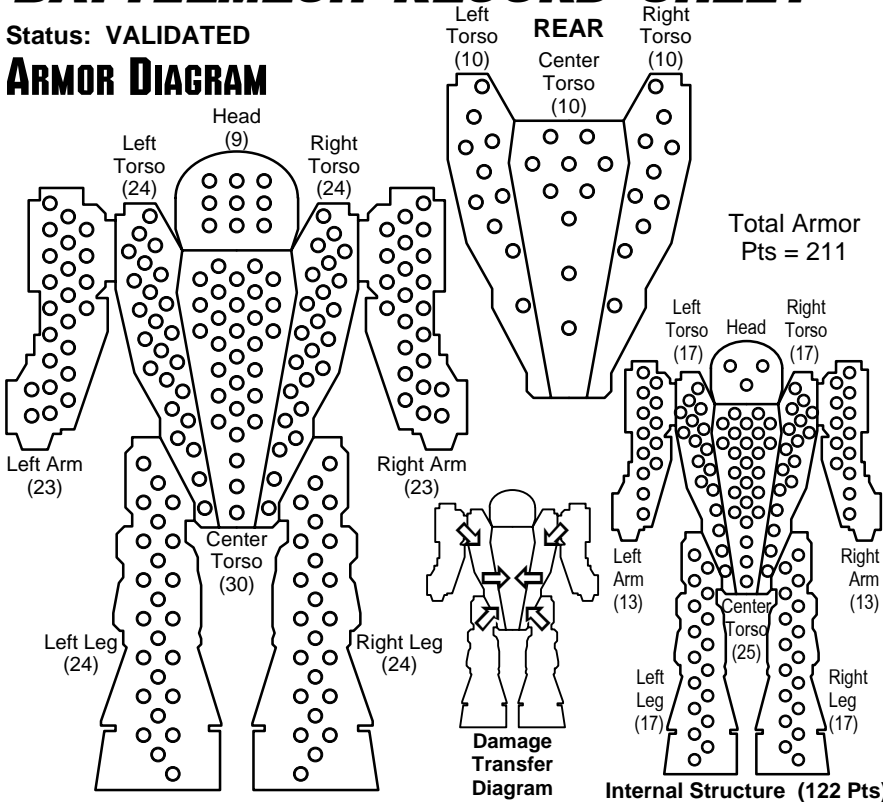
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (122 Pts)

'MECH DATA

Type: **Gargoyle (Man O' War) C**

Mass: **80 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** **Clan**
 Running: **8** **Biped OmniMech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/20	LA	7	20	-	4	8	12
1	Anti-Personnel Pod	LL	0	-	-	-	-	-
6	ER Medium Laser	RA	5	7	-	5	10	15
2	Anti-Personnel Pod	RL	0	-	-	-	-	-

Ammo Type: Rounds: BV:
 Ultra AC/20 10 96

Total Heat Sinks: **16 Double (32)**

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Auto Eject: Weapon Heat:
 Operational Disabled **(44)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- 1 Ultra AC/20
- Ultra AC/20
- 3 Ultra AC/20
- 4 Ultra AC/20
- Roll Again
- Roll Again

Left Torso (CASE)

- XL Engine
- XL Engine
- 1-3 Ammo (Ult AC/20) 5
- Ammo (Ult AC/20) 5
- Ferro-Fibrous
- Ferro-Fibrous
- 1 Roll Again
- Roll Again
- 3 Roll Again
- 4 Roll Again
- 5 Roll Again
- 4-6 Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Anti-Personnel Pod
- Ferro-Fibrous

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- 1-3 XL Engine
- XL Engine
- XL Engine
- 4 Gyro
- Gyro
- Gyro
- 1 Gyro
- 2 XL Engine
- 3 XL Engine
- 4 XL Engine
- 5 Roll Again
- 4-6 Roll Again

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **1,969**
 Weapon Value: **3,009 / 3,009**
 Cost, C-Bills: **26,523,524**

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- ER Medium Laser
- 1 ER Medium Laser
- ER Medium Laser
- 4-6 ER Medium Laser
- ER Medium Laser
- Roll Again
- Roll Again

Right Torso

- 1 XL Engine
- XL Engine
- 1-3 Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- 5 Ferro-Fibrous
- Roll Again
- 1 Roll Again
- 2 Roll Again
- 3 Roll Again
- 4 Roll Again
- 5 Roll Again
- 4-6 Roll Again

Right Leg

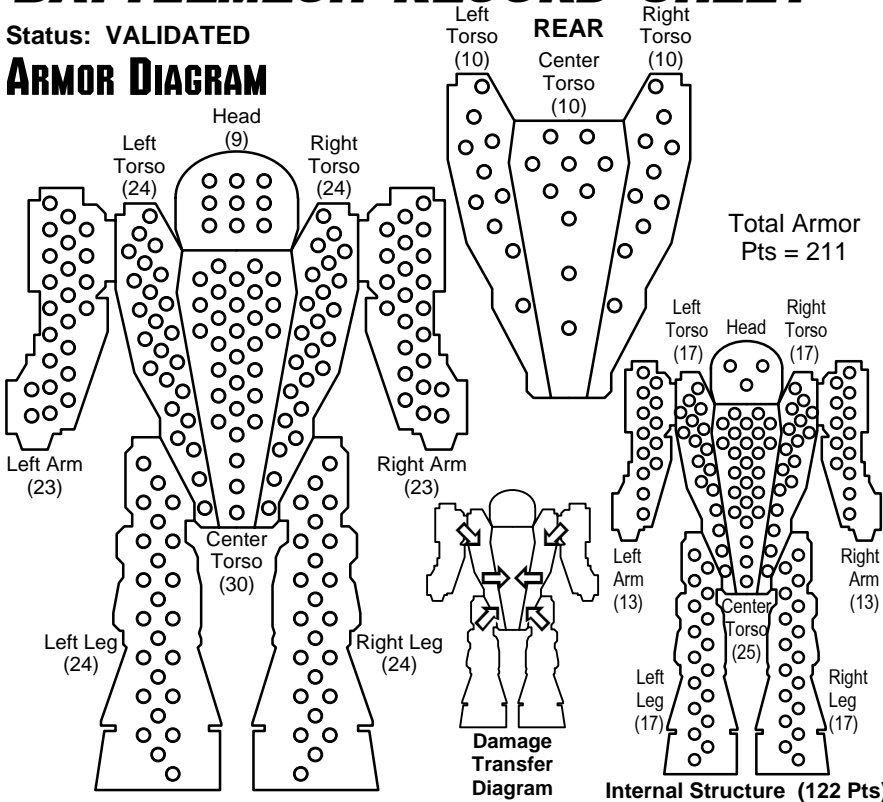
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Anti-Personnel Pod
- Anti-Personnel Pod

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 211

Internal Structure (122 Pts)

Damage Transfer Diagram

'MECH DATA

Type: **Gargoyle (Man O' War) B**

Mass: **80 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** **Clan**
 Running: **8** **Biped OmniMech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10 w/ Artemis IV	LA	4	1/hit	-	7	14	21
1	SRM 4 w/ Artemis IV	LA	3	2/hit	-	3	6	9
1	Gauss Rifle	RA	1	15	2	7	15	22

Ammo Type: Rounds: BV:

LRM 10	12	19
SRM 4	25	7
Gauss Rifle	16	90

Total Heat Sinks: **16 Double (32)**

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Auto Eject: Weapon Heat:

Operational Disabled **(8)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

WIZKIDS®

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- LRM 10
- Artemis IV FCS

- SRM 4
- Artemis IV FCS
- Ammo (LRM 10) 12
- Ammo (SRM 4) 25
- Roll Again
- Roll Again

Left Torso

- XL Engine
- XL Engine
- Ferro-Fibrous
- Ferro-Fibrous
- 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
- Ferro-Fibrous
- Roll Again

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Roll Again
- Roll Again

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **1,631**
 Weapon Value: **1,670 / 1,540**
 Cost, C-Bills: **26,207,399**

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

- Gauss Rifle
- Gauss Rifle
- Ammo (Gauss) 8
- Ammo (Gauss) 8
- Roll Again
- Roll Again

Right Torso

- XL Engine
- XL Engine
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

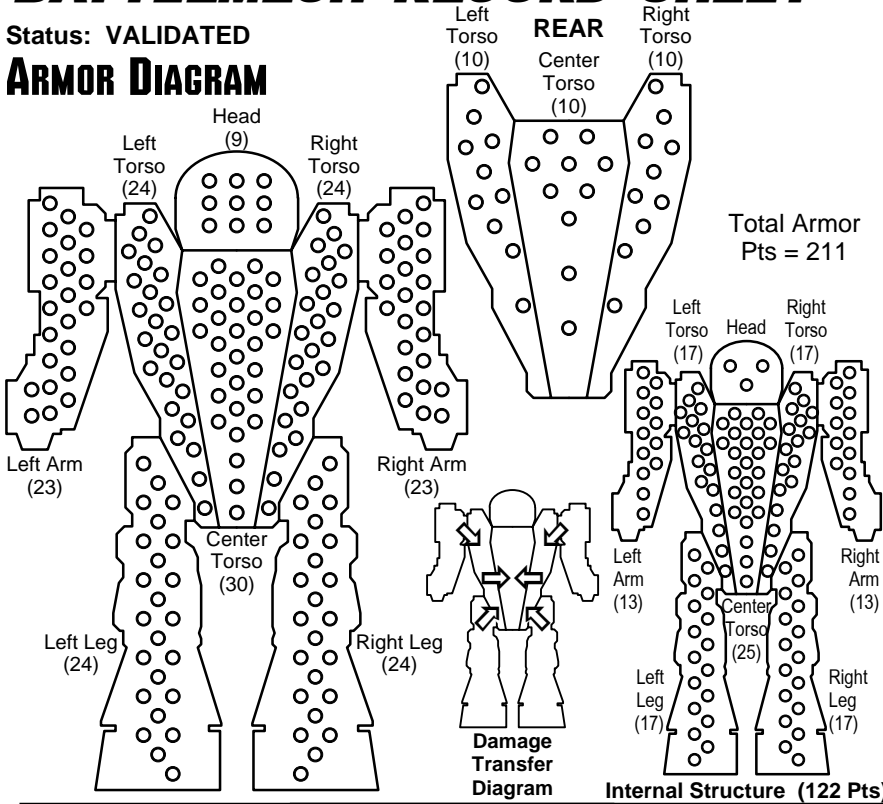
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 211

Internal Structure (122 Pts)

'MECH DATA

Type: **Gargoyle (Man O' War) A**

Mass: **80 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** **Clan**
 Running: **8** **Biped OmniMech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER PPC	RA	15	15	-	7	14	23
1	Large Pulse Laser	LA	10	10	-	6	14	20
1	Medium Pulse Laser	LA	4	7	-	4	8	12
1	ER Medium Laser	LA	5	7	-	5	10	15
1	ER Small Laser	LA	2	5	-	2	4	6

Total Heat Sinks: **16 Double (32)**

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Auto Eject: **Weapon Heat:**

Operational Disabled **(51)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Large Pulse Laser
 - Large Pulse Laser
- 1-3
- Medium Pulse Laser
 - ER Medium Laser
 - ER Small Laser
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Torso

- XL Engine
 - XL Engine
 - Ferro-Fibrous
 - Ferro-Fibrous
 - 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
- Ferro-Fibrous
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Roll Again
 - Roll Again
- 4-6

