BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Head (9)

Left Torso (20)
Right Torso (20)
Left Arm (18)
Right Arm (18)
Center Torso (29)
Left Leg (22)
Right Leg (22)

REAR

Left Torso (5)
Center Torso (8)
Right Torso (5)

Total Armor Pts = 176

Left Torso (15)
Head
Right Torso (15)
Left Arm (11)
Right Arm (11)
Center Torso (22)
Left Leg (15)
Right Leg (15)

Damage Transfer Diagram

Internal Structure (107 Pts)

'MECH DATA

Type: Archer ARC-2K

Mass: 70 tons

Movement Points:	Tech, Config. & Level:
Walking: 4	**Inner Sphere**
Running: 6	**Biped 'Mech**
Jumping: 0	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	LT	5	1/hit	6	7	14	21
1	LRM 15	RT	5	1/hit	6	7	14	21
1	Large Laser	LA	8	8	-	5	10	15
1	Large Laser	RA	8	8	-	5	10	15

Ammo Type:	Rounds:	BV:
LRM 15	32	76

Total Heat Sinks: 12 Single
○○○○○○○○○○ ○○

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

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

CRITICAL HIT TABLE

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

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

Left Torso
1-3
1. LRM 15
2. LRM 15
3. LRM 15
4. Ammo (LRM 15) 8
5. Ammo (LRM 15) 8
6. Roll Again

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

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

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

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Single Heat Sink
6. Roll Again

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

Battle Value: **977**
Weapon Value: **944 / 944**
Cost, C-Bills: **6,170,774**

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

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

Right Torso
1-3
1. LRM 15
2. LRM 15
3. LRM 15
4. Ammo (LRM 15) 8
5. Ammo (LRM 15) 8
6. Roll Again

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

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

HEAT SCALE

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

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Head (9)

Left Torso (30)   Right Torso (30)

Left Arm (21)   Right Arm (21)

Center Torso (40)

Left Leg (26)   Right Leg (26)

REAR

Left Torso (10)   Center Torso (17)   Right Torso (10)

Total Armor Pts = 240

Left Torso (20)   Head   Right Torso (20)

Left Arm (16)   Center Torso (30)   Right Arm (16)

Left Leg (20)   Right Leg (20)

Damage Transfer Diagram

Internal Structure (145 Pts)

'MECH DATA

Type: Banshee BNC-3S

Mass: 95 tons

Movement Points:	Tech, Config. & Level:
Walking: 3	**Inner Sphere**
Running: 5	**Biped 'Mech**
Jumping: 0	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/10	LT	3	10	-	5	10	15
1	PPC	RT	10	10	3	6	12	18
1	PPC	LA	10	10	3	6	12	18
1	SRM 6	RT	4	2/hit	-	3	6	9
4	Medium Laser	RT	3	5	-	3	6	9
1	Small Laser	HD	1	3	-	1	2	3
1	Small Laser	CT	1	3	-	1	2	3

Ammo Type:	Rounds:	BV:
Autocannon/10	20	30
SRM 6	15	7

Total Heat Sinks: 21 Single

OOOOOOOOOO OOOOOOOOOO O

Auto Eject:	Weapon Heat:
☐ Operational ☐ Disabled	(41)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. PPC
5. PPC
6. PPC

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

Left Torso
1-3
1. Autocannon/10
2. Autocannon/10
3. Autocannon/10
4. Autocannon/10
5. Autocannon/10
6. Autocannon/10

4-6
1. Autocannon/10
2. Ammo (AC/10) 10
3. Ammo (AC/10) 10
4. Single Heat Sink
5. Single Heat Sink
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

Head
1. Life Support
2. Sensors
3. Cockpit
4. Small Laser
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Small Laser
6. Single Heat Sink

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

Battle Value: **1,323**
Weapon Value: **1,713 / 1,713**
Cost, C-Bills: **8,870,745**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Single Heat Sink
6. Roll Again

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

Right Torso
1-3
1. PPC
2. PPC
3. PPC
4. SRM 6
5. SRM 6
6. Medium Laser

4-6
1. Medium Laser
2. Medium Laser
3. Medium Laser
4. Ammo (SRM 6) 15
5. Single Heat Sink
6. Single Heat Sink

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
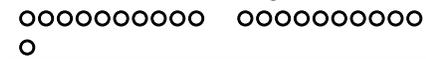5. Single Heat Sink
6. Single Heat Sink

HEAT SCALE

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

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (10) | REAR | Right Torso (10)
Center Torso (17)

Head (9)

Left Torso (30) | Right Torso (30)

Left Arm (21) | Right Arm (21)

Center Torso (40)

Left Leg (26) | Right Leg (26)

Total Armor Pts = 240

Damage Transfer Diagram

Left Torso (20) | Head | Right Torso (20)

Left Arm (16) | Center Torso (30) | Right Arm (16)

Left Leg (20) | Right Leg (20)

Internal Structure (145 Pts)

'MECH DATA

Type: Banshee BNC-3Q
Mass: 95 tons

Movement Points:	Tech, Config. & Level:
Walking: **4**	**Inner Sphere**
Running: **6**	**Biped 'Mech**
Jumping: **0**	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/20	RT	7	20	-	3	6	9
1	Small Laser	HD	1	3	-	1	2	3

Ammo Type:	Rounds:	BV:
Autocannon/20	30	134

Total Heat Sinks: 12 Single
○○○○○○○○○○ ○○

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (8)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

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

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

Left Torso
1-3
1. Ammo (AC/20) 5
2. Ammo (AC/20) 5
3. Ammo (AC/20) 5
4. Ammo (AC/20) 5
5. Ammo (AC/20) 5
6. Ammo (AC/20) 5

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

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

Head
1. Life Support
2. Sensors
3. Cockpit
4. Small Laser
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

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

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

Battle Value: **1,151**
Weapon Value: **788 / 788**
Cost, C-Bills: **9,574,728**

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

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

Right Torso
1-3
1. Autocannon/20
2. Autocannon/20
3. Autocannon/20
4. Autocannon/20
5. Autocannon/20
6. Autocannon/20

4-6
1. Autocannon/20
2. Autocannon/20
3. Autocannon/20
4. Autocannon/20
5. Roll Again
6. Roll Again

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

HEAT SCALE

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

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Head (9)

Left Torso (30)   Right Torso (30)

Left Arm (21)   Right Arm (21)

Center Torso (40)

Left Leg (26)   Right Leg (26)

REAR

Left Torso (10)   Center Torso (17)   Right Torso (10)

Total Armor Pts = 240

Left Torso (20)   Head   Right Torso (20)

Left Arm (16)   Center Torso (30)   Right Arm (16)

Left Leg (20)   Right Leg (20)

Damage Transfer Diagram
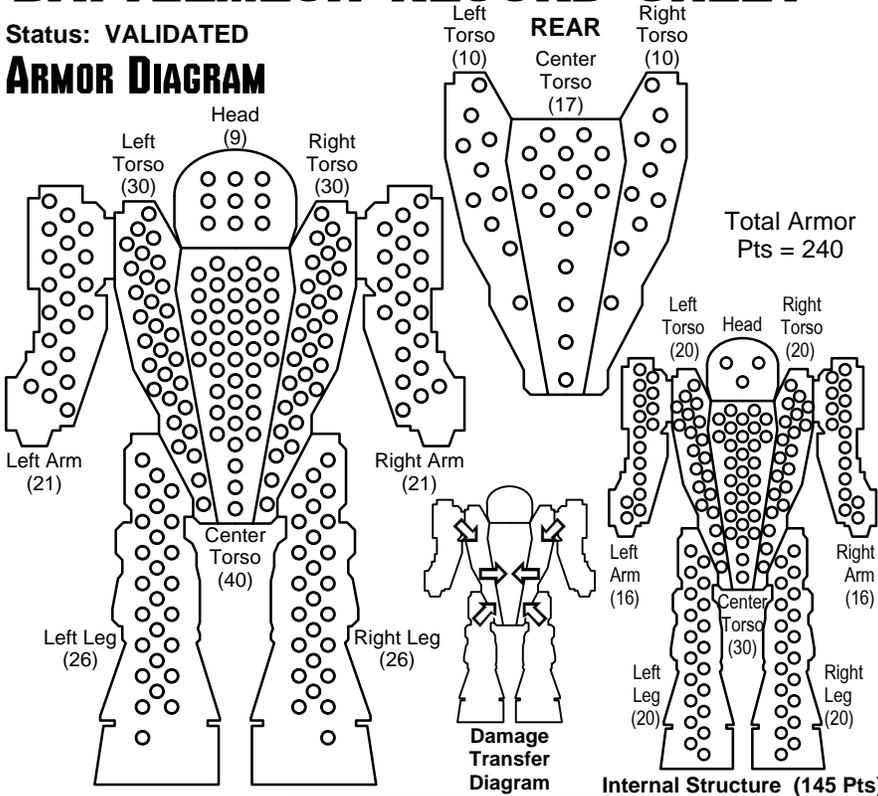
Internal Structure (145 Pts)

CRITICAL HIT TABLE

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

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

Left Torso
1-3
1. PPC
2. PPC
3. PPC
4. Medium Laser
5. *Roll Again*
6. *Roll Again*

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

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

Head
1. Life Support
2. Sensors
3. Cockpit
4. Small Laser
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Single Heat Sink
6. *Roll Again*

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

Battle Value: **1,267**

Weapon Value: **1,454 / 1,454**

Cost, C-Bills: **9,824,328**

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

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

Right Torso
1-3
1. PPC
2. PPC
3. PPC
4. Medium Laser
5. *Roll Again*
6. *Roll Again*

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

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

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

HEAT SCALE

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

WIZKIDS

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Head (9)

Left Torso (30) Right Torso (30)

Left Arm (21) Right Arm (21)

Center Torso (40)

Left Leg (26) Right Leg (26)

Left Arm (21) Right Arm (21)

REAR

Left Torso (10) Center Torso (17) Right Torso (10)

Total Armor Pts = 240

Left Torso (20) Head Right Torso (20)

Left Arm (16) Right Arm (16)

Center Torso (30)

Left Leg (20) Right Leg (20)

Damage Transfer Diagram

Internal Structure (145 Pts)

'MECH DATA

Type: Banshee BNC-3E
Mass: 95 tons

Movement Points:	Tech, Config. & Level:
Walking: **4**	**Inner Sphere**
Running: **6**	**Biped 'Mech**
Jumping: **0**	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RT	10	10	3	6	12	18
1	Autocannon/5	LT	1	5	3	6	12	18
1	Small Laser	HD	1	3	-	1	2	3

Ammo Type:	Rounds:	BV:
Autocannon/5	20	10

Total Heat Sinks: 16 Single
○○○○○○○○○○ ○○○○○○

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

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

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

Left Torso
1-3
1. Autocannon/5
2. Autocannon/5
3. Autocannon/5
4. Autocannon/5
5. Ammo (AC/5) 20
6. *Roll Again*

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

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

Head
1. Life Support
2. Sensors
3. Cockpit
4. Small Laser
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

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

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

Battle Value: **1,223**
Weapon Value: **1,212 / 1,212**
Cost, C-Bills: **9,530,853**

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

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

Right Torso
1-3
1. PPC
2. PPC
3. PPC
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

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

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. *Roll Again*

HEAT SCALE

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

WIZKIDS

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (10)   REAR   Right Torso (10)
Center Torso (19)

Head (9)

Left Torso (24)   Right Torso (24)

Left Arm (24)   Right Arm (24)

Center Torso (30)

Left Leg (33)   Right Leg (33)

Total Armor Pts = 240

Left Torso (17)   Head   Right Torso (17)

Left Arm (13)   Center Torso (25)   Right Arm (13)

Left Leg (17)   Right Leg (17)

Damage Transfer Diagram

Internal Structure (122 Pts)
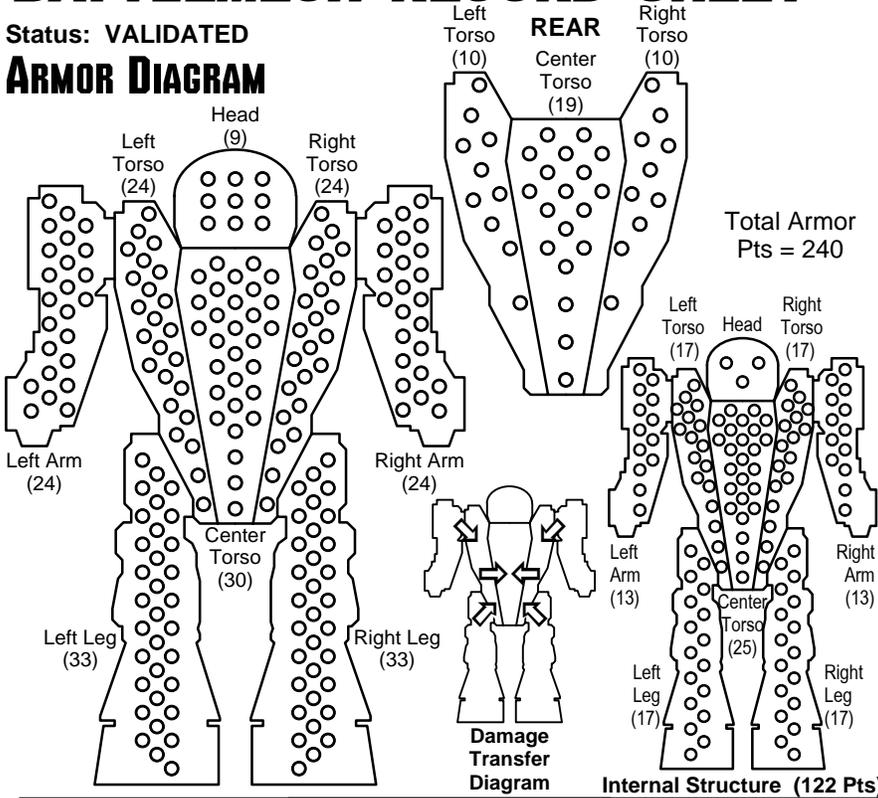
'MECH DATA

Type: Awesome AWS-8V

Mass: 80 tons

Movement Points:	Tech, Config. & Level:
Walking: **3**	**Inner Sphere**
Running: **5**	**Biped 'Mech**
Jumping: **0**	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RA	10	10	3	6	12	18
1	Large Laser	LT	8	8	-	5	10	15
1	LRM 15	RT	5	1/hit	6	7	14	21
1	Small Laser	HD	1	3	-	1	2	3

Ammo Type:	Rounds:	BV:
LRM 15	16	34

Total Heat Sinks: 28 Single

○○○○○○○○○○ ○○○○○○○○○○
○○○○○○○○

Auto Eject:
☐ Operational ☐ Disabled

Weapon Heat: (24)

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Single Heat Sink
6. Single Heat Sink

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

Left Torso
1-3
1. Single Heat Sink
2. Single Heat Sink
3. Single Heat Sink
4. Single Heat Sink
5. Single Heat Sink
6. Single Heat Sink

4-6
1. Single Heat Sink
2. Large Laser
3. Large Laser
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

Head
1. Life Support
2. Sensors
3. Cockpit
4. Small Laser
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Ammo (LRM 15) 8
6. Ammo (LRM 15) 8

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

Battle Value: **1,323**
Weapon Value: **1,619 / 1,619**
Cost, C-Bills: **6,481,170**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. PPC
5. PPC
6. PPC

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

Right Torso
1-3
1. Single Heat Sink
2. Single Heat Sink
3. Single Heat Sink
4. Single Heat Sink
5. Single Heat Sink
6. Single Heat Sink

4-6
1. LRM 15
2. LRM 15
3. LRM 15
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

REAR

Head (9)
Left Torso (24)
Right Torso (24)
Left Arm (24)
Right Arm (24)
Center Torso (30)
Left Leg (33)
Right Leg (33)

Left Torso (10)
Center Torso (19)
Right Torso (10)

Total Armor Pts = 240

Left Torso (17)
Head
Right Torso (17)
Left Arm (13)
Right Arm (13)
Center Torso (25)
Left Leg (17)
Right Leg (17)

Damage Transfer Diagram

Internal Structure (122 Pts)

'MECH DATA

Type: Awesome AWS-8T

Mass: 80 tons

Movement Points:		Tech, Config. & Level:
Walking:	3	**Inner Sphere**
Running:	5	**Biped 'Mech**
Jumping:	0	**Level 1 / 3025**

Weapons Inventory: (hexes)

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

Ammo Type:	Rounds:	BV:
LRM 15	16	34

Total Heat Sinks: 23 Single

○○○○○○○○○○ ○○○○○○○○○○
○○○

Auto Eject:
☐ Operational ☐ Disabled

Weapon Heat:
(27)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

CRITICAL HIT TABLE

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

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

Left Torso
1-3
1. Single Heat Sink
2. Single Heat Sink
3. Single Heat Sink
4. Single Heat Sink
5. LRM 15
6. LRM 15

4-6
1. LRM 15
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

Head
1. Life Support
2. Sensors
3. Cockpit
4. Small Laser
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Ammo (LRM 15) 8
6. Ammo (LRM 15) 8

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

Battle Value: **1,312**
Weapon Value: **1,716 / 1,716**
Cost, C-Bills: **6,598,170**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Single Heat Sink
5. Large Laser
6. Large Laser

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

Right Torso
1-3
1. Single Heat Sink
2. Single Heat Sink
3. Single Heat Sink
4. Single Heat Sink
5. Single Heat Sink
6. LRM 15

4-6
1. LRM 15
2. LRM 15
3. Roll Again
4. Roll Again
5. Roll Again
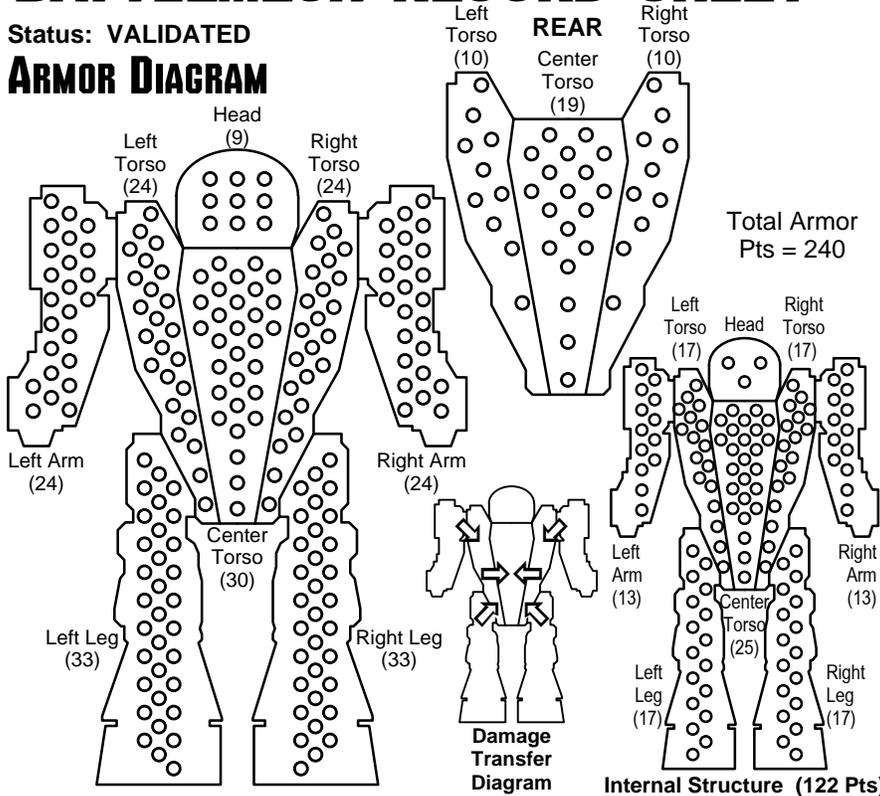6. Roll Again
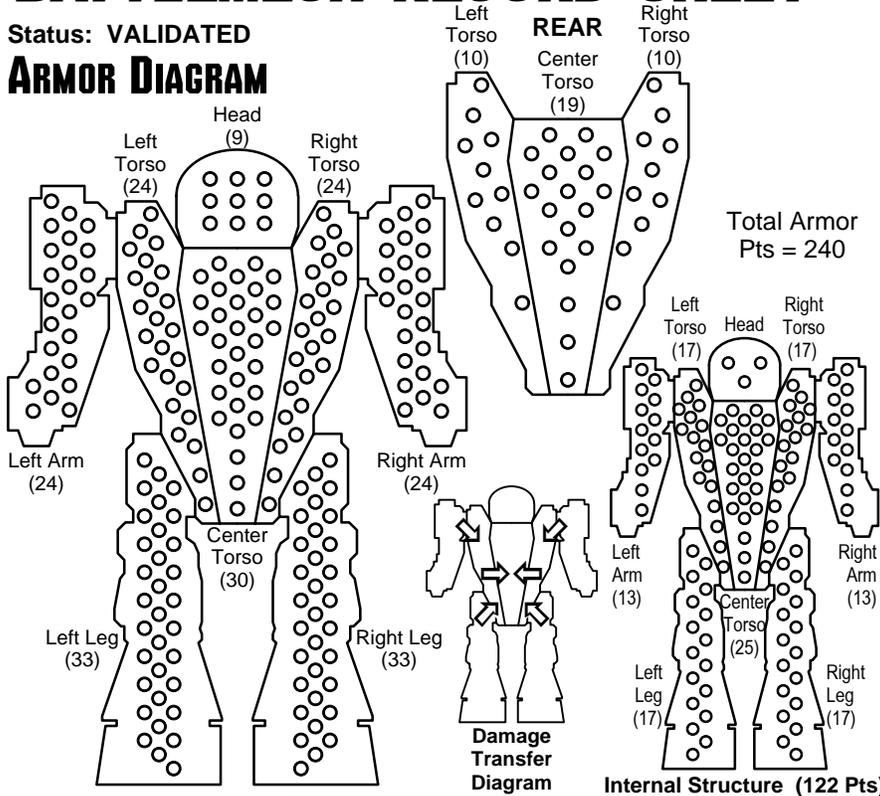
Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Head (9)

Left Torso (24)   Right Torso (24)

Left Arm (24)   Right Arm (24)

Center Torso (30)

Left Leg (33)   Right Leg (33)

REAR

Left Torso (10)   Center Torso (19)   Right Torso (10)

Left Torso (17)   Head   Right Torso (17)

Left Arm (13)   Center Torso (25)   Right Arm (13)

Left Leg (17)   Right Leg (17)

Total Armor Pts = 240

Damage Transfer Diagram

Internal Structure (122 Pts)

'MECH DATA

Type: Awesome AWS-8R

Mass: 80 tons

Movement Points:		Tech, Config. & Level:
Walking:	3	**Inner Sphere**
Running:	5	**Biped 'Mech**
Jumping:	0	**Level 1 / 3025**

Weapons Inventory: (hexes)

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

Ammo Type:	Rounds:	BV:
LRM 15	16	34

Total Heat Sinks: 28 Single

○○○○○○○○○○ ○○○○○○○○○○
○○○○○○○○

Auto Eject:
☐ Operational ☐ Disabled

Weapon Heat: (19)

CRITICAL HIT TABLE

Left Arm

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

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

Head

1. Life Support
2. Sensors
3. Cockpit
4. Small Laser
5. Sensors
6. Life Support

Center Torso

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

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Ammo (LRM 15) 8
6. Ammo (LRM 15) 8

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Single Heat Sink
5. Large Laser
6. Large Laser

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

Left Torso

1-3
1. Single Heat Sink
2. Single Heat Sink
3. Single Heat Sink
4. Single Heat Sink
5. Single Heat Sink
6. Single Heat Sink

4-6
1. LRM 15
2. LRM 15
3. LRM 15
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1-3
1. Single Heat Sink
2. Single Heat Sink
3. Single Heat Sink
4. Single Heat Sink
5. Single Heat Sink
6. Single Heat Sink

4-6
1. LRM 15
2. LRM 15
3. LRM 15
4. Roll Again
5. Roll Again
6. Roll Again

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

Battle Value: 1,283
Weapon Value: 1,421 / 1,421
Cost, C-Bills: 6,436,170

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

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

HEAT SCALE

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

WIZKIDS™

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Head (9)

Left Torso (24)
Right Torso (24)

Left Arm (24)
Right Arm (24)

Center Torso (30)

Left Leg (33)
Right Leg (33)

REAR

Left Torso (10)
Center Torso (19)
Right Torso (10)

Left Torso (17)
Head
Right Torso (17)

Left Arm (13)
Center Torso (25)
Right Arm (13)

Left Leg (17)
Right Leg (17)

Total Armor Pts = 240

Damage Transfer Diagram

Internal Structure (122 Pts)

'MECH DATA

Type: Awesome AWS-8Q

Mass: 80 tons

Movement Points:		Tech, Config. & Level:
Walking:	3	**Inner Sphere**
Running:	5	**Biped 'Mech**
Jumping:	0	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	LT	10	10	3	6	12	18
1	PPC	RA	10	10	3	6	12	18
1	PPC	RT	10	10	3	6	12	18
1	Small Laser	HD	1	3	-	1	2	3

Total Heat Sinks: 28 Single

ooooooooo ooooooooo
oooooooo

Auto Eject:
☐ Operational ☐ Disabled

Weapon Heat:
(31)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

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

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

Left Torso
1-3
1. PPC
2. PPC
3. PPC
4. Single Heat Sink
5. Single Heat Sink
6. Single Heat Sink

4-6
1. Single Heat Sink
2. Single Heat Sink
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

Head
1. Life Support
2. Sensors
3. Cockpit
4. Small Laser
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Single Heat Sink
6. Single Heat Sink

Engine Hits	o o o
Gyro Hits	o o
Sensor Hits	o o
Life Support	o

Battle Value: **1,358**
Weapon Value: **1,849 / 1,849**
Cost, C-Bills: **6,598,170**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. PPC
5. PPC
6. PPC

4-6
1. Single Heat Sink
2. Single Heat Sink
3. Single Heat Sink
4. Single Heat Sink
5. Single Heat Sink
6. Roll Again

Right Torso
1-3
1. PPC
2. PPC
3. PPC
4. Single Heat Sink
5. Single Heat Sink
6. Single Heat Sink

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

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

HEAT SCALE

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

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Head (9)
Left Torso (32)
Right Torso (32)
Left Arm (34)
Right Arm (34)
Center Torso (47)
Left Leg (41)
Right Leg (41)

REAR
Left Torso (10)
Center Torso (14)
Right Torso (10)

Total Armor Pts = 304

Left Torso (21)
Head
Right Torso (21)
Left Arm (17)
Center Torso (31)
Right Arm (17)
Left Leg (21)
Right Leg (21)

Damage Transfer Diagram

Internal Structure (152 Pts)

'MECH DATA

Type: Atlas AS7-D
Mass: 100 tons

Movement Points:		Tech, Config. & Level:
Walking:	3	**Inner Sphere**
Running:	5	**Biped 'Mech**
Jumping:	0	**Level 1 / 3025**

Weapons Inventory: (hexes)

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

Ammo Type:	Rounds:	BV:
Autocannon/20	10	40
LRM 20	12	46
SRM 6	15	7

Total Heat Sinks: 20 Single
OOOOOOOOOO OOOOOOOOOO

Auto Eject:
☐ Operational ☐ Disabled

Weapon Heat: (29)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Single Heat Sink
6. Medium Laser

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

Left Torso
1-3
1. Single Heat Sink
2. LRM 20
3. LRM 20
4. LRM 20
5. LRM 20
6. LRM 20

4-6
1. SRM 6
2. SRM 6
3. Ammo (LRM 20) 6
4. Ammo (LRM 20) 6
5. Ammo (SRM 6) 15
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

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

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

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

Engine Hits OOO
Gyro Hits OO
Sensor Hits OO
Life Support O

Battle Value: **1,557**
Weapon Value: **2,120 / 2,120**
Cost, C-Bills: **9,626,000**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Single Heat Sink
6. Medium Laser

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

Right Torso
1-3
1. Autocannon/20
2. Autocannon/20
3. Autocannon/20
4. Autocannon/20
5. Autocannon/20
6. Autocannon/20

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

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

HEAT SCALE

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

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (2) REAR Right Torso (2)

Center Torso (4)

Head (7)

Left Torso (9)   Right Torso (9)

Left Arm (5)   Right Arm (5)

Center Torso (11)

Left Leg (5)   Right Leg (5)

Total Armor Pts = 64

Left Torso (10) Head Right Torso (10)

Left Arm (6)   Right Arm (6)

Center Torso (12)

Left Leg (10)   Right Leg (10)

Damage Transfer Diagram

Internal Structure (67 Pts)

'MECH DATA

Type: **Assassin ASN-101**

Mass: **40 tons**

Movement Points:	Tech, Config. & Level:
Walking: **7**	**Inner Sphere**
Running: **11**	**Biped 'Mech**
Jumping: **5**	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5	-	3	6	9
1	Small Laser	HD	1	3	-	1	2	3
1	Small Laser	LL	1	3	-	1	2	3
1	Small Laser	RL	1	3	-	1	2	3
1	LRM 5	RT	2	1/hit	6	7	14	21
1	SRM 2	LT	2	2/hit	-	3	6	9

Ammo Type:	Rounds:	BV:
LRM 5	24	15
SRM 2	50	7

Total Heat Sinks: 10 Single

○○○○○○○○○○

Auto Eject:
☐ Operational ☐ Disabled

Weapon Heat: (10)

CRITICAL HIT TABLE

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

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

Left Torso
1-3
1. Jump Jet
2. Jump Jet
3. SRM 2
4. Ammo (SRM 2) 50
5. Roll Again
6. Roll Again

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

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

Head
1. Life Support
2. Sensors
3. Cockpit
4. Small Laser
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

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

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

Battle Value: **586**
Weapon Value: **218 / 218**
Cost, C-Bills: **3,537,264**

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

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

Right Torso
1-3
1. Jump Jet
2. Jump Jet
3. LRM 5
4. Ammo (LRM 5) 24
5. Roll Again
6. Roll Again

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

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

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

HEAT SCALE

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

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (2) REAR Right Torso (2)

Center Torso (4)

Head (8)

Left Torso (10) Right Torso (10)

Left Arm (6)

Right Arm (6)

Center Torso (12)

Left Leg (6) Right Leg (6)

Damage Transfer Diagram

Total Armor Pts = 72

Left Torso (10) Head Right Torso (10)

Left Arm (6) Right Arm (6)

Center Torso (12)

Left Leg (10) Right Leg (10)

Internal Structure (67 Pts)

'MECH DATA

Type: Assassin ASN-21

Mass: 40 tons

Movement Points:	Tech, Config. & Level:
Walking: **7**	**Inner Sphere**
Running: **11**	**Biped 'Mech**
Jumping: **7**	**Level 1 / 3025**

Weapons Inventory: (hexes)

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

Ammo Type:	Rounds:	BV:
LRM 5	24	16
SRM 2	50	8

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

Auto Eject:
☐ Operational ☐ Disabled

Weapon Heat: (7)

CRITICAL HIT TABLE

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

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

Left Torso
1-3
1. SRM 2
2. Ammo (SRM 2) 50
3. Jump Jet
4. Jump Jet
5. Jump Jet
6. Roll Again

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

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

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

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

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

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

Battle Value: **596**
Weapon Value: 206 / 206
Cost, C-Bills: **3,765,814**

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

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

Right Torso
1-3
1. LRM 5
2. Ammo (LRM 5) 24
3. Jump Jet
4. Jump Jet
5. Jump Jet
6. Roll Again

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

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (6)   REAR   Right Torso (6)

Center Torso (9)

Head (9)

Left Torso (20)   Right Torso (20)

Left Arm (15)   Right Arm (15)

Center Torso (22)

Left Leg (19)   Right Leg (19)

Total Armor Pts = 160

Left Torso (15)   Head   Right Torso (15)

Left Arm (11)   Right Arm (11)

Center Torso (22)

Left Leg (15)   Right Leg (15)

Damage Transfer Diagram

Internal Structure (107 Pts)

'MECH DATA

Type: Archer ARC-2W
Mass: 70 tons

Movement Points:	Tech, Config. & Level:
Walking: **4**	**Inner Sphere**
Running: **6**	**Biped 'Mech**
Jumping: **0**	**Level 1 / 3025**

Weapons Inventory: (hexes)

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

Ammo Type:	Rounds:	BV:
LRM 20	24	103
SRM 4	25	6

Total Heat Sinks: 10 Single
OOOOOOOOOO

Auto Eject:
☐ Operational   ☐ Disabled

Weapon Heat: (24)

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

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

Left Torso
1-3
1. LRM 20
2. LRM 20
3. LRM 20
4. LRM 20
5. LRM 20
6. SRM 4

4-6
1. Ammo (LRM 20) 6
2. Ammo (LRM 20) 6
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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

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

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Ammo (SRM 4) 25
6. Roll Again

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Battle Value: **932**
Weapon Value: **837 / 837**
Cost, C-Bills: **6,447,874**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

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

Right Torso
1-3
1. LRM 20
2. LRM 20
3. LRM 20
4. LRM 20
5. LRM 20
6. SRM 4

4-6
1. Ammo (LRM 20) 6
2. Ammo (LRM 20) 6
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

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

HEAT SCALE

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

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (6) REAR Right Torso (6)

Center Torso (10)

Head (9)

Left Torso (24) Right Torso (24)

Total Armor Pts = 208

Left Arm (22) Right Arm (22)

Center Torso (33)

Left Leg (26) Right Leg (26)

Left Torso (15) Head Right Torso (15)

Left Arm (11) Center Torso (22) Right Arm (11)

Left Leg (15) Right Leg (15)

Damage Transfer Diagram

Internal Structure (107 Pts)

'MECH DATA

Type: Archer ARC-2S
Mass: 70 tons

Movement Points:	Tech, Config. & Level:
Walking: **4**	**Inner Sphere**
Running: **6**	**Biped 'Mech**
Jumping: **0**	**Level 1 / 3025**

Weapons Inventory: (hexes)

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

Ammo Type:	Rounds:	BV:
LRM 15	32	76
SRM 4	50	11

Total Heat Sinks: 10 Single
OOOOOOOOOO

Auto Eject:
☐ Operational ☐ Disabled

Weapon Heat:
(28)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. *Roll Again*

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

Left Torso
1-3
1. LRM 15
2. LRM 15
3. LRM 15
4. SRM 4
5. Ammo (LRM 15) 8
6. Ammo (LRM 15) 8

4-6
1. Ammo (SRM 4) 25
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

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

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

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

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

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Battle Value: **997**
Weapon Value: **975 / 975**
Cost, C-Bills: **6,425,774**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. *Roll Again*

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

Right Torso
1-3
1. LRM 15
2. LRM 15
3. LRM 15
4. SRM 4
5. Ammo (LRM 15) 8
6. Ammo (LRM 15) 8

4-6
1. Ammo (SRM 4) 25
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

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

HEAT SCALE

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

WIZKIDS

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Head (9)

Left Torso (24)

Right Torso (24)

Left Arm (22)

Right Arm (22)

Center Torso (33)

Left Leg (26)

Right Leg (26)

REAR

Left Torso (6)

Center Torso (10)

Right Torso (6)

Total Armor Pts = 208

Left Torso (15)

Head

Right Torso (15)

Left Arm (11)

Right Arm (11)

Center Torso (22)

Left Leg (15)

Right Leg (15)

Damage Transfer Diagram

Internal Structure (107 Pts)

'MECH DATA

Type: **Archer ARC-2R**

Mass: **70 tons**

Movement Points:	Tech, Config. & Level:
Walking: **4**	**Inner Sphere**
Running: **6**	**Biped 'Mech**
Jumping: **0**	**Level 1 / 3025**

Weapons Inventory: (hexes)

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

Ammo Type:	Rounds:	BV:
LRM 20	24	103

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

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

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

Left Torso
1-3
1. LRM 20
2. LRM 20
3. LRM 20
4. LRM 20
5. LRM 20
6. Ammo (LRM 20) 6

4-6
1. Ammo (LRM 20) 6
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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

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

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

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

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

Battle Value: **1,117**
Weapon Value: **1,067 / 1,067**
Cost, C-Bills: **6,384,974**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

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

Right Torso
1-3
1. LRM 20
2. LRM 20
3. LRM 20
4. LRM 20
5. LRM 20
6. Ammo (LRM 20) 6

4-6
1. Ammo (LRM 20) 6
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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

HEAT SCALE

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

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Head (9)

Left Torso (18)   Right Torso (18)

Left Arm (22)   Right Arm (22)

Center Torso (26)

Left Leg (24)   Right Leg (24)

REAR

Left Torso (6)   Center Torso (9)   Right Torso (6)

Total Armor Pts = 184

Left Torso (17)   Head   Right Torso (17)

Left Arm (13)   Center Torso (25)   Right Arm (13)

Left Leg (17)   Right Leg (17)

Damage Transfer Diagram

Internal Structure (122 Pts)

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. PPC
5. PPC
6. PPC

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

Left Torso
1-3
1. Large Laser
2. Large Laser
3. Medium Laser (R)
4. Roll Again
5. Roll Again
6. Roll Again

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

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

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

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Single Heat Sink
6. Medium Laser

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

Battle Value: **1,170**
Weapon Value: **1,422 / 1,422**
Cost, C-Bills: **7,752,001**

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

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

Right Torso
1-3
1. Single Heat Sink
2. Single Heat Sink
3. Ammo (LRM 15) 8
4. Roll Again
5. Roll Again
6. Roll Again

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

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

HEAT SCALE

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

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (6)   REAR   Right Torso (6)
Center Torso (9)

Head (9)

Left Torso (18)   Right Torso (18)

Total Armor Pts = 184

Left Arm (22)   Right Arm (22)

Center Torso (26)

Left Leg (24)   Right Leg (24)

Damage Transfer Diagram

Left Torso (17)   Head   Right Torso (17)

Left Arm (13)   Center Torso (25)   Right Arm (13)

Left Leg (17)   Right Leg (17)

Internal Structure (122 Pts)

'MECH DATA

Type: Zeus ZEU-6S

Mass: 80 tons

Movement Points:		Tech, Config. & Level:
Walking:	4	**Inner Sphere**
Running:	6	**Biped 'Mech**
Jumping:	0	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	LT	8	8	-	5	10	15
1	LRM 15	RA	5	1/hit	6	7	14	21
1	Medium Laser	LT(R)	3	5	-	3	6	9
1	Medium Laser	CT	3	5	-	3	6	9
1	Autocannon/5	LA	1	5	3	6	12	18

Ammo Type:	Rounds:	BV:
LRM 15	8	19
Autocannon/5	20	10

Total Heat Sinks: 17 Single

○○○○○○○○○○ ○○○○○○○

Auto Eject:
☐ Operational   ☐ Disabled

Weapon Heat: (20)

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Autocannon/5
5. Autocannon/5
6. Autocannon/5

4-6
1. Autocannon/5
2. Ammo (AC/5) 20
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1-3
1. Large Laser
2. Large Laser
3. Medium Laser (R)
4. Roll Again
5. Roll Again
6. Roll Again

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

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

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

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Single Heat Sink
6. Medium Laser

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

Battle Value: **1,148**
Weapon Value: **1,488 / 1,488**
Cost, C-Bills: **7,617,901**

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

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

Right Torso
1-3
1. Ammo (LRM 15) 8
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

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

HEAT SCALE

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

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (5) REAR Right Torso (5)

Center Torso (7)

Head (9)

Left Torso (14) Right Torso (14)

Total Armor Pts = 136

Left Arm (12) Right Arm (12)

Left Torso (11) Head Right Torso (11)

Center Torso (18)

Left Arm (7) Right Arm (7)

Left Leg (20) Right Leg (20)

Center Torso (14)

Left Leg (11) Right Leg (11)

Damage Transfer Diagram

Internal Structure (75 Pts)

'MECH DATA

Type: Wyvern WVE-6N
Mass: 45 tons

Movement Points:	Tech, Config. & Level:
Walking: **4**	**Inner Sphere**
Running: **6**	**Biped 'Mech**
Jumping: **4**	**Level 1 / 3025**

Weapons Inventory: (hexes)

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

Ammo Type:	Rounds:	BV:
LRM 10	12	18
SRM 6	15	11

Total Heat Sinks: 12 Single
○○○○○○○○○○ ○○

Auto Eject:
☐ Operational ☐ Disabled

Weapon Heat:
(18)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

1-3
1. Single Heat Sink
2. Single Heat Sink
3. Jump Jet
4. Ammo (LRM 10) 12
5. *Roll Again*
6. *Roll Again*

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

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. *Roll Again*

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

Center Torso

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

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. LRM 10
6. LRM 10

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

Battle Value: **797**
Weapon Value: **549 / 549**
Cost, C-Bills: **3,237,415**

Right Arm

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

4-6
1. Small Laser
2. Small Laser
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Torso

1-3
1. Single Heat Sink
2. Single Heat Sink
3. Jump Jet
4. SRM 6
5. SRM 6
6. Ammo (SRM 6) 15

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

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. *Roll Again*

HEAT SCALE

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

WizKids

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (6)   REAR   Right Torso (6)
Center Torso (8)

Head (8)

Left Torso (20)   Right Torso (20)

Left Arm (16)

Right Arm (16)

Center Torso (20)

Left Leg (16)   Right Leg (16)

Total Armor Pts = 152

Left Torso (13)   Head   Right Torso (13)

Left Arm (9)   Right Arm (9)

Center Torso (18)

Left Leg (13)   Right Leg (13)

Damage Transfer Diagram

Internal Structure (91 Pts)

'MECH DATA

Type: Wolverine WVR-6R
Mass: 55 tons

Movement Points:	Tech, Config. & Level:
Walking: 5	**Inner Sphere**
Running: 8	**Biped 'Mech**
Jumping: 5	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/5	RA	1	5	3	6	12	18
1	SRM 6	LT	4	2/hit	-	3	6	9
1	Medium Laser	HD	3	5	-	3	6	9

Ammo Type:	Rounds:	BV:
Autocannon/5	20	18
SRM 6	15	14

Total Heat Sinks: 12 Single
○○○○○○○○○○ ○○

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

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

HEAT SCALE

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

CRITICAL HIT TABLE

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

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

Left Torso
1-3
1. SRM 6
2. SRM 6
3. Ammo (SRM 6) 15
4. Roll Again
5. Roll Again
6. Roll Again

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

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. Medium Laser
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

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

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

Battle Value: **957**
Weapon Value: **608 / 608**
Cost, C-Bills: **4,827,681**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Autocannon/5
6. Autocannon/5

4-6
1. Autocannon/5
2. Autocannon/5
3. Ammo (AC/5) 20
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1-3
1. Single Heat Sink
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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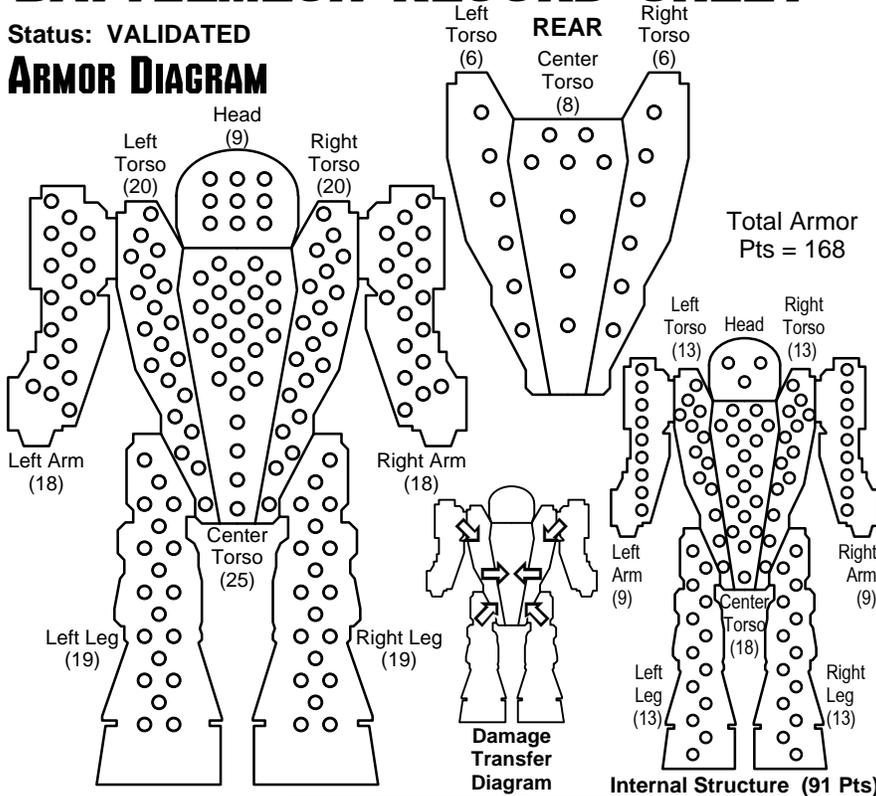6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (6) REAR Right Torso (6)

Center Torso (8)

Head (9)

Left Torso (20) Right Torso (20)

Total Armor Pts = 168

Left Arm (18)

Right Arm (18)

Center Torso (25)

Left Leg (19) Right Leg (19)

Left Torso (13) Head Right Torso (13)

Left Arm (9) Center Torso (18) Right Arm (9)

Left Leg (13) Right Leg (13)

Damage Transfer Diagram

Internal Structure (91 Pts)

'MECH DATA

Type: Wolverine WVR-6M
Mass: 55 tons

Movement Points:	Tech, Config. & Level:
Walking: 5	**Inner Sphere**
Running: 8	**Biped 'Mech**
Jumping: 5	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8	-	5	10	15
1	Medium Laser	HD	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	SRM 6	LT	4	2/hit	-	3	6	9

Ammo Type:	Rounds:	BV:
SRM 6	15	14

Total Heat Sinks: 14 Single
○○○○○○○○○○ ○○○○

Auto Eject:
☐ Operational ☐ Disabled

Weapon Heat:
(18)

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. *Roll Again*

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

Left Torso
1-3
1. Jump Jet
2. Jump Jet
3. SRM 6
4. SRM 6
5. *Roll Again*
6. *Roll Again*

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

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. *Roll Again*

Head
1. Life Support
2. Sensors
3. Cockpit
4. Medium Laser
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. *Roll Again*

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

Battle Value: **1,059**
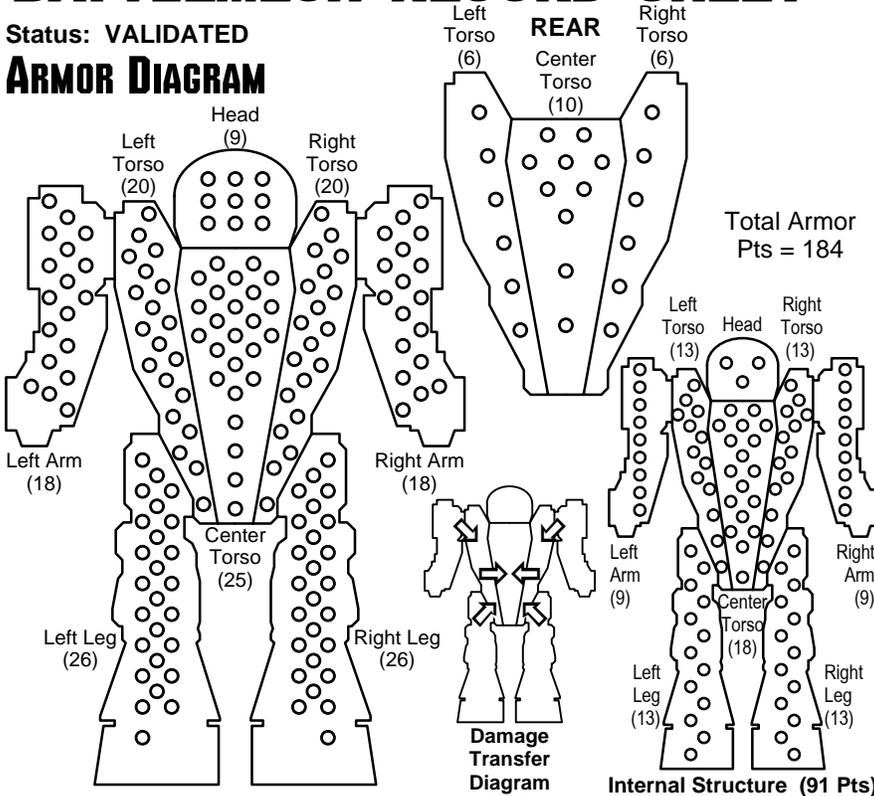Weapon Value: **754 / 754**
Cost, C-Bills: **4,865,656**

