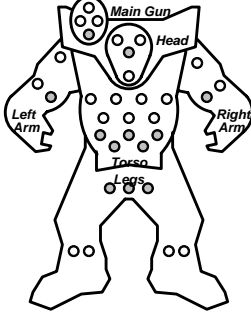


# BATTLETECH® PROTOMECH RECORD SHEET

## Armor Diagram



Proto Type: Centaur 2

Tons: 5 MP Walk/Run/Jump: 6/9/-

Gunnery: BV: 100

### Hit Locations and Critical Hits

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

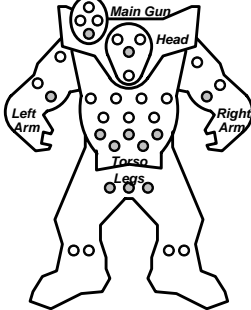
### Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	Heavy Small Laser	6	-	1	2	3
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	SRM 2	2/hit	-	3	6	9
Torso B:	---	-	-	-	-	-

Ammo: SRM 2(10)

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

## Armor Diagram



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Tons: 5 MP Walk/Run/Jump: 6/9/-

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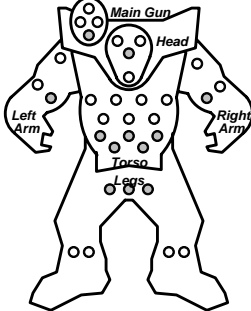
### Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	Heavy Small Laser	6	-	1	2	3
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	SRM 2	2/hit	-	3	6	9
Torso B:	---	-	-	-	-	-

Ammo: SRM 2(10)

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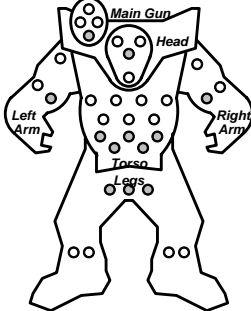
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LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	Heavy Small Laser	6	-	1	2	3
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	SRM 2	2/hit	-	3	6	9
Torso B:	---	-	-	-	-	-

Ammo: SRM 2(10)

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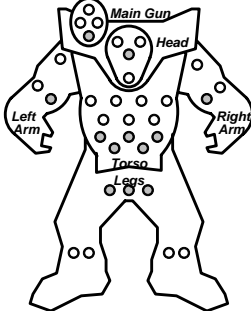
### Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	Heavy Small Laser	6	-	1	2	3
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	SRM 2	2/hit	-	3	6	9
Torso B:	---	-	-	-	-	-

Ammo: SRM 2(10)

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1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

### Weapons Inventory

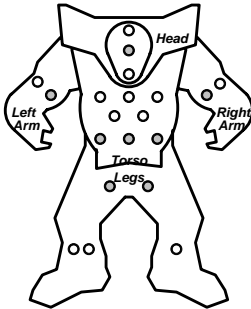
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	Heavy Small Laser	6	-	1	2	3
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	SRM 2	2/hit	-	3	6	9
Torso B:	---	-	-	-	-	-

Ammo: SRM 2(10)

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

# BATTLETECH® PROTOMECH RECORD SHEET

## Armor Diagram



Proto Type: **Siren**

Tons: **3** MP Walk/Run/Jump: **10/15/-** Gunnery: **BV: 52**

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

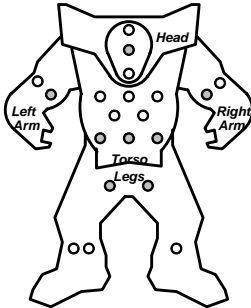
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	-	-	-	-	-
Right Arm:	Light Machine Gun	1	-	2	4	6
Left Arm:	Light Machine Gun	1	-	2	4	6
Torso A:	—	-	-	-	-	-
Torso B:	—	-	-	-	-	-

Ammo: LMG(20)

Pilot Hits Taken	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
Conscious #	3+	5+	7+	10+	11+	Dead

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Proto Type: **Siren**

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6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

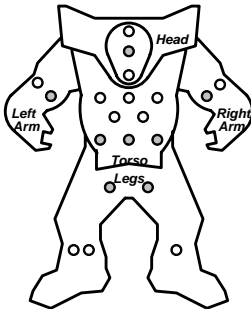
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	-	-	-	-	-
Right Arm:	Light Machine Gun	1	-	2	4	6
Left Arm:	Light Machine Gun	1	-	2	4	6
Torso A:	—	-	-	-	-	-
Torso B:	—	-	-	-	-	-

Ammo: LMG(20)

Pilot Hits Taken	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
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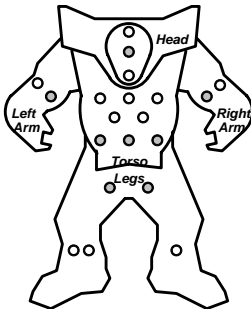
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	-	-	-	-	-
Right Arm:	Light Machine Gun	1	-	2	4	6
Left Arm:	Light Machine Gun	1	-	2	4	6
Torso A:	—	-	-	-	-	-
Torso B:	—	-	-	-	-	-

Ammo: LMG(20)

Pilot Hits Taken	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
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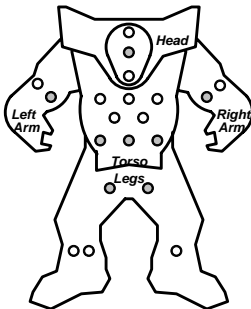
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1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

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LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	-	-	-	-	-
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Torso A:	—	-	-	-	-	-
Torso B:	—	-	-	-	-	-

Ammo: LMG(20)

Pilot Hits Taken	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
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1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

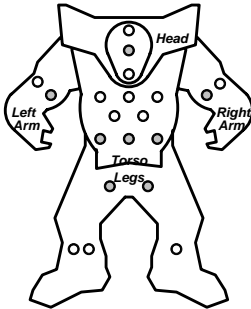
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LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	-	-	-	-	-
Right Arm:	Light Machine Gun	1	-	2	4	6
Left Arm:	Light Machine Gun	1	-	2	4	6
Torso A:	—	-	-	-	-	-
Torso B:	—	-	-	-	-	-

Ammo: LMG(20)

Pilot Hits Taken	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
Conscious #	3+	5+	7+	10+	11+	Dead

# BATTLETECH® PROTOMECH RECORD SHEET

## Armor Diagram



Proto Type: **Siren 3**

Tons: **3** MP Walk/Run/Jump: **8/12/-** Gunnery: **BV: 86**

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

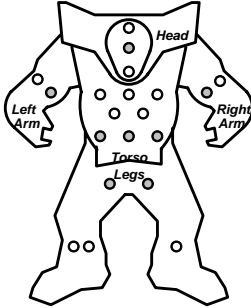
\* Roll 1D6:  
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Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	—	—	—	—	—
Right Arm:	SRM 1	2/hit	—	3	6	9
Left Arm:	SRM 1	2/hit	—	3	6	9
Torso A:	—	—	—	—	—	—
Torso B:	—	—	—	—	—	—

Ammo: SRM 1(20)

Pilot Hits Taken	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
Conscious #	3+	5+	7+	10+	11+	Dead

## Armor Diagram



Proto Type: **Siren 3**

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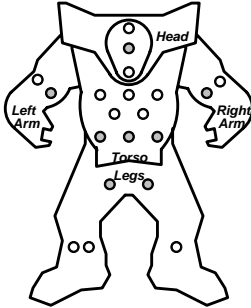
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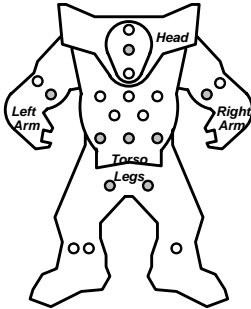
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Left Arm:	SRM 1	2/hit	—	3	6	9
Torso A:	—	—	—	—	—	—
Torso B:	—	—	—	—	—	—

Ammo: SRM 1(20)

Pilot Hits Taken	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
Conscious #	3+	5+	7+	10+	11+	Dead

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6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

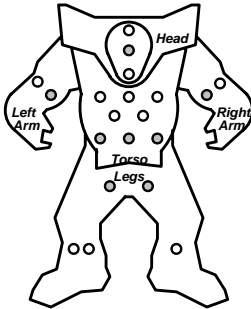
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

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LOCATION	TYPE	Dmg	Min	S	M	L
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Right Arm:	SRM 1	2/hit	—	3	6	9
Left Arm:	SRM 1	2/hit	—	3	6	9
Torso A:	—	—	—	—	—	—
Torso B:	—	—	—	—	—	—

Ammo: SRM 1(20)

Pilot Hits Taken	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
Conscious #	3+	5+	7+	10+	11+	Dead

## Armor Diagram



Proto Type: **Siren 3**

Tons: **3** MP Walk/Run/Jump: **8/12/-** Gunnery: **BV: 86**

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

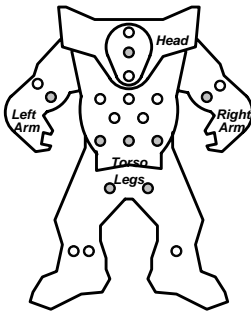
Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	—	—	—	—	—
Right Arm:	SRM 1	2/hit	—	3	6	9
Left Arm:	SRM 1	2/hit	—	3	6	9
Torso A:	—	—	—	—	—	—
Torso B:	—	—	—	—	—	—

Ammo: SRM 1(20)

Pilot Hits Taken	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
Conscious #	3+	5+	7+	10+	11+	Dead

# BATTLETECH® PROTOMECH RECORD SHEET

## Armor Diagram



Proto Type: **Siren 2**

Tons: **3** MP Walk/Run/Jump: **10/15/-** Gunnery: **BV: 52**

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

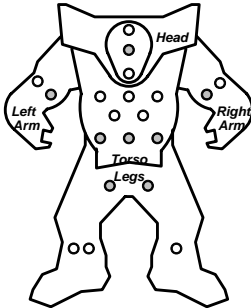
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	-	-	-	-	-
Right Arm:	Machine Gun	2	-	1	2	3
Left Arm:	Machine Gun	2	-	1	2	3
Torso A:	—	-	-	-	-	-
Torso B:	—	-	-	-	-	-

Ammo: MG(20)

Pilot Hits Taken	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
Conscious #	3+	5+	7+	10+	11+	Dead

## Armor Diagram



Proto Type: **Siren 2**

Tons: **3** MP Walk/Run/Jump: **10/15/-** Gunnery: **BV: 52**

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

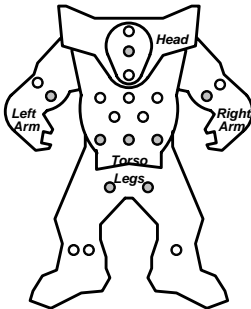
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	-	-	-	-	-
Right Arm:	Machine Gun	2	-	1	2	3
Left Arm:	Machine Gun	2	-	1	2	3
Torso A:	—	-	-	-	-	-
Torso B:	—	-	-	-	-	-

Ammo: MG(20)

Pilot Hits Taken	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
Conscious #	3+	5+	7+	10+	11+	Dead

## Armor Diagram



Proto Type: **Siren 2**

Tons: **3** MP Walk/Run/Jump: **10/15/-** Gunnery: **BV: 52**

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

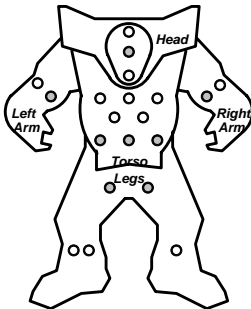
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	-	-	-	-	-
Right Arm:	Machine Gun	2	-	1	2	3
Left Arm:	Machine Gun	2	-	1	2	3
Torso A:	—	-	-	-	-	-
Torso B:	—	-	-	-	-	-

Ammo: MG(20)