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **2,166**
 Weapon Value: **3,090 / 3,090**
 Cost, C-Bills: **26,234,962**

Right Arm

- Shoulder
 - Upper Arm Actuator
 - ER PPC
 - ER PPC
 - ER PPC
 - ER PPC
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Torso

- XL Engine
 - XL Engine
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Leg

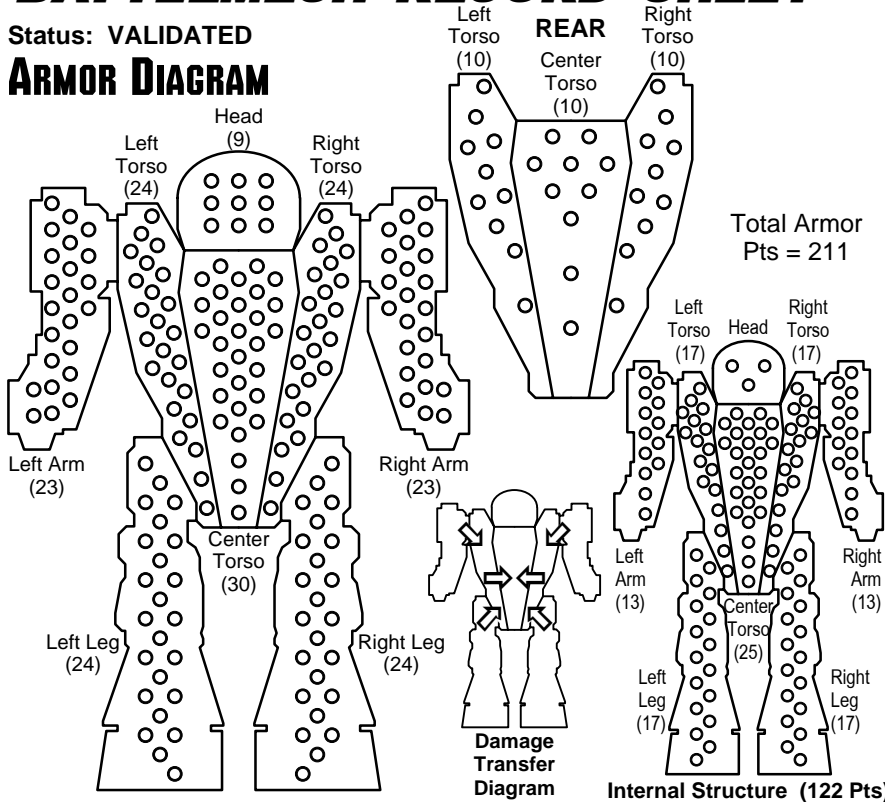
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Gargoyle (Man O' War) Prime**
 Mass: **80 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **5** **Clan**
 Running: **8** **Biped OmniMech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	CT	2	5	-	2	4	6
1	LB 5-X AC	LA	1	5	3	8	15	24
1	SRM 6	LA	4	2/hit	-	3	6	9
1	LB 5-X AC	RA	1	5	3	8	15	24
1	SRM 6	RA	4	2/hit	-	3	6	9

Ammo Type: **Rounds:** **BV:**

LB 5-X AC	40	33
SRM 6	30	19

Total Heat Sinks: 16 Double (32)
 ○○○○○○○○○○○○ ○○○○○○

Auto Eject: **Weapon Heat:**
 Operational Disabled **(12)**

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

<p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator LB 5-X AC LB 5-X AC LB 5-X AC LB 5-X AC <p>1-3</p> <ol style="list-style-type: none"> SRM 6 Roll Again <p>4-6</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again <p>Left Torso (CASE)</p> <ol style="list-style-type: none"> XL Engine XL Engine Ammo (LB 5-X) 20 Ammo (SRM 6) 15 Ferro-Fibrous Ferro-Fibrous <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Ferro-Fibrous Roll Again 	<p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Ferro-Fibrous Sensors Life Support <p>Center Torso</p> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro XL Engine XL Engine XL Engine ER Small Laser Roll Again <p>4-6</p>	<p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator LB 5-X AC LB 5-X AC LB 5-X AC LB 5-X AC <p>1-3</p> <ol style="list-style-type: none"> SRM 6 Roll Again <p>4-6</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again <p>Right Torso (CASE)</p> <ol style="list-style-type: none"> XL Engine XL Engine Ammo (LB 5-X) 20 Ammo (SRM 6) 15 Ferro-Fibrous Ferro-Fibrous <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again <p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Ferro-Fibrous Roll Again
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Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Battle Value: **1,342**
 Weapon Value: **1,469 / 1,469**
 Cost, C-Bills: **26,024,812**

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	

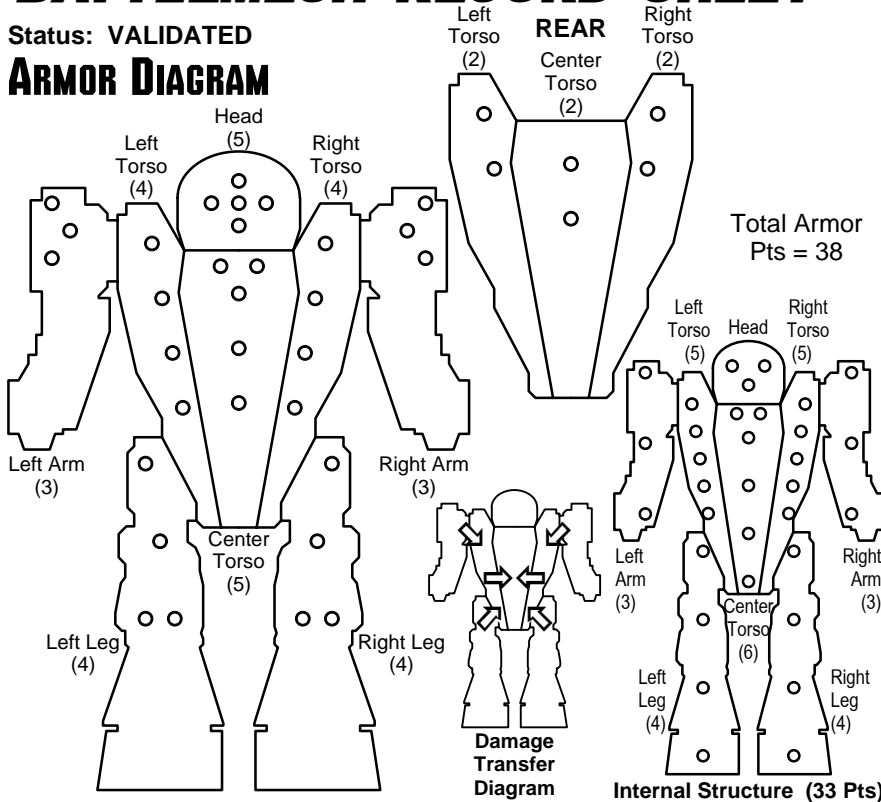


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 38

Internal Structure (33 Pts)

'MECH DATA

Type: **Fire Moth (Dasher) D**

Mass: **20 tons**

Movement Points: Tech, Config. & Level:

Walking: **10** Clan
 Running: **15 [20]** Biped OmniMech
 Jumping: **0** Level 2 / 3050

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	LA	5	7	-	5	10	15
2	ER Medium Laser	RA	5	7	-	5	10	15
1	ER Medium Laser	RT	5	7	-	5	10	15
1	Flamer	RT	3	2	-	1	2	3
1	Targeting Computer							

Total Heat Sinks: **10 Double (20)**

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Auto Eject: Operational Disabled

Weapon Heat: **(28)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- ER Medium Laser

- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Endo Steel
- Ferro-Fibrous

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Engine
- XL Engine
- XL Engine
- MASC
- Endo Steel

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **1,446**
 Weapon Value: **582 / 582**
 Cost, C-Bills: **4,154,051**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- ER Medium Laser

- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Targeting Computer
- ER Medium Laser

- Flamer
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- 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	
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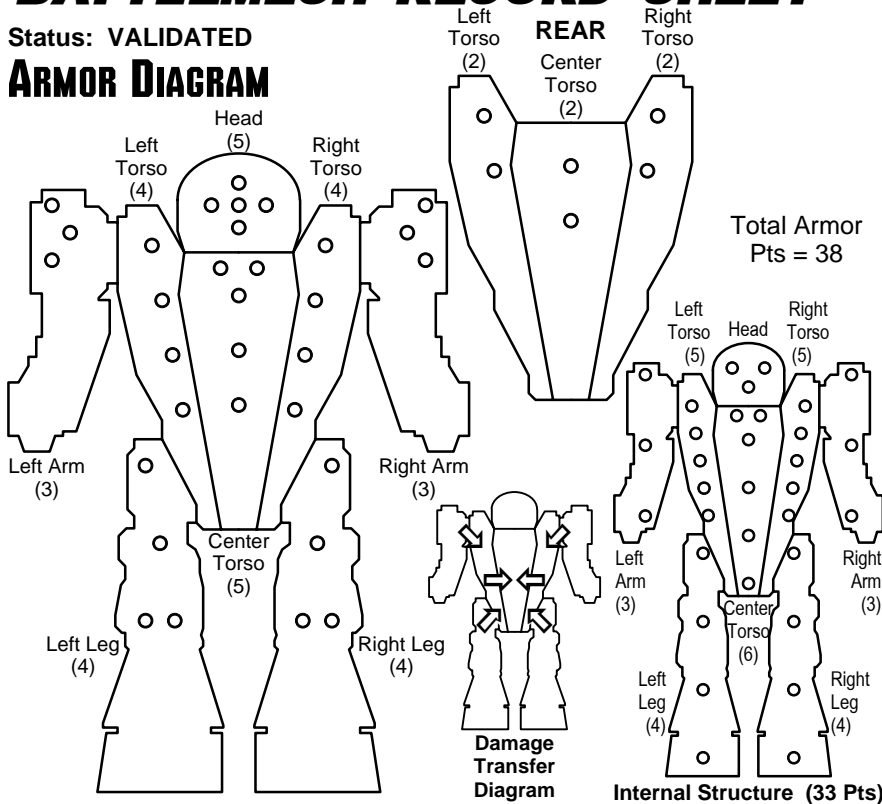
WIZKIDS

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Fire Moth (Dasher) C**

Mass: **20 tons**

Movement Points: Tech, Config. & Level:

Walking: **10** Clan
 Running: **15 [20]** Biped OmniMech
 Jumping: **0** Level 2 / 3050

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 5	LA	2	1/hit	-	7	14	21
1	LRM 5	RA	2	1/hit	-	7	14	21
1	Anti-Missile System	RT	1	2d6	-	-	-	-

Ammo Type:	Rounds:	BV:
LRM 5	48	34
Anti-Missile System	48	59

Total Heat Sinks: **10 Double (20)**
 ○○○○○○○○○○

Auto Eject: Operational Disabled
 Weapon Heat: **(5)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- LRM 5
- Ammo (LRM 5) 24

- 1-3 Endo Steel
- 1-3 Ferro-Fibrous
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again

Left Torso

- XL Engine
- XL Engine
- 1-3 Double Heat Sink
- 1-3 Double Heat Sink
- Endo Steel
- Ferro-Fibrous

- 1-3 Ferro-Fibrous
- 1-3 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
- Endo Steel
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- 1-3 XL Engine
- 1-3 XL Engine
- 1-3 XL Engine
- 1-3 Gyro
- 1-3 Gyro
- 1-3 Gyro