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

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

Right Torso
1-3
1. Single Heat Sink
2. Jump Jet
3. Jump Jet
4. Ammo (SRM 6) 15
5. *Roll Again*
6. *Roll Again*

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

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. *Roll Again*

HEAT SCALE

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

WIZKIDS

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Head (9)

Left Torso (20)

Right Torso (20)

Left Arm (18)

Right Arm (18)

Center Torso (25)

Left Leg (26)

Right Leg (26)

REAR

Left Torso (6)

Center Torso (10)

Right Torso (6)

Total Armor Pts = 184

Left Torso (13)

Head

Right Torso (13)

Left Arm (9)

Center Torso (18)

Right Arm (9)

Left Leg (13)

Right Leg (13)

Damage Transfer Diagram

Internal Structure (91 Pts)

'MECH DATA

Type: **Wolverine WVR-6K**
Mass: **55 tons**

Movement Points:	Tech, Config. & Level:
Walking: **5**	**Inner Sphere**
Running: **8**	**Biped 'Mech**
Jumping: **0**	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8	-	5	10	15
1	Medium Laser	HD	3	5	-	3	6	9
1	Medium Laser	RA	3	5	-	3	6	9
1	Small Laser	RA	1	3	-	1	2	3
1	SRM 6	LT	4	2/hit	-	3	6	9

Ammo Type:	Rounds:	BV:
SRM 6	30	19

Total Heat Sinks: 14 Single

○○○○○○○○○○   ○○○○

Auto Eject:
☐ Operational   ☐ Disabled

Weapon Heat: (19)

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

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

CRITICAL HIT TABLE

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

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

Left Torso
1-3
1. SRM 6
2. SRM 6
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

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

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. *Roll Again*

Head
1. Life Support
2. Sensors
3. Cockpit
4. Medium Laser
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Single Heat Sink
6. *Roll Again*

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

Battle Value: **970**
Weapon Value: **914 / 914**
Cost, C-Bills: **4,514,194**

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

4-6
1. Medium Laser
2. Small Laser
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Torso
1-3
1. Ammo (SRM 6) 15
2. Ammo (SRM 6) 15
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

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

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. *Roll Again*

HEAT SCALE

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

WIZKIDS

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (6)   REAR   Right Torso (6)

Center Torso (7)

Head (9)

Left Torso (12)   Right Torso (12)

Total Armor Pts = 128

Left Arm (12)   Right Arm (12)

Center Torso (16)

Left Leg (18)   Right Leg (18)

Damage Transfer Diagram

Left Torso (10)   Head   Right Torso (10)

Left Arm (6)   Right Arm (6)

Center Torso (12)

Left Leg (10)   Right Leg (10)

Internal Structure (67 Pts)

'MECH DATA

Type: **Whitworth WTH-1S**
Mass: **40 tons**

Movement Points: | Tech, Config. & Level:
Walking: **4** | **Inner Sphere**
Running: **6** | **Biped 'Mech**
Jumping: **4** | **Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	LT	4	2/hit	-	3	6	9
1	SRM 6	RT	4	2/hit	-	3	6	9
1	Medium Laser	HD	3	5	-	3	6	9
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9

Ammo Type:	Rounds:	BV:
SRM 6	30	23

Total Heat Sinks: 14 Single
○○○○○○○○○○ ○○○○

Auto Eject: | Weapon Heat:
☐ Operational ☐ Disabled | (17)

CRITICAL HIT TABLE

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

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

Left Torso
1-3
1. Single Heat Sink
2. Single Heat Sink
3. Single Heat Sink
4. SRM 6
5. SRM 6
6. Ammo (SRM 6) 15

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

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. Medium Laser
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Single Heat Sink
6. Single Heat Sink

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

Battle Value: **753**
Weapon Value: 625 / 625
Cost, C-Bills: **2,859,734**

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

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

Right Torso
1-3
1. Single Heat Sink
2. Single Heat Sink
3. Single Heat Sink
4. SRM 6
5. SRM 6
6. Ammo (SRM 6) 15

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

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (12)
Head (9)
Right Torso (12)

Left Arm (12)
Center Torso (16)
Right Arm (12)

Left Leg (18)
Right Leg (18)

REAR

Left Torso (6)
Center Torso (7)
Right Torso (6)

Total Armor Pts = 128

Left Torso (10)
Head
Right Torso (10)

Left Arm (6)
Center Torso (12)
Right Arm (6)

Left Leg (10)
Right Leg (10)

Damage Transfer Diagram

Internal Structure (67 Pts)

'MECH DATA

Type: Whitworth WTH-1

Mass: 40 tons

Movement Points:	Tech, Config. & Level:
Walking: **4**	**Inner Sphere**
Running: **6**	**Biped 'Mech**
Jumping: **4**	**Level 1 / 3025**

Weapons Inventory: (hexes)

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

Ammo Type:	Rounds:	BV:
LRM 10	24	36

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

Auto Eject:
☐ Operational ☐ Disabled

Weapon Heat:
(17)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

CRITICAL HIT TABLE

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

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

Left Torso
1-3
1. Single Heat Sink
2. Single Heat Sink
3. LRM 10
4. LRM 10
5. Ammo (LRM 10) 12
6. Roll Again

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

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. Medium Laser
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

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

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

Battle Value: **771**
Weapon Value: **518 / 518**
Cost, C-Bills: **2,912,934**

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

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

Right Torso
1-3
1. Single Heat Sink
2. Single Heat Sink
3. LRM 10
4. LRM 10
5. Ammo (LRM 10) 12
6. Roll Again

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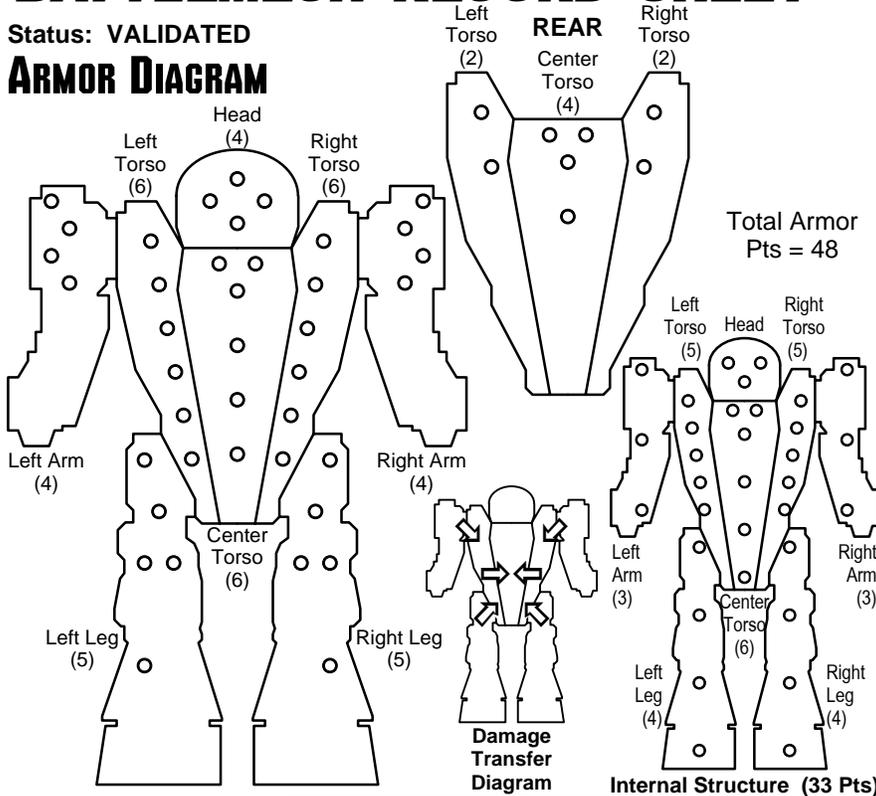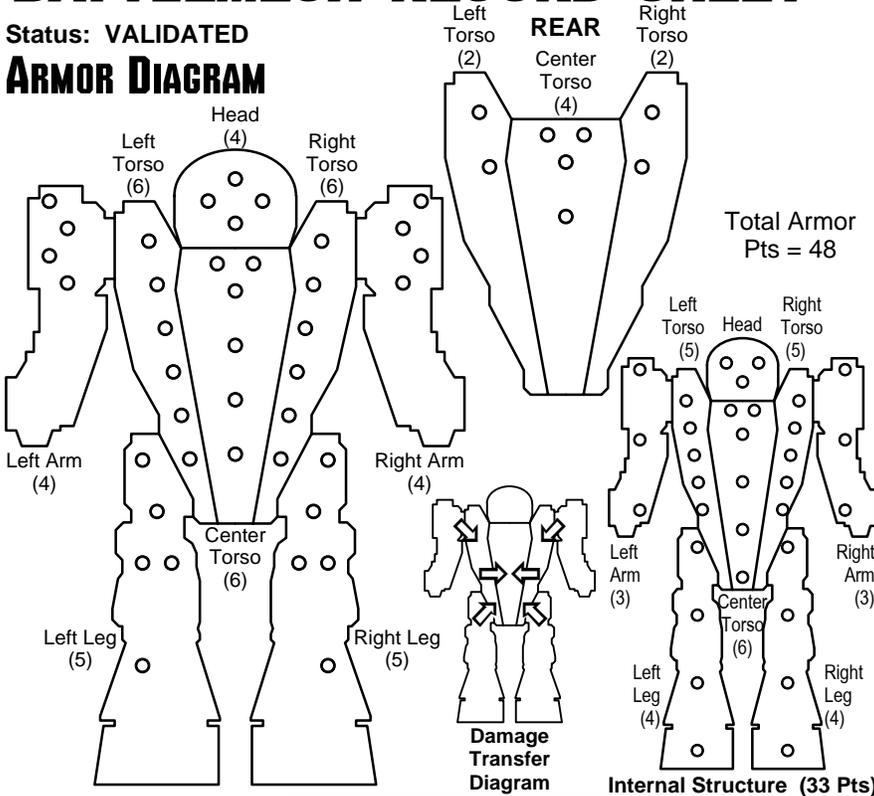6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (2) REAR Right Torso (2)
Center Torso (4)

Head (4)

Left Torso (6) Right Torso (6)

Left Arm (4)

Center Torso (6)

Right Arm (4)

Left Leg (5) Right Leg (5)

Total Armor Pts = 48

Left Torso (5) Head Right Torso (5)

Left Arm (3) Center Torso (6) Right Arm (3)

Left Leg (4) Right Leg (4)

Damage Transfer Diagram

Internal Structure (33 Pts)

'MECH DATA

Type: Wasp WSP-1W
Mass: 20 tons

Movement Points:	Tech, Config. & Level:
Walking: **6**	**Inner Sphere**
Running: **9**	**Biped 'Mech**
Jumping: **6**	**Level 1 / 3025**

Weapons Inventory: (hexes)

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

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

Auto Eject:
☐ Operational   ☐ Disabled

Weapon Heat:
(6)

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

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

CRITICAL HIT TABLE

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

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

Left Torso
1-3
1. Jump Jet
2. Single Heat Sink
3. Single Heat Sink
4. Small Laser
5. Small Laser
6. Roll Again

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

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Single Heat Sink

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

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. Jump Jet

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

Battle Value: **316**
Weapon Value: **62 / 62**
Cost, C-Bills: **1,633,320**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Small Laser
5. Small Laser
6. Roll Again

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

Right Torso
1-3
1. Jump Jet
2. Single Heat Sink
3. Single Heat Sink
4. Small Laser
5. Small Laser
6. Roll Again

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

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Single Heat Sink

HEAT SCALE

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

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (2)   REAR   Right Torso (2)

Center Torso (4)

Head (4)

Left Torso (6)   Right Torso (6)

Left Arm (4)

Center Torso (6)

Right Arm (4)

Left Leg (5)   Right Leg (5)

Total Armor Pts = 48

Left Torso (5)   Head   Right Torso (5)

Left Arm (3)   Center Torso (6)   Right Arm (3)

Left Leg (4)   Right Leg (4)

Damage Transfer Diagram

Internal Structure (33 Pts)

'MECH DATA

Type: Wasp WSP-1L

Mass: 20 tons

Movement Points:	Tech, Config. & Level:
Walking: **6**	**Inner Sphere**
Running: **9**	**Biped 'Mech**
Jumping: **6**	**Level 1 / 3025**

Weapons Inventory: (hexes)

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

Ammo Type:	Rounds:	BV:
SRM 4	25	11

Total Heat Sinks: 10 Single

○○○○○○○○○○

Auto Eject:
☐ Operational   ☐ Disabled

Weapon Heat: (3)

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

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

CRITICAL HIT TABLE

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

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

Left Torso
1-3
1. Jump Jet
2. Single Heat Sink
3. Single Heat Sink
4. Roll Again
5. Roll Again
6. Roll Again

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

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Single Heat Sink

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

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. Jump Jet

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

Battle Value: **290**
Weapon Value: **53 / 53**
Cost, C-Bills: **1,656,720**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. SRM 4
5. Roll Again
6. Roll Again

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

Right Torso
1-3
1. Jump Jet
2. Single Heat Sink
3. Single Heat Sink
4. Ammo (SRM 4) 25
5. Roll Again
6. Roll Again

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

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Single Heat Sink

HEAT SCALE

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

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (2)
REAR
Right Torso (2)
Center Torso (4)

Head (5)
Left Torso (7)
Right Torso (7)
Left Arm (5)
Right Arm (5)
Center Torso (7)
Left Leg (6)
Right Leg (6)

Total Armor Pts = 56

Left Torso (5)
Head
Right Torso (5)
Left Arm (3)
Right Arm (3)
Center Torso (6)
Left Leg (4)
Right Leg (4)

Damage Transfer Diagram

Internal Structure (33 Pts)
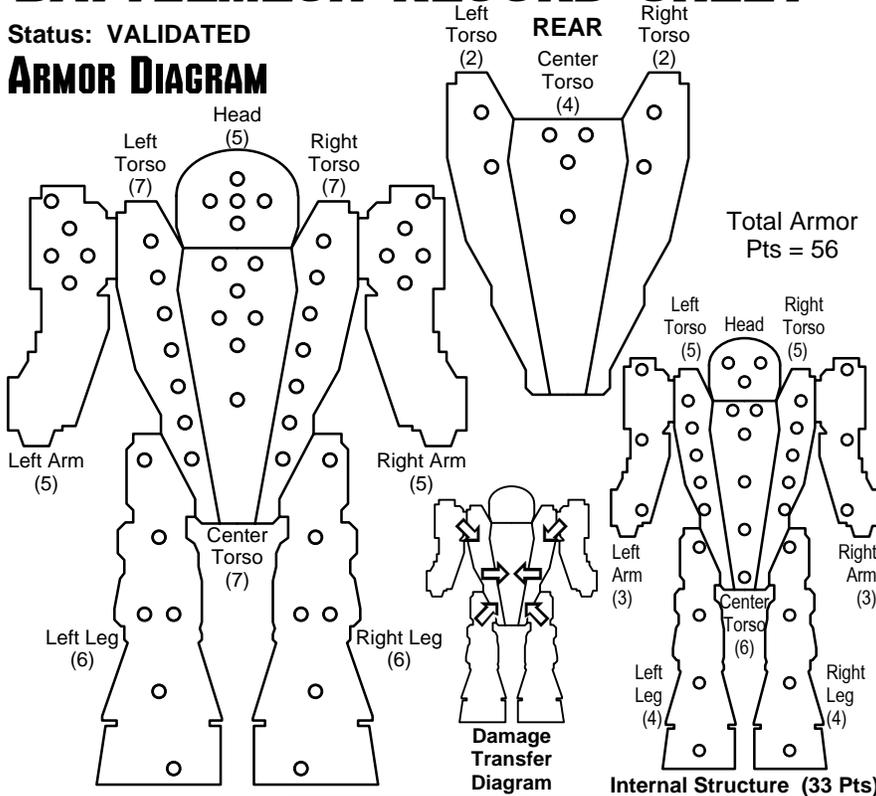
'MECH DATA

Type: Wasp WSP-1K
Mass: 20 tons

Movement Points:	Tech, Config. & Level:
Walking: 6	**Inner Sphere**
Running: 9	**Biped 'Mech**
Jumping: 6	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5	-	3	6	9
1	Machine Gun	LT	0	2	-	1	2	3

Ammo Type:	Rounds:	BV:
Machine Gun	200	2

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

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (3)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

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

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

Left Torso
1-3
1. Jump Jet
2. Single Heat Sink
3. Single Heat Sink
4. Machine Gun
5. Ammo (MG) 200
6. Roll Again

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

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Single Heat Sink

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

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. Jump Jet

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

Battle Value: **330**
Weapon Value: **78 / 78**
Cost, C-Bills: **1,613,520**

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

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

Right Torso
1-3
1. Jump Jet
2. Single Heat Sink
3. Single Heat Sink
4. Roll Again
5. Roll Again
6. Roll Again

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

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Single Heat Sink

HEAT SCALE

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

WIZKIDS

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (2)
REAR
Right Torso (2)
Center Torso (4)

Head (4)

Left Torso (6)
Right Torso (6)

Left Arm (4)
Right Arm (4)

Center Torso (6)

Left Leg (5)
Right Leg (5)

Total Armor Pts = 48

Left Torso (5)
Head
Right Torso (5)

Left Arm (3)
Right Arm (3)

Center Torso (6)

Left Leg (4)
Right Leg (4)

Damage Transfer Diagram

Internal Structure (33 Pts)

'MECH DATA

Type: Wasp WSP-1D

Mass: 20 tons

Movement Points:	Tech, Config. & Level:
Walking: **6**	**Inner Sphere**
Running: **9**	**Biped 'Mech**
Jumping: **6**	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5	-	3	6	9
2	Small Laser	LT	1	3	-	1	2	3
1	Flamer	LL	3	2	-	1	2	3

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

Auto Eject:
☐ Operational ☐ Disabled

Weapon Heat:
(8)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

1-3
1. Jump Jet
2. Single Heat Sink
3. Small Laser
4. Small Laser
5. *Roll Again*
6. *Roll Again*

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

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Flamer

Head

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

Center Torso

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

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. Jump Jet

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

Battle Value: **327**
Weapon Value: **86 / 86**
Cost, C-Bills: **1,636,320**

Right Arm

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

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

Right Torso

1-3
1. Jump Jet
2. Single Heat Sink
3. Single Heat Sink
4. Single Heat Sink
5. Single Heat Sink
6. *Roll Again*

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

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Single Heat Sink

HEAT SCALE

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

WIZKIDS

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (2) REAR Right Torso (2)

Center Torso (4)

Head (4)

Left Torso (6) Right Torso (6)

Left Arm (4)

Right Arm (4)

Center Torso (6)

Left Leg (5) Right Leg (5)

Total Armor Pts = 48

Left Torso (5) Head Right Torso (5)

Left Arm (3) Center Torso (6) Right Arm (3)

Left Leg (4) Right Leg (4)

Damage Transfer Diagram

Internal Structure (33 Pts)

'MECH DATA

Type: Wasp WSP-1A
Mass: 20 tons

Movement Points:	Tech, Config. & Level:
Walking: 6	**Inner Sphere**
Running: 9	**Biped 'Mech**
Jumping: 6	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5	-	3	6	9
1	SRM 2	LL	2	2/hit	-	3	6	9

Ammo Type:	Rounds:	BV:
SRM 2	50	7

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

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (5)

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

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

CRITICAL HIT TABLE

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

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

Left Torso
1-3
1. Ammo (SRM 2) 50
2. Jump Jet
3. Single Heat Sink
4. Single Heat Sink
5. Single Heat Sink
6. Roll Again

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

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. SRM 2
6. Jump Jet

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

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. Jump Jet

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

Battle Value: **336**
Weapon Value: **85 / 85**
Cost, C-Bills: **1,646,640**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

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

Right Torso
1-3
1. Jump Jet
2. Single Heat Sink
3. Single Heat Sink
4. Single Heat Sink
5. Roll Again
6. Roll Again

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

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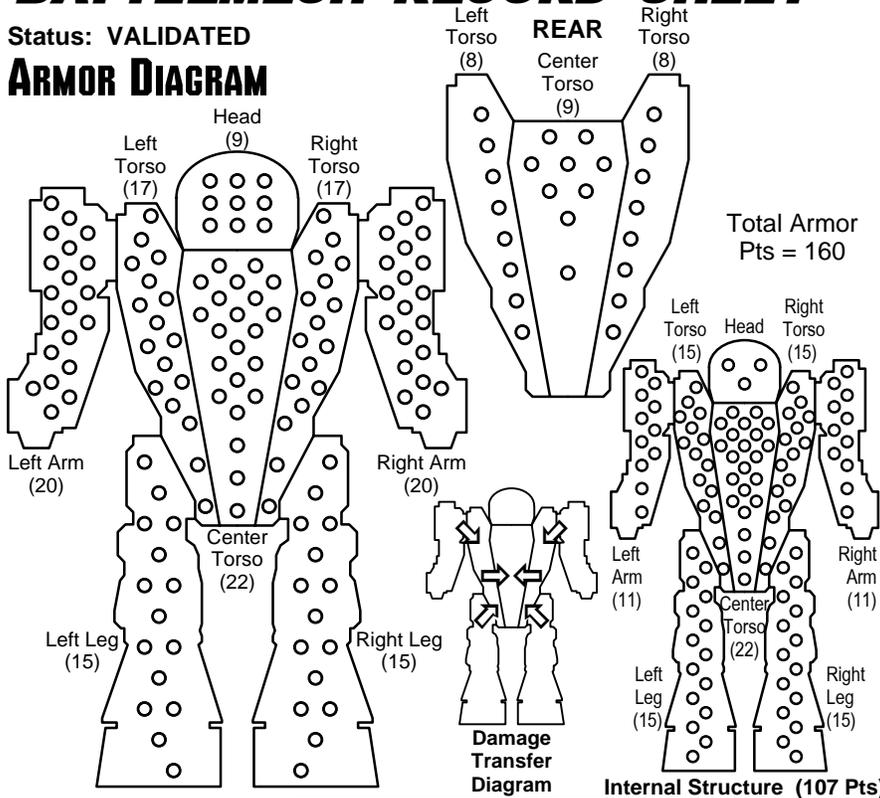5. Jump Jet
6. Roll Again

HEAT SCALE

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

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (8) REAR Right Torso (8)

Center Torso (9)

Head (9)

Left Torso (17) Right Torso (17)

Total Armor Pts = 160

Left Arm (20)

Right Arm (20)

Center Torso (22)

Left Leg (15) Right Leg (15)

Left Torso (15) Head Right Torso (15)

Left Arm (11) Right Arm (11)

Center Torso (22)

Left Leg (15) Right Leg (15)

Damage Transfer Diagram

Internal Structure (107 Pts)

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. PPC
5. PPC
6. PPC

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

Left Torso
1-3
1. Medium Laser
2. Small Laser
3. Flamer
4. Roll Again
5. Roll Again
6. Roll Again

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

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

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

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Single Heat Sink
6. Single Heat Sink

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Battle Value: **943**

Weapon Value: **957 / 957**

Cost, C-Bills: **6,077,784**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. PPC
5. PPC
6. PPC

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

Right Torso
1-3
1. Medium Laser
2. Small Laser
3. SRM 6
4. SRM 6
5. Flamer
6. Ammo (SRM 6) 15

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

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

REAR

Left Torso (8) Center Torso (9) Right Torso (8)

Total Armor Pts = 160

Head (9)

Left Torso (17) Right Torso (17)

Left Arm (20)

Center Torso (22)

Right Arm (20)

Left Leg (15) Right Leg (15)

Left Torso (15) Head Right Torso (15)

Left Arm (11) Center Torso (22) Right Arm (11)

Left Leg (15) Right Leg (15)

Damage Transfer Diagram

Internal Structure (107 Pts)

'MECH DATA

Type: Warhammer WHM-6R
Mass: 70 tons

Movement Points:	Tech, Config. & Level:
Walking: **4**	**Inner Sphere**
Running: **6**	**Biped 'Mech**
Jumping: **0**	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RA	10	10	3	6	12	18
1	PPC	LA	10	10	3	6	12	18
1	SRM 6	RT	4	2/hit	-	3	6	9
1	Medium Laser	RT	3	5	-	3	6	9
1	Medium Laser	LT	3	5	-	3	6	9
1	Small Laser	LT	1	3	-	1	2	3
1	Small Laser	RT	1	3	-	1	2	3
1	Machine Gun	LT	0	2	-	1	2	3
1	Machine Gun	RT	0	2	-	1	2	3

Ammo Type:	Rounds:	BV:
SRM 6	15	8
Machine Gun	200	1

Total Heat Sinks: 18 Single

○○○○○○○○○○ ○○○○○○○○

Auto Eject: □ Operational □ Disabled

Weapon Heat: (32)

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Single Heat Sink
5. PPC
6. PPC

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

Left Torso
1-3
1. Medium Laser
2. Small Laser
3. Machine Gun
4. Roll Again
5. Roll Again
6. Roll Again

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

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

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

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

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

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

Battle Value: **978**
Weapon Value: **1,116 / 1,116**
Cost, C-Bills: **6,070,984**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Single Heat Sink
5. PPC
6. PPC

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

Right Torso
1-3
1. SRM 6
2. SRM 6
3. Medium Laser
4. Small Laser
5. Machine Gun
6. Ammo (SRM 6) 15

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

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

HEAT SCALE

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

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Head (9)

Left Torso (17)   Right Torso (17)

Left Arm (20)   Right Arm (20)

Center Torso (22)

Left Leg (15)   Right Leg (15)

REAR

Left Torso (8)   Center Torso (9)   Right Torso (8)

Total Armor Pts = 160

Left Torso (15)   Head   Right Torso (15)

Left Arm (11)   Center Torso (22)   Right Arm (11)

Left Leg (15)   Right Leg (15)

Damage Transfer Diagram

Internal Structure (107 Pts)
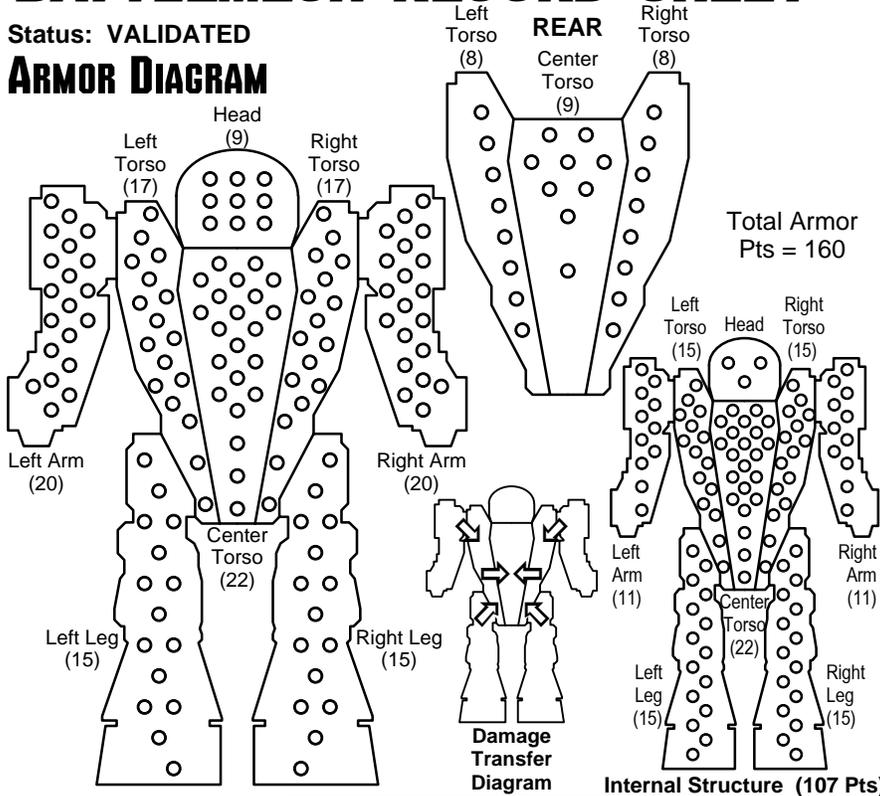
'MECH DATA

Type: Warhammer WHM-6K

Mass: 70 tons

Movement Points:	Tech, Config. & Level:
Walking: **4**	**Inner Sphere**
Running: **6**	**Biped 'Mech**
Jumping: **0**	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RA	10	10	3	6	12	18
1	PPC	LA	10	10	3	6	12	18
1	Medium Laser	RT	3	5	-	3	6	9
1	Medium Laser	LT	3	5	-	3	6	9
1	Small Laser	LT	1	3	-	1	2	3
1	Small Laser	RT	1	3	-	1	2	3
1	SRM 6	RT	4	2/hit	-	3	6	9

Ammo Type:	Rounds:	BV:
SRM 6	15	8

Total Heat Sinks: 20 Single

OOOOOOOOOO   OOOOOOOOOO

Auto Eject:
☐ Operational   ☐ Disabled

Weapon Heat: (32)

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. PPC
5. PPC
6. PPC

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

Left Torso
1-3
1. Single Heat Sink
2. Single Heat Sink
3. Single Heat Sink
4. Medium Laser
5. Small Laser
6. Roll Again

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

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

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

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Single Heat Sink
6. Single Heat Sink

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Battle Value: **1,022**
Weapon Value: **1,205 / 1,205**
Cost, C-Bills: **6,059,084**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. PPC
5. PPC
6. PPC

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

Right Torso
1-3
1. Medium Laser
2. Small Laser
3. SRM 6
4. SRM 6
5. Ammo (SRM 6) 15
6. Roll Again

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

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

HEAT SCALE

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

WIZKIDS

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Head (9)

Left Torso (22) Right Torso (22)

Left Arm (22) Right Arm (22)

Center Torso (34)

Left Leg (30) Right Leg (30)

Left Torso (8) REAR Right Torso (8)

Center Torso (10)

Total Armor Pts = 217

Left Torso (15) Head Right Torso (15)

Left Arm (11) Right Arm (11)

Center Torso (22)

Left Leg (15) Right Leg (15)

Damage Transfer Diagram

Internal Structure (107 Pts)

'MECH DATA

Type: Warhammer WHM-6D
Mass: 70 tons

Movement Points:	Tech, Config. & Level:
Walking: **4**	**Inner Sphere**
Running: **6**	**Biped 'Mech**
Jumping: **0**	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RA	10	10	3	6	12	18
1	PPC	LA	10	10	3	6	12	18
1	Medium Laser	RT	3	5	-	3	6	9
1	Medium Laser	LT	3	5	-	3	6	9
1	Small Laser	LT	1	3	-	1	2	3
1	Small Laser	RT	1	3	-	1	2	3

Total Heat Sinks: 20 Single

OOOOOOOOOO OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (28)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. PPC
5. PPC
6. PPC

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

Left Torso
1-3
1. Single Heat Sink
2. Single Heat Sink
3. Medium Laser
4. Small Laser
5. Roll Again
6. Roll Again

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

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

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

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Single Heat Sink
6. Single Heat Sink

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Battle Value: **1,169**
Weapon Value: **1,501 / 1,501**
Cost, C-Bills: **5,945,184**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. PPC
5. PPC
6. PPC

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

Right Torso
1-3
1. Single Heat Sink
2. Medium Laser
3. Small Laser
4. Roll Again
5. Roll Again
6. Roll Again

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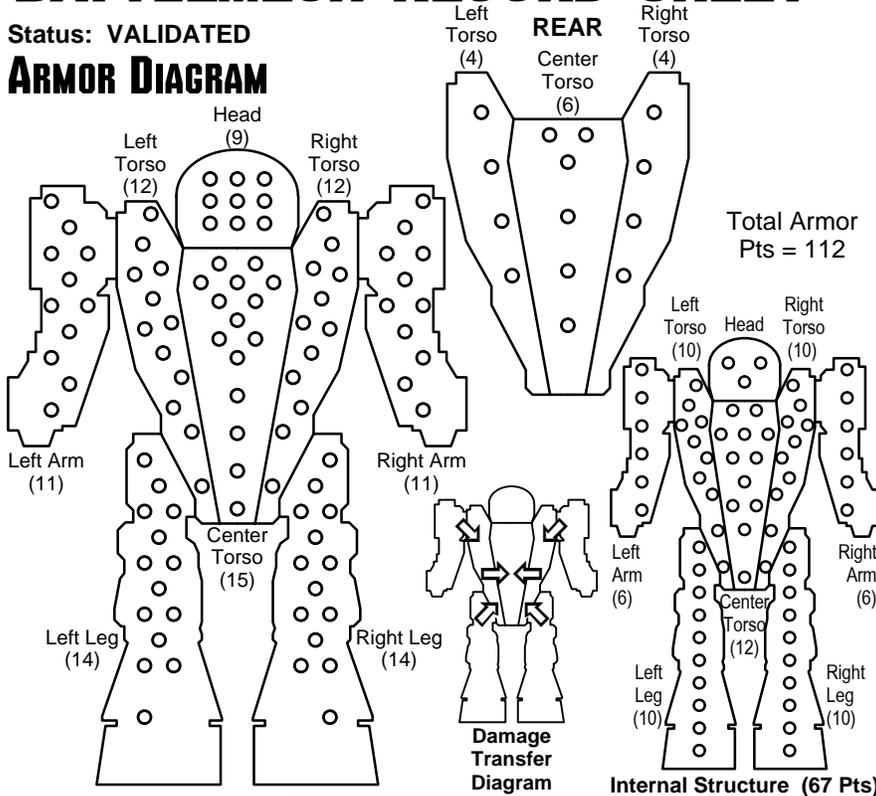5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (4) REAR Right Torso (4)
Center Torso (6)

Head (9)
Left Torso (12) Right Torso (12)
Left Arm (11) Right Arm (11)
Center Torso (15)
Left Leg (14) Right Leg (14)

Total Armor Pts = 112

Left Torso (10) Head Right Torso (10)
Left Arm (6) Right Arm (6)
Center Torso (12)
Left Leg (10) Right Leg (10)

Damage Transfer Diagram

Internal Structure (67 Pts)

'MECH DATA

Type: Vulcan VL-5T
Mass: 40 tons

Movement Points:	Tech, Config. & Level:
Walking: 6	**Inner Sphere**
Running: 9	**Biped 'Mech**
Jumping: 6	**Level 1 / 3025**

Weapons Inventory: (hexes)

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

Ammo Type:	Rounds:	BV:
Machine Gun	200	2

Total Heat Sinks: 12 Single
○○○○○○○○○○ ○○

Auto Eject:
☐ Operational ☐ Disabled

Weapon Heat:
(15)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

CRITICAL HIT TABLE

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

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

Left Torso
1-3
1. Jump Jet
2. Jump Jet
3. Single Heat Sink
4. Medium Laser
5. Ammo (MG) 200
6. Roll Again

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

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Roll Again

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

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. Jump Jet

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

Battle Value: **744**
Weapon Value: **436 / 436**
Cost, C-Bills: **3,558,100**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Flamer
5. Roll Again
6. Roll Again

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

Right Torso
1-3
1. Jump Jet
2. Jump Jet
3. Medium Laser
4. Medium Laser
5. Medium Laser
6. Roll Again

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

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Roll Again

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (8)
Head (8)
Right Torso (8)
Left Arm (6)
Right Arm (6)
Center Torso (10)
Left Leg (10)
Right Leg (10)

Left Torso (4)
REAR
Right Torso (4)
Center Torso (6)

Total Armor Pts = 80

Left Torso (10)
Head
Right Torso (10)
Left Arm (6)
Right Arm (6)
Center Torso (12)
Left Leg (10)
Right Leg (10)

Damage Transfer Diagram

Internal Structure (67 Pts)

'MECH DATA

Type: Vulcan VL-2T
Mass: 40 tons

Movement Points:	Tech, Config. & Level:
Walking: 6	**Inner Sphere**
Running: 9	**Biped 'Mech**
Jumping: 6	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/2	RT	1	2	4	8	16	24
1	Medium Laser	LT	3	5	-	3	6	9
1	Flamer	RA	3	2	-	1	2	3
1	Machine Gun	LA	0	2	-	1	2	3

Ammo Type:	Rounds:	BV:
Autocannon/2	45	11
Machine Gun	200	2

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

Auto Eject:
☐ Operational ☐ Disabled

Weapon Heat:
(7)

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

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

CRITICAL HIT TABLE

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

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

Left Torso
1-3
1. Jump Jet
2. Jump Jet
3. Medium Laser
4. Ammo (MG) 200
5. Roll Again
6. Roll Again

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

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

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

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. Jump Jet

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

Battle Value: **523**
Weapon Value: **197 / 197**
Cost, C-Bills: **3,462,900**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Flamer
5. Roll Again
6. Roll Again

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

Right Torso
1-3
1. Jump Jet
2. Jump Jet
3. Single Heat Sink
4. Autocannon/2
5. Ammo (AC/2) 45
6. Roll Again

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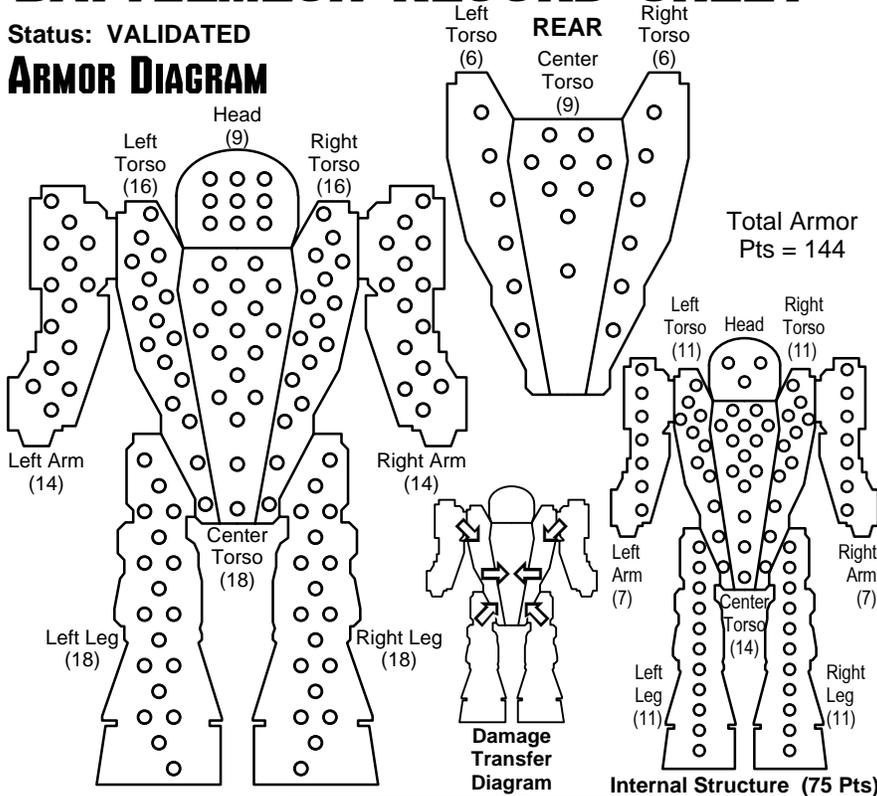4. Roll Again
5. Roll Again
6. Roll Again

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

HEAT SCALE

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

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (16)
Head (9)
Right Torso (16)

REAR
Left Torso (6)
Center Torso (9)
Right Torso (6)

Left Arm (14)
Center Torso (18)
Right Arm (14)
Left Leg (18)
Right Leg (18)

Total Armor Pts = 144

Left Torso (11)
Head
Right Torso (11)
Left Arm (7)
Center Torso (14)
Right Arm (7)
Left Leg (11)
Right Leg (11)

Damage Transfer Diagram

Internal Structure (75 Pts)

'MECH DATA

Type: Vindicator VND-1R
Mass: 45 tons

Movement Points:	Tech, Config. & Level:
Walking: **4**	**Inner Sphere**
Running: **6**	**Biped 'Mech**
Jumping: **4**	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 5	LT	2	1/hit	6	7	14	21
1	PPC	RA	10	10	3	6	12	18
1	Medium Laser	HD	3	5	-	3	6	9
1	Small Laser	LA	1	3	-	1	2	3

Ammo Type:	Rounds:	BV:
LRM 5	24	10

Total Heat Sinks: 16 Single
○○○○○○○○○○ ○○○○○○

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (16)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
1-3 3. Lower Arm Actuator
4. Hand Actuator
5. Small Laser
6. *Roll Again*

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

Left Torso
1. Single Heat Sink
2. Single Heat Sink
1-3 3. Single Heat Sink
4. Single Heat Sink
5. LRM 5
6. Ammo (LRM 5) 24

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

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. *Roll Again*

Head
1. Life Support
2. Sensors
3. Cockpit
4. Medium Laser
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. Jump Jet

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

Battle Value: **900**
Weapon Value: **735 / 735**
Cost, C-Bills: **3,181,082**

Right Arm
1. Shoulder
2. Upper Arm Actuator
1-3 3. Lower Arm Actuator
4. PPC
5. PPC
6. PPC

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

Right Torso
1. Single Heat Sink
2. Single Heat Sink
1-3 3. Single Heat Sink
4. Single Heat Sink
5. Single Heat Sink
6. *Roll Again*

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

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. *Roll Again*

HEAT SCALE

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

WIZKIDS

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (3)   REAR   Right Torso (3)

Center Torso (5)

Head (7)

Left Torso (8)

Right Torso (8)

Left Arm (5)

Right Arm (5)

Center Torso (12)

Left Leg (8)

Right Leg (8)

Total Armor Pts = 72

Damage Transfer Diagram

Left Torso (11)   Head   Right Torso (11)

Left Arm (7)

Right Arm (7)

Center Torso (14)

Left Leg (11)

Right Leg (11)

Internal Structure (75 Pts)

'MECH DATA

Type: Vindicator VND-1AA
Mass: 45 tons

Movement Points:	Tech, Config. & Level:
Walking: 5	**Inner Sphere**
Running: 8	**Biped 'Mech**
Jumping: 5	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 5	LT	2	1/hit	6	7	14	21
1	PPC	RA	10	10	3	6	12	18
1	Medium Laser	HD	3	5	-	3	6	9
1	Small Laser	LA	1	3	-	1	2	3

Ammo Type:	Rounds:	BV:
LRM 5	24	12

Total Heat Sinks: 16 Single

ooooooooo oooooo

Auto Eject:
☐ Operational ☐ Disabled

Weapon Heat: (16)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
1-3 3. Lower Arm Actuator
4. Hand Actuator
5. Small Laser
6. *Roll Again*

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

Left Torso
1. Single Heat Sink
2. Single Heat Sink
1-3 3. LRM 5
4. Ammo (LRM 5) 24
5. *Roll Again*
6. *Roll Again*

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

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. Medium Laser
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine
1-3 3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

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

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Battle Value: **835**
Weapon Value: 422 / 422
Cost, C-Bills: **3,864,033**

Right Arm
1. Shoulder
2. Upper Arm Actuator
1-3 3. Lower Arm Actuator
4. PPC
5. PPC
6. PPC

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

Right Torso
1. Single Heat Sink
2. Single Heat Sink
1-3 3. Single Heat Sink
4. Single Heat Sink
5. *Roll Again*
6. *Roll Again*

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

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

HEAT SCALE

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

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (8) REAR Right Torso (8)
Center Torso (11)

Head (9)
Left Torso (17)   Right Torso (17)

Left Arm (15)
Right Arm (15)

Center Torso (28)

Left Leg (20)   Right Leg (20)

Total Armor Pts = 168

Left Torso (17)   Head   Right Torso (17)

Left Arm (13)   Right Arm (13)

Center Torso (25)

Left Leg (17)   Right Leg (17)

Damage Transfer Diagram

Internal Structure (122 Pts)

'MECH DATA

Type: Victor VTR-9S
Mass: 80 tons

Movement Points:	Tech, Config. & Level:
Walking: **4**	**Inner Sphere**
Running: **6**	**Biped 'Mech**
Jumping: **4**	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/20	RA	7	20	-	3	6	9
2	Medium Laser	LA	3	5	-	3	6	9
1	SRM 6	LT	4	2/hit	-	3	6	9

Ammo Type:	Rounds:	BV:
Autocannon/20	15	98
SRM 6	15	11

Total Heat Sinks: 15 Single
○○○○○○○○○○   ○○○○○

Auto Eject:
☐ Operational   ☐ Disabled

Weapon Heat: (17)

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
1-3 3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Medium Laser

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

Left Torso
1. SRM 6
2. SRM 6
1-3 3. Ammo (SRM 6) 15
4. Roll Again
5. Roll Again
6. Roll Again

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

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Single Heat Sink

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

Center Torso
1. Fusion Engine
2. Fusion Engine
1-3 3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine
4-6 3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. Jump Jet

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

Battle Value: **1,140**
Weapon Value: **1,021 / 1,021**
Cost, C-Bills: **8,062,321**

Right Arm
1. Shoulder
2. Upper Arm Actuator
1-3 3. Autocannon/20
4. Autocannon/20
5. Autocannon/20
6. Autocannon/20

1. Autocannon/20
2. Autocannon/20
4-6 3. Autocannon/20
4. Autocannon/20
5. Autocannon/20
6. Autocannon/20

Right Torso
1. Single Heat Sink
2. Ammo (AC/20) 5
1-3 3. Ammo (AC/20) 5
4. Ammo (AC/20) 5
5. Roll Again
6. Roll Again

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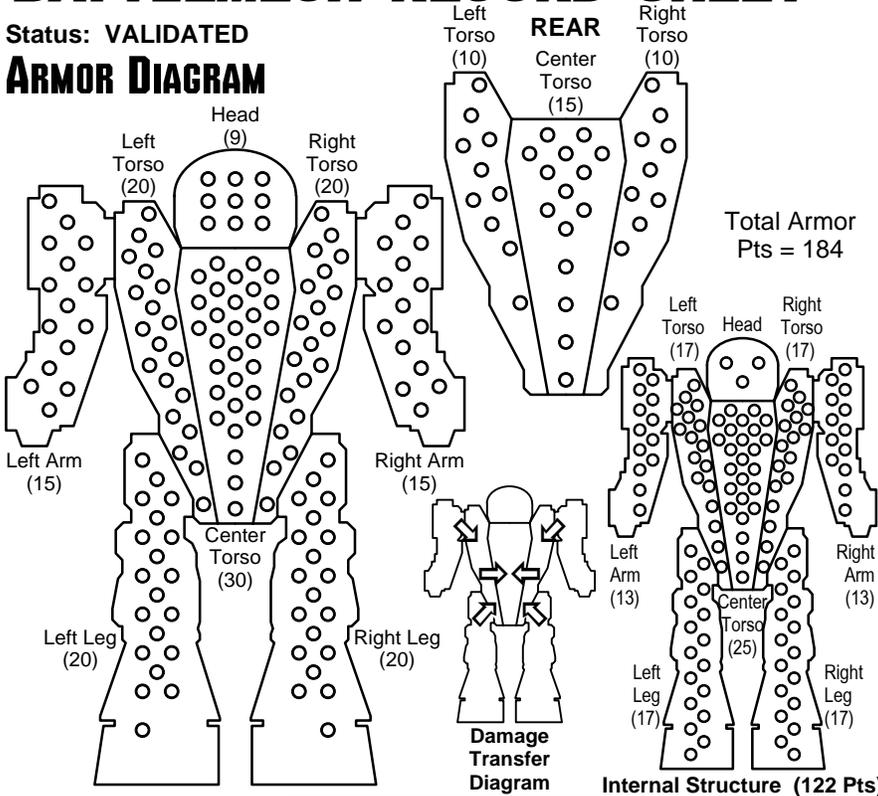5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Single Heat Sink