Pilot Hits Taken	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
Conscious #	3+	5+	7+	10+	11+	Dead

## Armor Diagram



Proto Type: **Siren 2**

Tons: **3** MP Walk/Run/Jump: **10/15/-** Gunnery: **BV: 52**

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

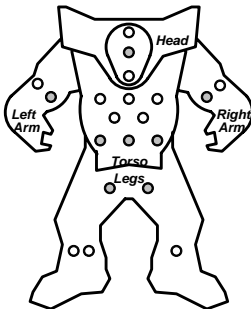
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	-	-	-	-	-
Right Arm:	Machine Gun	2	-	1	2	3
Left Arm:	Machine Gun	2	-	1	2	3
Torso A:	—	-	-	-	-	-
Torso B:	—	-	-	-	-	-

Ammo: MG(20)

Pilot Hits Taken	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
Conscious #	3+	5+	7+	10+	11+	Dead

## Armor Diagram



Proto Type: **Siren 2**

Tons: **3** MP Walk/Run/Jump: **10/15/-** Gunnery: **BV: 52**

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

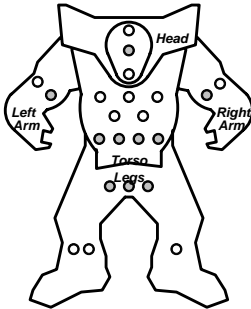
Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	-	-	-	-	-
Right Arm:	Machine Gun	2	-	1	2	3
Left Arm:	Machine Gun	2	-	1	2	3
Torso A:	—	-	-	-	-	-
Torso B:	—	-	-	-	-	-

Ammo: MG(20)

Pilot Hits Taken	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
Conscious #	3+	5+	7+	10+	11+	Dead

# BATTLETECH® PROTOMECH RECORD SHEET

## Armor Diagram



Proto Type: **Satyr**

Tons: **4** MP Walk/Run/Jump: **7/11/-** Gunnery: **BV: 98**

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	

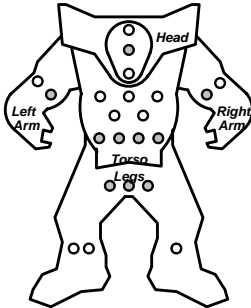
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	-	-	-	-	-
Right Arm:	—	-	-	-	-	-
Left Arm:	—	-	-	-	-	-
Torso A:	ER Small Laser	5	-	2	4	6
Torso B:	Light Active Probe	-	-	-	-	3

Ammo:

Pilot Hits Taken	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
Conscious #	<b>3+</b>	<b>5+</b>	<b>7+</b>	<b>10+</b>	<b>11+</b>	<b>Dead</b>

## Armor Diagram



Proto Type: **Satyr**

Tons: **4** MP Walk/Run/Jump: **7/11/-** Gunnery: **BV: 98**

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	

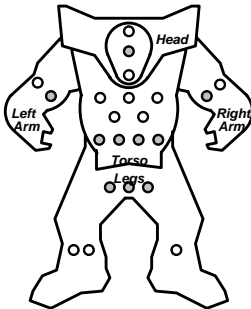
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	-	-	-	-	-
Right Arm:	—	-	-	-	-	-
Left Arm:	—	-	-	-	-	-
Torso A:	ER Small Laser	5	-	2	4	6
Torso B:	Light Active Probe	-	-	-	-	3

Ammo:

Pilot Hits Taken	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
Conscious #	<b>3+</b>	<b>5+</b>	<b>7+</b>	<b>10+</b>	<b>11+</b>	<b>Dead</b>

## Armor Diagram



Proto Type: **Satyr**

Tons: **4** MP Walk/Run/Jump: **7/11/-** Gunnery: **BV: 98**

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	

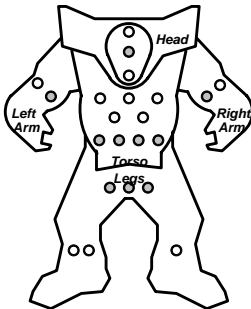
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	-	-	-	-	-
Right Arm:	—	-	-	-	-	-
Left Arm:	—	-	-	-	-	-
Torso A:	ER Small Laser	5	-	2	4	6
Torso B:	Light Active Probe	-	-	-	-	3

Ammo:

Pilot Hits Taken	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
Conscious #	<b>3+</b>	<b>5+</b>	<b>7+</b>	<b>10+</b>	<b>11+</b>	<b>Dead</b>

## Armor Diagram



Proto Type: **Satyr**

Tons: **4** MP Walk/Run/Jump: **7/11/-** Gunnery: **BV: 98**

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	

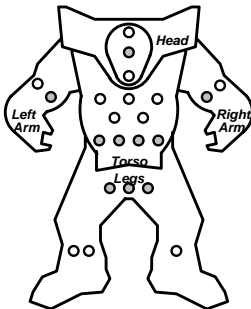
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	-	-	-	-	-
Right Arm:	—	-	-	-	-	-
Left Arm:	—	-	-	-	-	-
Torso A:	ER Small Laser	5	-	2	4	6
Torso B:	Light Active Probe	-	-	-	-	3

Ammo:

Pilot Hits Taken	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
Conscious #	<b>3+</b>	<b>5+</b>	<b>7+</b>	<b>10+</b>	<b>11+</b>	<b>Dead</b>

## Armor Diagram



Proto Type: **Satyr**

Tons: **4** MP Walk/Run/Jump: **7/11/-** Gunnery: **BV: 98**

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	

\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

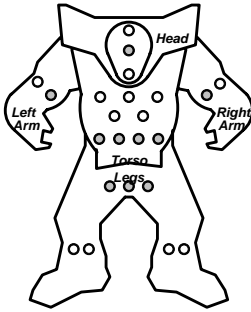
Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	-	-	-	-	-
Right Arm:	—	-	-	-	-	-
Left Arm:	—	-	-	-	-	-
Torso A:	ER Small Laser	5	-	2	4	6
Torso B:	Light Active Probe	-	-	-	-	3

Ammo:

Pilot Hits Taken	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
Conscious #	<b>3+</b>	<b>5+</b>	<b>7+</b>	<b>10+</b>	<b>11+</b>	<b>Dead</b>

# BATTLETECH® PROTOMECH RECORD SHEET

## Armor Diagram



Proto Type: **Satyr 3**

Tons: **4** MP Walk/Run/Jump: **7/11/5** Gunnery: **BV: 133**

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	

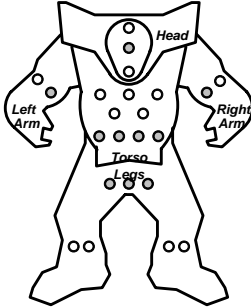
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	-	-	-	-	-
Right Arm:	—	-	-	-	-	-
Left Arm:	—	-	-	-	-	-
Torso A:	Streak SRM 2	2/hit	-	4	8	12
Torso B:	—	-	-	-	-	-

Ammo: Streak 2(10)

Pilot Hits Taken	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
Conscious #	3+	5+	7+	10+	11+	Dead

## Armor Diagram



Proto Type: **Satyr 3**

Tons: **4** MP Walk/Run/Jump: **7/11/5** Gunnery: **BV: 133**

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	

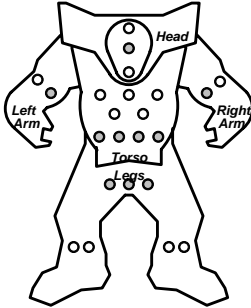
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	-	-	-	-	-
Right Arm:	—	-	-	-	-	-
Left Arm:	—	-	-	-	-	-
Torso A:	Streak SRM 2	2/hit	-	4	8	12
Torso B:	—	-	-	-	-	-

Ammo: Streak 2(10)

Pilot Hits Taken	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
Conscious #	3+	5+	7+	10+	11+	Dead

## Armor Diagram



Proto Type: **Satyr 3**

Tons: **4** MP Walk/Run/Jump: **7/11/5** Gunnery: **BV: 133**

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	

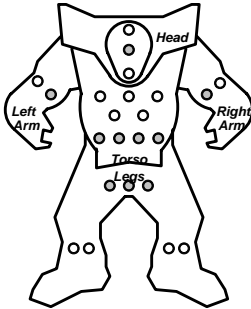
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	-	-	-	-	-
Right Arm:	—	-	-	-	-	-
Left Arm:	—	-	-	-	-	-
Torso A:	Streak SRM 2	2/hit	-	4	8	12
Torso B:	—	-	-	-	-	-

Ammo: Streak 2(10)

Pilot Hits Taken	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
Conscious #	3+	5+	7+	10+	11+	Dead

## Armor Diagram



Proto Type: **Satyr 3**

Tons: **4** MP Walk/Run/Jump: **7/11/5** Gunnery: **BV: 133**

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	

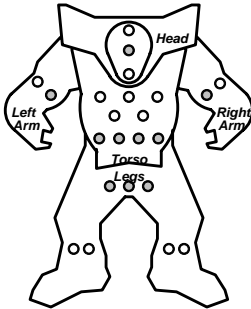
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	-	-	-	-	-
Right Arm:	—	-	-	-	-	-
Left Arm:	—	-	-	-	-	-
Torso A:	Streak SRM 2	2/hit	-	4	8	12
Torso B:	—	-	-	-	-	-

Ammo: Streak 2(10)

Pilot Hits Taken	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
Conscious #	3+	5+	7+	10+	11+	Dead

## Armor Diagram



Proto Type: **Satyr 3**

Tons: **4** MP Walk/Run/Jump: **7/11/5** Gunnery: **BV: 133**

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	

\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

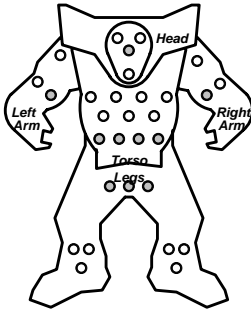
Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	-	-	-	-	-
Right Arm:	—	-	-	-	-	-
Left Arm:	—	-	-	-	-	-
Torso A:	Streak SRM 2	2/hit	-	4	8	12
Torso B:	—	-	-	-	-	-

Ammo: Streak 2(10)

Pilot Hits Taken	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
Conscious #	3+	5+	7+	10+	11+	Dead

# BATTLETECH® PROTOMECH RECORD SHEET

## Armor Diagram



Proto Type: **Satyr 2**

Tons: **4** MP Walk/Run/Jump: **7/11/7** Gunnery: **BV: 76**

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input checked="" type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

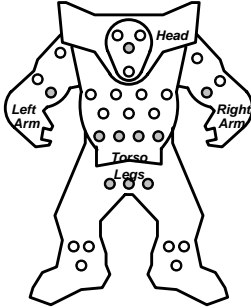
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	---	-	-	-	-	-
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	Micro Pulse Laser	3	-	1	2	3
Torso B:	---	-	-	-	-	-

Ammo:

Pilot Hits Taken	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
Conscious #	<b>3+</b>	<b>5+</b>	<b>7+</b>	<b>10+</b>	<b>11+</b>	<b>Dead</b>

## Armor Diagram



Proto Type: **Satyr 2**

Tons: **4** MP Walk/Run/Jump: **7/11/7** Gunnery: **BV: 76**

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input checked="" type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

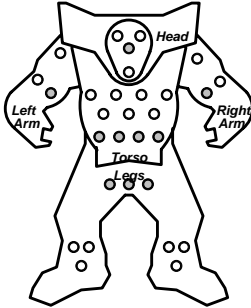
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	---	-	-	-	-	-
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	Micro Pulse Laser	3	-	1	2	3
Torso B:	---	-	-	-	-	-

Ammo:

Pilot Hits Taken	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
Conscious #	<b>3+</b>	<b>5+</b>	<b>7+</b>	<b>10+</b>	<b>11+</b>	<b>Dead</b>

