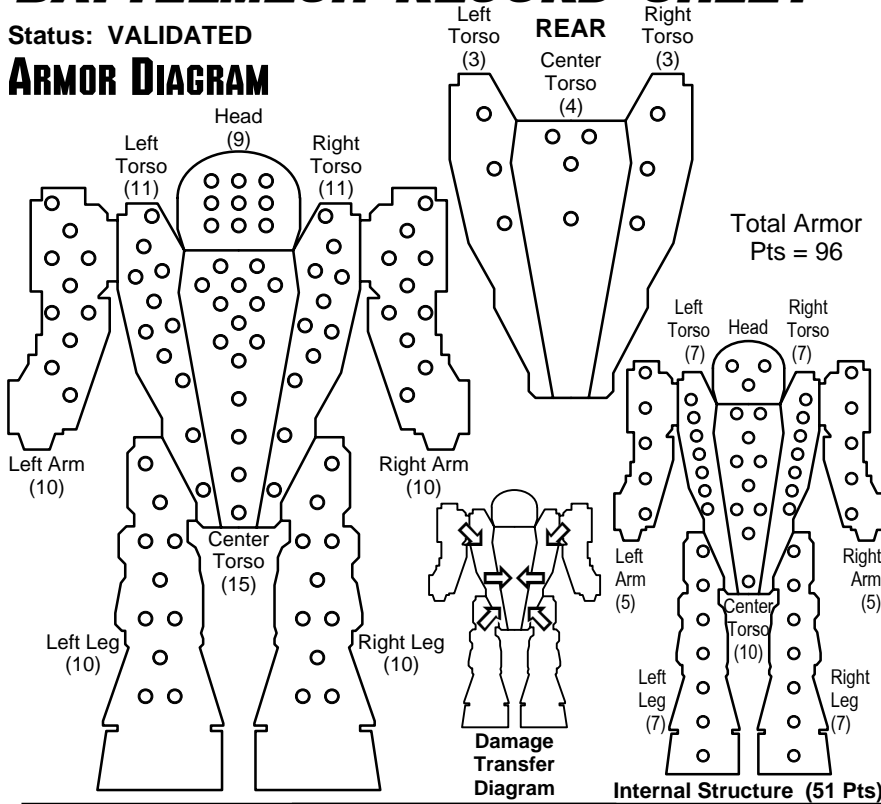


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Arctic Fox AF1**

Mass: **30 tons**

Movement Points: Tech, Config. & Level:

Walking: **6** **Inner Sphere**
 Running: **9** **Biped OmniMech**
 Jumping: **0** **Level 2 / 3060**

Weapons Inventory: (hexes)

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

Ammo Type: SRM 4 Rounds: 25 BV: 8

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

oooooooooooo

Auto Eject: Operational Disabled Weapon Heat: **(27)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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



CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

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

- SRM 4
- ER PPC
- ER PPC
- ER PPC
- Ammo (SRM 4) 25
- Roll Again

Left Leg

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

Head

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

Center Torso

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

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Endo Steel
- Endo Steel

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

Battle Value: **766**
 Weapon Value: **669 / 669**
 Cost, C-Bills: **5,102,175**

Right Arm

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

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

Right Torso

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

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- SRM 4
- Roll Again
- Roll Again

Right Leg

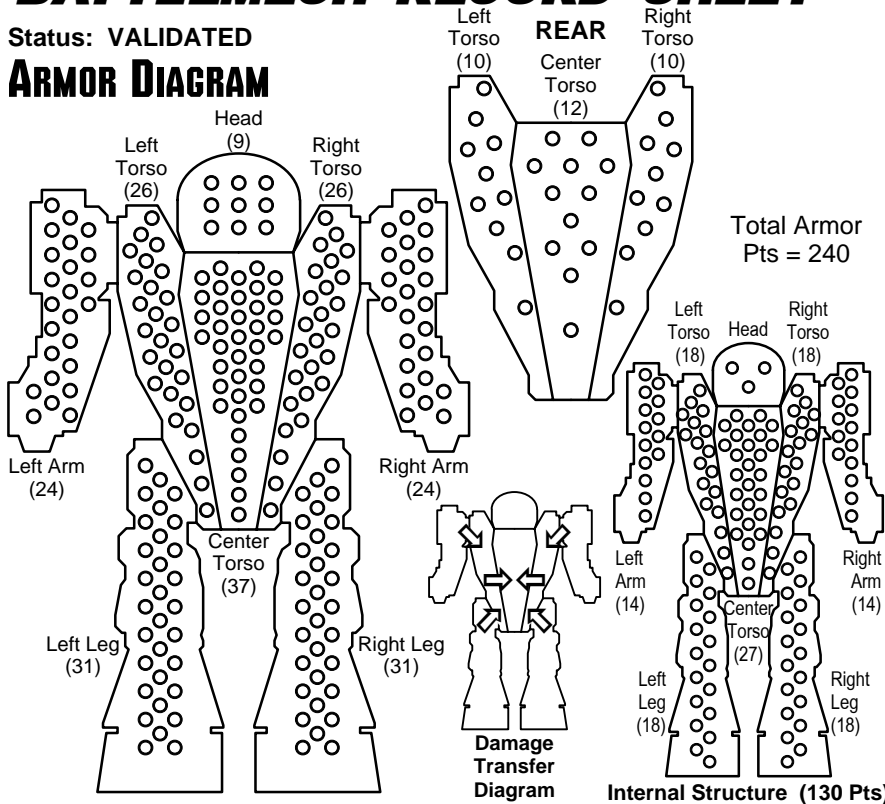
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Black Watch BKW-7R**

Mass: **85 tons**

Movement Points: Tech, Config. & Level:

Walking: **3** **Inner Sphere**
 Running: **5** **Biped 'Mech**
 Jumping: **3** **Level 2 / 3060**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/10	RA	4	10	-	6	12	18
1	Light Gauss Rifle	LA	1	8	3	8	17	25
1	MRM 40	LT	12	1/hit	-	3	8	15
1	C³ Slave Unit	HD	0	-	-	-	-	-

Ammo Type: Rounds: BV:

Ultra AC/10	20	79
Light Gauss Rifle	16	27
MRM 40	12	77

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

oooooooooooo

Auto Eject: Weapon Heat:

Operational Disabled **(21)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

CRITICAL HIT TABLE

Left Arm

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

Head

- Life Support
- Sensors
- Cockpit
- C³ Slave Unit
- Sensors
- Life Support

Center Torso

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

Left Torso

- Jump Jet
 - MRM 40
 - MRM 40
 - MRM 40
 - MRM 40
 - MRM 40
- 1-3
- MRM 40
 - MRM 40
 - Ammo (Lt Gauss) 16
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 4-6

Left Leg

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

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Ultra AC/10
 - Ultra AC/10
 - Ultra AC/10
 - Ultra AC/10
- 1-3
- Ultra AC/10
 - Ultra AC/10
 - Ultra AC/10
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Torso

- Jump Jet
 - Ammo (Ult AC/10) 10
 - Ammo (Ult AC/10) 10
 - Ammo (MRM 40) 6
 - Ammo (MRM 40) 6
 - Endo Steel
- 1-3
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - CASE
- 4-6

Right Leg

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

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

Battle Value: **1,831**

Add for C³: **& 223**

Weapon Value: **1,730 / 1,730**

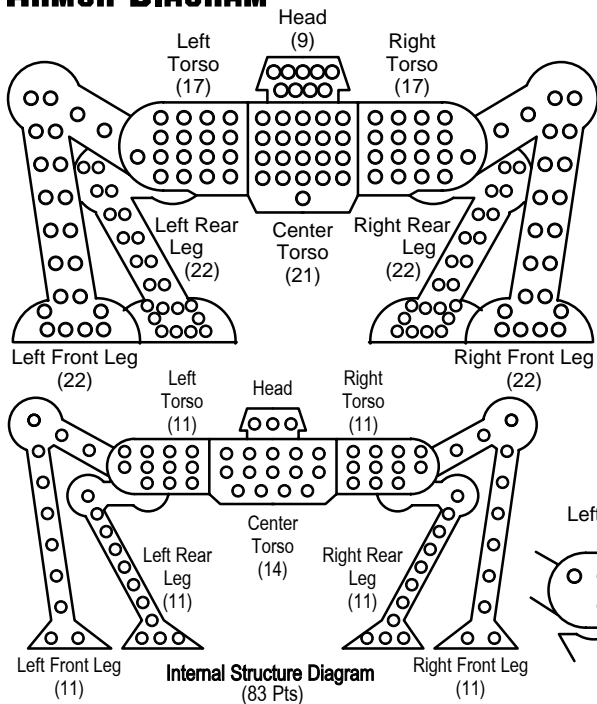
Cost, C-Bills: **8,918,018**

BATTLETECH®

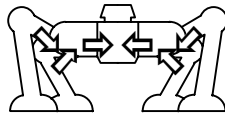
QUAD BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

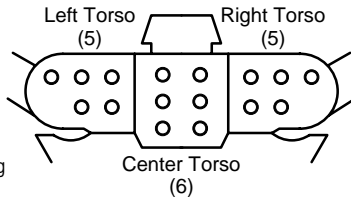


Total Armor
Pts = 168



Damage
Transfer
Diagram

REAR ARMOR



'MECH DATA

Type: **Bishamon BSN-4K**

Mass: **45 tons**

Movement Points: Tech, Config. & Level:

Walking: **7** Inner Sphere
 Running: **11** Quad 'Mech
 Jumping: **0** Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	RT	2	3	-	2	4	5
1	ER Small Laser	LT	2	3	-	2	4	5
1	Medium Pulse Laser	RT	4	6	-	2	4	6
1	Medium Pulse Laser	LT	4	6	-	2	4	6
1	MRM 10	RT	4	1/hit	-	3	8	15
1	C ³ Master Computer	LT	0	-	-	-	-	-

Ammo Type: Rounds: BV:
 MRM 10 24 12

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

○○○○○○○○○○

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 Front Leg

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

Head

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

Right Front Leg

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

Left Torso

- XL Engine
 - XL Engine
 - XL Engine
 - ER Small Laser
 - Medium Pulse Laser
 - C³ Master Computer
- 1-3
- C³ Master Computer
 - C³ Master Computer
 - C³ Master Computer
 - C³ Master Computer
 - Endo Steel
 - Endo Steel
- 4-6

Center Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Endo Steel
 - Endo Steel
- 4-6

Right Torso

- XL Engine
 - XL Engine
 - XL Engine
 - ER Small Laser
 - Medium Pulse Laser
 - MRM 10
- 1-3
- MRM 10
 - Ammo (MRM 10) 24
 - Endo Steel
 - Endo Steel
 - Roll Again
 - Roll Again
- 4-6

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

Left Rear Leg

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

Right Rear Leg

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

Battle Value: **932**
 Add for C³: **& 65**
 Weapon Value: **758 / 758**
 Cost, C-Bills: **10,725,215**

HEAT SCALE

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

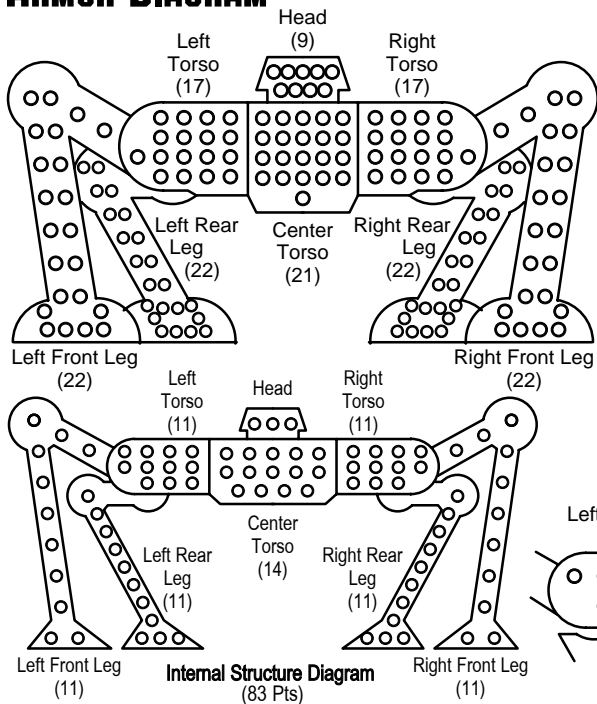
WIZKIDS®

BATTLETECH®

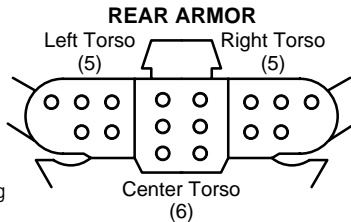
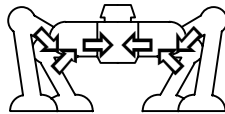
QUAD BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Total Armor Pts = 168



'MECH DATA

Type: Bishamon BSN-3K

Mass: 45 tons

Movement Points: Tech, Config. & Level:

Walking: 7 Inner Sphere
 Running: 11 Quad 'Mech
 Jumping: 0 Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RT	5	5	-	4	8	12
1	ER Medium Laser	LT	5	5	-	4	8	12
1	Medium Pulse Laser	RT	4	6	-	2	4	6
1	Medium Pulse Laser	LT	4	6	-	2	4	6
1	MRM 20	RT	6	1/hit	-	3	8	15

Ammo Type: MRM 20
 Rounds: 12
 BV: 25

Total Heat Sinks: 10 Double (20)

○○○○○○○○○○

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 Front Leg

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

Head

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

Right Front Leg

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

Left Torso

- XL Engine
- XL Engine
- XL Engine
- ER Medium Laser
- Medium Pulse Laser
- Endo Steel

Center Torso

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

Right Torso

- XL Engine
- XL Engine
- XL Engine
- ER Medium Laser
- Medium Pulse Laser
- MRM 20

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Endo Steel
- Endo Steel

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

- MRM 20
- MRM 20
- Ammo (MRM 20) 12
- Endo Steel
- Endo Steel
- Roll Again

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

Left Rear Leg

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

Right Rear Leg

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

Battle Value: 1,089
 Weapon Value: 1,242 / 1,242
 Cost, C-Bills: 8,858,340

HEAT SCALE

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

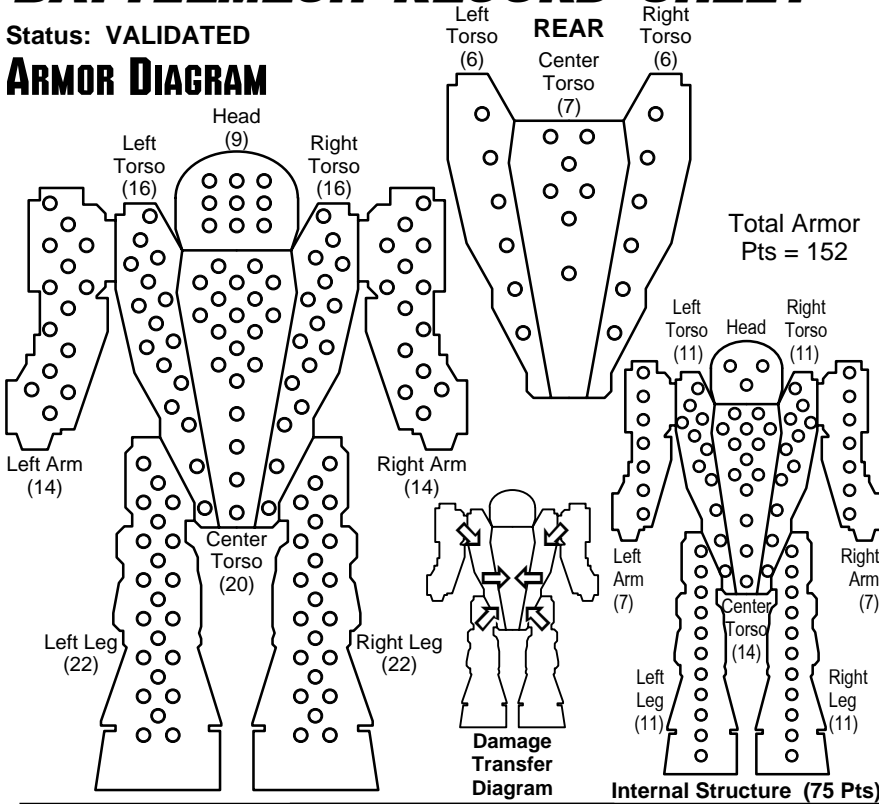
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (75 Pts)

CRITICAL HIT TABLE

Left Arm

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

Left Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Jump Jet
 - Jump Jet
 - Ferro-Fibrous
- 1-3
- Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
- 4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- TAG
- Sensors
- Life Support

Center Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Beagle Active Probe
 - Beagle Active Probe
- 4-6

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

Battle Value: **1,147**
 Weapon Value: **963 / 963**
 Cost, C-Bills: **9,180,240**

Right Arm

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

Right Torso

- XL Engine
 - XL Engine
 - XL Engine
 - MASC
 - MASC
 - Jump Jet
- 1-3
- Jump Jet
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
- 4-6

Right Leg

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

'MECH DATA

Type: **Beowulf BEO-12**

Mass: **45 tons**

Movement Points: Tech, Config. & Level:

Walking: **6** Inner Sphere
 Running: **9 [12]** Biped 'Mech
 Jumping: **6** Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Beagle Active Probe	CT	0	-	-	-	-	4
1	TAG	HD	0	*	-	5	9	15
1	Large Pulse Laser	RA	10	9	-	3	7	10
2	ER Medium Laser	LA	5	5	-	4	8	12

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

○○○○○○○○○○ ○○

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	

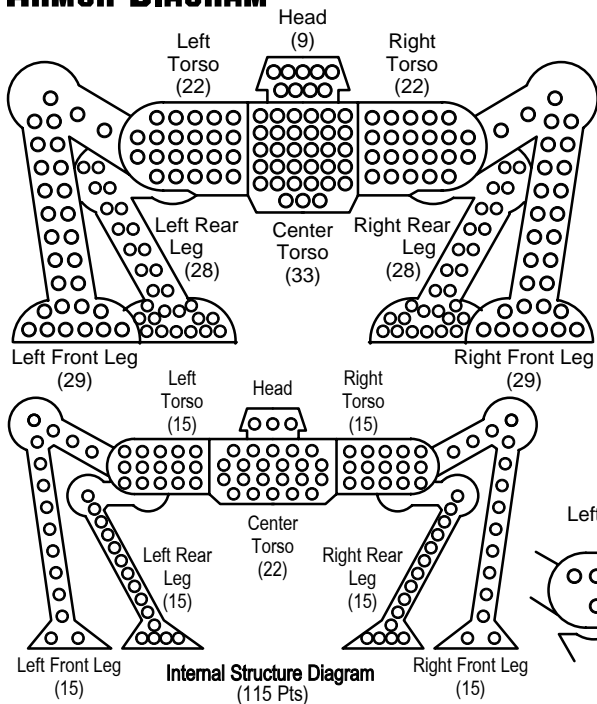


BATTLETECH®

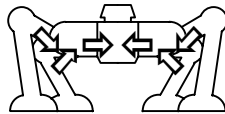
QUAD BATTLEMECH RECORD SHEET

Status: VALIDATED

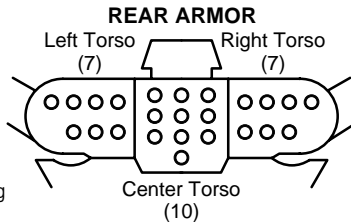
ARMOR DIAGRAM



Total Armor
Pts = 224



Damage
Transfer
Diagram



REAR ARMOR
Left Torso (7) Right Torso (7)
Center Torso (10)

Internal Structure Diagram
(115 Pts)

CRITICAL HIT TABLE

Left Front Leg

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

Head

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

Right Front Leg

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

Left Torso

- XL Engine
 - XL Engine
 - XL Engine
 - ER PPC
 - ER PPC
 - ER PPC
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Center Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Ultra AC/20 (Cont)
 - Roll Again
- 4-6

Right Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Ultra AC/20
 - Ultra AC/20
 - Ultra AC/20
- 1-3
- Ultra AC/20
 - Ultra AC/20
 - Ultra AC/20
 - Ultra AC/20
 - Ultra AC/20
 - Ultra AC/20
- 4-6

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

Battle Value: 1,340
Weapon Value: 1,237 / 1,237
Cost, C-Bills: 16,045,506

Left Rear Leg

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

Right Rear Leg

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

'MECH DATA

Type: Barghest BGS-2T

Mass: 70 tons

Movement Points: Tech, Config. & Level:

Walking: 5 Inner Sphere
Running: 8 Quad 'Mech
Jumping: 0 Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/20	RT	8	20	-	3	7	10
1	ER PPC	LT	15	10	-	7	14	23

Ammo Type: Ultra AC/20
Rounds: 20
BV: 175

Total Heat Sinks: 11 Double (22)

○○○○○○○○○○○○ ○

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

HEAT SCALE

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

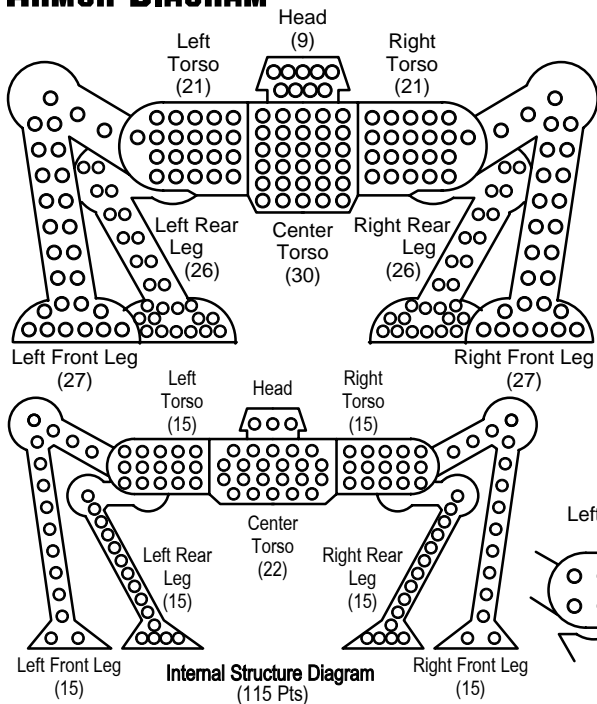
WIZKIDS®

BATTLETECH®

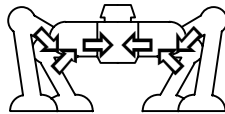
QUAD BATTLEMECH RECORD SHEET

Status: VALIDATED

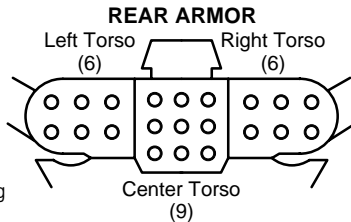
ARMOR DIAGRAM



Total Armor Pts = 208



Damage Transfer Diagram



REAR ARMOR

'MECH DATA

Type: Barghest BGS-1T

Mass: 70 tons

Movement Points: Tech, Config. & Level:

Walking: 5 Inner Sphere
 Running: 8 Quad 'Mech
 Jumping: 0 Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Large Laser	LT	12	8	-	7	14	19
1	LB 20-X AC	RT	6	20	-	4	8	12

Ammo Type: LB 20-X AC Rounds: 20 BV: 148

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject: Operational Disabled Weapon Heat: (30)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Front Leg

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

Head

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

Right Front Leg

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

Left Torso

- XL Engine
 - XL Engine
 - XL Engine
 - ER Large Laser
 - ER Large Laser
 - ER Large Laser
- 1-3
- ER Large Laser
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Center Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - LB 20-X AC (Cont)
 - LB 20-X AC (Cont)
- 4-6

Right Torso

- XL Engine
 - XL Engine
 - XL Engine
 - LB 20-X AC
 - LB 20-X AC
 - LB 20-X AC
- 1-3
- LB 20-X AC
 - LB 20-X AC
 - LB 20-X AC
 - LB 20-X AC
 - LB 20-X AC
 - LB 20-X AC
- 4-6

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

Battle Value: 1,309
 Weapon Value: 1,504 / 1,504
 Cost, C-Bills: 16,392,306

Left Rear Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ammo (LB 20-X) 5
- Ammo (LB 20-X) 5