HEAT SCALE

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

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (10) REAR Right Torso (10)
Center Torso (15)

Head (9)
Left Torso (20)
Right Torso (20)

Total Armor Pts = 184

Left Arm (15)
Right Arm (15)

Left Torso (17) Head Right Torso (17)

Center Torso (30)

Left Arm (13) Center Torso (25) Right Arm (13)

Left Leg (20)
Right Leg (20)

Left Leg (17) Right Leg (17)

Damage Transfer Diagram

Internal Structure (122 Pts)

'MECH DATA

Type: Victor VTR-9B
Mass: 80 tons

Movement Points:	Tech, Config. & Level:
Walking: **4**	**Inner Sphere**
Running: **6**	**Biped 'Mech**
Jumping: **4**	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/20	RA	7	20	-	3	6	9
2	Medium Laser	LA	3	5	-	3	6	9
1	SRM 4	LT	3	2/hit	-	3	6	9

Ammo Type:	Rounds:	BV:
Autocannon/20	15	98
SRM 4	25	8

Total Heat Sinks: 15 Single
○○○○○○○○○○ ○○○○○

Auto Eject: **Weapon Heat:**
☐ Operational ☐ Disabled **(16)**

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Medium Laser

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

Left Torso
1-3
1. SRM 4
2. Ammo (SRM 4) 25
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Single Heat Sink

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

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. Jump Jet

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

Battle Value: **1,165**
Weapon Value: **1,058 / 1,058**
Cost, C-Bills: **8,044,321**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Autocannon/20
4. Autocannon/20
5. Autocannon/20
6. Autocannon/20

4-6
1. Autocannon/20
2. Autocannon/20
3. Autocannon/20
4. Autocannon/20
5. Autocannon/20
6. Autocannon/20

Right Torso
1-3
1. Single Heat Sink
2. Ammo (AC/20) 5
3. Ammo (AC/20) 5
4. Ammo (AC/20) 5
5. Roll Again
6. Roll Again

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

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Single Heat Sink

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Head (9)
Left Torso (12)
Right Torso (12)
Left Arm (12)
Right Arm (12)
Center Torso (18)
Left Leg (20)
Right Leg (20)

REAR
Left Torso (6)
Center Torso (9)
Right Torso (6)

Total Armor Pts = 136

Damage Transfer Diagram

Internal Structure (122 Pts)
Left Torso (17)
Head
Right Torso (17)
Left Arm (13)
Right Arm (13)
Center Torso (25)
Left Leg (17)
Right Leg (17)
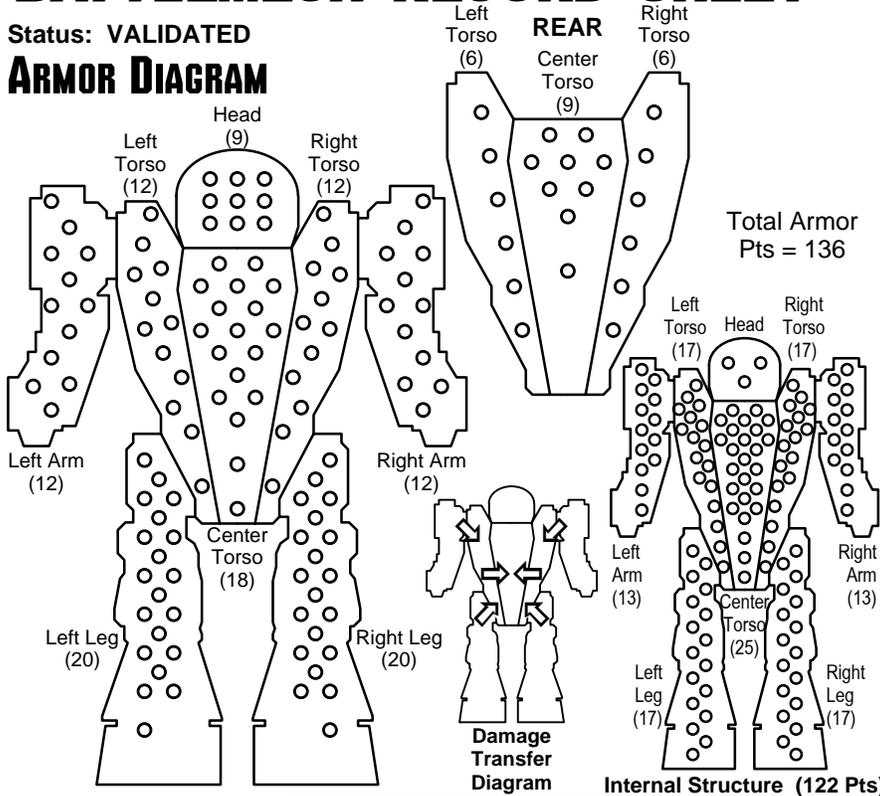
'MECH DATA

Type: Victor VTR-9A
Mass: 80 tons

Movement Points:	Tech, Config. & Level:
Walking: 4	**Inner Sphere**
Running: 6	**Biped 'Mech**
Jumping: 4	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/20	RA	7	20	-	3	6	9
2	Medium Laser	LA	3	5	-	3	6	9
2	Flamer	RT	3	2	-	1	2	3
1	SRM 4	LT	3	2/hit	-	3	6	9
1	Machine Gun	LT	0	2	-	1	2	3

Ammo Type:	Rounds:	BV:
Autocannon/20	15	98
SRM 4	25	8
Machine Gun	100	1

Total Heat Sinks: 15 Single
○○○○○○○○○○   ○○○○○

Auto Eject:
☐ Operational   ☐ Disabled

Weapon Heat: (22)

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Medium Laser

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

Left Torso
1-3
1. Single Heat Sink
2. SRM 4
3. Machine Gun
4. Ammo (SRM 4) 25
5. Ammo (MG) 100
6. Roll Again

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

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Single Heat Sink

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

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. Jump Jet

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

Battle Value: **971**
Weapon Value: **690 / 690**
Cost, C-Bills: **8,027,221**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Autocannon/20
4. Autocannon/20
5. Autocannon/20
6. Autocannon/20

4-6
1. Autocannon/20
2. Autocannon/20
3. Autocannon/20
4. Autocannon/20
5. Autocannon/20
6. Autocannon/20

Right Torso
1-3
1. Flamer
2. Flamer
3. Ammo (AC/20) 5
4. Ammo (AC/20) 5
5. Ammo (AC/20) 5
6. Roll Again

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

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Single Heat Sink

HEAT SCALE

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

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (7)   REAR   Right Torso (7)
Center Torso (12)

Head (9)

Left Torso (15)   Right Torso (15)

Total Armor Pts = 160

Left Arm (15)

Left Torso (17)   Head   Right Torso (17)

Right Arm (15)

Left Arm (13)   Right Arm (13)

Center Torso (25)

Center Torso (25)

Left Leg (20)   Right Leg (20)

Left Leg (17)   Right Leg (17)

Damage Transfer Diagram

Internal Structure (122 Pts)

'MECH DATA

Type: Victor VTR-9A1
Mass: 80 tons

Movement Points:	Tech, Config. & Level:
Walking: 4	Inner Sphere
Running: 6	Biped 'Mech
Jumping: 4	Level 1 / 3025

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/20	RA	7	20	-	3	6	9
2	Medium Laser	LA	3	5	-	3	6	9
1	SRM 4	LT	3	2/hit	-	3	6	9
1	Machine Gun	LL	0	2	-	1	2	3
1	Machine Gun	RL	0	2	-	1	2	3

Ammo Type:	Rounds:	BV:
Autocannon/20	15	98
SRM 4	25	8
Machine Gun	100	1

Total Heat Sinks: 15 Single
○○○○○○○○○○   ○○○○○

Auto Eject:
☐ Operational   ☐ Disabled

Weapon Heat: (16)

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Medium Laser

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

Left Torso
1-3
1. Single Heat Sink
2. Single Heat Sink
3. SRM 4
4. Ammo (SRM 4) 25
5. Ammo (MG) 100
6. Roll Again

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

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Machine Gun

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

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. Jump Jet

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

Battle Value: **1,110**
Weapon Value: **979 / 979**
Cost, C-Bills: **8,036,221**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Autocannon/20
4. Autocannon/20
5. Autocannon/20
6. Autocannon/20

4-6
1. Autocannon/20
2. Autocannon/20
3. Autocannon/20
4. Autocannon/20
5. Autocannon/20
6. Autocannon/20

Right Torso
1-3
1. Single Heat Sink
2. Ammo (AC/20) 5
3. Ammo (AC/20) 5
4. Ammo (AC/20) 5
5. Roll Again
6. Roll Again

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

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Machine Gun

HEAT SCALE

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

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (2)   REAR   Right Torso (2)
Center Torso (4)

Head (8)
Left Torso (12)
Right Torso (12)

Left Arm (9)

Right Arm (9)

Center Torso (14)

Left Leg (12)

Right Leg (12)

Damage Transfer Diagram

Total Armor Pts = 96

Left Torso (7)   Head   Right Torso (7)

Left Arm (5)

Right Arm (5)

Center Torso (10)

Left Leg (7)

Right Leg (7)

Internal Structure (51 Pts)

'MECH DATA

Type: **Valkyrie VLK-QF**
Mass: **30 tons**

Movement Points: Tech, Config. & Level:
Walking: **5**   **Inner Sphere**
Running: **8**   **Biped 'Mech**
Jumping: **5**   **Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	LT	4	1/hit	6	7	14	21
1	Flamer	RA	3	2	-	1	2	3

Ammo Type:	Rounds:	BV:
LRM 10	12	22

Total Heat Sinks: 11 Single
○○○○○○○○○○   ○

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

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

CRITICAL HIT TABLE

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

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

Left Torso
1-3
1. Single Heat Sink
2. Single Heat Sink
3. LRM 10
4. LRM 10
5. *Roll Again*
6. *Roll Again*

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

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

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

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

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

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

Battle Value: **563**
Weapon Value: **170 / 170**
Cost, C-Bills: **2,163,070**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Flamer
5. *Roll Again*
6. *Roll Again*

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

Right Torso
1-3
1. Single Heat Sink
2. Single Heat Sink
3. Ammo (LRM 10) 12
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

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

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

HEAT SCALE

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

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (2) REAR Right Torso (2)

Center Torso (4)

Head (8)

Left Torso (12)   Right Torso (12)

Left Arm (9)

Right Arm (9)

Center Torso (14)

Left Leg (12)

Right Leg (12)

Total Armor Pts = 96

Damage Transfer Diagram

Left Torso (7)   Head   Right Torso (7)

Left Arm (5)

Right Arm (5)

Center Torso (10)

Left Leg (7)   Right Leg (7)

Internal Structure (51 Pts)
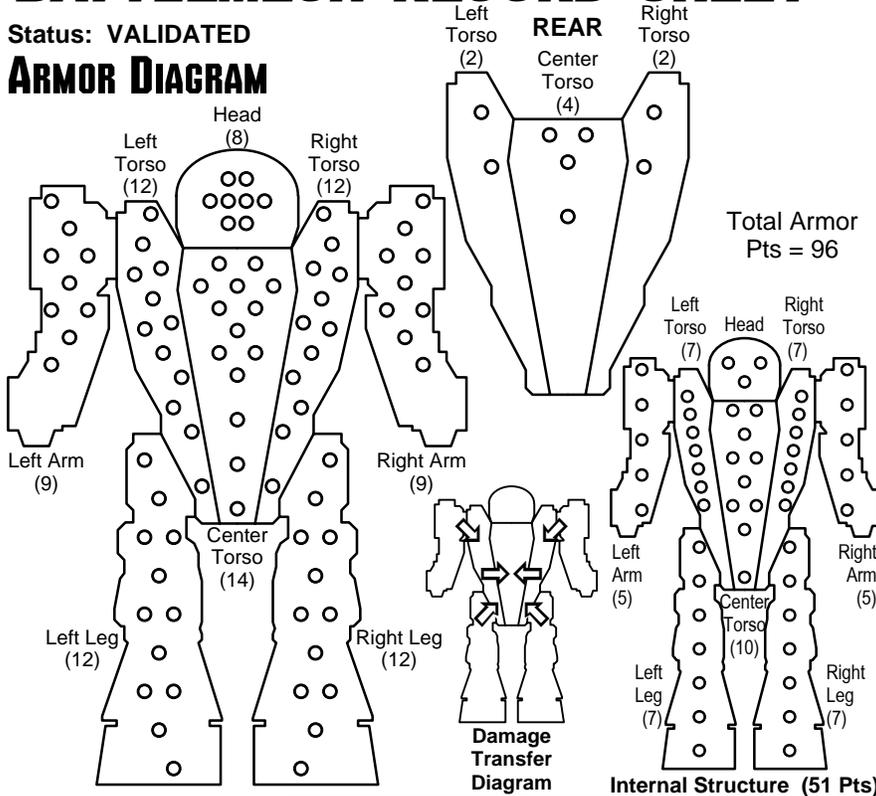
'MECH DATA

Type: Valkyrie VLK-QA
Mass: 30 tons

Movement Points:	Tech, Config. & Level:
Walking: **5**	**Inner Sphere**
Running: **8**	**Biped 'Mech**
Jumping: **5**	**Level 1 / 3025**

Weapons Inventory: (hexes)

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

Ammo Type:	Rounds:	BV:
LRM 10	12	22

Total Heat Sinks: 11 Single
○○○○○○○○○○ ○

Auto Eject:
☐ Operational ☐ Disabled

Weapon Heat: (7)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

CRITICAL HIT TABLE

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

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

Left Torso
1-3:
1. Single Heat Sink
2. Single Heat Sink
3. LRM 10
4. LRM 10
5. Roll Again
6. Roll Again

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

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

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

Center Torso
1-3:
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6:
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. Single Heat Sink

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

Battle Value: **640**
Weapon Value: 262 / 262
Cost, C-Bills: **2,205,320**

Right Arm
1-3:
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Medium Laser
5. Roll Again
6. Roll Again

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

Right Torso
1-3:
1. Single Heat Sink
2. Single Heat Sink
3. Ammo (LRM 10) 12
4. Roll Again
5. Roll Again
6. Roll Again

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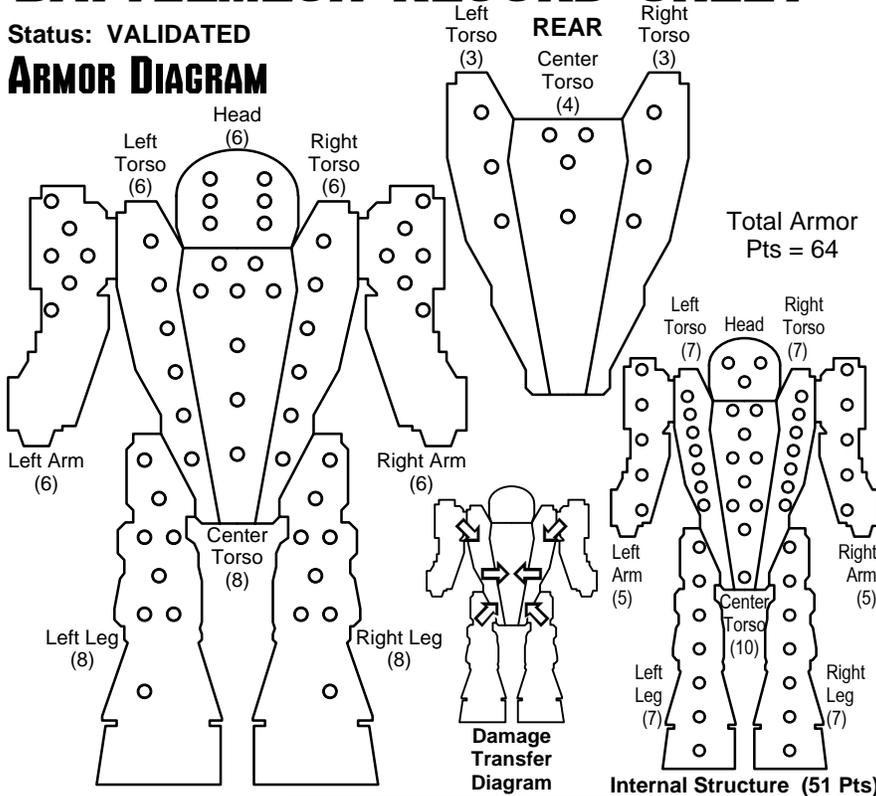5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (3)   REAR   Right Torso (3)

Center Torso (4)

Head (6)

Left Torso (6)   Right Torso (6)

Left Arm (6)

Center Torso (8)

Right Arm (6)

Left Leg (8)   Right Leg (8)

Total Armor Pts = 64

Left Torso Head Right Torso
(7)   (7)

Left Arm (5)   Right Arm (5)

Center Torso (10)

Left Leg (7)   Right Leg (7)

Damage Transfer Diagram

Internal Structure (51 Pts)

'MECH DATA

Type:	**Urbanmech UM-R60L**
Mass:	**30 tons**

Movement Points:	Tech, Config. & Level:
Walking: **2**	**Inner Sphere**
Running: **3**	**Biped 'Mech**
Jumping: **2**	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/20	RA	7	20	-	3	6	9
1	Small Laser	LA	1	3	-	1	2	3

Ammo Type:	Rounds:	BV:
Autocannon/20	5	20

Total Heat Sinks: 11 Single
○○○○○○○○○○ ○

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

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

HEAT SCALE

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

CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

1-3
1. Single Heat Sink
2. Single Heat Sink
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

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

Center Torso

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

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. Jump Jet

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

Battle Value: **443**
Weapon Value: **140 / 140**
Cost, C-Bills: **1,581,125**

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Autocannon/20
4. Autocannon/20
5. Autocannon/20
6. Autocannon/20

4-6
1. Autocannon/20
2. Autocannon/20
3. Autocannon/20
4. Autocannon/20
5. Autocannon/20
6. Autocannon/20

Right Torso

1-3
1. Single Heat Sink
2. Single Heat Sink
3. Ammo (AC/20) 5
4. Roll Again
5. Roll Again
6. Roll Again

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

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (4)
REAR
Right Torso (4)
Center Torso (8)

Head (9)

Left Torso (8)
Right Torso (8)

Left Arm (10)
Right Arm (10)

Center Torso (11)

Left Leg (12)
Right Leg (12)

Total Armor Pts = 96

Left Torso (7)
Head
Right Torso (7)

Left Arm (5)
Center Torso (10)
Right Arm (5)

Left Leg (7)
Right Leg (7)

Damage Transfer Diagram

Internal Structure (51 Pts)

'MECH DATA

Type: **Urbanmech UM-R60**

Mass: **30 tons**

Movement Points:	Tech, Config. & Level:
Walking: **2**	**Inner Sphere**
Running: **3**	**Biped 'Mech**
Jumping: **2**	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/10	RA	3	10	-	5	10	15
1	Small Laser	LA	1	3	-	1	2	3

Ammo Type:	Rounds:	BV:
Autocannon/10	10	15

Total Heat Sinks: 11 Single
○○○○○○○○○○ ○

Auto Eject:
☐ Operational ☐ Disabled

Weapon Heat:
(4)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Small Laser
4. Roll Again
5. Roll Again
6. Roll Again

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

Left Torso
1-3
1. Single Heat Sink
2. Single Heat Sink
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

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

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. Jump Jet

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

Battle Value: **454**

Weapon Value: **160 / 160**

Cost, C-Bills: **1,471,925**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Autocannon/10
4. Autocannon/10
5. Autocannon/10
6. Autocannon/10

4-6
1. Autocannon/10
2. Autocannon/10
3. Autocannon/10
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1-3
1. Single Heat Sink
2. Single Heat Sink
3. Ammo (AC/10) 10
4. Roll Again
5. Roll Again
6. Roll Again

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

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

HEAT SCALE

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

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (5) REAR Right Torso (5)
Center Torso (7)

Head (9)

Left Torso (11)   Right Torso (11)

Total Armor Pts = 120

Left Arm (10)

Right Arm (10)

Center Torso (22)

Left Leg (15)

Right Leg (15)

Left Torso (12)   Head   Right Torso (12)

Left Arm (8)

Center Torso (16)

Right Arm (8)

Left Leg (12)   Right Leg (12)

Damage Transfer Diagram

Internal Structure (83 Pts)

'MECH DATA

Type: Trebuchet TBT-5S

Mass: 50 tons

Movement Points:	Tech, Config. & Level:
Walking: **5**	**Inner Sphere**
Running: **8**	**Biped 'Mech**
Jumping: **0**	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	RT	4	2/hit	-	3	6	9
1	SRM 6	LA	4	2/hit	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
2	Medium Laser	RA	3	5	-	3	6	9

Ammo Type:	Rounds:	BV:
SRM 6	30	19

Total Heat Sinks: 18 Single
○○○○○○○○○○   ○○○○○○○○

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. SRM 6
6. SRM 6

4-6
1. Medium Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1-3
1. Single Heat Sink
2. Single Heat Sink
3. Ammo (SRM 6) 15
4. Roll Again
5. Roll Again
6. Roll Again

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

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

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

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

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

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

Battle Value: **841**
Weapon Value: **772 / 772**
Cost, C-Bills: **4,023,500**

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

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

Right Torso
1-3
1. Single Heat Sink
2. Single Heat Sink
3. SRM 6
4. SRM 6
5. Ammo (SRM 6) 15
6. Roll Again

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

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

HEAT SCALE

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

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (5)   REAR   Right Torso (5)
Center Torso (7)

Head (9)

Left Torso (11)   Right Torso (11)

Left Arm (10)   Right Arm (10)

Center Torso (22)

Total Armor Pts = 120

Left Torso (12)   Head   Right Torso (12)

Left Leg (15)   Right Leg (15)

Left Arm (8)   Right Arm (8)

Center Torso (16)

Left Leg (12)   Right Leg (12)

Damage Transfer Diagram

Internal Structure (83 Pts)

'MECH DATA

Type: Trebuchet TBT-5N
Mass: 50 tons

Movement Points:	Tech, Config. & Level:
Walking: **5**	**Inner Sphere**
Running: **8**	**Biped 'Mech**
Jumping: **0**	**Level 1 / 3025**

Weapons Inventory: (hexes)

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

Ammo Type:	Rounds:	BV:
LRM 15	16	47

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

Auto Eject:
☐ Operational   ☐ Disabled

Weapon Heat: (19)

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

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

HEAT SCALE

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

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. LRM 15
6. LRM 15

4-6
1. LRM 15
2. Medium Laser
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1-3
1. Ammo (LRM 15) 8
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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

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

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

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

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

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

Battle Value: **864**
Weapon Value: **634 / 634**
Cost, C-Bills: **4,293,500**

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

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

Right Torso
1-3
1. LRM 15
2. LRM 15
3. LRM 15
4. Ammo (LRM 15) 8
5. Roll Again
6. Roll Again

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

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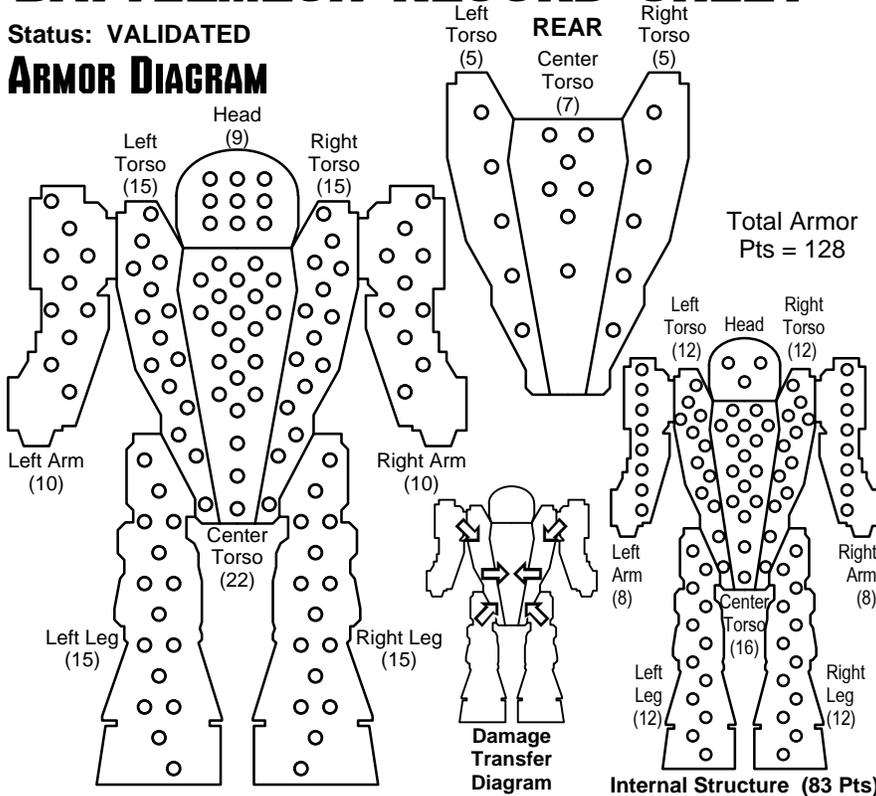4. Foot Actuator
5. Roll Again
6. Roll Again

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Head (9)

Left Torso (11) Right Torso (11)

Left Arm (10)

Right Arm (10)

Center Torso (22)

Left Leg (15) Right Leg (15)

Left Torso (5) REAR Center Torso (7) Right Torso (5)

Total Armor Pts = 120

Left Torso (12) Head Right Torso (12)

Left Arm (8) Center Torso (16) Right Arm (8)

Left Leg (12) Right Leg (12)

Damage Transfer Diagram

Internal Structure (83 Pts)

'MECH DATA

Type: Trebuchet TBT-5K

Mass: 50 tons

Movement Points:	Tech, Config. & Level:
Walking: **5**	**Inner Sphere**
Running: **8**	**Biped 'Mech**
Jumping: **0**	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RT	10	10	3	6	12	18
1	Autocannon/5	LT	1	5	3	6	12	18
1	SRM 2	RA	2	2/hit	-	3	6	9

Ammo Type:	Rounds:	BV:
Autocannon/5	20	12
SRM 2	50	4

Total Heat Sinks: 11 Single
○○○○○○○○○○ ○

Auto Eject:
☐ Operational ☐ Disabled

Weapon Heat:
(13)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

CRITICAL HIT TABLE

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

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

Left Torso
1-3
1. Autocannon/5
2. Autocannon/5
3. Autocannon/5
4. Autocannon/5
5. Roll Again
6. Roll Again

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

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

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

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Single Heat Sink
6. Roll Again

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

Battle Value: **792**
Weapon Value: **606 / 606**
Cost, C-Bills: **4,051,250**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. SRM 2
5. Ammo (SRM 2) 50
6. Roll Again

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

Right Torso
1-3
1. PPC
2. PPC
3. PPC
4. Ammo (AC/5) 20
5. Roll Again
6. Roll Again

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

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

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (5) REAR Right Torso (5)

Center Torso (7)

Head (9)

Left Torso (15) Right Torso (15)

Left Arm (10) Right Arm (10)

Center Torso (22)

Left Leg (15) Right Leg (15)

Total Armor Pts = 128

Left Torso (12) Head Right Torso (12)

Left Arm (8) Right Arm (8)

Center Torso (16)

Left Leg (12) Right Leg (12)

Damage Transfer Diagram

Internal Structure (83 Pts)

CRITICAL HIT TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. *Roll Again*

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

Left Torso

1-3
1. Single Heat Sink
2. Single Heat Sink
3. Single Heat Sink
4. Single Heat Sink
5. Single Heat Sink
6. *Roll Again*

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

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

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

Center Torso

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

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. *Roll Again*

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

Battle Value: **1,034**
Weapon Value: **716 / 716**
Cost, C-Bills: **4,383,500**

Right Arm

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

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

Right Torso

1-3
1. LRM 15
2. LRM 15
3. LRM 15
4. Ammo (LRM 15) 8
5. *Roll Again*
6. *Roll Again*

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

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (6) — REAR — Right Torso (6)

Center Torso (11)

Head (9)

Left Torso (24) Right Torso (24)

Left Arm (20)

Right Arm (20)

Center Torso (30)

Left Leg (29) Right Leg (29)

Total Armor Pts = 208

Left Torso (15) Head Right Torso (15)

Left Arm (10) Right Arm (10)

Center Torso (21)

Left Leg (15) Right Leg (15)

Damage Transfer Diagram

Internal Structure (104 Pts)

'MECH DATA

Type: Thunderbolt TDR-5SS

Mass: 65 tons

Movement Points:	Tech, Config. & Level:
Walking: 4	**Inner Sphere**
Running: 6	**Biped 'Mech**
Jumping: 0	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RA	10	10	3	6	12	18
1	SRM 6	LT	4	2/hit	-	3	6	9
3	Medium Laser	LT	3	5	-	3	6	9
1	Flamer	RT	3	2	-	1	2	3

Ammo Type:	Rounds:	BV:
SRM 6	15	8

Total Heat Sinks: 21 Single

○○○○○○○○○○ ○○○○○○○○○○
○

Auto Eject:
☐ Operational ☐ Disabled

Weapon Heat:
(26)

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator (1-3)
4. Hand Actuator
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again (4-6)
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1. Single Heat Sink
2. SRM 6
3. SRM 6 (1-3)
4. Medium Laser
5. Medium Laser
6. Medium Laser

1. Roll Again
2. Roll Again
3. Roll Again (4-6)
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

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

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine (1-3)
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine
3. Fusion Engine (4-6)
4. Fusion Engine
5. Single Heat Sink
6. Ammo (SRM 6) 15

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

Battle Value: **1,077**
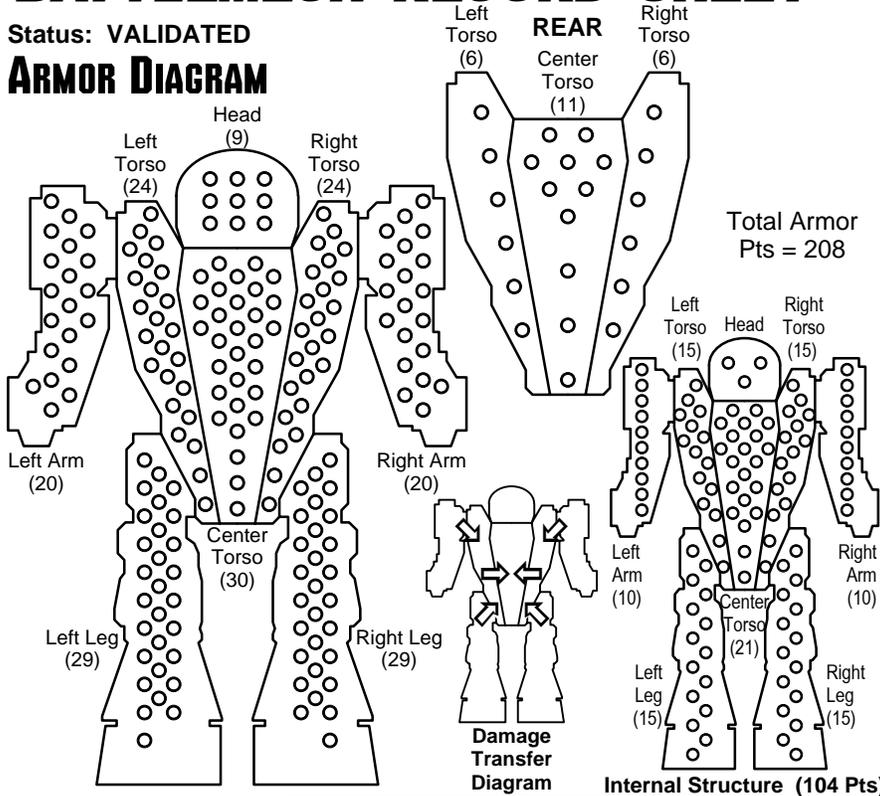Weapon Value: **1,426 / 1,426**
Cost, C-Bills: **5,320,536**

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator (1-3)
4. Hand Actuator
5. PPC
6. PPC

1. PPC
2. Roll Again
3. Roll Again (4-6)
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1. Single Heat Sink
2. Single Heat Sink
3. Single Heat Sink (1-3)
4. Single Heat Sink
5. Single Heat Sink
6. Flamer

1. Roll Again
2. Roll Again
3. Roll Again (4-6)
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

HEAT SCALE

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

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Head (9)

Left Torso (24)

Right Torso (24)

Left Arm (20)

Right Arm (20)

Center Torso (30)

Left Leg (29)

Right Leg (29)

Left Torso (6)

REAR

Right Torso (6)

Center Torso (11)

Total Armor Pts = 208

Left Torso (15)

Head

Right Torso (15)

Left Arm (10)

Right Arm (10)

Center Torso (21)

Left Leg (15)

Right Leg (15)

Damage Transfer Diagram

Internal Structure (104 Pts)

'MECH DATA

Type: Thunderbolt TDR-5SE
Mass: 65 tons

Movement Points:	Tech, Config. & Level:
Walking: **4**	**Inner Sphere**
Running: **6**	**Biped 'Mech**
Jumping: **4**	**Level 1 / 3025**

Weapons Inventory: (hexes)

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

Ammo Type:	Rounds:	BV:
LRM 10	24	36

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

Auto Eject:
☐ Operational   ☐ Disabled

Weapon Heat: (21)

WARRIOR DATA

Name: _____

Gunnery Skill: _____   **Piloting Skill:** _____

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

CRITICAL HIT TABLE

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

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

Left Torso
1-3
1. Jump Jet
2. Jump Jet
3. LRM 10
4. LRM 10
5. Medium Laser
6. Medium Laser

4-6
1. Medium Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

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

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Ammo (LRM 10) 12
6. Ammo (LRM 10) 12

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

Battle Value: **1,180**
Weapon Value: **1,215 / 1,215**
Cost, C-Bills: **5,560,611**

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

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

Right Torso
1-3
1. Single Heat Sink
2. Single Heat Sink
3. Single Heat Sink
4. Jump Jet
5. Jump Jet
6. Roll Again

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

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

HEAT SCALE

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

WIZKIDS

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Head (9)

Left Torso (24)   Right Torso (24)

Left Arm (20)   Right Arm (20)

Center Torso (30)

Left Leg (29)   Right Leg (29)

REAR

Left Torso (6)   Center Torso (11)   Right Torso (6)

Total Armor Pts = 208

Left Torso (15)   Head   Right Torso (15)

Left Arm (10)   Center Torso (21)   Right Arm (10)

Left Leg (15)   Right Leg (15)

Damage Transfer Diagram

Internal Structure (104 Pts)
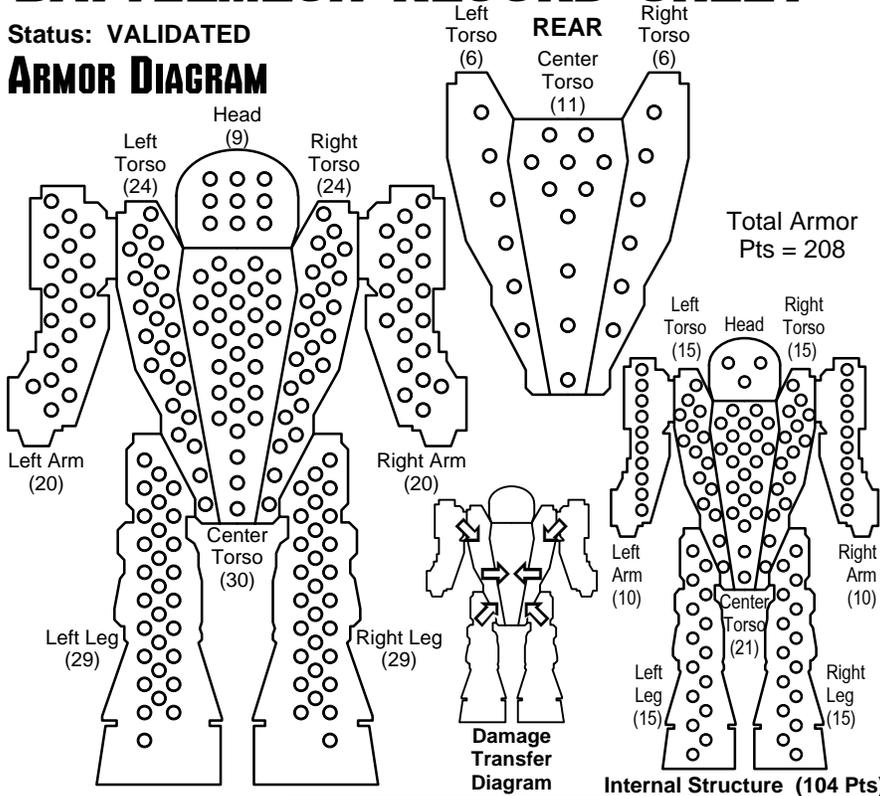
'MECH DATA

Type: Thunderbolt TDR-5S

Mass: 65 tons

Movement Points:	Tech, Config. & Level:
Walking: **4**	**Inner Sphere**
Running: **6**	**Biped 'Mech**
Jumping: **0**	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8	-	5	10	15
1	LRM 15	RT	5	1/hit	6	7	14	21
3	Medium Laser	LT	3	5	-	3	6	9
1	SRM 2	RT	2	2/hit	-	3	6	9
2	Machine Gun	LA	0	2	-	1	2	3

Ammo Type:	Rounds:	BV:
LRM 15	16	38
SRM 2	50	3
Machine Gun	200	1

Total Heat Sinks: 15 Single

○○○○○○○○○○ ○○○○○

Auto Eject:
☐ Operational ☐ Disabled

Weapon Heat: (24)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

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

4-6
1. Ammo (MG) 200
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1-3
1. Medium Laser
2. Medium Laser
3. Medium Laser
4. Roll Again
5. Roll Again
6. Roll Again

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

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

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

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Ammo (LRM 15) 8
6. Ammo (LRM 15) 8

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

Battle Value: **1,015**
Weapon Value: **1,228 / 1,228**
Cost, C-Bills: **5,413,761**

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

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

Right Torso
1-3
1. LRM 15
2. LRM 15
3. LRM 15
4. SRM 2
5. Ammo (SRM 2) 50
6. Roll Again

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

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

HEAT SCALE

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

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Head (9)

Left Torso (24)

Right Torso (24)

Left Arm (25)

Right Arm (25)

Center Torso (33)

Left Leg (33)

Right Leg (33)

REAR

Left Torso (8)

Center Torso (10)

Right Torso (8)

Left Torso (17)

Head

Right Torso (17)

Left Arm (13)

Center Torso (25)

Right Arm (13)

Left Leg (17)

Right Leg (17)

Total Armor Pts = 232

Damage Transfer Diagram

Internal Structure (122 Pts)

'MECH DATA

Type: Thug THG-10E
Mass: 80 tons

Movement Points:	Tech, Config. & Level:
Walking: **4**	**Inner Sphere**
Running: **6**	**Biped 'Mech**
Jumping: **0**	**Level 1 / 3025**

Weapons Inventory: (hexes)

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

Ammo Type:	Rounds:	BV:
SRM 4	25	6

Total Heat Sinks: 19 Single

○○○○○○○○○○ ○○○○○○○○○

Auto Eject:
☐ Operational ☐ Disabled

Weapon Heat: (26)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Single Heat Sink
6. PPC

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

Left Torso
1-3
1. Single Heat Sink
2. Single Heat Sink
3. Single Heat Sink
4. SRM 4
5. Roll Again
6. Roll Again

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

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

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

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

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

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

Battle Value: **1,203**
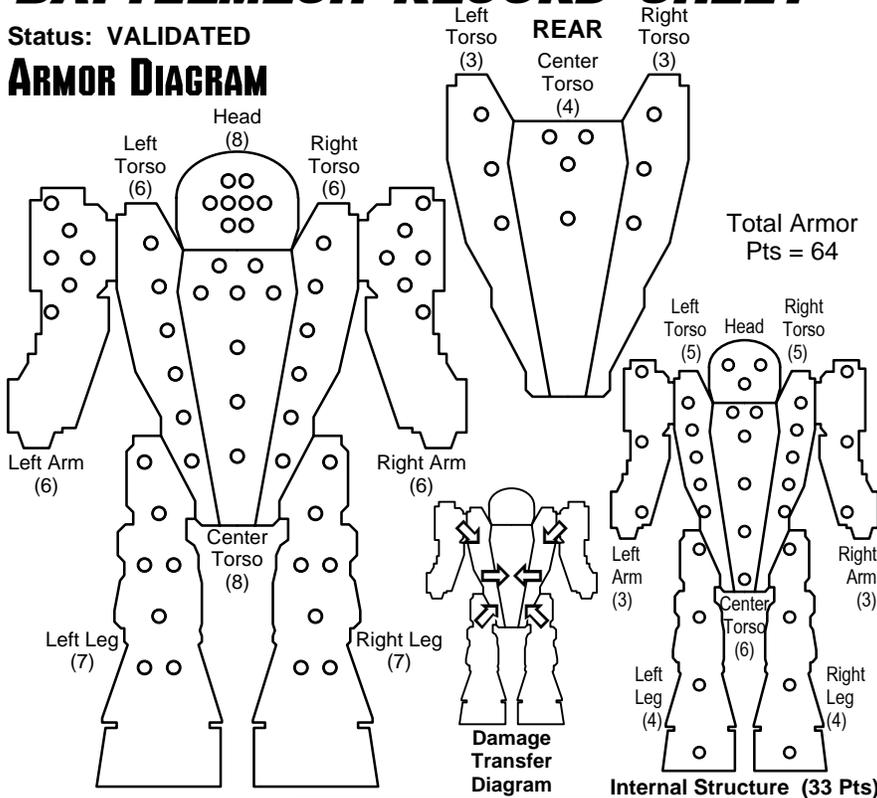Weapon Value: **1,529 / 1,529**
Cost, C-Bills: **7,760,641**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Single Heat Sink
6. PPC

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

Right Torso
1-3
1. Single Heat Sink
2. Single Heat Sink
3. SRM 4
4. Ammo (SRM 4) 25
5. Roll Again
6. Roll Again

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

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

HEAT SCALE

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

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (3) REAR Right Torso (3)

Center Torso (4)

Head (8)

Left Torso (6) Right Torso (6)

Left Arm (6) Right Arm (6)

Center Torso (8)

Left Leg (7) Right Leg (7)

Total Armor Pts = 64

Left Torso (5) Head Right Torso (5)

Left Arm (3) Right Arm (3)

Center Torso (6)

Left Leg (4) Right Leg (4)

Damage Transfer Diagram

Internal Structure (33 Pts)

'MECH DATA

Type: Thorn THE-S
Mass: 20 tons

Movement Points:	Tech, Config. & Level:
Walking: **6**	**Inner Sphere**
Running: **9**	**Biped 'Mech**
Jumping: **0**	**Level 1 / 3025**

Weapons Inventory: (hexes)

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

Ammo Type:	Rounds:	BV:
LRM 5	24	9

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

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (8)

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

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

Left Torso
1-3
1. Single Heat Sink
2. Single Heat Sink
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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

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

Head
1. Life Support
2. Sensors
3. Cockpit
4. Medium Laser
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Single Heat Sink
6. Single Heat Sink

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

Battle Value: **445**
Weapon Value: **224 / 224**
Cost, C-Bills: **1,558,320**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. LRM 5
4. Roll Again
5. Roll Again
6. Roll Again

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

Right Torso
1-3
1. Single Heat Sink
2. Single Heat Sink
3. Ammo (LRM 5) 24
4. Roll Again
5. Roll Again
6. Roll Again

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

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

HEAT SCALE

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

WIZKIDS™

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (2) REAR Right Torso (2)
Center Torso (4)

Head (4)

Left Torso (6) Right Torso (6)

Left Arm (4) Right Arm (4)

Center Torso (6)

Left Leg (5) Right Leg (5)

Damage Transfer Diagram

Total Armor Pts = 48

Left Torso (5) Head Right Torso (5)

Left Arm (3) Right Arm (3)

Center Torso (6)

Left Leg (4) Right Leg (4)

Internal Structure (33 Pts)

CRITICAL HIT TABLE

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

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

Left Torso
1-3
1. Jump Jet
2. Jump Jet
3. Jump Jet
4. Single Heat Sink
5. Single Heat Sink
6. Single Heat Sink

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

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

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

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Ammo (MG) 200
6. *Roll Again*

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

Battle Value: **320**
Weapon Value: **75 / 75**
Cost, C-Bills: **1,615,440**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Machine Gun

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

Right Torso
1-3
1. Jump Jet
2. Jump Jet
3. Jump Jet
4. Single Heat Sink
5. Single Heat Sink
6. Single Heat Sink

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

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WIZKIDS

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (3) — REAR — Right Torso (3)
Center Torso (4)

Head (6)
Left Torso (7)
Right Torso (7)

Left Arm (6)
Right Arm (6)

Center Torso (8)

Left Leg (7)
Right Leg (7)

Total Armor Pts = 64

Damage Transfer Diagram

Left Torso (5) — Head — Right Torso (5)
Left Arm (3)
Right Arm (3)
Center Torso (6)
Left Leg (4)
Right Leg (4)

Internal Structure (33 Pts)

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

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

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

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

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

Left Torso
1-3
1. Jump Jet
2. Jump Jet
3. Jump Jet
4. Single Heat Sink
5. Roll Again
6. Roll Again

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

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

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

Right Torso
1-3
1. Jump Jet
2. Jump Jet
3. Jump Jet
4. Single Heat Sink
5. Roll Again
6. Roll Again

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

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

Battle Value: **438**
Weapon Value: **161 / 161**
Cost, C-Bills: **1,662,240**

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

HEAT SCALE

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

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Head (9)

Left Torso (25)

Right Torso (25)

Left Arm (22)

Right Arm (22)

Center Torso (36)

Left Leg (30)

Right Leg (30)

REAR
Left Torso (5) Center Torso (8) Right Torso (5)

Total Armor Pts = 217

Left Torso (18) Head Right Torso (18)

Left Arm (14) Center Torso (27) Right Arm (14)

Left Leg (18) Right Leg (18)

Damage Transfer Diagram

Internal Structure (130 Pts)

'MECH DATA

Type: Stalker STK-4P

Mass: 85 tons

Movement Points: Tech, Config. & Level:

Walking:	3	**Inner Sphere**
Running:	5	**Biped 'Mech**
Jumping:	0	**Level 1 / 3025**

Weapons Inventory: (hexes)

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

Ammo Type:	Rounds:	BV:
LRM 10	12	11
SRM 6	30	14

Total Heat Sinks: 20 Single

○○○○○○○○○○ ○○○○○○○○○○

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (28)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator

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

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

Left Torso
1. Large Laser
2. Large Laser

1-3
3. SRM 6
4. SRM 6
5. Ammo (SRM 6) 15
6. Single Heat Sink

4-6
1. Single Heat Sink
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

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

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Single Heat Sink
6. Single Heat Sink

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

Battle Value: **1,126**
Weapon Value: **1,319 / 1,319**
Cost, C-Bills: **6,936,575**

Right Arm
1. Shoulder
2. Upper Arm Actuator

1-3
3. LRM 10
4. LRM 10
5. Ammo (LRM 10) 12
6. Roll Again

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

Right Torso
1. Large Laser
2. Large Laser

1-3
3. SRM 6
4. SRM 6
5. Ammo (SRM 6) 15
6. Single Heat Sink

4-6
1. Single Heat Sink
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

HEAT SCALE

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

WIZKIDS

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (25)
Head (9)
Right Torso (25)

Left Arm (22)

Right Arm (22)

Center Torso (36)

Left Leg (29)

Right Leg (29)