## Armor Diagram



Proto Type: **Satyr 2**

Tons: **4** MP Walk/Run/Jump: **7/11/7** Gunnery: **BV: 76**

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input checked="" type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

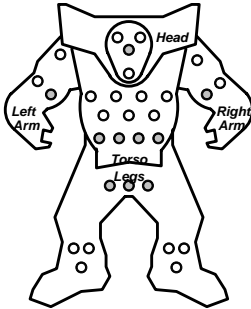
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	---	-	-	-	-	-
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	Micro Pulse Laser	3	-	1	2	3
Torso B:	---	-	-	-	-	-

Ammo:

Pilot Hits Taken	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
Conscious #	<b>3+</b>	<b>5+</b>	<b>7+</b>	<b>10+</b>	<b>11+</b>	<b>Dead</b>

## Armor Diagram



Proto Type: **Satyr 2**

Tons: **4** MP Walk/Run/Jump: **7/11/7** Gunnery: **BV: 76**

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input checked="" type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

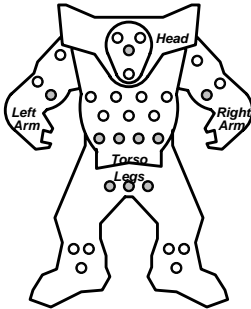
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	---	-	-	-	-	-
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	Micro Pulse Laser	3	-	1	2	3
Torso B:	---	-	-	-	-	-

Ammo:

Pilot Hits Taken	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
Conscious #	<b>3+</b>	<b>5+</b>	<b>7+</b>	<b>10+</b>	<b>11+</b>	<b>Dead</b>

## Armor Diagram



Proto Type: **Satyr 2**

Tons: **4** MP Walk/Run/Jump: **7/11/7** Gunnery: **BV: 76**

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input checked="" type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

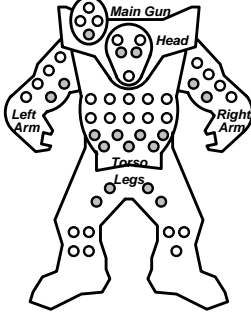
Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	---	-	-	-	-	-
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	Micro Pulse Laser	3	-	1	2	3
Torso B:	---	-	-	-	-	-

Ammo:

Pilot Hits Taken	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
Conscious #	<b>3+</b>	<b>5+</b>	<b>7+</b>	<b>10+</b>	<b>11+</b>	<b>Dead</b>

# BATTLETECH® PROTOMECH RECORD SHEET

## Armor Diagram



Proto Type: Roc

Tons: 7 MP Walk/Run/Jump: 5/8/5

Gunnery: BV: 284

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	

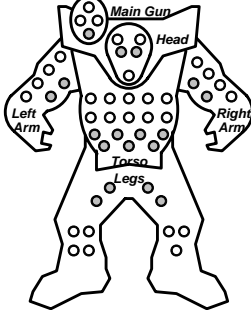
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory					
LOCATION	TYPE	Dmg	Min	S	M L
Main Gun:	ER Medium Laser	7	-	5	10 15
Right Arm:	---	-	-	-	-
Left Arm:	---	-	-	-	-
Torso A:	---	-	-	-	-
Torso B:	---	-	-	-	-

Ammo:

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

## Armor Diagram



Proto Type: Roc

Tons: 7 MP Walk/Run/Jump: 5/8/5

Gunnery: BV: 284

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	

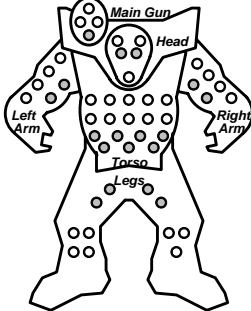
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory					
LOCATION	TYPE	Dmg	Min	S	M L
Main Gun:	ER Medium Laser	7	-	5	10 15
Right Arm:	---	-	-	-	-
Left Arm:	---	-	-	-	-
Torso A:	---	-	-	-	-
Torso B:	---	-	-	-	-

Ammo:

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

## Armor Diagram



Proto Type: Roc

Tons: 7 MP Walk/Run/Jump: 5/8/5

Gunnery: BV: 284

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	

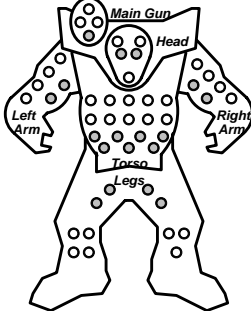
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory					
LOCATION	TYPE	Dmg	Min	S	M L
Main Gun:	ER Medium Laser	7	-	5	10 15
Right Arm:	---	-	-	-	-
Left Arm:	---	-	-	-	-
Torso A:	---	-	-	-	-
Torso B:	---	-	-	-	-

Ammo:

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

## Armor Diagram



Proto Type: Roc

Tons: 7 MP Walk/Run/Jump: 5/8/5

Gunnery: BV: 284

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	

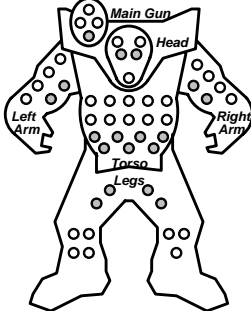
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory					
LOCATION	TYPE	Dmg	Min	S	M L
Main Gun:	ER Medium Laser	7	-	5	10 15
Right Arm:	---	-	-	-	-
Left Arm:	---	-	-	-	-
Torso A:	---	-	-	-	-
Torso B:	---	-	-	-	-

Ammo:

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

## Armor Diagram



Proto Type: Roc

Tons: 7 MP Walk/Run/Jump: 5/8/5

Gunnery: BV: 284

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	

\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory					
LOCATION	TYPE	Dmg	Min	S	M L
Main Gun:	ER Medium Laser	7	-	5	10 15
Right Arm:	---	-	-	-	-
Left Arm:	---	-	-	-	-
Torso A:	---	-	-	-	-
Torso B:	---	-	-	-	-

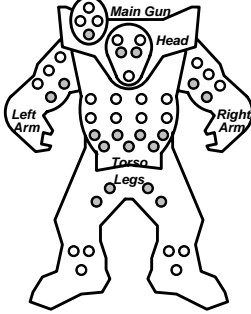
Ammo:

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



# BATTLETECH® PROTOMECH RECORD SHEET

## Armor Diagram



Proto Type: Roc 3

Tons: 7 MP Walk/Run/Jump: 5/8/-

Gunnery: BV: 211

### Hit Locations and Critical Hits

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input checked="" type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

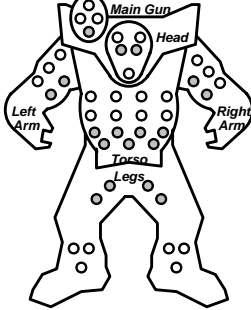
### Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	Medium Pulse Laser	7	-	4	8	12
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	---	-	-	-	-	-
Torso B:	---	-	-	-	-	-

Ammo:

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

## Armor Diagram



Proto Type: Roc 3

Tons: 7 MP Walk/Run/Jump: 5/8/-

Gunnery: BV: 211

### Hit Locations and Critical Hits

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input checked="" type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

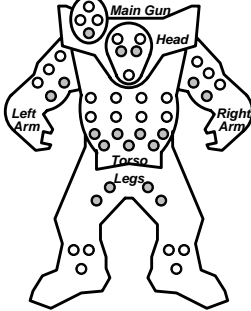
### Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	Medium Pulse Laser	7	-	4	8	12
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	---	-	-	-	-	-
Torso B:	---	-	-	-	-	-

Ammo:

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

## Armor Diagram



Proto Type: Roc 3

Tons: 7 MP Walk/Run/Jump: 5/8/-

Gunnery: BV: 211

### Hit Locations and Critical Hits

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input checked="" type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

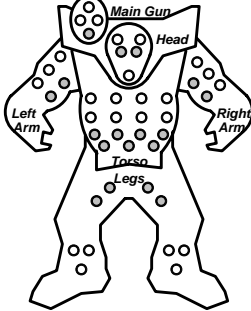
### Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	Medium Pulse Laser	7	-	4	8	12
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	---	-	-	-	-	-
Torso B:	---	-	-	-	-	-

Ammo:

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

## Armor Diagram



Proto Type: Roc 3

Tons: 7 MP Walk/Run/Jump: 5/8/-

Gunnery: BV: 211

### Hit Locations and Critical Hits

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input checked="" type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

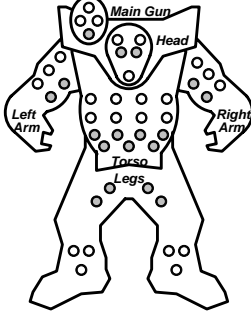
### Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	Medium Pulse Laser	7	-	4	8	12
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	---	-	-	-	-	-
Torso B:	---	-	-	-	-	-

Ammo:

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

## Armor Diagram



Proto Type: Roc 3

Tons: 7 MP Walk/Run/Jump: 5/8/-

Gunnery: BV: 211

### Hit Locations and Critical Hits

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input checked="" type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

### Weapons Inventory

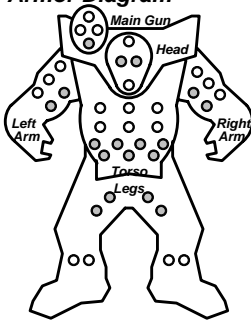
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	Medium Pulse Laser	7	-	4	8	12
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	---	-	-	-	-	-
Torso B:	---	-	-	-	-	-

Ammo:

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

# BATTLETECH® PROTOMECH RECORD SHEET

## Armor Diagram



Proto Type: Roc 2

Tons: 7 MP Walk/Run/Jump: 5/8/5

Gunnery: BV: 205

### Hit Locations and Critical Hits

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

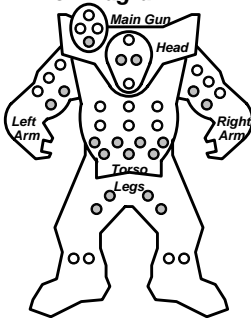
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

### Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	Heavy Medium Laser	10	-	3	6	9
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	---	-	-	-	-	-
Torso B:	---	-	-	-	-	-

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

## Armor Diagram



Proto Type: Roc 2

Tons: 7 MP Walk/Run/Jump: 5/8/5

Gunnery: BV: 205

### Hit Locations and Critical Hits

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

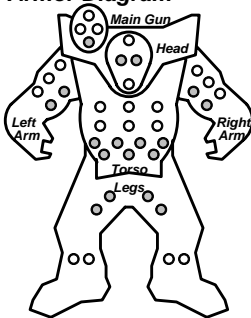
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

### Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	Heavy Medium Laser	10	-	3	6	9
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	---	-	-	-	-	-
Torso B:	---	-	-	-	-	-

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

## Armor Diagram



Proto Type: Roc 2

Tons: 7 MP Walk/Run/Jump: 5/8/5

Gunnery: BV: 205

### Hit Locations and Critical Hits

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

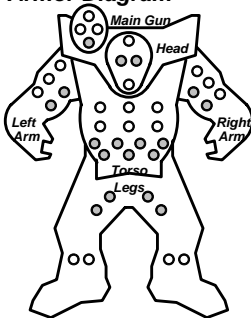
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

### Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	Heavy Medium Laser	10	-	3	6	9
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	---	-	-	-	-	-
Torso B:	---	-	-	-	-	-

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

## Armor Diagram



Proto Type: Roc 2

Tons: 7 MP Walk/Run/Jump: 5/8/5

Gunnery: BV: 205

### Hit Locations and Critical Hits

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

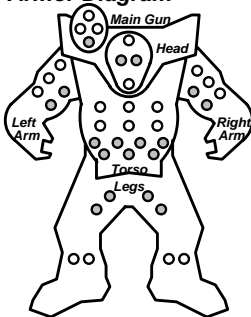
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

### Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	Heavy Medium Laser	10	-	3	6	9
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	---	-	-	-	-	-
Torso B:	---	-	-	-	-	-

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

## Armor Diagram



Proto Type: Roc 2

Tons: 7 MP Walk/Run/Jump: 5/8/5

Gunnery: BV: 205

### Hit Locations and Critical Hits

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

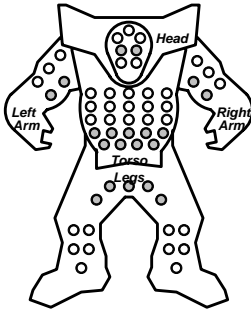
### Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	Heavy Medium Laser	10	-	3	6	9
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	---	-	-	-	-	-
Torso B:	---	-	-	-	-	-

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

# BATTLETECH® PROTOMECH RECORD SHEET

## Armor Diagram



Proto Type: **Minotaur**

Tons: **9** MP Walk/Run/Jump: **3/5/3**

Gunnery: **BV: 367**

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

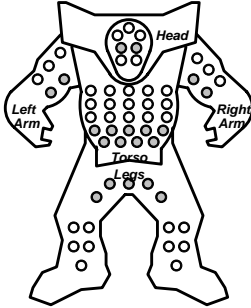
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	-	-	-	-	-
Right Arm:	—	-	-	-	-	-
Left Arm:	—	-	-	-	-	-
Torso A:	ER Medium Laser	7	-	5	10	15
Torso B:	ER Medium Laser	7	-	5	10	15

Ammo:

Pilot Hits Taken	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
Conscious #	3+	5+	7+	10+	11+	Dead

## Armor Diagram



Proto Type: **Minotaur**

Tons: **9** MP Walk/Run/Jump: **3/5/3**

Gunnery: **BV: 367**

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

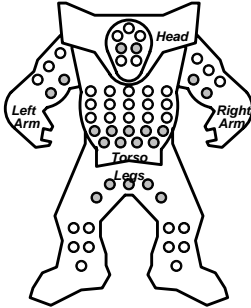
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	-	-	-	-	-
Right Arm:	—	-	-	-	-	-
Left Arm:	—	-	-	-	-	-
Torso A:	ER Medium Laser	7	-	5	10	15
Torso B:	ER Medium Laser	7	-	5	10	15

Ammo:

Pilot Hits Taken	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
Conscious #	3+	5+	7+	10+	11+	Dead

## Armor Diagram



Proto Type: **Minotaur**

Tons: **9** MP Walk/Run/Jump: **3/5/3**

Gunnery: **BV: 367**

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

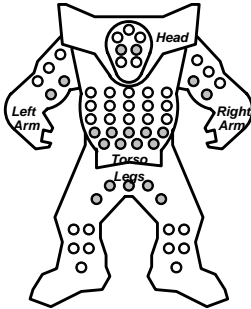
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	-	-	-	-	-
Right Arm:	—	-	-	-	-	-
Left Arm:	—	-	-	-	-	-
Torso A:	ER Medium Laser	7	-	5	10	15
Torso B:	ER Medium Laser	7	-	5	10	15

Ammo:

Pilot Hits Taken	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
Conscious #	3+	5+	7+	10+	11+	Dead

## Armor Diagram



Proto Type: **Minotaur**

Tons: **9** MP Walk/Run/Jump: **3/5/3**

Gunnery: **BV: 367**

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

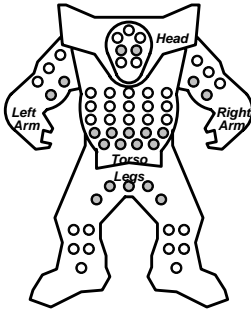
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	-	-	-	-	-
Right Arm:	—	-	-	-	-	-
Left Arm:	—	-	-	-	-	-
Torso A:	ER Medium Laser	7	-	5	10	15
Torso B:	ER Medium Laser	7	-	5	10	15

Ammo:

Pilot Hits Taken	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
Conscious #	3+	5+	7+	10+	11+	Dead

## Armor Diagram



Proto Type: **Minotaur**

Tons: **9** MP Walk/Run/Jump: **3/5/3**

Gunnery: **BV: 367**

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

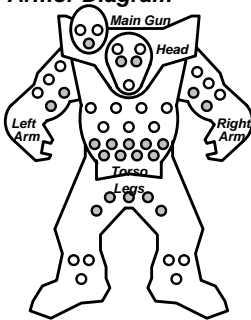
Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	-	-	-	-	-
Right Arm:	—	-	-	-	-	-
Left Arm:	—	-	-	-	-	-
Torso A:	ER Medium Laser	7	-	5	10	15
Torso B:	ER Medium Laser	7	-	5	10	15

Ammo:

Pilot Hits Taken	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
Conscious #	3+	5+	7+	10+	11+	Dead

# BATTLETECH® PROTOMECH RECORD SHEET

## Armor Diagram



Proto Type: **Minotaur 2**

Tons: **9** MP Walk/Run/Jump: **3/5/-**

Gunnery: **BV: 106**

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

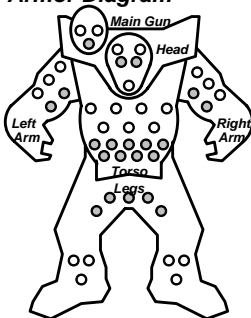
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	LB 2-X AC	2	4	10	20	30
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	---	-	-	-	-	-
Torso B:	---	-	-	-	-	-

Ammo: LB 2-X(20)

Pilot Hits Taken	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
Conscious #	3+	5+	7+	10+	11+	Dead

## Armor Diagram



Proto Type: **Minotaur 2**

Tons: **9** MP Walk/Run/Jump: **3/5/-**

Gunnery: **BV: 106**

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

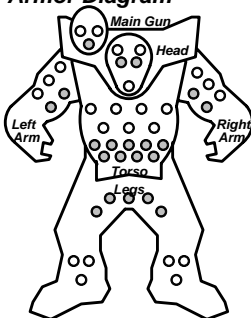
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	LB 2-X AC	2	4	10	20	30
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	---	-	-	-	-	-
Torso B:	---	-	-	-	-	-

Ammo: LB 2-X(20)

Pilot Hits Taken	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
Conscious #	3+	5+	7+	10+	11+	Dead

## Armor Diagram



Proto Type: **Minotaur 2**

Tons: **9** MP Walk/Run/Jump: **3/5/-**

Gunnery: **BV: 106**

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

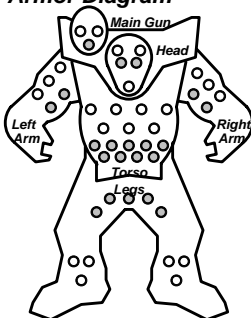
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	LB 2-X AC	2	4	10	20	30
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	---	-	-	-	-	-
Torso B:	---	-	-	-	-	-

Ammo: LB 2-X(20)

Pilot Hits Taken	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
Conscious #	3+	5+	7+	10+	11+	Dead

## Armor Diagram



Proto Type: **Minotaur 2**

Tons: **9** MP Walk/Run/Jump: **3/5/-**

Gunnery: **BV: 106**

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

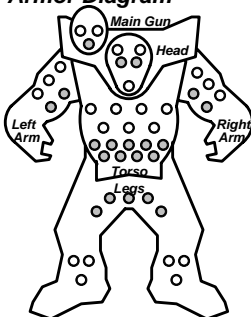
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	LB 2-X AC	2	4	10	20	30
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	---	-	-	-	-	-
Torso B:	---	-	-	-	-	-

Ammo: LB 2-X(20)

Pilot Hits Taken	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
Conscious #	3+	5+	7+	10+	11+	Dead

## Armor Diagram



Proto Type: **Minotaur 2**

Tons: **9** MP Walk/Run/Jump: **3/5/-**

Gunnery: **BV: 106**

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

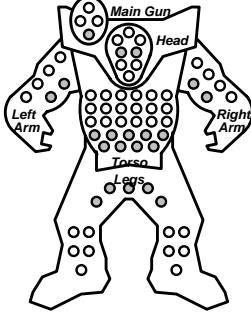
Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	LB 2-X AC	2	4	10	20	30
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	---	-	-	-	-	-
Torso B:	---	-	-	-	-	-

Ammo: LB 2-X(20)

Pilot Hits Taken	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
Conscious #	3+	5+	7+	10+	11+	Dead

# BATTLETECH® PROTOMECH RECORD SHEET

## Armor Diagram



Proto Type: **Lamprey**

Tons: **9** MP Walk/Run/Jump: **5/8/5**

Gunnery: **BV: 244**

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

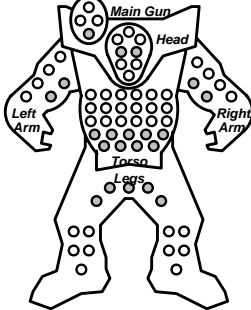
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	Heavy Medium Laser	10	-	3	6	9
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	---	-	-	-	-	-
Torso B:	---	-	-	-	-	-

Ammo:

Pilot Hits Taken	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
Conscious #	<b>3+</b>	<b>5+</b>	<b>7+</b>	<b>10+</b>	<b>11+</b>	<b>Dead</b>

## Armor Diagram



Proto Type: **Lamprey**

Tons: **9** MP Walk/Run/Jump: **5/8/5**

Gunnery: **BV: 244**

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

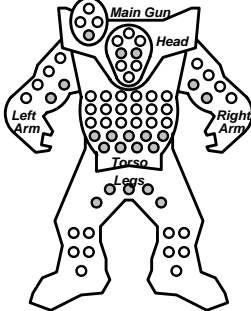
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	Heavy Medium Laser	10	-	3	6	9
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	---	-	-	-	-	-
Torso B:	---	-	-	-	-	-

Ammo:

Pilot Hits Taken	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
Conscious #	<b>3+</b>	<b>5+</b>	<b>7+</b>	<b>10+</b>	<b>11+</b>	<b>Dead</b>

## Armor Diagram



Proto Type: **Lamprey**

Tons: **9** MP Walk/Run/Jump: **5/8/5**

Gunnery: **BV: 244**

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

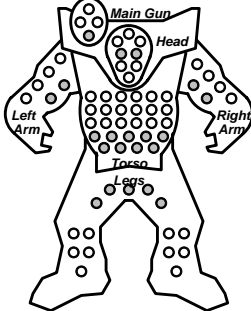
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	Heavy Medium Laser	10	-	3	6	9
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	---	-	-	-	-	-
Torso B:	---	-	-	-	-	-

Ammo:

Pilot Hits Taken	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
Conscious #	<b>3+</b>	<b>5+</b>	<b>7+</b>	<b>10+</b>	<b>11+</b>	<b>Dead</b>

## Armor Diagram



Proto Type: **Lamprey**

Tons: **9** MP Walk/Run/Jump: **5/8/5**

Gunnery: **BV: 244**

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

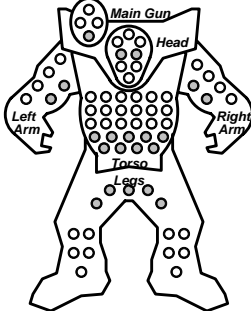
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	Heavy Medium Laser	10	-	3	6	9
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	---	-	-	-	-	-
Torso B:	---	-	-	-	-	-

Ammo:

Pilot Hits Taken	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
Conscious #	<b>3+</b>	<b>5+</b>	<b>7+</b>	<b>10+</b>	<b>11+</b>	<b>Dead</b>

## Armor Diagram



Proto Type: **Lamprey**

Tons: **9** MP Walk/Run/Jump: **5/8/5**

Gunnery: **BV: 244**

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

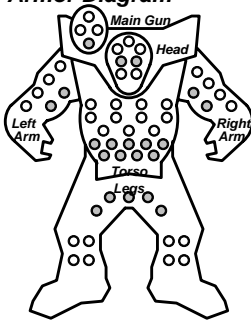
Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	Heavy Medium Laser	10	-	3	6	9
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	---	-	-	-	-	-
Torso B:	---	-	-	-	-	-