Right Rear Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ammo (LB 20-X) 5
- Ammo (LB 20-X) 5

HEAT SCALE

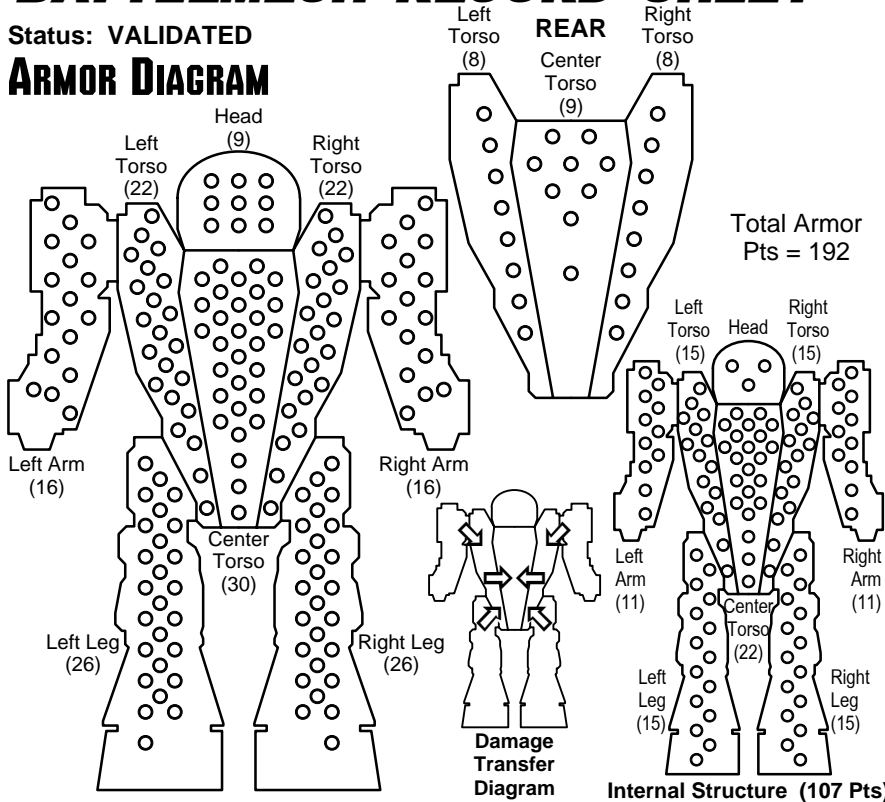
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Avatar AV1-OD**

Mass: **70 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** **Inner Sphere**
 Running: **6** **Biped OmniMech**
 Jumping: **0** **Level 2 / 3060**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	CT	3	5	-	3	6	9
2	ER Medium Laser	LA	5	5	-	4	8	12
1	Light Gauss Rifle	RA	1	8	3	8	17	25
1	MRM 20	RT	6	1/hit	-	3	8	15
1	MRM 20	LT	6	1/hit	-	3	8	15
1	C³ Slave Unit	HD	0	-	-	-	-	-

Ammo Type: Rounds: BV:

Light Gauss Rifle	16	22
MRM 20	24	31

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

○○○○○○○○○○○○ ○○

Auto Eject: Weapon Heat:

Operational Disabled **(29)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm

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

1-3

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

4-6

Left Torso

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

1-3

- MRM 20
- MRM 20
- MRM 20
- Ammo (MRM 20) 12
- CASE
- Roll Again

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- C³ Slave Unit
- Sensors
- Life Support

1-3

Center Torso

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

1-3

4-6

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

Battle Value: **1,170**

Add for C³: **& 210**

Weapon Value: **1,984 / 1,984**

Cost, C-Bills: **17,187,355**

Right Arm

- Shoulder
- Upper Arm Actuator
- Light Gauss Rifle
- Light Gauss Rifle
- Light Gauss Rifle
- Light Gauss Rifle

1-3

- Light Gauss Rifle
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

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

1-3

- MRM 20
- MRM 20
- MRM 20
- Ammo (Lt Gauss) 16
- Ammo (MRM 20) 12
- CASE

4-6

Right Leg

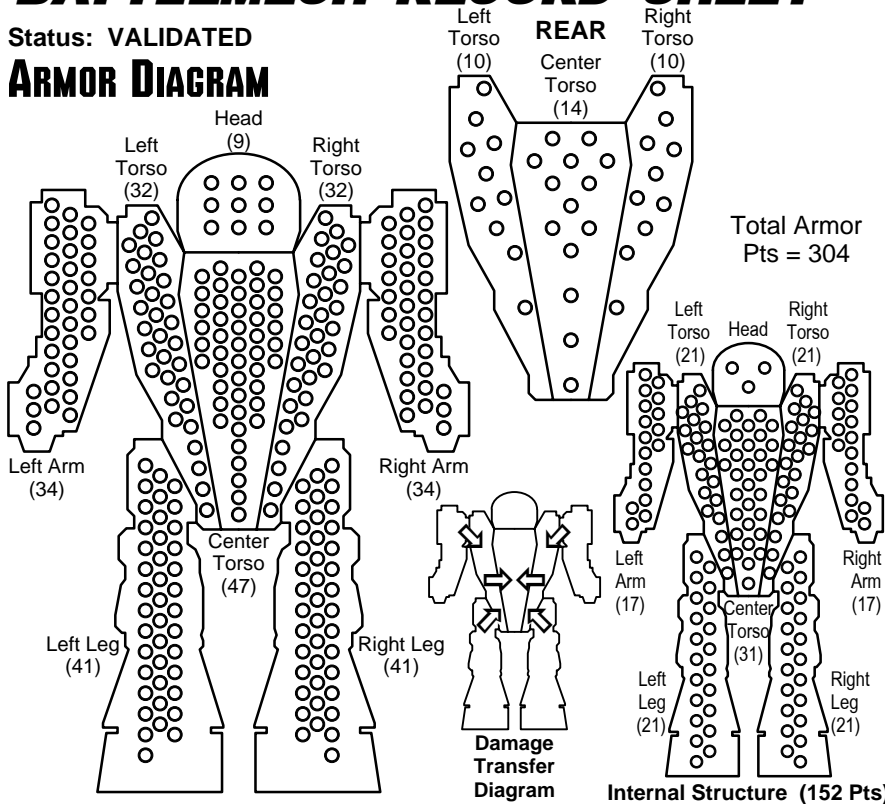
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 304

Internal Structure (152 Pts)

CRITICAL HIT TABLE

Left Arm

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

1-3

- Anti-Missile System
- C³ Master Computer
- C³ Master Computer
- C³ Master Computer
- C³ Master Computer
- C³ Master Computer

4-6

Left Torso

- XL Engine
- XL Engine
- XL Engine
- LRM 20
- LRM 20
- LRM 20

1-3

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

4-6

Left Leg

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

Head

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

1-3

4-6

Center Torso

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

1-3

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

4-6

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

Battle Value: **1,725**
 Add for C³: **& 250**
 Weapon Value: **2,348 / 2,348**
 Cost, C-Bills: **25,176,000**

Right Arm

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

1-3

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

4-6

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

1-3

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- CASE
- Roll Again

4-6

Right Leg

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

'MECH DATA

Type: **Atlas AS7-CM**

Mass: **100 tons**

Movement Points: Tech, Config. & Level:

Walking: **3** **Inner Sphere**
 Running: **5** **Biped 'Mech**
 Jumping: **0** **Level 2 / 3060**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	RT	1	15	2	7	15	22
1	LRM 20	LT	6	1/hit	6	7	14	21
1	ER Large Laser	RA	12	8	-	7	14	19
2	Medium Pulse Laser	CT(R)	4	6	-	2	4	6
1	Anti-Missile System	LA	1	1d6	-	-	-	-
1	C³ Master Computer	LA	0	-	-	-	-	-

Ammo Type: Rounds: BV:

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

Total Heat Sinks: 20 Single

○○○○○○○○○○ ○○○○○○○○○

Auto Eject: Weapon Heat:

Operational Disabled **(28)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

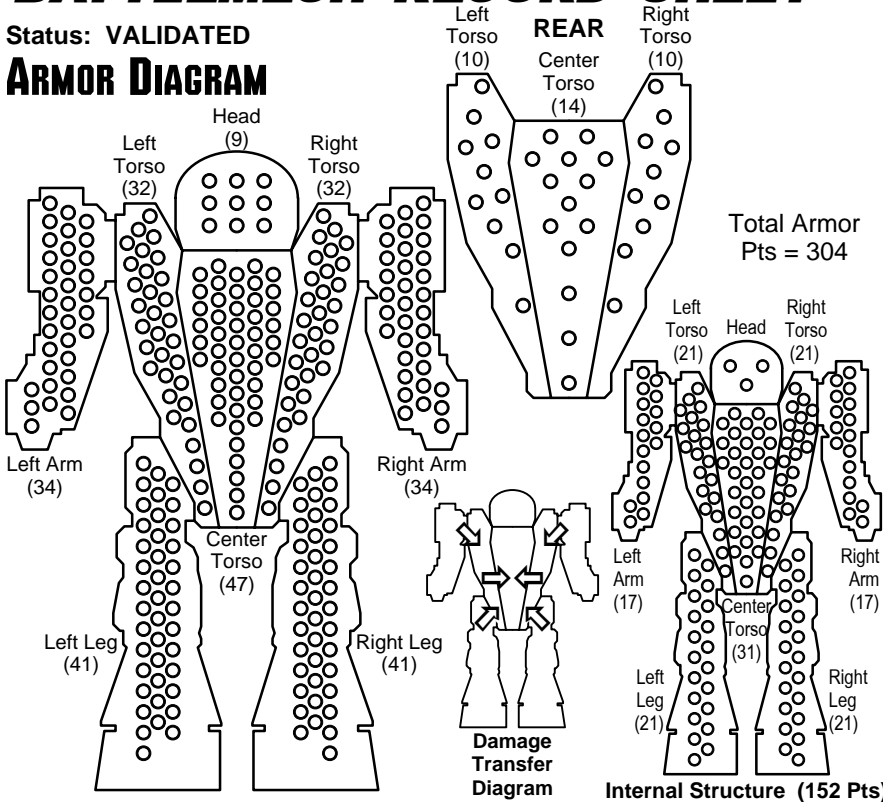
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 304

Internal Structure (152 Pts)

CRITICAL HIT TABLE

Left Arm

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

1-3

4-6

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

Left Torso

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

1-3

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- C³ Slave Unit
- Sensors
- Life Support

1-3

4-6

Center Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Single Heat Sink
 - Medium Pulse Laser (R)

1-3

4-6

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

Battle Value: **1,650**

Add for C³: **& 298**

Weapon Value: **2,242 / 2,242**

Cost, C-Bills: **22,960,000**

Right Arm

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

1-3

4-6

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

Right Torso

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

1-3

4-6

Right Leg

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

'MECH DATA

Type: **Atlas AS7-C**

Mass: **100 tons**

Movement Points: Tech, Config. & Level:

Walking: **3** **Inner Sphere**
 Running: **5** **Biped 'Mech**
 Jumping: **0** **Level 2 / 3060**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	RT	1	15	2	7	15	22
1	LRM 20	LT	6	1/hit	6	7	14	21
1	ER Large Laser	RA	12	8	-	7	14	19
1	ER Large Laser	LA	12	8	-	7	14	19
1	Medium Pulse Laser	CT(R)	4	6	-	2	4	6
1	Anti-Missile System	LA	1	1d6	-	-	-	-
1	C³ Slave Unit	HD	0	-	-	-	-	-

Ammo Type: Rounds: BV:

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

Total Heat Sinks: 21 Single

○○○○○○○○○○ ○○○○○○○○○
○

Auto Eject: Weapon Heat:

Operational Disabled **(36)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

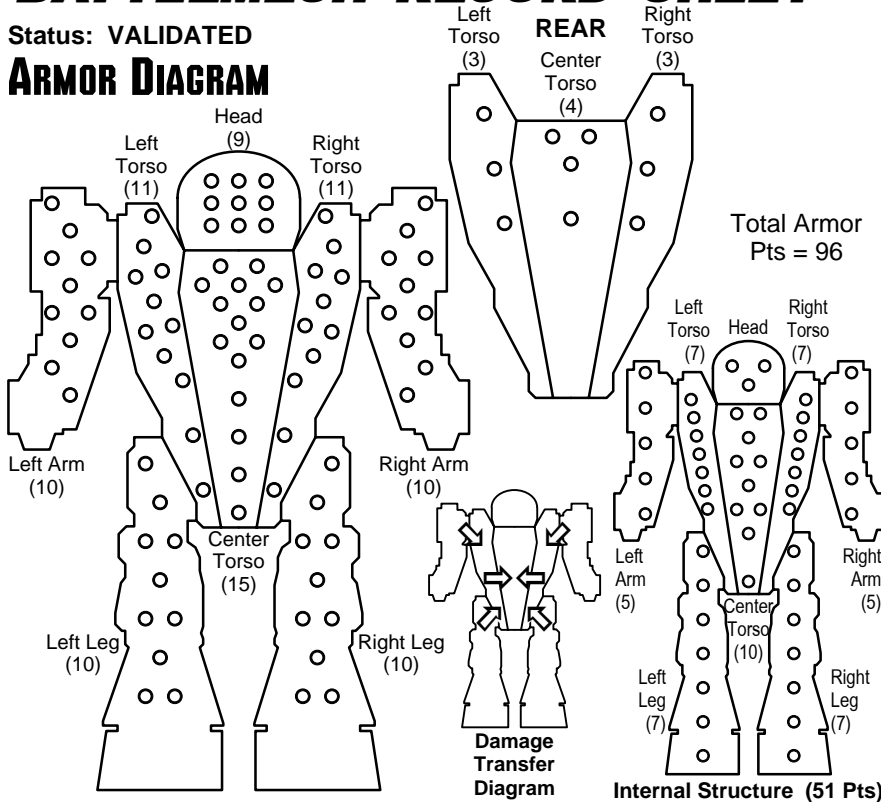
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 96

Internal Structure (51 Pts)

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- LRM 10
- LRM 10

- Artemis IV FCS
- Ammo (LRM 10) 12
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Left Torso

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

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

Left Leg

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

Head

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

Center Torso

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

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Endo Steel
- Endo Steel

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

Battle Value: **643**
 Weapon Value: **462 / 384**
 Cost, C-Bills: **5,090,800**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- LRM 10
- LRM 10

- Artemis IV FCS
- Ammo (LRM 10) 12
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Right Torso

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

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

Right Leg

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

'MECH DATA

Type: **Arctic Fox AF1D**

Mass: **30 tons**

Movement Points: Tech, Config. & Level:

Walking: **6** Inner Sphere
 Running: **9** Biped OmniMech
 Jumping: **0** Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10 w/ Artemis IV RA	4	1/hit	6	7	14	21	
1	LRM 10 w/ Artemis IV LA	4	1/hit	6	7	14	21	

Ammo Type: LRM 10 Rounds: 24 BV: 33

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

oooooooooooo

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

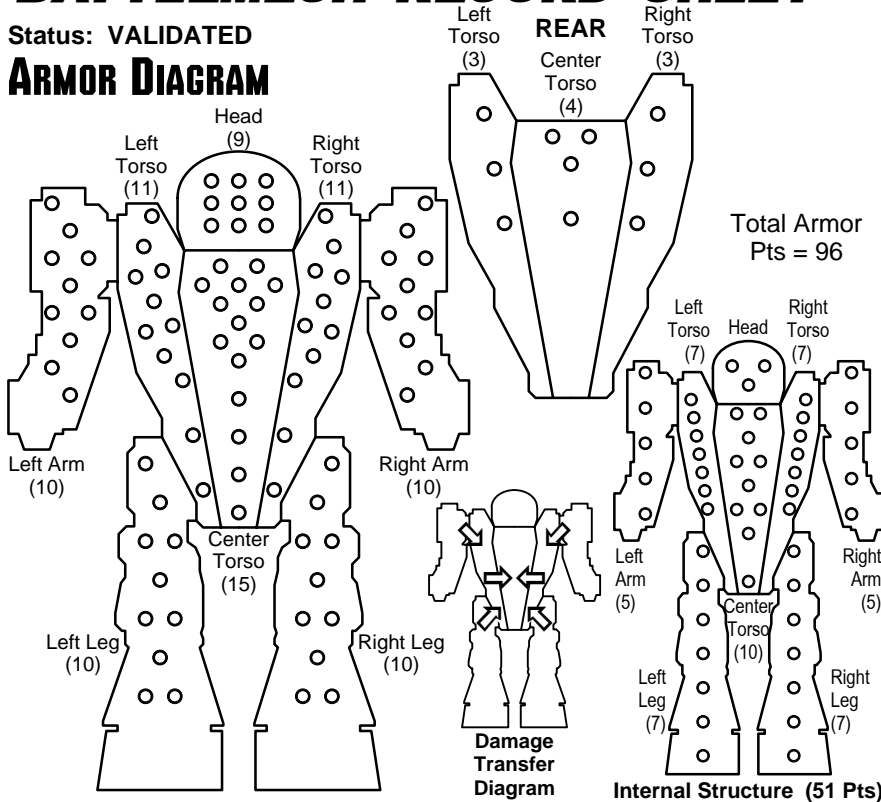


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Arctic Fox AF1C**

Mass: **30 tons**

Movement Points: Tech, Config. & Level:

Walking: **6** Inner Sphere
 Running: **9** Biped OmniMech
 Jumping: **0** Level 2 / 3060

Weapons Inventory: (hexes)

Qty Type Loc Ht Dmg Min Sht Med Lng

1 ER PPC LA 15 10 - 7 14 23

1 Large Pulse Laser RA 10 9 - 3 7 10

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

oooooooooooo

Auto Eject: Operational Disabled

Weapon Heat: **(25)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken

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

Consciousness #

HEAT SCALE

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

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- ER PPC
- ER PPC
- ER PPC
- Endo Steel

1-3

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

4-6

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Roll Again
- Roll Again
- Roll Again

1-3

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

4-6

Left Leg

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

Head

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

1-3

Center Torso

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

4-6

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

Battle Value: **747**

Weapon Value: **567 / 567**

Cost, C-Bills: **5,011,338**

Right Arm

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

1-3

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

4-6

Right Torso

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

1-3

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

4-6

Right Leg

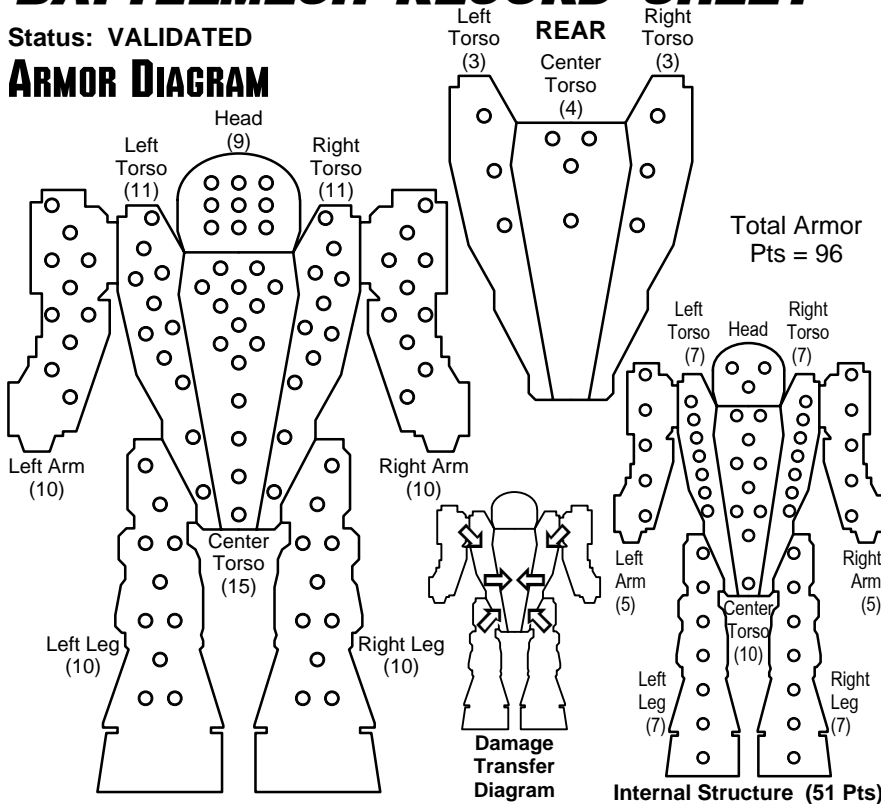
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Arctic Fox AF1B**

Mass: **30 tons**

Movement Points: Tech, Config. & Level:

Walking: **6** **Inner Sphere**
 Running: **9** **Biped OmniMech**
 Jumping: **0** **Level 2 / 3060**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RT	3	5	-	3	6	9
1	LB 10-X AC	LA	2	10	-	6	12	18

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

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

oooooooooooo

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- 1 LB 10-X AC
- LB 10-X AC
- 4-6 Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Left Torso

- XL Engine
- XL Engine
- 1-3 XL Engine
- Roll Again
- Roll Again
- Roll Again
- 1 Ammo (LB 10-X) 10
- 2 Ammo (LB 10-X) 10
- 3 Roll Again
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

Left Leg

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

Head

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

Center Torso

- 1-3 XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro
- 1 Gyro
- 2 XL Engine
- 3 XL Engine
- 4 XL Engine
- 5 Endo Steel
- 6 Endo Steel

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

Battle Value: **634**
 Weapon Value: **440 / 440**
 Cost, C-Bills: **4,993,462**

Right Arm

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

Right Torso

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

Right Leg

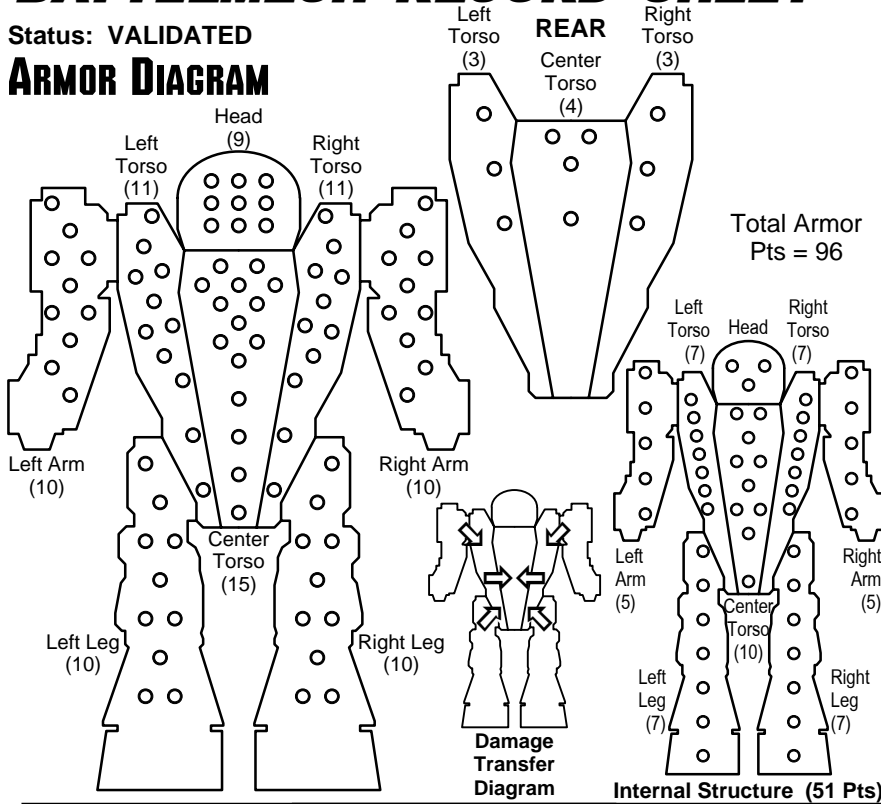
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Arctic Fox AF1A**

Mass: **30 tons**

Movement Points: Tech, Config. & Level:

Walking: **6** **Inner Sphere**
 Running: **9** **Biped OmniMech**
 Jumping: **6** **Level 2 / 3060**