REAR

Left Torso (5)
Center Torso (9)
Right Torso (5)

Total Armor Pts = 216

Left Torso (18)
Head
Right Torso (18)

Left Arm (14)
Center Torso (27)
Right Arm (14)

Left Leg (18)
Right Leg (18)

Damage Transfer Diagram

Internal Structure (130 Pts)

'MECH DATA

Type: Stalker STK-4N
Mass: 85 tons

Movement Points:	Tech, Config. & Level:
Walking: 3	**Inner Sphere**
Running: 5	**Biped 'Mech**
Jumping: 0	**Level 1 / 3025**

Weapons Inventory: (hexes)

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

Ammo Type:	Rounds:	BV:
SRM 6	30	14
LRM 10	12	11

Total Heat Sinks: 26 Single

OOOOOOOOOO OOOOOOOOOO
OOOOOO

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

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

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

Left Torso
1-3
1. Single Heat Sink
2. Single Heat Sink
3. Single Heat Sink
4. Single Heat Sink
5. Single Heat Sink
6. Large Laser

4-6
1. Large Laser
2. SRM 6
3. SRM 6
4. Ammo (SRM 6) 15
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

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

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Single Heat Sink
6. Single Heat Sink

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Battle Value: **1,225**
Weapon Value: **1,727 / 1,727**
Cost, C-Bills: **7,245,525**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Medium Laser
4. Medium Laser
5. LRM 10
6. LRM 10

4-6
1. Ammo (LRM 10) 12
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1-3
1. Single Heat Sink
2. Single Heat Sink
3. Single Heat Sink
4. Single Heat Sink
5. Large Laser
6. Large Laser

4-6
1. SRM 6
2. SRM 6
3. Ammo (SRM 6) 15
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

HEAT SCALE

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

WIZKIDS™

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (7) REAR Right Torso (7)

Center Torso (11)

Head (9)

Left Torso (25) Right Torso (25)

Left Arm (23)

Center Torso (36)

Right Arm (23)

Left Leg (25) Right Leg (25)

Total Armor Pts = 216

Left Torso (18) Head Right Torso (18)

Left Arm (14) Center Torso (27) Right Arm (14)

Left Leg (18) Right Leg (18)

Damage Transfer Diagram

Internal Structure (130 Pts)

'MECH DATA

Type: Stalker STK-3H
Mass: 85 tons

Movement Points:	Tech, Config. & Level:
Walking: 3	**Inner Sphere**
Running: 5	**Biped 'Mech**
Jumping: 0	**Level 1 / 3025**

Weapons Inventory: (hexes)

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

Ammo Type:	Rounds:	BV:
LRM 20	12	46
SRM 6	30	14

Total Heat Sinks: 20 Single

OOOOOOOOOO OOOOOOOOOO

Auto Eject:
☐ Operational ☐ Disabled

Weapon Heat: (32)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Single Heat Sink
4. LRM 20
5. LRM 20
6. LRM 20

4-6
1. LRM 20
2. LRM 20
3. Medium Laser
4. Medium Laser
5. Ammo (LRM 20) 6
6. *Roll Again*

Left Torso
1-3
1. Single Heat Sink
2. SRM 6
3. SRM 6
4. Ammo (SRM 6) 15
5. *Roll Again*
6. *Roll Again*

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

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

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

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Single Heat Sink
6. Single Heat Sink

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Battle Value: **1,249**
Weapon Value: **1,582 / 1,582**
Cost, C-Bills: **7,648,825**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Single Heat Sink
4. LRM 20
5. LRM 20
6. LRM 20

4-6
1. LRM 20
2. LRM 20
3. Medium Laser
4. Medium Laser
5. Ammo (LRM 20) 6
6. *Roll Again*

Right Torso
1-3
1. Single Heat Sink
2. SRM 6
3. SRM 6
4. Ammo (SRM 6) 15
5. *Roll Again*
6. *Roll Again*

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

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

HEAT SCALE

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

WIZKIDS

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (7)   REAR   Right Torso (7)
Center Torso (11)

Head (9)

Left Torso (25)   Right Torso (25)

Left Arm (23)   Right Arm (23)

Center Torso (36)

Left Leg (25)   Right Leg (25)

Total Armor Pts = 216

Left Torso (18)   Head   Right Torso (18)

Left Arm (14)   Right Arm (14)

Center Torso (27)

Left Leg (18)   Right Leg (18)

Damage Transfer Diagram

Internal Structure (130 Pts)

'MECH DATA

Type: Stalker STK-3F

Mass: 85 tons

Movement Points:	Tech, Config. & Level:
Walking: **3**	**Inner Sphere**
Running: **5**	**Biped 'Mech**
Jumping: **0**	**Level 1 / 3025**

Weapons Inventory: (hexes)

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

Ammo Type:	Rounds:	BV:
LRM 10	24	22
SRM 6	30	14

Total Heat Sinks: 20 Single

ooooooooo   oooooooooo

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

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

HEAT SCALE

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

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Single Heat Sink
4. LRM 10
5. LRM 10
6. Medium Laser

4-6
1. Medium Laser
2. Ammo (LRM 10) 12
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1-3
1. Single Heat Sink
2. Large Laser
3. Large Laser
4. SRM 6
5. SRM 6
6. Ammo (SRM 6) 15

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

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

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

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Single Heat Sink
6. Single Heat Sink

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Battle Value: **1,152**

Weapon Value: **1,394 / 1,394**

Cost, C-Bills: **7,463,825**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Single Heat Sink
4. LRM 10
5. LRM 10
6. Medium Laser

4-6
1. Medium Laser
2. Ammo (LRM 10) 12
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1-3
1. Single Heat Sink
2. Large Laser
3. Large Laser
4. SRM 6
5. SRM 6
6. Ammo (SRM 6) 15

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

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (2) REAR Right Torso (2)
Center Torso (4)

Head (6)
Left Torso (6) Right Torso (6)
Left Arm (5) Right Arm (5)
Center Torso (8)
Left Leg (6) Right Leg (6)

Total Armor Pts = 56

Left Torso (7) Head Right Torso (7)
Left Arm (5) Right Arm (5)
Center Torso (10)
Left Leg (7) Right Leg (7)

Damage Transfer Diagram

Internal Structure (51 Pts)

'MECH DATA

Type: Spider SDR-5K

Mass: 30 tons

Movement Points:	Tech, Config. & Level:
Walking: **8**	**Inner Sphere**
Running: **12**	**Biped 'Mech**
Jumping: **6**	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	CT	3	5	-	3	6	9
1	Machine Gun	RA	0	2	-	1	2	3
1	Machine Gun	LA	0	2	-	1	2	3

Ammo Type:	Rounds:	BV:
Machine Gun	200	3

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

Auto Eject: □ Operational □ Disabled

Weapon Heat: (3)

CRITICAL HIT TABLE

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

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

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

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

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

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

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

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

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

Battle Value: **433**
Weapon Value: **104 / 104**
Cost, C-Bills: **2,728,440**

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

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

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

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

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (2)
REAR
Right Torso (2)
Center Torso (4)

Head (6)
Left Torso (6)
Right Torso (6)
Left Arm (5)
Right Arm (5)
Center Torso (8)
Left Leg (6)
Right Leg (6)

Total Armor Pts = 56

Left Torso (7)
Head
Right Torso (7)
Left Arm (5)
Right Arm (5)
Center Torso (10)
Left Leg (7)
Right Leg (7)

Damage Transfer Diagram

Internal Structure (51 Pts)

'MECH DATA

Type: Spider SDR-5D
Mass: 30 tons

Movement Points:	Tech, Config. & Level:
Walking: 8	Inner Sphere
Running: 12	Biped 'Mech
Jumping: 8	Level 1 / 3025

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	CT	3	5	-	3	6	9
1	Flamer	RA	3	2	-	1	2	3

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

Auto Eject:
☐ Operational   ☐ Disabled

Weapon Heat:
(6)

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

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

CRITICAL HIT TABLE

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

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

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

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

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

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

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

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

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

Battle Value: **412**
Weapon Value: **94 / 94**
Cost, C-Bills: **2,942,290**

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

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

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

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

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Roll Again

HEAT SCALE

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

WIZKIDS™

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (2)   REAR   Right Torso (2)

Center Torso (4)

Head (6)

Left Torso (6)   Right Torso (6)

Left Arm (5)

Right Arm (5)

Center Torso (8)

Left Leg (6)   Right Leg (6)

Damage Transfer Diagram

Total Armor Pts = 56

Left Torso (7)   Head   Right Torso (7)

Left Arm (5)   Right Arm (5)

Center Torso (10)

Left Leg (7)   Right Leg (7)

Internal Structure (51 Pts)

'MECH DATA

Type: Spider SDR-5V

Mass: 30 tons

Movement Points:	Tech, Config. & Level:
Walking: **8**	**Inner Sphere**
Running: **12**	**Biped 'Mech**
Jumping: **8**	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	CT	3	5	-	3	6	9

Total Heat Sinks: 10 Single

○○○○○○○○○○

Auto Eject:
☐ Operational   ☐ Disabled

Weapon Heat:
(6)

CRITICAL HIT TABLE

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

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

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

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

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

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

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

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

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

Battle Value: **514**
Weapon Value: **170 / 170**
Cost, C-Bills: **2,984,540**

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

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

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

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

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____   **Piloting Skill:** _____

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

HEAT SCALE

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

WIZKIDS™

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (6)   REAR   Right Torso (6)

Center Torso (8)

Head (9)

Left Torso (18)

Right Torso (18)

Left Arm (16)

Right Arm (16)

Center Torso (23)

Left Leg (16)

Right Leg (16)

Total Armor Pts = 152

Left Torso (13)   Head   Right Torso (13)

Left Arm (9)

Right Arm (9)

Center Torso (18)

Left Leg (13)

Right Leg (13)
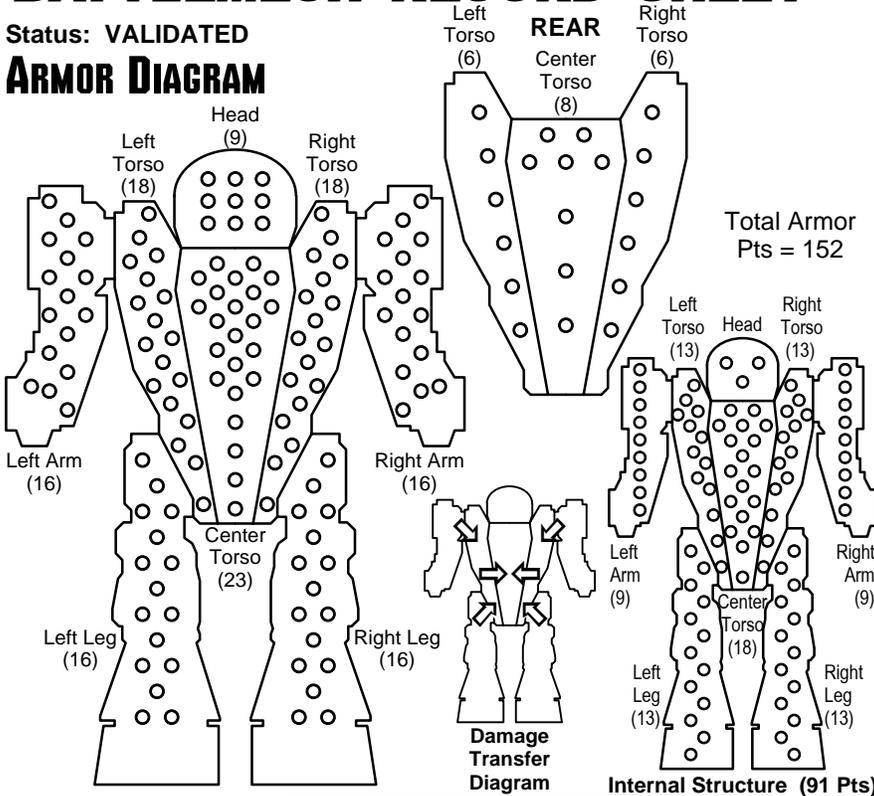
Damage Transfer Diagram

Internal Structure (91 Pts)

'MECH DATA

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

Mass: **55 tons**

Movement Points:	Tech, Config. & Level:
Walking: **5**	**Inner Sphere**
Running: **8**	**Biped 'Mech**
Jumping: **3**	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 5	RT	2	1/hit	6	7	14	21
1	PPC	LT	10	10	3	6	12	18

Ammo Type:	Rounds:	BV:
LRM 5	24	11

Total Heat Sinks: 17 Single

○○○○○○○○○○ ○○○○○○○

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

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

HEAT SCALE

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

CRITICAL HIT TABLE

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

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

Left Torso
1-3
1. Jump Jet
2. Single Heat Sink
3. PPC
4. PPC
5. PPC
6. Roll Again

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

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

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

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

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

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

Battle Value: **1,018**

Weapon Value: **644 / 644**

Cost, C-Bills: **4,544,806**

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

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

Right Torso
1-3
1. Jump Jet
2. Single Heat Sink
3. LRM 5
4. Ammo (LRM 5) 24
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again
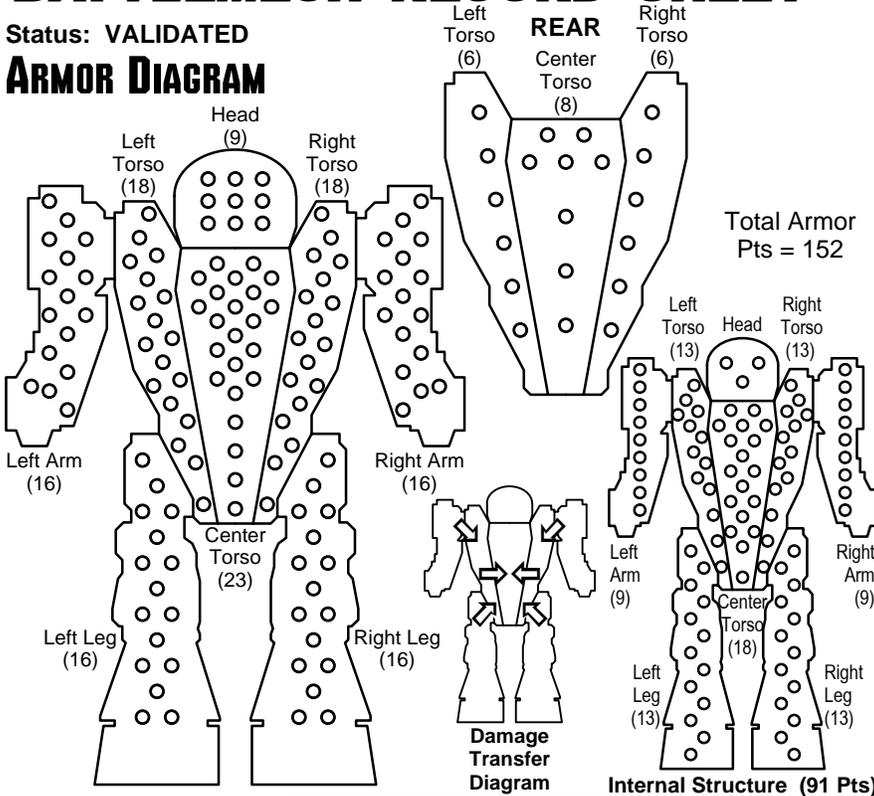
Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (6) | REAR | Right Torso (6)
Center Torso (8)

Head (9)

Left Torso (18) | Right Torso (18)

Left Arm (16)

Right Arm (16)

Center Torso (23)

Left Leg (16)

Right Leg (16)

Total Armor Pts = 152

Left Torso (13) | Head | Right Torso (13)

Left Arm (9) | Right Arm (9)

Center Torso (18)

Left Leg (13) | Right Leg (13)

Damage Transfer Diagram

Internal Structure (91 Pts)

'MECH DATA

Type: **Shadow Hawk SHD-2H**
Mass: **55 tons**

Movement Points:	Tech, Config. & Level:
Walking: **5**	**Inner Sphere**
Running: **8**	**Biped 'Mech**
Jumping: **3**	**Level 1 / 3025**

Weapons Inventory: (hexes)

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

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

Total Heat Sinks: 12 Single
○○○○○○○○○○ ○○

Auto Eject: □ Operational □ Disabled

Weapon Heat: (8)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

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

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

Left Torso
1-3
1. Jump Jet
2. Autocannon/5
3. Autocannon/5
4. Autocannon/5
5. Autocannon/5
6. Ammo (AC/5) 20

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

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

Head
1. Life Support
2. Sensors
3. Cockpit
4. SRM 2
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. Ammo (SRM 2) 50

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

Battle Value: **918**
Weapon Value: **573 / 573**
Cost, C-Bills: **4,539,381**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

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

Right Torso
1-3
1. Jump Jet
2. Single Heat Sink
3. LRM 5
4. Ammo (LRM 5) 24
5. Roll Again
6. Roll Again

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

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

HEAT SCALE

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

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Head (6)

Left Torso (9)

Right Torso (9)

Left Arm (5)

Right Arm (5)

Center Torso (12)

Left Leg (5)

Right Leg (5)

Left Torso (5)   REAR   Right Torso (5)

Center Torso (6)

Total Armor Pts = 72

Left Torso (13)   Head   Right Torso (13)

Left Arm (9)   Right Arm (9)

Center Torso (18)

Left Leg (13)   Right Leg (13)

Damage Transfer Diagram

Internal Structure (91 Pts)

'MECH DATA

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

Mass: **55 tons**

Movement Points:	Tech, Config. & Level:
Walking: **5**	**Inner Sphere**
Running: **8**	**Biped 'Mech**
Jumping: **3**	**Level 1 / 3025**

Weapons Inventory: (hexes)

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

Ammo Type:	Rounds:	BV:
Autocannon/5	20	16
LRM 5	24	11
SRM 2	100	11

Total Heat Sinks: 14 Single

○○○○○○○○○○   ○○○○

Auto Eject:

☐ Operational   ☐ Disabled

Weapon Heat:

(13)

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

1-3
1. Jump Jet
2. Autocannon/5
3. Autocannon/5
4. Autocannon/5
5. Autocannon/5
6. Ammo (AC/5) 20

4-6
1. Ammo (SRM 2) 50
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

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

Head

1. Life Support
2. Sensors
3. Cockpit
4. SRM 2
5. Sensors
6. Life Support

Center Torso

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

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

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

Battle Value: **765**

Weapon Value: **475 / 475**

Cost, C-Bills: **4,587,431**

Right Arm

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

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

Right Torso

1-3
1. Jump Jet
2. Single Heat Sink
3. Single Heat Sink
4. Single Heat Sink
5. LRM 5
6. Ammo (LRM 5) 24

4-6
1. Ammo (SRM 2) 50
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

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

HEAT SCALE

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

WIZKIDS™

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (5) REAR Right Torso (5)

Center Torso (7)

Head (9)

Left Torso (10) Right Torso (10)

Left Arm (8)

Right Arm (8)

Center Torso (12)

Left Leg (11) Right Leg (11)

Total Armor Pts = 96

Left Torso (10) Head Right Torso (10)

Left Arm (6) Right Arm (6)

Center Torso (12)

Left Leg (10) Right Leg (10)

Damage Transfer Diagram

Internal Structure (67 Pts)

'MECH DATA

Type: Sentinel STN-3K

Mass: 40 tons

Movement Points:	Tech, Config. & Level:
Walking: **6**	**Inner Sphere**
Running: **9**	**Biped 'Mech**
Jumping: **0**	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	RT	1	3	-	1	2	3
1	Autocannon/5	LA	1	5	3	6	12	18
1	SRM 2	RT	2	2/hit	-	3	6	9

Ammo Type:	Rounds:	BV:
Autocannon/5	40	27
SRM 2	50	4

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

Auto Eject: **Weapon Heat:**
☐ Operational   ☐ Disabled   **(4)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

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

HEAT SCALE

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

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Autocannon/5
4. Autocannon/5
5. Autocannon/5
6. Autocannon/5

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

Left Torso
1-3
1. Single Heat Sink
2. Ammo (AC/5) 20
3. Ammo (AC/5) 20
4. Roll Again
5. Roll Again
6. Roll Again

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

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

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

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

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

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

Battle Value: **536**
Weapon Value: **231 / 231**
Cost, C-Bills: **3,149,230**

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

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

Right Torso
1-3
1. Small Laser
2. SRM 2
3. Ammo (SRM 2) 50
4. Roll Again
5. Roll Again
6. Roll Again

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

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

BATTLETECH®
QUAD BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Head (8)

Left Torso (11)

Right Torso (11)

Left Rear Leg (10)

Center Torso (24)

Right Rear Leg (10)

Left Front Leg (10)

Right Front Leg (10)

Total Armor Pts = 112

Damage Transfer Diagram

Left Torso (13)

Head

Right Torso (13)

Left Rear Leg (13)

Center Torso (18)

Right Rear Leg (13)

Left Front Leg (13)

Internal Structure Diagram (99 Pts)

Right Front Leg (13)

REAR ARMOR

Left Torso (5)

Right Torso (5)

Center Torso (8)

'MECH DATA

Type: **Scorpion SCP-1N**
Mass: **55 tons**

Movement Points:	Tech, Config. & Level:
Walking: **6**	**Inner Sphere**
Running: **9**	**Quad 'Mech**
Jumping: **0**	**Level 1 / 3025**

Weapons Inventory: (hexes)

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

Ammo Type:	Rounds:	BV:
SRM 6	15	10

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

Auto Eject:
☐ Operational ☐ Disabled

Weapon Heat: **(14)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

CRITICAL HIT TABLE

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

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

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

Left Torso
1-3
1. Ammo (SRM 6) 15
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

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

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

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

Right Torso
1-3
1. PPC
2. PPC
3. PPC
4. SRM 6
5. SRM 6
6. *Roll Again*

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

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

Battle Value: **786**
Weapon Value: **567 / 567**
Cost, C-Bills: **5,181,340**

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

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

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (2) REAR Right Torso (2)
Center Torso (4)

Head (6)
Left Torso (15) Right Torso (15)

Total Armor Pts = 120

Left Arm (15) Right Arm (15)

Left Torso (14) Head Right Torso (14)

Center Torso (22)

Left Arm (10) Center Torso (20) Right Arm (10)

Left Leg (12) Right Leg (12)

Damage Transfer Diagram

Left Leg (14) Right Leg (14)

Internal Structure (99 Pts)

'MECH DATA

Type: Rifleman RFL-4D
Mass: 60 tons

Movement Points:	Tech, Config. & Level:
Walking: 4	Inner Sphere
Running: 6	Biped 'Mech
Jumping: 0	Level 1 / 3025

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8	-	5	10	15
1	Large Laser	LA	8	8	-	5	10	15
1	PPC	LA	10	10	3	6	12	18
1	PPC	RA	10	10	3	6	12	18

Total Heat Sinks: 15 Single
○○○○○○○○○○ ○○○○○

Auto Eject:
☐ Operational ☐ Disabled

Weapon Heat:
(36)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Large Laser
4. Large Laser
5. PPC
6. PPC

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

Left Torso
1-3
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

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

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Single Heat Sink
6. Single Heat Sink

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

Battle Value: 869
Weapon Value: 735 / 735
Cost, C-Bills: 4,980,800

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Large Laser
4. Large Laser
5. PPC
6. PPC

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

Right Torso
1-3
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

HEAT SCALE

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

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Head (6)

Left Torso (15) Right Torso (15)

Left Arm (15) Right Arm (15)

Center Torso (22)

Left Leg (12) Right Leg (12)

REAR

Left Torso (2) Center Torso (4) Right Torso (2)

Left Torso (14) Head Right Torso (14)

Left Arm (10) Right Arm (10)

Center Torso (20)

Left Leg (14) Right Leg (14)

Total Armor Pts = 120

Damage Transfer Diagram

Internal Structure (99 Pts)

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8	-	5	10	15
1	Autocannon/5	RA	1	5	3	6	12	18
1	Large Laser	LA	8	8	-	5	10	15
1	Autocannon/5	LA	1	5	3	6	12	18
1	Medium Laser	RT	3	5	-	3	6	9
1	Medium Laser	LT	3	5	-	3	6	9

Ammo Type:	Rounds:	BV:
Autocannon/5	20	10

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

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
1-3 3. Large Laser
4. Large Laser
5. Autocannon/5
6. Autocannon/5

1. Autocannon/5
2. Autocannon/5
4-6 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1. Medium Laser
2. Roll Again
1-3 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Roll Again

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

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Ammo (AC/5) 20
6. Roll Again

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

Battle Value: **797**
Weapon Value: **668 / 668**
Cost, C-Bills: **4,860,000**

Right Arm
1. Shoulder
2. Upper Arm Actuator
1-3 3. Large Laser
4. Large Laser
5. Autocannon/5
6. Autocannon/5

1. Autocannon/5
2. Autocannon/5
4-6 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1. Medium Laser
2. Roll Again
1-3 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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

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

HEAT SCALE

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

WIZKIDS

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (4)   REAR   Right Torso (4)

Center Torso (7)

Head (9)

Left Torso (15)   Right Torso (15)

Total Armor Pts = 136

Left Arm (15)

Right Arm (15)

Center Torso (22)

Left Leg (15)   Right Leg (15)

Damage Transfer Diagram

Left Torso (14)   Head   Right Torso (14)

Left Arm (10)   Center Torso (20)   Right Arm (10)

Left Leg (14)   Right Leg (14)

Internal Structure (99 Pts)

CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator

1-3
3. Autocannon/10
4. Autocannon/10
5. Autocannon/10
6. Autocannon/10

4-6
1. Autocannon/10
2. Autocannon/10
3. Autocannon/10
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1. Medium Laser
2. Single Heat Sink

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

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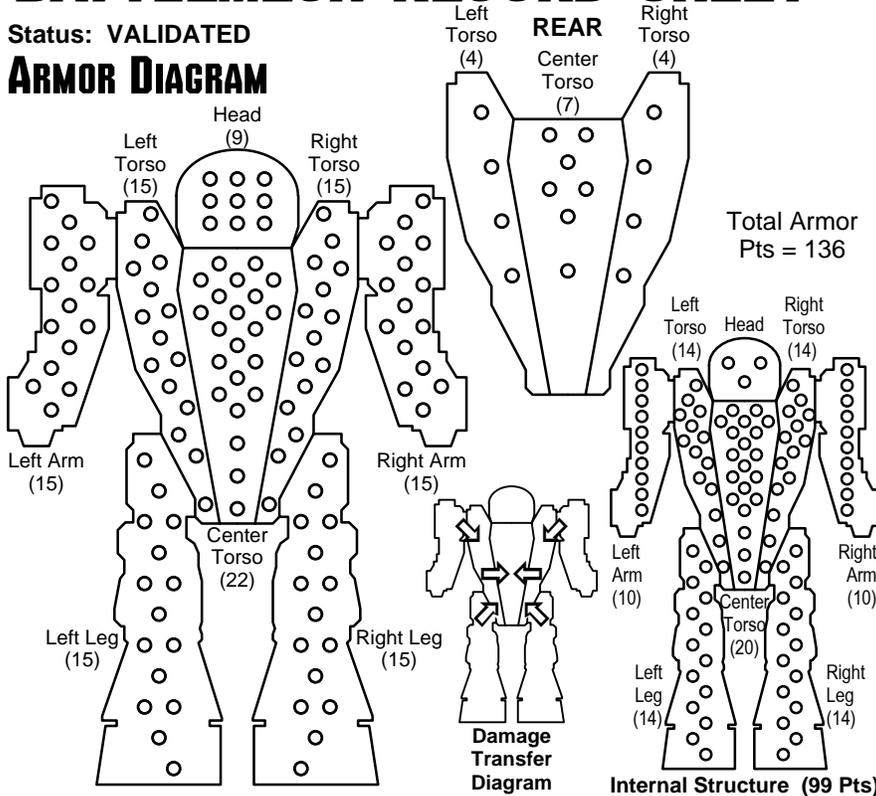5. Roll Again
6. Roll Again

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

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

Center Torso

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

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

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

Battle Value: **860**
Weapon Value: **958 / 958**
Cost, C-Bills: **4,808,000**

Right Arm
1. Shoulder
2. Upper Arm Actuator

1-3
3. Autocannon/10
4. Autocannon/10
5. Autocannon/10
6. Autocannon/10

4-6
1. Autocannon/10
2. Autocannon/10
3. Autocannon/10
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1. Medium Laser
2. Ammo (AC/10) 10

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

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

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

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

HEAT SCALE

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

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (7) REAR Right Torso (7)
Center Torso (8)

Head (9)
Left Torso (14) Right Torso (14)

Left Arm (11)
Center Torso (17)
Right Arm (11)

Left Leg (15) Right Leg (15)

Total Armor Pts = 128

Left Torso (14) Head Right Torso (14)

Left Arm (10) Center Torso (20) Right Arm (10)

Left Leg (14) Right Leg (14)

Damage Transfer Diagram

Internal Structure (99 Pts)

'MECH DATA

Type: Quickdraw QKD-5A
Mass: 60 tons

Movement Points:	Tech, Config. & Level:
Walking: 5	**Inner Sphere**
Running: 8	**Biped 'Mech**
Jumping: 5	**Level 1 / 3025**

Weapons Inventory: (hexes)

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

Ammo Type:	Rounds:	BV:
SRM 4	25	10

Total Heat Sinks: 17 Single
ooooooooo ooooooo

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (21)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

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

Left Torso
1-3
1. Jump Jet
2. Jump Jet
3. Single Heat Sink
4. Medium Laser
5. Medium Laser
6. Roll Again

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

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

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

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

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

Engine Hits	o o o
Gyro Hits	o o
Sensor Hits	o o
Life Support	o

Battle Value: **1,070**
Weapon Value: **800 / 800**
Cost, C-Bills: **5,447,360**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

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

Right Torso
1-3
1. Jump Jet
2. Jump Jet
3. Medium Laser (R)
4. Medium Laser (R)
5. Ammo (SRM 4) 25
6. Roll Again

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

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

HEAT SCALE

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

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (7) REAR Right Torso (7)
Center Torso (8)

Head (9)
Left Torso (14) Right Torso (14)

Total Armor Pts = 128

Left Arm (11)
Center Torso (17)
Right Arm (11)

Left Leg (15)
Right Leg (15)

Left Torso (14) Head Right Torso (14)
Left Arm (10) Right Arm (10)
Center Torso (20)
Left Leg (14) Right Leg (14)

Damage Transfer Diagram

Internal Structure (99 Pts)

'MECH DATA

Type: Quickdraw QKD-4H
Mass: 60 tons

Movement Points:	Tech, Config. & Level:
Walking: 5	**Inner Sphere**
Running: 8	**Biped 'Mech**
Jumping: 5	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	LT	4	1/hit	6	7	14	21
1	SRM 4	CT(R)	3	2/hit	-	3	6	9
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
2	Medium Laser	RT	3	5	-	3	6	9

Ammo Type:	Rounds:	BV:
LRM 10	12	22
SRM 4	25	10

Total Heat Sinks: 13 Single
○○○○○○○○○○ ○○○

Auto Eject:
☐ Operational ☐ Disabled

Weapon Heat: (19)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

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

Left Torso
1-3
1. Jump Jet
2. Jump Jet
3. LRM 10
4. LRM 10
5. Ammo (LRM 10) 12
6. Single Heat Sink

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

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

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

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. SRM 4 (R)

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

Battle Value: **1,006**
Weapon Value: **644 / 644**
Cost, C-Bills: **5,514,560**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

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

Right Torso
1-3
1. Jump Jet
2. Jump Jet
3. Medium Laser
4. Medium Laser
5. Ammo (SRM 4) 25
6. Roll Again

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

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

HEAT SCALE

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

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Head (9)

Left Torso (14)

Right Torso (14)

Left Arm (11)

Right Arm (11)

Center Torso (17)

Left Leg (15)

Right Leg (15)

REAR

Left Torso (7)

Center Torso (8)

Right Torso (7)

Total Armor Pts = 128

Left Torso (14)

Head

Right Torso (14)

Left Arm (10)

Right Arm (10)

Center Torso (20)

Left Leg (14)

Right Leg (14)

Damage Transfer Diagram

Internal Structure (99 Pts)

'MECH DATA

Type: Quickdraw QKD-4G

Mass: 60 tons

Movement Points:	Tech, Config. & Level:
Walking: 5	**Inner Sphere**
Running: 8	**Biped 'Mech**
Jumping: 5	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	LT	4	1/hit	6	7	14	21
1	SRM 4	CT	3	2/hit	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	Medium Laser	RA	3	5	-	3	6	9
2	Medium Laser	RT(R)	3	5	-	3	6	9

Ammo Type:	Rounds:	BV:
LRM 10	12	22
SRM 4	25	10

Total Heat Sinks: 13 Single
○○○○○○○○○○ ○○○

Auto Eject:
☐ Operational ☐ Disabled

Weapon Heat:
(19)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

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

Left Torso
1-3
1. Jump Jet
2. Jump Jet
3. LRM 10
4. LRM 10
5. Ammo (LRM 10) 12
6. Roll Again

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

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

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

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

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

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

Battle Value: **1,012**
Weapon Value: **644 / 644**
Cost, C-Bills: **5,514,560**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

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

Right Torso
1-3
1. Jump Jet
2. Jump Jet
3. Medium Laser (R)
4. Medium Laser (R)
5. Ammo (SRM 4) 25
6. Roll Again

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

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

HEAT SCALE

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

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (4)   REAR   Right Torso (4)
Center Torso (5)

Head (6)

Left Torso (18)   Right Torso (18)

Left Arm (10)

Right Arm (10)

Center Torso (23)

Left Leg (15)   Right Leg (15)

Total Armor Pts = 128

Left Torso (11)   Head   Right Torso (11)

Left Arm (7)   Right Arm (7)

Center Torso (14)

Left Leg (11)   Right Leg (11)

Damage Transfer Diagram

Internal Structure (75 Pts)

'MECH DATA

Type: Phoenix Hawk PXH-1
Mass: 45 tons

Movement Points:	Tech, Config. & Level:
Walking: 6	**Inner Sphere**
Running: 9	**Biped 'Mech**
Jumping: 6	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8	-	5	10	15
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	Machine Gun	LA	0	2	-	1	2	3
1	Machine Gun	RA	0	2	-	1	2	3

Ammo Type:	Rounds:	BV:
Machine Gun	200	2

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

Auto Eject:
☐ Operational   ☐ Disabled

Weapon Heat: (14)

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Machine Gun

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

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

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

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

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

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

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

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

Battle Value: **838**
Weapon Value: **473 / 473**
Cost, C-Bills: **4,067,540**

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

4-6
1. Medium Laser
2. Machine Gun
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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

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

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

HEAT SCALE

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

WIZKIDS

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (4) REAR Right Torso (4)
Center Torso (5)

Head (8)

Left Torso (18)   Right Torso (18)

Left Arm (14)   Right Arm (14)

Center Torso (23)

Left Leg (22)   Right Leg (22)

Total Armor Pts = 152

Left Torso (11) Head Right Torso (11)

Left Arm (7)   Center Torso (14)   Right Arm (7)

Left Leg (11)   Right Leg (11)

Damage Transfer Diagram

Internal Structure (75 Pts)

'MECH DATA

Type: Phoenix Hawk PXH-1K
Mass: 45 tons

Movement Points:	Tech, Config. & Level:
Walking: **6**	**Inner Sphere**
Running: **9**	**Biped 'Mech**
Jumping: **0**	**Level 1 / 3025**

Weapons Inventory: (hexes)

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

Total Heat Sinks: 13 Single
○○○○○○○○○○ ○○○

Auto Eject:
□ Operational   □ Disabled

Weapon Heat:
(15)

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

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

Left Torso
1-3
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Roll Again

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

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Single Heat Sink
6. Small Laser

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

Battle Value: **872**
Weapon Value: **785 / 785**
Cost, C-Bills: **3,628,552**

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

4-6
1. Medium Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1-3
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Roll Again

HEAT SCALE

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

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

REAR

Left Torso (4)
Center Torso (5)
Right Torso (4)

Head (6)
Left Torso (18)
Right Torso (18)
Left Arm (10)
Right Arm (10)
Center Torso (23)
Left Leg (15)
Right Leg (15)

Total Armor Pts = 128

Left Torso (11)
Head
Right Torso (11)
Left Arm (7)
Right Arm (7)
Center Torso (14)
Left Leg (11)
Right Leg (11)

Damage Transfer Diagram

Internal Structure (75 Pts)

'MECH DATA

Type: **Phoenix Hawk PXH-1D**
Mass: **45 tons**

Movement Points:	Tech, Config. & Level:
Walking: **6**	**Inner Sphere**
Running: **9**	**Biped 'Mech**
Jumping: **6**	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8	-	5	10	15
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9

Total Heat Sinks: 12 Single
○○○○○○○○○○ ○○

Auto Eject:
☐ Operational ☐ Disabled

Weapon Heat: (14)

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

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

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

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

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Roll Again

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

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

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

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

Battle Value: **883**
Weapon Value: **526 / 526**
Cost, C-Bills: **4,057,390**

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

4-6
1. Medium Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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

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

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Roll Again

HEAT SCALE

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

WIZKIDS™

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (10)
Head (9)
Right Torso (10)
Left Arm (10)
Center Torso (14)
Right Arm (10)
Left Leg (12)
Right Leg (12)

Left Torso (5)
REAR
Right Torso (5)
Center Torso (7)

Total Armor Pts = 104

Left Torso (8)
Head
Right Torso (8)
Left Arm (6)
Center Torso (11)
Right Arm (6)
Left Leg (8)
Right Leg (8)

Damage Transfer Diagram

Internal Structure (58 Pts)

'MECH DATA

Type: Panther PNT-9R
Mass: 35 tons

Movement Points:		Tech, Config. & Level:
Walking:	4	**Inner Sphere**
Running:	6	**Biped 'Mech**
Jumping:	4	**Level 1 / 3025**

Weapons Inventory: (hexes)

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

Ammo Type:	Rounds:	BV:
SRM 4	25	8

Total Heat Sinks: 13 Single
○○○○○○○○○○ ○○○

Auto Eject:
☐ Operational   ☐ Disabled

Weapon Heat:
(13)

CRITICAL HIT TABLE

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

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

Left Torso
1-3
1. Single Heat Sink
2. Single Heat Sink
3. Single Heat Sink
4. Single Heat Sink
5. Ammo (SRM 4) 25
6. *Roll Again*

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

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

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

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. SRM 4
6. *Roll Again*

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

Battle Value: **664**
Weapon Value: **416 / 416**
Cost, C-Bills: **2,485,710**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. PPC
6. PPC

4-6
1. PPC
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Torso
1-3
1. Single Heat Sink
2. Single Heat Sink
3. Single Heat Sink
4. Single Heat Sink
5. *Roll Again*
6. *Roll Again*

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

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

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

HEAT SCALE

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

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

REAR

Left Torso (2)
Center Torso (4)
Right Torso (2)

Head (6)
Left Torso (9)
Right Torso (9)
Left Arm (6)
Right Arm (6)
Center Torso (12)
Left Leg (8)
Right Leg (8)

Total Armor Pts = 72

Left Torso (8)
Head
Right Torso (8)
Left Arm (6)
Right Arm (6)
Center Torso (11)
Left Leg (8)
Right Leg (8)

Damage Transfer Diagram

Internal Structure (58 Pts)

CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

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

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

Left Leg

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

Head

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

Center Torso

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

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

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

Battle Value: **497**
Weapon Value: **113 / 113**
Cost, C-Bills: **3,416,760**

Right Arm

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

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

Right Torso

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

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

Right Leg

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (4)   REAR   Right Torso (4)

Center Torso (6)

Head (8)

Left Torso (22)   Right Torso (22)

Total Armor Pts = 144

Left Arm (8)   Right Arm (8)

Center Torso (22)

Left Leg (20)   Right Leg (20)

Damage Transfer Diagram

Left Torso (14)   Head   Right Torso (14)

Left Arm (10)   Center Torso (20)   Right Arm (10)

Left Leg (14)   Right Leg (14)

Internal Structure (99 Pts)

'MECH DATA

Type: Ostroc OSR-3C

Mass: 60 tons

Movement Points:	Tech, Config. & Level:
Walking: **5**	**Inner Sphere**
Running: **8**	**Biped 'Mech**
Jumping: **0**	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Large Laser	RT	8	8	-	5	10	15
1	Large Laser	LT	8	8	-	5	10	15

Total Heat Sinks: 15 Single

○○○○○○○○○○ ○○○○○

Auto Eject: **Weapon Heat:**

☐ Operational ☐ Disabled   **(24)**

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

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

Left Torso
1-3
1. Single Heat Sink
2. ⌈Large Laser
3. ⌊Large Laser
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

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

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. *Roll Again*

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

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

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

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

Battle Value: **976**

Weapon Value: **788 / 788**

Cost, C-Bills: **4,918,400**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

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

Right Torso
1-3
1. ⌈Large Laser
2. ⌊Large Laser
3. ⌈Large Laser
4. ⌊Large Laser
5. *Roll Again*
6. *Roll Again*

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

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. *Roll Again*

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

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

HEAT SCALE

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

WIZKIDS™

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (4) REAR Right Torso (4)

Center Torso (6)

Head (8)

Left Torso (22) Right Torso (22)

Left Arm (8)

Right Arm (8)

Center Torso (22)

Left Leg (20) Right Leg (20)

Total Armor Pts = 144

Left Torso (14) Head Right Torso (14)

Left Arm (10) Right Arm (10)

Center Torso (20)

Left Leg (14) Right Leg (14)

Damage Transfer Diagram

Internal Structure (99 Pts)
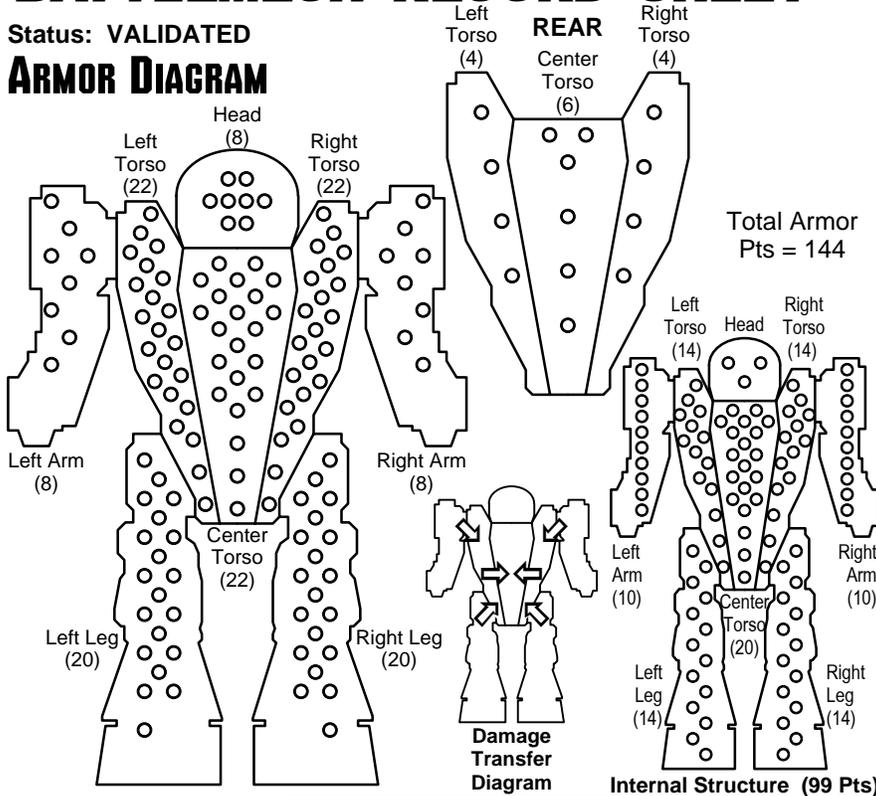
'MECH DATA

Type: Ostroc OSR-2M

Mass: 60 tons

Movement Points:	Tech, Config. & Level:
Walking: **5**	**Inner Sphere**
Running: **8**	**Biped 'Mech**
Jumping: **5**	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RT	8	8	-	5	10	15
1	Large Laser	LT	8	8	-	5	10	15

Total Heat Sinks: 15 Single

○○○○○○○○○○ ○○○○○

Auto Eject: Weapon Heat:
☐ Operational ☐ Disabled (16)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Roll Again
5. Roll Again
6. Roll Again

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

Left Torso
1-3
1. Jump Jet
2. Jump Jet
3. Large Laser
4. Large Laser
5. Roll Again
6. Roll Again

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

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Roll Again

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

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

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

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

Battle Value: **1,036**
Weapon Value: **650 / 650**
Cost, C-Bills: **5,238,400**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Roll Again
5. Roll Again
6. Roll Again

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

Right Torso
1-3
1. Jump Jet
2. Jump Jet
3. Large Laser
4. Large Laser
5. Roll Again
6. Roll Again

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

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Roll Again

HEAT SCALE

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

WIZKIDS™

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Head (8)

Left Torso (22)   Right Torso (22)

Left Arm (8)   Right Arm (8)

Center Torso (22)

Left Leg (20)   Right Leg (20)

REAR

Left Torso (4)   Center Torso (6)   Right Torso (4)

Left Torso (14)   Head   Right Torso (14)

Left Arm (10)   Center Torso (20)   Right Arm (10)

Left Leg (14)   Right Leg (14)

Total Armor Pts = 144

Damage Transfer Diagram

Internal Structure (99 Pts)

'MECH DATA

Type: Ostroc OSR-2L

Mass: 60 tons

Movement Points:	Tech, Config. & Level:
Walking: 5	**Inner Sphere**
Running: 8	**Biped 'Mech**
Jumping: 0	**Level 1 / 3025**

Weapons Inventory: (hexes)

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

Ammo Type:	Rounds:	BV:
LRM 5	24	8

Total Heat Sinks: 15 Single

○○○○○○○○○○   ○○○○○

Auto Eject:
☐ Operational   ☐ Disabled

Weapon Heat:
(24)

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Roll Again
5. Roll Again
6. Roll Again

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

Left Torso
1-3
1. Large Laser
2. Large Laser
3. Medium Laser
4. Roll Again
5. Roll Again
6. Roll Again

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

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Roll Again

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

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Single Heat Sink
6. Ammo (LRM 5) 24

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

Battle Value: **970**
Weapon Value: **841 / 841**
Cost, C-Bills: **4,982,400**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Roll Again
5. Roll Again
6. Roll Again

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

Right Torso
1-3
1. Large Laser
2. Large Laser
3. Medium Laser
4. LRM 5
5. Roll Again
6. Roll Again

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

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Roll Again

HEAT SCALE

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

WIZKIDS

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (22)
Head (8)
Right Torso (22)

Left Arm (8)
Right Arm (8)
Center Torso (22)

Left Leg (20)
Right Leg (20)

REAR

Left Torso (4)
Center Torso (6)
Right Torso (4)

Total Armor Pts = 144

Left Torso (14)
Head
Right Torso (14)

Left Arm (10)
Right Arm (10)
Center Torso (20)

Left Leg (14)
Right Leg (14)

Damage Transfer Diagram

Internal Structure (99 Pts)

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

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

Left Torso
1-3
1. Large Laser
2. Large Laser
3. Medium Laser
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

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

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. *Roll Again*

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

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Ammo (SRM 4) 25
6. *Roll Again*

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

Battle Value: **951**
Weapon Value: **818 / 818**
Cost, C-Bills: **5,025,600**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

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

Right Torso
1-3
1. SRM 4
2. Large Laser
3. Large Laser
4. Medium Laser
5. *Roll Again*
6. *Roll Again*

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

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. *Roll Again*

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

WIZKIDS

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Head (8)

Left Torso (22)   Right Torso (22)

Left Arm (8)

Right Arm (8)

Center Torso (22)

Left Leg (20)   Right Leg (20)

Left Torso (4)   REAR   Right Torso (4)   Center Torso (6)

Total Armor Pts = 144

Left Torso (14)   Head   Right Torso (14)