- 4-6 Gyro
- 4-6 XL Engine
- 4-6 XL Engine
- 4-6 XL Engine
- 4-6 MASC
- 4-6 Endo Steel

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **636**
 Weapon Value: **108 / 108**
 Cost, C-Bills: **4,088,801**

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Ammo (LRM 5) 24
- LRM 5

- 1-3 Endo Steel
- 1-3 Ferro-Fibrous
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again

Right Torso (CASE)

- XL Engine
- XL Engine
- 1-3 Double Heat Sink
- 1-3 Double Heat Sink
- Anti-Missile System
- Ammo (AMS) 24

- 1-3 Ammo (AMS) 24
- 1-3 Endo Steel
- 4-6 Ferro-Fibrous
- 4-6 Ferro-Fibrous
- 4-6 Roll Again
- 4-6 Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- 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	
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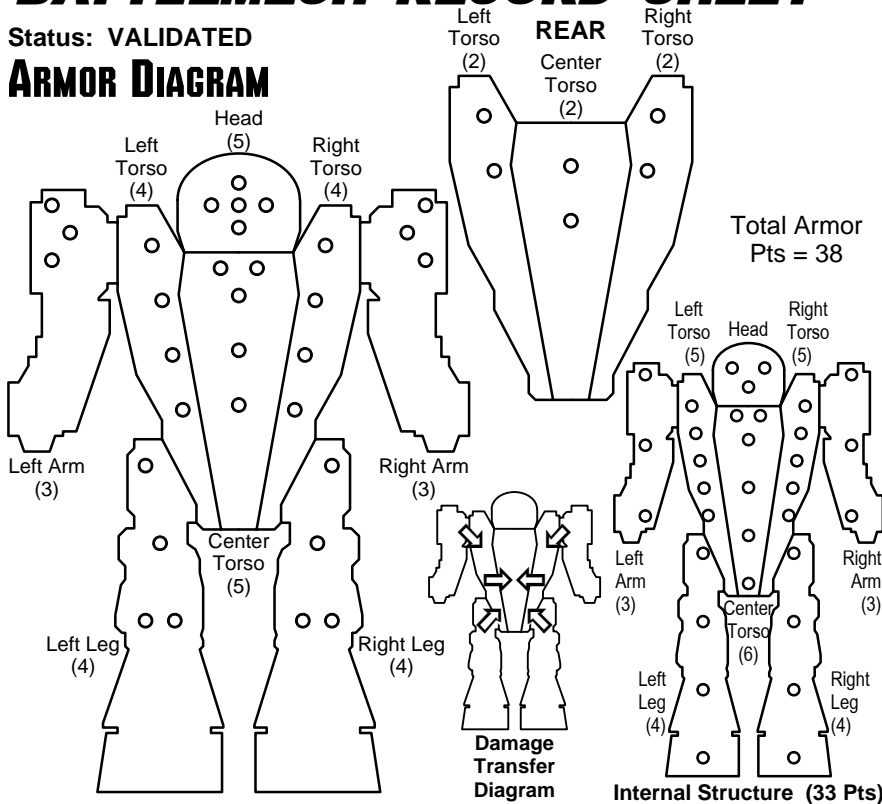


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Fire Moth (Dasher) B**

Mass: **20 tons**

Movement Points: Tech, Config. & Level:

Walking: **10** Clan
 Running: **15 [20]** Biped OmniMech
 Jumping: **0** Level 2 / 3050

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	LA	4	7	-	4	8	12
1	ECM Suite	RA	0	-	-	-	-	6
2	Machine Gun	RA	0	2	-	1	2	3
1	Anti-Personnel Pod	RL	0	-	-	-	-	-
1	Medium Pulse Laser	RT	4	7	-	4	8	12

Ammo Type: Machine Gun Rounds: 100 BV: 1

Total Heat Sinks: **10 Double (20)**
 ○○○○○○○○○○

Auto Eject: Operational Disabled Weapon Heat: **(8)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Pulse Laser
- Endo Steel

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Endo Steel
- Ferro-Fibrous

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Engine
- XL Engine
- XL Engine
- MASC
- Endo Steel

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **840**
 Weapon Value: **245 / 245**
 Cost, C-Bills: **4,100,801**

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ECM Suite
- Machine Gun

- Machine Gun
- Ammo (MG) 100
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again

Right Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Medium Pulse Laser
- Endo Steel

- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Anti-Personnel Pod
- Endo Steel

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	

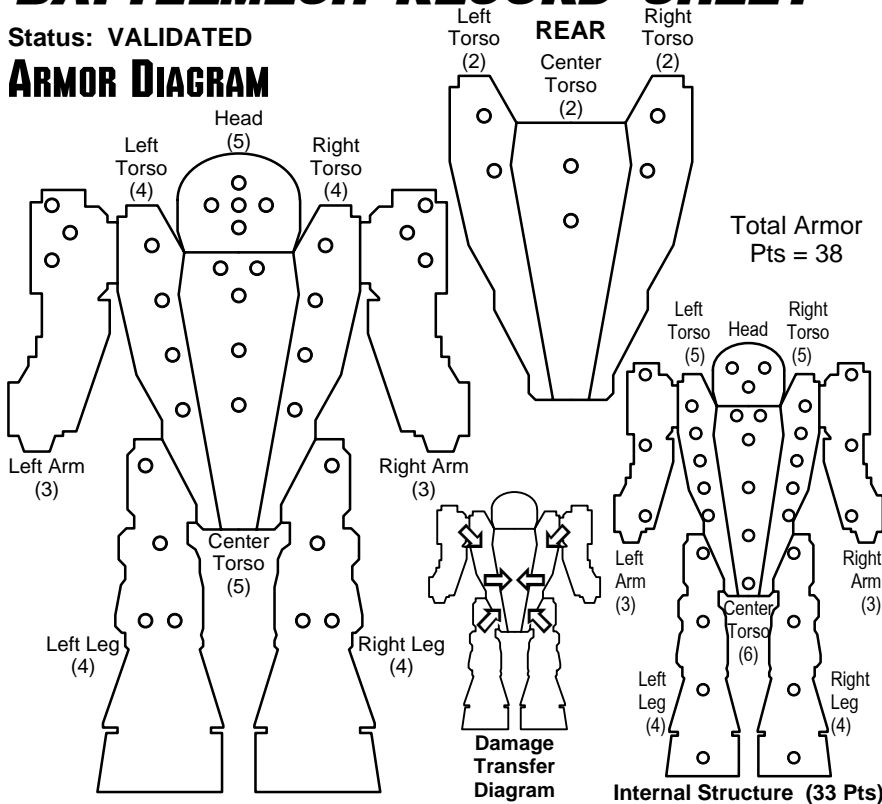


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Fire Moth (Dasher) A**

Mass: **20 tons**

Movement Points: Tech, Config. & Level:

Walking: **10** Clan
 Running: **15 [20]** Biped OmniMech
 Jumping: **0** Level 2 / 3050

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Anti-Missile System	LA	1	2d6	-	-	-	-
1	TAG	RA	0	-	-	5	9	15
1	Active Probe	RA	0	-	-	-	-	5
1	Streak SRM 4	RT	3	2/hit	-	4	8	12

Ammo Type: Rounds: BV:

Anti-Missile System	24	29
Streak SRM 4	25	24

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject: Operational Disabled **Weapon Heat: (4)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	



CRITICAL HIT TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Anti-Missile System
- Ammo (AMS) 24

- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Endo Steel
- Ferro-Fibrous

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Engine
- XL Engine
- XL Engine
- MASC
- Endo Steel

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **550**
 Weapon Value: **105 / 70**
 Cost, C-Bills: **4,421,801**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- TAG
- Active Probe

- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso (CASE)

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Streak SRM 4
- Ammo (Streak 4) 25

- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

Right Leg

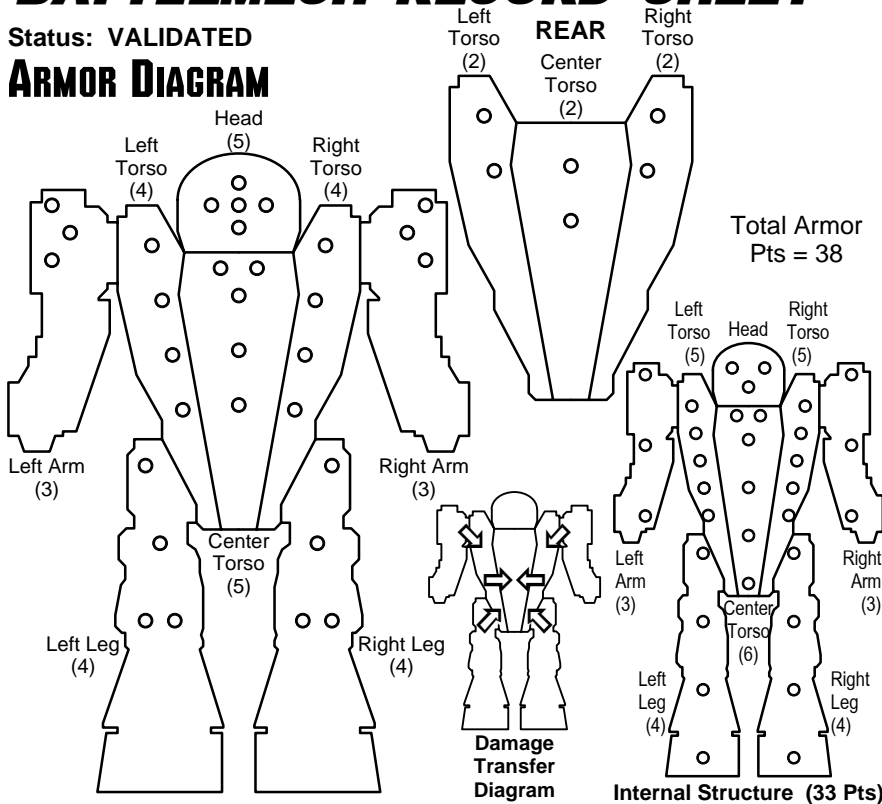
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Fire Moth (Dasher) Prime**
 Mass: **20 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **10** Clan
 Running: **15 [20]** Biped OmniMech
 Jumping: **0** Level 2 / 3050

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	LA	5	7	-	5	10	15
1	SRM 6	RA	4	2/hit	-	3	6	9
1	SRM 4	RT	3	2/hit	-	3	6	9

Ammo Type: **Rounds:** **BV:**

SRM 6	15	17
SRM 4	25	12

Total Heat Sinks: 10 Double (20)
 ○○○○○○○○○○

Auto Eject: **Weapon Heat:**
 Operational Disabled **(17)**

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

<p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator ER Medium Laser ER Medium Laser <p>1-3</p> <ol style="list-style-type: none"> Endo Steel Ferro-Fibrous <p>4-6</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again <p>Left Torso</p> <ol style="list-style-type: none"> XL Engine XL Engine Double Heat Sink Double Heat Sink Endo Steel Ferro-Fibrous <p>1-3</p> <ol style="list-style-type: none"> Ferro-Fibrous Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Endo Steel Roll Again 	<p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Ferro-Fibrous Sensors Life Support <p>1-3</p> <p>Center Torso</p> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro XL Engine XL Engine XL Engine MASC Endo Steel <p>4-6</p>	<p>Right Arm (CASE)</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator SRM 6 Ammo (SRM 6) 15 <p>1-3</p> <ol style="list-style-type: none"> Endo Steel Ferro-Fibrous Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <p>Right Torso (CASE)</p> <ol style="list-style-type: none"> XL Engine XL Engine Double Heat Sink Double Heat Sink SRM 4 Ammo (SRM 4) 25 <p>1-3</p> <ol style="list-style-type: none"> Endo Steel Ferro-Fibrous Ferro-Fibrous Roll Again Roll Again Roll Again <p>4-6</p> <p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Endo Steel Roll Again
--	---	--