Weapons Inventory: (hexes)

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

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

oooooooooooo

Auto Eject: Weapon Heat:

Operational Disabled **(22)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

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

- Jump Jet
- Jump Jet
- Jump Jet
- Small Pulse Laser
- Small Pulse Laser
- Roll Again

Left Leg

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

Head

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

Center Torso

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

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Endo Steel
- Endo Steel

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

Battle Value: **736**
 Weapon Value: **435 / 435**
 Cost, C-Bills: **5,064,800**

Right Arm

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

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

Right Torso

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

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Jump Jet
- Jump Jet

Right Leg

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

HEAT SCALE

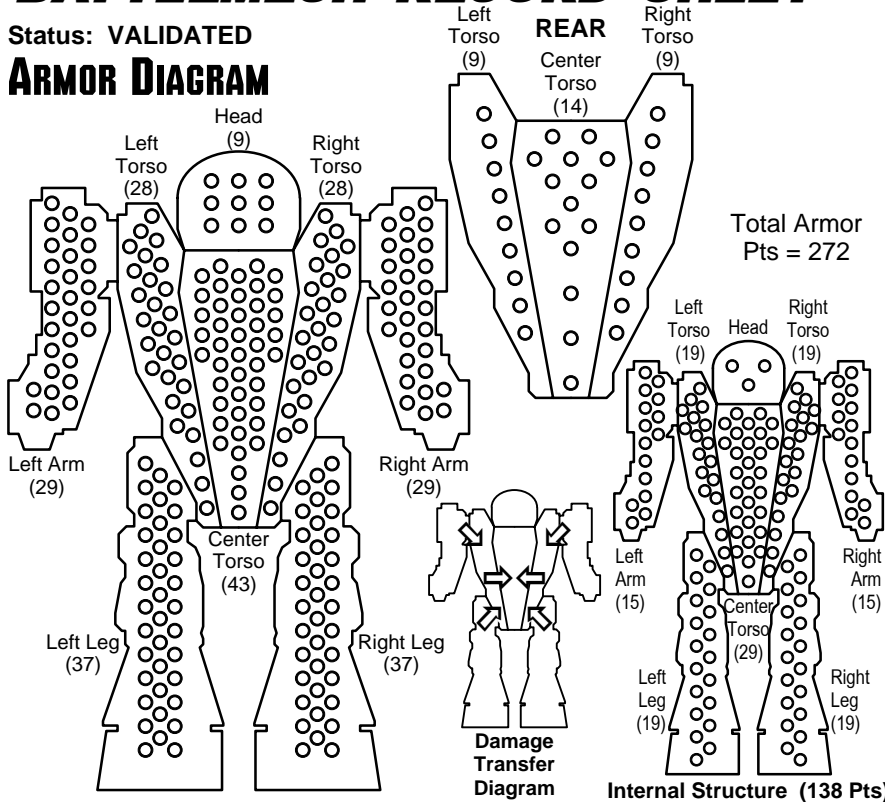
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 272

Internal Structure (138 Pts)

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 ER PPC
- ER PPC
- ER PPC
1. Medium Laser
- Medium Laser
3. Medium Pulse Laser
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Torso

- XL Engine
- XL Engine
3. XL Engine
4. Endo Steel
5. Endo Steel
6. Endo Steel
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

Left Leg

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

Head

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

Center Torso

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

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

Battle Value: **1,781**
 Weapon Value: **2,500 / 2,500**
 Cost, C-Bills: **23,655,000**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 LB 20-X AC
- LB 20-X AC
- LB 20-X AC
1. LB 20-X AC
2. LB 20-X AC
3. LB 20-X AC
4. LB 20-X AC
5. LB 20-X AC
6. LB 20-X AC

Right Torso

- XL Engine
- XL Engine
3. XL Engine
- 1-3 LB 20-X AC (Cont)
- LB 20-X AC (Cont)
6. Ammo (LRM 10) 12
1. Ammo (LB 20-X) 5
2. Ammo (LB 20-X) 5
3. Ammo (LB 20-X) 5
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Leg

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

'MECH DATA

Type: **Yu Huang Y-H9G**

Mass: **90 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** **Inner Sphere**
 Running: **6** **Biped 'Mech**
 Jumping: **4** **Level 2 / 3060**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	10	-	7	14	23
1	LRM 10	CT	4	1/hit	6	7	14	21
2	Medium Laser	LA	3	5	-	3	6	9
1	Medium Pulse Laser	LA	4	6	-	2	4	6
1	LB 20-X AC	RA	6	20	-	4	8	12

Ammo Type: Rounds: BV:

LRM 10	12	18
LB 20-X AC	15	132

Total Heat Sinks: **13 Double (26)**

○○○○○○○○○○○○ ○○○

Auto Eject: Weapon Heat:

Operational Disabled **(35)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

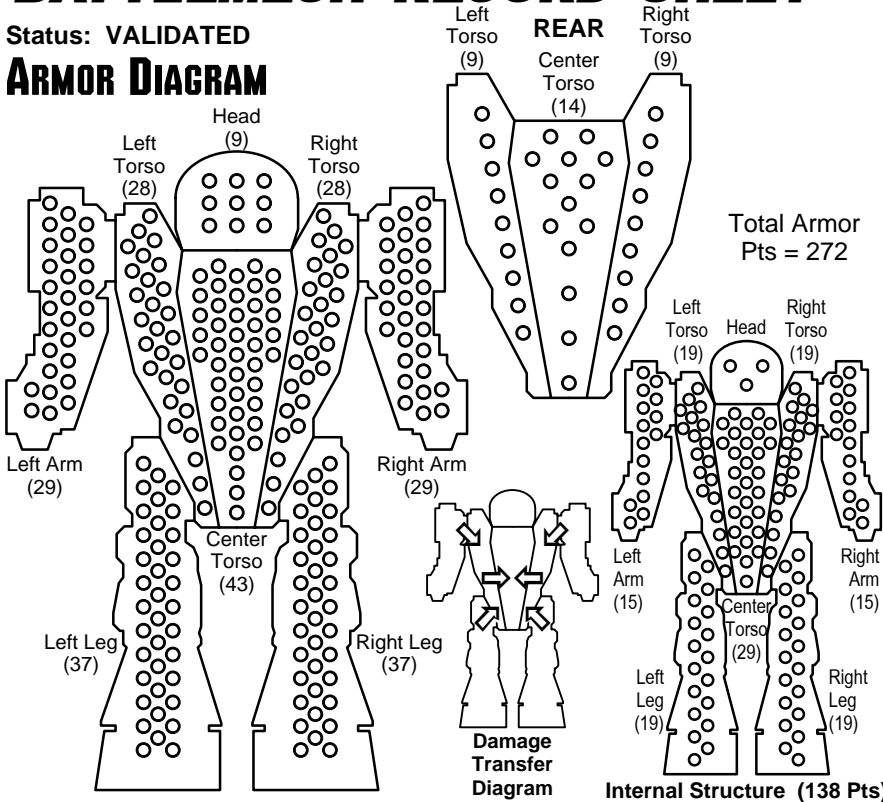
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 272

Internal Structure (138 Pts)

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- ER Large Laser
- ER Large Laser
- Beagle Active Probe
- Beagle Active Probe

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Endo Steel
- Endo Steel
- Endo Steel

Left Torso

- XL Engine
- XL Engine
- XL Engine
- ER Medium Laser
- ER Medium Laser
- ER Medium Laser

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

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso

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

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Guardian ECM
- Guardian ECM

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

Battle Value: 2,132
 Weapon Value: 3,062 / 3,062
 Cost, C-Bills: 24,033,100

Right Arm

- Shoulder
- Upper Arm Actuator
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

Right Torso

- XL Engine
- XL Engine
- XL Engine
- ER Medium Laser
- ER Medium Laser
- ER Medium Laser

- Ammo (Gauss) 8
- Ammo (Gauss) 8
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Right Leg

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

'MECH DATA

Type: **Yu Huang Y-H10G**

Mass: **90 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** **Inner Sphere**
 Running: **6** **Biped 'Mech**
 Jumping: **4** **Level 2 / 3060**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	ER Medium Laser	RT	5	5	-	4	8	12
3	ER Medium Laser	LT	5	5	-	4	8	12
1	ER Large Laser	LA	12	8	-	7	14	19
1	Gauss Rifle	RA	1	15	2	7	15	22
1	Guardian ECM	CT	0	-	-	-	-	6
1	Beagle Active Probe	LA	0	-	-	-	-	4

Ammo Type: Rounds: BV:
 Gauss Rifle 16 121

Total Heat Sinks: 16 Double (32)

○○○○○○○○○○ ○○○○○○

Auto Eject: Weapon Heat:
 Operational Disabled **(43)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

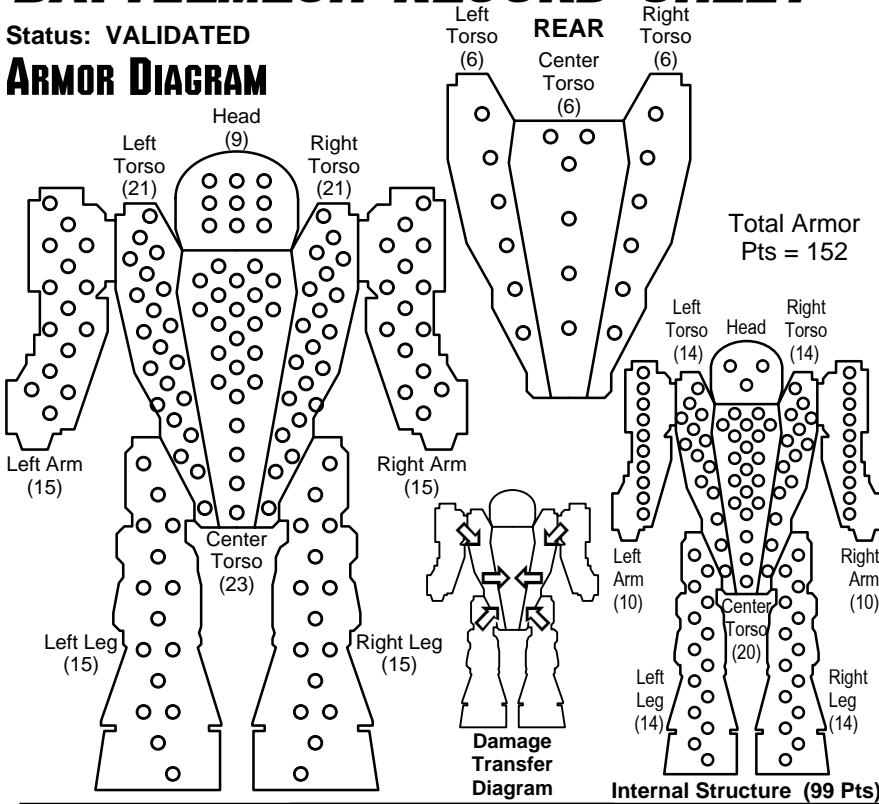
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 152

Internal Structure (99 Pts)

'MECH DATA

Type: **Yeoman YMN-6Y**

Mass: **60 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** **Inner Sphere**
 Running: **6** **Biped 'Mech**
 Jumping: **0** **Level 2 / 3060**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	RT	5	1/hit	6	7	14	21
1	LRM 15	LT	5	1/hit	6	7	14	21
1	LRM 10	RT	4	1/hit	6	7	14	21
1	LRM 10	LT	4	1/hit	6	7	14	21

Ammo Type:	Rounds:	BV:
LRM 15	32	76
LRM 10	24	25

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

oooooooooooo

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

HEAT SCALE

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

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Ferro-Fibrous
- 1-3 Ferro-Fibrous
- 1-3 Ferro-Fibrous
- 1-3 Ferro-Fibrous
- 1-3 Ferro-Fibrous
- 1-3 Ferro-Fibrous
- 4-6 Ferro-Fibrous
- 4-6 Ferro-Fibrous
- 4-6 Roll Again
- 4-6 Roll Again

Left Torso

- LRM 15
- LRM 15
- 1-3 LRM 15
- 1-3 LRM 10
- 1-3 LRM 10
- 1-3 Ammo (LRM 15) 8
- 1-3 Ammo (LRM 15) 8
- 1-3 Ammo (LRM 10) 12
- 4-6 Ferro-Fibrous
- 4-6 Ferro-Fibrous
- 4-6 CASE

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

Head

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

Center Torso

- Fusion Engine
- Fusion Engine
- 1-3 Fusion Engine
- 1-3 Gyro
- 1-3 Gyro
- 1-3 Gyro
- 1-3 Gyro
- 1-3 Gyro
- 4-6 Fusion Engine
- 4-6 Fusion Engine
- 4-6 Fusion Engine
- 4-6 Endo Steel
- 4-6 Endo Steel

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

Battle Value: **1,222**
 Weapon Value: **1,282 / 1,282**
 Cost, C-Bills: **5,696,000**

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Endo Steel
- 1-3 Endo Steel
- 1-3 Endo Steel
- 1-3 Endo Steel
- 1-3 Endo Steel
- 1-3 Endo Steel
- 4-6 Endo Steel
- 4-6 Endo Steel
- 4-6 Endo Steel
- 4-6 Endo Steel

Right Torso

- Double Heat Sink
- Double Heat Sink
- 1-3 Double Heat Sink
- 1-3 LRM 15
- 1-3 LRM 15
- 1-3 LRM 15
- 1-3 LRM 15
- 1-3 LRM 10
- 1-3 LRM 10
- 4-6 Ammo (LRM 15) 8
- 4-6 Ammo (LRM 15) 8
- 4-6 Ammo (LRM 10) 12
- 4-6 CASE

Right Leg

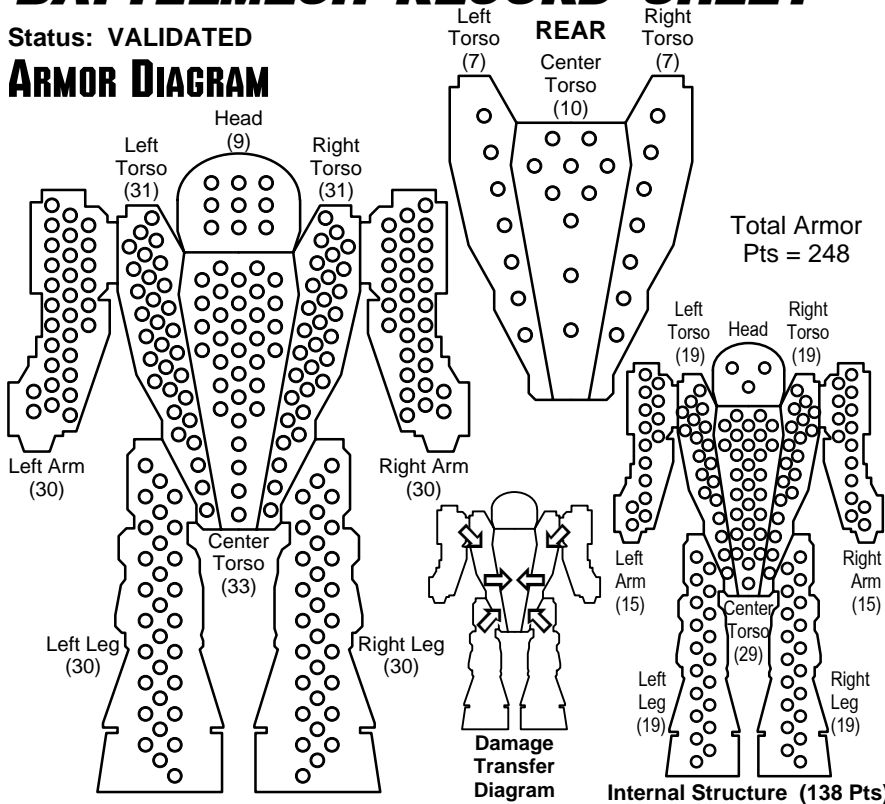
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 248

Internal Structure (138 Pts)

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 LRM 20
- LRM 20
- LRM 20
- LRM 20
- 1 LRM 20
- Artemis IV FCS
- 4-6 Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Left Torso

- Small Laser
- 1-3 LRM 15
- LRM 15
- LRM 15
- Artemis IV FCS
- Ammo (MG) 100
- 1 Ammo (LRM 15) 8
- 2 Ammo (LRM 20) 6
- 3 Ammo (LRM 20) 6
- 4-6 Endo Steel
- CASE
- Roll Again

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso

- Fusion Engine
- Fusion Engine
- 1-3 Fusion Engine
- Gyro
- Gyro
- Gyro
- 1 Gyro
- 2 Fusion Engine
- 3 Fusion Engine
- 4 Fusion Engine
- 5 Endo Steel
- 6 Endo Steel

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

Battle Value: **1,749**
 Weapon Value: **2,389 / 2,008**
 Cost, C-Bills: **10,227,700**

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 LRM 20
- LRM 20
- LRM 20
- LRM 20
- 1 LRM 20
- Artemis IV FCS
- 4-6 Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Right Torso

- Small Laser
- 1-3 LRM 15
- LRM 15
- LRM 15
- Artemis IV FCS
- Ammo (LRM 20) 6
- 1 Ammo (LRM 20) 6
- 2 Ammo (LRM 15) 8
- 3 Ammo (LRM 15) 8
- 4 Endo Steel
- 5 Endo Steel
- 4-6 CASE

Right Leg

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

'MECH DATA

Type: **Viking VKG-2F**

Mass: **90 tons**

Movement Points: Tech, Config. & Level:

Walking: **3** **Inner Sphere**
 Running: **5** **Biped 'Mech**
 Jumping: **0** **Level 2 / 3060**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	RT	1	3	-	1	2	3
1	Small Laser	LT	1	3	-	1	2	3
2	Machine Gun	RL	0	2	-	1	2	3
2	Machine Gun	LL	0	2	-	1	2	3
1	LRM 15 w/ Artemis IV	RT	5	1/hit	6	7	14	21
1	LRM 15 w/ Artemis IV	LT	5	1/hit	6	7	14	21
1	LRM 20 w/ Artemis IV	RA	6	1/hit	6	7	14	21
1	LRM 20 w/ Artemis IV	LA	6	1/hit	6	7	14	21

Ammo Type:	Rounds:	BV:
Machine Gun	100	0
LRM 15	24	51
LRM 20	24	92

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

○○○○○○○○○○

Auto Eject: **Weapon Heat:**

Operational Disabled **(24)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

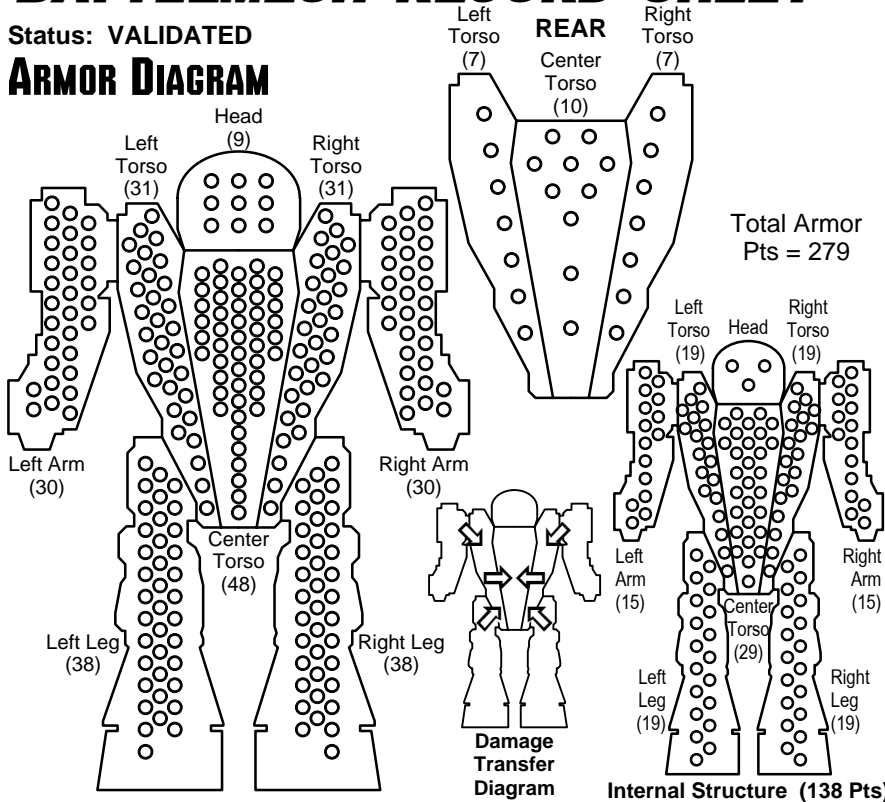


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 279

Internal Structure (138 Pts)

CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Medium Pulse Laser
 - Medium Pulse Laser
 - Medium Pulse Laser
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Double Heat Sink
- 4-6
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel

Left Torso

- LB 10-X AC
 - LB 10-X AC
 - LB 10-X AC
 - LB 10-X AC
 - LB 10-X AC
 - LB 10-X AC
- 1-3
- Guardian ECM
 - Guardian ECM
- 4-6
- Ammo (LB 10-X) 10
 - Ammo (LB 10-X) 10
 - Endo Steel
 - CASE

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
- 4-6
- Fusion Engine
 - Endo Steel
 - Endo Steel

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

Battle Value: **1,878**
 Weapon Value: **3,021 / 3,021**
 Cost, C-Bills: **9,539,900**

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Large Pulse Laser
 - Large Pulse Laser
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Endo Steel
- 4-6
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Roll Again

Right Torso

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

Right Leg

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

'MECH DATA

Type: **Viking VKG-2G**

Mass: **90 tons**

Movement Points: Tech, Config. & Level:

Walking: **3** **Inner Sphere**
 Running: **5** **Biped 'Mech**
 Jumping: **0** **Level 2 / 3060**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	RA	10	9	-	3	7	10
3	Medium Pulse Laser	LA	4	6	-	2	4	6
1	Gauss Rifle	RT	1	15	2	7	15	22
1	LB 10-X AC	LT	2	10	-	6	12	18
1	Guardian ECM	LT	0	-	-	-	-	6

Ammo Type: Rounds: BV:

Gauss Rifle	16	74
LB 10-X AC	20	38

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

○○○○○○○○○○ ○○

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	

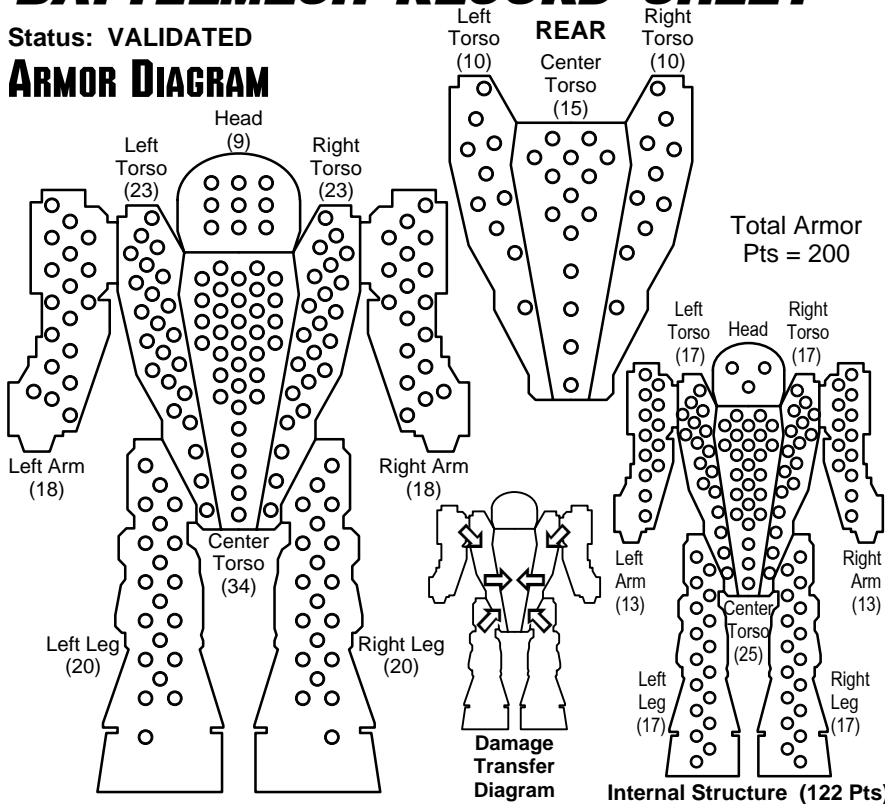


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Victor VTR-C**

Mass: **80 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** **Inner Sphere**
 Running: **6** **Biped 'Mech**
 Jumping: **4** **Level 2 / 3060**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	RA	1	15	2	7	15	22
2	Medium Pulse Laser	LA	4	6	-	2	4	6
1	SRM 4	LT	3	2/hit	-	3	6	9
1	C³ Slave Unit	HD	0	-	-	-	-	-