Left Arm (10)   Center Torso (20)   Right Arm (10)

Left Leg (14)   Right Leg (14)

Damage Transfer Diagram

Internal Structure (99 Pts)

'MECH DATA

Type: Ostsol OTL-4F

Mass: 60 tons

Movement Points:

		Tech, Config. & Level:
Walking:	5	**Inner Sphere**
Running:	8	**Biped 'Mech**
Jumping:	0	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	LT	10	10	3	6	12	18
1	PPC	RT	10	10	3	6	12	18

Total Heat Sinks: 16 Single

○○○○○○○○○○ ○○○○○○

Auto Eject: Weapon Heat:
☐ Operational   ☐ Disabled   (20)

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1-3
1. PPC
2. PPC
3. PPC
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Battle Value: **1,023**
Weapon Value: **876 / 876**
Cost, C-Bills: **5,096,960**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1-3
1. PPC
2. PPC
3. PPC
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (4)   REAR   Right Torso (4)

Center Torso (6)

Head (8)

Left Torso (22)   Right Torso (22)

Left Arm (8)

Center Torso (22)

Right Arm (8)

Left Leg (20)   Right Leg (20)

Damage Transfer Diagram

Total Armor Pts = 144

Left Torso (14)   Head   Right Torso (14)

Left Arm (10)   Center Torso (20)   Right Arm (10)

Left Leg (14)   Right Leg (14)

Internal Structure (99 Pts)

'MECH DATA

Type: Ostsol OTL-4D

Mass: 60 tons

Movement Points:	Tech, Config. & Level:
Walking: 5	**Inner Sphere**
Running: 8	**Biped 'Mech**
Jumping: 0	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RT	8	8	-	5	10	15
1	Large Laser	LT	8	8	-	5	10	15
2	Medium Laser	CT(R)	3	5	-	3	6	9
1	Medium Laser	LT	3	5	-	3	6	9
1	Medium Laser	RT	3	5	-	3	6	9

Total Heat Sinks: 16 Single

○○○○○○○○○○ ○○○○○○

Auto Eject:
☐ Operational   ☐ Disabled

Weapon Heat: (28)

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1-3
1. Large Laser
2. Large Laser
3. Medium Laser
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Medium Laser (R)
6. Medium Laser (R)

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Battle Value: **1,034**
Weapon Value: **902 / 902**
Cost, C-Bills: **5,032,960**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1-3
1. Large Laser
2. Large Laser
3. Medium Laser
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Head (9)

Left Torso (22)

Right Torso (22)

Left Arm (24)

Right Arm (24)

Center Torso (36)

Left Leg (32)

Right Leg (32)

REAR

Left Torso (10)

Center Torso (10)

Right Torso (10)

Total Armor Pts = 231

Left Torso (16)

Head

Right Torso (16)

Left Arm (12)

Right Arm (12)

Center Torso (23)

Left Leg (16)

Right Leg (16)

Damage Transfer Diagram

Internal Structure (114 Pts)

'MECH DATA

Type: Orion ON1-VA
Mass: 75 tons

Movement Points:	Tech, Config. & Level:
Walking: **4**	**Inner Sphere**
Running: **6**	**Biped 'Mech**
Jumping: **0**	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/10	RT	3	10	-	5	10	15
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	SRM 4	RA	3	2/hit	-	3	6	9
1	SRM 4	LA	3	2/hit	-	3	6	9

Ammo Type:	Rounds:	BV:
Autocannon/10	20	34
SRM 4	50	11

Total Heat Sinks: 16 Single
○○○○○○○○○○ ○○○○○○

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (15)

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Medium Laser
5. SRM 4
6. *Roll Again*

4-6
1. *Roll Again*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Torso
1-3
1. Ammo (SRM 4) 25
2. Ammo (SRM 4) 25
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

4-6
1. *Roll Again*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

Head
1. Life Support
2. Sensors
3. Cockpit
4. *Roll Again*
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. *Roll Again*
6. *Roll Again*

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Battle Value: **1,111**
Weapon Value: **1,452 / 1,452**
Cost, C-Bills: **6,436,500**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Medium Laser
5. SRM 4
6. *Roll Again*

4-6
1. *Roll Again*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Torso
1-3
1. Autocannon/10
2. Autocannon/10
3. Autocannon/10
4. Autocannon/10
5. Autocannon/10
6. Autocannon/10

4-6
1. Autocannon/10
2. Ammo (AC/10) 10
3. Ammo (AC/10) 10
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Head (9)

Left Torso (20) Right Torso (20)

Left Arm (19) Right Arm (19)

Center Torso (32)

Left Leg (20) Right Leg (20)

REAR

Left Torso (8) Center Torso (9) Right Torso (8)

Total Armor Pts = 184

Left Torso (16) Head Right Torso (16)

Left Arm (12) Center Torso (23) Right Arm (12)

Left Leg (16) Right Leg (16)

Damage Transfer Diagram

Internal Structure (114 Pts)

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/10	RT	3	10	-	5	10	15
1	LRM 15	LT	5	1/hit	6	7	14	21
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	SRM 4	RA	3	2/hit	-	3	6	9
1	SRM 4	LA	3	2/hit	-	3	6	9

Ammo Type:	Rounds:	BV:
Autocannon/10	20	34
LRM 15	16	38
SRM 4	50	11

Total Heat Sinks: 10 Single
○○○○○○○○○○

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (20)

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Medium Laser
5. SRM 4
6. *Roll Again*

4-6
1. *Roll Again*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Torso
1-3
1. LRM 15
2. LRM 15
3. LRM 15
4. Ammo (LRM 15) 8
5. Ammo (LRM 15) 8
6. Ammo (SRM 4) 25

4-6
1. Ammo (SRM 4) 25
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Roll Again*
6. *Roll Again*

Head
1. Life Support
2. Sensors
3. Cockpit
4. *Roll Again*
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. *Roll Again*
6. *Roll Again*

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Battle Value: **931**
Weapon Value: **985 / 985**
Cost, C-Bills: **6,774,250**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Medium Laser
5. SRM 4
6. *Roll Again*

4-6
1. *Roll Again*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Torso
1-3
1. Autocannon/10
2. Autocannon/10
3. Autocannon/10
4. Autocannon/10
5. Autocannon/10
6. Autocannon/10

4-6
1. Autocannon/10
2. Ammo (AC/10) 10
3. Ammo (AC/10) 10
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Roll Again*
6. *Roll Again*

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (10)   REAR   Right Torso (10)
Center Torso (10)

Head (9)

Left Torso (22)   Right Torso (22)

Total Armor Pts = 231

Left Arm (24)   Right Arm (24)

Center Torso (36)

Left Torso (16)   Head   Right Torso (16)

Left Leg (32)   Right Leg (32)

Left Arm (12)   Right Arm (12)

Center Torso (23)

Damage Transfer Diagram

Left Leg (16)   Right Leg (16)

Internal Structure (114 Pts)

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Medium Laser
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1-3
1. LRM 15
2. LRM 15
3. LRM 15
4. SRM 4
5. Ammo (LRM 15) 8
6. Ammo (LRM 15) 8

4-6
1. Ammo (SRM 4) 25
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Battle Value: **1,069**
Weapon Value: **1,226 / 1,226**
Cost, C-Bills: **6,674,500**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Medium Laser
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1-3
1. Autocannon/10
2. Autocannon/10
3. Autocannon/10
4. Autocannon/10
5. Autocannon/10
6. Autocannon/10

4-6
1. Autocannon/10
2. Ammo (AC/10) 10
3. Ammo (AC/10) 10
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (2) REAR Right Torso (2)

Center Torso (3)

Head (9)

Left Torso (10) Right Torso (10)

Total Armor Pts = 88

Left Arm (8)

Right Arm (8)

Center Torso (12)

Left Leg (12) Right Leg (12)

Left Torso (6) Head Right Torso (6)

Left Arm (4) Right Arm (4)

Center Torso (8)

Left Leg (6) Right Leg (6)

Damage Transfer Diagram

Internal Structure (43 Pts)
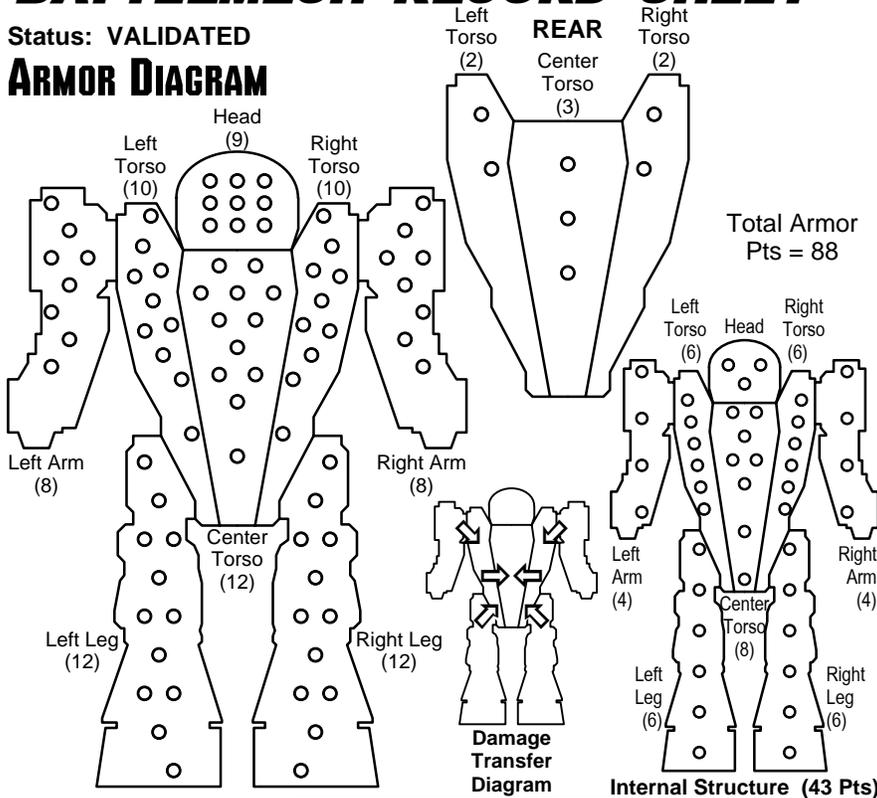
'MECH DATA

Type: Mongoose MON-67

Mass: 25 tons

Movement Points:	Tech, Config. & Level:
Walking: **8**	**Inner Sphere**
Running: **12**	**Biped 'Mech**
Jumping: **0**	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	Medium Laser	CT	3	5	-	3	6	9
1	Small Laser	HD	1	3	-	1	2	3

Total Heat Sinks: 10 Single
○○○○○○○○○○

Auto Eject:
☐ Operational ☐ Disabled

Weapon Heat:
(10)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1-3
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Small Laser
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Medium Laser
6. Roll Again

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Battle Value: **612**
Weapon Value: **388 / 388**
Cost, C-Bills: **1,885,729**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1-3
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Roll Again

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (3)
REAR
Right Torso (3)
Center Torso (4)

Head (6)

Left Torso (7)
Right Torso (7)

Left Arm (6)

Right Arm (6)

Center Torso (8)

Left Leg (7)
Right Leg (7)

Total Armor Pts = 64

Left Torso (5)
Head
Right Torso (5)

Left Arm (3)
Right Arm (3)

Center Torso (6)

Left Leg (4)
Right Leg (4)

Damage Transfer Diagram

Internal Structure (33 Pts)

'MECH DATA

Type: Mercury MCY-98

Mass: 20 tons

Movement Points:	Tech, Config. & Level:
Walking: **8**	**Inner Sphere**
Running: **12**	**Biped 'Mech**
Jumping: **0**	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LT	3	5	-	3	6	9
1	Small Laser	HD	1	3	-	1	2	3
1	Medium Laser	RA	3	5	-	3	6	9
1	Small Laser	CT	1	3	-	1	2	3

Total Heat Sinks: 10 Single
○○○○○○○○○○

Auto Eject:
☐ Operational   ☐ Disabled

Weapon Heat: (8)

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1-3
1. Medium Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

Head
1. Life Support
2. Sensors
3. Cockpit
4. Small Laser
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Small Laser
6. Roll Again

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Battle Value: **484**
Weapon Value: **209 / 209**
Cost, C-Bills: **1,580,440**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1-3
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

WIZKIDS™

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Head (9)

Left Torso (17)

Right Torso (17)

Left Arm (22)

Right Arm (22)

Center Torso (35)

Left Leg (18)

Right Leg (18)

REAR

Left Torso (8)

Center Torso (10)

Right Torso (8)

Total Armor Pts = 184

Left Torso (16)

Head

Right Torso (16)

Left Arm (12)

Center Torso (23)

Right Arm (12)

Left Leg (16)

Right Leg (16)

Damage Transfer Diagram

Internal Structure (114 Pts)

'MECH DATA

Type: Marauder MAD-3R
Mass: 75 tons

Movement Points:	Tech, Config. & Level:
Walking: **4**	**Inner Sphere**
Running: **6**	**Biped 'Mech**
Jumping: **0**	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RA	10	10	3	6	12	18
1	PPC	LA	10	10	3	6	12	18
1	Medium Laser	LA	3	5	-	3	6	9
1	Medium Laser	RA	3	5	-	3	6	9
1	Autocannon/5	RT	1	5	3	6	12	18

Ammo Type:	Rounds:	BV:
Autocannon/5	20	10

Total Heat Sinks: 16 Single
○○○○○○○○○○ ○○○○○○

Auto Eject:
☐ Operational ☐ Disabled

Weapon Heat: (27)

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. PPC
5. PPC
6. PPC
(1-3)

1. Medium Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again
(4-6)

Left Torso
1. Ammo (AC/5) 20
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again
(1-3)

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again
(4-6)

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro
(1-3)

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Roll Again
6. Roll Again
(4-6)

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Battle Value: **1,089**
Weapon Value: **1,276 / 1,276**
Cost, C-Bills: **6,635,125**

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. PPC
5. PPC
6. PPC
(1-3)

1. Medium Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again
(4-6)

Right Torso
1. Autocannon/5
2. Autocannon/5
3. Autocannon/5
4. Autocannon/5
5. Roll Again
6. Roll Again
(1-3)

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again
(4-6)

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

WIZKIDS

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (8) | REAR | Right Torso (8)
Center Torso (10)

Head (9)

Left Torso (17) | Right Torso (17)

Left Arm (22)

Right Arm (22)

Center Torso (35)

Left Leg (18)

Right Leg (18)

Total Armor Pts = 184

Left Torso (16) | Head | Right Torso (16)

Left Arm (12)

Center Torso (23)

Right Arm (12)

Left Leg (16)

Right Leg (16)

Damage Transfer Diagram

Internal Structure (114 Pts)

'MECH DATA

Type: Marauder MAD-3M
Mass: 75 tons

Movement Points:	Tech, Config. & Level:
Walking: **4**	**Inner Sphere**
Running: **6**	**Biped 'Mech**
Jumping: **0**	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8	-	5	10	15
1	Large Laser	LA	8	8	-	5	10	15
1	Medium Laser	LA	3	5	-	3	6	9
1	Medium Laser	RA	3	5	-	3	6	9
1	Autocannon/5	RT	1	5	3	6	12	18

Ammo Type:	Rounds:	BV:
Autocannon/5	20	10

Total Heat Sinks: 20 Single

oooooooooo oooooooooo

Auto Eject:
☐ Operational ☐ Disabled

Weapon Heat: (23)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Large Laser
5. Large Laser
6. Medium Laser

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1-3
1. Single Heat Sink
2. Single Heat Sink
3. Single Heat Sink
4. Ammo (AC/5) 20
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Single Heat Sink
6. Roll Again

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Battle Value: **1,105**
Weapon Value: **1,499 / 1,499**
Cost, C-Bills: **6,299,125**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Large Laser
5. Large Laser
6. Medium Laser

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1-3
1. Autocannon/5
2. Autocannon/5
3. Autocannon/5
4. Autocannon/5
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (8)   REAR   Right Torso (8)
Center Torso (10)

Head (9)
Left Torso (17)   Right Torso (17)

Total Armor Pts = 184

Left Arm (22)
Right Arm (22)

Left Torso (16)   Head   Right Torso (16)

Center Torso (35)

Left Leg (18)   Right Leg (18)

Left Arm (12)   Center Torso (23)   Right Arm (12)

Left Leg (16)   Right Leg (16)

Damage Transfer Diagram

Internal Structure (114 Pts)

'MECH DATA

Type:	**Marauder MAD-3L**
Mass:	**75 tons**

Movement Points:	Tech, Config. & Level:
Walking: **4**	**Inner Sphere**
Running: **6**	**Biped 'Mech**
Jumping: **0**	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RA	10	10	3	6	12	18
1	Large Laser	LA	8	8	-	5	10	15
1	Medium Laser	LA	3	5	-	3	6	9
1	Medium Laser	RA	3	5	-	3	6	9
1	Autocannon/5	RT	1	5	3	6	12	18

Ammo Type:	Rounds:	BV:
Autocannon/5	20	10

Total Heat Sinks: 18 Single

○○○○○○○○○○   ○○○○○○○○

Auto Eject:
☐ Operational   ☐ Disabled

Weapon Heat:
(25)

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Large Laser
5. Large Laser
6. Medium Laser

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1-3
1. Single Heat Sink
2. Single Heat Sink
3. Ammo (AC/5) 20
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Battle Value: **1,098**
Weapon Value: **1,391 / 1,391**
Cost, C-Bills: **6,467,125**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. PPC
5. PPC
6. PPC

4-6
1. Medium Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1-3
1. Autocannon/5
2. Autocannon/5
3. Autocannon/5
4. Autocannon/5
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

WIZKIDS™

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (8) REAR Right Torso (8)

Center Torso (10)

Head (9)

Left Torso (17)   Right Torso (17)

Left Arm (22)

Right Arm (22)

Center Torso (35)

Left Leg (18)   Right Leg (18)

Total Armor Pts = 184

Left Torso (16) Head Right Torso (16)

Left Arm (12)   Right Arm (12)

Center Torso (23)

Left Leg (16)   Right Leg (16)

Damage Transfer Diagram

Internal Structure (114 Pts)

'MECH DATA

Type: Marauder MAD-3D

Mass: 75 tons

Movement Points:	Tech, Config. & Level:
Walking: **4**	**Inner Sphere**
Running: **6**	**Biped 'Mech**
Jumping: **0**	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RA	10	10	3	6	12	18
1	PPC	LA	10	10	3	6	12	18
1	Medium Laser	LA	3	5	-	3	6	9
1	Medium Laser	RA	3	5	-	3	6	9
1	Large Laser	RT	8	8	-	5	10	15

Total Heat Sinks: 20 Single

○○○○○○○○○○ ○○○○○○○○○○

Auto Eject:
☐ Operational ☐ Disabled

Weapon Heat: (34)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. PPC
5. PPC
6. PPC
— (1-3)

1. Medium Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again
— (4-6)

Left Torso
1. Single Heat Sink
2. Single Heat Sink
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again
— (1-3)

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again
— (4-6)

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro
— (1-3)

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Single Heat Sink
6. Single Heat Sink
— (4-6)

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Battle Value: **1,136**

Weapon Value: **1,373 / 1,373**

Cost, C-Bills: **6,597,500**

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. PPC
5. PPC
6. PPC
— (1-3)

1. Medium Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again
— (4-6)

Right Torso
1. Large Laser
2. Large Laser
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again
— (1-3)

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again
— (4-6)

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

WIZKIDS™

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Head (8)

Left Torso (6)

Right Torso (6)

Left Arm (4)

Center Torso (10)

Right Arm (4)

Left Leg (6)

Right Leg (6)

REAR

Left Torso (2)

Center Torso (2)

Right Torso (2)

Total Armor Pts = 56

Left Torso (5)

Head

Right Torso (5)

Left Arm (3)

Center Torso (6)

Right Arm (3)

Left Leg (4)

Right Leg (4)

Damage Transfer Diagram

Internal Structure (33 Pts)

'MECH DATA

Type: Locust LCT-3V
Mass: 20 tons

Movement Points:	Tech, Config. & Level:
Walking: **8**	**Inner Sphere**
Running: **12**	**Biped 'Mech**
Jumping: **0**	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	CT	3	5	-	3	6	9
1	Machine Gun	RA	0	2	-	1	2	3
1	Machine Gun	LA	0	2	-	1	2	3

Ammo Type:	Rounds:	BV:
Machine Gun	100	1

Total Heat Sinks: 10 Single
○○○○○○○○○○

Auto Eject:
☐ Operational ☐ Disabled

Weapon Heat: (6)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

CRITICAL HIT TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Machine Gun
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Medium Laser
6. Medium Laser

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Battle Value: **434**
Weapon Value: **174 / 174**
Cost, C-Bills: **1,553,800**

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Machine Gun
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1-3
1. Ammo (MG) 100
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (2)   REAR   Right Torso (2)

Center Torso (2)

Head (8)

Left Torso (8)   Right Torso (8)

Left Arm (4)

Right Arm (4)

Center Torso (10)

Left Leg (8)   Right Leg (8)

Total Armor Pts = 64

Left Torso (5)   Head   Right Torso (5)

Left Arm (3)   Right Arm (3)

Center Torso (6)

Left Leg (4)   Right Leg (4)

Damage Transfer Diagram

Internal Structure (33 Pts)

'MECH DATA

Type: Locust LCT-1V

Mass: 20 tons

Movement Points:	Tech, Config. & Level:
Walking: **8**	**Inner Sphere**
Running: **12**	**Biped 'Mech**
Jumping: **0**	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	CT	3	5	-	3	6	9
1	Machine Gun	RA	0	2	-	1	2	3
1	Machine Gun	LA	0	2	-	1	2	3

Ammo Type:	Rounds:	BV:
Machine Gun	200	2

Total Heat Sinks: 10 Single
○○○○○○○○○○

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (3)

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
1-3   3. Machine Gun
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1-3
1. Single Heat Sink
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Medium Laser
6. Ammo (MG) 200

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Battle Value: **356**

Weapon Value: **103 / 103**

Cost, C-Bills: **1,512,400**

Right Arm
1. Shoulder
2. Upper Arm Actuator
1-3   3. Machine Gun
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1-3
1. Single Heat Sink
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Roll Again

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

WIZKIDS™

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Head (6)

Left Torso (6)   Right Torso (6)

Left Arm (3)   Right Arm (3)

Center Torso (6)

Left Leg (6)   Right Leg (6)

REAR

Left Torso (2)   Center Torso (2)   Right Torso (2)

Total Armor Pts = 48

Left Torso (5)   Head   Right Torso (5)

Left Arm (3)   Center Torso (6)   Right Arm (3)

Left Leg (4)   Right Leg (4)

Damage Transfer Diagram

Internal Structure (33 Pts)

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. SRM 2
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1-3
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Medium Laser
6. Ammo (SRM 2) 50

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Battle Value: **376**
Weapon Value: **119 / 119**
Cost, C-Bills: **1,543,600**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. SRM 2
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1-3
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (1) REAR Right Torso (1)
Center Torso (1)

Head (3)

Left Torso (2) Right Torso (2)

Left Arm (1) Right Arm (1)

Center Torso (2)

Left Leg (1) Right Leg (1)

Total Armor Pts = 16

Left Torso (5) Head Right Torso (5)

Left Arm (3) Right Arm (3)

Center Torso (6)

Left Leg (4) Right Leg (4)

Damage Transfer Diagram

Internal Structure (33 Pts)
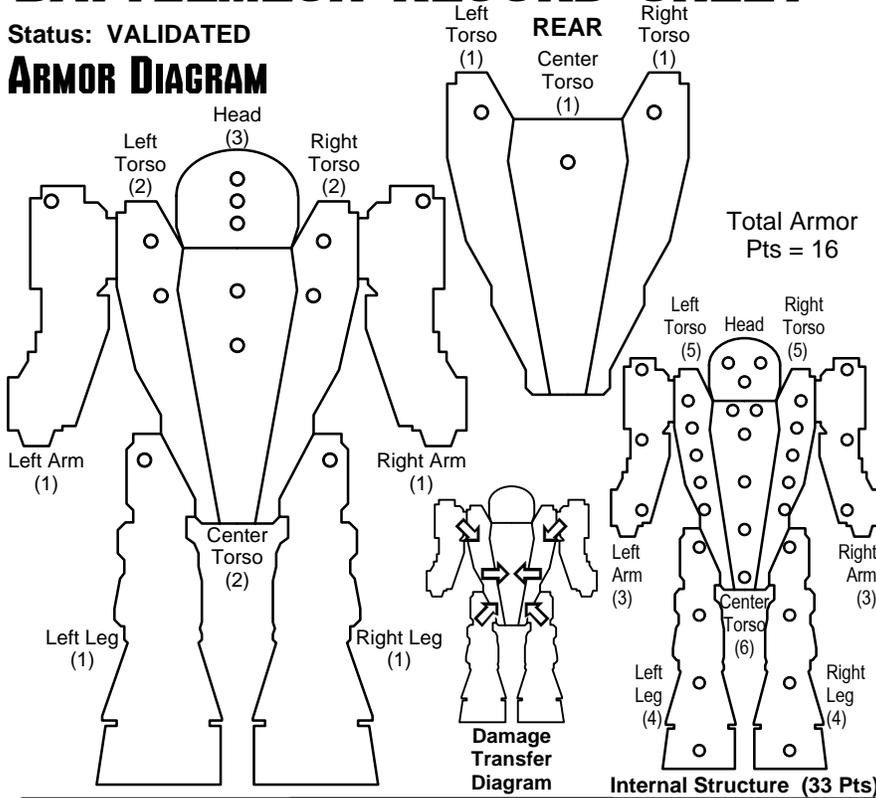
'MECH DATA

Type: Locust LCT-1M

Mass: 20 tons

Movement Points:	Tech, Config. & Level:
Walking: **8**	**Inner Sphere**
Running: **12**	**Biped 'Mech**
Jumping: **0**	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	CT	3	5	-	3	6	9
1	LRM 5	LA	2	1/hit	6	7	14	21
1	LRM 5	RA	2	1/hit	6	7	14	21

Ammo Type:	Rounds:	BV:
LRM 5	24	11

Total Heat Sinks: 10 Single
○○○○○○○○○○

Auto Eject:
☐ Operational   ☐ Disabled

Weapon Heat:
(7)

CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
1-3 3. LRM 5
4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
4-6 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1. Roll Again
2. Roll Again
1-3 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
4-6 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine
1-3 3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine
4-6 3. Fusion Engine
4. Fusion Engine
5. Medium Laser
6. Ammo (LRM 5) 24

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Battle Value: **382**
Weapon Value: **94 / 94**
Cost, C-Bills: **1,571,200**

Right Arm
1. Shoulder
2. Upper Arm Actuator
1-3 3. LRM 5
4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
4-6 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1. Roll Again
2. Roll Again
1-3 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
4-6 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

	1	2	3	4	5	6
Hits Taken						
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

WIZKIDS™

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (2) **REAR** **Right Torso (2)**
Center Torso (2)

Head (8)
Left Torso (8) Right Torso (8)

Left Arm (4)
Center Torso (10)
Right Arm (4)

Left Leg (8) Right Leg (8)

Total Armor Pts = 64

Left Torso (5) Head Right Torso (5)

Left Arm (3) Center Torso (6) Right Arm (3)

Left Leg (4) Right Leg (4)

Damage Transfer Diagram

Internal Structure (33 Pts)

'MECH DATA

Type: Locust LCT-1E

Mass: 20 tons

Movement Points:	Tech, Config. & Level:
Walking: **8**	**Inner Sphere**
Running: **12**	**Biped 'Mech**
Jumping: **0**	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	Small Laser	LA	1	3	-	1	2	3
1	Small Laser	RA	1	3	-	1	2	3

Total Heat Sinks: 10 Single
○○○○○○○○○○

Auto Eject:
☐ Operational ☐ Disabled

Weapon Heat: (8)

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Medium Laser
4. Small Laser
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1-3
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Battle Value: **484**
Weapon Value: **209 / 209**
Cost, C-Bills: **1,574,200**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Medium Laser
4. Small Laser
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1-3
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (10) REAR Right Torso (10)

Center Torso (16)

Head (7)

Left Torso (16) Right Torso (16)

Total Armor Pts = 152

Left Arm (14)

Right Arm (14)

Center Torso (21)

Left Leg (14) Right Leg (14)

Left Torso (14) Head Right Torso (14)

Left Arm (10) Center Torso (20) Right Arm (10)

Left Leg (14) Right Leg (14)

Damage Transfer Diagram

Internal Structure (99 Pts)

'MECH DATA

Type: Lancelot LNC25-02

Mass: 60 tons

Movement Points:	Tech, Config. & Level:
Walking: **4**	**Inner Sphere**
Running: **6**	**Biped 'Mech**
Jumping: **0**	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8	-	5	10	15
1	Large Laser	LA	8	8	-	5	10	15
1	PPC	RT	10	10	3	6	12	18
1	Medium Laser	CT	3	5	-	3	6	9

Total Heat Sinks: 19 Single

○○○○○○○○○○ ○○○○○○○○○

Auto Eject:
☐ Operational ☐ Disabled

Weapon Heat:
(29)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Large Laser *(1-3)*
4. Large Laser
5. *Roll Again*
6. *Roll Again*

(4-6)
1. *Roll Again*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Torso
1. Single Heat Sink *(1-3)*
2. Single Heat Sink
3. Single Heat Sink
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

(4-6)
1. *Roll Again*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

Head
1. Life Support
2. Sensors
3. Cockpit
4. Single Heat Sink
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine *(1-3)*
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

(4-6)
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Single Heat Sink
6. Medium Laser

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Battle Value: **968**
Weapon Value: **1,058 / 1,058**
Cost, C-Bills: **4,769,600**

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Large Laser *(1-3)*
4. Large Laser
5. *Roll Again*
6. *Roll Again*

(4-6)
1. *Roll Again*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Torso
1. Single Heat Sink *(1-3)*
2. PPC
3. PPC
4. PPC
5. *Roll Again*
6. *Roll Again*

(4-6)
1. *Roll Again*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

WIZKIDS™

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (7) • REAR • Right Torso (7)
Center Torso (9)

Head (9)
Left Torso (18) Right Torso (18)
Left Arm (18) Right Arm (18)
Center Torso (26)
Left Leg (23) Right Leg (23)

Total Armor Pts = 176

Damage Transfer Diagram

Left Torso (13) Head Right Torso (13)
Left Arm (9) Right Arm (9)
Center Torso (18)
Left Leg (13) Right Leg (13)

Internal Structure (91 Pts)

'MECH DATA

Type: Kintaro KTO-18
Mass: 55 tons

Movement Points:	Tech, Config. & Level:
Walking: 5	Inner Sphere
Running: 8	Biped 'Mech
Jumping: 0	Level 1 / 3025

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 5	LA	2	1/hit	6	7	14	21
1	SRM 6	RT	4	2/hit	-	3	6	9
1	SRM 6	LA	4	2/hit	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	Medium Laser	RA	3	5	-	3	6	9
1	SRM 6	CT	4	2/hit	-	3	6	9

Ammo Type:	Rounds:	BV:
LRM 5	24	8
SRM 6	45	29

Total Heat Sinks: 10 Single
○○○○○○○○○○

Auto Eject:
☐ Operational ☐ Disabled

Weapon Heat: (20)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. LRM 5
6. SRM 6

4-6
1. SRM 6
2. Medium Laser
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1-3
1. Ammo (LRM 5) 24
2. Ammo (SRM 6) 15
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. SRM 6
6. SRM 6

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Battle Value: **864**
Weapon Value: **741 / 741**
Cost, C-Bills: **4,704,456**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1-3
1. SRM 6
2. SRM 6
3. Ammo (SRM 6) 15
4. Ammo (SRM 6) 15
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Head (9)

Left Torso (29)

Right Torso (29)

Left Arm (33)

Right Arm (33)

Center Torso (39)

Left Leg (34)

Right Leg (34)

REAR

Left Torso (10)

Center Torso (12)

Right Torso (10)

Total Armor Pts = 272

Left Torso (21)

Head

Right Torso (21)

Left Arm (17)

Center Torso (31)

Right Arm (17)

Left Leg (21)

Right Leg (21)
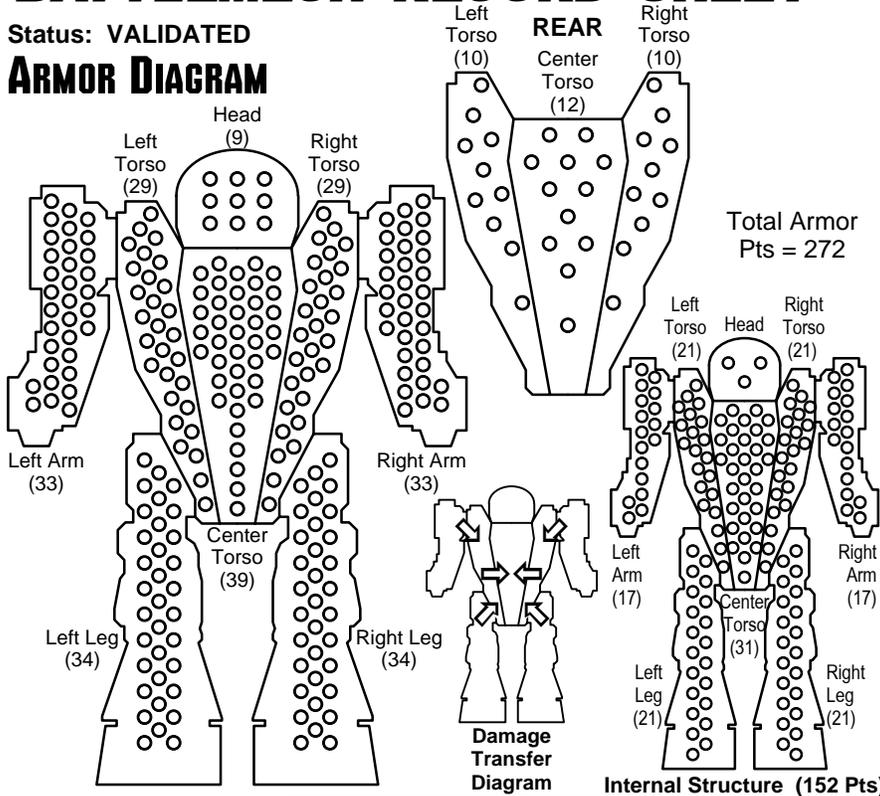
Damage Transfer Diagram

Internal Structure (152 Pts)

'MECH DATA

Type: King Crab KGC-0000
Mass: 100 tons

Movement Points:	Tech, Config. & Level:
Walking: **3**	**Inner Sphere**
Running: **5**	**Biped 'Mech**
Jumping: **0**	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/20	LA	7	20	-	3	6	9
1	Autocannon/20	RA	7	20	-	3	6	9
1	LRM 15	LT	5	1/hit	6	7	14	21
1	Large Laser	RT	8	8	-	5	10	15

Ammo Type:	Rounds:	BV:
Autocannon/20	10	40
LRM 15	8	17

Total Heat Sinks: 15 Single
○○○○○○○○○○ ○○○○○

Auto Eject:
☐ Operational ☐ Disabled

Weapon Heat: (27)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Autocannon/20 #2
6. Autocannon/20 #2

4-6
1. Autocannon/20 #2
2. Autocannon/20 #2
3. Autocannon/20 #2
4. Autocannon/20 #2
5. Autocannon/20 #2
6. Autocannon/20 #2

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Single Heat Sink
6. Roll Again

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Autocannon/20
6. Autocannon/20

4-6
1. Autocannon/20
2. Autocannon/20
3. Autocannon/20
4. Autocannon/20
5. Autocannon/20
6. Autocannon/20

Left Torso
1-3
1. Autocannon/20 (Cont)#2
2. Autocannon/20 (Cont)#2
3. LRM 15
4. LRM 15
5. LRM 15
6. Ammo (AC/20) 5

4-6
1. Ammo (LRM 15) 8
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1-3
1. Autocannon/20 (Cont)
2. Autocannon/20 (Cont)
3. Large Laser
4. Large Laser
5. Ammo (AC/20) 5
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Roll Again

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Battle Value: **1,401**
Weapon Value: **1,521 / 1,521**
Cost, C-Bills: **9,622,000**

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (5)　REAR　Right Torso (5)

Center Torso (6)

Head (7)

Left Torso (11)　Right Torso (11)

Left Arm (11)

Right Arm (11)

Center Torso (15)

Left Leg (15)　Right Leg (15)

Total Armor Pts = 112

Left Torso (8)　Head　Right Torso (8)

Left Arm (6)　Right Arm (6)

Center Torso (11)

Left Leg (8)　Right Leg (8)

Damage Transfer Diagram

Internal Structure (58 Pts)

CRITICAL HIT TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Medium Laser
4. Medium Laser
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. Jump Jet
2. Jump Jet
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. Single Heat Sink

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Battle Value: **792**
Weapon Value: **431 / 431**
Cost, C-Bills: **3,121,425**

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Medium Laser
4. Medium Laser
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1-3
1. Jump Jet
2. Jump Jet
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

WIZKIDS

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (4) REAR Right Torso (4)

Center Torso (3)

Head (7)

Left Torso (8) Right Torso (8)

Left Arm (4) Right Arm (4)

Center Torso (10)

Left Leg (6) Right Leg (6)

Total Armor Pts = 64

Left Torso (8) Head Right Torso (8)

Left Arm (6) Right Arm (6)

Center Torso (11)

Left Leg (8) Right Leg (8)

Damage Transfer Diagram

Internal Structure (58 Pts)
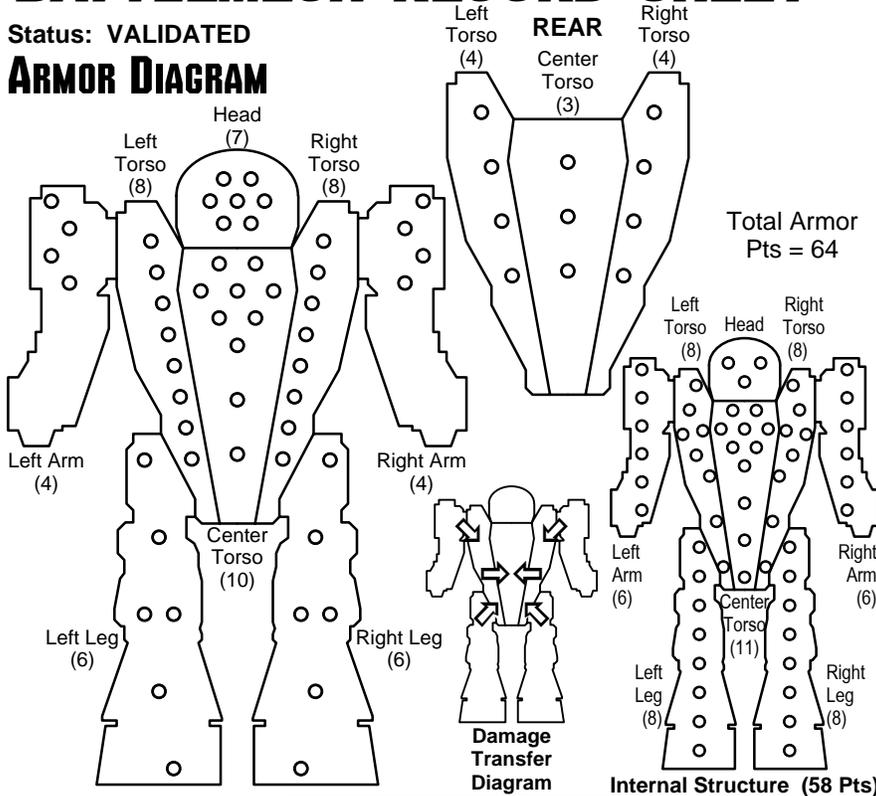
'MECH DATA

Type: Jenner JR7-D
Mass: 35 tons

Movement Points:	Tech, Config. & Level:
Walking: **7**	**Inner Sphere**
Running: **11**	**Biped 'Mech**
Jumping: **5**	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 4	CT	3	2/hit	-	3	6	9
2	Medium Laser	RA	3	5	-	3	6	9
2	Medium Laser	LA	3	5	-	3	6	9

Ammo Type:	Rounds:	BV:
SRM 4	25	12

Total Heat Sinks: 10 Single
○○○○○○○○○○

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (15)

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Medium Laser
4. Medium Laser
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1-3
1. Jump Jet
2. Jump Jet
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Single Heat Sink
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. SRM 4

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Battle Value: **669**
Weapon Value: **291 / 291**
Cost, C-Bills: **3,198,375**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Medium Laser
4. Medium Laser
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1-3
1. Jump Jet
2. Jump Jet
3. Ammo (SRM 4) 25
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

WIZKIDS

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (2) REAR Right Torso (2)

Center Torso (2)

Head (6)

Left Torso (8) Right Torso (8)

Total Armor Pts = 64

Left Arm (6) Right Arm (6)

Center Torso (8)

Left Leg (8) Right Leg (8)

Left Torso (7) Head Right Torso (7)

Left Arm (5) Right Arm (5)

Center Torso (10)

Left Leg (7) Right Leg (7)

Damage Transfer Diagram

Internal Structure (51 Pts)

'MECH DATA

Type: Javelin JVN-10N
Mass: 30 tons

Movement Points:	Tech, Config. & Level:
Walking: **6**	**Inner Sphere**
Running: **9**	**Biped 'Mech**
Jumping: **6**	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	RT	4	2/hit	-	3	6	9
1	SRM 6	LT	4	2/hit	-	3	6	9

Ammo Type:	Rounds:	BV:
SRM 6	30	32

Total Heat Sinks: 10 Single
○○○○○○○○○○

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (8)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1-3
1. Single Heat Sink
2. SRM 6
3. SRM 6
4. Ammo (SRM 6) 15
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. Jump Jet

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Battle Value: **487**
Weapon Value: **213 / 213**
Cost, C-Bills: **2,400,840**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1-3
1. Single Heat Sink
2. Single Heat Sink
3. SRM 6
4. SRM 6
5. Ammo (SRM 6) 15
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

WIZKIDS

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (4)   REAR   Right Torso (4)
Center Torso (4)

Head (7)

Left Torso (9)   Right Torso (9)

Left Arm (9)   Right Arm (9)

Center Torso (15)

Left Leg (13)   Right Leg (13)

Total Armor Pts = 96

Left Torso (7)   Head   Right Torso (7)

Left Arm (5)   Right Arm (5)

Center Torso (10)

Left Leg (7)   Right Leg (7)

Damage Transfer Diagram

Internal Structure (51 Pts)

'MECH DATA

Type: Javelin JVN-10F
Mass: 30 tons

Movement Points:	Tech, Config. & Level:
Walking: 6	**Inner Sphere**
Running: 9	**Biped 'Mech**
Jumping: 6	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	LT	3	5	-	3	6	9
2	Medium Laser	RT	3	5	-	3	6	9

Total Heat Sinks: 12 Single

○○○○○○○○○○ ○○

Auto Eject:
☐ Operational ☐ Disabled

Weapon Heat:
(12)

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. *Roll Again*
6. *Roll Again*

4-6
1. *Roll Again*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Torso
1-3
1. Single Heat Sink
2. Single Heat Sink
3. Medium Laser
4. Medium Laser
5. *Roll Again*
6. *Roll Again*

4-6
1. *Roll Again*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. Single Heat Sink
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. Jump Jet

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Battle Value: **702**
Weapon Value: **405 / 405**
Cost, C-Bills: **2,361,840**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. *Roll Again*
6. *Roll Again*

4-6
1. *Roll Again*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Torso
1-3
1. Single Heat Sink
2. Single Heat Sink
3. Medium Laser
4. Medium Laser
5. *Roll Again*
6. *Roll Again*

4-6
1. *Roll Again*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

WIZKIDS

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (13)
Head (9)
Right Torso (13)

Left Arm (6)
Center Torso (16)
Right Arm (6)

Left Leg (11)
Right Leg (11)

Left Torso (3)
REAR
Center Torso (5)
Right Torso (3)

Total Armor Pts = 96

Left Torso (15)
Head
Right Torso (15)

Left Arm (10)
Center Torso (21)
Right Arm (10)

Left Leg (15)
Right Leg (15)

Damage Transfer Diagram

Internal Structure (104 Pts)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator

1-3
3. Autocannon/5
4. Autocannon/5
5. Autocannon/5
6. Autocannon/5

4-6
1. Autocannon/2
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1. Medium Laser
2. Ammo (AC/5) 20

1-3
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Ammo (AC/2) 45
6. Roll Again

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Battle Value: **749**
Weapon Value: **722 / 722**
Cost, C-Bills: **5,232,426**

Right Arm
1. Shoulder
2. Upper Arm Actuator

1-3
3. Autocannon/5
4. Autocannon/5
5. Autocannon/5
6. Autocannon/5

4-6
1. Autocannon/2
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1. Medium Laser
2. Ammo (AC/5) 20

1-3
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (3) REAR Right Torso (3)
Center Torso (5)

Head (9)
Left Torso (17) Right Torso (17)

Total Armor Pts = 128

Left Arm (11)

Right Arm (11)

Center Torso (20)

Left Torso (15) Head Right Torso (15)
Left Arm (10) Right Arm (10)

Left Leg (16)

Right Leg (16)

Center Torso (21)

Left Leg (15) Right Leg (15)

Damage Transfer Diagram

Internal Structure (104 Pts)

'MECH DATA

Type: Jagermech JM6-A
Mass: 65 tons

Movement Points: | Tech, Config. & Level:
Walking: **4**	**Inner Sphere**
Running: **6**	**Biped 'Mech**
Jumping: **0**	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/2	RA	1	2	4	8	16	24
1	Autocannon/2	LA	1	2	4	8	16	24
1	Medium Laser	RT	3	5	-	3	6	9
1	Medium Laser	LT	3	5	-	3	6	9
1	LRM 15	RA	5	1/hit	6	7	14	21
1	LRM 15	LA	5	1/hit	6	7	14	21

Ammo Type:	Rounds:	BV:
Autocannon/2	45	6
LRM 15	16	38

Total Heat Sinks: 10 Single
OOOOOOOOOO

Auto Eject:
☐ Operational   ☐ Disabled

Weapon Heat: (18)

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Autocannon/2
4. LRM 15
5. LRM 15
6. LRM 15

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1-3
1. Medium Laser
2. Ammo (AC/2) 45
3. Ammo (LRM 15) 8
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Battle Value: **841**
Weapon Value: **749 / 749**
Cost, C-Bills: **5,514,576**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Autocannon/2
4. LRM 15
5. LRM 15
6. LRM 15

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1-3
1. Medium Laser
2. Ammo (LRM 15) 8
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (1) — REAR — Right Torso (1)
Center Torso (1)

Head (3)

Left Torso (3) — Right Torso (3)

Left Arm (2)

Right Arm (2)

Center Torso (4)

Left Leg (2)

Right Leg (2)

Total Armor Pts = 24

Left Torso (7) — Head — Right Torso (7)

Left Arm (5) — Center Torso (10) — Right Arm (5)

Left Leg (7) — Right Leg (7)

Damage Transfer Diagram

Internal Structure (51 Pts)

'MECH DATA

Type: Hussar HSR-300-D

Mass: 30 tons

Movement Points:	Tech, Config. & Level:
Walking: **9**	**Inner Sphere**
Running: **14**	**Biped 'Mech**
Jumping: **0**	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	CT	8	8	-	5	10	15

Total Heat Sinks: 10 Single
○○○○○○○○○○

Auto Eject:
☐ Operational ☐ Disabled

Weapon Heat:
(8)

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1-3
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Large Laser
6. Large Laser

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Battle Value: **484**
Weapon Value: **121 / 121**
Cost, C-Bills: **2,563,340**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1-3
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (4) REAR Right Torso (4)
Center Torso (5)

Head (9)

Left Torso (20)   Right Torso (20)

Total Armor Pts = 160

Left Arm (16)   Right Arm (16)