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Battle Value: **982**
 Weapon Value: **383 / 383**
 Cost, C-Bills: **4,208,801**

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	
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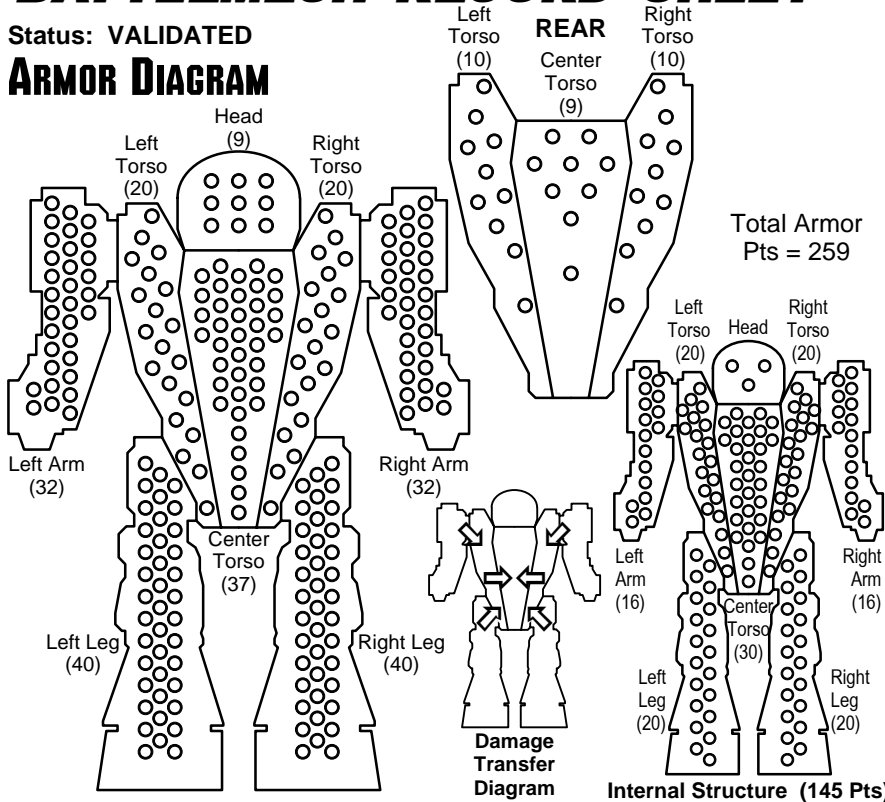


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 259

Internal Structure (145 Pts)

'MECH DATA

Type: **Executioner (Gladiator) B**

Mass: **95 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** Clan
 Running: **6 [8]** Biped OmniMech
 Jumping: **4** Level 2 / 3050

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/20	LA	7	20	-	4	8	12
1	ER PPC	RA	15	15	-	7	14	23
1	Anti-Missile System	RT	1	2d6	-	-	-	-
1	ER Medium Laser	RT	5	7	-	5	10	15

Ammo Type: Rounds: BV:

Ultra AC/20	15	185
Anti-Missile System	24	27

Total Heat Sinks: **19 Double (38)**

○○○○○○○○○○ ○○○○○○○○○

Auto Eject: Operational Disabled

Weapon Heat: **(35)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- 1 Ultra AC/20
- Ultra AC/20
- 3 Ultra AC/20
- Ultra AC/20
- 4-6 Ferro-Fibrous
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1 Double Heat Sink
- Double Heat Sink
- 3 ER PPC
- ER PPC
- 4-6 Ferro-Fibrous
- Roll Again

Center Torso

- XL Engine
- XL Engine
- 3 XL Engine
- Gyro
- Gyro
- Gyro

Right Torso (CASE)

- XL Engine
- XL Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Anti-Missile System
- ER Medium Laser
- 1 Ammo (AMS) 24
- Ferro-Fibrous
- 3 Ferro-Fibrous
- Roll Again
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

Left Torso (CASE)

- XL Engine
- XL Engine
- 1-3 MASC
- MASC
- MASC
- MASC
- 1 Ammo (Ult AC/20) 5
- Ammo (Ult AC/20) 5
- 3 Ammo (Ult AC/20) 5
- 4-6 Roll Again
- Roll Again
- Roll Again

1-3

1-3

4-6

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **2,783**

Weapon Value: **3,275 / 3,275**

Cost, C-Bills: **36,343,533**

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

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	
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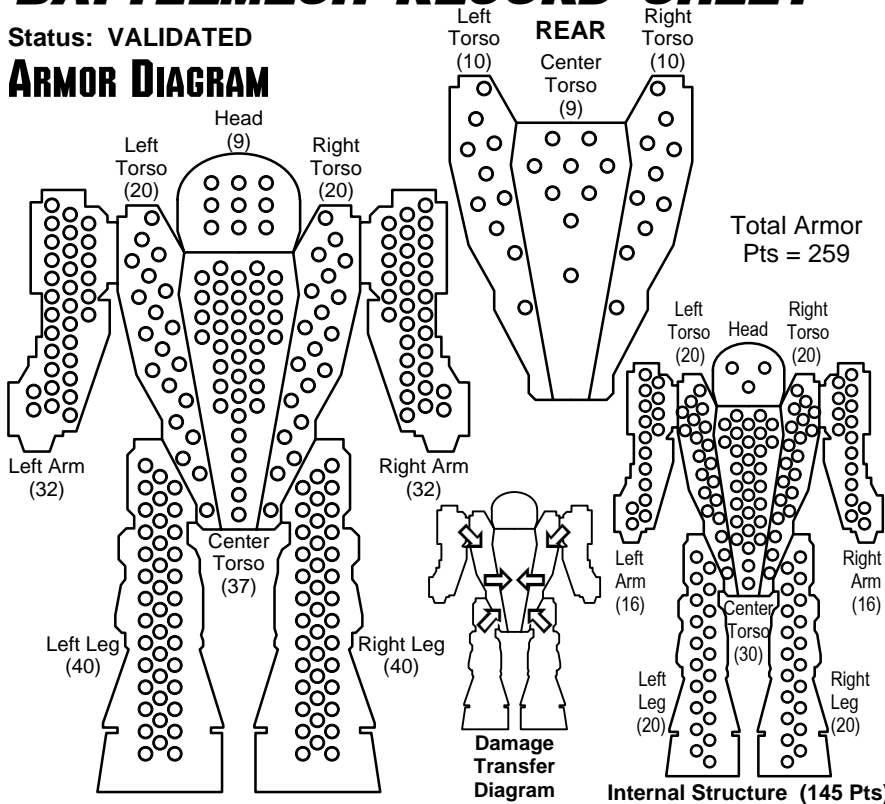
WIZKIDS

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 259

Internal Structure (145 Pts)

'MECH DATA

Type: **Executioner (Gladiator) D**
 Mass: **95 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **4** Clan
 Running: **6 [8]** Biped OmniMech
 Jumping: **4** Level 2 / 3050

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	SRM 6	LA	4	2/hit	-	3	6	9
1	Large Pulse Laser	RA	10	10	-	6	14	20
3	Medium Pulse Laser	RA	4	7	-	4	8	12
3	Small Pulse Laser	RA	2	3	-	2	4	6
2	Small Pulse Laser	RT	2	3	-	2	4	6
1	ER Small Laser	LT	2	5	-	2	4	6

Ammo Type: SRM 6 **Rounds:** 45 **BV:** 37

Total Heat Sinks: 19 Double (38)
 ○○○○○○○○○○ ○○○○○○○○

Auto Eject: Operational Disabled **Weapon Heat:** (42)

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	



CRITICAL HIT TABLE

Left Arm (CASE)

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - SRM 6
 - SRM 6
- 1-3
- Ammo (SRM 6) 15
 - Ammo (SRM 6) 15
 - Ammo (SRM 6) 15
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
- 4-6

Left Torso

- XL Engine
 - XL Engine
 - MASC
 - MASC
 - MASC
 - MASC
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - ER Small Laser
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Ferro-Fibrous
 - Ferro-Fibrous
- 4-6

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **2,384**
 Weapon Value: **4,337 / 4,337**
 Cost, C-Bills: **35,435,808**

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Large Pulse Laser
 - Large Pulse Laser
 - Medium Pulse Laser
 - Medium Pulse Laser
- 1-3
- Medium Pulse Laser
 - Small Pulse Laser
 - Small Pulse Laser
 - Small Pulse Laser
 - Ferro-Fibrous
 - Roll Again
- 4-6

Right Torso

- XL Engine
 - XL Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Small Pulse Laser
 - Small Pulse Laser
 - Ferro-Fibrous
 - Ferro-Fibrous
- 4-6

Right Leg

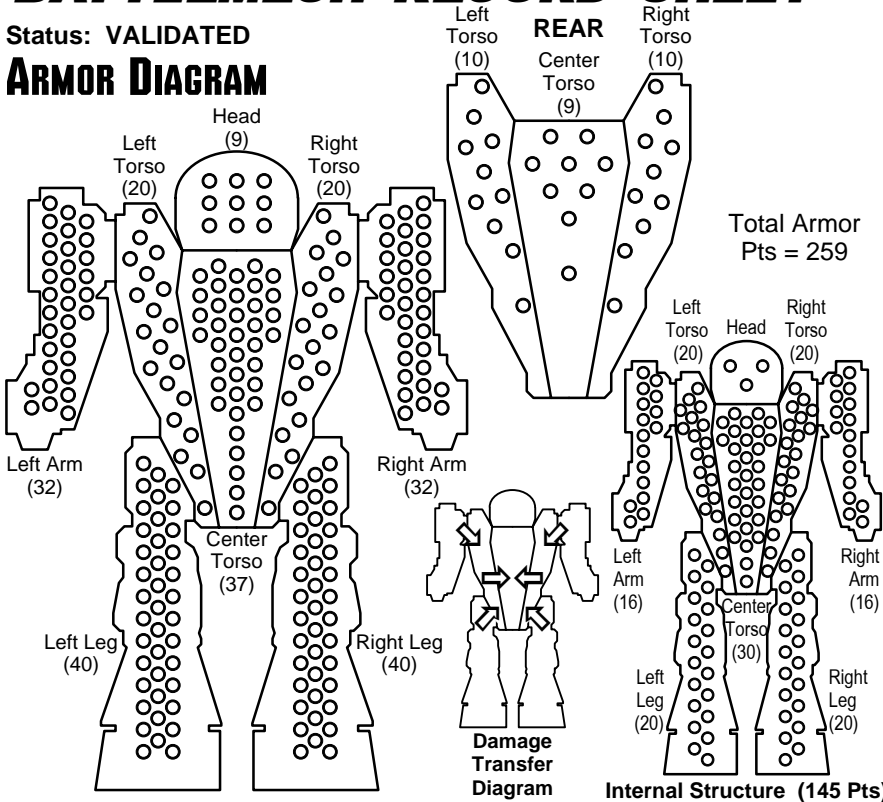
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 259

Internal Structure (145 Pts)