Ammo:

Pilot Hits Taken	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
Conscious #	<b>3+</b>	<b>5+</b>	<b>7+</b>	<b>10+</b>	<b>11+</b>	<b>Dead</b>

# BATTLETECH® PROTOMECH RECORD SHEET

## Armor Diagram



Proto Type: **Lamprey 3**

Tons: **9** MP Walk/Run/Jump: **6/9/6**

Gunnery: **BV: 251**

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

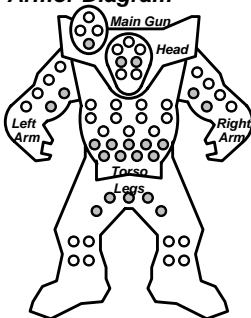
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	Heavy Medium Laser	10	-	3	6	9
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	---	-	-	-	-	-
Torso B:	---	-	-	-	-	-

Ammo:

Pilot Hits Taken	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
Conscious #	<b>3+</b>	<b>5+</b>	<b>7+</b>	<b>10+</b>	<b>11+</b>	<b>Dead</b>

## Armor Diagram



Proto Type: **Lamprey 3**

Tons: **9** MP Walk/Run/Jump: **6/9/6**

Gunnery: **BV: 251**

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

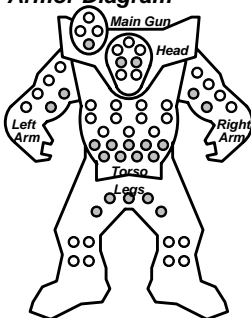
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	Heavy Medium Laser	10	-	3	6	9
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	---	-	-	-	-	-
Torso B:	---	-	-	-	-	-

Ammo:

Pilot Hits Taken	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
Conscious #	<b>3+</b>	<b>5+</b>	<b>7+</b>	<b>10+</b>	<b>11+</b>	<b>Dead</b>

## Armor Diagram



Proto Type: **Lamprey 3**

Tons: **9** MP Walk/Run/Jump: **6/9/6**

Gunnery: **BV: 251**

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

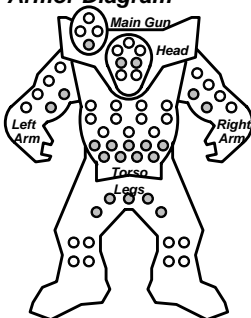
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	Heavy Medium Laser	10	-	3	6	9
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	---	-	-	-	-	-
Torso B:	---	-	-	-	-	-

Ammo:

Pilot Hits Taken	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
Conscious #	<b>3+</b>	<b>5+</b>	<b>7+</b>	<b>10+</b>	<b>11+</b>	<b>Dead</b>

## Armor Diagram



Proto Type: **Lamprey 3**

Tons: **9** MP Walk/Run/Jump: **6/9/6**

Gunnery: **BV: 251**

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

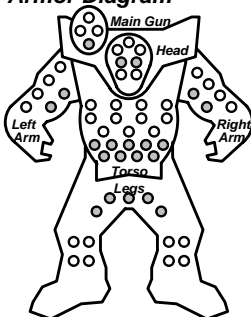
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	Heavy Medium Laser	10	-	3	6	9
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	---	-	-	-	-	-
Torso B:	---	-	-	-	-	-

Ammo:

Pilot Hits Taken	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
Conscious #	<b>3+</b>	<b>5+</b>	<b>7+</b>	<b>10+</b>	<b>11+</b>	<b>Dead</b>

## Armor Diagram



Proto Type: **Lamprey 3**

Tons: **9** MP Walk/Run/Jump: **6/9/6**

Gunnery: **BV: 251**

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

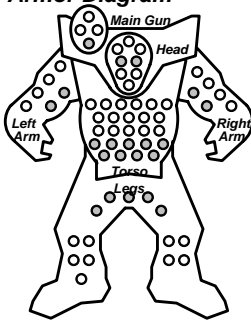
Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	Heavy Medium Laser	10	-	3	6	9
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	---	-	-	-	-	-
Torso B:	---	-	-	-	-	-

Ammo:

Pilot Hits Taken	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
Conscious #	<b>3+</b>	<b>5+</b>	<b>7+</b>	<b>10+</b>	<b>11+</b>	<b>Dead</b>

# BATTLETECH® PROTOMECH RECORD SHEET

## Armor Diagram



Proto Type: **Lamprey 2**

Tons: **9** MP Walk/Run/Jump: **5/8/5**

Gunnery: **BV: 274**

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

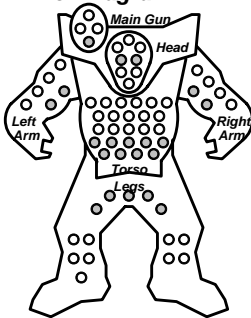
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	Heavy Medium Laser	10	-	3	6	9
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	LRM 1	1/hit	-	7	14	21
Torso B:	---	-	-	-	-	-

Ammo: LRM 1(6)

Pilot Hits Taken	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
Conscious #	<b>3+</b>	<b>5+</b>	<b>7+</b>	<b>10+</b>	<b>11+</b>	<b>Dead</b>

## Armor Diagram



Proto Type: **Lamprey 2**

Tons: **9** MP Walk/Run/Jump: **5/8/5**

Gunnery: **BV: 274**

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

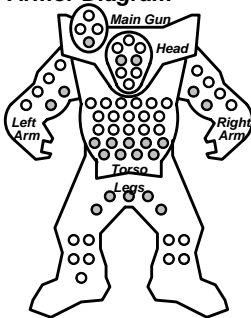
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	Heavy Medium Laser	10	-	3	6	9
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	LRM 1	1/hit	-	7	14	21
Torso B:	---	-	-	-	-	-

Ammo: LRM 1(6)

Pilot Hits Taken	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
Conscious #	<b>3+</b>	<b>5+</b>	<b>7+</b>	<b>10+</b>	<b>11+</b>	<b>Dead</b>

## Armor Diagram



Proto Type: **Lamprey 2**

Tons: **9** MP Walk/Run/Jump: **5/8/5**

Gunnery: **BV: 274**

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

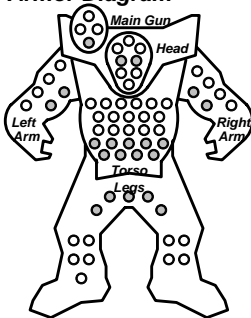
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	Heavy Medium Laser	10	-	3	6	9
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	LRM 1	1/hit	-	7	14	21
Torso B:	---	-	-	-	-	-

Ammo: LRM 1(6)

Pilot Hits Taken	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
Conscious #	<b>3+</b>	<b>5+</b>	<b>7+</b>	<b>10+</b>	<b>11+</b>	<b>Dead</b>

## Armor Diagram



Proto Type: **Lamprey 2**

Tons: **9** MP Walk/Run/Jump: **5/8/5**

Gunnery: **BV: 274**

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

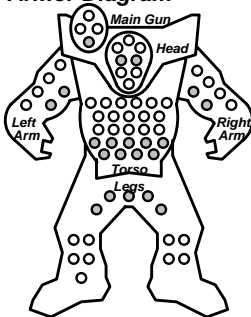
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	Heavy Medium Laser	10	-	3	6	9
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	LRM 1	1/hit	-	7	14	21
Torso B:	---	-	-	-	-	-

Ammo: LRM 1(6)

Pilot Hits Taken	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
Conscious #	<b>3+</b>	<b>5+</b>	<b>7+</b>	<b>10+</b>	<b>11+</b>	<b>Dead</b>

## Armor Diagram



Proto Type: **Lamprey 2**

Tons: **9** MP Walk/Run/Jump: **5/8/5**

Gunnery: **BV: 274**

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

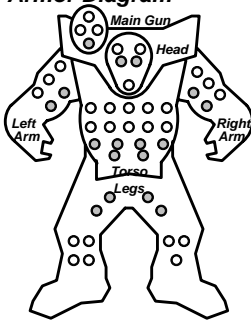
Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	Heavy Medium Laser	10	-	3	6	9
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	LRM 1	1/hit	-	7	14	21
Torso B:	---	-	-	-	-	-

Ammo: LRM 1(6)

Pilot Hits Taken	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
Conscious #	<b>3+</b>	<b>5+</b>	<b>7+</b>	<b>10+</b>	<b>11+</b>	<b>Dead</b>

# BATTLETECH® PROTOMECH RECORD SHEET

## Armor Diagram



Proto Type: **Hydra**

Tons: **6** MP Walk/Run/Jump: **4/6/-**

Gunnery: **BV: 139**

### Hit Locations and Critical Hits

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

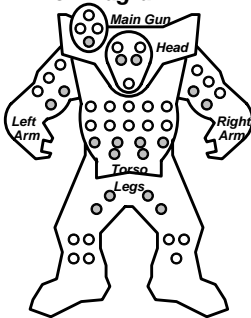
### Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	Streak SRM 3	2/hit	-	4	8	12
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	Micro Pulse Laser	3	-	1	2	3
Torso B:	---	-	-	-	-	-

Ammo: Streak 3(10)

Pilot Hits Taken	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
Conscious #	3+	5+	7+	10+	11+	Dead

## Armor Diagram



Proto Type: **Hydra**

Tons: **6** MP Walk/Run/Jump: **4/6/-**

Gunnery: **BV: 139**

### Hit Locations and Critical Hits

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

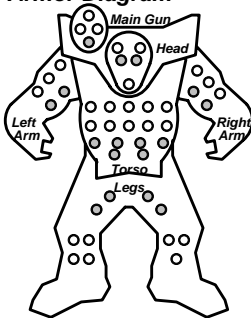
### Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	Streak SRM 3	2/hit	-	4	8	12
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	Micro Pulse Laser	3	-	1	2	3
Torso B:	---	-	-	-	-	-

Ammo: Streak 3(10)

Pilot Hits Taken	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
Conscious #	3+	5+	7+	10+	11+	Dead

## Armor Diagram



Proto Type: **Hydra**

Tons: **6** MP Walk/Run/Jump: **4/6/-**

Gunnery: **BV: 139**

### Hit Locations and Critical Hits

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

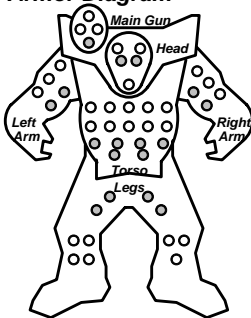
### Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	Streak SRM 3	2/hit	-	4	8	12
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	Micro Pulse Laser	3	-	1	2	3
Torso B:	---	-	-	-	-	-

Ammo: Streak 3(10)

Pilot Hits Taken	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
Conscious #	3+	5+	7+	10+	11+	Dead

## Armor Diagram



Proto Type: **Hydra**

Tons: **6** MP Walk/Run/Jump: **4/6/-**

Gunnery: **BV: 139**

### Hit Locations and Critical Hits

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

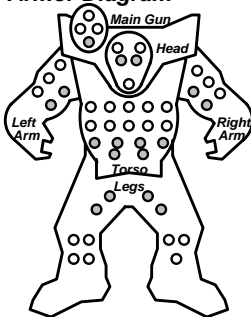
### Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	Streak SRM 3	2/hit	-	4	8	12
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	Micro Pulse Laser	3	-	1	2	3
Torso B:	---	-	-	-	-	-

Ammo: Streak 3(10)

Pilot Hits Taken	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
Conscious #	3+	5+	7+	10+	11+	Dead