Center Torso (26)

Left Torso (12) Head Right Torso (12)

Left Leg (20)   Right Leg (20)

Left Arm (8)   Right Arm (8)

Center Torso (16)

Damage Transfer Diagram

Left Leg (12)   Right Leg (12)

Internal Structure (83 Pts)

'MECH DATA

Type: Hunchback HBK-4SP

Mass: 50 tons

Movement Points:	Tech, Config. & Level:
Walking: **4**	**Inner Sphere**
Running: **6**	**Biped 'Mech**
Jumping: **0**	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	LT	4	2/hit	-	3	6	9
1	SRM 6	RT	4	2/hit	-	3	6	9
2	Medium Laser	LA	3	5	-	3	6	9
2	Medium Laser	RA	3	5	-	3	6	9
1	Small Laser	HD	1	3	-	1	2	3

Ammo Type:	Rounds:	BV:
SRM 6	30	16

Total Heat Sinks: 19 Single
○○○○○○○○○○ ○○○○○○○○○

Auto Eject:
☐ Operational ☐ Disabled

Weapon Heat: (21)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Medium Laser

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1-3
1. Single Heat Sink
2. Single Heat Sink
3. Single Heat Sink
4. Single Heat Sink
5. SRM 6
6. SRM 6

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

Head
1. Life Support
2. Sensors
3. Cockpit
4. Small Laser
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Ammo (SRM 6) 15
6. Ammo (SRM 6) 15

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Battle Value: **854**
Weapon Value: **1,114 / 1,114**
Cost, C-Bills: **3,446,876**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Medium Laser

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1-3
1. Single Heat Sink
2. Single Heat Sink
3. Single Heat Sink
4. SRM 6
5. SRM 6
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

WIZKIDS

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (4)
REAR
Right Torso (4)
Center Torso (5)

Head (9)
Left Torso (20)
Right Torso (20)

Total Armor Pts = 160

Left Arm (16)
Center Torso (26)
Right Arm (16)

Left Leg (20)
Right Leg (20)

Damage Transfer Diagram

Left Torso (12)
Head
Right Torso (12)

Left Arm (8)
Center Torso (16)
Right Arm (8)

Left Leg (12)
Right Leg (12)

Internal Structure (83 Pts)

'MECH DATA

Type: Hunchback HBK-4P
Mass: 50 tons

Movement Points:	Tech, Config. & Level:
Walking: **4**	**Inner Sphere**
Running: **6**	**Biped 'Mech**
Jumping: **0**	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
6	Medium Laser	RT	3	5	-	3	6	9
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	Small Laser	HD	1	3	-	1	2	3

Total Heat Sinks: 23 Single
○○○○○○○○○○   ○○○○○○○○○○
○○○

Auto Eject: **Weapon Heat:**
☐ Operational ☐ Disabled **(25)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1-3
1. Single Heat Sink
2. Single Heat Sink
3. Single Heat Sink
4. Single Heat Sink
5. Single Heat Sink
6. Single Heat Sink

4-6
1. Single Heat Sink
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

Head
1. Life Support
2. Sensors
3. Cockpit
4. Small Laser
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Single Heat Sink
6. Single Heat Sink

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Battle Value: **960**
Weapon Value: **1,362 / 1,362**
Cost, C-Bills: **3,377,876**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1-3
1. Single Heat Sink
2. Single Heat Sink
3. Medium Laser
4. Medium Laser
5. Medium Laser
6. Medium Laser

4-6
1. Medium Laser
2. Medium Laser
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (4) REAR Right Torso (4)
Center Torso (5)

Head (9)

Left Torso (20) Right Torso (20)

Left Arm (16) Right Arm (16)

Center Torso (26)

Left Leg (20) Right Leg (20)

Total Armor Pts = 160

Left Torso (12) Head Right Torso (12)

Left Arm (8) Right Arm (8)

Center Torso (16)

Left Leg (12) Right Leg (12)

Damage Transfer Diagram

Internal Structure (83 Pts)

'MECH DATA

Type: Hunchback HBK-4N
Mass: 50 tons

Movement Points:	Tech, Config. & Level:
Walking: 4	**Inner Sphere**
Running: 6	**Biped 'Mech**
Jumping: 0	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/5	RT	1	5	3	6	12	18
2	LRM 5	RT	2	1/hit	6	7	14	21
2	Medium Laser	RT	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	Medium Laser	RA	3	5	-	3	6	9
1	Small Laser	HD	1	3	-	1	2	3

Ammo Type:	Rounds:	BV:
Autocannon/5	20	10
LRM 5	24	7

Total Heat Sinks: 13 Single
oooooooooo   ooo

Auto Eject:
☐ Operational   ☐ Disabled

Weapon Heat: (18)

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1-3
1. Single Heat Sink
2. Single Heat Sink
3. Single Heat Sink
4. Single Heat Sink
5. Single Heat Sink
6. Ammo (AC/5) 20

4-6
1. Ammo (LRM 5) 24
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Small Laser
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits	o o o
Gyro Hits	o o
Sensor Hits	o o
Life Support	o

Battle Value: **843**
Weapon Value: **964 / 964**
Cost, C-Bills: **3,437,126**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1-3
1. Autocannon/5
2. Autocannon/5
3. Autocannon/5
4. Autocannon/5
5. LRM 5
6. LRM 5

4-6
1. Medium Laser
2. Medium Laser
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Head (9)

Left Torso (20) | Right Torso (20)

Left Arm (16) | Right Arm (16)

Center Torso (26)

Left Leg (20) | Right Leg (20)

Left Torso (4) | REAR Center Torso (5) | Right Torso (4)

Total Armor Pts = 160

Left Torso (12) | Head | Right Torso (12)

Left Arm (8) | Right Arm (8)

Center Torso (16)

Left Leg (12) | Right Leg (12)

Damage Transfer Diagram

Internal Structure (83 Pts)

'MECH DATA

Type: Hunchback HBK-4J
Mass: 50 tons

Movement Points:	Tech, Config. & Level:
Walking: 4	**Inner Sphere**
Running: 6	**Biped 'Mech**
Jumping: 0	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	LRM 10	RT	4	1/hit	6	7	14	21
3	Medium Laser	RT	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	Medium Laser	RA	3	5	-	3	6	9
1	Small Laser	HD	1	3	-	1	2	3

Ammo Type:	Rounds:	BV:
LRM 10	24	25

Total Heat Sinks: 14 Single
○○○○○○○○○○ ○○○○

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (24)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1-3
1. Single Heat Sink
2. Single Heat Sink
3. Ammo (LRM 10) 12
4. Ammo (LRM 10) 12
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

Head
1. Life Support
2. Sensors
3. Cockpit
4. Small Laser
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Battle Value: **853**
Weapon Value: **928 / 928**
Cost, C-Bills: **3,560,876**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1-3
1. LRM 10
2. LRM 10
3. LRM 10
4. LRM 10
5. Medium Laser
6. Medium Laser

4-6
1. Medium Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

WIZKIDS

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Head (9)

Left Torso (20)　Right Torso (20)

Left Arm (16)

Center Torso (26)

Right Arm (16)

Left Leg (20)　Right Leg (20)

REAR

Left Torso (4)　Center Torso (5)　Right Torso (4)

Total Armor Pts = 160

Left Torso (12)　Head　Right Torso (12)

Left Arm (8)　Center Torso (16)　Right Arm (8)

Left Leg (12)　Right Leg (12)

Damage Transfer Diagram

Internal Structure (83 Pts)

'MECH DATA

Type: Hunchback HBK-4H

Mass: 50 tons

Movement Points:	Tech, Config. & Level:
Walking: **4**	**Inner Sphere**
Running: **6**	**Biped 'Mech**
Jumping: **0**	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/10	RT	3	10	-	5	10	15
2	Medium Laser	RT	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	Medium Laser	RA	3	5	-	3	6	9
1	Small Laser	HD	1	3	-	1	2	3

Ammo Type:	Rounds:	BV:
Autocannon/10	20	34

Total Heat Sinks: 13 Single
○○○○○○○○○○　○○○

Auto Eject:
☐ Operational　☐ Disabled

Weapon Heat: (16)

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1-3
1. Single Heat Sink
2. Single Heat Sink
3. Single Heat Sink
4. Single Heat Sink
5. Single Heat Sink
6. Ammo (AC/10) 10

4-6
1. Ammo (AC/10) 10
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Small Laser
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Battle Value: **850**
Weapon Value: **985 / 985**
Cost, C-Bills: **3,425,876**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1-3
1. Autocannon/10
2. Autocannon/10
3. Autocannon/10
4. Autocannon/10
5. Autocannon/10
6. Autocannon/10

4-6
1. Autocannon/10
2. Medium Laser
3. Medium Laser
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

WARRIOR DATA

Name: _____

Gunnery Skill: _____　**Piloting Skill:** _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (4) REAR Right Torso (4)

Center Torso (5)

Head (9)

Left Torso (20) Right Torso (20)

Total Armor Pts = 160

Left Arm (16) Right Arm (16)

Center Torso (26)

Left Leg (20) Right Leg (20)

Left Torso (12) Head Right Torso (12)

Left Arm (8) Right Arm (8)

Center Torso (16)

Left Leg (12) Right Leg (12)

Damage Transfer Diagram

Internal Structure (83 Pts)

'MECH DATA

Type: Hunchback HBK-4G
Mass: 50 tons

Movement Points:	Tech, Config. & Level:
Walking: **4**	**Inner Sphere**
Running: **6**	**Biped 'Mech**
Jumping: **0**	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/20	RT	7	20	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	Medium Laser	RA	3	5	-	3	6	9
1	Small Laser	HD	1	3	-	1	2	3

Ammo Type:	Rounds:	BV:
Autocannon/20	10	45

Total Heat Sinks: 13 Single
○○○○○○○○○○ ○○○

Auto Eject: □ Operational □ Disabled

Weapon Heat: (14)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
1-3 3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

1. Roll Again
2. Roll Again
4-6 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1. Ammo (AC/20) 5
2. Ammo (AC/20) 5
1-3 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
4-6 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

Head
1. Life Support
2. Sensors
3. Cockpit
4. Small Laser
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine
1-3 3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine
4-6 3. Fusion Engine
4. Fusion Engine
5. Single Heat Sink
6. Roll Again

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Battle Value: **851**
Weapon Value: **854 / 854**
Cost, C-Bills: **3,467,876**

Right Arm
1. Shoulder
2. Upper Arm Actuator
1-3 3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

1. Roll Again
2. Roll Again
4-6 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1. Autocannon/20
2. Autocannon/20
1-3 3. Autocannon/20
4. Autocannon/20
5. Autocannon/20
6. Autocannon/20

1. Autocannon/20
2. Autocannon/20
4-6 3. Autocannon/20
4. Autocannon/20
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (10) REAR Right Torso (10)
Center Torso (17)

Head (9)

Left Torso (28) Right Torso (28)

Left Arm (30) Right Arm (30)

Center Torso (41)

Left Leg (38) Right Leg (38)

Total Armor Pts = 279

Left Torso (19) Head Right Torso (19)

Left Arm (15) Center Torso (29) Right Arm (15)

Left Leg (19) Right Leg (19)

Damage Transfer Diagram

Internal Structure (138 Pts)

'MECH DATA

Type: Highlander HGN-733
Mass: 90 tons

Movement Points:	Tech, Config. & Level:
Walking: **3**	**Inner Sphere**
Running: **5**	**Biped 'Mech**
Jumping: **3**	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	RT	3	5	-	3	6	9
1	SRM 6	LA	4	2/hit	-	3	6	9
1	LRM 20	LT	6	1/hit	6	7	14	21
1	Autocannon/10	RA	3	10	-	5	10	15

Ammo Type:	Rounds:	BV:
SRM 6	30	19
LRM 20	18	95
Autocannon/10	20	41

Total Heat Sinks: 13 Single
ooooooooo ooo

Auto Eject:
☐ Operational ☐ Disabled

Weapon Heat:
(19)

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Single Heat Sink
6. SRM 6

4-6
1. SRM 6
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1-3
1. Jump Jet
2. LRM 20
3. LRM 20
4. LRM 20
5. LRM 20
6. LRM 20

4-6
1. Ammo (SRM 6) 15
2. Ammo (SRM 6) 15
3. Ammo (LRM 20) 6
4. Ammo (LRM 20) 6
5. Ammo (LRM 20) 6
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. Roll Again

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Battle Value: **1,424**
Weapon Value: **1,458 / 1,458**
Cost, C-Bills: **8,307,180**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Autocannon/10
5. Autocannon/10
6. Autocannon/10

4-6
1. Autocannon/10
2. Autocannon/10
3. Autocannon/10
4. Autocannon/10
5. Roll Again
6. Roll Again

Right Torso
1-3
1. Jump Jet
2. Medium Laser
3. Medium Laser
4. Ammo (AC/10) 10
5. Ammo (AC/10) 10
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Roll Again

WARRIOR DATA

Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (5)
REAR
Right Torso (5)
Center Torso (6)

Head (9)
Left Torso (14)
Right Torso (14)

Left Arm (11)
Right Arm (11)

Center Torso (17)

Left Leg (14)
Right Leg (14)

Total Armor Pts = 120

Left Torso (10)
Head
Right Torso (10)

Left Arm (6)
Right Arm (6)

Center Torso (12)

Left Leg (10)
Right Leg (10)

Damage Transfer Diagram
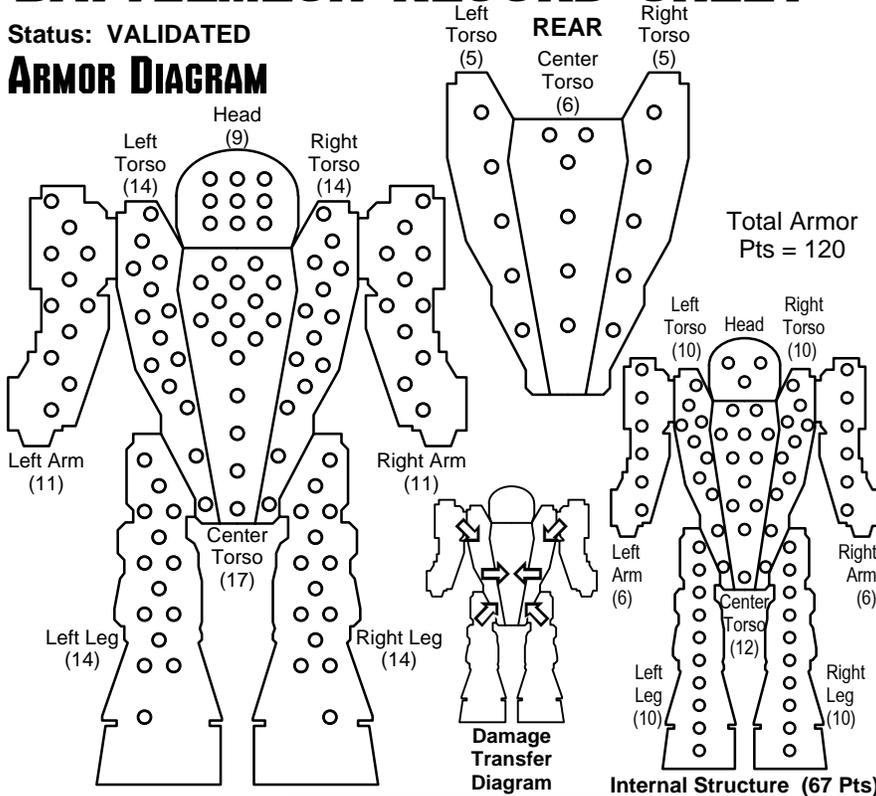
Internal Structure (67 Pts)

'MECH DATA

Type: Hermes II HER-4K

Mass: 40 tons

Movement Points:	Tech, Config. & Level:
Walking: **6**	**Inner Sphere**
Running: **9**	**Biped 'Mech**
Jumping: **0**	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	LT	8	8	-	5	10	15
1	Large Laser	RT	8	8	-	5	10	15

Total Heat Sinks: 11 Single

○○○○○○○○○○ ○

Auto Eject:
☐ Operational ☐ Disabled

Weapon Heat:
(16)

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1-3
1. Large Laser
2. Large Laser
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Single Heat Sink
6. Single Heat Sink

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Battle Value: **749**
Weapon Value: **535 / 535**
Cost, C-Bills: **3,205,160**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1-3
1. Large Laser
2. Large Laser
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (5) REAR Right Torso (5)
Center Torso (6)

Head (9)

Left Torso (14) Right Torso (14)

Left Arm (11)

Right Arm (11)

Center Torso (17)

Left Leg (14) Right Leg (14)

Damage Transfer Diagram

Left Torso (10) Head Right Torso (10)

Left Arm (6) Right Arm (6)

Center Torso (12)

Left Leg (10) Right Leg (10)

Internal Structure (67 Pts)

Total Armor Pts = 120

CRITICAL HIT TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Flamer
5. *Roll Again*
6. *Roll Again*

4-6
1. *Roll Again*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Torso

1-3
1. Single Heat Sink
2. Ammo (AC/5) 20
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

4-6
1. *Roll Again*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Roll Again*
6. *Roll Again*

Head

1. Life Support
2. Sensors
3. Cockpit
4. *Roll Again*
5. Sensors
6. Life Support

Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. *Roll Again*
6. *Roll Again*

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Battle Value: **665**
Weapon Value: **371 / 371**
Cost, C-Bills: **3,165,680**

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. *Roll Again*

4-6
1. *Roll Again*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Torso

1-3
1. Autocannon/5
2. Autocannon/5
3. Autocannon/5
4. Autocannon/5
5. *Roll Again*
6. *Roll Again*

4-6
1. *Roll Again*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Roll Again*
6. *Roll Again*

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Head (9)

Left Torso (14)

Right Torso (14)

Left Arm (11)

Right Arm (11)

Center Torso (17)

Left Leg (14)

Right Leg (14)

Left Torso (5)

REAR

Right Torso (5)

Center Torso (6)

Total Armor Pts = 120

Left Torso (10)

Head

Right Torso (10)

Left Arm (6)

Right Arm (6)

Center Torso (12)

Left Leg (10)

Right Leg (10)

Damage Transfer Diagram

Internal Structure (67 Pts)

'MECH DATA

Type: Hermes II HER-2M
Mass: 40 tons

Movement Points:	Tech, Config. & Level:
Walking: **7**	**Inner Sphere**
Running: **11**	**Biped 'Mech**
Jumping: **0**	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	RT	3	5	-	3	6	9
1	Medium Laser	RA	3	5	-	3	6	9
2	Machine Gun	RT	0	2	-	1	2	3
1	Flamer	LA	3	2	-	1	2	3

Ammo Type:	Rounds:	BV:
Machine Gun	100	1

Total Heat Sinks: 11 Single

○○○○○○○○○○   ○

Auto Eject:
☐ Operational   ☐ Disabled

Weapon Heat:
(12)

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Flamer
5. *Roll Again*
6. *Roll Again*

4-6
1. *Roll Again*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Torso
1-3
1. Ammo (MG) 100
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

4-6
1. *Roll Again*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Roll Again*
6. *Roll Again*

Head
1. Life Support
2. Sensors
3. Cockpit
4. *Roll Again*
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. *Roll Again*
6. *Roll Again*

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Battle Value: **740**
Weapon Value: **503 / 503**
Cost, C-Bills: **3,263,214**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. *Roll Again*

4-6
1. *Roll Again*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Torso
1-3
1. Medium Laser
2. Medium Laser
3. Machine Gun
4. Machine Gun
5. *Roll Again*
6. *Roll Again*

4-6
1. *Roll Again*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Roll Again*
6. *Roll Again*

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

	1	2	3	4	5	6
Hits Taken						
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

WIZKIDS

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (2)
REAR
Right Torso (2)
Center Torso (4)

Head (7)

Left Torso (6)
Right Torso (6)

Left Arm (5)
Right Arm (5)

Center Torso (7)

Left Leg (6)
Right Leg (6)

Total Armor Pts = 56

Left Torso (7)
Head
Right Torso (7)

Left Arm (5)
Right Arm (5)

Center Torso (10)

Left Leg (7)
Right Leg (7)

Damage Transfer Diagram

Internal Structure (51 Pts)

'MECH DATA

Type: Hermes HER-1A
Mass: 30 tons

Movement Points:	Tech, Config. & Level:
Walking: **9**	**Inner Sphere**
Running: **14**	**Biped 'Mech**
Jumping: **0**	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5	-	3	6	9
1	Flamer	LA	3	2	-	1	2	3
1	Medium Laser	CT	3	5	-	3	6	9

Total Heat Sinks: 10 Single
○○○○○○○○○○

Auto Eject:
☐ Operational   ☐ Disabled

Weapon Heat:
(9)

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
1-3 3. Lower Arm Actuator
4. Flamer
5. *Roll Again*
6. *Roll Again*

1. *Roll Again*
2. *Roll Again*
4-6 3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Torso
1. *Roll Again*
2. *Roll Again*
1-3 3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

1. *Roll Again*
2. *Roll Again*
4-6 3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Roll Again*
6. *Roll Again*

Head
1. Life Support
2. Sensors
3. Cockpit
4. *Roll Again*
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine
1-3 3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine
4-6 3. Fusion Engine
4. Fusion Engine
5. Medium Laser
6. *Roll Again*

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Battle Value: **501**
Weapon Value: **192 / 192**
Cost, C-Bills: **2,569,970**

Right Arm
1. Shoulder
2. Upper Arm Actuator
1-3 3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. *Roll Again*

1. *Roll Again*
2. *Roll Again*
4-6 3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Torso
1. *Roll Again*
2. *Roll Again*
1-3 3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

1. *Roll Again*
2. *Roll Again*
4-6 3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Roll Again*
6. *Roll Again*

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

WIZKIDS

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (4)
REAR
Right Torso (4)
Center Torso (4)

Head (6)

Left Torso (14)
Right Torso (14)

Left Arm (11)
Right Arm (11)

Center Torso (14)

Left Leg (11)
Right Leg (11)

Damage Transfer Diagram

Total Armor Pts = 104

Left Torso (11)
Head
Right Torso (11)

Left Arm (7)
Right Arm (7)

Center Torso (14)

Left Leg (11)
Right Leg (11)

Internal Structure (75 Pts)

'MECH DATA

Type: Hatchetman HCT-3NH
Mass: 45 tons

Movement Points:	Tech, Config. & Level:
Walking: 4	Inner Sphere
Running: 6	Biped 'Mech
Jumping: 4	Level 1 / 3025

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/10	RT	3	10	-	5	10	15
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9

Ammo Type:	Rounds:	BV:
Autocannon/10	20	49

Total Heat Sinks: 14 Single
○○○○○○○○○○   ○○○○

Auto Eject: **Weapon Heat:**
☐ Operational ☐ Disabled (9)

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1-3
1. Single Heat Sink
2. Single Heat Sink
3. Single Heat Sink
4. Single Heat Sink
5. Single Heat Sink
6. Single Heat Sink

4-6
1. Single Heat Sink
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Ammo (AC/10) 10
6. Ammo (AC/10) 10

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Battle Value: **792**
Weapon Value: **515 / 515**
Cost, C-Bills: **3,116,340**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1-3
1. Autocannon/10
2. Autocannon/10
3. Autocannon/10
4. Autocannon/10
5. Autocannon/10
6. Autocannon/10

4-6
1. Autocannon/10
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

WIZKIDS

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Head (6)
Left Torso (14)
Right Torso (14)
Left Arm (11)
Right Arm (11)
Center Torso (14)
Left Leg (11)
Right Leg (11)

REAR
Left Torso (4)
Center Torso (4)
Right Torso (4)

Total Armor Pts = 104

Internal Structure (75 Pts)
Head
Left Torso (11)
Right Torso (11)
Left Arm (7)
Right Arm (7)
Center Torso (14)
Left Leg (11)
Right Leg (11)

Damage Transfer Diagram

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1-3
1. Single Heat Sink
2. Single Heat Sink
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Ammo (AC/10) 10
6. Ammo (AC/10) 10

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Battle Value: **769**
Weapon Value: **539 / 539**
Cost, C-Bills: **3,129,390**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Hatchet

4-6
1. Hatchet
2. Hatchet
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1-3
1. Single Heat Sink
2. Single Heat Sink
3. Autocannon/10
4. Autocannon/10
5. Autocannon/10
6. Autocannon/10

4-6
1. Autocannon/10
2. Autocannon/10
3. Autocannon/10
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Head (9)
Left Torso (22)
Right Torso (22)
Left Arm (20)
Right Arm (20)
Center Torso (27)
Left Leg (22)
Right Leg (22)

Left Torso (8)   REAR   Right Torso (8)
Center Torso (12)

Total Armor Pts = 192

Left Torso (15)   Head   Right Torso (15)
Left Arm (11)   Right Arm (11)
Center Torso (22)
Left Leg (15)   Right Leg (15)

Damage Transfer Diagram

Internal Structure (107 Pts)

'MECH DATA

Type: Guillotine GLT-4L
Mass: 70 tons

Movement Points:	Tech, Config. & Level:
Walking: 4	**Inner Sphere**
Running: 6	**Biped 'Mech**
Jumping: 4	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	LA	8	8	-	5	10	15
1	SRM 6	CT	4	2/hit	-	3	6	9
1	Medium Laser	LT	3	5	-	3	6	9
1	Medium Laser	RT	3	5	-	3	6	9
2	Medium Laser	RA	3	5	-	3	6	9

Ammo Type:	Rounds:	BV:
SRM 6	15	11

Total Heat Sinks: 22 Single

OOOOOOOOOO   OOOOOOOOOO
OO

Auto Eject:
☐ Operational   ☐ Disabled

Weapon Heat:
(24)

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Large Laser
4. Large Laser
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1-3
1. Single Heat Sink
2. Single Heat Sink
3. Single Heat Sink
4. Single Heat Sink
5. Single Heat Sink
6. Jump Jet

4-6
1. Medium Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. SRM 6
6. SRM 6

Engine Hits   O O O
Gyro Hits   O O
Sensor Hits   O O
Life Support   O

Battle Value: **1,222**
Weapon Value: **1,425 / 1,425**
Cost, C-Bills: **6,062,484**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Medium Laser
5. Medium Laser
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1-3
1. Single Heat Sink
2. Single Heat Sink
3. Single Heat Sink
4. Single Heat Sink
5. Jump Jet
6. Medium Laser

4-6
1. Ammo (SRM 6) 15
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Jump Jet

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Head (9)
Left Torso (20)
Right Torso (20)
Left Arm (14)
Right Arm (14)
Center Torso (20)
Left Leg (18)
Right Leg (18)

Left Torso (6)
REAR
Center Torso (7)
Right Torso (6)

Left Torso (13)
Head
Right Torso (13)
Left Arm (9)
Right Arm (9)
Center Torso (18)
Left Leg (13)
Right Leg (13)

Total Armor Pts = 152

Damage Transfer Diagram

Internal Structure (91 Pts)

'MECH DATA

Type: Griffin GRF-1S
Mass: 55 tons

Movement Points:	Tech, Config. & Level:
Walking: 5	**Inner Sphere**
Running: 8	**Biped 'Mech**
Jumping: 5	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8	-	5	10	15
1	LRM 5	LT	2	1/hit	6	7	14	21
2	Medium Laser	RA	3	5	-	3	6	9

Ammo Type:	Rounds:	BV:
LRM 5	24	12

Total Heat Sinks: 16 Single
○○○○○○○○○○ ○○○○○○

Auto Eject:
☐ Operational ☐ Disabled

Weapon Heat: (16)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

CRITICAL HIT TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. *Roll Again*
6. *Roll Again*

4-6
1. *Roll Again*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Torso

1-3
1. Jump Jet
2. Jump Jet
3. LRM 5
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

4-6
1. *Roll Again*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

Head
1. Life Support
2. Sensors
3. Cockpit
4. Single Heat Sink
5. Sensors
6. Life Support

Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. *Roll Again*

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Battle Value: **1,061**
Weapon Value: **772 / 772**
Cost, C-Bills: **4,783,506**

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Large Laser
6. Large Laser

4-6
1. Medium Laser
2. Medium Laser
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Torso

1-3
1. Jump Jet
2. Jump Jet
3. Ammo (LRM 5) 24
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

4-6
1. *Roll Again*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (6)   REAR   Right Torso (6)

Center Torso (7)

Head (9)

Left Torso (20)   Right Torso (20)

Left Arm (14)

Right Arm (14)

Center Torso (20)

Left Leg (18)

Right Leg (18)

Total Armor Pts = 152

Left Torso (13)   Head   Right Torso (13)

Left Arm (9)   Center Torso (18)   Right Arm (9)

Left Leg (13)   Right Leg (13)

Damage Transfer Diagram

Internal Structure (91 Pts)
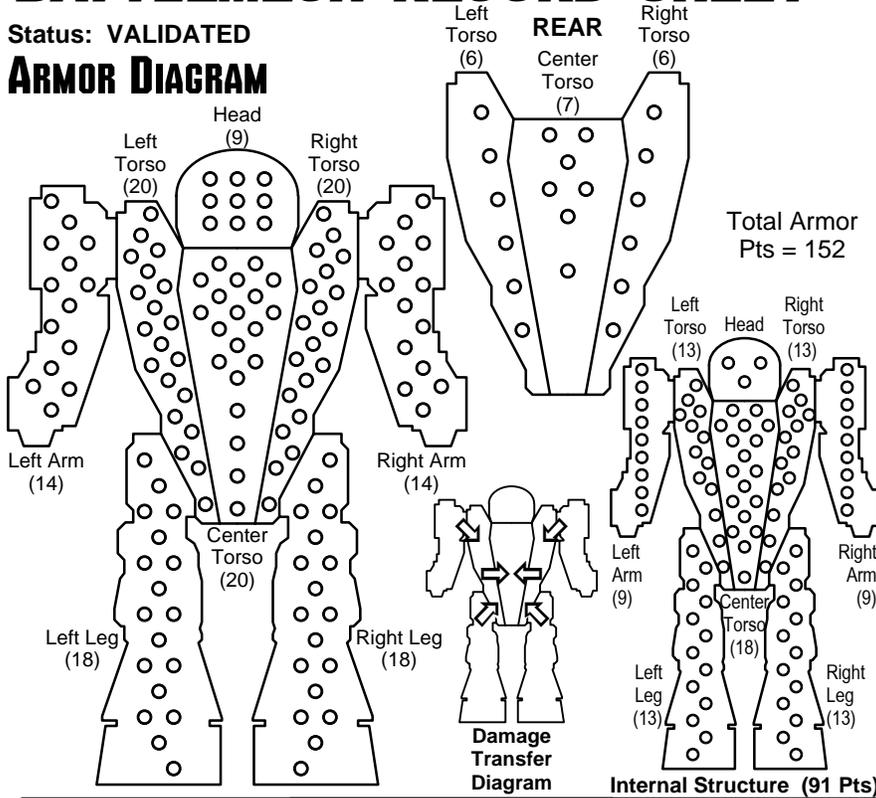
'MECH DATA

Type: Griffin GRF-1N
Mass: 55 tons

Movement Points:	Tech, Config. & Level:
Walking: 5	**Inner Sphere**
Running: 8	**Biped 'Mech**
Jumping: 5	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RA	10	10	3	6	12	18
1	LRM 10	RT	4	1/hit	6	7	14	21

Ammo Type:	Rounds:	BV:
LRM 10	24	44

Total Heat Sinks: 12 Single
○○○○○○○○○○ ○○

Auto Eject:
☐ Operational   ☐ Disabled

Weapon Heat: (14)

WARRIOR DATA

Name: _____

Gunnery Skill: _____   **Piloting Skill:** _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. Jump Jet
2. Jump Jet
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. Single Heat Sink

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Battle Value: **1,021**
Weapon Value: **611 / 611**
Cost, C-Bills: **4,957,106**

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. PPC
6. PPC

4-6
1. PPC
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1-3
1. Jump Jet
2. Jump Jet
3. LRM 10
4. LRM 10
5. Ammo (LRM 10) 12
6. Ammo (LRM 10) 12

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Head (9)

Left Torso (20)
Right Torso (20)

Left Arm (22)
Right Arm (22)

Center Torso (30)

Left Leg (26)
Right Leg (26)

REAR

Left Torso (10)
Center Torso (13)
Right Torso (10)

Total Armor Pts = 208

Left Torso (15)
Head
Right Torso (15)

Left Arm (11)
Right Arm (11)

Center Torso (22)

Left Leg (15)
Right Leg (15)

Damage Transfer Diagram

Internal Structure (107 Pts)
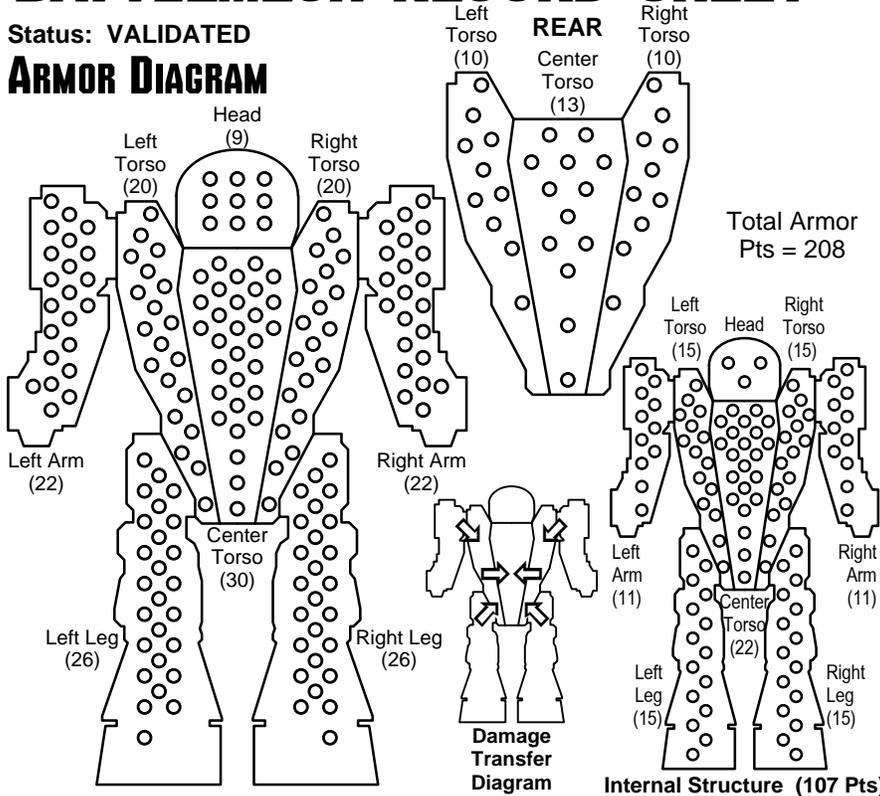
'MECH DATA

Type: Grasshopper GHR-5H

Mass: 70 tons

Movement Points:	Tech, Config. & Level:
Walking: 4	**Inner Sphere**
Running: 6	**Biped 'Mech**
Jumping: 4	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	CT	8	8	-	5	10	15
1	Medium Laser	LT	3	5	-	3	6	9
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	Medium Laser	RT	3	5	-	3	6	9
1	LRM 5	HD	2	1/hit	6	7	14	21

Ammo Type:	Rounds:	BV:
LRM 5	24	10

Total Heat Sinks: 22 Single

OOOOOOOOOO OOOOOOOOOO OO
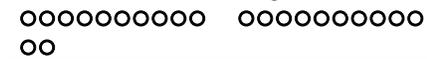
Auto Eject:	Weapon Heat:
☐ Operational ☐ Disabled	(22)

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Single Heat Sink
6. Medium Laser

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1-3
1. Single Heat Sink
2. Single Heat Sink
3. Single Heat Sink
4. Single Heat Sink
5. Single Heat Sink
6. Medium Laser

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. LRM 5
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Large Laser
6. Large Laser

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Battle Value: **1,268**
Weapon Value: **1,519 / 1,519**
Cost, C-Bills: **6,024,574**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Single Heat Sink
6. Medium Laser

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1-3
1. Single Heat Sink
2. Single Heat Sink
3. Single Heat Sink
4. Single Heat Sink
5. Medium Laser
6. Ammo (LRM 5) 24

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

REAR

Left Torso (8)
Center Torso (12)
Right Torso (8)

Left Torso (16)
Head (9)
Right Torso (16)

Left Arm (14)
Right Arm (14)

Center Torso (27)

Left Leg (18)
Right Leg (18)

Total Armor Pts = 160

Left Torso (14)
Head
Right Torso (14)

Left Arm (10)
Center Torso (20)
Right Arm (10)

Left Leg (14)
Right Leg (14)
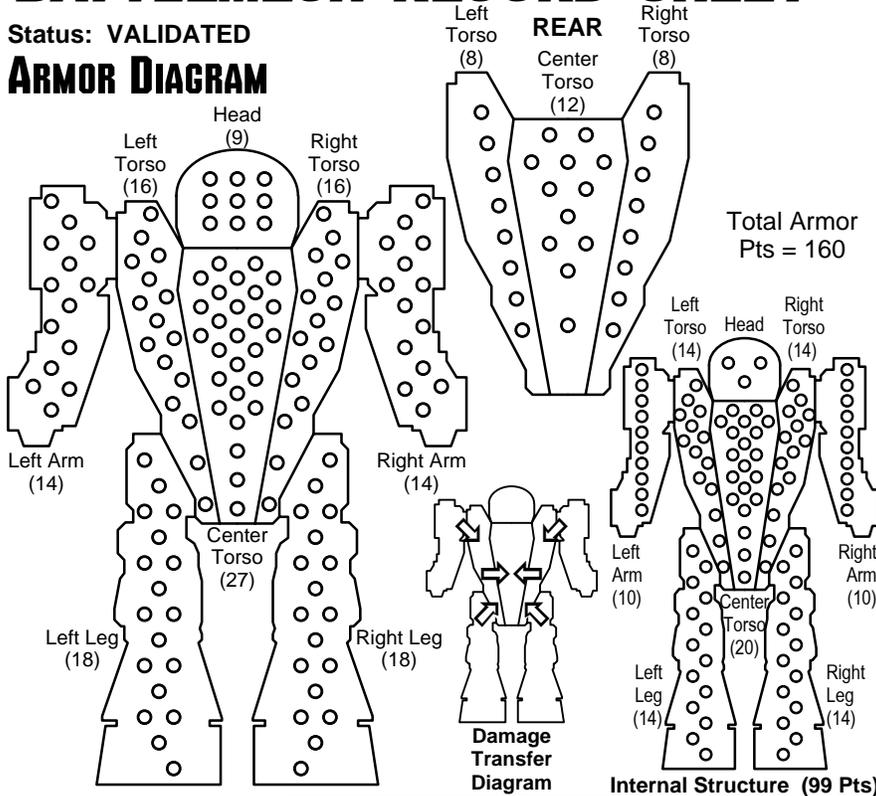
Damage Transfer Diagram

Internal Structure (99 Pts)

'MECH DATA

Type: Grand Dragon DRG-1G
Mass: 60 tons

Movement Points:	Tech, Config. & Level:
Walking: 5	**Inner Sphere**
Running: 8	**Biped 'Mech**
Jumping: 0	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	CT	4	1/hit	6	7	14	21
1	Medium Laser	LA	3	5	-	3	6	9
1	Medium Laser	RT	3	5	-	3	6	9
1	Medium Laser	LT(R)	3	5	-	3	6	9
1	PPC	RA	10	10	3	6	12	18

Ammo Type:	Rounds:	BV:
LRM 10	24	30

Total Heat Sinks: 12 Single
○○○○○○○○○○ ○○

Auto Eject:
☐ Operational ☐ Disabled

Weapon Heat:
(23)

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Medium Laser
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1-3
1. Medium Laser (R)
2. Ammo (LRM 10) 12
3. Ammo (LRM 10) 12
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. LRM 10
6. LRM 10

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Battle Value: **997**
Weapon Value: **817 / 817**
Cost, C-Bills: **5,212,800**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. PPC
5. PPC
6. PPC

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1-3
1. Medium Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

BATTLETECH®
QUAD BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Head (9)
Left Torso (20)
Right Torso (20)
Left Rear Leg (30)
Center Torso (30)
Right Rear Leg (30)
Left Front Leg (24)
Right Front Leg (24)

Total Armor Pts = 232

Damage Transfer Diagram

Left Torso (17)
Head
Right Torso (17)
Left Rear Leg (17)
Center Torso (25)
Right Rear Leg (17)
Left Front Leg (17)
Right Front Leg (17)

Internal Structure Diagram (130 Pts)
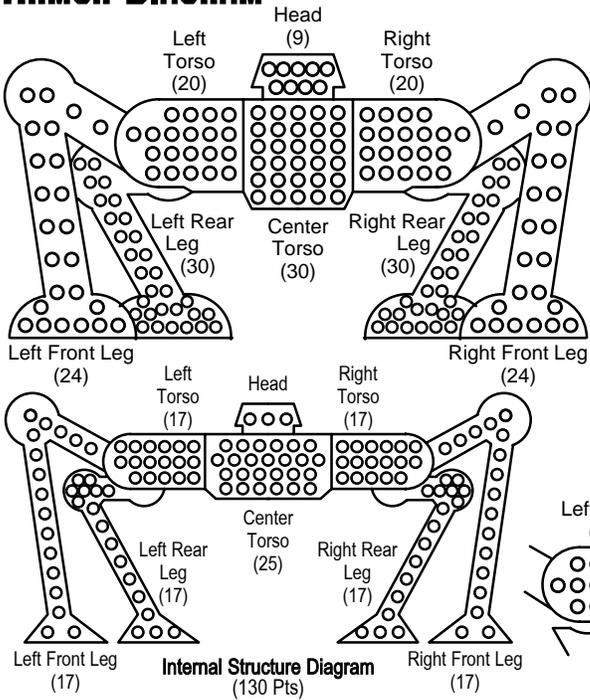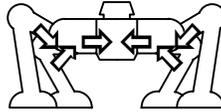
REAR ARMOR
Left Torso (13)
Right Torso (13)
Center Torso (19)
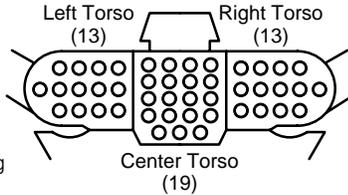
'MECH DATA

Type: Goliath GOL-1H
Mass: 80 tons

Movement Points:	Tech, Config. & Level:
Walking: **4**	**Inner Sphere**
Running: **6**	**Quad 'Mech**
Jumping: **0**	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RT	10	10	3	6	12	18
1	LRM 10	RT	4	1/hit	6	7	14	21
1	LRM 10	LT	4	1/hit	6	7	14	21
1	Machine Gun	RT	0	2	-	1	2	3
1	Machine Gun	LT	0	2	-	1	2	3

Ammo Type:	Rounds:	BV:
LRM 10	24	25
Machine Gun	200	1

Total Heat Sinks: 17 Single

○○○○○○○○○○ ○○○○○○○

Auto Eject:
☐ Operational ☐ Disabled

Weapon Heat: (18)

CRITICAL HIT TABLE

Left Front Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. *Roll Again*

Head
1. Life Support
2. Sensors
3. Cockpit
4. Single Heat Sink
5. Sensors
6. Life Support

Right Front Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. *Roll Again*

Left Torso
1-3
1. LRM 10
2. LRM 10
3. Machine Gun
4. Ammo (MG) 200
5. *Roll Again*
6. *Roll Again*

4-6
1. *Roll Again*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Ammo (LRM 10) 12
6. Ammo (LRM 10) 12

Right Torso
1-3
1. PPC
2. PPC
3. PPC
4. LRM 10
5. LRM 10
6. Machine Gun

4-6
1. *Roll Again*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Battle Value: **1,200**
Weapon Value: **1,586 / 1,586**
Cost, C-Bills: **7,616,641**

Left Rear Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. *Roll Again*

Right Rear Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. *Roll Again*

WARRIOR DATA

Name: _____

Gunnery Skill: _____   **Piloting Skill:** _____

	1	2	3	4	5	6
Hits Taken						
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (22)
Head (9)
Right Torso (22)

Left Arm (24)

Right Arm (24)

Center Torso (25)

Left Leg (27)

Right Leg (27)

REAR

Left Torso (10)
Center Torso (16)
Right Torso (10)

Total Armor Pts = 216

Left Torso (16)
Head
Right Torso (16)

Left Arm (12)
Center Torso (23)
Right Arm (12)

Left Leg (16)
Right Leg (16)

Damage Transfer Diagram

Internal Structure (114 Pts)

'MECH DATA

Type: Flashman FLS-7K
Mass: 75 tons

Movement Points: Tech, Config. & Level:
Walking: 4 — **Inner Sphere**
Running: 6 — **Biped 'Mech**
Jumping: 0 — **Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	LA	8	8	-	5	10	15
1	Large Laser	RA	8	8	-	5	10	15
1	Medium Laser	LT	3	5	-	3	6	9
1	Medium Laser	LT(R)	3	5	-	3	6	9
1	Medium Laser	RT	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	Medium Laser	RA	3	5	-	3	6	9
1	Flamer	HD	3	2	-	1	2	3

Total Heat Sinks: 23 Single

OOOOOOOOOO OOOOOOOOOO OOO

Auto Eject:
☐ Operational ☐ Disabled

Weapon Heat: (34)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator — 1-3
4. Large Laser
5. Large Laser
6. Medium Laser

1. Roll Again
2. Roll Again
3. Roll Again — 4-6
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1. Single Heat Sink
2. Single Heat Sink
3. Single Heat Sink — 1-3
4. Medium Laser
5. Medium Laser (R)
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again — 4-6
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

Head
1. Life Support
2. Sensors
3. Cockpit
4. Flamer
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine — 1-3
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine
3. Fusion Engine — 4-6
4. Fusion Engine
5. Single Heat Sink
6. Roll Again

Engine Hits ☐ O O O
Gyro Hits ☐ O O
Sensor Hits ☐ O O
Life Support ☐ O

Battle Value: **1,192**
Weapon Value: **1,640 / 1,640**
Cost, C-Bills: **6,341,125**

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator — 1-3
4. Large Laser
5. Large Laser
6. Medium Laser

1. Roll Again
2. Roll Again
3. Roll Again — 4-6
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1. Single Heat Sink
2. Single Heat Sink
3. Single Heat Sink — 1-3
4. Medium Laser
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again — 4-6
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

WIZKIDS

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (4) REAR Right Torso (4)

Center Torso (6)

Head (9)

Left Torso (12) Right Torso (12)

Total Armor Pts = 119

Left Arm (12)

Right Arm (12)

Center Torso (16)

Left Leg (16) Right Leg (16)

Damage Transfer Diagram

Left Torso (8) Head Right Torso (8)

Left Arm (6) Right Arm (6)

Center Torso (11)