Ammo Type: Rounds: BV:

Gauss Rifle	16	121
SRM 4	25	8

Total Heat Sinks: **14 Single**

○○○○○○○○○○ ○○○○

Auto Eject: Weapon Heat:

Operational Disabled **(12)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

CRITICAL HIT TABLE

Left Arm

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

Head

- Life Support
- Sensors
- Cockpit
- C³ Slave Unit
- Sensors
- Life Support

Center Torso

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

Left Torso

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

Left Leg

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

Right Arm

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

Right Torso

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

Right Leg

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

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

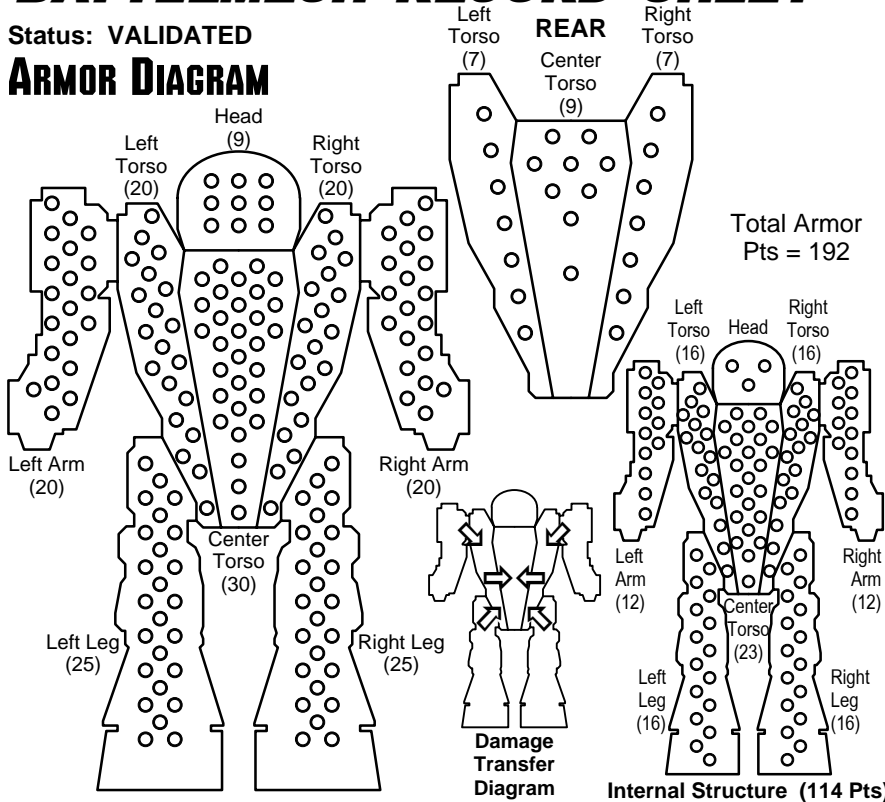
Battle Value: **1,601**
 Add for C³: **& 160**
 Weapon Value: **1,436 / 1,436**
 Cost, C-Bills: **8,958,721**

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 192

Internal Structure (114 Pts)

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- 1 LB 10-X AC
- LB 10-X AC
- 4-6 Ammo (LB 10-X) 10
- Ammo (LB 10-X) 10
- Endo Steel
- Endo Steel

Left Torso

- XL Engine
- XL Engine
- XL Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 4-6 Medium Laser
- Medium Laser
- Medium Laser

Left Leg

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

Head

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

Center Torso

- XL Engine
- XL Engine
- XL Engine
- 1-3 Gyro
- Gyro
- Gyro
- 1 Gyro
- XL Engine
- XL Engine
- 4-6 XL Engine
- Endo Steel
- Endo Steel

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

Battle Value: **1,352**
 Weapon Value: **2,165 / 2,165**
 Cost, C-Bills: **16,267,125**

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 ER Large Laser
- ER Large Laser
- ER Large Laser
- ER Large Laser
- 1 Endo Steel
- Endo Steel
- 3 Endo Steel
- 4 Endo Steel
- 5 Endo Steel
- 6 Endo Steel

Right Torso

- XL Engine
- XL Engine
- XL Engine
- 1-3 LRM 20
- LRM 20
- LRM 20
- 1 LRM 20
- LRM 20
- 3 Guardian ECM
- Guardian ECM
- 4-6 Ammo (LRM 20) 6
- Ammo (LRM 20) 6

Right Leg

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

'MECH DATA

Type: **Toyama TYM-1A**

Mass: **75 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** **Inner Sphere**
 Running: **6** **Biped 'Mech**
 Jumping: **0** **Level 2 / 3060**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Large Laser	RA	12	8	-	7	14	19
1	LRM 20	RT	6	1/hit	6	7	14	21
3	Medium Laser	LT	3	5	-	3	6	9
1	Guardian ECM	RT	0	-	-	-	-	6
1	LB 10-X AC	LA	2	10	-	6	12	18

Ammo Type: Rounds: BV:

LRM 20	12	52
LB 10-X AC	20	43

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

○○○○○○○○○○ ○○○○

Auto Eject: Weapon Heat:

Operational Disabled **(41)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

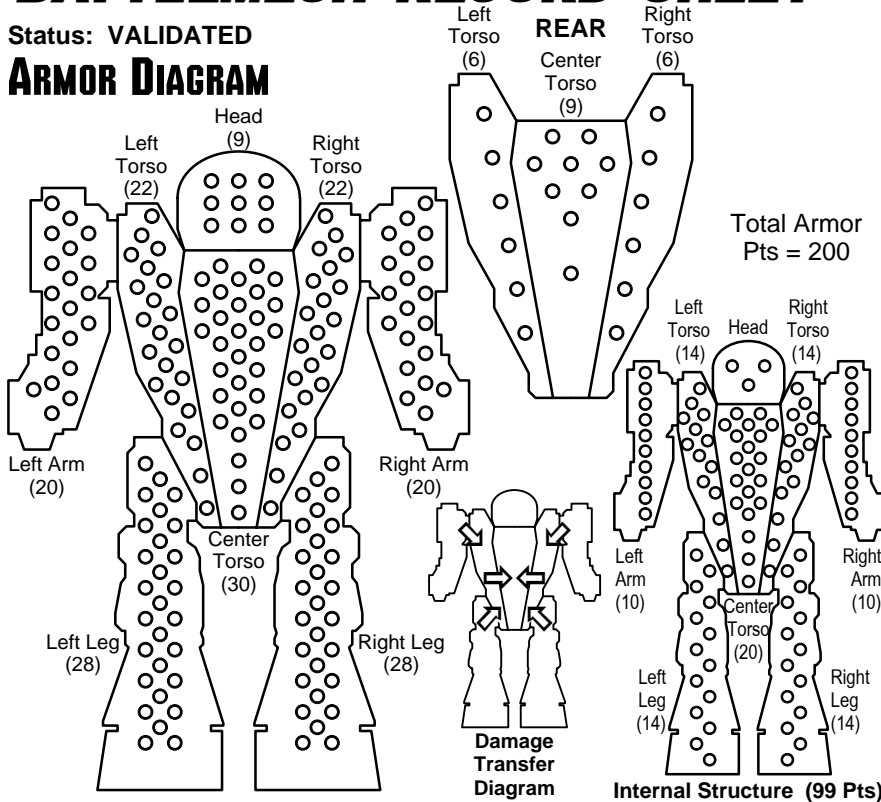
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (99 Pts)

CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - ER Medium Laser
 - ER Small Laser
 - ER Small Laser
- 1-3
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Roll Again
 - Roll Again

Left Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Jump Jet
 - ER Medium Laser
 - Endo Steel
- 1-3
- Endo Steel
 - Endo Steel
 - Triple Strength
 - Triple Strength
 - Triple Strength
 - Roll Again

Left Leg

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

Head

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

Center Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - ER Large Laser
 - ER Large Laser
- 4-6

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

Battle Value: **1,464**
 Weapon Value: **1,473 / 1,473**
 Cost, C-Bills: **15,299,680**

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Hatchet
 - Hatchet
- 1-3
- Hatchet
 - Hatchet
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel

Right Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Jump Jet
 - ER Medium Laser
 - Endo Steel
- 1-3
- Endo Steel
 - Endo Steel
 - Triple Strength
 - Triple Strength
 - Triple Strength
 - Roll Again

Right Leg

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

'MECH DATA

Type: **Ti Ts'ang TSG-9J**

Mass: **60 tons**

Movement Points: Tech, Config. & Level:

Walking: **6 [7]** Inner Sphere
 Running: **9 [11]** Biped 'Mech
 Jumping: **6** Level 2 / 3060

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RT	5	5	-	4	8	12
1	ER Medium Laser	LT	5	5	-	4	8	12
1	ER Medium Laser	LA	5	5	-	4	8	12
2	ER Small Laser	LA	2	3	-	2	4	5
1	ER Large Laser	CT	12	8	-	7	14	19
1	Hatchet	RA	0	12				

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

○○○○○○○○○○ ○○

Auto Eject:

Operational Disabled

Weapon Heat:

(31)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken

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

Consciousness #

HEAT SCALE

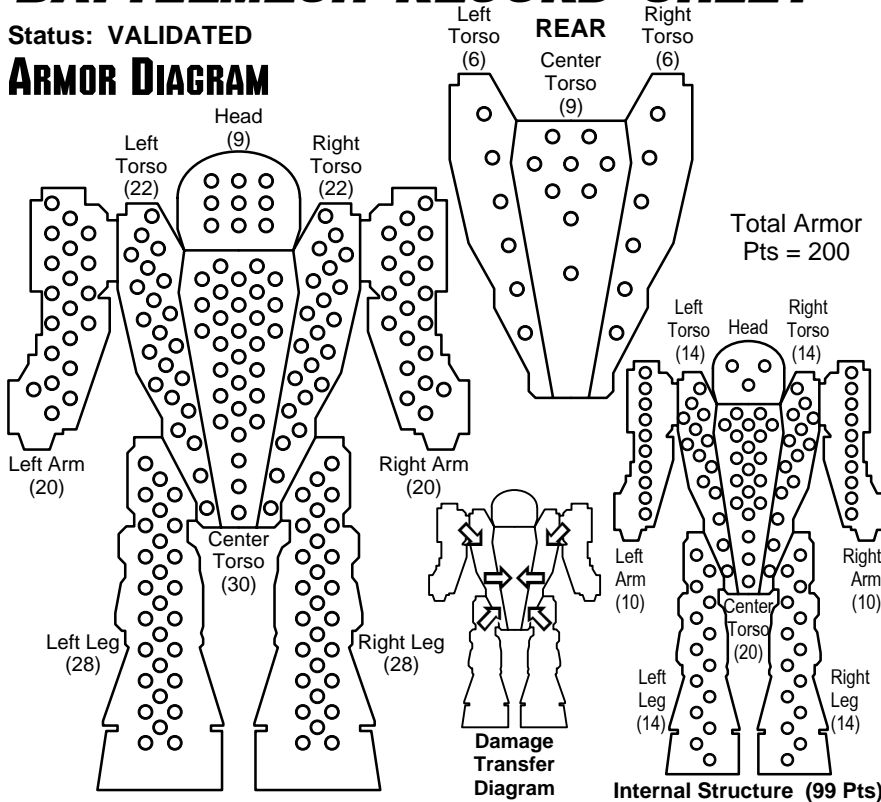
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	TSM Activates
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points (not with TSM)
4	
3	
2	
1	
0	

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Damage Transfer Diagram

Internal Structure (99 Pts)

'MECH DATA

Type: **Ti Ts'ang TSG-9H**

Mass: **60 tons**

Movement Points: Tech, Config. & Level:

Walking: **6 [7]** Inner Sphere
 Running: **9 [11]** Biped 'Mech
 Jumping: **6** Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	RT	5	5	-	4	8	12
2	ER Medium Laser	LT	5	5	-	4	8	12
1	ER Medium Laser	LA	5	5	-	4	8	12
4	ER Small Laser	LA	2	3	-	2	4	5
1	TAG	CT	0	*	-	5	9	15
1	Hatchet	RA	0	12				

Total Heat Sinks: **13 Double (26)**

oooooooooooo oooo

Auto Eject: Operational Disabled

Weapon Heat: **(33)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	TSM Activates
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points (not with TSM)
4	
3	
2	
1	
0	



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER Medium Laser
- ER Small Laser
- ER Small Laser

- ER Small Laser
- ER Small Laser
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Jump Jet
- ER Medium Laser
- ER Medium Laser

- Endo Steel
- Endo Steel
- Endo Steel
- Triple Strength
- Triple Strength
- Triple Strength

Left Leg

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

Head

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

Center Torso

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

- Gyro
- XL Engine
- XL Engine
- XL Engine
- TAG
- Roll Again

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

Battle Value: **1,462**
 Weapon Value: **1,608 / 1,608**
 Cost, C-Bills: **15,361,280**

Right Arm

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

- Hatchet
- Hatchet
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Jump Jet
- ER Medium Laser
- ER Medium Laser

- Endo Steel
- Endo Steel
- Endo Steel
- Triple Strength
- Triple Strength
- Triple Strength

Right Leg

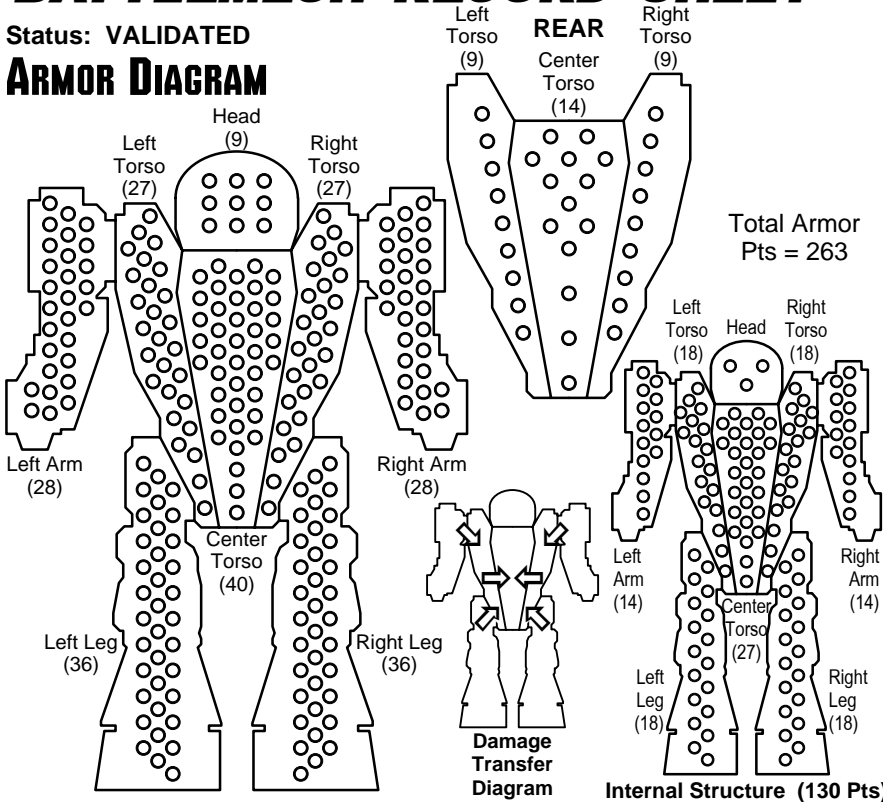
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 263

Internal Structure (130 Pts)

'MECH DATA

Type: **Tai-sho TSH-7S**

Mass: **85 tons**

Movement Points: Tech, Config. & Level:

Walking: **3** Inner Sphere
 Running: **5** Biped 'Mech
 Jumping: **0** Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	10	-	7	14	23
1	ER PPC	LA	15	10	-	7	14	23
1	Ultra AC/10	RT	4	10	-	6	12	18
2	C³ Master Computer	LT	0	-	-	-	-	-

Ammo Type: Rounds: BV:
 Ultra AC/10 20 58

Total Heat Sinks: 13 Double (26)

oooooooooooo oooo

Auto Eject: Weapon Heat:
 Operational Disabled (38)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm

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

Head

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

Right Arm

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

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- 1-3 Gyro
- Gyro
- Gyro

Right Torso

- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- 1-3 Ultra AC/10
- Ultra AC/10
- Ultra AC/10
1. Ultra AC/10
2. Ammo (Ult AC/10) 10
3. Ammo (Ult AC/10) 10
4. Ferro-Fibrous
5. Ferro-Fibrous
- 4-6 CASE

Left Torso

- C³ Master Computer
- C³ Master Computer
- 1-3 C³ Master Computer
- C³ Master Computer
- C³ Master Computer
- C³ Master Computer
1. C³ Master Computer
2. C³ Master Computer
3. C³ Master Computer
- 4-6 C³ Master Computer
- Ferro-Fibrous
- Ferro-Fibrous

1-3

1-3

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- 4-6 Fusion Engine
- Ferro-Fibrous
- Ferro-Fibrous

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

Battle Value: **1,518**

Add for C³: **& 249**

Weapon Value: **1,665 / 1,665**

Cost, C-Bills: **13,738,100**

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- 4-6 Ferro-Fibrous

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- 4-6 Ferro-Fibrous

HEAT SCALE

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

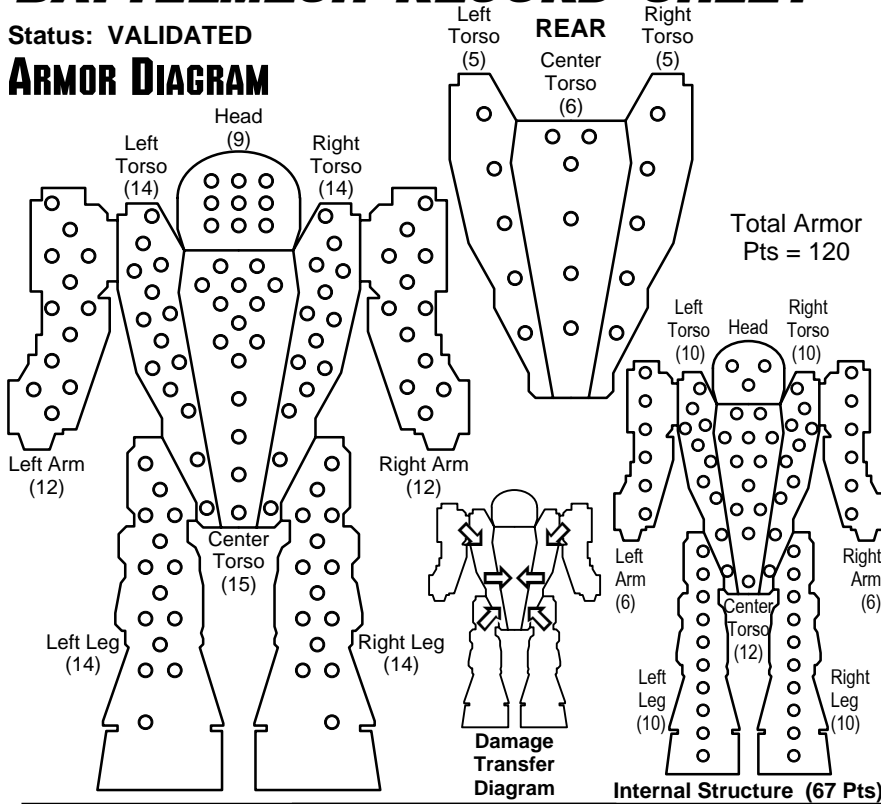
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor
Pts = 120

Damage
Transfer
Diagram

Internal Structure (67 Pts)

CRITICAL HIT TABLE

Left Arm

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

1-3

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

4-6

Left Torso

- Jump Jet
- Jump Jet
- Jump Jet
- Streak SRM 4
- Endo Steel
- Endo Steel

1-3

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

4-6

Left Leg

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

Head

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

1-3

Center Torso

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

4-6

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

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

Battle Value: **878**
Weapon Value: **523 / 421**
Cost, C-Bills: **4,947,250**

Right Arm

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

1-3

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

4-6

Right Torso

- Jump Jet
- Jump Jet
- Jump Jet
- Streak SRM 4
- Ammo (Streak 4) 25
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- CASE

4-6

Right Leg

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

'MECH DATA

Type: **Strider SR1-OF**

Mass: **40 tons**

Movement Points: Tech, Config. & Level:

Walking: **6** **Inner Sphere**
Running: **9** **Biped OmniMech**
Jumping: **6** **Level 2 / 3060**

Weapons Inventory: (hexes)

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

Ammo Type: Rounds: BV:
Streak SRM 4 25 16

Total Heat Sinks: **10 Single**

oooooooooooo

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

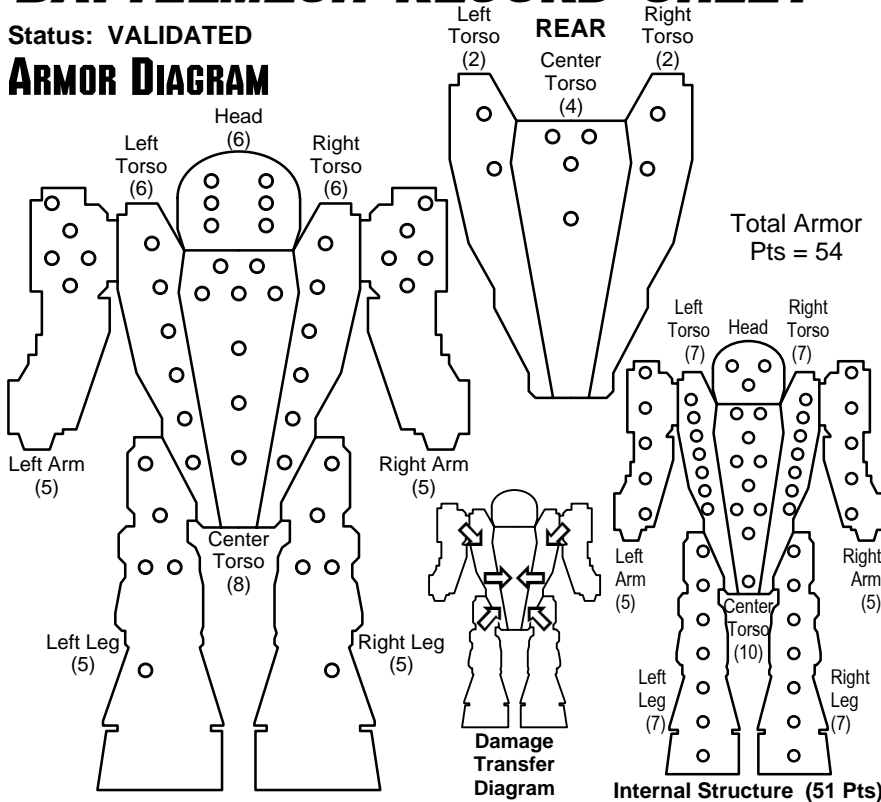
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 54

Internal Structure (51 Pts)

CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

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

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

Left Leg

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

Head

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

Center Torso

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

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

Battle Value: **500**
 Add for C³: **& 33**
 Weapon Value: **145 / 145**
 Cost, C-Bills: **3,414,840**

Right Arm

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

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

Right Torso

- Jump Jet
- Jump Jet
- Jump Jet
- Jump Jet
- C³ Slave Unit
- Endo Steel

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

Right Leg

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

'MECH DATA

Type: **Spider SDR-C**

Mass: **30 tons**

Movement Points: Tech, Config. & Level:

Walking: **8** Inner Sphere
 Running: **12** Biped 'Mech
 Jumping: **8** Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	CT	4	6	-	2	4	6
1	Medium Laser	CT	3	5	-	3	6	9
1	C³ Slave Unit	RT	0	-	-	-	-	-

Total Heat Sinks: **10 Single**

oooooooooooo

Auto Eject: Weapon Heat:

Operational Disabled (7)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

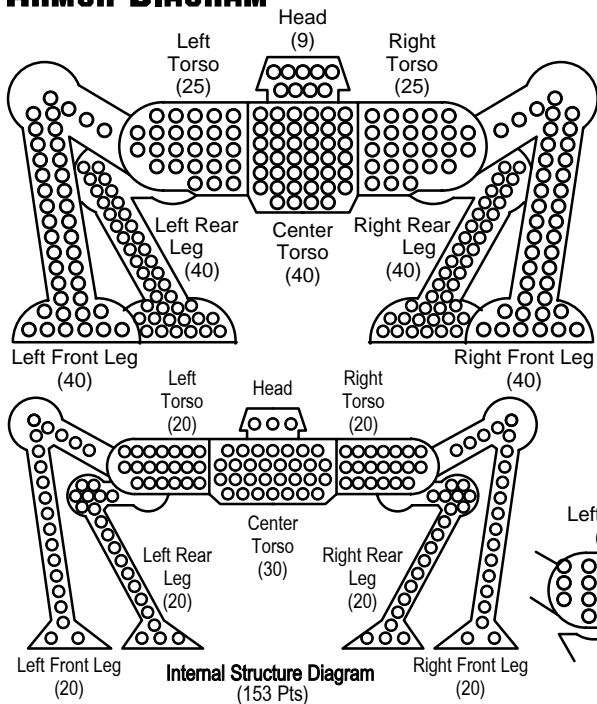
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

BATTLETECH®

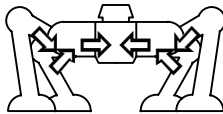
QUAD BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

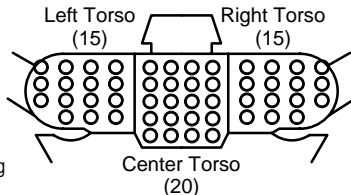


Total Armor
Pts = 309



Damage
Transfer
Diagram

REAR ARMOR



Internal Structure Diagram
(153 Pts)

'MECH DATA

Type: Sirocco SRC-5C

Mass: 95 tons

Movement Points: Tech, Config. & Level:

Walking: 3

Inner Sphere

Running: 5

Quad 'Mech

Jumping: 0

Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RT	5	5	-	4	8	12
1	ER Medium Laser	LT	5	5	-	4	8	12
1	ER Medium Laser	RT(R)	5	5	-	4	8	12
1	ER Medium Laser	LT(R)	5	5	-	4	8	12
1	Medium Pulse Laser	HD	4	6	-	2	4	6
1	Guardian ECM	CT	0	-	-	-	-	6
2	Anti-Personnel Pod	RFL	0	-	-	-	-	-
2	Anti-Personnel Pod	LFL	0	-	-	-	-	-
1	Light Gauss Rifle	RT	1	8	3	8	17	25
1	Light Gauss Rifle	LT	1	8	3	8	17	25
1	SRM 4	RT	3	2/hit	-	3	6	9
1	SRM 4	LT	3	2/hit	-	3	6	9

Ammo Type:	Round:	BV:
Light Gauss Rifle	32	40
SRM 4	25	5

Total Heat Sinks: 12 Double (24)

oooooooooooo oo

Auto Eject:

Weapon Heat:

Operational Disabled

(32)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Front Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Anti-Personnel Pod
- Anti-Personnel Pod

Head

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

Right Front Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Anti-Personnel Pod
- Anti-Personnel Pod

Left Torso

- ER Medium Laser
- ER Medium Laser (R) 1-3
- Light Gauss Rifle 1-3
- Light Gauss Rifle
- Light Gauss Rifle
- Light Gauss Rifle

Center Torso

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

Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Medium Laser
- ER Medium Laser (R) 1-3
- Light Gauss Rifle

1-3

4-6

1-3

4-6

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

Battle Value: 1,884

Weapon Value: 2,614 / 2,614

Cost, C-Bills: 10,087,740

Left Rear Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ammo (Lt Gauss) 16
- Roll Again

Right Rear Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ammo (Lt Gauss) 16
- 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	

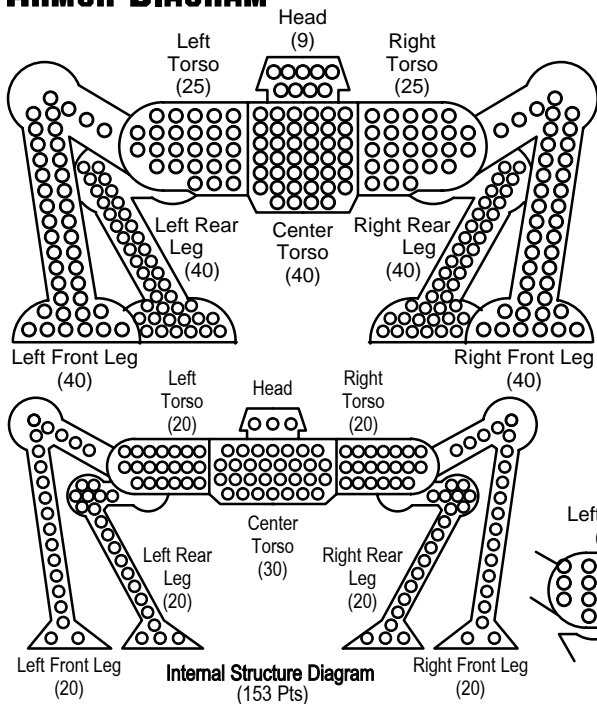
WIZKIDS®

BATTLETECH®

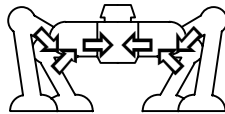
QUAD BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

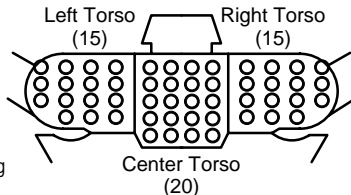


Total Armor
Pts = 309



Damage
Transfer
Diagram

REAR ARMOR



Internal Structure Diagram
(153 Pts)

CRITICAL HIT TABLE

Left Front Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- ER Medium Laser
- Anti-Personnel Pod

Head

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

Right Front Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- ER Medium Laser
- Anti-Personnel Pod

Left Torso

- 1-3 Double Heat Sink
- 1-3 Double Heat Sink
- 1-3 Double Heat Sink
- 4-6 ER Medium Laser
- 4-6 ER Medium Laser (R)
- 4-6 Ultra AC/10
- 4-6 Ultra AC/10
- 4-6 Ultra AC/10
- 4-6 Ultra AC/10
- 4-6 Ultra AC/10
- 4-6 Ultra AC/10

Center Torso

- 1-3 Fusion Engine
- 1-3 Fusion Engine
- 1-3 Fusion Engine
- 4-6 Gyro
- 4-6 Gyro
- 4-6 Gyro
- 1-3 Gyro
- 1-3 Fusion Engine
- 1-3 Fusion Engine
- 1-3 Fusion Engine
- 4-6 Guardian ECM
- 4-6 Guardian ECM

Right Torso

- 1-3 Double Heat Sink
- 1-3 Double Heat Sink
- 1-3 Double Heat Sink
- 4-6 ER Medium Laser
- 4-6 ER Medium Laser (R)
- 4-6 Ultra AC/10
- 4-6 Ultra AC/10
- 4-6 Ultra AC/10
- 4-6 Ultra AC/10
- 4-6 Ultra AC/10
- 4-6 Ultra AC/10

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

Battle Value: 1,760
Weapon Value: 2,232 / 2,232
Cost, C-Bills: 10,115,040

Left Rear Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ammo (Ult AC/10) 10
- Ammo (Ult AC/10) 10

Right Rear Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ammo (Ult AC/10) 10
- Ammo (Ult AC/10) 10

'MECH DATA

Type: Sirocco SRC-3C

Mass: 95 tons

Movement Points: Tech, Config. & Level:

Walking: 3 Inner Sphere
Running: 5 Quad 'Mech
Jumping: 0 Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RT	5	5	-	4	8	12
1	ER Medium Laser	LT	5	5	-	4	8	12
1	ER Medium Laser	RT(R)	5	5	-	4	8	12
1	ER Medium Laser	LT(R)	5	5	-	4	8	12
1	ER Medium Laser	RFL	5	5	-	4	8	12
1	ER Medium Laser	LFL	5	5	-	4	8	12
1	Medium Pulse Laser	HD	4	6	-	2	4	6
1	Ultra AC/10	RT	4	10	-	6	12	18
1	Ultra AC/10	LT	4	10	-	6	12	18
1	Guardian ECM	CT	0	-	-	-	-	6
1	Anti-Personnel Pod	RFL	0	-	-	-	-	-
1	Anti-Personnel Pod	LFL	0	-	-	-	-	-

Ammo Type: Ultra AC/10 Rounds: 40 BV: 116

Total Heat Sinks: 13 Double (26)

○○○○○○○○○○ ○○○

Auto Eject: Weapon Heat:
 Operational Disabled (50)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

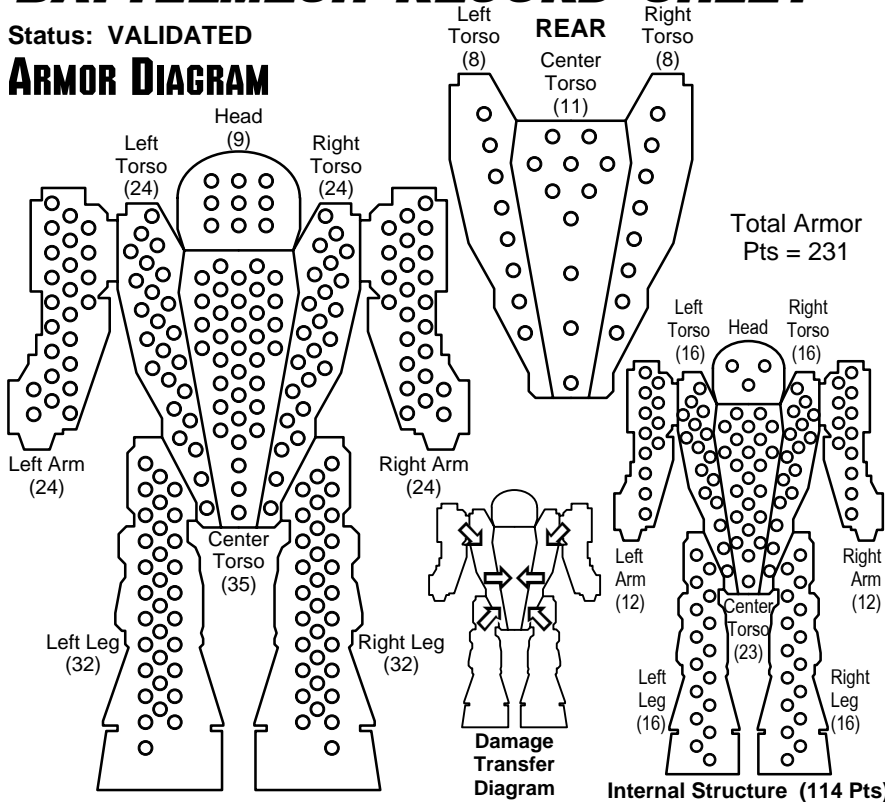
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Shugenja SJA-7D**

Mass: **75 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** **Inner Sphere**
 Running: **6** **Biped 'Mech**
 Jumping: **0** **Level 2 / 3060**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	10	-	7	14	23
1	C³ Master Computer	RT	0	-	-	-	-	-
2	Large Laser	RA	8	8	-	5	10	15
1	MRM 30	LT	10	1/hit	-	3	8	15

Ammo Type:	Rounds:	BV:
MRM 30	16	47

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

○○○○○○○○○○○○ ○○○○

Auto Eject: Operational Disabled Weapon Heat: **(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

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

Left Torso

- XL Engine
- XL Engine
- XL Engine
- 1-3 MRM 30
- MRM 30
- MRM 30
- MRM 30
- MRM 30
- 4-6 Ammo (MRM 30) 8
- Ammo (MRM 30) 8
- Ferro-Fibrous
- Ferro-Fibrous

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

Head

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

Center Torso

- XL Engine
- XL Engine
- XL Engine
- 1-3 Gyro
- Gyro
- Gyro
- Gyro
- 1-3 Gyro
- XL Engine
- XL Engine
- 4-6 XL Engine
- Ferro-Fibrous
- Ferro-Fibrous

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

Battle Value: **1,274**
 Add for C³: **& 226**
 Weapon Value: **2,078 / 2,078**
 Cost, C-Bills: **17,745,000**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Large Laser
- Large Laser
- Large Laser
- 4-6 Large Laser
- Ferro-Fibrous
- Ferro-Fibrous

Right Torso

- XL Engine
- XL Engine
- XL Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1-3 C³ Master Computer
- C³ Master Computer
- C³ Master Computer
- 4-6 C³ Master Computer
- C³ Master Computer
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

HEAT SCALE

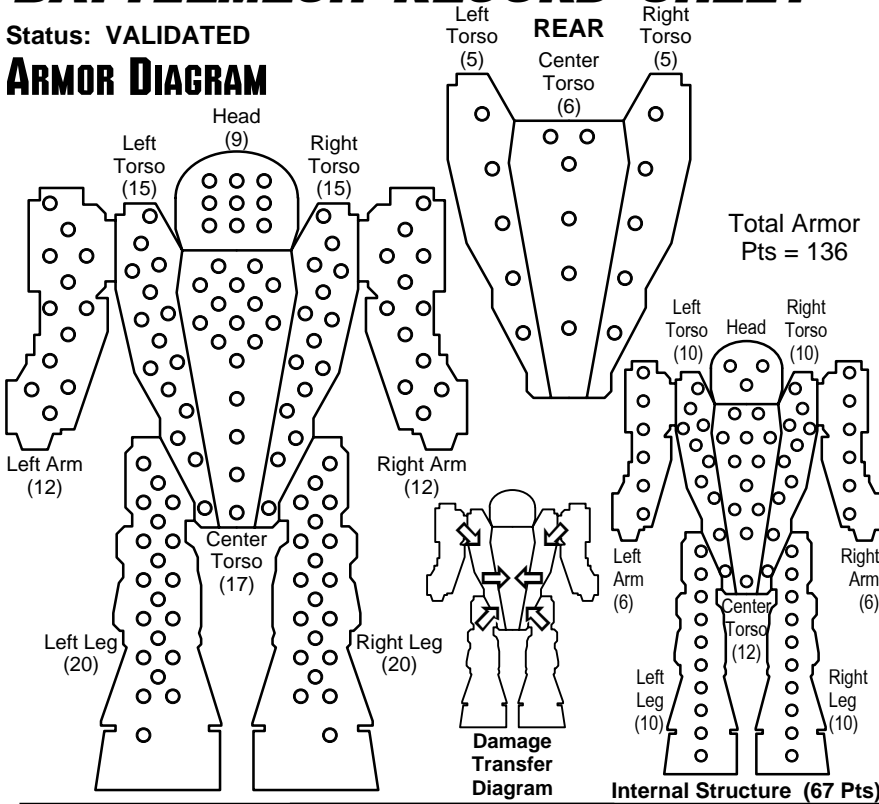
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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



Damage Transfer Diagram

Internal Structure (67 Pts)

'MECH DATA

Type: **Sentry SNT-04**

Mass: **40 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** **Inner Sphere**
 Running: **8** **Biped 'Mech**
 Jumping: **5** **Level 2 / 3060**

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
4	Machine Gun	LA	0	2	-	1	2	3
2	Small Pulse Laser	RA	2	3	-	1	2	3
1	PPC	LA	10	10	3	6	12	18
1	Flamer	HD	3	2	-	1	2	3

Ammo Type: Machine Gun Rounds: 200 BV: 2

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

oooooooooooo

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm

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

Head

- Life Support
- Sensors
- Cockpit
- Flamer
- Sensors
- Life Support

Center Torso

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

Left Torso

- Ammo (MG) 200
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 1-3
- Endo Steel
 - Endo Steel
- 4-6
- CASE
 - Roll Again
 - Roll Again
 - Roll Again

Right Arm

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

Right Torso

- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 1-3
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Roll Again
 - Roll Again
- 4-6

Left Leg

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

Right Leg

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

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

Battle Value: **961**
 Weapon Value: **563 / 563**
 Cost, C-Bills: **3,232,926**

HEAT SCALE

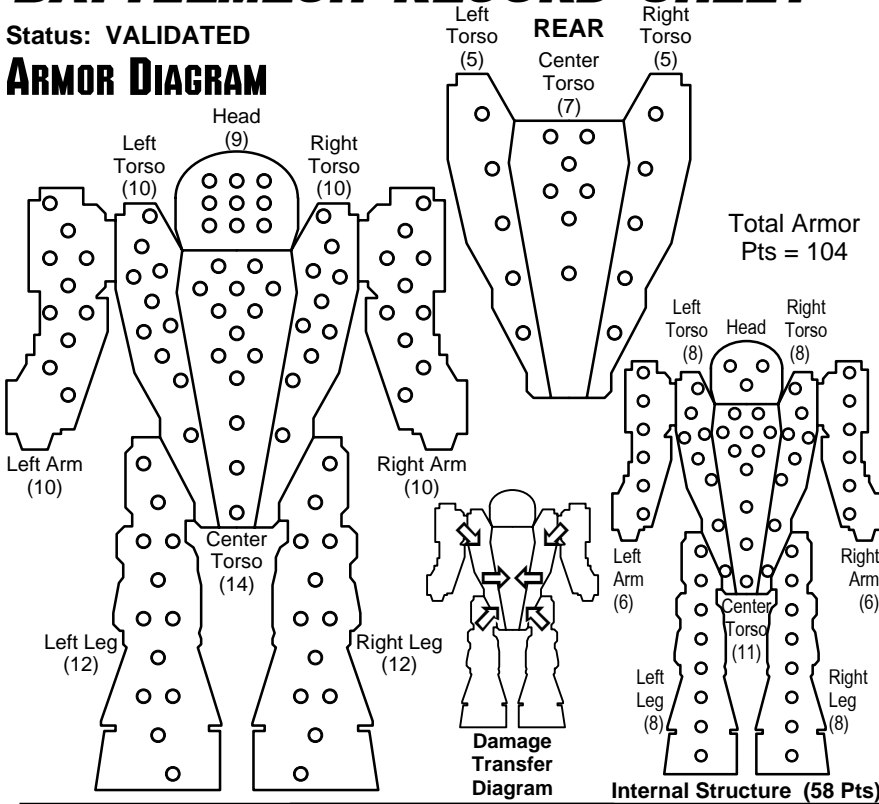
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Panther PNT-C**

Mass: **35 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** **Inner Sphere**
 Running: **6** **Biped 'Mech**
 Jumping: **4** **Level 2 / 3060**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 4	CT	3	2/hit	-	3	6	9
1	ER PPC	RA	15	10	-	7	14	23
1	C³ Slave Unit	CT	0	-	-	-	-	-

Ammo Type: SRM 4 **Rounds:** 25 **BV:** 8

Total Heat Sinks: 13 Single

oooooooooooo 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

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

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

Left Torso

- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- Ammo (SRM 4) 25
- Endo Steel

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- CASE

Left Leg

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

Head

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

Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- SRM 4
- C³ Slave Unit

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

Battle Value: **696**

Add for C³: **& 94**

Weapon Value: **350 / 350**

Cost, C-Bills: **3,082,410**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER PPC
- ER PPC

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

Right Torso

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

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

Right Leg

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

HEAT SCALE

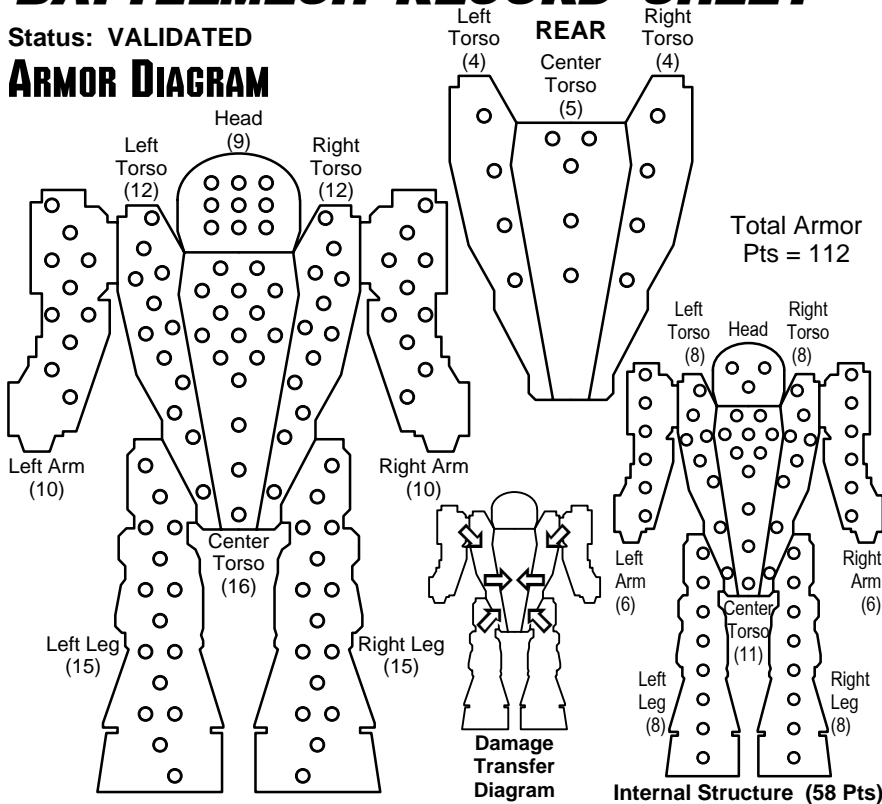
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Owens OW-1E**
 Mass: **35 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **8** Inner Sphere
 Running: **12** Biped OmniMech
 Jumping: **0** Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	TAG	RT	0	*	-	5	9	15
1	C³ Slave Unit	RT	0	-	-	-	-	-
1	Beagle Active Probe	LT	0	-	-	-	-	4
1	MRM 10	RA	4	1/hit	-	3	8	15
1	Medium Pulse Laser	LA	4	6	-	2	4	6
1	Medium Laser	LA	3	5	-	3	6	9

Ammo Type: **Rounds:** **BV:**
 MRM 10 24 13

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

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

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

<p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Medium Pulse Laser Medium Laser Roll Again Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <p>Left Torso</p> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine Beagle Active Probe Beagle Active Probe Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Roll Again Roll Again 	<p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Roll Again Sensors Life Support <p>1-3</p> <p>Center Torso</p> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro XL Engine XL Engine XL Engine Roll Again Roll Again <p>4-6</p> <div style="border: 1px solid black; padding: 5px; width: fit-content;"> <p>Engine Hits ○○○</p> <p>Gyro Hits ○○</p> <p>Sensor Hits ○○</p> <p>Life Support ○</p> </div> <p>Battle Value: 654 Add for C³: & 56 Weapon Value: 474 / 474 Cost, C-Bills: 7,887,093</p>	<p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator MRM 10 MRM 10 Roll Again Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <p>Right Torso</p> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine TAG C³ Slave Unit Ammo (MRM 10) 24 <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Roll Again Roll Again
--	---	---