'MECH DATA

Type: **Executioner (Gladiator) C**

Mass: **95 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** **Clan**
 Running: **6 [8]** **Biped OmniMech**
 Jumping: **4** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20 w/ Artemis IV	LA	6	1/hit	-	7	14	21
1	Ultra AC/20	RA	7	20	-	4	8	12
1	ER Small Laser	LT	2	5	-	2	4	6
1	Targeting Computer							

Ammo Type: Rounds: BV:

LRM 20	12	95
Ultra AC/20	15	185

Total Heat Sinks: **16 Double (32)**

○○○○○○○○○○ ○○○○○○

Auto Eject: Weapon Heat:

Operational Disabled (22)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	



CRITICAL HIT TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 LRM 20
- LRM 20
- LRM 20
- 1 LRM 20
- Artemis IV FCS
- 4-6 Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- Ferro-Fibrous
- Roll Again

Left Torso

- XL Engine
- XL Engine
- 1-3 MASC
- MASC
- MASC
- MASC
- 1 ER Small Laser
- 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
- Jump Jet
- Jump Jet

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- 1-3 XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro
- 1 Gyro
- 2 XL Engine
- 3 XL Engine
- 4 XL Engine
- 5 Ferro-Fibrous
- 6 Ferro-Fibrous

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **2,531**

Weapon Value: **2,791 / 2,592**

Cost, C-Bills: **36,382,533**

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- 1 Ultra AC/20
- Ultra AC/20
- 4-6 Ultra AC/20
- Ultra AC/20
- Ferro-Fibrous
- Roll Again

Right Torso (CASE)

- XL Engine
- XL Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Targeting Computer
- Targeting Computer
- 1 Targeting Computer
- 2 Ammo (Ult AC/20) 5
- 3 Ammo (Ult AC/20) 5
- 4 Ammo (Ult AC/20) 5
- 5 Ferro-Fibrous
- 6 Ferro-Fibrous

Right Leg

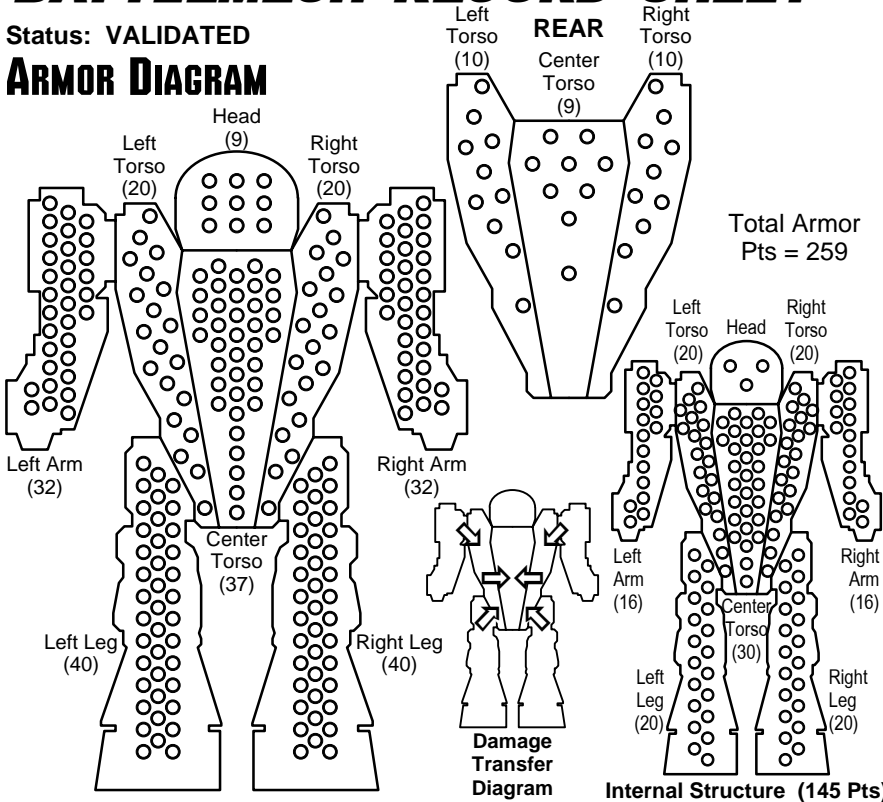
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 259

Internal Structure (145 Pts)

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 1-3. Double Heat Sink
- 4. Double Heat Sink
- 5. Large Pulse Laser
- 6. Large Pulse Laser
- 1. Large Pulse Laser
- 2. Large Pulse Laser
- 3. Large Pulse Laser
- 4. Large Pulse Laser
- 4-6. Ferro-Fibrous
- 5. Roll Again

Left Torso

- 1. XL Engine
- 2. XL Engine
- 1-3. MASC
- 4. MASC
- 5. MASC
- 6. MASC
- 1. Roll Again
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 4-6. 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

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Ferro-Fibrous
- 5. Sensors
- 6. Life Support

Center Torso

- 1. XL Engine
- 2. XL Engine
- 1-3. XL Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro
- 1. Gyro
- 2. XL Engine
- 3. XL Engine
- 4-6. XL Engine
- 5. Ferro-Fibrous
- 6. Ferro-Fibrous

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **2,761**
 Weapon Value: **4,661 / 4,661**
 Cost, C-Bills: **35,828,610**

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 1-3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Double Heat Sink
- 1. Double Heat Sink
- 2. ER Medium Laser
- 3. ER Medium Laser
- 4. ER Medium Laser
- 4-6. ER Medium Laser
- 5. Ferro-Fibrous

Right Torso (CASE)

- 1. XL Engine
- 2. XL Engine
- 1-3. Double Heat Sink
- 4. Double Heat Sink
- 5. Machine Gun
- 6. Machine Gun
- 1. Ammo (MG) 200
- 2. Ferro-Fibrous
- 3. Ferro-Fibrous
- 4. Roll Again
- 4-6. 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: **Executioner (Gladiator) A**

Mass: **95 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** **Clan**
 Running: **6 [8]** **Biped OmniMech**
 Jumping: **4** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	Large Pulse Laser	LA	10	10	-	6	14	20
4	ER Medium Laser	RA	5	7	-	5	10	15
2	Machine Gun	RT	0	2	-	1	2	3

Ammo Type: Rounds: BV:
 Machine Gun 200 2

Total Heat Sinks: **19 Double (38)**

○○○○○○○○○○○○○○ ○○○○○○○○○

Auto Eject: Weapon Heat:
 Operational Disabled **(50)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

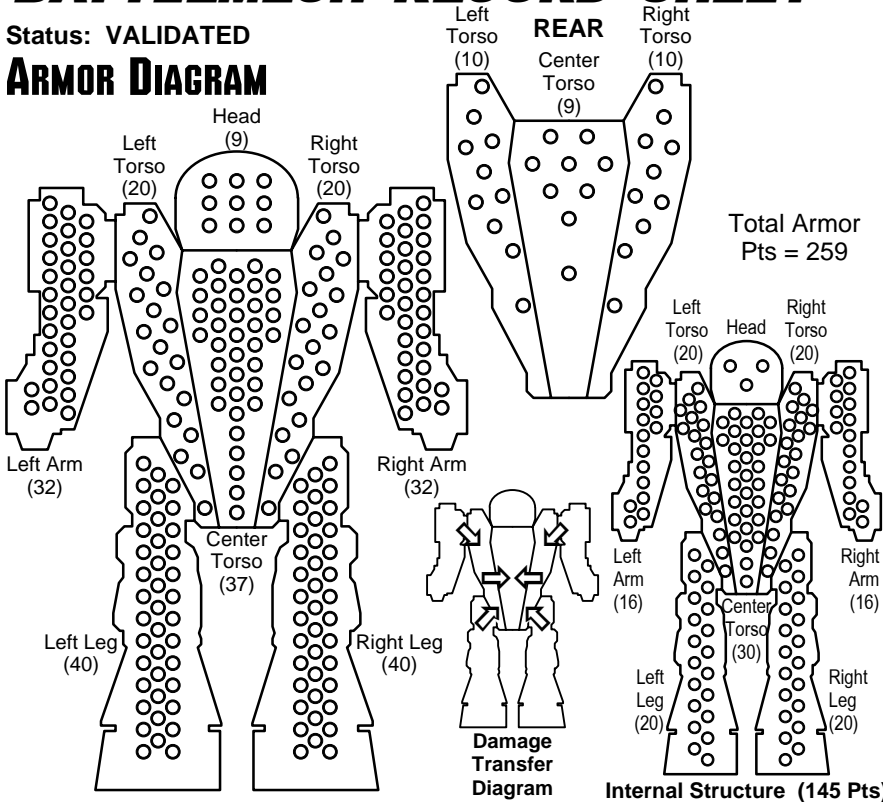


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: Executioner (Gladiator) Prime

Mass: 95 tons

Movement Points: Tech, Config. & Level:

Walking: 4 **Clan**
 Running: 6 [8] **Biped OmniMech**
 Jumping: 4 **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	LA	1	15	2	7	15	22
2	ER Large Laser	RA	12	10	-	8	15	25
2	Machine Gun	RT	0	2	-	1	2	3

Ammo Type: Rounds: BV:

Gauss Rifle	16	116
Machine Gun	200	2

Total Heat Sinks: 19 Double (38)

○○○○○○○○○○ ○○○○○○○○○

Auto Eject: Weapon Heat:

Operational Disabled (25)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

CRITICAL HIT TABLE

Left Arm (CASE)

- Shoulder
 - Upper Arm Actuator
 - Double Heat Sink
 - Double Heat Sink
 - Gauss Rifle
 - Gauss Rifle
- 1-3
- Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
 - Ferro-Fibrous
 - Roll Again
- 4-6

Left Torso

- XL Engine
 - XL Engine
 - MASC
 - MASC
 - MASC
 - MASC
- 1-3
- Ammo (Gauss) 8
 - Ammo (Gauss) 8
 - 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

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Ferro-Fibrous
 - Ferro-Fibrous
- 4-6

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: 2,586

Weapon Value: 3,361 / 3,361

Cost, C-Bills: 35,713,072

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - ER Large Laser
 - ER Large Laser
 - Ferro-Fibrous
 - Roll Again
- 4-6

Right Torso (CASE)

- XL Engine
 - XL Engine
 - Double Heat Sink
 - Double Heat Sink
 - Machine Gun
 - Machine Gun
- 1-3
- Ammo (MG) 200
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Leg