Left Leg (8) Right Leg (8)
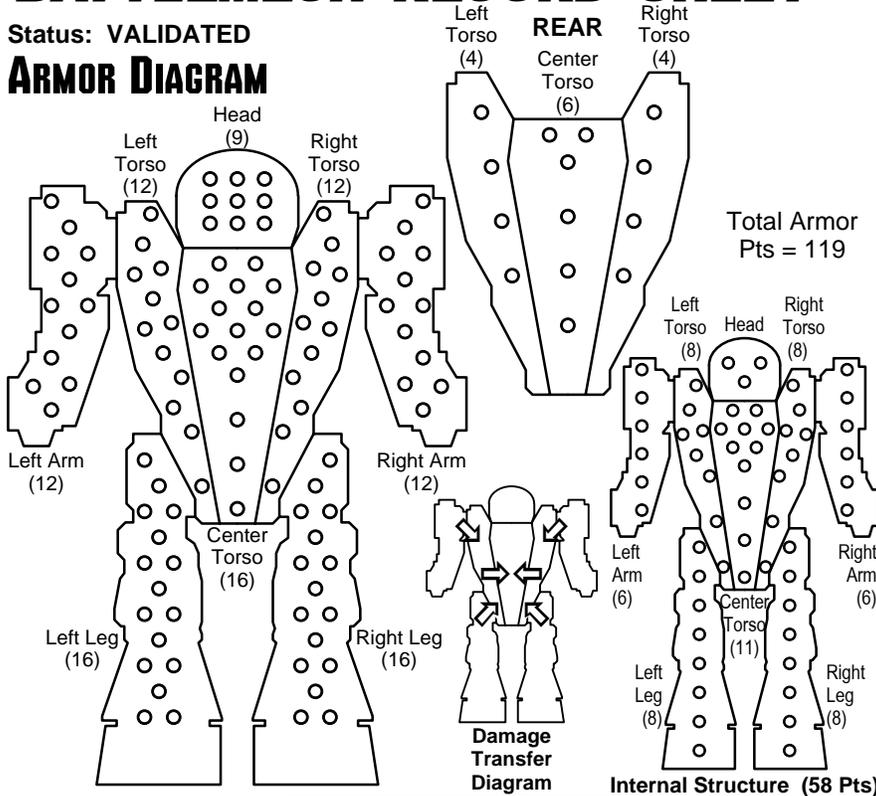
Internal Structure (58 Pts)

'MECH DATA

Type: Firestarter FS9-M
Mass: 35 tons

Movement Points:	Tech, Config. & Level:
Walking: 6	**Inner Sphere**
Running: 9	**Biped 'Mech**
Jumping: 6	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	Small Laser	LA	1	3	-	1	2	3
1	Small Laser	RA	1	3	-	1	2	3
1	Machine Gun	LT	0	2	-	1	2	3
1	Machine Gun	RT	0	2	-	1	2	3

Ammo Type:	Rounds:	BV:
Machine Gun	200	2

Total Heat Sinks: 11 Single
○○○○○○○○○○   ○

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (8)

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Medium Laser
5. Small Laser
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1-3
1. Jump Jet
2. Single Heat Sink
3. Single Heat Sink
4. Machine Gun
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Battle Value: **671**
Weapon Value: **367 / 367**
Cost, C-Bills: **3,066,525**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Medium Laser
5. Small Laser
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1-3
1. Jump Jet
2. Single Heat Sink
3. Machine Gun
4. Ammo (MG) 200
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

WIZKIDS™

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Head (9)

Left Torso (11)   Right Torso (11)

Left Arm (6)   Right Arm (6)

Center Torso (13)

Left Leg (8)   Right Leg (8)

Left Torso (5)   REAR   Right Torso (5)

Center Torso (6)

Total Armor Pts = 88

Left Torso (8)   Head   Right Torso (8)

Left Arm (6)   Center Torso (11)   Right Arm (6)

Left Leg (8)   Right Leg (8)

Damage Transfer Diagram

Internal Structure (58 Pts)
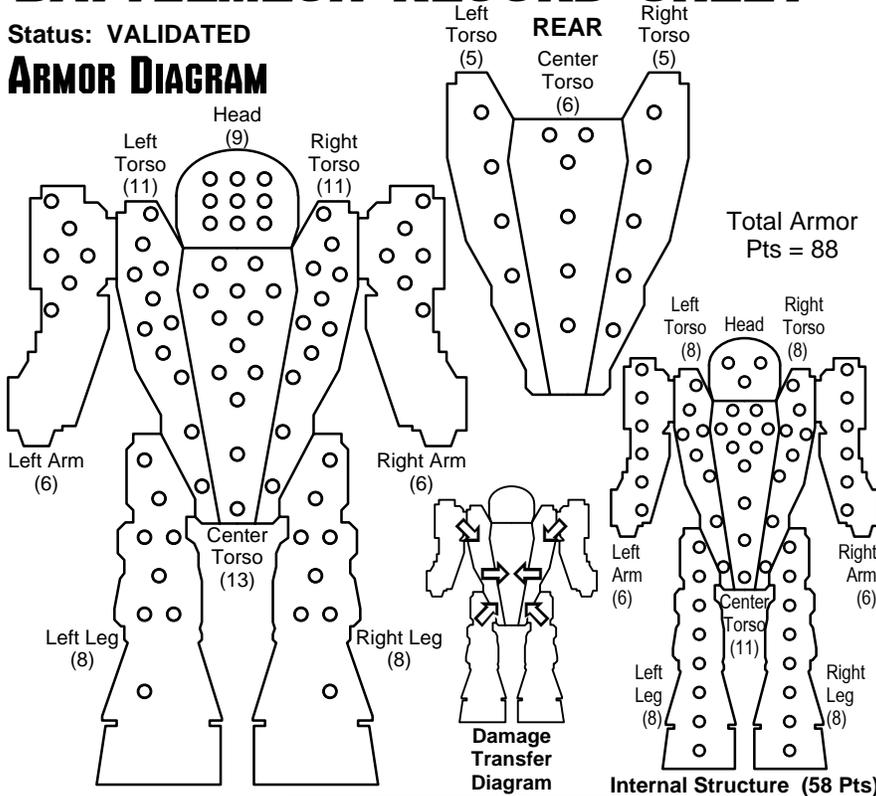
'MECH DATA

Type: Firestarter FS9-H

Mass: 35 tons

Movement Points: Tech, Config. & Level:

Walking:	6	**Inner Sphere**
Running:	9	**Biped 'Mech**
Jumping:	6	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	CT	3	2	-	1	2	3
1	Flamer	RA	3	2	-	1	2	3
1	Flamer	CT(R)	3	2	-	1	2	3
1	Flamer	LA	3	2	-	1	2	3
1	Medium Laser	LA	3	5	-	3	6	9
1	Medium Laser	RA	3	5	-	3	6	9
1	Machine Gun	LT	0	2	-	1	2	3
1	Machine Gun	RT	0	2	-	1	2	3

Ammo Type:	Rounds:	BV:
Machine Gun	200	2

Total Heat Sinks: 10 Single

○○○○○○○○○○

Auto Eject: **Weapon Heat:**

☐ Operational   ☐ Disabled   **(18)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Flamer
5. Medium Laser
6. *Roll Again*

4-6
1. *Roll Again*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Torso

1-3
1. Jump Jet
2. Jump Jet
3. Jump Jet
4. Machine Gun
5. *Roll Again*
6. *Roll Again*

4-6
1. *Roll Again*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. *Roll Again*

Head
1. Life Support
2. Sensors
3. Cockpit
4. *Roll Again*
5. Sensors
6. Life Support

Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Flamer
6. Flamer (R)

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Battle Value: **500**
Weapon Value: **167 / 167**
Cost, C-Bills: **3,046,950**

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Flamer
5. Medium Laser
6. *Roll Again*

4-6
1. *Roll Again*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Torso

1-3
1. Jump Jet
2. Jump Jet
3. Jump Jet
4. Machine Gun
5. Ammo (MG) 200
6. *Roll Again*

4-6
1. *Roll Again*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. *Roll Again*

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

REAR

Head (9)
Left Torso (20)
Right Torso (20)
Left Arm (18)
Right Arm (18)
Center Torso (21)
Left Leg (19)
Right Leg (19)

Left Torso (8)
Center Torso (8)
Right Torso (8)

Total Armor Pts = 168

Left Torso (15)
Head
Right Torso (15)
Left Arm (10)
Center Torso (21)
Right Arm (10)
Left Leg (15)
Right Leg (15)

Damage Transfer Diagram

Internal Structure (104 Pts)

'MECH DATA

Type: Exterminator EXT-4A

Mass: 65 tons

Movement Points:		Tech, Config. & Level:
Walking:	5	**Inner Sphere**
Running:	8	**Biped 'Mech**
Jumping:	5	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	LT	4	1/hit	6	7	14	21
2	Medium Laser	RA	3	5	-	3	6	9
2	Medium Laser	LA	3	5	-	3	6	9
1	Small Laser	HD	1	3	-	1	2	3
1	Machine Gun	RT	0	2	-	1	2	3

Ammo Type:	Rounds:	BV:
LRM 10	12	22
Machine Gun	100	1

Total Heat Sinks: 11 Single
○○○○○○○○○○ ○

Auto Eject:
☐ Operational   ☐ Disabled

Weapon Heat: (17)

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Medium Laser

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. Jump Jet
2. Jump Jet
3. LRM 10
4. LRM 10
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Small Laser
5. Sensors
6. Life Support

Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. Ammo (LRM 10) 12

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Battle Value: **1,067**
Weapon Value: **692 / 692**
Cost, C-Bills: **6,531,497**

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Medium Laser

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1-3
1. Jump Jet
2. Jump Jet
3. Machine Gun
4. Ammo (MG) 100
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (3) REAR Right Torso (3)

Center Torso (4)

Head (9)

Left Torso (17)   Right Torso (17)

Total Armor Pts = 144

Left Arm (14)   Right Arm (14)

Left Torso (12)   Head   Right Torso (12)

Center Torso (23)

Left Arm (8)   Center Torso (16)   Right Arm (8)

Left Leg (20)   Right Leg (20)

Damage Transfer Diagram

Left Leg (12)   Right Leg (12)

Internal Structure (83 Pts)

'MECH DATA

Type: Enforcer ENF-4R
Mass: 50 tons

Movement Points:	Tech, Config. & Level:
Walking: **4**	**Inner Sphere**
Running: **6**	**Biped 'Mech**
Jumping: **4**	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/10	RA	3	10	-	5	10	15
1	Large Laser	LA	8	8	-	5	10	15
1	Small Laser	LT	1	3	-	1	2	3

Ammo Type:	Rounds:	BV:
Autocannon/10	10	24

Total Heat Sinks: 12 Single
○○○○○○○○○○   ○○

Auto Eject:
☐ Operational   ☐ Disabled

Weapon Heat: (12)

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Large Laser
5. Large Laser
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1-3
1. Single Heat Sink
2. Single Heat Sink
3. Small Laser
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Battle Value: **895**
Weapon Value: **699 / 699**
Cost, C-Bills: **3,536,876**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Autocannon/10
5. Autocannon/10
6. Autocannon/10

4-6
1. Autocannon/10
2. Autocannon/10
3. Autocannon/10
4. Autocannon/10
5. Roll Again
6. Roll Again

Right Torso
1-3
1. Single Heat Sink
2. Single Heat Sink
3. Ammo (AC/10) 10
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

WIZKIDS™

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (8) REAR Right Torso (8)

Center Torso (12)

Head (9)

Left Torso (16) Right Torso (16)

Total Armor Pts = 160

Left Arm (14) Right Arm (14)

Center Torso (27)

Left Leg (18) Right Leg (18)

Left Torso (14) Head Right Torso (14)

Left Arm (10) Right Arm (10)

Center Torso (20)

Left Leg (14) Right Leg (14)

Damage Transfer Diagram

Internal Structure (99 Pts)

'MECH DATA

Type: Dragon DRG-1N
Mass: 60 tons

Movement Points:	Tech, Config. & Level:
Walking: 5	Inner Sphere
Running: 8	Biped 'Mech
Jumping: 0	Level 1 / 3025

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	CT	4	1/hit	6	7	14	21
1	Autocannon/5	RA	1	5	3	6	12	18
1	Medium Laser	LA	3	5	-	3	6	9
1	Medium Laser	LT(R)	3	5	-	3	6	9

Ammo Type:	Rounds:	BV:
LRM 10	24	30
Autocannon/5	40	25

Total Heat Sinks: 10 Single
○○○○○○○○○○

Auto Eject: □ Operational □ Disabled

Weapon Heat: (11)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Medium Laser
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1-3
1. Medium Laser (R)
2. Ammo (LRM 10) 12
3. Ammo (LRM 10) 12
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. LRM 10
6. LRM 10

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Battle Value: **952**
Weapon Value: **867 / 867**
Cost, C-Bills: **5,036,800**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Autocannon/5
5. Autocannon/5
6. Autocannon/5

4-6
1. Autocannon/5
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1-3
1. Ammo (AC/5) 20
2. Ammo (AC/5) 20
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (10) REAR Right Torso (10)

Center Torso (12)

Head (9)

Left Torso (18) Right Torso (18)

Total Armor Pts = 201

Left Arm (20) Right Arm (20)

Center Torso (28)

Left Leg (28) Right Leg (28)

Left Torso (14) Head Right Torso (14)

Left Arm (10) Right Arm (10)

Center Torso (20)

Left Leg (14) Right Leg (14)

Damage Transfer Diagram

Internal Structure (99 Pts)

'MECH DATA

Type: Dragon DRG-1C

Mass: 60 tons

Movement Points:	Tech, Config. & Level:
Walking: 5	**Inner Sphere**
Running: 8	**Biped 'Mech**
Jumping: 0	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	CT	4	1/hit	6	7	14	21
1	Medium Laser	LA	3	5	-	3	6	9
1	Medium Laser	LT(R)	3	5	-	3	6	9
1	Autocannon/2	RA	1	2	4	8	16	24

Ammo Type:	Rounds:	BV:
LRM 10	24	30
Autocannon/2	45	7

Total Heat Sinks: 10 Single
○○○○○○○○○○

Auto Eject:
☐ Operational ☐ Disabled

Weapon Heat: (11)

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Medium Laser
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1-3
1. Medium Laser (R)
2. Ammo (LRM 10) 12
3. Ammo (LRM 10) 12
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. LRM 10
6. LRM 10

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Battle Value: **1,021**
Weapon Value: **872 / 872**
Cost, C-Bills: **4,992,000**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Autocannon/2
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1-3
1. Ammo (AC/2) 45
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (4)   REAR   Right Torso (4)
Center Torso (4)

Head (8)

Left Torso (15)   Right Torso (15)

Left Arm (10)   Right Arm (10)

Center Torso (20)

Left Leg (15)   Right Leg (15)

Total Armor Pts = 120

Damage Transfer Diagram

Left Torso (13)   Head   Right Torso (13)

Left Arm (9)   Right Arm (9)

Center Torso (18)

Left Leg (13)   Right Leg (13)

Internal Structure (91 Pts)

'MECH DATA

Type: Dervish DV-6M
Mass: 55 tons

Movement Points:		Tech, Config. & Level:
Walking:	5	**Inner Sphere**
Running:	8	**Biped 'Mech**
Jumping:	5	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	LT	4	1/hit	6	7	14	21
1	LRM 10	RT	4	1/hit	6	7	14	21
1	Medium Laser	LA	3	5	-	3	6	9
1	Medium Laser	RA	3	5	-	3	6	9
1	SRM 2	RA	2	2/hit	-	3	6	9
1	SRM 2	LA	2	2/hit	-	3	6	9

Ammo Type:	Rounds:	BV:
LRM 10	24	44
SRM 2	100	12

Total Heat Sinks: 10 Single
○○○○○○○○○○

Auto Eject:
☐ Operational   ☐ Disabled

Weapon Heat: (18)

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Medium Laser
5. SRM 2
6. Ammo (SRM 2) 50

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1-3
1. LRM 10
2. LRM 10
3. Ammo (LRM 10) 12
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. Roll Again

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Battle Value: **868**
Weapon Value: **456 / 456**
Cost, C-Bills: **4,989,966**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Medium Laser
5. SRM 2
6. Ammo (SRM 2) 50

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1-3
1. LRM 10
2. LRM 10
3. Ammo (LRM 10) 12
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

WIZKIDS

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (8)   REAR   Right Torso (8)

Center Torso (11)

Head (9)

Left Torso (20)   Right Torso (20)

Total Armor Pts = 160

Left Arm (10)

Left Torso (19)   Head   Right Torso (19)

Center Torso (30)

Right Arm (10)

Left Leg (17)   Right Leg (17)

Left Arm (15)   Center Torso (29)   Right Arm (15)

Left Leg (19)   Right Leg (19)

Damage Transfer Diagram

Internal Structure (138 Pts)

'MECH DATA

Type: Cyclops CP-10-Z

Mass: 90 tons

Movement Points:	Tech, Config. & Level:
Walking: **4**	**Inner Sphere**
Running: **6**	**Biped 'Mech**
Jumping: **0**	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/20	RT	7	20	-	3	6	9
1	LRM 10	LT	4	1/hit	6	7	14	21
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	SRM 4	CT	3	2/hit	-	3	6	9

Ammo Type:	Rounds:	BV:
Autocannon/20	20	90
LRM 10	12	12
SRM 4	25	6

Total Heat Sinks: 12 Single

○○○○○○○○○○ ○○

Auto Eject: **Weapon Heat:**

☐ Operational ☐ Disabled **(20)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1-3
1. LRM 10
2. LRM 10
3. Ammo (AC/20) 5
4. Ammo (AC/20) 5
5. Ammo (LRM 10) 12
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. SRM 4
6. Ammo (SRM 4) 25

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Battle Value: **965**
Weapon Value: **952 / 952**
Cost, C-Bills: **9,217,660**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1-3
1. Autocannon/20
2. Autocannon/20
3. Autocannon/20
4. Autocannon/20
5. Autocannon/20
6. Autocannon/20

4-6
1. Autocannon/20
2. Autocannon/20
3. Autocannon/20
4. Autocannon/20
5. Ammo (AC/20) 5
6. Ammo (AC/20) 5

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

REAR

Left Torso (8)
Center Torso (11)
Right Torso (8)

Head (9)

Left Torso (29)
Right Torso (29)

Left Arm (29)
Right Arm (29)

Center Torso (46)

Left Leg (37)
Right Leg (37)

Total Armor Pts = 272

Left Torso (19)
Head
Right Torso (19)

Left Arm (15)
Right Arm (15)

Center Torso (29)

Left Leg (19)
Right Leg (19)

Damage Transfer Diagram

Internal Structure (138 Pts)

'MECH DATA

Type: Cyclops CP-10-Q
Mass: 90 tons

Movement Points:	Tech, Config. & Level:
Walking: 4	**Inner Sphere**
Running: 6	**Biped 'Mech**
Jumping: 0	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	LT	4	1/hit	6	7	14	21
1	LRM 10	RT	4	1/hit	6	7	14	21
1	Medium Laser	RT	3	5	-	3	6	9
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	SRM 4	CT	3	2/hit	-	3	6	9

Ammo Type:	Rounds:	BV:
LRM 10	48	49
SRM 4	25	6

Total Heat Sinks: 14 Single

○○○○○○○○○○   ○○○○

Auto Eject:
☐ Operational   ☐ Disabled

Weapon Heat: (20)

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1-3
1. LRM 10
2. LRM 10
3. Ammo (LRM 10) 12
4. Ammo (LRM 10) 12
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. SRM 4
6. Ammo (SRM 4) 25

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Battle Value: **1,213**
Weapon Value: **1,549 / 1,549**
Cost, C-Bills: **9,149,260**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1-3
1. LRM 10
2. LRM 10
3. Medium Laser
4. Ammo (LRM 10) 12
5. Ammo (LRM 10) 12
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

WIZKIDS™

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Head (9)
Left Torso (20)
Right Torso (20)
Left Arm (10)
Right Arm (10)
Center Torso (30)
Left Leg (17)
Right Leg (17)

REAR
Left Torso (8)
Center Torso (11)
Right Torso (8)

Total Armor Pts = 160

Left Torso (19)
Head
Right Torso (19)
Left Arm (15)
Right Arm (15)
Center Torso (29)
Left Leg (19)
Right Leg (19)

Damage Transfer Diagram

Internal Structure (138 Pts)

'MECH DATA

Type: **Cyclops CP-10-HQ**
Mass: **90 tons**

Movement Points:	Tech, Config. & Level:
Walking: **4**	**Inner Sphere**
Running: **6**	**Biped 'Mech**
Jumping: **0**	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	LT	4	1/hit	6	7	14	21
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	SRM 4	CT	3	2/hit	-	3	6	9

Ammo Type:	Rounds:	BV:
LRM 10	24	25
SRM 4	25	6

Total Heat Sinks: 12 Single
○○○○○○○○○○ ○○

Auto Eject:
☐ Operational ☐ Disabled

Weapon Heat:
(13)

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. LRM 10
2. LRM 10
3. Ammo (LRM 10) 12
4. Ammo (LRM 10) 12
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. SRM 4
6. Ammo (SRM 4) 25

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Battle Value: **900**
Weapon Value: **852 / 852**
Cost, C-Bills: **8,628,660**

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1-3
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

WIZKIDS

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Head (9)

Left Torso (24)   Right Torso (24)

Left Arm (20)

Center Torso (33)

Right Arm (20)

Left Leg (21)   Right Leg (21)

Left Torso (6)   REAR   Right Torso (6)
Center Torso (8)

Total Armor Pts = 192

Left Torso (15)   Head   Right Torso (15)

Left Arm (10)   Center Torso (21)   Right Arm (10)

Left Leg (15)   Right Leg (15)

Damage Transfer Diagram

Internal Structure (104 Pts)

'MECH DATA

Type: Crusader CRD-3L

Mass: 65 tons

Movement Points:	Tech, Config. & Level:
Walking: 4	**Inner Sphere**
Running: 6	**Biped 'Mech**
Jumping: 4	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LA	3	5	-	3	6	9
1	Medium Laser	RA	3	5	-	3	6	9
1	LRM 10	LA	4	1/hit	6	7	14	21
1	LRM 10	RA	4	1/hit	6	7	14	21
1	SRM 4	LL	3	2/hit	-	3	6	9
1	SRM 4	RL	3	2/hit	-	3	6	9
1	Machine Gun	RA	0	2	-	1	2	3
1	Machine Gun	LA	0	2	-	1	2	3

Ammo Type:	Rounds:	BV:
LRM 10	24	36
SRM 4	25	8
Machine Gun	200	2

Total Heat Sinks: 12 Single
○○○○○○○○○○ ○○

Auto Eject:
☐ Operational   ☐ Disabled

Weapon Heat:
(20)

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. LRM 10

4-6
1. LRM 10
2. Machine Gun
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1-3
1. Ammo (LRM 10) 12
2. Jump Jet
3. Jump Jet
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. SRM 4

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Ammo (SRM 4) 25
6. Ammo (MG) 200

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Battle Value: **1,032**
Weapon Value: **891 / 891**
Cost, C-Bills: **5,722,311**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. LRM 10

4-6
1. LRM 10
2. Machine Gun
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1-3
1. Ammo (LRM 10) 12
2. Jump Jet
3. Jump Jet
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. SRM 4

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

WIZKIDS

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (6) REAR Right Torso (6)
Center Torso (8)

Head (9)

Left Torso (24) Right Torso (24)

Total Armor Pts = 192

Left Arm (20)

Right Arm (20)

Left Torso (15) Head Right Torso (15)

Center Torso (33)

Left Arm (10) Right Arm (10)

Center Torso (21)

Left Leg (21) Right Leg (21)

Left Leg (15) Right Leg (15)

Damage Transfer Diagram

Internal Structure (104 Pts)

'MECH DATA

Type: Crusader CRD-3R

Mass: 65 tons

Movement Points:	Tech, Config. & Level:
Walking: 4	**Inner Sphere**
Running: 6	**Biped 'Mech**
Jumping: 0	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	RA	5	1/hit	6	7	14	21
1	LRM 15	LA	5	1/hit	6	7	14	21
1	SRM 6	LL	4	2/hit	-	3	6	9
1	SRM 6	RL	4	2/hit	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	Medium Laser	RA	3	5	-	3	6	9
1	Machine Gun	LA	0	2	-	1	2	3
1	Machine Gun	RA	0	2	-	1	2	3

Ammo Type:	Rounds:	BV:
LRM 15	16	38
SRM 6	15	8
Machine Gun	200	1

Total Heat Sinks: 10 Single
○○○○○○○○○○

Auto Eject:
☐ Operational   ☐ Disabled

Weapon Heat:
(24)

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. LRM 15
6. LRM 15

4-6
1. LRM 15
2. Medium Laser
3. Machine Gun
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1-3
1. Ammo (LRM 15) 8
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. SRM 6
6. SRM 6

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Ammo (SRM 6) 15
6. Ammo (MG) 200

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Battle Value: **948**
Weapon Value: **952 / 952**
Cost, C-Bills: **5,686,011**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. LRM 15
6. LRM 15

4-6
1. LRM 15
2. Medium Laser
3. Machine Gun
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1-3
1. Ammo (LRM 15) 8
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. SRM 6
6. SRM 6

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Head (9)

Left Torso (24)

Right Torso (24)

Left Arm (20)

Right Arm (20)

Center Torso (33)

Left Leg (21)

Right Leg (21)

REAR

Left Torso (6)

Center Torso (8)

Right Torso (6)

Left Torso (15)

Head

Right Torso (15)

Left Arm (10)

Right Arm (10)

Center Torso (21)

Left Leg (15)

Right Leg (15)

Total Armor Pts = 192

Damage Transfer Diagram
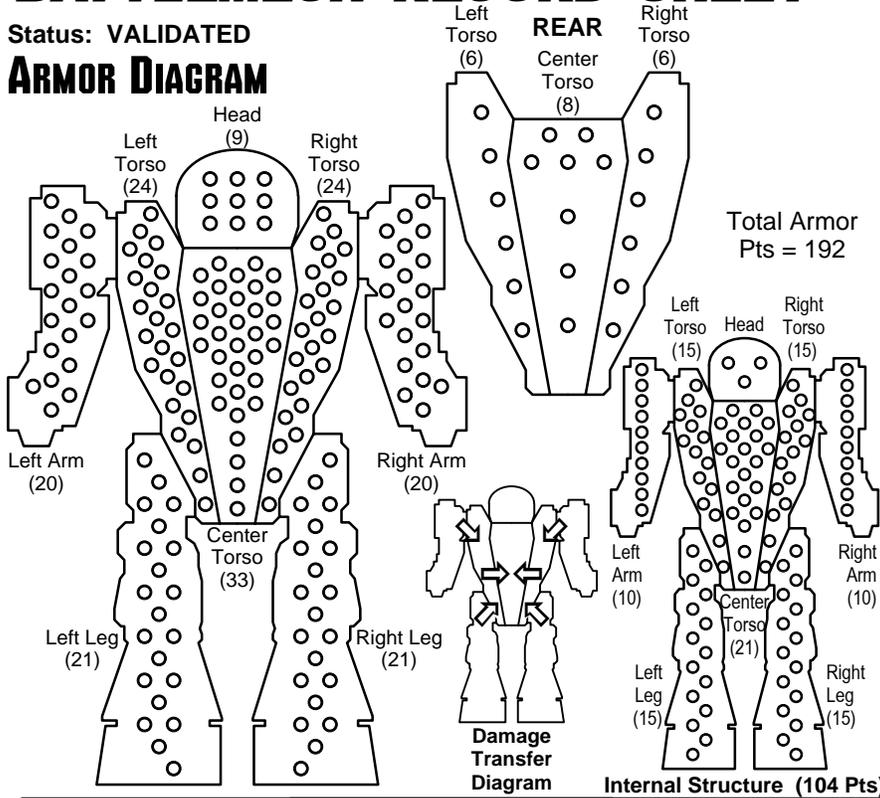
Internal Structure (104 Pts)

'MECH DATA

Type: Crusader CRD-3K

Mass: 65 tons

Movement Points:	Tech, Config. & Level:
Walking: **4**	**Inner Sphere**
Running: **6**	**Biped 'Mech**
Jumping: **0**	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	LL	4	2/hit	-	3	6	9
1	SRM 6	RL	4	2/hit	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	Medium Laser	RA	3	5	-	3	6	9
1	LRM 10	LA	4	1/hit	6	7	14	21
1	LRM 10	RA	4	1/hit	6	7	14	21

Ammo Type:	Rounds:	BV:
SRM 6	15	8
LRM 10	24	25

Total Heat Sinks: 16 Single

○○○○○○○○○○   ○○○○○○

Auto Eject:
☐ Operational   ☐ Disabled

Weapon Heat: (22)

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. LRM 10

4-6
1. LRM 10
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1-3
1. Single Heat Sink
2. Single Heat Sink
3. Single Heat Sink
4. Ammo (LRM 10) 12
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. SRM 6
6. SRM 6

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Ammo (SRM 6) 15
6. Roll Again

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Battle Value: **997**
Weapon Value: **1,259 / 1,259**
Cost, C-Bills: **5,440,161**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. LRM 10

4-6
1. LRM 10
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1-3
1. Single Heat Sink
2. Single Heat Sink
3. Single Heat Sink
4. Ammo (LRM 10) 12
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. SRM 6
6. SRM 6

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

WIZKIDS

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (6) REAR Right Torso (6)
Center Torso (8)

Head (9)
Left Torso (24)   Right Torso (24)

Left Arm (20)

Center Torso (33)

Right Arm (20)

Left Leg (21)   Right Leg (21)

Total Armor Pts = 192

Left Torso (15)   Head   Right Torso (15)

Left Arm (10)   Center Torso (21)   Right Arm (10)

Left Leg (15)   Right Leg (15)

Damage Transfer Diagram

Internal Structure (104 Pts)

'MECH DATA

Type: Crusader CRD-3D
Mass: 65 tons

Movement Points:	Tech, Config. & Level:
Walking: **4**	**Inner Sphere**
Running: **6**	**Biped 'Mech**
Jumping: **0**	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	RA	5	1/hit	6	7	14	21
1	LRM 15	LA	5	1/hit	6	7	14	21
1	Medium Laser	LA	3	5	-	3	6	9
1	Medium Laser	RA	3	5	-	3	6	9
1	SRM 4	LL	3	2/hit	-	3	6	9
1	SRM 4	RL	3	2/hit	-	3	6	9

Ammo Type:	Rounds:	BV:
LRM 15	16	38
SRM 4	25	6

Total Heat Sinks: 14 Single
○○○○○○○○○○ ○○○○

Auto Eject:
☐ Operational ☐ Disabled

Weapon Heat:
(22)

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. LRM 15
6. LRM 15

4-6
1. LRM 15
2. Medium Laser
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1-3
1. Single Heat Sink
2. Single Heat Sink
3. Ammo (LRM 15) 8
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. SRM 4
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Ammo (SRM 4) 25
6. Roll Again

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Battle Value: **1,020**
Weapon Value: **1,189 / 1,189**
Cost, C-Bills: **5,615,061**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. LRM 15
6. LRM 15

4-6
1. LRM 15
2. Medium Laser
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1-3
1. Single Heat Sink
2. Single Heat Sink
3. Ammo (LRM 15) 8
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. SRM 4
6. Roll Again

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Head (9)

Left Torso (25) Right Torso (25)

Left Arm (28) Right Arm (28)

Center Torso (35)

Left Leg (36) Right Leg (36)

REAR

Left Torso (11) Center Torso (19) Right Torso (11)

Left Torso (18) Head Right Torso (18)

Left Arm (14) Center Torso (27) Right Arm (14)

Left Leg (18) Right Leg (18)

Total Armor Pts = 263

Damage Transfer Diagram

Internal Structure (130 Pts)

'MECH DATA

Type: Crockett CRK-5003-0
Mass: 85 tons

Movement Points:	Tech, Config. & Level:
Walking: 3	Inner Sphere
Running: 5	Biped 'Mech
Jumping: 3	Level 1 / 3025

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	LA	1	3	-	1	2	3
1	Small Laser	RA	1	3	-	1	2	3
1	SRM 6	LT	4	2/hit	-	3	6	9
1	SRM 6	RT	4	2/hit	-	3	6	9
1	Large Laser	LA	8	8	-	5	10	15
1	Large Laser	RA	8	8	-	5	10	15
1	Autocannon/10	LT	3	10	-	5	10	15

Ammo Type:	Rounds:	BV:
SRM 6	30	19
Autocannon/10	20	41

Total Heat Sinks: 15 Single
○○○○○○○○○○ ○○○○○

Auto Eject:
☐ Operational ☐ Disabled

Weapon Heat:
(29)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Small Laser
5. Large Laser
6. Large Laser

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1-3
1. Single Heat Sink
2. SRM 6
3. SRM 6
4. Autocannon/10
5. Autocannon/10
6. Autocannon/10

4-6
1. Autocannon/10
2. Autocannon/10
3. Autocannon/10
4. Autocannon/10
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. Roll Again

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Battle Value: **1,325**
Weapon Value: **1,277 / 1,277**
Cost, C-Bills: **7,456,425**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Small Laser
5. Large Laser
6. Large Laser

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1-3
1. Single Heat Sink
2. Single Heat Sink
3. SRM 6
4. SRM 6
5. Ammo (SRM 6) 15
6. Ammo (SRM 6) 15

4-6
1. Ammo (AC/10) 10
2. Ammo (AC/10) 10
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Jump Jet

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (5) — REAR — Right Torso (5)
Center Torso (7)

Head (9)
Left Torso (14)   Right Torso (14)
Left Arm (14)   Right Arm (14)
Center Torso (18)
Left Leg (22)   Right Leg (22)

Total Armor Pts = 144

Left Torso (12)   Head   Right Torso (12)
Left Arm (8)   Center Torso (16)   Right Arm (8)
Left Leg (12)   Right Leg (12)

Damage Transfer Diagram

Internal Structure (83 Pts)

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. [Large Laser
5. [Large Laser
6. *Roll Again*

4-6
1. *Roll Again*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Torso
1-3
1. Single Heat Sink
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

4-6
1. *Roll Again*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

Head
1. Life Support
2. Sensors
3. Cockpit
4. Small Laser
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Medium Laser
6. *Roll Again*

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Battle Value: **921**
Weapon Value: **788 / 788**
Cost, C-Bills: **3,909,874**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. [Large Laser
5. [Large Laser
6. *Roll Again*

4-6
1. *Roll Again*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Torso
1-3
1. Single Heat Sink
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

4-6
1. *Roll Again*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

WARRIOR DATA

Name: _____

Gunnery Skill: _____   **Piloting Skill:** _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (3)
REAR
Right Torso (3)
Center Torso (4)

Head (4)

Left Torso (4)
Right Torso (4)

Left Arm (4)
Right Arm (4)

Center Torso (6)

Left Leg (6)
Right Leg (6)

Total Armor Pts = 48

Left Torso (6)
Head
Right Torso (6)

Left Arm (4)
Right Arm (4)

Center Torso (8)

Left Leg (6)
Right Leg (6)

Damage Transfer Diagram

Internal Structure (43 Pts)

'MECH DATA

Type: Commando COM-3A

Mass: 25 tons

Movement Points:	Tech, Config. & Level:
Walking: **6**	**Inner Sphere**
Running: **9**	**Biped 'Mech**
Jumping: **0**	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	CT	4	2/hit	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	SRM 6	RA	4	2/hit	-	3	6	9
1	Flamer	RA	3	2	-	1	2	3

Ammo Type:	Rounds:	BV:
SRM 6	15	10

Total Heat Sinks: 10 Single
○○○○○○○○○○

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (14)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. SRM 6
6. SRM 6

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Battle Value: **392**
Weapon Value: **208 / 208**
Cost, C-Bills: **1,879,375**

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. SRM 6
6. SRM 6

4-6
1. Flamer
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1-3
1. Ammo (SRM 6) 15
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

WIZKIDS

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (3) | REAR | Right Torso (3)
Center Torso (4)

Head (6)
Left Torso (6) | Right Torso (6)

Left Arm (6)

Center Torso (8)

Right Arm (6)

Left Leg (8) | Right Leg (8)

Total Armor Pts = 64

Left Torso (6) | Head | Right Torso (6)

Left Arm (4) | Right Arm (4)

Center Torso (8)

Left Leg (6) | Right Leg (6)

Damage Transfer Diagram

Internal Structure (43 Pts)

'MECH DATA

Type: Commando COM-2D
Mass: 25 tons

Movement Points:	Tech, Config. & Level:
Walking: 6	**Inner Sphere**
Running: 9	**Biped 'Mech**
Jumping: 0	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	CT	4	2/hit	-	3	6	9
1	SRM 4	RA	3	2/hit	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9

Ammo Type:	Rounds:	BV:
SRM 6	15	10
SRM 4	25	8

Total Heat Sinks: 10 Single
○○○○○○○○○○

Auto Eject: | **Weapon Heat:**
☐ Operational ☐ Disabled | **(10)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1-3
1. Single Heat Sink
2. Single Heat Sink
3. Ammo (SRM 6) 15
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. SRM 6
6. SRM 6

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Battle Value: **432**
Weapon Value: **265 / 265**
Cost, C-Bills: **1,891,250**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. SRM 4
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1-3
1. Single Heat Sink
2. Single Heat Sink
3. Ammo (SRM 4) 25
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (4) REAR Right Torso (4)
Center Torso (4)

Head (9)

Left Torso (6) Right Torso (6)

Left Arm (6)

Right Arm (6)

Center Torso (11)

Left Leg (8) Right Leg (8)

Total Armor Pts = 72

Left Torso (10) Head Right Torso (10)

Left Arm (6) Right Arm (6)

Center Torso (12)

Left Leg (10) Right Leg (10)

Damage Transfer Diagram

Internal Structure (67 Pts)

'MECH DATA

Type: Clint CLNT-2-4T
Mass: 40 tons

Movement Points:	Tech, Config. & Level:
Walking: **6**	**Inner Sphere**
Running: **9**	**Biped 'Mech**
Jumping: **0**	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Autocannon/2	RA	1	2	4	8	16	24
1	Medium Laser	CT	3	5	-	3	6	9

Ammo Type:	Rounds:	BV:
Autocannon/2	45	8

Total Heat Sinks: 10 Single
○○○○○○○○○○

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (5)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1-3
1. Single Heat Sink
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Medium Laser
6. Roll Again

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Battle Value: **531**
Weapon Value: **219 / 219**
Cost, C-Bills: **3,143,280**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Autocannon/2
5. Autocannon/2
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1-3
1. Ammo (AC/2) 45
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (4)
REAR
Right Torso (4)
Center Torso (4)

Head (9)

Left Torso (6)

Right Torso (6)

Left Arm (6)

Right Arm (6)

Center Torso (11)

Left Leg (8)

Right Leg (8)

Damage Transfer Diagram

Total Armor Pts = 72

Left Torso (10)
Head
Right Torso (10)

Left Arm (6)

Right Arm (6)

Center Torso (12)

Left Leg (10)

Right Leg (10)

Internal Structure (67 Pts)

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/5	RA	1	5	3	6	12	18
1	Medium Laser	LT	3	5	-	3	6	9
1	Medium Laser	CT	3	5	-	3	6	9

Ammo Type:	Rounds:	BV:
Autocannon/5	20	21

Total Heat Sinks: 10 Single
○○○○○○○○○○

Auto Eject:
☐ Operational   ☐ Disabled

Weapon Heat:
(7)

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1-3
1. Jump Jet
2. Medium Laser
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Medium Laser
6. Roll Again

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Battle Value: **672**
Weapon Value: **348 / 348**
Cost, C-Bills: **3,572,380**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Autocannon/5
5. Autocannon/5
6. Autocannon/5

4-6
1. Autocannon/5
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1-3
1. Jump Jet
2. Single Heat Sink
3. Ammo (AC/5) 20
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (4) REAR Right Torso (4)

Center Torso (4)

Head (9)

Left Torso (6)   Right Torso (6)

Left Arm (6)

Right Arm (6)

Center Torso (11)

Left Leg (8)   Right Leg (8)

Total Armor Pts = 72

Left Torso (10)   Head   Right Torso (10)

Left Arm (6)   Right Arm (6)

Center Torso (12)

Left Leg (10)   Right Leg (10)

Damage Transfer Diagram

Internal Structure (67 Pts)

'MECH DATA

Type: Clint CLNT-1-2R
Mass: 40 tons

Movement Points:	Tech, Config. & Level:
Walking: **6**	**Inner Sphere**
Running: **9**	**Biped 'Mech**
Jumping: **0**	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/10	RA	3	10	-	5	10	15
1	Medium Laser	CT	3	5	-	3	6	9

Ammo Type:	Rounds:	BV:
Autocannon/10	10	22

Total Heat Sinks: 10 Single
○○○○○○○○○○

Auto Eject:
☐ Operational   ☐ Disabled

Weapon Heat:
(6)

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1-3
1. Single Heat Sink
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Medium Laser
6. Roll Again

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Battle Value: **621**
Weapon Value: **335 / 335**
Cost, C-Bills: **3,220,280**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Autocannon/10
5. Autocannon/10
6. Autocannon/10

4-6
1. Autocannon/10
2. Autocannon/10
3. Autocannon/10
4. Autocannon/10
5. Roll Again
6. Roll Again

Right Torso
1-3
1. Ammo (AC/10) 10
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

WIZKIDS™

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (3) REAR Right Torso (3)

Center Torso (6)

Head (9)

Left Torso (6) Right Torso (6)

Left Arm (4)

Right Arm (4)

Center Torso (11)

Left Leg (6)

Right Leg (6)

Total Armor Pts = 64

Left Torso (10) Head Right Torso (10)

Left Arm (6) Center Torso (12) Right Arm (6)

Left Leg (10) Right Leg (10)

Damage Transfer Diagram

Internal Structure (67 Pts)

'MECH DATA

Type: Cicada CDA-3C
Mass: 40 tons

Movement Points:	Tech, Config. & Level:
Walking: 7	**Inner Sphere**
Running: 11	**Biped 'Mech**
Jumping: 0	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RT	10	10	3	6	12	18
1	Machine Gun	RL	0	2	-	1	2	3
1	Machine Gun	LL	0	2	-	1	2	3

Ammo Type:	Rounds:	BV:
Machine Gun	200	2

Total Heat Sinks: 11 Single
○○○○○○○○○○ ○

Auto Eject:
☐ Operational ☐ Disabled

Weapon Heat:
(10)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1-3
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Machine Gun
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Ammo (MG) 200
6. Roll Again

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Battle Value: **656**
Weapon Value: **312 / 312**
Cost, C-Bills: **3,306,334**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1-3
1. PPC
2. PPC
3. PPC
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Machine Gun
6. Roll Again

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (2)
REAR
Right Torso (2)
Center Torso (6)

Head (8)

Left Torso (6)
Right Torso (6)

Left Arm (3)

Right Arm (3)

Center Torso (10)

Left Leg (5)
Right Leg (5)

Total Armor Pts = 56

Left Torso (10)
Head
Right Torso (10)

Left Arm (6)
Right Arm (6)

Center Torso (12)

Left Leg (10)
Right Leg (10)

Damage Transfer Diagram

Internal Structure (67 Pts)
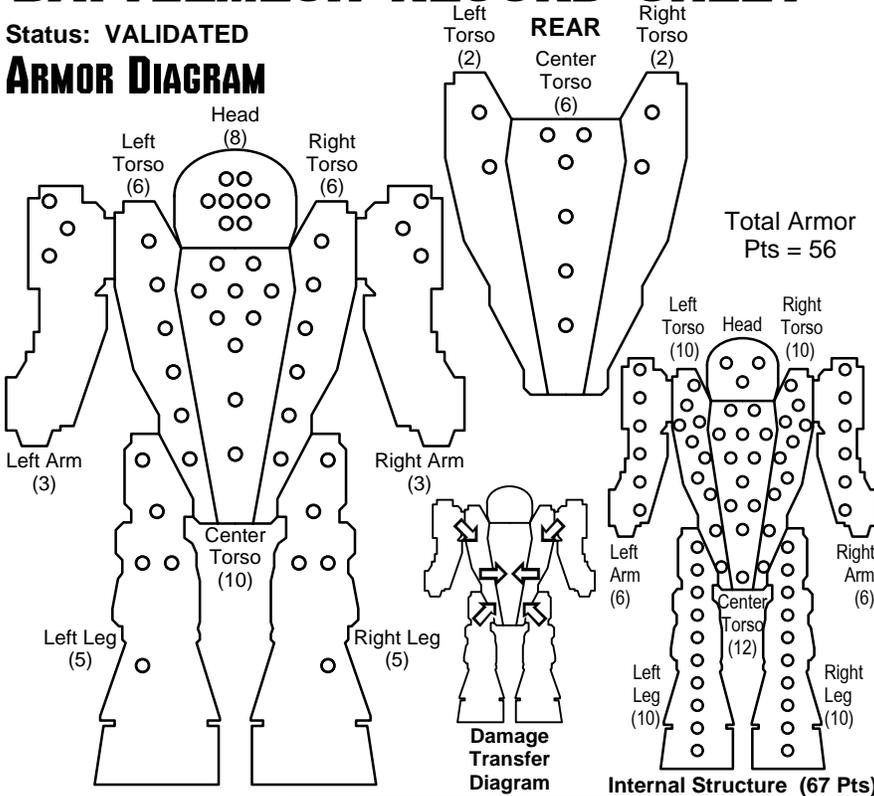
'MECH DATA

Type: Cicada CDA-2B
Mass: 40 tons

Movement Points:	Tech, Config. & Level:
Walking: **8**	**Inner Sphere**
Running: **12**	**Biped 'Mech**
Jumping: **0**	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RT	3	5	-	3	6	9
1	Medium Laser	LT	3	5	-	3	6	9
1	Flamer	CT	3	2	-	1	2	3

Total Heat Sinks: 10 Single
○○○○○○○○○○

Auto Eject:
☐ Operational ☐ Disabled

Weapon Heat: (9)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Arm
1-3	1.	Shoulder
	2.	Upper Arm Actuator
	3.	Roll Again
	4.	Roll Again
	5.	Roll Again
	6.	Roll Again
4-6	1.	Roll Again
	2.	Roll Again
	3.	Roll Again
	4.	Roll Again
	5.	Roll Again
	6.	Roll Again

Left Torso
1-3	1.	Medium Laser
	2.	Roll Again
	3.	Roll Again
	4.	Roll Again
	5.	Roll Again
	6.	Roll Again
4-6	1.	Roll Again
	2.	Roll Again
	3.	Roll Again
	4.	Roll Again
	5.	Roll Again
	6.	Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1-3	1.	Fusion Engine
	2.	Fusion Engine
	3.	Fusion Engine
	4.	Gyro
	5.	Gyro
	6.	Gyro
4-6	1.	Gyro
	2.	Fusion Engine
	3.	Fusion Engine
	4.	Fusion Engine
	5.	Flamer
	6.	Roll Again

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Battle Value: **523**
Weapon Value: **211 / 211**
Cost, C-Bills: **3,692,966**

Right Arm
1-3	1.	Shoulder
	2.	Upper Arm Actuator
	3.	Roll Again
	4.	Roll Again
	5.	Roll Again
	6.	Roll Again
4-6	1.	Roll Again
	2.	Roll Again
	3.	Roll Again
	4.	Roll Again
	5.	Roll Again
	6.	Roll Again

Right Torso
1-3	1.	Medium Laser
	2.	Roll Again
	3.	Roll Again
	4.	Roll Again
	5.	Roll Again
	6.	Roll Again
4-6	1.	Roll Again
	2.	Roll Again
	3.	Roll Again
	4.	Roll Again
	5.	Roll Again
	6.	Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

WIZKIDS™

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (3) REAR Right Torso (3)

Center Torso (6)

Head (9)

Left Torso (6) Right Torso (6)

Left Arm (4) Right Arm (4)

Center Torso (11)

Left Leg (6) Right Leg (6)

Total Armor Pts = 64

Left Torso (10) Head Right Torso (10)

Left Arm (6) Right Arm (6)

Center Torso (12)

Left Leg (10) Right Leg (10)

Damage Transfer Diagram

Internal Structure (67 Pts)

'MECH DATA

Type: Cicada CDA-2A
Mass: 40 tons

Movement Points:	Tech, Config. & Level:
Walking: 8	**Inner Sphere**
Running: 12	**Biped 'Mech**
Jumping: 0	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RT	3	5	-	3	6	9
1	Medium Laser	LT	3	5	-	3	6	9
1	Small Laser	CT	1	3	-	1	2	3

Total Heat Sinks: 10 Single
○○○○○○○○○○

Auto Eject:
☐ Operational ☐ Disabled

Weapon Heat:
(7)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1-3
1. Medium Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Small Laser
6. Roll Again