HEAT SCALE

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

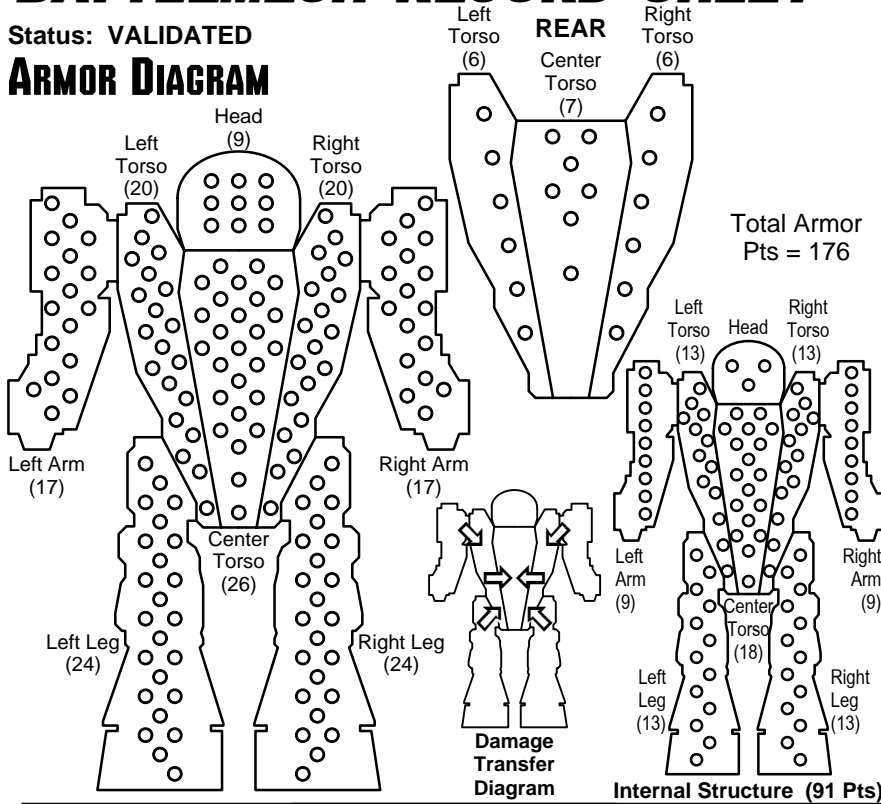


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 176

Internal Structure (91 Pts)

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- SRM 4
- Endo Steel
- Endo Steel
- Endo Steel

1-3

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

4-6

Left Torso

- XL Engine
- XL Engine
- XL Engine
- MASC
- MASC
- MASC

1-3

- Medium Pulse Laser
- Medium Pulse Laser
- Ammo (SRM 4) 25
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

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

Head

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

1-3

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro
- Gyro
- XL Engine
- XL Engine
- Beagle Active Probe
- Beagle Active Probe

4-6

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

Battle Value: 1,157

Weapon Value: 1,311 / 1,311

Cost, C-Bills: 16,624,719

Right Arm

- Shoulder
- Upper Arm Actuator
- SRM 4
- Endo Steel
- Endo Steel
- Endo Steel

1-3

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

4-6

Right Torso

- XL Engine
- XL Engine
- XL Engine
- ER PPC
- ER PPC
- ER PPC

1-3

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

4-6

Right Leg

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

'MECH DATA

Type: **Men Shen MS1-OD**

Mass: **55 tons**

Movement Points: Tech, Config. & Level:

Walking: **6** Inner Sphere
 Running: **9 [12]** Biped OmniMech
 Jumping: **0** Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Beagle Active Probe	CT	0	-	-	-	-	4
1	ER PPC	RT	15	10	-	7	14	23
2	Medium Pulse Laser	LT	4	6	-	2	4	6
1	SRM 4	LA	3	2/hit	-	3	6	9
1	SRM 4	RA	3	2/hit	-	3	6	9

Ammo Type: SRM 4 Rounds: 25 BV: 8

Total Heat Sinks: 11 Double (22)

○○○○○○○○○○○ ○

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	

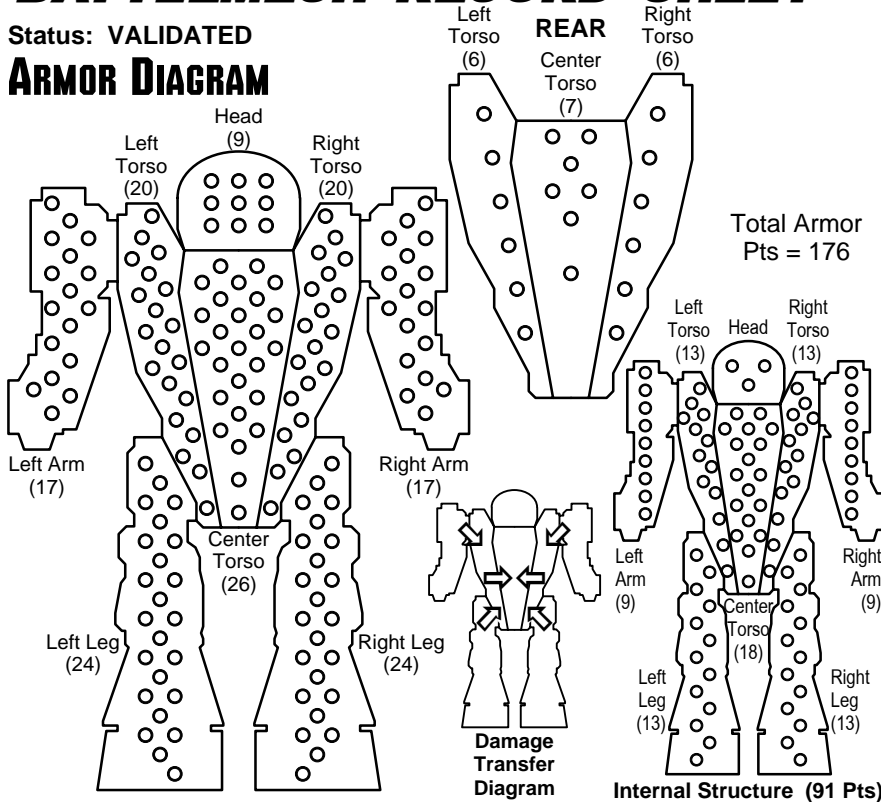


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 176

Internal Structure (91 Pts)

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- LB 2-X AC
- LB 2-X AC
- LB 2-X AC
- LB 2-X AC

1-3

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

4-6

Left Torso

- XL Engine
- XL Engine
- XL Engine
- MASC
- MASC
- MASC

1-3

- ER Medium Laser
- ER Medium Laser
- Ammo (LB 2-X) 45
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

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

Head

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

Center Torso

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

1-3

4-6

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

Battle Value: 1,128

Weapon Value: 1,409 / 1,409

Cost, C-Bills: 16,719,656

Right Arm

- Shoulder
- Upper Arm Actuator
- LB 2-X AC
- LB 2-X AC
- LB 2-X AC
- LB 2-X AC

1-3

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

4-6

Right Torso

- XL Engine
- XL Engine
- XL Engine
- ER Medium Laser
- ER Medium Laser
- Roll Again

1-3

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

4-6

Right Leg

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

'MECH DATA

Type: **Men Shen MS1-OB**

Mass: **55 tons**

Movement Points: Tech, Config. & Level:

Walking: **6** Inner Sphere
 Running: **9 [12]** Biped OmniMech
 Jumping: **0** Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Beagle Active Probe	CT	0	-	-	-	-	4
2	ER Medium Laser	LT	5	5	-	4	8	12
2	ER Medium Laser	RT	5	5	-	4	8	12
1	LB 2-X AC	LA	1	2	4	9	18	27
1	LB 2-X AC	RA	1	2	4	9	18	27

Ammo Type: LB 2-X AC Rounds: 45 BV: 8

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

oooooooooooo

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

HEAT SCALE

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

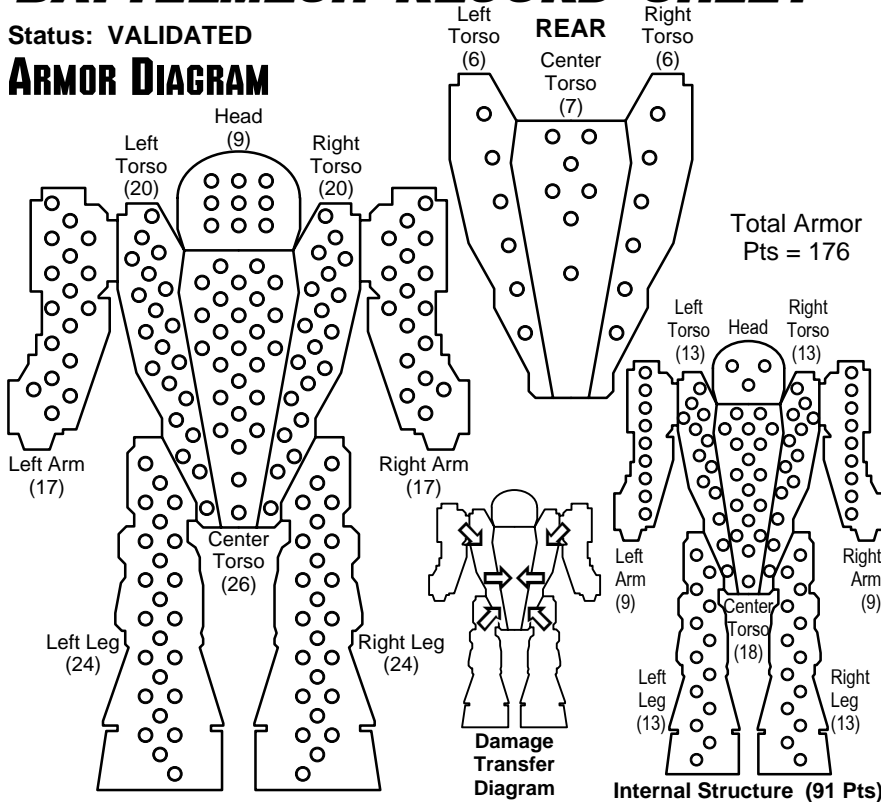


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 176

Damage Transfer Diagram

Internal Structure (91 Pts)

'MECH DATA

Type: **Men Shen MS1-OA**

Mass: **55 tons**

Movement Points: Tech, Config. & Level:

Walking: **6** Inner Sphere
 Running: **9 [12]** Biped OmniMech
 Jumping: **0** Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Beagle Active Probe	CT	0	-	-	-	-	4
3	ER Medium Laser	LA	5	5	-	4	8	12
1	LB 10-X AC	RT	2	10	-	6	12	18
1	TAG	HD	0	*	-	5	9	15

Ammo Type: Rounds: BV:
 LB 10-X AC 20 62

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

oooooooooooo

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- ER Medium Laser
- ER Medium Laser
- ER Medium Laser
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- TAG
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro
- Gyro
- XL Engine
- XL Engine
- XL Engine
- Beagle Active Probe
- Beagle Active Probe

Right Torso

- XL Engine
- XL Engine
- XL Engine
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- Ammo (LB 10-X) 10
- Ammo (LB 10-X) 10
- Roll Again

Left Torso

- XL Engine
- XL Engine
- XL Engine
- MASC
- MASC
- MASC
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

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

Right Leg

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

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

Battle Value: **1,232**
 Weapon Value: **1,564 / 1,564**
 Cost, C-Bills: **16,897,906**

HEAT SCALE

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

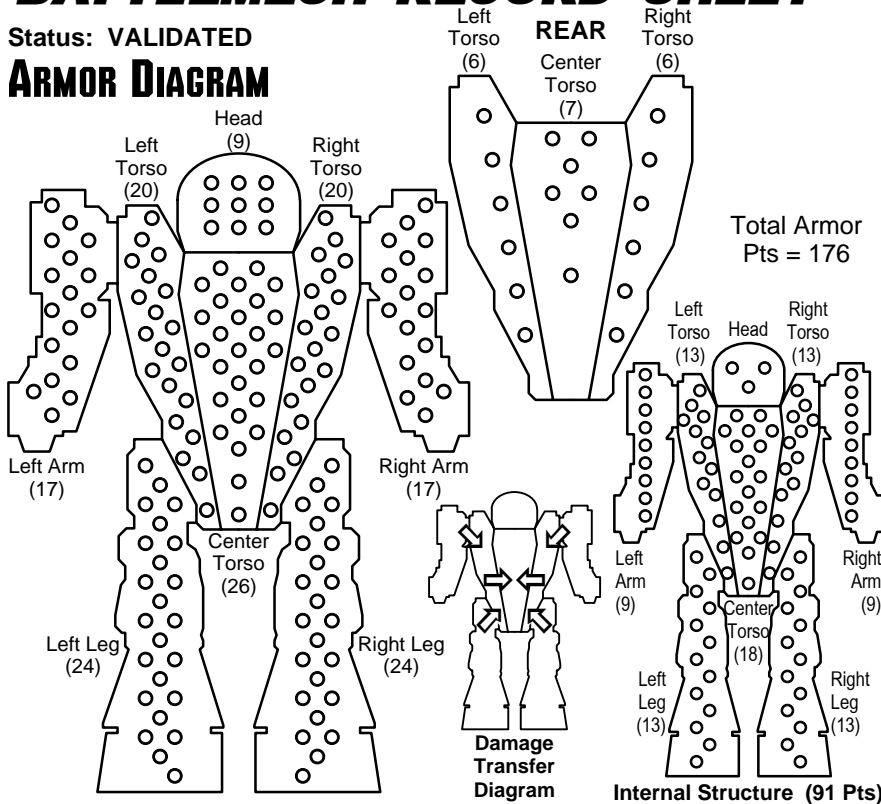
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 176

Internal Structure (91 Pts)

CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

- XL Engine
- XL Engine
- XL Engine
- MASC
- MASC
- MASC

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

Left Leg

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

Head

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

Center Torso

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

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Beagle Active Probe
- Beagle Active Probe

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

Battle Value: **1,199**
 Weapon Value: **1,555 / 1,440**
 Cost, C-Bills: **16,628,594**

Right Arm

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

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

Right Torso

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

- Artemis IV FCS
- Ammo (LRM 15) 8
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

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

'MECH DATA

Type: **Men Shen MS1-O**

Mass: **55 tons**

Movement Points: Tech, Config. & Level:

Walking: **6** **Inner Sphere**
 Running: **9 [12]** **Biped OmniMech**
 Jumping: **0** **Level 2 / 3060**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Beagle Active Probe	CT	0	-	-	-	-	4
2	Medium Pulse Laser	RA	4	6	-	2	4	6
2	Medium Pulse Laser	LA	4	6	-	2	4	6
1	LRM 15 w/ Artemis IV	RT	5	1/hit	6	7	14	21

Ammo Type: Rounds: BV:
 LRM 15 8 28

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

○○○○○○○○○○

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

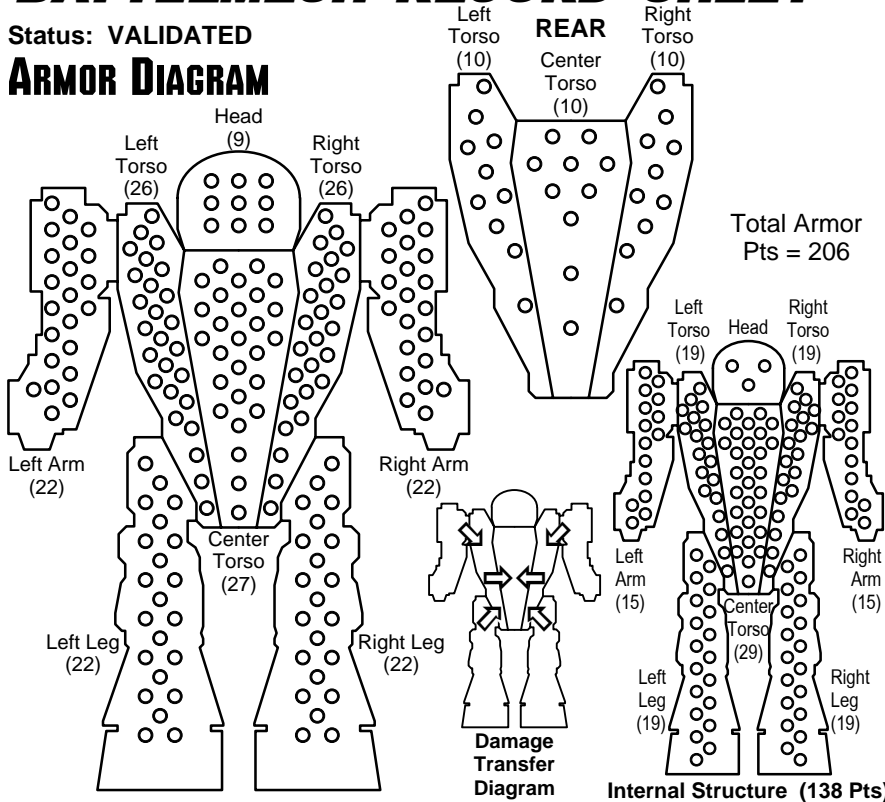


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 206

Internal Structure (138 Pts)

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. ER Large Laser
2. ER Large Laser
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

Left Torso

1. XL Engine
2. XL Engine
3. XL Engine
- 1-3 LRM 15
5. LRM 15
6. LRM 15

1. Autocannon/2
2. Autocannon/2
3. C³ Slave Unit
- 4-6 Ammo (LRM 15) 8
5. Ammo (LRM 15) 8
6. CASE

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
6. Roll Again

Head

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

Center Torso

1. XL Engine
2. XL Engine
3. XL Engine
- 1-3 Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Engine
3. XL Engine
- 4-6 XL Engine
5. Ferro-Fibrous
6. Ferro-Fibrous

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

Battle Value: **1,133**
 Add for C³: **& 261**
 Weapon Value: **1,478 / 1,478**
 Cost, C-Bills: **18,872,700**

Right Arm

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

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

Right Torso

1. XL Engine
2. XL Engine
3. XL Engine
- 1-3 LRM 15
5. LRM 15
6. LRM 15

1. Autocannon/2
2. Autocannon/2
3. Ammo (LRM 15) 8
4. Ammo (LRM 15) 8
5. Ammo (AC/2) 45
6. CASE

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
6. Roll Again

'MECH DATA

Type: **Mauler MAL-C**

Mass: **90 tons**

Movement Points: Tech, Config. & Level:

Walking: **3** Inner Sphere
 Running: **5** Biped 'Mech
 Jumping: **0** Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	LA	12	8	-	7	14	19
1	ER Large Laser	RA	12	8	-	7	14	19
1	LRM 15	LT	5	1/hit	6	7	14	21
1	LRM 15	RT	5	1/hit	6	7	14	21
2	Autocannon/2	LT	1	2	4	8	16	24
2	Autocannon/2	RT	1	2	4	8	16	24
1	C³ Slave Unit	LT	0	-	-	-	-	-

Ammo Type:	Rounds:	BV:
LRM 15	32	68
Autocannon/2	45	5

Total Heat Sinks: 11 Double (22)

○○○○○○○○○○○○ ○

Auto Eject: Operational Disabled
 Weapon Heat: **(38)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

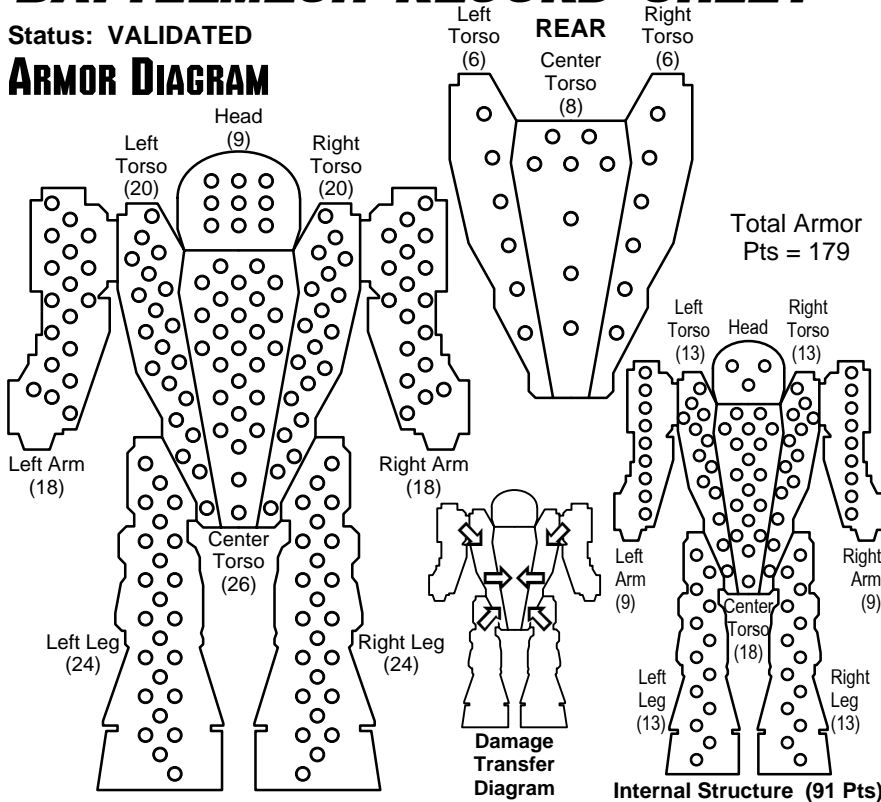


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (91 Pts)

'MECH DATA

Type: **Marshal MHL-X1**

Mass: **55 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** **Inner Sphere**
 Running: **6** **Biped 'Mech**
 Jumping: **4** **Level 2 / 3060**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8	-	5	10	15
1	Medium Pulse Laser	RT	4	6	-	2	4	6
1	Medium Laser	LA	3	5	-	3	6	9
2	Machine Gun	LT	0	2	-	1	2	3
1	Flamer	CT	3	2	-	1	2	3
1	LRM 5	RT	2	1/16	6	7	14	21

Ammo Type: Rounds: BV:

Machine Gun	100	1
LRM 5	24	10

Total Heat Sinks: **18 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

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

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

Left Torso

- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- Machine Gun

- Machine Gun
- Ammo (MG) 100
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Left Leg

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

Head

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

Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Flamer
- Ferro-Fibrous

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

Battle Value: **995**
 Weapon Value: **896 / 896**
 Cost, C-Bills: **4,545,324**

Right Arm

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

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

Right Torso

- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- Medium Pulse Laser

- LRM 5
- Ammo (LRM 5) 24
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Right Leg

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

HEAT SCALE

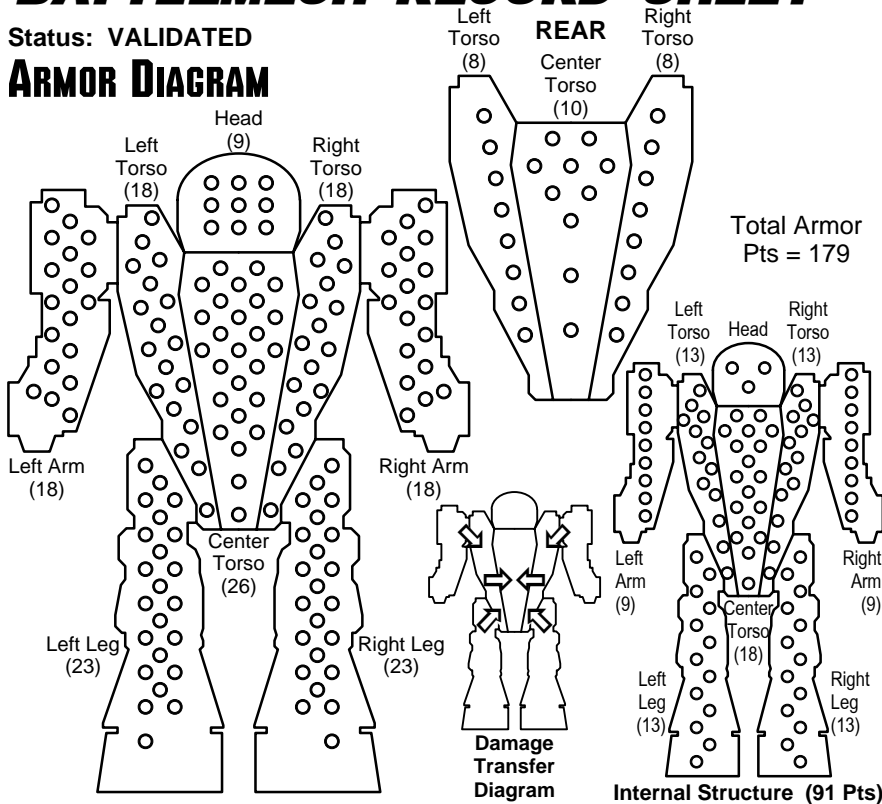
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor
Pts = 179