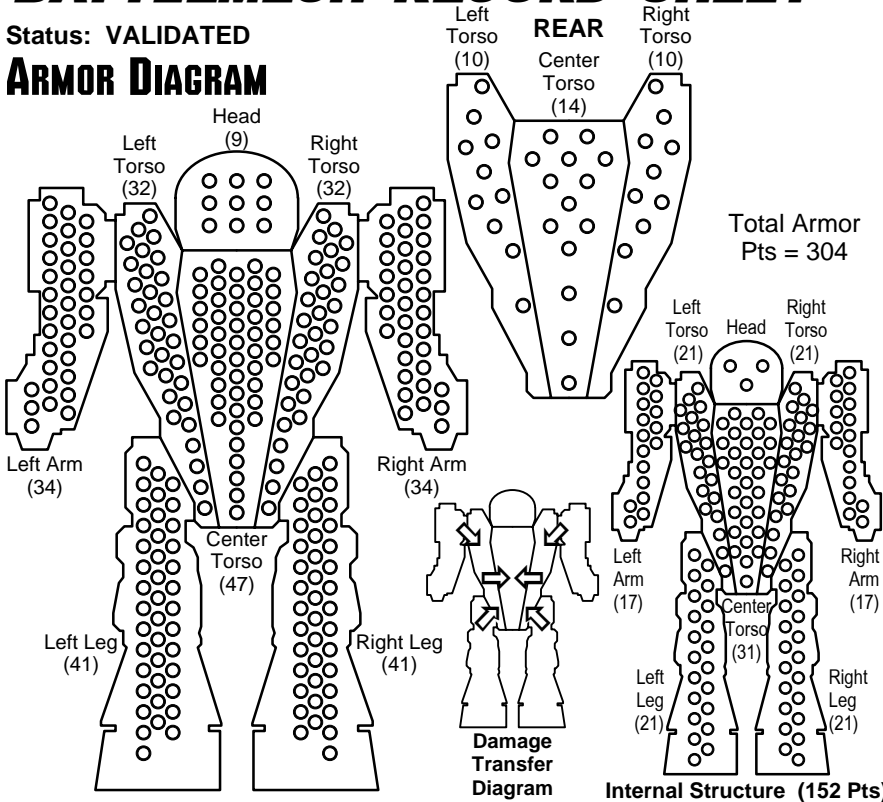
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 304

Internal Structure (152 Pts)

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- 4 Double Heat Sink
- 5 Double Heat Sink
- 6 Double Heat Sink
- 1 Double Heat Sink
- 2 Double Heat Sink
- 4-6 3 Large Pulse Laser
- 4 Large Pulse Laser
- ER PPC
- ER PPC

Left Torso

- XL Engine
- XL Engine
- 1-3 Double Heat Sink
- 4 Double Heat Sink
- 5 Double Heat Sink
- 6 Double Heat Sink
- 1 Double Heat Sink
- 2 Double Heat Sink
- 4-6 3 Double Heat Sink
- 4 Double Heat Sink
- 5 Double Heat Sink
- 6 Double Heat Sink

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

Head

- Life Support
- Sensors
- Cockpit
- ER Small Laser
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- 1-3 XL Engine
- 4 Gyro
- 5 Gyro
- 6 Gyro
- 1 Gyro
- 2 XL Engine
- 3 XL Engine
- 4-6 XL Engine
- 5 ER Medium Laser
- 6 ER Medium Laser

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **2,534**
 Weapon Value: **5,396 / 5,396**
 Cost, C-Bills: **29,278,124**

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- 4 Double Heat Sink
- 5 Double Heat Sink
- 6 Double Heat Sink
- 1 Large Pulse Laser
- 2 Large Pulse Laser
- 4-6 ER PPC
- 3 ER PPC
- 5 Ammo (Ult AC/20) 5
- 6 Ammo (Ult AC/20) 5

Right Torso

- XL Engine
- XL Engine
- 1-3 Double Heat Sink
- 4 Double Heat Sink
- 5 Ultra AC/20
- 6 Ultra AC/20
- 1 Ultra AC/20
- 2 Ultra AC/20
- 3 Ultra AC/20
- 4 Ultra AC/20
- 5 Ultra AC/20
- 6 Ultra AC/20

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- 5 Double Heat Sink
- 6 Double Heat Sink

'MECH DATA

Type: **Dire Wolf (Daishi) Widowmaker**

Mass: **100 tons**

Movement Points: **Tech, Config. & Level:**

Walking: **3** **Clan**
 Running: **5** **Biped OmniMech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	CT	5	7	-	5	10	15
1	ER Small Laser	HD	2	5	-	2	4	6
1	Large Pulse Laser	LA	10	10	-	6	14	20
1	ER PPC	LA	15	15	-	7	14	23
1	Large Pulse Laser	RA	10	10	-	6	14	20
1	ER PPC	RA	15	15	-	7	14	23
1	Ultra AC/20	RT	7	20	-	4	8	12

Ammo Type: **Ultra AC/20** Rounds: **10** BV: **70**

Total Heat Sinks: 25 Double (50)

○○○○○○○○○○ ○○○○○○○○○
 ○○○○

Auto Eject: Weapon Heat:

Operational Disabled **(76)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

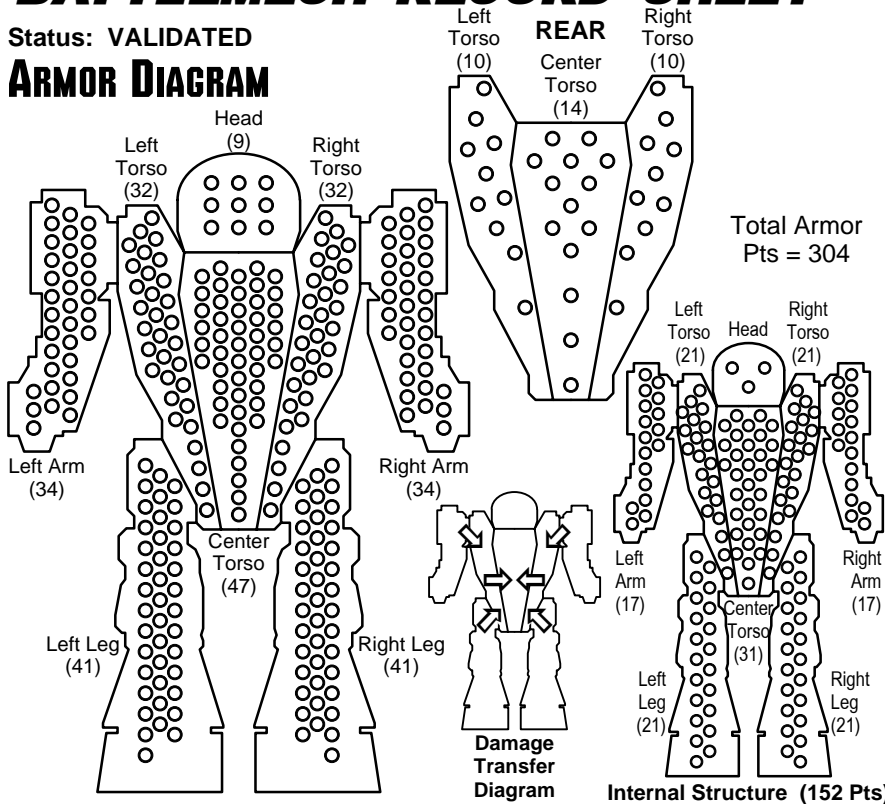
WIZKIDS

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: **Dire Wolf (Daishi) B**

Mass: **100 tons**

Movement Points: Tech, Config. & Level:

Walking: **3** **Clan**
 Running: **5** **Biped OmniMech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	CT	2	5	-	2	4	6
2	ER PPC	LA	15	15	-	7	14	23
2	Medium Pulse Laser	LA	4	7	-	4	8	12
2	Ultra AC/2	LT	1	2	2	9	18	27
1	LB 10-X AC	RA	2	10	-	6	12	18
2	Ultra AC/2	RT	1	2	2	9	18	27

Ammo Type:	Rounds:	BV:
LB 10-X AC	20	38
Ultra AC/2	90	16

Total Heat Sinks: **15 Double (30)**

○○○○○○○○○○ ○○○○

Auto Eject: Weapon Heat:

Operational Disabled **(50)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- ER PPC
- ER PPC
- ER PPC
- ER PPC
- Medium Pulse Laser
- Medium Pulse Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Engine
- XL Engine
- XL Engine
- ER Small Laser
- Roll Again

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **2,127**
 Weapon Value: **3,772 / 3,772**
 Cost, C-Bills: **29,368,124**

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- Ammo (LB 10-X) 10
- Ammo (LB 10-X) 10
- Roll Again
- Roll Again
- Roll Again

Right Torso (CASE)

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Ultra AC/2
- Ultra AC/2
- Ultra AC/2
- Ultra AC/2
- Ultra AC/2
- Roll Again
- Roll Again
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- 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	

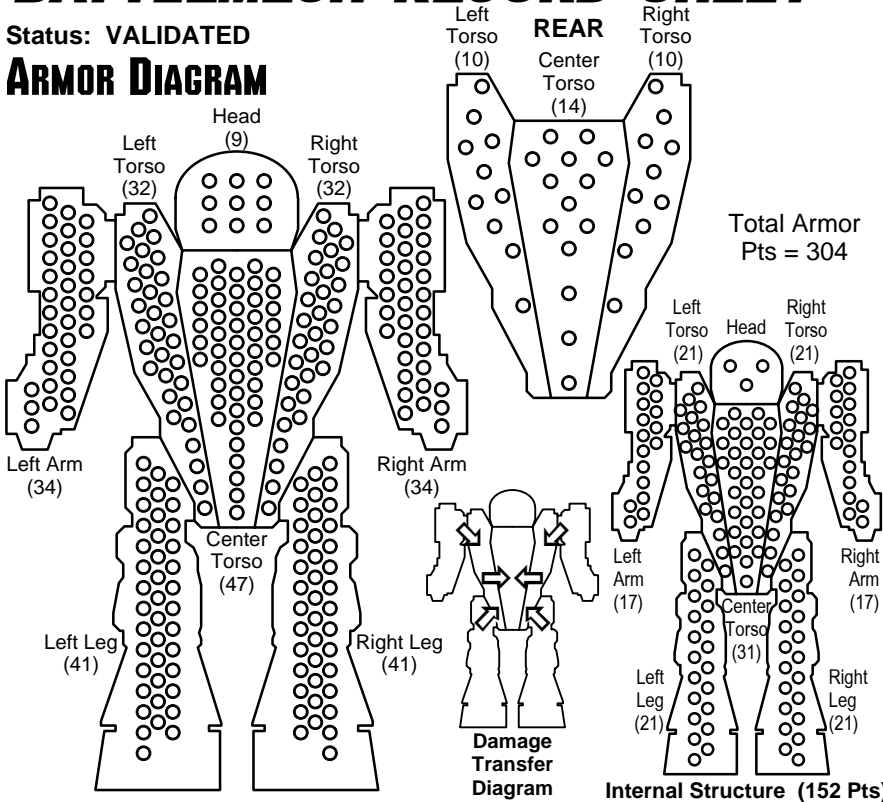


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Dire Wolf (Daishi) A**

Mass: **100 tons**

Movement Points: Tech, Config. & Level:

Walking: **3** **Clan**
 Running: **5** **Biped OmniMech**
 Jumping: **0** **Level 2 / 3050**

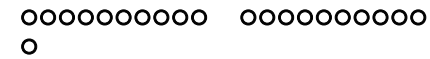
Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	LA	1	15	2	7	15	22
2	Streak SRM 6	LT	4	2/hit	-	4	8	12
3	Large Pulse Laser	RA	10	10	-	6	14	20
1	Anti-Missile System	RT	1	2d6	-	-	-	-

Ammo Type: Rounds: BV:

Gauss Rifle	24	99
Streak SRM 6	30	30
Anti-Missile System	72	76

Total Heat Sinks: 21 Double (42)



Auto Eject: Weapon Heat: (40)

Operational Disabled

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- 1-3 Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- 1 Gauss Rifle
- Gauss Rifle
- 4-6 3 Ammo (Gauss) 8
- 4 Ammo (Gauss) 8
- 5 Ammo (Gauss) 8
- 6 Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- 3 Lower Arm Actuator
- 1-3 Double Heat Sink
- 4 Double Heat Sink
- 6 Large Pulse Laser
- 1 Large Pulse Laser
- 2 Large Pulse Laser
- 4-6 3 Large Pulse Laser
- 4 Large Pulse Laser
- 5 Large Pulse Laser
- 6 Roll Again