## Armor Diagram



Proto Type: **Hydra**

Tons: **6** MP Walk/Run/Jump: **4/6/-**

Gunnery: **BV: 139**

### Hit Locations and Critical Hits

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

### Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	Streak SRM 3	2/hit	-	4	8	12
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	Micro Pulse Laser	3	-	1	2	3
Torso B:	---	-	-	-	-	-

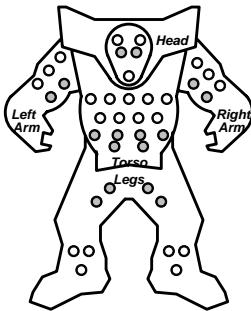
Ammo: Streak 3(10)

Pilot Hits Taken	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
Conscious #	3+	5+	7+	10+	11+	Dead



# BATTLETECH® PROTOMECH RECORD SHEET

## Armor Diagram



Proto Type: **Hydra 3**

Tons: **6** MP Walk/Run/Jump: **5/8/5**

Gunnery: **BV: 202**

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	

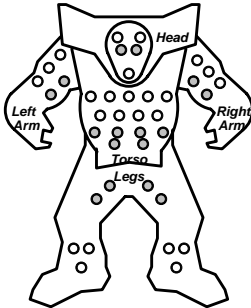
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed  
no Long range shots

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	---	-	-	-	-	-
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	LRM 6	1/hit	-	7	14	21
Torso B:	---	-	-	-	-	-

Ammo: LRM 6(10)

Pilot Hits Taken	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
Conscious #	3+	5+	7+	10+	11+	Dead

## Armor Diagram



Proto Type: **Hydra 3**

Tons: **6** MP Walk/Run/Jump: **5/8/5**

Gunnery: **BV: 202**

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	

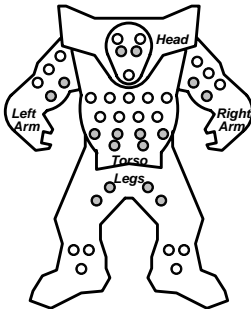
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed  
no Long range shots

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	---	-	-	-	-	-
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	LRM 6	1/hit	-	7	14	21
Torso B:	---	-	-	-	-	-

Ammo: LRM 6(10)

Pilot Hits Taken	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
Conscious #	3+	5+	7+	10+	11+	Dead

## Armor Diagram



Proto Type: **Hydra 3**

Tons: **6** MP Walk/Run/Jump: **5/8/5**

Gunnery: **BV: 202**

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	

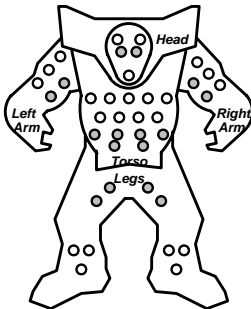
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed  
no Long range shots

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	---	-	-	-	-	-
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	LRM 6	1/hit	-	7	14	21
Torso B:	---	-	-	-	-	-

Ammo: LRM 6(10)

Pilot Hits Taken	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
Conscious #	3+	5+	7+	10+	11+	Dead

## Armor Diagram



Proto Type: **Hydra 3**

Tons: **6** MP Walk/Run/Jump: **5/8/5**

Gunnery: **BV: 202**

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	

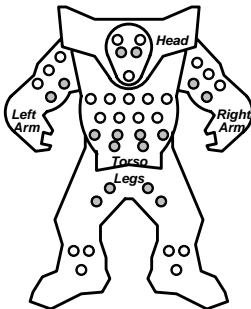
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed  
no Long range shots

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	---	-	-	-	-	-
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	LRM 6	1/hit	-	7	14	21
Torso B:	---	-	-	-	-	-

Ammo: LRM 6(10)

Pilot Hits Taken	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
Conscious #	3+	5+	7+	10+	11+	Dead

## Armor Diagram



Proto Type: **Hydra 3**

Tons: **6** MP Walk/Run/Jump: **5/8/5**

Gunnery: **BV: 202**

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	

\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed  
no Long range shots

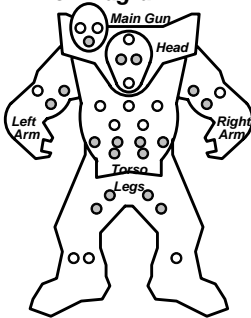
Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	---	-	-	-	-	-
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	LRM 6	1/hit	-	7	14	21
Torso B:	---	-	-	-	-	-

Ammo: LRM 6(10)

Pilot Hits Taken	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
Conscious #	3+	5+	7+	10+	11+	Dead

# BATTLETECH® PROTOMECH RECORD SHEET

## Armor Diagram



Proto Type: Hydra 2

Tons: 6 MP Walk/Run/Jump: 4/6/3

Gunnery: BV: 195

### Hit Locations and Critical Hits

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	

\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

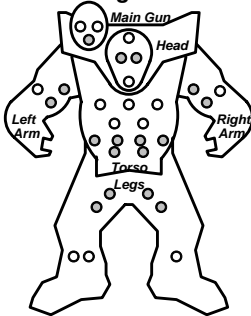
### Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	Streak SRM 5	2/hit	-	4	8	12
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	---	-	-	-	-	-
Torso B:	---	-	-	-	-	-

Ammo: Streak 5(10)

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

## Armor Diagram



Proto Type: Hydra 2

Tons: 6 MP Walk/Run/Jump: 4/6/3

Gunnery: BV: 195

### Hit Locations and Critical Hits

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	

\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

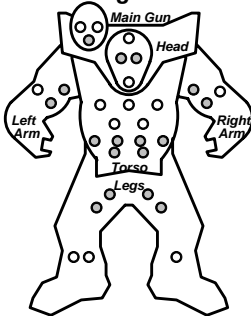
### Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	Streak SRM 5	2/hit	-	4	8	12
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	---	-	-	-	-	-
Torso B:	---	-	-	-	-	-

Ammo: Streak 5(10)

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

## Armor Diagram



Proto Type: Hydra 2

Tons: 6 MP Walk/Run/Jump: 4/6/3

Gunnery: BV: 195

### Hit Locations and Critical Hits

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	

\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

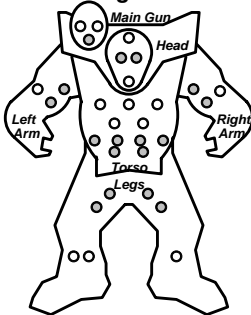
### Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	Streak SRM 5	2/hit	-	4	8	12
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	---	-	-	-	-	-
Torso B:	---	-	-	-	-	-

Ammo: Streak 5(10)

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

## Armor Diagram



Proto Type: Hydra 2

Tons: 6 MP Walk/Run/Jump: 4/6/3

Gunnery: BV: 195

### Hit Locations and Critical Hits

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	

\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

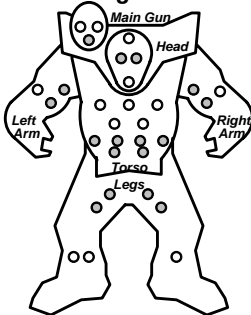
### Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	Streak SRM 5	2/hit	-	4	8	12
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	---	-	-	-	-	-
Torso B:	---	-	-	-	-	-

Ammo: Streak 5(10)

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

## Armor Diagram



Proto Type: Hydra 2

Tons: 6 MP Walk/Run/Jump: 4/6/3

Gunnery: BV: 195

### Hit Locations and Critical Hits

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	

\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

### Weapons Inventory

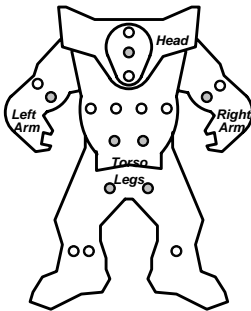
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	Streak SRM 5	2/hit	-	4	8	12
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	---	-	-	-	-	-
Torso B:	---	-	-	-	-	-

Ammo: Streak 5(10)

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

# BATTLETECH® PROTOMECH RECORD SHEET

## Armor Diagram



Proto Type: **Harpy**

Tons: **2** MP Walk/Run/Jump: **3/5/3**

Gunnery: **BV: 28**

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

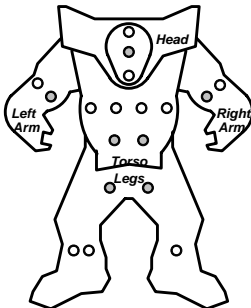
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	-	-	-	-	-
Right Arm:	—	-	-	-	-	-
Left Arm:	—	-	-	-	-	-
Torso A:	Machine Gun	2	-	1	2	3
Torso B:	—	-	-	-	-	-

Ammo: MG(20)

Pilot Hits Taken	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
Conscious #	3+	5+	7+	10+	11+	Dead

## Armor Diagram



Proto Type: **Harpy**

Tons: **2** MP Walk/Run/Jump: **3/5/3**

Gunnery: **BV: 28**

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

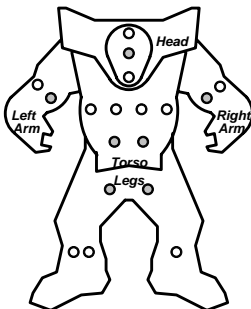
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	-	-	-	-	-
Right Arm:	—	-	-	-	-	-
Left Arm:	—	-	-	-	-	-
Torso A:	Machine Gun	2	-	1	2	3
Torso B:	—	-	-	-	-	-

Ammo: MG(20)

Pilot Hits Taken	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
Conscious #	3+	5+	7+	10+	11+	Dead

## Armor Diagram



Proto Type: **Harpy**

Tons: **2** MP Walk/Run/Jump: **3/5/3**

Gunnery: **BV: 28**

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

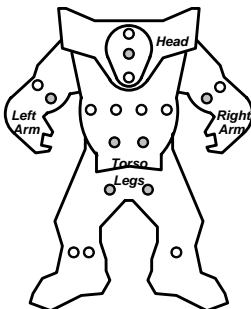
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	-	-	-	-	-
Right Arm:	—	-	-	-	-	-
Left Arm:	—	-	-	-	-	-
Torso A:	Machine Gun	2	-	1	2	3
Torso B:	—	-	-	-	-	-

Ammo: MG(20)

Pilot Hits Taken	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
Conscious #	3+	5+	7+	10+	11+	Dead

## Armor Diagram



Proto Type: **Harpy**

Tons: **2** MP Walk/Run/Jump: **3/5/3**

Gunnery: **BV: 28**

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

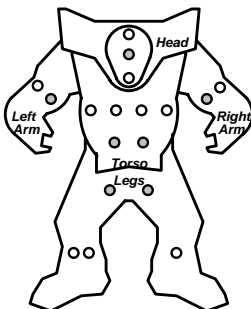
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	-	-	-	-	-
Right Arm:	—	-	-	-	-	-
Left Arm:	—	-	-	-	-	-
Torso A:	Machine Gun	2	-	1	2	3
Torso B:	—	-	-	-	-	-

Ammo: MG(20)

Pilot Hits Taken	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
Conscious #	3+	5+	7+	10+	11+	Dead

## Armor Diagram



Proto Type: **Harpy**

Tons: **2** MP Walk/Run/Jump: **3/5/3**

Gunnery: **BV: 28**

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

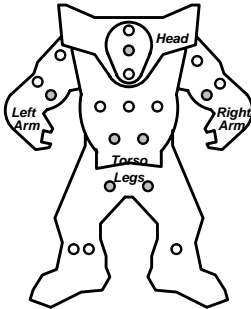
Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	-	-	-	-	-
Right Arm:	—	-	-	-	-	-
Left Arm:	—	-	-	-	-	-
Torso A:	Machine Gun	2	-	1	2	3
Torso B:	—	-	-	-	-	-

Ammo: MG(20)

Pilot Hits Taken	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
Conscious #	3+	5+	7+	10+	11+	Dead