Damage
Transfer
Diagram

Internal Structure (91 Pts)

'MECH DATA

Type: **Kintaro KTO-C**
 Mass: **55 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **5** Inner Sphere
 Running: **8** Biped 'Mech
 Jumping: **0** Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	CT	8	8	-	5	10	15
1	LRM 5	RT	2	1/hit	6	7	14	21
1	SRM 6	RT	4	2/hit	-	3	6	9
1	SRM 6	LA	4	2/hit	-	3	6	9
1	Medium Laser	RA	3	5	-	3	6	9
1	C³ Slave Unit	RT	0	-	-	-	-	-

Ammo Type:	Rounds:	BV:
LRM 5	24	8
SRM 6	30	19

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

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

WARRIOR DATA

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

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

Consciousness #

CRITICAL HIT TABLE

<p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator SRM 6 SRM 6 <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again <p>4-6</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>Left Torso</p> <ol style="list-style-type: none"> Ammo (LRM 5) 24 Ammo (SRM 6) 15 Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous <p>1-3</p> <ol style="list-style-type: none"> Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Roll Again Roll Again Roll Again <p>4-6</p> <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Roll Again Roll Again 	<p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Roll Again Sensors Life Support <p>Center Torso</p> <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro Fusion Engine Fusion Engine Fusion Engine Large Laser Large Laser <p>4-6</p>	<p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Medium Laser Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again <p>4-6</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>Right Torso</p> <ol style="list-style-type: none"> LRM 5 SRM 6 SRM 6 C³ Slave Unit Ammo (SRM 6) 15 Ferro-Fibrous <p>1-3</p> <ol style="list-style-type: none"> Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous <p>4-6</p> <p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Roll Again Roll Again
--	---	--

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

Battle Value: **1,069**
 Add for C³: **& 117**
 Weapon Value: **1,271 / 1,271**
 Cost, C-Bills: **5,251,606**

HEAT SCALE

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

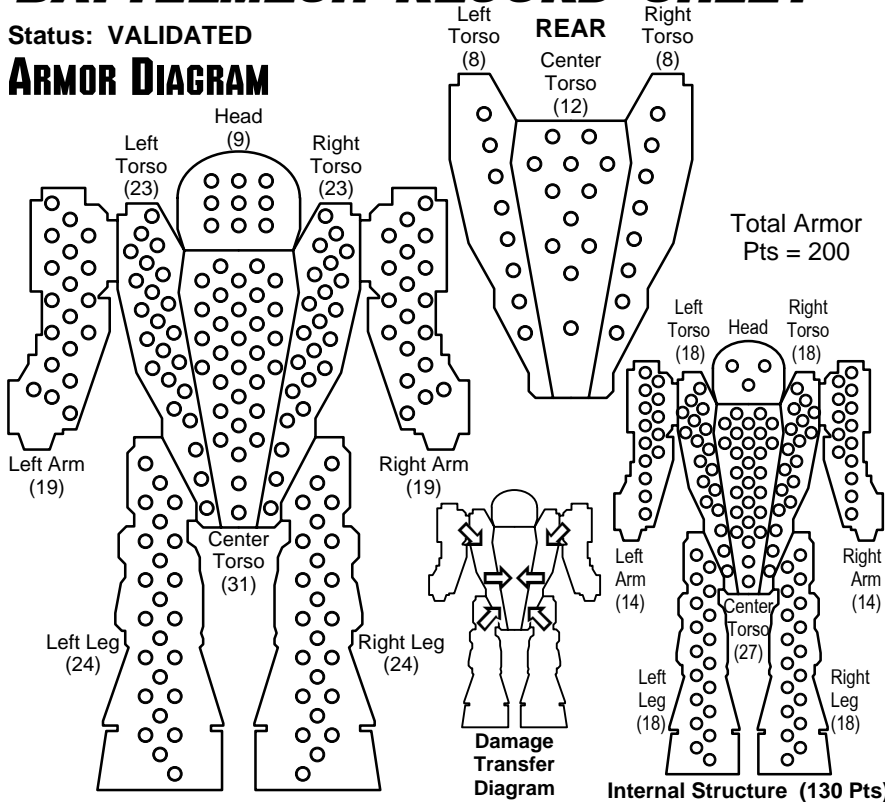


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Katana CRK-5003-C**

Mass: **85 tons**

Movement Points: Tech, Config. & Level:

Walking: **3** **Inner Sphere**
 Running: **5** **Biped 'Mech**
 Jumping: **3** **Level 2 / 3060**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8	-	5	10	15
1	Large Laser	LA	8	8	-	5	10	15
1	SRM 6	RT	4	2/hit	-	3	6	9
1	SRM 6	LT	4	2/hit	-	3	6	9
1	LB 10-X AC	LT	2	10	-	6	12	18
1	C³ Slave Unit	CT	0	-	-	-	-	-

Ammo Type: Rounds: BV:

SRM 6	30	19
LB 10-X AC	20	52

Total Heat Sinks: **20 Single**

○○○○○○○○○○ ○○○○○○○○○

Auto Eject: Weapon Heat:

Operational Disabled **(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

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Large Laser
- 1-3 Large Laser
- 1-3 Roll Again

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

Left Torso

- 1-3 Single Heat Sink
- 1-3 Single Heat Sink
- 1-3 Single Heat Sink
- 1-3 Single Heat Sink
- 5 SRM 6
- 5 SRM 6

- 4-6 LB 10-X AC
- 4-6 LB 10-X AC
- 4-6 LB 10-X AC
- 4-6 LB 10-X AC
- 4-6 LB 10-X AC
- 4-6 LB 10-X AC

Left Leg

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

Head

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

Center Torso

- 1-3 Fusion Engine
- 1-3 Fusion Engine
- 1-3 Fusion Engine
- 4 Gyro
- 4 Gyro
- 4 Gyro

- 4-6 Gyro
- 4-6 Fusion Engine
- 4-6 Fusion Engine
- 4-6 Fusion Engine
- 4-6 Jump Jet
- 4-6 C³ Slave Unit

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

Battle Value: **1,321**
 Add for C³: **& 180**
 Weapon Value: **1,471 / 1,471**
 Cost, C-Bills: **8,214,000**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Large Laser
- 1-3 Large Laser
- 1-3 Roll Again

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

Right Torso

- 1-3 Single Heat Sink
- 1-3 Single Heat Sink
- 1-3 Single Heat Sink
- 1-3 Single Heat Sink
- 5 SRM 6
- 5 SRM 6

- 4-6 Ammo (SRM 6) 15
- 4-6 Ammo (SRM 6) 15
- 4-6 Ammo (LB 10-X) 10
- 4-6 Ammo (LB 10-X) 10
- 4-6 Roll Again
- 4-6 Roll Again

Right Leg

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

HEAT SCALE

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

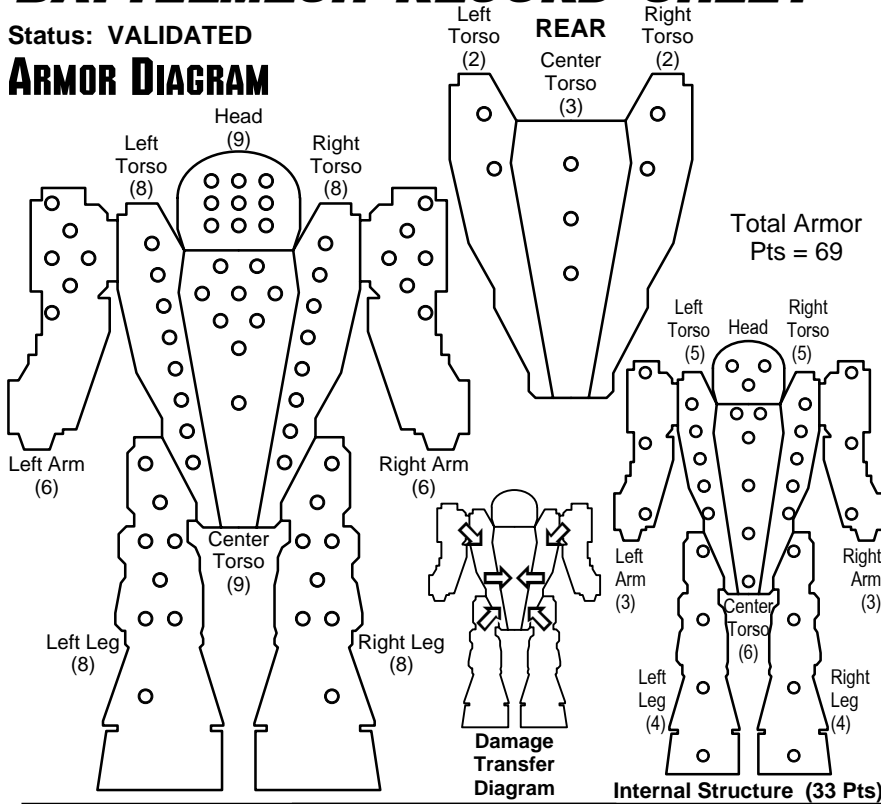
WIZKIDS

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Kabuto KBO-7A**

Mass: **20 tons**

Movement Points: Tech, Config. & Level:

Walking: **7** **Inner Sphere**
 Running: **11** **Biped 'Mech**
 Jumping: **0** **Level 2 / 3060**

Weapons Inventory: (hexes)

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

Ammo Type: Rounds: BV:
 Streak SRM 4 25 12

Total Heat Sinks: **10 Single**

oooooooooooo

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Single Heat Sink
- Single Heat Sink
- Streak SRM 4

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

Left Leg

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

Head

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

Center Torso

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

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Endo Steel
- Endo Steel

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

Battle Value: **448**
 Weapon Value: **233 / 154**
 Cost, C-Bills: **2,413,040**

Right Arm

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

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

Right Torso

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

- Streak SRM 4
- Ammo (Streak 4) 25
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

Right Leg

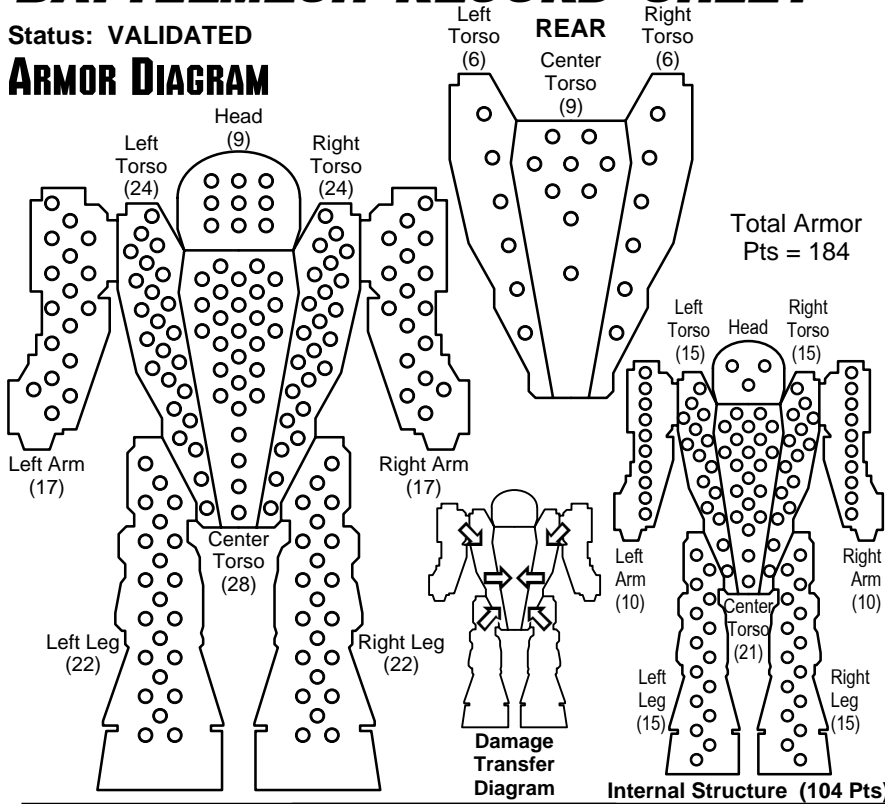
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 184

Internal Structure (104 Pts)

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- ER Medium Laser
- ER Medium Laser
- ER Medium Laser
- ER Medium Laser

1-3

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

4-6

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Endo Steel
- Endo Steel
- Endo Steel

1-3

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

4-6

Left Leg

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

Head

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

1-3

Center Torso

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

4-6

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

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

Battle Value: 1,915

Weapon Value: 1,898 / 1,898

Cost, C-Bills: 14,427,324

Right Arm

- Shoulder
- Upper Arm Actuator
- Medium Pulse Laser
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

1-3

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Roll Again
- Roll Again

4-6

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Ammo (Gauss) 8
- Ammo (Gauss) 8
- Endo Steel

1-3

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

4-6

Right Leg

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

'MECH DATA

Type: **Jinggau JN-G8A**

Mass: **65 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** **Inner Sphere**
 Running: **8** **Biped 'Mech**
 Jumping: **5** **Level 2 / 3060**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
4	ER Medium Laser	LA	5	5	-	4	8	12
1	Medium Pulse Laser	RA	4	6	-	2	4	6
1	Gauss Rifle	RA	1	15	2	7	15	22

Ammo Type: Rounds: BV:
 Gauss Rifle 16 149

Total Heat Sinks: 13 Double (26)

○○○○○○○○○○○○ ○○○

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	

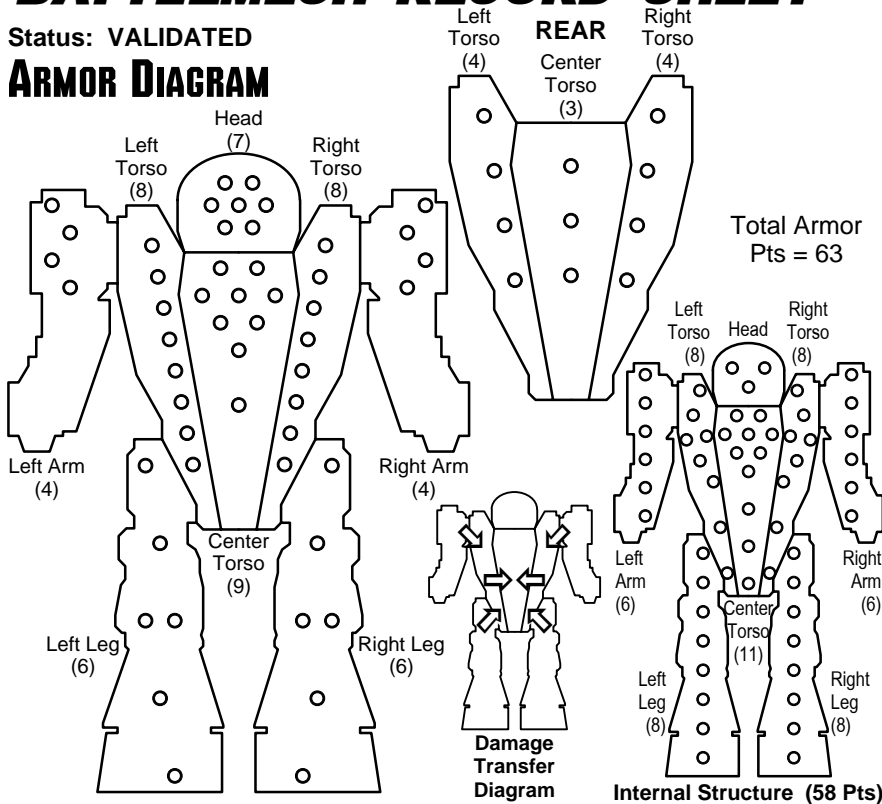


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Jenner JR7-C**
 Mass: **35 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **7** **Inner Sphere**
 Running: **11** **Biped 'Mech**
 Jumping: **5** **Level 2 / 3060**

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
2	Medium Laser	RA	3	5	-	3	6	9
1	C³ Slave Unit	LT	0	-	-	-	-	-

Ammo Type: SRM 4 **Rounds:** 25 **BV:** 12

Total Heat Sinks: 10 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

<p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Medium Laser Roll Again Roll Again Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <p>Left Torso</p> <ol style="list-style-type: none"> Jump Jet Jump Jet C³ Slave Unit Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous <p>1-3</p> <ol style="list-style-type: none"> Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Roll Again Roll Again <p>4-6</p> <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Roll Again Roll Again 	<p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Single Heat Sink Sensors Life Support <p>1-3</p> <p>Center Torso</p> <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro Fusion Engine Fusion Engine Fusion Engine Jump Jet SRM 4 <p>4-6</p>	<p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Medium Laser Medium Laser Roll Again Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <p>Right Torso</p> <ol style="list-style-type: none"> Jump Jet Jump Jet Ammo (SRM 4) 25 Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous <p>1-3</p> <ol style="list-style-type: none"> Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous CASE Roll Again <p>4-6</p> <p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Roll Again Roll Again
---	---	--

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

Battle Value: **651**
 Add for C³: **& 62**
 Weapon Value: **269 / 269**
 Cost, C-Bills: **3,589,875**

HEAT SCALE

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

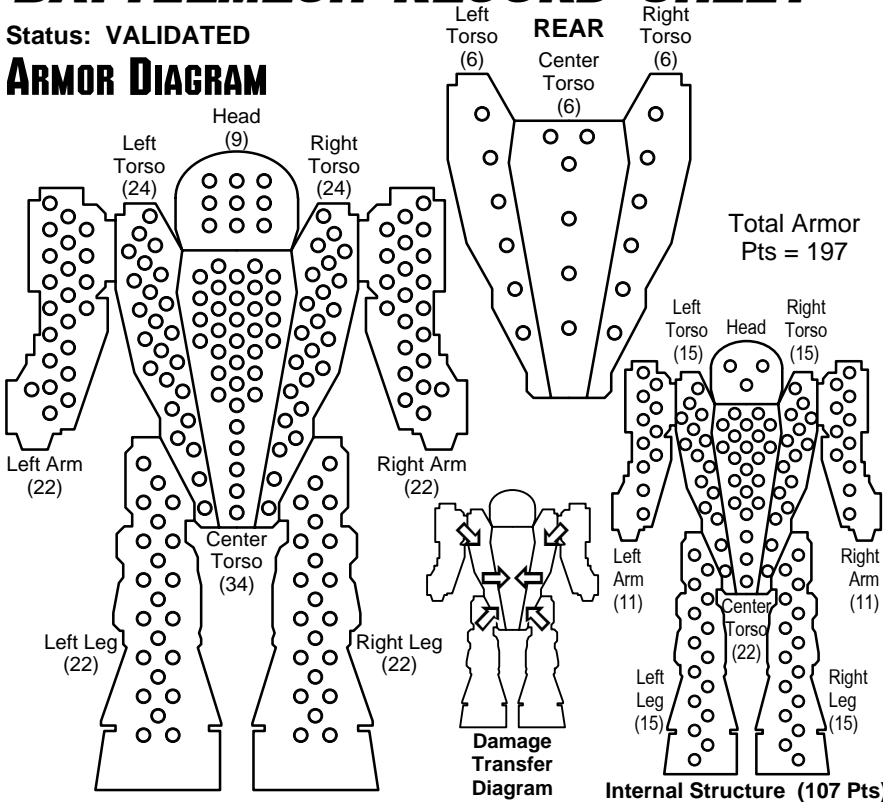


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 197

Internal Structure (107 Pts)

'MECH DATA

Type: **Jagermech JM7-D**

Mass: **70 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** **Inner Sphere**
 Running: **6** **Biped 'Mech**
 Jumping: **0** **Level 2 / 3060**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/5	RA	1	5	2	6	13	20
1	Ultra AC/5	LA	1	5	2	6	13	20
2	Medium Pulse Laser	CT	4	6	-	2	4	6
1	ER Large Laser	RA	12	8	-	7	14	19
1	ER Large Laser	LA	12	8	-	7	14	19

Ammo Type: Rounds: BV:
 Ultra AC/5 40 31

Total Heat Sinks: 13 Double (26)

○○○○○○○○○○○○ ○○○

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Ultra AC/5
- Ultra AC/5
- Ultra AC/5
- Ultra AC/5
- Ultra AC/5
- ER Large Laser
- ER Large Laser
- 4-6 Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Left Torso

- XL Engine
- XL Engine
- XL Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1 Ammo (Ult AC/5) 20
- Ferro-Fibrous
- 3 Ferro-Fibrous
- 4 Ferro-Fibrous
- 5 Ferro-Fibrous
- 4-6 CASE

Left Leg

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

Head

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

Center Torso

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

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

Battle Value: **1,171**
 Weapon Value: **1,743 / 1,743**
 Cost, C-Bills: **13,742,234**

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Ultra AC/5
- Ultra AC/5
- Ultra AC/5
- Ultra AC/5
- Ultra AC/5
- ER Large Laser
- ER Large Laser
- 4-6 Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Right Torso

- XL Engine
- XL Engine
- XL Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1 Ammo (Ult AC/5) 20
- Ferro-Fibrous
- 3 Ferro-Fibrous
- 4 Ferro-Fibrous
- 5 Ferro-Fibrous
- 4-6 CASE

Right Leg

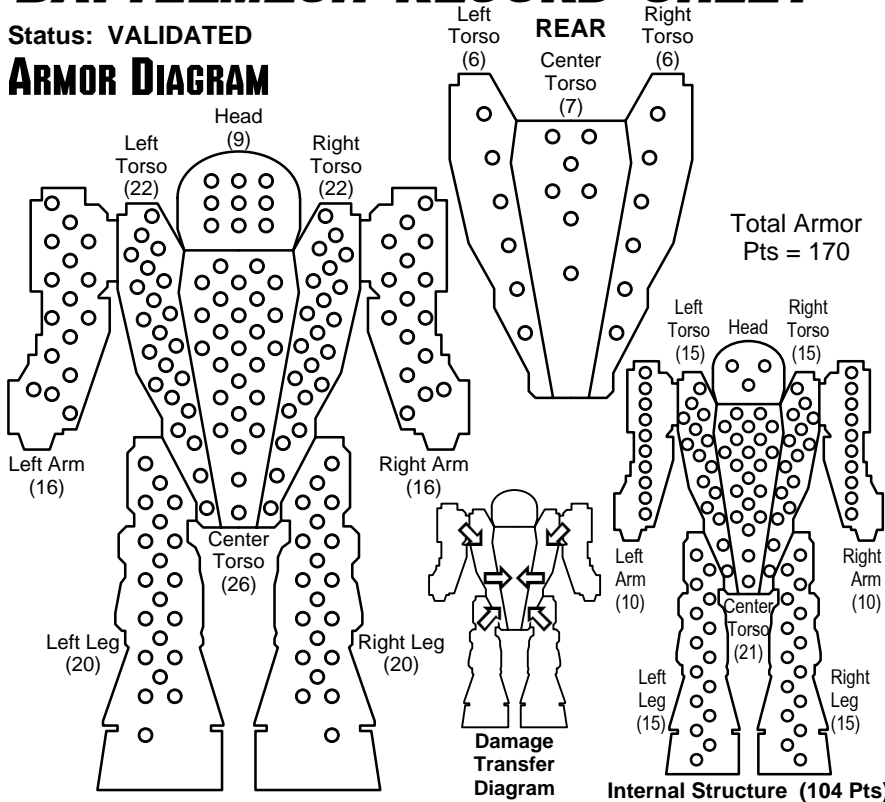
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

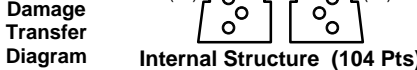
BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 170



Left Arm

- Shoulder
- Upper Arm Actuator
- Ultra AC/2
- Ultra AC/2
- Ultra AC/2
- PPC

1-3

- PPC
- PPC

4-6

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

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Medium Laser
- Ferro-Fibrous
- Ferro-Fibrous