Center Torso

- 1-3 XL Engine
- XL Engine
- XL Engine
- Gyro
- 5 Gyro
- 6 Gyro

Right Torso (CASE)

- 1 XL Engine
- 2 XL Engine
- 1-3 Double Heat Sink
- 4 Double Heat Sink
- 5 Double Heat Sink
- 6 Double Heat Sink
- 1 Double Heat Sink
- 2 Double Heat Sink
- 3 Anti-Missile System
- 4 Ammo (AMS) 24
- 5 Ammo (AMS) 24
- 6 Ammo (AMS) 24

Left Torso (CASE)

- 1 XL Engine
- 2 XL Engine
- 1-3 Double Heat Sink
- 4 Double Heat Sink
- 5 Double Heat Sink
- 6 Double Heat Sink
- 1 Streak SRM 6
- 2 Streak SRM 6
- 3 Streak SRM 6
- 4 Streak SRM 6
- 4-6 5 Ammo (Streak 6) 15
- 6 Ammo (Streak 6) 15

- 1 Gyro
- 2 XL Engine
- 3 XL Engine
- 4 XL Engine
- 5 Double Heat Sink
- 6 Double Heat Sink

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **2,689**

Weapon Value: **6,308 / 5,837**

Cost, C-Bills: **28,725,000**

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

HEAT SCALE

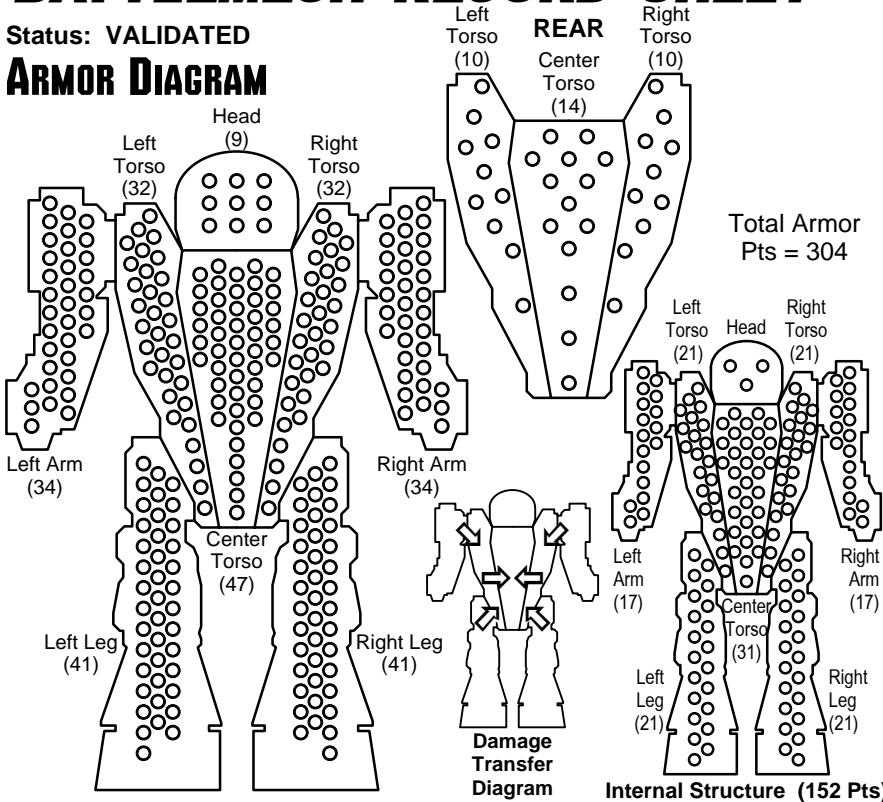
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement 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®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 304

Internal Structure (152 Pts)

'MECH DATA

Type: **Dire Wolf (Daishi) Prime**

Mass: **100 tons**

Movement Points: Tech, Config. & Level:

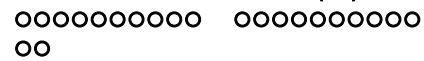
Walking: **3** **Clan**
 Running: **5** **Biped OmniMech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Large Laser	LA	12	10	-	8	15	25
2	Medium Pulse Laser	LA	4	7	-	4	8	12
1	Ultra AC/5	LA	1	5	-	7	14	21
1	LRM 10	LT	4	1/hit	-	7	14	21
2	ER Large Laser	RA	12	10	-	8	15	25
2	Medium Pulse Laser	RA	4	7	-	4	8	12
1	Ultra AC/5	RA	1	5	-	7	14	21

Ammo Type:	Rounds:	BV:
Ultra AC/5	40	30
LRM 10	12	14

Total Heat Sinks: 22 Double (44)



Auto Eject: **Weapon Heat:**

Operational Disabled **(72)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

CRITICAL HIT TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- ER Large Laser
- ER Large Laser
- Medium Pulse Laser
- Medium Pulse Laser

1-3

- Ultra AC/5
- Ultra AC/5
- Ultra AC/5
- Ammo (Ult AC/5) 20
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- LRM 10
- Ammo (LRM 10) 12

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink

4-6

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **2,341**

Weapon Value: **5,474 / 5,474**

Cost, C-Bills: **29,350,000**

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- ER Large Laser
- ER Large Laser
- Medium Pulse Laser
- Medium Pulse Laser

1-3

- Ultra AC/5
- Ultra AC/5
- Ultra AC/5
- Ammo (Ult AC/5) 20
- Roll Again
- Roll Again

4-6

Right Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Roll Again
- Roll Again

4-6

Right Leg

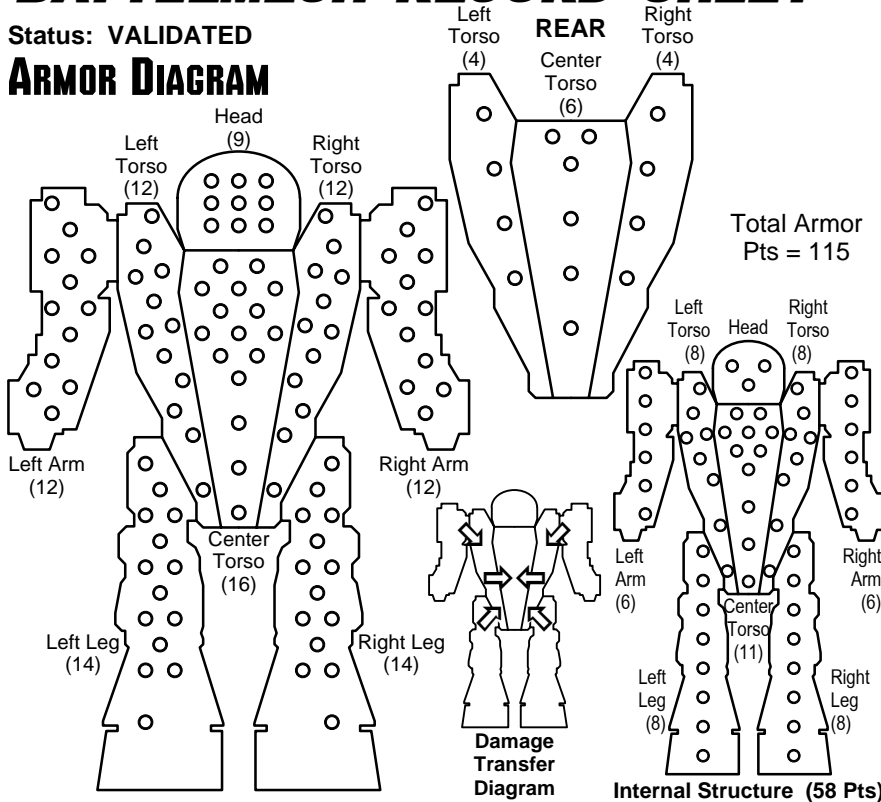
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Adder (Puma) D**

Mass: **35 tons**

Movement Points: Tech, Config. & Level:

Walking: **6** **Clan**
 Running: **9** **Biped OmniMech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	CT	3	2	-	1	2	3
1	ER Large Laser	LA	12	10	-	8	15	25
1	Streak SRM 2	LT	2	2/hit	-	4	8	12
1	Ultra AC/5	RA	1	5	-	7	14	21
1	Streak SRM 2	RT	2	2/hit	-	4	8	12

Ammo Type: Rounds: BV:

Ultra AC/5	20	22
Streak SRM 2	100	15

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject: Weapon Heat:

Operational Disabled **(21)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Large Laser
- Ferro-Fibrous

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Streak SRM 2
- Ammo (Streak 2) 50

1-3

- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **1,130**

Weapon Value: **1,005 / 942**

Cost, C-Bills: **7,132,304**

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Ultra AC/5
- Ultra AC/5
- Ultra AC/5
- Ammo (Ult AC/5) 20

1-3

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Streak SRM 2
- Ammo (Streak 2) 50

1-3

- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

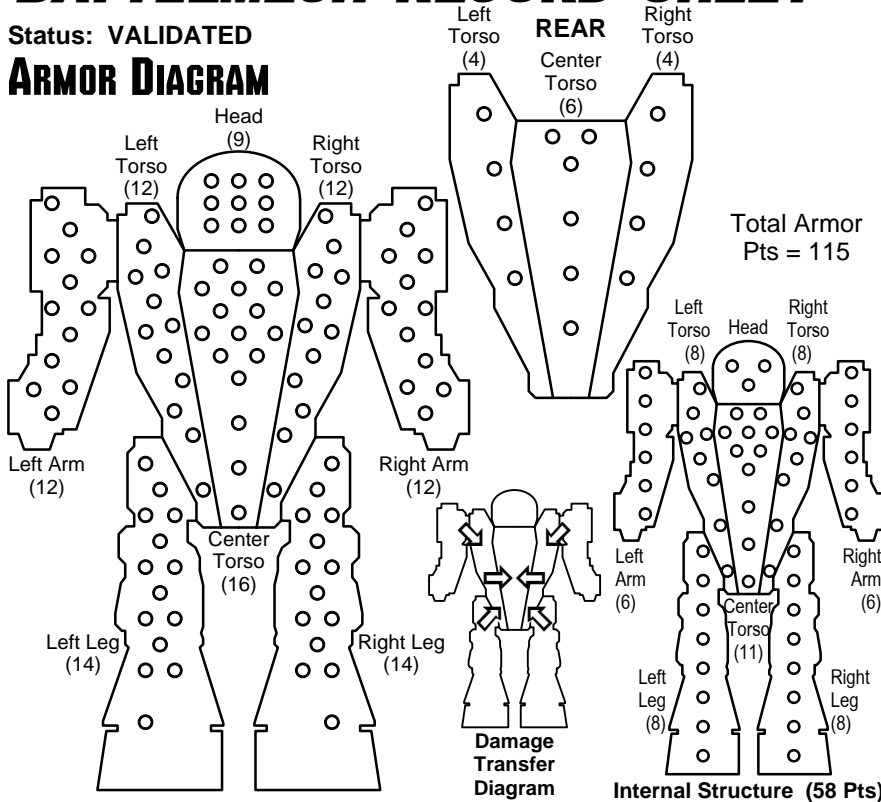
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Adder (Puma) C**

Mass: **35 tons**

Movement Points: Tech, Config. & Level:

Walking: **6** **Clan**
 Running: **9** **Biped OmniMech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	CT	3	2	-	1	2	3
1	LRM 15	LA	5	1/hit	-	7	14	21
1	Medium Pulse Laser	LT	4	7	-	4	8	12
1	LRM 15	RA	5	1/hit	-	7	14	21
1	Narc Missile Beacon	RT	0	-	-	4	8	12