# BATTLETECH® PROTOMECH RECORD SHEET

## Armor Diagram



Proto Type: **Harpy 3**

Tons: **2** MP Walk/Run/Jump: **5/8/-**

Gunnery: **BV: 31**

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

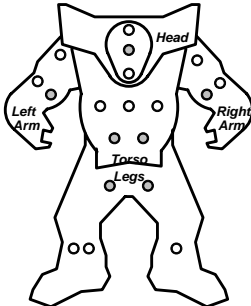
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	—	—	—	—	—
Right Arm:	Light Machine Gun	1	—	2	4	6
Left Arm:	—	—	—	—	—	—
Torso A:	—	—	—	—	—	—
Torso B:	—	—	—	—	—	—

Ammo: LMG(10)

Pilot Hits Taken	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
Conscious #	3+	5+	7+	10+	11+	Dead

## Armor Diagram



Proto Type: **Harpy 3**

Tons: **2** MP Walk/Run/Jump: **5/8/-**

Gunnery: **BV: 31**

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

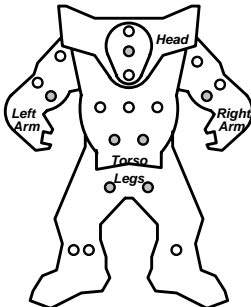
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	—	—	—	—	—
Right Arm:	Light Machine Gun	1	—	2	4	6
Left Arm:	—	—	—	—	—	—
Torso A:	—	—	—	—	—	—
Torso B:	—	—	—	—	—	—

Ammo: LMG(10)

Pilot Hits Taken	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
Conscious #	3+	5+	7+	10+	11+	Dead

## Armor Diagram



Proto Type: **Harpy 3**

Tons: **2** MP Walk/Run/Jump: **5/8/-**

Gunnery: **BV: 31**

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

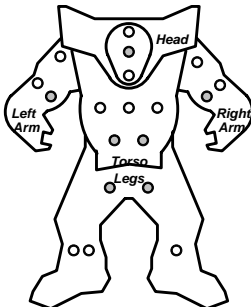
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	—	—	—	—	—
Right Arm:	Light Machine Gun	1	—	2	4	6
Left Arm:	—	—	—	—	—	—
Torso A:	—	—	—	—	—	—
Torso B:	—	—	—	—	—	—

Ammo: LMG(10)

Pilot Hits Taken	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
Conscious #	3+	5+	7+	10+	11+	Dead

## Armor Diagram



Proto Type: **Harpy 3**

Tons: **2** MP Walk/Run/Jump: **5/8/-**

Gunnery: **BV: 31**

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
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5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

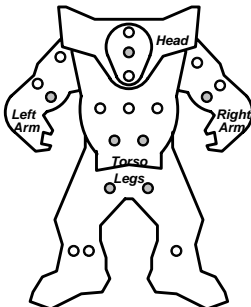
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	—	—	—	—	—
Right Arm:	Light Machine Gun	1	—	2	4	6
Left Arm:	—	—	—	—	—	—
Torso A:	—	—	—	—	—	—
Torso B:	—	—	—	—	—	—

Ammo: LMG(10)

Pilot Hits Taken	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
Conscious #	3+	5+	7+	10+	11+	Dead

## Armor Diagram



Proto Type: **Harpy 3**

Tons: **2** MP Walk/Run/Jump: **5/8/-**

Gunnery: **BV: 31**

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

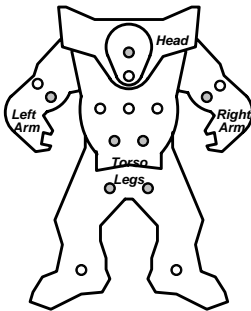
Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	—	—	—	—	—
Right Arm:	Light Machine Gun	1	—	2	4	6
Left Arm:	—	—	—	—	—	—
Torso A:	—	—	—	—	—	—
Torso B:	—	—	—	—	—	—

Ammo: LMG(10)

Pilot Hits Taken	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
Conscious #	3+	5+	7+	10+	11+	Dead

# BATTLETECH® PROTOMECH RECORD SHEET

## Armor Diagram



Proto Type: **Harpy 2**

Tons: **2** MP Walk/Run/Jump: **3/5/3**

Gunnery: **BV: 27**

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

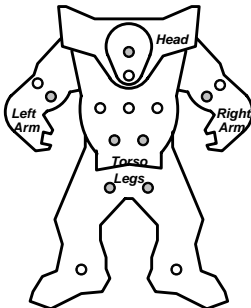
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	-	-	-	-	-
Right Arm:	—	-	-	-	-	-
Left Arm:	—	-	-	-	-	-
Torso A:	ER Micro Laser	2	-	1	2	4
Torso B:	—	-	-	-	-	-

Ammo:

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

## Armor Diagram



Proto Type: **Harpy 2**

Tons: **2** MP Walk/Run/Jump: **3/5/3**

Gunnery: **BV: 27**

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2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
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5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

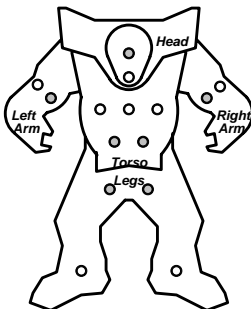
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	-	-	-	-	-
Right Arm:	—	-	-	-	-	-
Left Arm:	—	-	-	-	-	-
Torso A:	ER Micro Laser	2	-	1	2	4
Torso B:	—	-	-	-	-	-

Ammo:

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

## Armor Diagram



Proto Type: **Harpy 2**

Tons: **2** MP Walk/Run/Jump: **3/5/3**

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2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
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5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

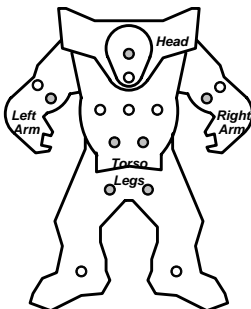
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	-	-	-	-	-
Right Arm:	—	-	-	-	-	-
Left Arm:	—	-	-	-	-	-
Torso A:	ER Micro Laser	2	-	1	2	4
Torso B:	—	-	-	-	-	-

Ammo:

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

## Armor Diagram



Proto Type: **Harpy 2**

Tons: **2** MP Walk/Run/Jump: **3/5/3**

Gunnery: **BV: 27**

Hit Locations and Critical Hits			
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5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
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12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

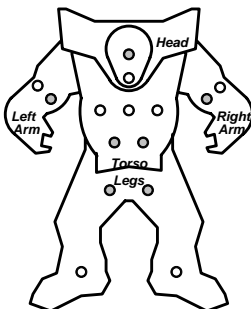
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	-	-	-	-	-
Right Arm:	—	-	-	-	-	-
Left Arm:	—	-	-	-	-	-
Torso A:	ER Micro Laser	2	-	1	2	4
Torso B:	—	-	-	-	-	-

Ammo:

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

## Armor Diagram



Proto Type: **Harpy 2**

Tons: **2** MP Walk/Run/Jump: **3/5/3**

Gunnery: **BV: 27**

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

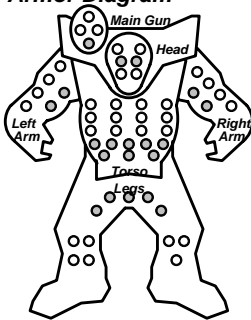
Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	-	-	-	-	-
Right Arm:	—	-	-	-	-	-
Left Arm:	—	-	-	-	-	-
Torso A:	ER Micro Laser	2	-	1	2	4
Torso B:	—	-	-	-	-	-

Ammo:

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

# BATTLETECH® PROTOMECH RECORD SHEET

## Armor Diagram



Proto Type: **Gorgon**

Tons: **8** MP Walk/Run/Jump: **4/6/-**

Gunnery: **BV: 213**

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input checked="" type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

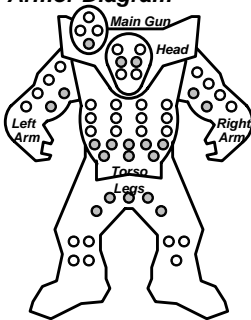
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	LRM 10	1/hit	-	7	14	21
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	ER Micro Laser	2	-	1	2	4
Torso B:	---	-	-	-	-	-

Ammo: LRM 10(12)

Pilot Hits Taken	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
Conscious #	3+	5+	7+	10+	11+	Dead

## Armor Diagram



Proto Type: **Gorgon**

Tons: **8** MP Walk/Run/Jump: **4/6/-**

Gunnery: **BV: 213**

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input checked="" type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

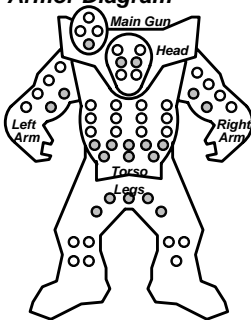
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	LRM 10	1/hit	-	7	14	21
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	ER Micro Laser	2	-	1	2	4
Torso B:	---	-	-	-	-	-

Ammo: LRM 10(12)

Pilot Hits Taken	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
Conscious #	3+	5+	7+	10+	11+	Dead

## Armor Diagram



Proto Type: **Gorgon**

Tons: **8** MP Walk/Run/Jump: **4/6/-**

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2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
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5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input checked="" type="checkbox"/> Proto Destroyed
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12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

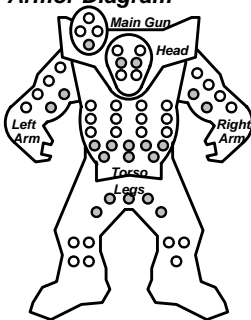
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	LRM 10	1/hit	-	7	14	21
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	ER Micro Laser	2	-	1	2	4
Torso B:	---	-	-	-	-	-

Ammo: LRM 10(12)

Pilot Hits Taken	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
Conscious #	3+	5+	7+	10+	11+	Dead

## Armor Diagram



Proto Type: **Gorgon**

Tons: **8** MP Walk/Run/Jump: **4/6/-**

Gunnery: **BV: 213**

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input checked="" type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

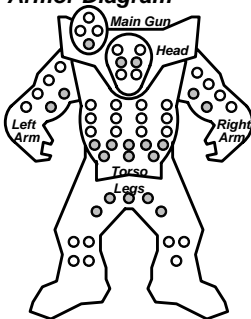
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	LRM 10	1/hit	-	7	14	21
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	ER Micro Laser	2	-	1	2	4
Torso B:	---	-	-	-	-	-

Ammo: LRM 10(12)

Pilot Hits Taken	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
Conscious #	3+	5+	7+	10+	11+	Dead

## Armor Diagram



Proto Type: **Gorgon**

Tons: **8** MP Walk/Run/Jump: **4/6/-**

Gunnery: **BV: 213**

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input checked="" type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

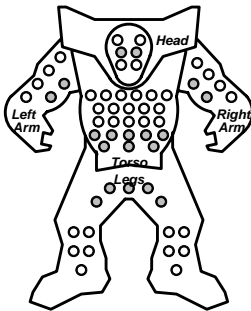
Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	LRM 10	1/hit	-	7	14	21
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	ER Micro Laser	2	-	1	2	4
Torso B:	---	-	-	-	-	-

Ammo: LRM 10(12)

Pilot Hits Taken	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
Conscious #	3+	5+	7+	10+	11+	Dead

# BATTLETECH® PROTOMECH RECORD SHEET

## Armor Diagram



Proto Type: **Gorgon 3**

Tons: **8** MP Walk/Run/Jump: **5/8/-**

Gunnery: **BV: 190**

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	

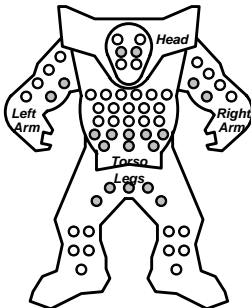
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	---	-	-	-	-	-
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	SRM 4	2/hit	-	3	6	9
Torso B:	SRM 4	2/hit	-	3	6	9

Ammo: SRM 4(20)