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Battle Value: **567**
Weapon Value: **236 / 236**
Cost, C-Bills: **3,705,216**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1-3
1. Medium Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
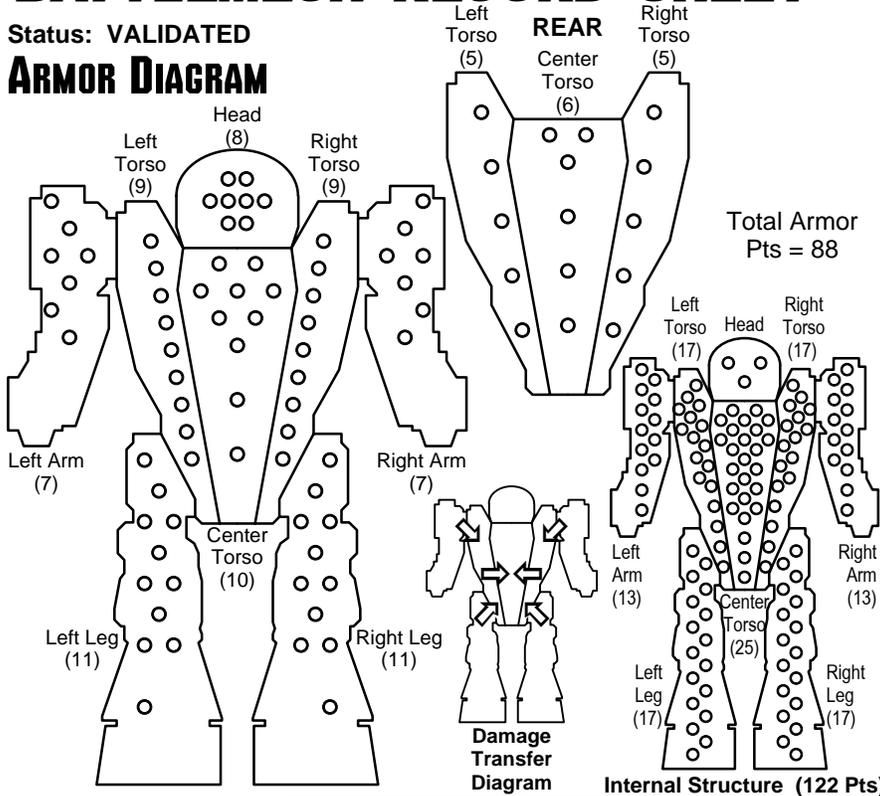6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (5) REAR Right Torso (5)

Center Torso (6)

Head (8)

Left Torso (9) Right Torso (9)

Left Arm (7)

Right Arm (7)

Center Torso (10)

Left Leg (11) Right Leg (11)

Total Armor Pts = 88

Left Torso (17) Head Right Torso (17)

Left Arm (13) Center Torso (25) Right Arm (13)

Left Leg (17) Right Leg (17)

Damage Transfer Diagram

Internal Structure (122 Pts)

'MECH DATA

Type: Charger CGR-1L

Mass: 80 tons

Movement Points:	Tech, Config. & Level:
Walking: **5**	**Inner Sphere**
Running: **8**	**Biped 'Mech**
Jumping: **0**	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8	-	5	10	15
1	Medium Laser	LT	3	5	-	3	6	9
1	Medium Laser	RT	3	5	-	3	6	9

Total Heat Sinks: 10 Single
○○○○○○○○○○

Auto Eject:
☐ Operational ☐ Disabled

Weapon Heat: (14)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Large Laser
6. Large Laser

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1-3
1. Medium Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Roll Again
6. Roll Again

Right Torso
1-3
1. Medium Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Battle Value: **772**
Weapon Value: **446 / 446**
Cost, C-Bills: **7,662,119**

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (5) REAR Right Torso (5)
Center Torso (6)

Head (9)

Left Torso (20) Right Torso (20)

Left Arm (15) Right Arm (15)

Center Torso (25)

Total Armor Pts = 160

Left Leg (20) Right Leg (20)

Damage Transfer Diagram

Left Torso (17) Head Right Torso (17)

Left Arm (13) Center Torso (25) Right Arm (13)

Left Leg (17) Right Leg (17)

Internal Structure (122 Pts)
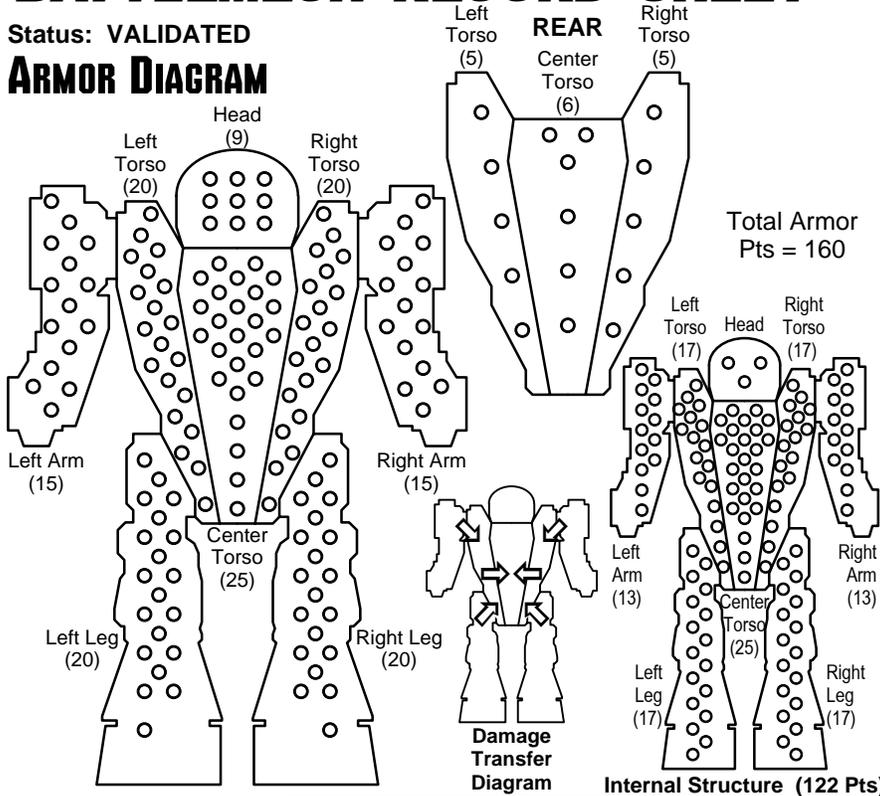
'MECH DATA

Type: Charger CGR-1A1
Mass: 80 tons

Movement Points:	Tech, Config. & Level:
Walking: 5	**Inner Sphere**
Running: 8	**Biped 'Mech**
Jumping: 0	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	HD	1	3	-	1	2	3
1	Small Laser	LT	1	3	-	1	2	3
1	Small Laser	RT	1	3	-	1	2	3
1	Small Laser	LA	1	3	-	1	2	3
1	Small Laser	RA	1	3	-	1	2	3

Total Heat Sinks: 10 Single
ooooooooooo

Auto Eject:
☐ Operational ☐ Disabled

Weapon Heat:
(5)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Small Laser
5. *Roll Again*
6. *Roll Again*

4-6
1. *Roll Again*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Torso
1-3
1. Small Laser
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

4-6
1. *Roll Again*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Roll Again*
6. *Roll Again*

Head
1. Life Support
2. Sensors
3. Cockpit
4. Small Laser
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. *Roll Again*
6. *Roll Again*

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Battle Value: **820**
Weapon Value: **155 / 155**
Cost, C-Bills: **7,520,369**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Small Laser
6. *Roll Again*

4-6
1. *Roll Again*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Torso
1-3
1. Small Laser
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

4-6
1. *Roll Again*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Roll Again*
6. *Roll Again*

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Head (9)

Left Torso (24)
Right Torso (24)

REAR

Left Torso (10)
Center Torso (10)
Right Torso (10)

Left Arm (26)
Right Arm (26)

Center Torso (40)

Left Leg (34)
Right Leg (34)

Total Armor Pts = 247

Left Torso (17)
Head
Right Torso (17)

Left Arm (13)
Center Torso (25)
Right Arm (13)

Left Leg (17)
Right Leg (17)

Damage Transfer Diagram

Internal Structure (122 Pts)
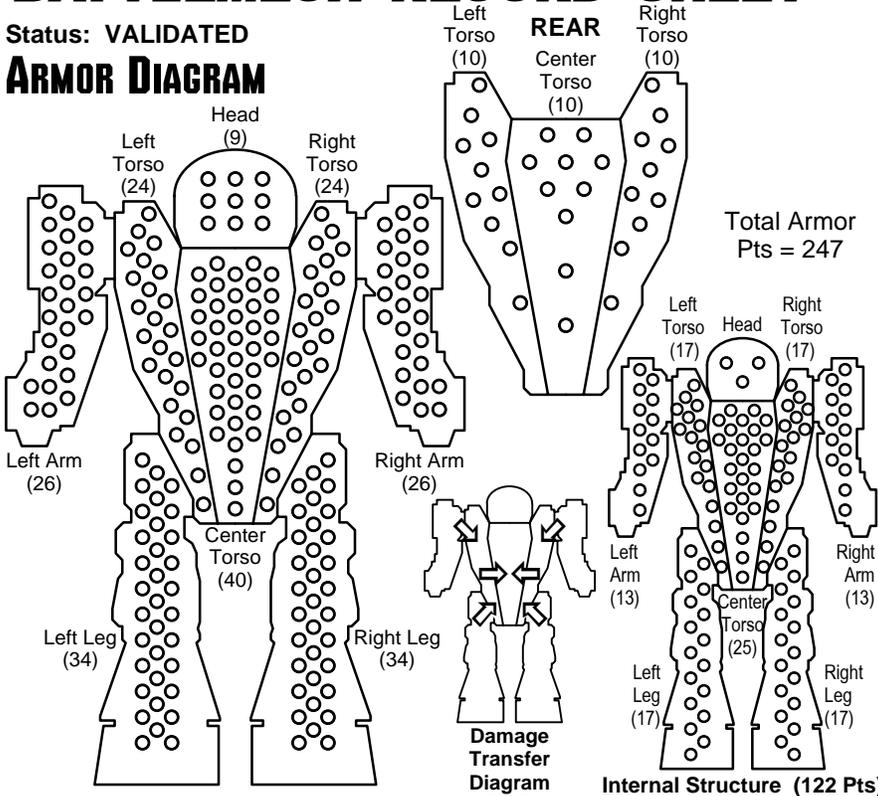
'MECH DATA

Type: Charger CGR-SB

Mass: 80 tons

Movement Points:		Tech, Config. & Level:
Walking:	3	**Inner Sphere**
Running:	5	**Biped 'Mech**
Jumping:	0	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	LT	8	8	-	5	10	15
1	Large Laser	RT	8	8	-	5	10	15
1	Large Laser	LA	8	8	-	5	10	15
1	Large Laser	RA	8	8	-	5	10	15
1	Medium Laser	HD	3	5	-	3	6	9

Total Heat Sinks: 28 Single

○○○○○○○○○○ ○○○○○○○○○○
○○○○○○○○

Auto Eject:
☐ Operational ☐ Disabled

Weapon Heat: (35)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Single Heat Sink
5. Large Laser
6. Large Laser

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1-3
1. Single Heat Sink
2. Single Heat Sink
3. Single Heat Sink
4. Single Heat Sink
5. Single Heat Sink
6. Single Heat Sink

4-6
1. Single Heat Sink
2. Large Laser
3. Large Laser
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

Head
1. Life Support
2. Sensors
3. Cockpit
4. Medium Laser
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Battle Value: **1,330**
Weapon Value: **1,873 / 1,873**
Cost, C-Bills: **6,298,920**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Large Laser
6. Large Laser

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1-3
1. Single Heat Sink
2. Single Heat Sink
3. Single Heat Sink
4. Single Heat Sink
5. Single Heat Sink
6. Single Heat Sink

4-6
1. Single Heat Sink
2. Large Laser
3. Large Laser
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

WIZKIDS™

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (5)　REAR　Right Torso (5)

Center Torso (9)

Head (9)

Left Torso (16)　Right Torso (16)

Left Arm (10)

Right Arm (10)

Center Torso (22)

Left Leg (13)

Right Leg (13)

Total Armor Pts = 128

Damage Transfer Diagram

Left Torso (14)　Head　Right Torso (14)

Left Arm (10)

Right Arm (10)

Center Torso (20)

Left Leg (14)　Right Leg (14)

Internal Structure (99 Pts)

'MECH DATA

Type: Champion CHP-2N

Mass: 60 tons

Movement Points:	Tech, Config. & Level:
Walking: 5	**Inner Sphere**
Running: 8	**Biped 'Mech**
Jumping: 0	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	LT	4	2/hit	-	3	6	9
2	Medium Laser	LT	3	5	-	3	6	9
2	Small Laser	CT	1	3	-	1	2	3
1	Autocannon/10	RT	3	10	-	5	10	15

Ammo Type:	Rounds:	BV:
SRM 6	15	10
Autocannon/10	20	41

Total Heat Sinks: 10 Single
○○○○○○○○○○

Auto Eject:
☐ Operational　☐ Disabled

Weapon Heat:
(15)

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1-3
1. SRM 6
2. SRM 6
3. Medium Laser
4. Medium Laser
5. Ammo (SRM 6) 15
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Small Laser
6. Small Laser

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Battle Value: **839**
Weapon Value: **681 / 681**
Cost, C-Bills: **5,071,200**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1-3
1. Autocannon/10
2. Autocannon/10
3. Autocannon/10
4. Autocannon/10
5. Autocannon/10
6. Autocannon/10

4-6
1. Autocannon/10
2. Ammo (AC/10) 10
3. Ammo (AC/10) 10
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

WARRIOR DATA

Name: _____

Gunnery Skill: _____　Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Head (9)

Left Torso (14)

Right Torso (14)

Left Arm (14)

Right Arm (16)

Center Torso (18)

Left Leg (16)

Right Leg (16)

REAR

Left Torso (6)

Center Torso (7)

Right Torso (6)

Total Armor Pts = 136

Damage Transfer Diagram

Internal Structure (83 Pts)

Head (12)

Left Torso (12)

Right Torso (12)

Left Arm (8)

Right Arm (8)

Center Torso (16)

Left Leg (12)

Right Leg (12)

'MECH DATA

Type: Centurion CN9-YLW

Mass: 50 tons

Movement Points: Tech, Config. & Level:

Walking: **4**

Running: **6**

Jumping: **0**

Inner Sphere
Biped 'Mech
Level 1 / 3025

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	CT	3	5	-	3	6	9
1	Medium Laser	CT(R)	3	5	-	3	6	9
1	Autocannon/20	RA	7	20	-	3	6	9
1	Hatchet	LA	0	10				

Ammo Type:	Rounds:	BV:
Autocannon/20	15	67

Total Heat Sinks: 10 Single

○○○○○○○○○○

Auto Eject: **Weapon Heat:**

☐ Operational   ☐ Disabled   **(13)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Hatchet
6. Hatchet

4-6
1. Hatchet
2. Hatchet
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. Single Heat Sink
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Medium Laser
6. Medium Laser (R)

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Battle Value: **782**

Weapon Value: **660 / 660**

Cost, C-Bills: **3,454,750**

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Autocannon/20
4. Autocannon/20
5. Autocannon/20
6. Autocannon/20

4-6
1. Autocannon/20
2. Autocannon/20
3. Autocannon/20
4. Autocannon/20
5. Autocannon/20
6. Autocannon/20

Right Torso

1-3
1. Single Heat Sink
2. Ammo (AC/20) 5
3. Ammo (AC/20) 5
4. Ammo (AC/20) 5
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

WIZKIDS™

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (7) REAR Right Torso (7)

Center Torso (9)

Head (9)

Left Torso (17) Right Torso (17)

Total Armor Pts = 169

Left Arm (16) Right Arm (16)

Center Torso (23)

Left Torso (12) Head Right Torso (12)

Left Leg (24) Right Leg (24)

Left Arm (8) Right Arm (8)

Damage Transfer Diagram

Center Torso (16)

Left Leg (12) Right Leg (12)
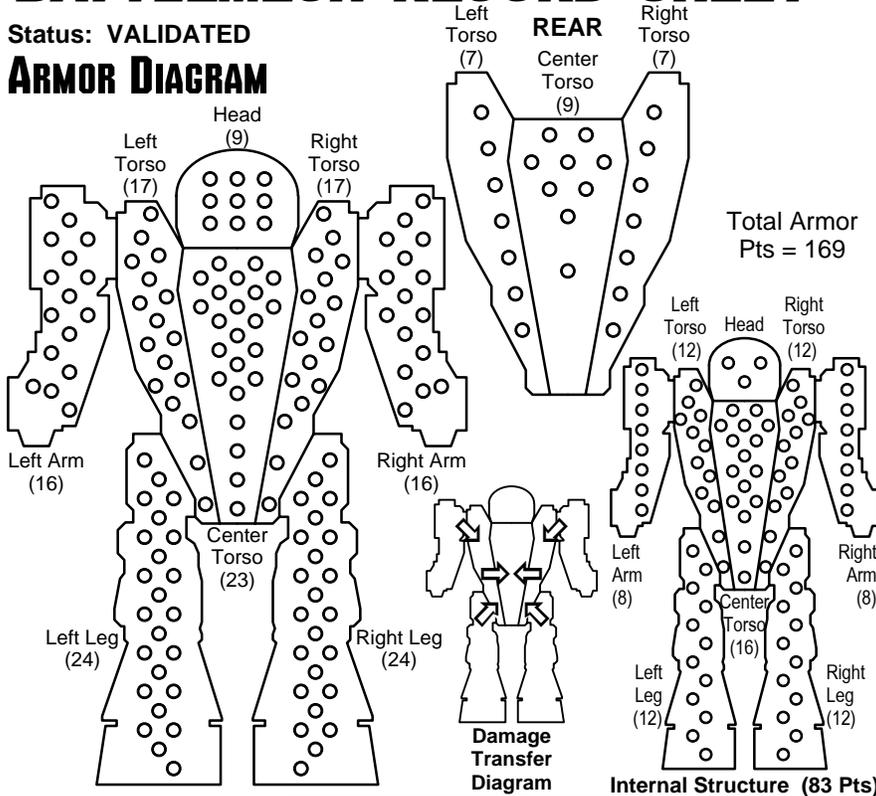
Internal Structure (83 Pts)

'MECH DATA

Type: Centurion CN9-AL

Mass: 50 tons

Movement Points:	Tech, Config. & Level:
Walking: **4**	**Inner Sphere**
Running: **6**	**Biped 'Mech**
Jumping: **0**	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8	-	5	10	15
1	Small Laser	RA	1	3	-	1	2	3
1	LRM 10	LT	4	1/hit	6	7	14	21
1	Medium Laser	CT	3	5	-	3	6	9
1	Medium Laser	CT(R)	3	5	-	3	6	9

Ammo Type:	Rounds:	BV:
LRM 10	24	25

Total Heat Sinks: 16 Single

○○○○○○○○○○   ○○○○○○

Auto Eject: **Weapon Heat:**
☐ Operational ☐ Disabled **(19)**

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. *Roll Again*
6. *Roll Again*

4-6
1. *Roll Again*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Torso
1-3
1. ⌈LRM 10
2. ⌊LRM 10
3. Ammo (LRM 10) 12
4. Ammo (LRM 10) 12
5. *Roll Again*
6. *Roll Again*

4-6
1. *Roll Again*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

Head
1. Life Support
2. Sensors
3. Cockpit
4. *Roll Again*
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Medium Laser
6. Medium Laser (R)

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Battle Value: **887**
Weapon Value: **975 / 975**
Cost, C-Bills: **3,395,876**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ⌈Large Laser
5. ⌊Large Laser
6. Small Laser

4-6
1. *Roll Again*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Torso
1-3
1. Single Heat Sink
2. Single Heat Sink
3. Single Heat Sink
4. Single Heat Sink
5. *Roll Again*
6. *Roll Again*

4-6
1. *Roll Again*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (6)   REAR   Right Torso (6)
Center Torso (7)

Head (9)
Left Torso (13)
Right Torso (13)

Total Armor Pts = 136

Left Arm (16)
Right Arm (16)
Center Torso (18)

Left Leg (16)
Right Leg (16)

Left Torso (12)   Head   Right Torso (12)
Left Arm (8)
Center Torso (16)
Right Arm (8)
Left Leg (12)
Right Leg (12)

Damage Transfer Diagram

Internal Structure (83 Pts)

'MECH DATA

Type: Centurion CN9-AH

Mass: 50 tons

Movement Points:	Tech, Config. & Level:
Walking: **4**	**Inner Sphere**
Running: **6**	**Biped 'Mech**
Jumping: **0**	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/20	RA	7	20	-	3	6	9
1	LRM 10	LT	4	1/hit	6	7	14	21

Ammo Type:	Rounds:	BV:
Autocannon/20	10	45
LRM 10	24	25

Total Heat Sinks: 10 Single
○○○○○○○○○○

Auto Eject:
☐ Operational ☐ Disabled

Weapon Heat: (11)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. *Roll Again*
6. *Roll Again*

4-6
1. *Roll Again*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Torso
1-3
1. LRM 10
2. LRM 10
3. Ammo (LRM 10) 12
4. Ammo (LRM 10) 12
5. *Roll Again*
6. *Roll Again*

4-6
1. *Roll Again*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. *Roll Again*

Head
1. Life Support
2. Sensors
3. Cockpit
4. *Roll Again*
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. *Roll Again*
6. *Roll Again*

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Battle Value: **749**
Weapon Value: **653 / 653**
Cost, C-Bills: **3,529,750**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Autocannon/20
4. Autocannon/20
5. Autocannon/20
6. Autocannon/20

4-6
1. Autocannon/20
2. Autocannon/20
3. Autocannon/20
4. Autocannon/20
5. Autocannon/20
6. Autocannon/20

Right Torso
1-3
1. Ammo (AC/20) 5
2. Ammo (AC/20) 5
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

4-6
1. *Roll Again*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. *Roll Again*

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

WIZKIDS

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Head (9)

Left Torso (13)

Right Torso (13)

Left Arm (16)

Right Arm (16)

Center Torso (18)

Left Leg (16)

Right Leg (16)

Left Torso (6)

REAR

Center Torso (7)

Right Torso (6)

Total Armor Pts = 136

Left Torso (12)

Head

Right Torso (12)

Left Arm (8)

Right Arm (8)

Center Torso (16)

Left Leg (12)

Right Leg (12)

Damage Transfer Diagram

Internal Structure (83 Pts)

'MECH DATA

Type: Centurion CN9-A
Mass: 50 tons

Movement Points:	Tech, Config. & Level:
Walking: 4	Inner Sphere
Running: 6	Biped 'Mech
Jumping: 0	Level 1 / 3025

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/10	RA	3	10	-	5	10	15
1	LRM 10	LT	4	1/hit	6	7	14	21
1	Medium Laser	CT	3	5	-	3	6	9
1	Medium Laser	CT(R)	3	5	-	3	6	9

Ammo Type:	Rounds:	BV:
Autocannon/10	20	34
LRM 10	24	25

Total Heat Sinks: 10 Single
○○○○○○○○○○

Auto Eject:
☐ Operational ☐ Disabled

Weapon Heat:
(13)

CRITICAL HIT TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. Single Heat Sink
2. LRM 10
3. LRM 10
4. Ammo (LRM 10) 12
5. Ammo (LRM 10) 12
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Medium Laser
6. Medium Laser (R)

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Battle Value: **772**
Weapon Value: **760 / 760**
Cost, C-Bills: **3,491,500**

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Autocannon/10
5. Autocannon/10
6. Autocannon/10

4-6
1. Autocannon/10
2. Autocannon/10
3. Autocannon/10
4. Autocannon/10
5. Roll Again
6. Roll Again

Right Torso

1-3
1. Single Heat Sink
2. Ammo (AC/10) 10
3. Ammo (AC/10) 10
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

REAR

Left Torso (8)
Center Torso (11)
Right Torso (8)

Head (9)
Left Torso (20)
Right Torso (20)

Total Armor Pts = 176

Left Arm (18)
Center Torso (24)
Right Arm (18)

Left Leg (20)
Right Leg (20)

Left Torso (15)
Head
Right Torso (15)

Left Arm (10)
Center Torso (21)
Right Arm (10)

Left Leg (15)
Right Leg (15)

Damage Transfer Diagram

Internal Structure (104 Pts)

'MECH DATA

Type: Catapult CPLT-K2
Mass: 65 tons

Movement Points:	Tech, Config. & Level:
Walking: **4**	**Inner Sphere**
Running: **6**	**Biped 'Mech**
Jumping: **0**	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RA	10	10	3	6	12	18
1	PPC	LA	10	10	3	6	12	18
1	Medium Laser	RT	3	5	-	3	6	9
1	Medium Laser	LT	3	5	-	3	6	9
1	Machine Gun	LT	0	2	-	1	2	3
1	Machine Gun	RT	0	2	-	1	2	3

Ammo Type:	Rounds:	BV:
Machine Gun	200	1

Total Heat Sinks: 20 Single
○○○○○○○○○○ ○○○○○○○○○○

Auto Eject:
☐ Operational ☐ Disabled

Weapon Heat:
(26)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
1-3 / 3. PPC
4. PPC
5. PPC
6. *Roll Again*

4-6 /
1. *Roll Again*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Torso
1-3 /
1. Single Heat Sink
2. Single Heat Sink
3. Medium Laser
4. Machine Gun
5. *Roll Again*
6. *Roll Again*

4-6 /
1. *Roll Again*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

Head
1. Life Support
2. Sensors
3. Cockpit
4. *Roll Again*
5. Sensors
6. Life Support

Center Torso
1-3 /
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6 /
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Single Heat Sink
6. Ammo (MG) 200

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Battle Value: **1,052**
Weapon Value: **1,326 / 1,326**
Cost, C-Bills: **5,349,576**

Right Arm
1. Shoulder
2. Upper Arm Actuator
1-3 / 3. PPC
4. PPC
5. PPC
6. *Roll Again*

4-6 /
1. *Roll Again*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Torso
1-3 /
1. Single Heat Sink
2. Single Heat Sink
3. Single Heat Sink
4. Medium Laser
5. Machine Gun
6. *Roll Again*

4-6 /
1. *Roll Again*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

WIZKIDS

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (8)
REAR
Right Torso (8)
Center Torso (11)

Head (9)
Left Torso (19)
Right Torso (19)

Total Armor Pts = 160

Left Arm (13)
Right Arm (13)

Center Torso (24)

Left Leg (18)
Right Leg (18)

Left Torso (15)
Head
Right Torso (15)

Left Arm (10)
Center Torso (21)
Right Arm (10)

Left Leg (15)
Right Leg (15)

Damage Transfer Diagram

Internal Structure (104 Pts)

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. LRM 20
4. LRM 20
5. LRM 20
6. LRM 20

4-6
1. LRM 20
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1-3
1. Jump Jet
2. Jump Jet
3. Ammo (LRM 20) 6
4. Ammo (LRM 20) 6
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Small Laser
6. Small Laser

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Battle Value: **1,104**
Weapon Value: **766 / 766**
Cost, C-Bills: **5,893,251**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. LRM 20
4. LRM 20
5. LRM 20
6. LRM 20

4-6
1. LRM 20
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1-3
1. Jump Jet
2. Jump Jet
3. Ammo (LRM 20) 6
4. Ammo (LRM 20) 6
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

WIZKIDS

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (8) REAR Right Torso (8)

Center Torso (11)

Head (9)

Left Torso (19) Right Torso (19)

Total Armor Pts = 160

Left Arm (13) Right Arm (13)

Center Torso (24)

Left Torso (15) Head Right Torso (15)

Left Leg (18) Right Leg (18)

Right Arm (10)

Left Arm (10)

Center Torso (21)

Damage Transfer Diagram

Left Leg (15) Right Leg (15)

Internal Structure (104 Pts)

'MECH DATA

Type: Catapult CPLT-C1
Mass: 65 tons

Movement Points: | Tech, Config. & Level:
Walking: **4** | **Inner Sphere**
Running: **6** | **Biped 'Mech**
Jumping: **4** | **Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	RA	5	1/hit	6	7	14	21
1	LRM 15	LA	5	1/hit	6	7	14	21
2	Medium Laser	CT	3	5	-	3	6	9
1	Medium Laser	LT	3	5	-	3	6	9
1	Medium Laser	RT	3	5	-	3	6	9

Ammo Type:	Rounds:	BV:
LRM 15	16	55

Total Heat Sinks: 15 Single
○○○○○○○○○○ ○○○○○

Auto Eject:
☐ Operational ☐ Disabled

Weapon Heat:
(22)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. LRM 15
4. LRM 15
5. LRM 15
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1-3
1. Jump Jet
2. Jump Jet
3. Medium Laser
4. Ammo (LRM 15) 8
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

Head
1. Life Support
2. Sensors
3. Cockpit
4. Single Heat Sink
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Medium Laser
6. Medium Laser

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Battle Value: **1,165**
Weapon Value: **1,057 / 1,057**
Cost, C-Bills: **5,790,126**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. LRM 15
4. LRM 15
5. LRM 15
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1-3
1. Jump Jet
2. Jump Jet
3. Medium Laser
4. Ammo (LRM 15) 8
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

WIZKIDS

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (9)   REAR   Right Torso (9)

Center Torso (11)

Head (9)

Left Torso (21)   Right Torso (21)

Total Armor Pts = 192

Left Arm (20)

Right Arm (20)

Center Torso (24)

Left Leg (24)   Right Leg (24)

Left Torso (15)   Head   Right Torso (15)

Left Arm (10)   Center Torso (21)   Right Arm (10)

Left Leg (15)   Right Leg (15)

Damage Transfer Diagram

Internal Structure (104 Pts)

'MECH DATA

Type:	**Catapult CPLT-A1**
Mass:	**65 tons**

Movement Points: Tech, Config. & Level:

Walking:	**4**	**Inner Sphere**
Running:	**6**	**Biped 'Mech**
Jumping:	**4**	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	RA	5	1/hit	6	7	14	21
1	LRM 15	LA	5	1/hit	6	7	14	21

Ammo Type:	Rounds:	BV:
LRM 15	32	111

Total Heat Sinks: 15 Single
○○○○○○○○○○ ○○○○○

Auto Eject: Weapon Heat:
☐ Operational ☐ Disabled   **(10)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. LRM 15
4. LRM 15
5. LRM 15
6. *Roll Again*

4-6
1. *Roll Again*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Torso
1-3
1. Jump Jet
2. Jump Jet
3. Ammo (LRM 15) 8
4. Ammo (LRM 15) 8
5. *Roll Again*
6. *Roll Again*

4-6
1. *Roll Again*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

Head
1. Life Support
2. Sensors
3. Cockpit
4. *Roll Again*
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Single Heat Sink
6. *Roll Again*

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Battle Value: **1,184**
Weapon Value: **917 / 917**
Cost, C-Bills: **5,658,126**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. LRM 15
4. LRM 15
5. LRM 15
6. *Roll Again*

4-6
1. *Roll Again*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Torso
1-3
1. Jump Jet
2. Jump Jet
3. Ammo (LRM 15) 8
4. Ammo (LRM 15) 8
5. *Roll Again*
6. *Roll Again*

4-6
1. *Roll Again*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Head (9)

Left Torso (20)   Right Torso (20)

Left Arm (20)   Right Arm (20)

Center Torso (24)

Left Leg (26)   Right Leg (26)

REAR

Left Torso (10)   Center Torso (15)   Right Torso (10)

Total Armor Pts = 200

Left Torso (15)   Head   Right Torso (15)

Left Arm (10)   Center Torso (21)   Right Arm (10)

Left Leg (15)   Right Leg (15)

Damage Transfer Diagram

Internal Structure (104 Pts)

'MECH DATA

Type: Bombardier BMB-10D

Mass: 65 tons

Movement Points:	Tech, Config. & Level:
Walking: **4**	**Inner Sphere**
Running: **6**	**Biped 'Mech**
Jumping: **0**	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20	LT	6	1/hit	6	7	14	21
1	LRM 20	RT	6	1/hit	6	7	14	21
1	SRM 4	RA	3	2/hit	-	3	6	9
1	Machine Gun	CT	0	2	-	1	2	3

Ammo Type:	Rounds:	BV:
LRM 20	12	52
SRM 4	25	6
Machine Gun	200	1

Total Heat Sinks: 10 Single
○○○○○○○○○○

Auto Eject:
☐ Operational   ☐ Disabled

Weapon Heat: (15)

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1-3
1. LRM 20
2. LRM 20
3. LRM 20
4. LRM 20
5. LRM 20
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Machine Gun
6. Ammo (MG) 200

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Battle Value: **1,015**
Weapon Value: **1,056 / 1,056**
Cost, C-Bills: **5,636,511**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. SRM 4
6. Ammo (SRM 4) 25

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1-3
1. LRM 20
2. LRM 20
3. LRM 20
4. LRM 20
5. LRM 20
6. Ammo (LRM 20) 6

4-6
1. Ammo (LRM 20) 6
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
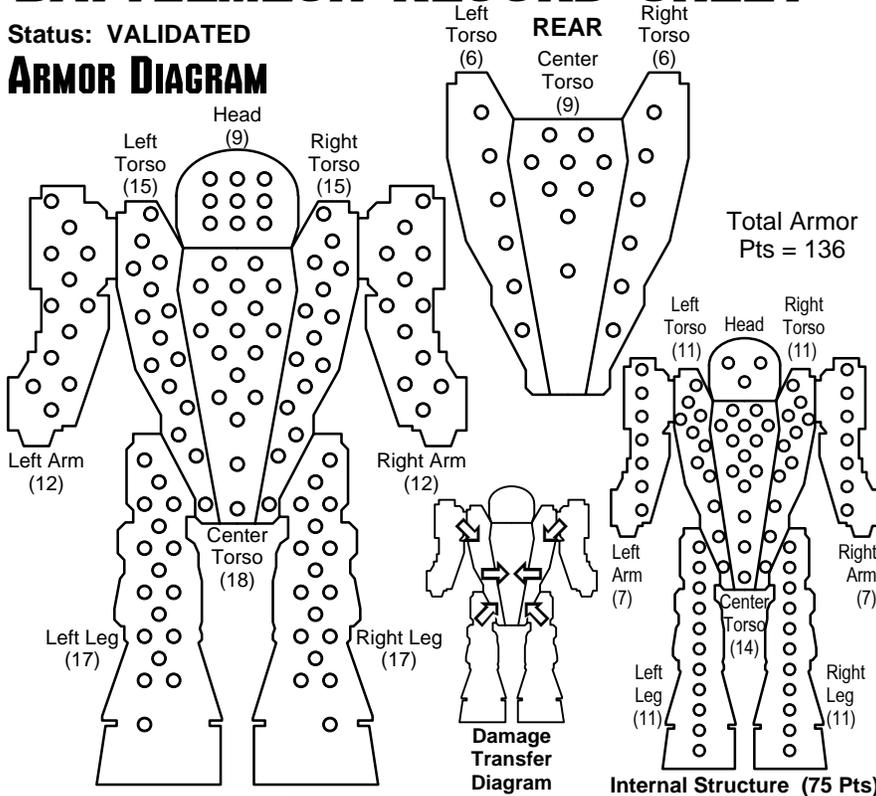6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Head (9)

Left Torso (15)   Right Torso (15)

Left Arm (12)

Center Torso (18)

Right Arm (12)

Left Leg (17)   Right Leg (17)

REAR

Left Torso (6)   Center Torso (9)   Right Torso (6)

Total Armor Pts = 136

Left Torso (11)   Head   Right Torso (11)

Left Arm (7)   Right Arm (7)

Center Torso (14)

Left Leg (11)   Right Leg (11)

Damage Transfer Diagram

Internal Structure (75 Pts)

'MECH DATA

Type: Blackjack BJ-1DC
Mass: 45 tons

Movement Points:	Tech, Config. & Level:
Walking: **4**	**Inner Sphere**
Running: **6**	**Biped 'Mech**
Jumping: **0**	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/2	RA	1	2	4	8	16	24
1	Autocannon/2	LA	1	2	4	8	16	24
1	Medium Laser	LA	3	5	-	3	6	9
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	RT	3	5	-	3	6	9
1	Medium Laser	LT	3	5	-	3	6	9
1	Small Laser	LT	1	3	-	1	2	3
1	Small Laser	RT	1	3	-	1	2	3

Ammo Type:	Rounds:	BV:
Autocannon/2	45	6

Total Heat Sinks: 12 Single
○○○○○○○○○○ ○○

Auto Eject:
☐ Operational ☐ Disabled

Weapon Heat:
(16)

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
1-3 3. Autocannon/2
4. Medium Laser
5. *Roll Again*
6. *Roll Again*

4-6
1. *Roll Again*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Torso
1. Medium Laser
2. Small Laser
1-3 3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

4-6
1. *Roll Again*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

Head
1. Life Support
2. Sensors
3. Cockpit
4. *Roll Again*
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Single Heat Sink
6. Ammo (AC/2) 45

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Battle Value: **718**
Weapon Value: **671 / 671**
Cost, C-Bills: **2,973,950**

Right Arm
1. Shoulder
2. Upper Arm Actuator
1-3 3. Autocannon/2
4. Medium Laser
5. *Roll Again*
6. *Roll Again*

4-6
1. *Roll Again*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Torso
1. Medium Laser
2. Small Laser
1-3 3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

4-6
1. *Roll Again*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

WizKids™

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Head (9)

Left Torso (14) Right Torso (14)

Left Arm (11) Right Arm (11)

Center Torso (16)

Left Leg (14) Right Leg (14)

Left Torso (5) REAR Center Torso (7) Right Torso (5)

Total Armor Pts = 120

Left Torso (11) Head Right Torso (11)

Left Arm (7) Right Arm (7)

Center Torso (14)

Left Leg (11) Right Leg (11)

Damage Transfer Diagram

Internal Structure (75 Pts)

'MECH DATA

Type: Blackjack BJ-1DB

Mass: 45 tons

Movement Points:	Tech, Config. & Level:
Walking: **4**	**Inner Sphere**
Running: **6**	**Biped 'Mech**
Jumping: **4**	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8	-	5	10	15
1	Large Laser	LA	8	8	-	5	10	15
1	Medium Laser	LA	3	5	-	3	6	9
1	Medium Laser	RA	3	5	-	3	6	9

Total Heat Sinks: 17 Single
○○○○○○○○○○   ○○○○○○○

Auto Eject:
☐ Operational   ☐ Disabled

Weapon Heat: (22)

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Large Laser
4. Large Laser
5. Medium Laser
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1-3
1. Single Heat Sink
2. Single Heat Sink
3. Single Heat Sink
4. Single Heat Sink
5. Single Heat Sink
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Battle Value: **881**
Weapon Value: **683 / 683**
Cost, C-Bills: **3,105,175**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Large Laser
4. Large Laser
5. Medium Laser
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1-3
1. Single Heat Sink
2. Single Heat Sink
3. Single Heat Sink
4. Single Heat Sink
5. Single Heat Sink
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

WIZKIDS™

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

REAR

Left Torso (6) Center Torso (9) Right Torso (6)

Head (9)
Left Torso (15) Right Torso (15)
Left Arm (12) Right Arm (12)
Center Torso (18)
Left Leg (17) Right Leg (17)

Total Armor Pts = 136

Left Torso (11) Head Right Torso (11)
Left Arm (7) Right Arm (7)
Center Torso (14)
Left Leg (11) Right Leg (11)

Damage Transfer Diagram

Internal Structure (75 Pts)

'MECH DATA

Type: Blackjack BJ-1
Mass: 45 tons

Movement Points:	Tech, Config. & Level:
Walking: 4	**Inner Sphere**
Running: 6	**Biped 'Mech**
Jumping: 4	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/2	RA	1	2	4	8	16	24
1	Autocannon/2	LA	1	2	4	8	16	24
1	Medium Laser	RT	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LT	3	5	-	3	6	9

Ammo Type:	Rounds:	BV:
Autocannon/2	45	8

Total Heat Sinks: 11 Single
○○○○○○○○○○ ○

Auto Eject:
☐ Operational ☐ Disabled

Weapon Heat:
(14)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Autocannon/2
5. Medium Laser
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1-3
1. Single Heat Sink
2. Single Heat Sink
3. Medium Laser
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Ammo (AC/2) 45
6. Roll Again

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Battle Value: **795**
Weapon Value: **588 / 588**
Cost, C-Bills: **3,153,750**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Autocannon/2
5. Medium Laser
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1-3
1. Single Heat Sink
2. Single Heat Sink
3. Medium Laser
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (7) REAR Right Torso (7)

Center Torso (8)

Head (9)

Left Torso (20)   Right Torso (20)

Left Arm (20)   Right Arm (20)

Center Torso (25)

Left Leg (20)   Right Leg (20)

Total Armor Pts = 176

Damage Transfer Diagram

Left Torso (16)   Head   Right Torso (16)

Left Arm (12)   Center Torso (23)   Right Arm (12)

Left Leg (16)   Right Leg (16)

Internal Structure (114 Pts)

'MECH DATA

Type: Black Knight BL-7-KNT
Mass: 75 tons

Movement Points:	Tech, Config. & Level:
Walking: **4**	**Inner Sphere**
Running: **6**	**Biped 'Mech**
Jumping: **0**	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RA	10	10	3	6	12	18
1	Large Laser	LT	8	8	-	5	10	15
1	Large Laser	RT	8	8	-	5	10	15
1	Medium Laser	LT	3	5	-	3	6	9
1	Medium Laser	RT	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	Medium Laser	RA	3	5	-	3	6	9
1	Small Laser	HD	1	3	-	1	2	3

Total Heat Sinks: 20 Single
◯◯◯◯◯◯◯◯◯◯ ◯◯◯◯◯◯◯◯◯◯

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (39)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1-3
1. Single Heat Sink
2. Single Heat Sink
3. Large Laser
4. Large Laser
5. Medium Laser
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

Head
1. Life Support
2. Sensors
3. Cockpit
4. Small Laser
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits ◯ ◯ ◯
Gyro Hits ◯ ◯
Sensor Hits ◯ ◯
Life Support ◯

Battle Value: **1,106**
Weapon Value: **1,323 / 1,323**
Cost, C-Bills: **6,594,438**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. PPC
6. PPC

4-6
1. PPC
2. Medium Laser
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1-3
1. Single Heat Sink
2. Single Heat Sink
3. Large Laser
4. Large Laser
5. Medium Laser
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

WIZKIDS™

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Left Torso (8)   REAR   Right Torso (8)
Center Torso (11)

Head (9)
Left Torso (28)   Right Torso (28)

Left Arm (24)
Right Arm (24)

Center Torso (40)

Left Leg (26)   Right Leg (26)

Total Armor Pts = 232

Left Torso (18)   Head   Right Torso (18)

Left Arm (14)
Center Torso (27)
Right Arm (14)

Left Leg (18)   Right Leg (18)

Damage Transfer Diagram

Internal Structure (130 Pts)

'MECH DATA

Type: Battlemaster BLR-1S
Mass: 85 tons

Movement Points:		Tech, Config. & Level:
Walking:	4	**Inner Sphere**
Running:	6	**Biped 'Mech**
Jumping:	0	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	LT	3	5	-	3	6	9
2	Medium Laser	RT	3	5	-	3	6	9
1	LRM 15	LA	5	1/hit	6	7	14	21
1	LRM 5	LT	2	1/hit	6	7	14	21
1	SRM 2	RA	2	2/hit	-	3	6	9
1	SRM 2	LT	2	2/hit	-	3	6	9

Ammo Type:	Rounds:	BV:
LRM 15	8	19
LRM 5	24	7
SRM 2	50	3

Total Heat Sinks: 20 Single
OOOOOOOOOO OOOOOOOOOO

Auto Eject:
☐ Operational   ☐ Disabled

Weapon Heat:
(23)

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. LRM 15
6. LRM 15

4-6
1. LRM 15
2. Ammo (LRM 15) 8
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1-3
1. Single Heat Sink
2. Medium Laser
3. Medium Laser
4. LRM 5
5. SRM 2
6. Ammo (LRM 5) 24

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Battle Value: **1,227**
Weapon Value: **1,782 / 1,782**
Cost, C-Bills: **8,299,594**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. SRM 2
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1-3
1. Single Heat Sink
2. Single Heat Sink
3. Medium Laser
4. Medium Laser
5. Ammo (SRM 2) 50
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

WIZKIDS™

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Head (9)

Left Torso (28)   Right Torso (28)

Left Arm (24)   Right Arm (24)

Center Torso (40)

Left Leg (26)   Right Leg (26)

REAR

Left Torso (8)   Center Torso (11)   Right Torso (8)

Total Armor Pts = 232

Left Torso (18)   Head   Right Torso (18)

Left Arm (14)   Center Torso (27)   Right Arm (14)

Left Leg (18)   Right Leg (18)

Damage Transfer Diagram

Internal Structure (130 Pts)

'MECH DATA

Type: Battlemaster BLR-1G
Mass: 85 tons

Movement Points:	Tech, Config. & Level:
Walking: 4	**Inner Sphere**
Running: 6	**Biped 'Mech**
Jumping: 0	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RA	10	10	3	6	12	18
2	Medium Laser	LT	3	5	-	3	6	9
1	Medium Laser	LT(R)	3	5	-	3	6	9
2	Medium Laser	RT	3	5	-	3	6	9
1	Medium Laser	RT(R)	3	5	-	3	6	9
2	Machine Gun	LA	0	2	-	1	2	3
1	SRM 6	LT	4	2/hit	-	3	6	9

Ammo Type:	Rounds:	BV:
Machine Gun	200	1
SRM 6	30	16

Total Heat Sinks: 18 Single

○○○○○○○○○○ ○○○○○○○○

Auto Eject:	Weapon Heat:
☐ Operational ☐ Disabled	(32)

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Machine Gun
6. Machine Gun

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1-3
1. Medium Laser
2. Medium Laser
3. Medium Laser (R)
4. SRM 6
5. SRM 6
6. Ammo (MG) 200

4-6
1. Ammo (SRM 6) 15
2. Ammo (SRM 6) 15
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Battle Value: **1,212**
Weapon Value: **1,651 / 1,651**
Cost, C-Bills: **8,501,244**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. PPC
6. PPC

4-6
1. PPC
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1-3
1. Single Heat Sink
2. Medium Laser
3. Medium Laser
4. Medium Laser (R)
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

Head (9)

Left Torso (28)

Right Torso (28)

Left Arm (27)

Right Arm (27)

Center Torso (40)

Left Leg (31)

Right Leg (31)

Left Torso (8)

REAR

Right Torso (8)

Center Torso (11)

Left Torso (18)

Head

Right Torso (18)

Left Arm (14)

Right Arm (14)

Center Torso (27)

Left Leg (18)

Right Leg (18)

Total Armor Pts = 248

Damage Transfer Diagram

Internal Structure (130 Pts)

'MECH DATA

Type: Battlemaster BLR-1D
Mass: 85 tons

Movement Points:	Tech, Config. & Level:
Walking: 4	**Inner Sphere**
Running: 6	**Biped 'Mech**
Jumping: 0	**Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	LA	10	10	3	6	12	18
2	Medium Laser	LT	3	5	-	3	6	9
2	Medium Laser	RT	3	5	-	3	6	9
2	Machine Gun	RA	0	2	-	1	2	3

Ammo Type:	Rounds:	BV:
Machine Gun	200	1

Total Heat Sinks: 24 Single

OOOOOOOOOO OOOOOOOOOO
OOOO

Auto Eject:
☐ Operational ☐ Disabled

Weapon Heat: (22)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. PPC
6. PPC

4-6
1. PPC
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1-3
1. Single Heat Sink
2. Single Heat Sink
3. Single Heat Sink
4. Medium Laser
5. Medium Laser
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Single Heat Sink
6. Single Heat Sink

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Battle Value: **1,323**
Weapon Value: **1,934 / 1,934**
Cost, C-Bills: **8,146,044**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Machine Gun
6. Machine Gun

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1-3
1. Single Heat Sink
2. Single Heat Sink
3. Medium Laser
4. Medium Laser
5. Ammo (MG) 200
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	