Ammo Type: Rounds: BV:

LRM 15	32	126
Narc Missile Beacon	6	0

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject: Weapon Heat:

Operational Disabled **(17)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

CRITICAL HIT TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- LRM 15
- LRM 15
- Ammo (LRM 15) 8

- Ammo (LRM 15) 8
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Medium Pulse Laser
- Endo Steel

- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Flamer
- Endo Steel

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **1,268**
 Weapon Value: **1,112 / 1,112**
 Cost, C-Bills: **7,285,444**

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Ammo (LRM 15) 8
- Ammo (LRM 15) 8

- LRM 15
- LRM 15
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

Right Torso (CASE)

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Narc Missile Beacon
- Ammo (Narc Pods) 6

- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

Right Leg

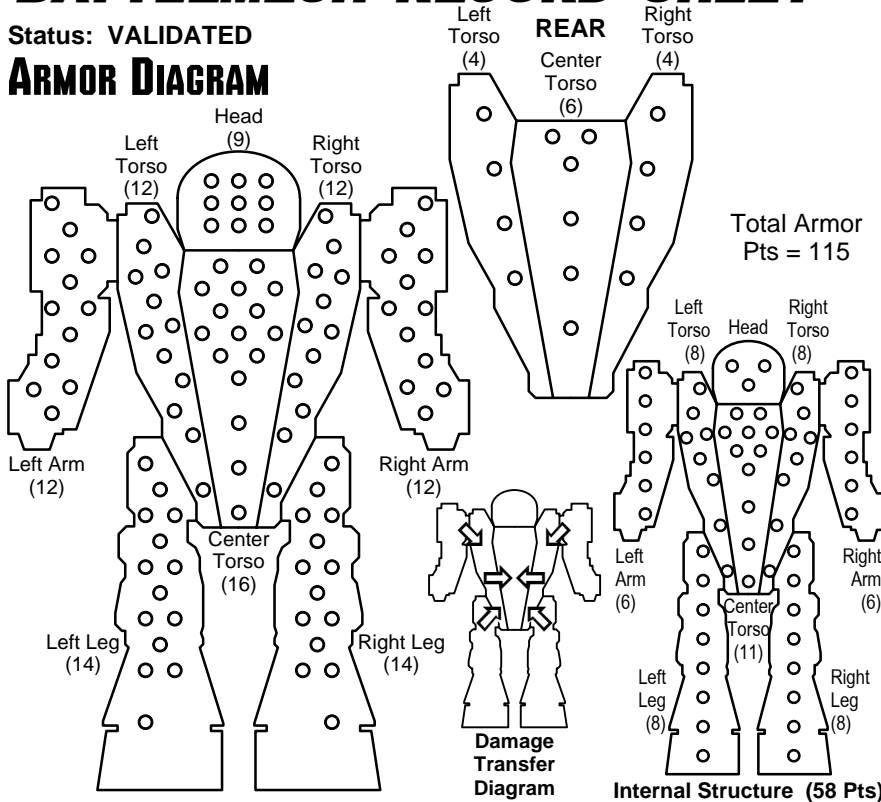
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Adder (Puma) B**
 Mass: **35 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **6** **Clan**
 Running: **9** **Biped OmniMech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	CT	3	2	-	1	2	3
1	LB 5-X AC	LA	1	5	3	8	15	24
1	ER Medium Laser	LT	5	7	-	5	10	15
1	Large Pulse Laser	RA	10	10	-	6	14	20
1	ER Medium Laser	RT	5	7	-	5	10	15

Ammo Type: **Rounds:** **BV:**
 LB 5-X AC 20 18

Total Heat Sinks: 10 Double (20)
 ○○○○○○○○○○

Auto Eject: **Weapon Heat:**
 Operational Disabled **(24)**

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	Roll Again
28	Ammo Explosion, avoid on 8+
27	Roll Again
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	Roll Again
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	Roll Again
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	Roll Again
11	-2 Movement Points
10	-2 Movement Points
9	Roll Again
8	+1 Modifier to Fire
7	Roll Again
6	-1 Movement Points
5	-1 Movement Points
4	Roll Again
3	Roll Again
2	Roll Again
1	Roll Again
0	Roll Again



CRITICAL HIT TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- LB 5-X AC
- LB 5-X AC
- LB 5-X AC
- LB 5-X AC
- Ammo (LB 5-X) 20
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- ER Medium Laser
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro
- Gyro
- XL Engine
- XL Engine
- XL Engine
- Flamer
- Endo Steel

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **1,176**
 Weapon Value: **1,220 / 1,220**
 Cost, C-Bills: **7,042,866**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Large Pulse Laser
- Large Pulse Laser
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- ER Medium Laser
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

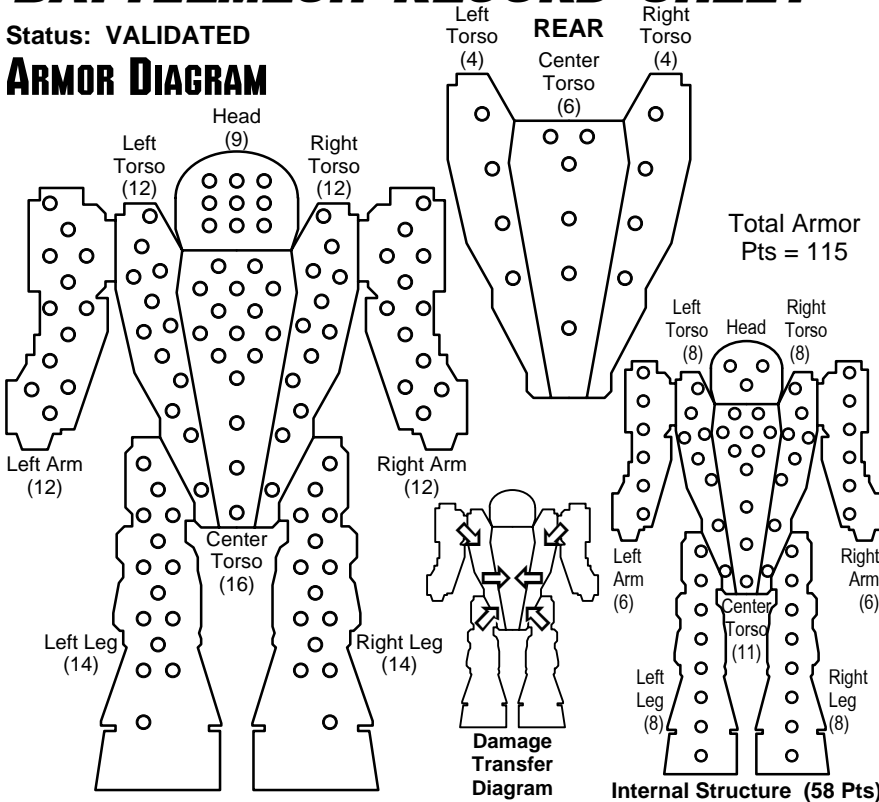
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Adder (Puma) A**

Mass: **35 tons**

Movement Points: Tech, Config. & Level:

Walking: **6** **Clan**
 Running: **9** **Biped OmniMech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	CT	3	2	-	1	2	3
1	LRM 20	LA	6	1/hit	-	7	14	21
1	Small Pulse Laser	LT	2	3	-	2	4	6
1	LRM 20	RA	6	1/hit	-	7	14	21
1	Small Pulse Laser	RT	2	3	-	2	4	6

Ammo Type: Rounds: BV:
 LRM 20 24 162

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject: Weapon Heat:
 Operational Disabled **(19)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	



CRITICAL HIT TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- Ferro-Fibrous
- Roll Again

Left Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Small Pulse Laser
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro
- Gyro
- XL Engine
- XL Engine
- XL Engine
- Flamer
- Endo Steel

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **1,304**
 Weapon Value: **1,135 / 1,135**
 Cost, C-Bills: **7,232,794**

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- LRM 20
- LRM 20
- LRM 20
- Ferro-Fibrous
- Roll Again

Right Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Small Pulse Laser
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

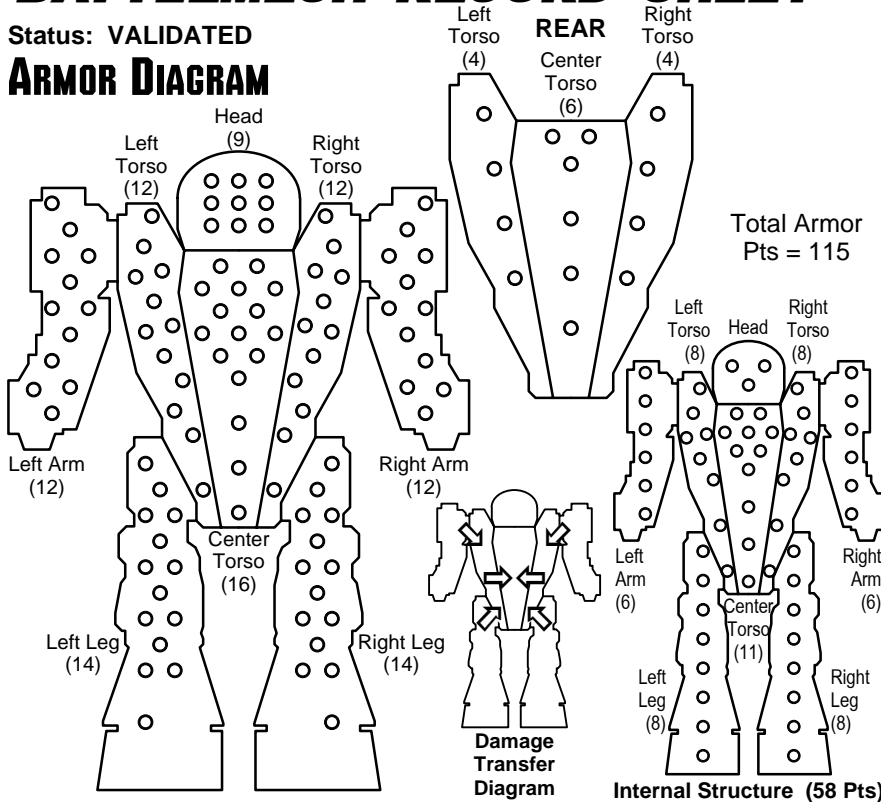
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

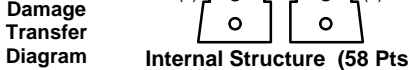
BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 115



'MECH DATA

Type: **Adder (Puma) Prime**

Mass: **35 tons**

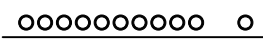
Movement Points: Tech, Config. & Level:

Walking: **6** **Clan**
 Running: **9** **Biped OmniMech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	CT	3	2	-	1	2	3
1	ER PPC	LA	15	15	-	7	14	23
1	ER PPC	RA	15	15	-	7	14	23
1	Targeting Computer							

Total Heat Sinks: **11 Double (22)**



Auto Eject: **Weapon Heat:**

Operational Disabled **(33)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- ER PPC
- ER PPC
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- ER PPC
- ER PPC
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

Right Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Targeting Computer
- Targeting Computer
- Targeting Computer
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

Left Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Battle Value: **1,560**
 Weapon Value: **1,292 / 1,292**
 Cost, C-Bills: **7,021,688**