Pilot Hits Taken	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
Conscious #	3+	5+	7+	10+	11+	Dead

## Armor Diagram



Proto Type: **Gorgon 3**

Tons: **8** MP Walk/Run/Jump: **5/8/-**

Gunnery: **BV: 190**

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	

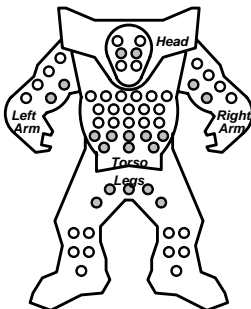
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	---	-	-	-	-	-
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	SRM 4	2/hit	-	3	6	9
Torso B:	SRM 4	2/hit	-	3	6	9

Ammo: SRM 4(20)

Pilot Hits Taken	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
Conscious #	3+	5+	7+	10+	11+	Dead

## Armor Diagram



Proto Type: **Gorgon 3**

Tons: **8** MP Walk/Run/Jump: **5/8/-**

Gunnery: **BV: 190**

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	

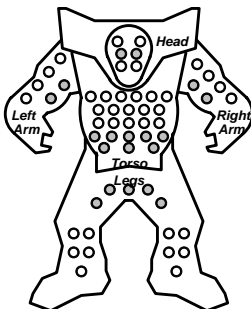
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	---	-	-	-	-	-
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	SRM 4	2/hit	-	3	6	9
Torso B:	SRM 4	2/hit	-	3	6	9

Ammo: SRM 4(20)

Pilot Hits Taken	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
Conscious #	3+	5+	7+	10+	11+	Dead

## Armor Diagram



Proto Type: **Gorgon 3**

Tons: **8** MP Walk/Run/Jump: **5/8/-**

Gunnery: **BV: 190**

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	

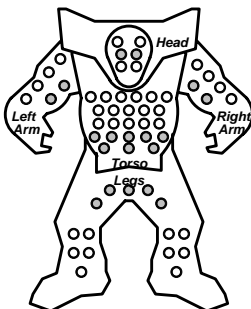
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	---	-	-	-	-	-
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	SRM 4	2/hit	-	3	6	9
Torso B:	SRM 4	2/hit	-	3	6	9

Ammo: SRM 4(20)

Pilot Hits Taken	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
Conscious #	3+	5+	7+	10+	11+	Dead

## Armor Diagram



Proto Type: **Gorgon 3**

Tons: **8** MP Walk/Run/Jump: **5/8/-**

Gunnery: **BV: 190**

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	

\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

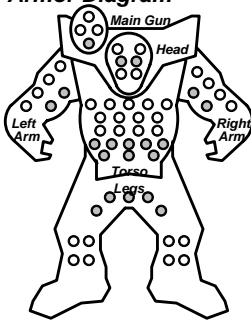
Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	---	-	-	-	-	-
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	SRM 4	2/hit	-	3	6	9
Torso B:	SRM 4	2/hit	-	3	6	9

Ammo: SRM 4(20)

Pilot Hits Taken	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
Conscious #	3+	5+	7+	10+	11+	Dead

# BATTLETECH® PROTOMECH RECORD SHEET

## Armor Diagram



Proto Type: **Gorgon 2**

Tons: **8** MP Walk/Run/Jump: **4/6/4**

Gunnery: **BV: 251**

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

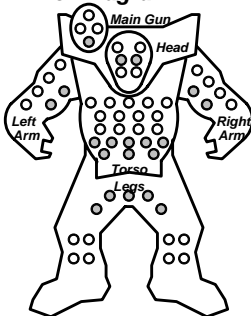
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	Medium Pulse Laser	7	-	4	8	12
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	---	-	-	-	-	-
Torso B:	---	-	-	-	-	-

Ammo:

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

## Armor Diagram



Proto Type: **Gorgon 2**

Tons: **8** MP Walk/Run/Jump: **4/6/4**

Gunnery: **BV: 251**

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

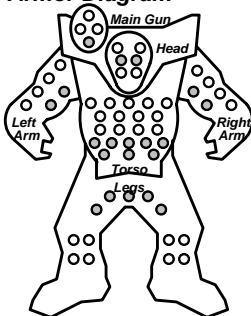
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	Medium Pulse Laser	7	-	4	8	12
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	---	-	-	-	-	-
Torso B:	---	-	-	-	-	-

Ammo:

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

## Armor Diagram



Proto Type: **Gorgon 2**

Tons: **8** MP Walk/Run/Jump: **4/6/4**

Gunnery: **BV: 251**

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

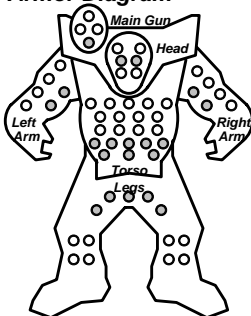
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	Medium Pulse Laser	7	-	4	8	12
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	---	-	-	-	-	-
Torso B:	---	-	-	-	-	-

Ammo:

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

## Armor Diagram



Proto Type: **Gorgon 2**

Tons: **8** MP Walk/Run/Jump: **4/6/4**

Gunnery: **BV: 251**

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

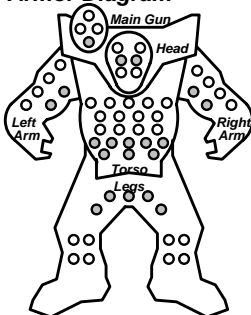
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	Medium Pulse Laser	7	-	4	8	12
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	---	-	-	-	-	-
Torso B:	---	-	-	-	-	-

Ammo:

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

## Armor Diagram



Proto Type: **Gorgon 2**

Tons: **8** MP Walk/Run/Jump: **4/6/4**

Gunnery: **BV: 251**

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	Medium Pulse Laser	7	-	4	8	12
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	---	-	-	-	-	-
Torso B:	---	-	-	-	-	-

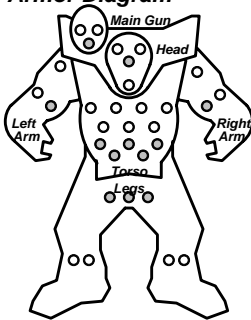
Ammo:

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



# BATTLETECH® PROTOMECH RECORD SHEET

## Armor Diagram



Proto Type: Centaur

Tons: 5 MP Walk/Run/Jump: 6/9/-

Gunnery: BV: 140

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

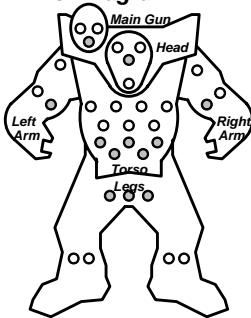
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	ER Micro Laser	2	-	1	2	4
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	SRM 2	2/hit	-	3	6	9
Torso B:	LRM 3	1/hit	-	7	14	21

Ammo: SRM 2(10), LRM 3(8)

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

## Armor Diagram



Proto Type: Centaur

Tons: 5 MP Walk/Run/Jump: 6/9/-

Gunnery: BV: 140

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

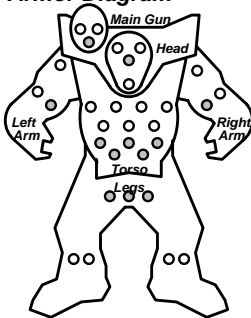
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	ER Micro Laser	2	-	1	2	4
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	SRM 2	2/hit	-	3	6	9
Torso B:	LRM 3	1/hit	-	7	14	21

Ammo: SRM 2(10), LRM 3(8)

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

## Armor Diagram



Proto Type: Centaur

Tons: 5 MP Walk/Run/Jump: 6/9/-

Gunnery: BV: 140

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

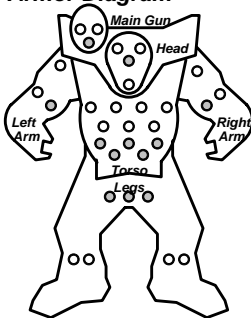
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	ER Micro Laser	2	-	1	2	4
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	SRM 2	2/hit	-	3	6	9
Torso B:	LRM 3	1/hit	-	7	14	21

Ammo: SRM 2(10), LRM 3(8)

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

## Armor Diagram



Proto Type: Centaur

Tons: 5 MP Walk/Run/Jump: 6/9/-

Gunnery: BV: 140

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

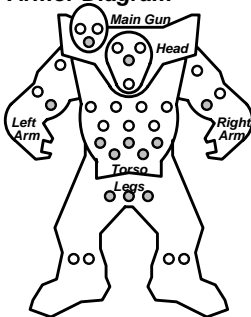
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	ER Micro Laser	2	-	1	2	4
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	SRM 2	2/hit	-	3	6	9
Torso B:	LRM 3	1/hit	-	7	14	21

Ammo: SRM 2(10), LRM 3(8)

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

## Armor Diagram



Proto Type: Centaur

Tons: 5 MP Walk/Run/Jump: 6/9/-

Gunnery: BV: 140

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

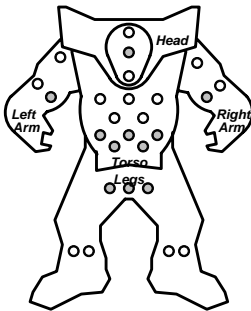
Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	ER Micro Laser	2	-	1	2	4
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	SRM 2	2/hit	-	3	6	9
Torso B:	LRM 3	1/hit	-	7	14	21

Ammo: SRM 2(10), LRM 3(8)

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

# BATTLETECH® PROTOMECH RECORD SHEET

## Armor Diagram



Proto Type: Centaur 3

Tons: 5 MP Walk/Run/Jump: 6/9/-

Gunnery: BV: 198

Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	no Long range shots

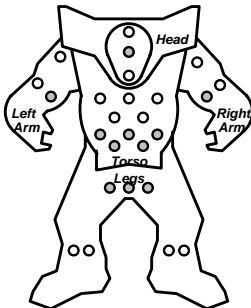
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	---	-	-	-	-	-
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	ER Medium Laser	7	-	5	10	15
Torso B:	---	-	-	-	-	-

Ammo:

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

## Armor Diagram



Proto Type: Centaur 3

Tons: 5 MP Walk/Run/Jump: 6/9/-

Gunnery: BV: 198

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2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
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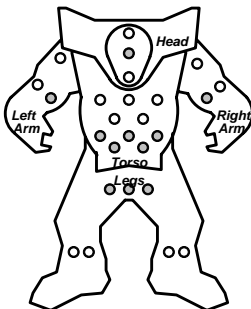
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LOCATION	TYPE	Dmg	Min	S	M	L
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Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	ER Medium Laser	7	-	5	10	15
Torso B:	---	-	-	-	-	-

Ammo:

Pilot Hits Taken	1	2	3	4	5	6
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## Armor Diagram



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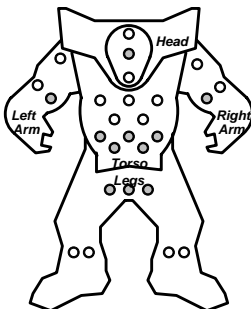
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LOCATION	TYPE	Dmg	Min	S	M	L
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Left Arm:	---	-	-	-	-	-
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Torso B:	---	-	-	-	-	-

Ammo:

Pilot Hits Taken	1	2	3	4	5	6
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## Armor Diagram



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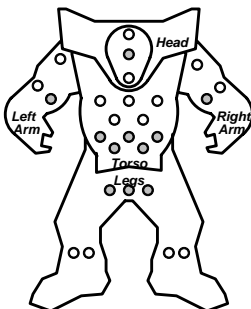
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1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	---	-	-	-	-	-
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	ER Medium Laser	7	-	5	10	15
Torso B:	---	-	-	-	-	-

Ammo:

Pilot Hits Taken	1	2	3	4	5	6
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## Armor Diagram



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Ammo:

Pilot Hits Taken	1	2	3	4	5	6
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