1-3

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

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso

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

1-3

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

4-6

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○

Battle Value: 1,225
 Weapon Value: 1,491 / 1,491
 Cost, C-Bills: 14,006,574

Right Arm

- Shoulder
- Upper Arm Actuator
- Ultra AC/2
- Ultra AC/2
- Ultra AC/2
- PPC

1-3

- PPC
- PPC

4-6

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

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Medium Laser
- Ammo (Ult AC/2) 45
- Endo Steel

1-3

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

4-6

Right Leg

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

'MECH DATA

Type: **JagerMech III JM6-D3**
 Mass: **65 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **5** **Inner Sphere**
 Running: **8** **Biped 'Mech**
 Jumping: **0** **Level 2 / 3060**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/2	RA	1	2	3	8	17	25
1	Ultra AC/2	LA	1	2	3	8	17	25
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

Ammo Type: Rounds: BV:
 Ultra AC/2 45 10

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

Auto Eject: Weapon Heat:
 Operational Disabled **(30)**

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

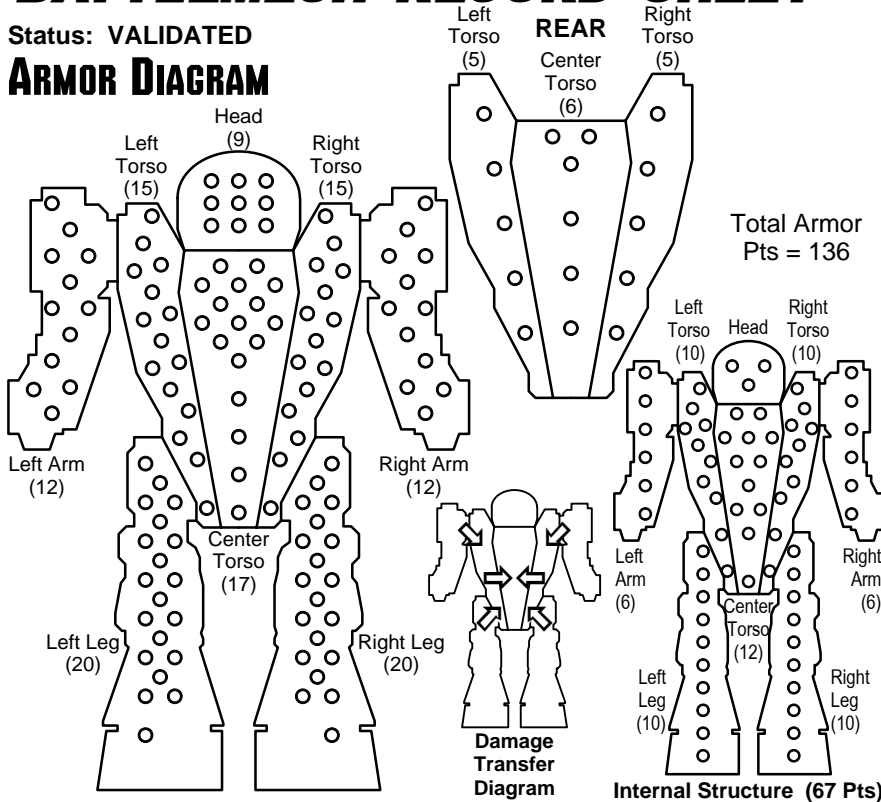


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 136

Internal Structure (67 Pts)

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Double Heat Sink
- 5 Double Heat Sink
- 6 Double Heat Sink
- 1 Medium Laser
- 2 Medium Laser
- 4-6 Endo Steel
- 4 Endo Steel
- 5 Endo Steel
- 6 Roll Again

Left Torso

- Anti-Missile System
- 1-3 LRM 15
- 3 LRM 15
- 4 LRM 15
- 5 Ammo (AMS) 12
- 6 Ammo (LRM 15) 8
- 1 Endo Steel
- 2 Endo Steel
- 3 Endo Steel
- 4-6 Endo Steel
- 5 Endo Steel
- 6 CASE

Left Leg

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

Head

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

Center Torso

- 1-3 Fusion Engine
- 2 Fusion Engine
- 3 Fusion Engine
- 4 Gyro
- 5 Gyro
- 6 Gyro
- 1 Gyro
- 2 Fusion Engine
- 3 Fusion Engine
- 4-6 Fusion Engine
- 5 Endo Steel
- 6 Endo Steel

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

Battle Value: **899**
 Weapon Value: **953 / 953**
 Cost, C-Bills: **3,177,184**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Double Heat Sink
- 5 Double Heat Sink
- 6 Double Heat Sink
- 1 ER Small Laser
- 2 ER Small Laser
- 3 ER Small Laser
- 4-6 Roll Again
- 5 Roll Again
- 6 Roll Again

Right Torso

- 1-3 Double Heat Sink
- 2 Double Heat Sink
- 3 Double Heat Sink
- 4 Double Heat Sink
- 5 Double Heat Sink
- 6 Double Heat Sink
- 1-3 Double Heat Sink
- 2 Double Heat Sink
- 3 Double Heat Sink
- 4-6 SRM 6
- 5 SRM 6
- 6 Ammo (SRM 6) 15

Right Leg

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

'MECH DATA

Type: **Initiate INI-02**

Mass: **40 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** **Inner Sphere**
 Running: **6** **Biped 'Mech**
 Jumping: **0** **Level 2 / 3060**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	LA	3	5	-	3	6	9
3	ER Small Laser	RA	2	3	-	2	4	5
1	Anti-Missile System	LT	1	1d6	-	-	-	-
1	LRM 15	LT	5	1/hit	6	7	14	21
1	SRM 6	RT	4	2/hit	-	3	6	9

Ammo Type: Rounds: BV:

Anti-Missile System	12	13
LRM 15	8	19
SRM 6	15	8

Total Heat Sinks: 11 Double (22)

○○○○○○○○○○○ ○

Auto Eject: Weapon Heat:

Operational Disabled (22)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

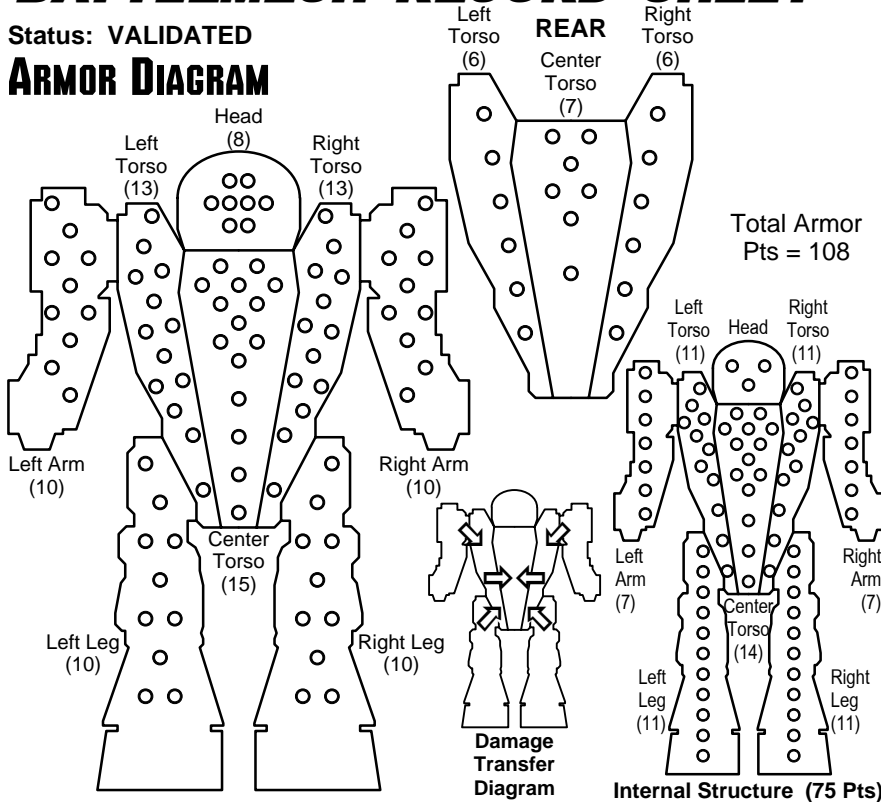
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 108

Internal Structure (75 Pts)

CRITICAL HIT TABLE

Left Arm

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

1-3

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

4-6

Left Torso

- Medium Laser
- Streak SRM 2
- Ammo (Streak 2) 50
- Endo Steel
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

Left Leg

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

Head

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

1-3

Center Torso

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

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Ammo (Gauss) 8
- Ammo (Gauss) 8

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

Battle Value: **1,084**

Weapon Value: **637 / 617**

Cost, C-Bills: **3,912,390**

Right Arm

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

1-3

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

4-6

Right Torso

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

1-3

- Gauss Rifle
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

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

'MECH DATA

Type: **Hollander II BZK-F5**

Mass: **45 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** **Inner Sphere**
 Running: **8** **Biped 'Mech**
 Jumping: **0** **Level 2 / 3060**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	RT	1	15	2	7	15	22
1	Medium Laser	LT	3	5	-	3	6	9
1	Streak SRM 2	LT	2	2/hit	-	3	6	9

Ammo Type: Rounds: BV:

Gauss Rifle	16	101
Streak SRM 2	50	5

Total Heat Sinks: **10 Single**

oooooooooooo

Auto Eject: Weapon Heat:

Operational Disabled **(6)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

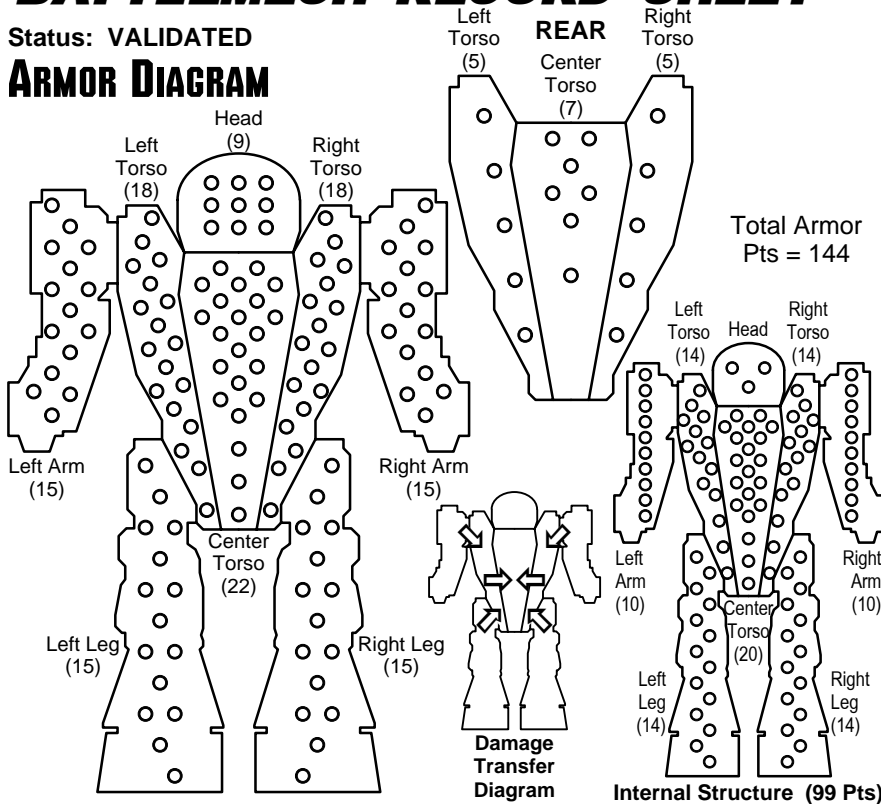
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Helios HEL-C**

Mass: **60 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** **Inner Sphere**
 Running: **6** **Biped 'Mech**
 Jumping: **4** **Level 2 / 3060**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	RT	4	2/hit	-	3	6	9
1	SRM 6	LT	4	2/hit	-	3	6	9
1	Gauss Rifle	RA	1	15	2	7	15	22
1	ER Medium Laser	LA	5	5	-	4	8	12
1	C³ Slave Unit	HD	0	-	-	-	-	-

Ammo Type:	Rounds:	BV:
SRM 6	15	11
Gauss Rifle	16	121

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

oooooooooooo

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 Arm

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

Head

- Life Support
- Sensors
- Cockpit
- C³ Slave Unit
- Sensors
- Life Support

Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Endo Steel
 - Endo Steel
- 4-6

Left Torso

- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - SRM 6
 - SRM 6
 - Endo Steel
- 1-3
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Roll Again
- 4-6

Left Leg

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

Right Arm

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

Right Torso

- SRM 6
 - SRM 6
 - Ammo (SRM 6) 15
 - Ammo (Gauss) 8
 - Ammo (Gauss) 8
 - Endo Steel
- 1-3
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - CASE
- 4-6

Right Leg

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

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

Battle Value: **1,544**

Add for C³: **& 175**

Weapon Value: **1,227 / 1,227**

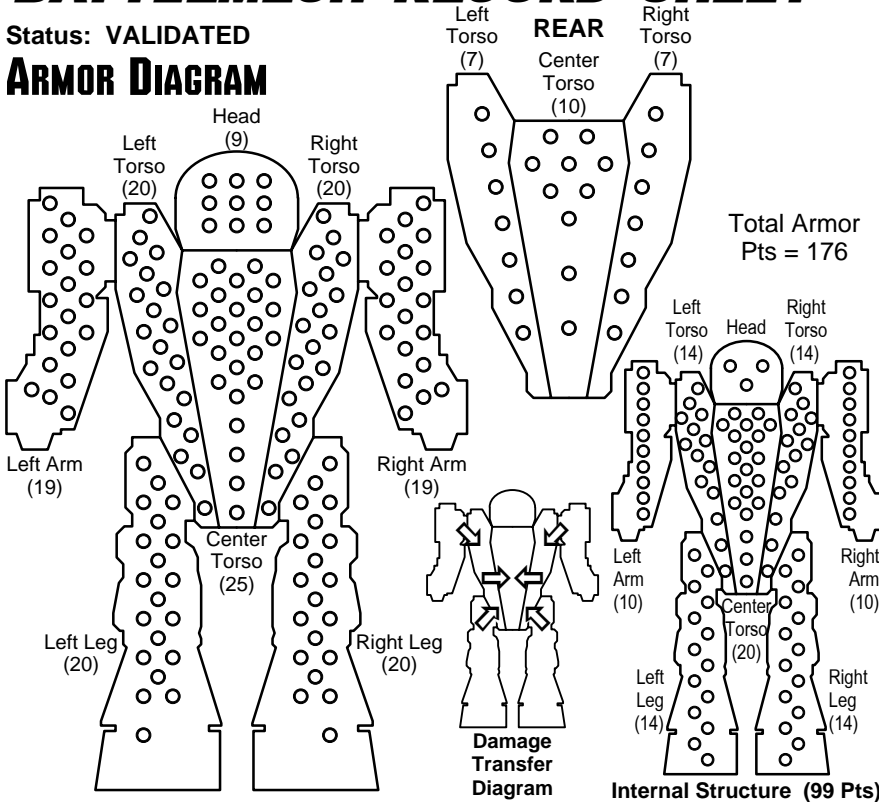
Cost, C-Bills: **6,008,000**

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Damage Transfer Diagram

Internal Structure (99 Pts)

'MECH DATA

Type: **Helios HEL-4A**

Mass: **60 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** **Inner Sphere**
 Running: **6** **Biped 'Mech**
 Jumping: **4** **Level 2 / 3060**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	10	-	7	14	23
1	Medium Laser	HD	3	5	-	3	6	9
2	Medium Laser	LA	3	5	-	3	6	9
1	MRM 20	RT	6	1/hit	-	3	8	15

Ammo Type: Rounds: BV:
 MRM 20 24 46

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

○○○○○○○○○○○○ ○○○○

Auto Eject: Weapon Heat:
 Operational Disabled **(30)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm

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

Head

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

Right Arm

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

Center Torso

- Fusion Engine
- Fusion Engine
- 1-3 Fusion Engine
- Gyro
- Gyro
- Gyro

Right Torso

- MRM 20
- MRM 20
- MRM 20
- 1-3 Ammo (MRM 20) 12
- Ammo (MRM 20) 12
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- 4-6 CASE

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 4-6 Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

- Gyro
- Fusion Engine
- Fusion Engine
- 4-6 Fusion Engine
- Endo Steel
- Endo Steel

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

Battle Value: **1,426**
 Weapon Value: **1,602 / 1,602**
 Cost, C-Bills: **5,604,800**

Left Leg

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

Right Leg

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

HEAT SCALE

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

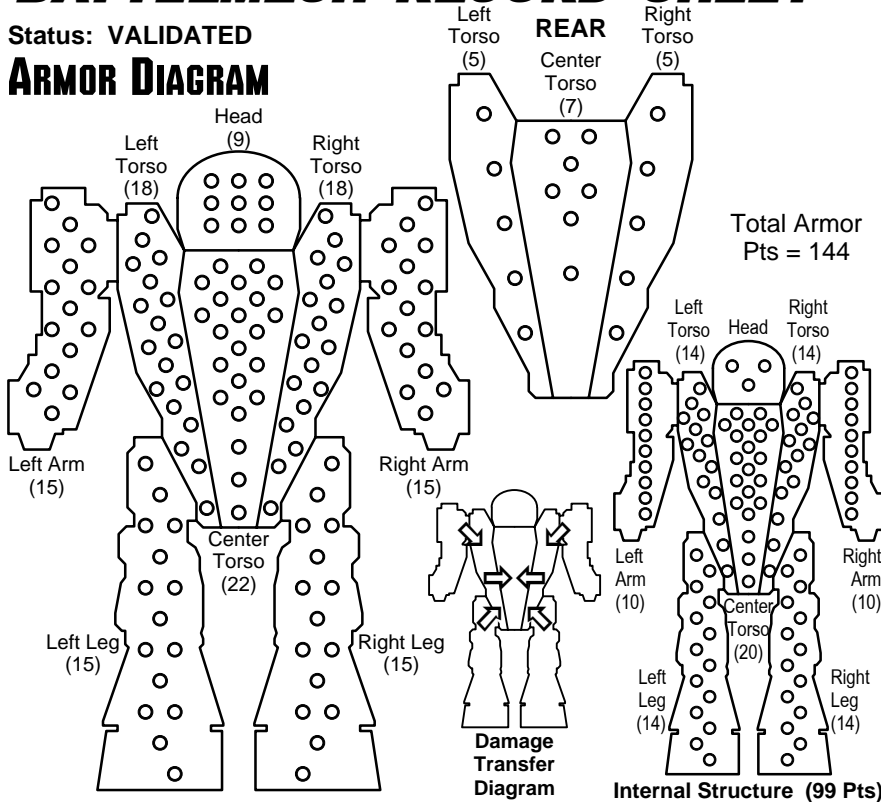
WIZKIDS

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Helios HEL-3D**

Mass: **60 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** **Inner Sphere**
 Running: **6** **Biped 'Mech**
 Jumping: **4** **Level 2 / 3060**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	RT	4	2/hit	-	3	6	9
1	SRM 6	LT	4	2/hit	-	3	6	9
1	Gauss Rifle	RA	1	15	2	7	15	22
2	ER Medium Laser	LA	5	5	-	4	8	12

Ammo Type:	Rounds:	BV:
SRM 6	15	11
Gauss Rifle	16	121

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

oooooooooooo

Auto Eject: Operational Disabled Weapon Heat: **(19)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm

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

Head

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

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Fusion Engine
- Fusion Engine
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- SRM 6
- SRM 6
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

Right Arm

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

Right Torso

- SRM 6
- SRM 6
- Ammo (SRM 6) 15
- Ammo (Gauss) 8
- Ammo (Gauss) 8
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- CASE

Left Leg

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

Right Leg

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

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

Battle Value: **1,559**
 Weapon Value: **1,440 / 1,440**
 Cost, C-Bills: **5,736,000**

HEAT SCALE

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

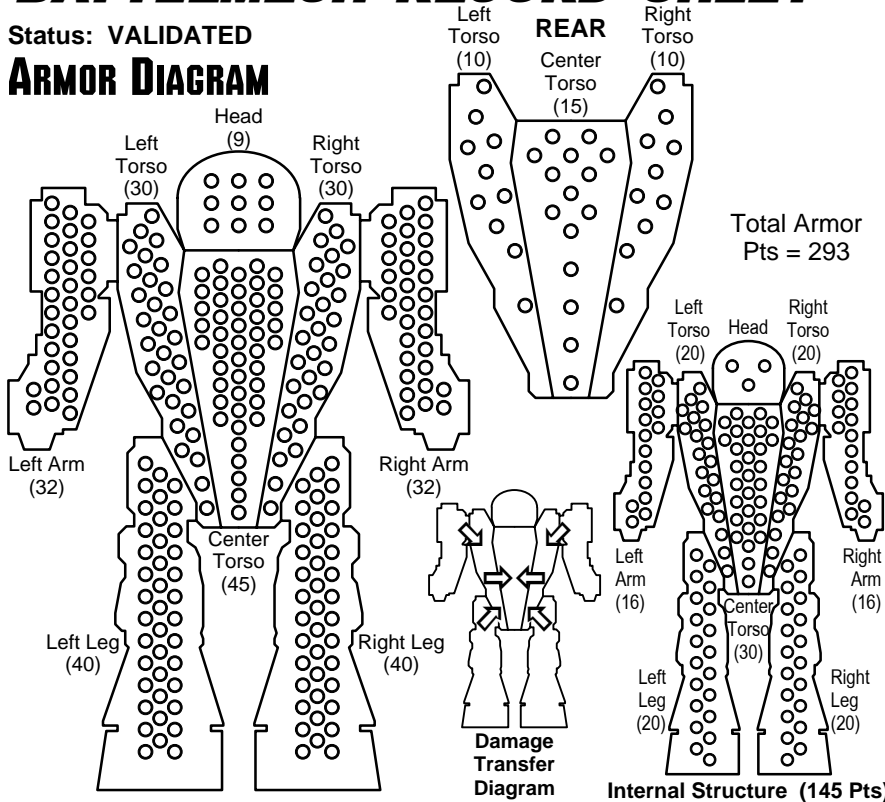
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 293

Internal Structure (145 Pts)

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER PPC
- ER PPC
- ER PPC
- 3 Medium Pulse Laser
- Roll Again
- Roll Again
- Roll Again

Left Torso

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

Left Leg

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

Head

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

Center Torso

- Fusion Engine
- Fusion Engine
- 1-3 Fusion Engine
- Gyro
- Gyro
- Gyro
- Gyro
- 1 Gyro
- 2 Fusion Engine
- 3 Fusion Engine
- 4 Fusion Engine
- 4-6 Ultra AC/20 (Cont)
- Ultra AC/20 (Cont)

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

Battle Value: **1,662**
Weapon Value: **2,060 / 2,060**
Cost, C-Bills: **12,454,406**

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER PPC
- ER PPC
- ER PPC
- 3 Medium Pulse Laser
- Roll Again
- Roll Again
- Roll Again

Right Torso

- Ultra AC/20
- Ultra AC/20
- 3 Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- 1 Ultra AC/20
- 2 Ultra AC/20
- 3 Ammo (Ult AC/20) 5
- 4 Ammo (Ult AC/20) 5
- 5 Ammo (Ult AC/20) 5
- 4-6 CASE

Right Leg

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

'MECH DATA

Type: **Hauptmann HA1-OB**

Mass: **95 tons**

Movement Points: Tech, Config. & Level:

Walking: **3** Inner Sphere
Running: **5** Biped OmniMech
Jumping: **0** Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	10	-	7	14	23
1	ER PPC	LA	15	10	-	7	14	23
1	Medium Pulse Laser	RA	4	6	-	2	4	6
1	Medium Pulse Laser	LA	4	6	-	2	4	6
1	Ultra AC/20	RT	8	20	-	3	7	10
1	Medium Pulse Laser	HD	4	6	-	2	4	6

Ammo Type: Ultra AC/20 Rounds: 15 BV: 96

Total Heat Sinks: **16 Double (32)**

○○○○○○○○○○ ○○○○○○

Auto Eject: Operational Disabled Weapon Heat: **(58)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

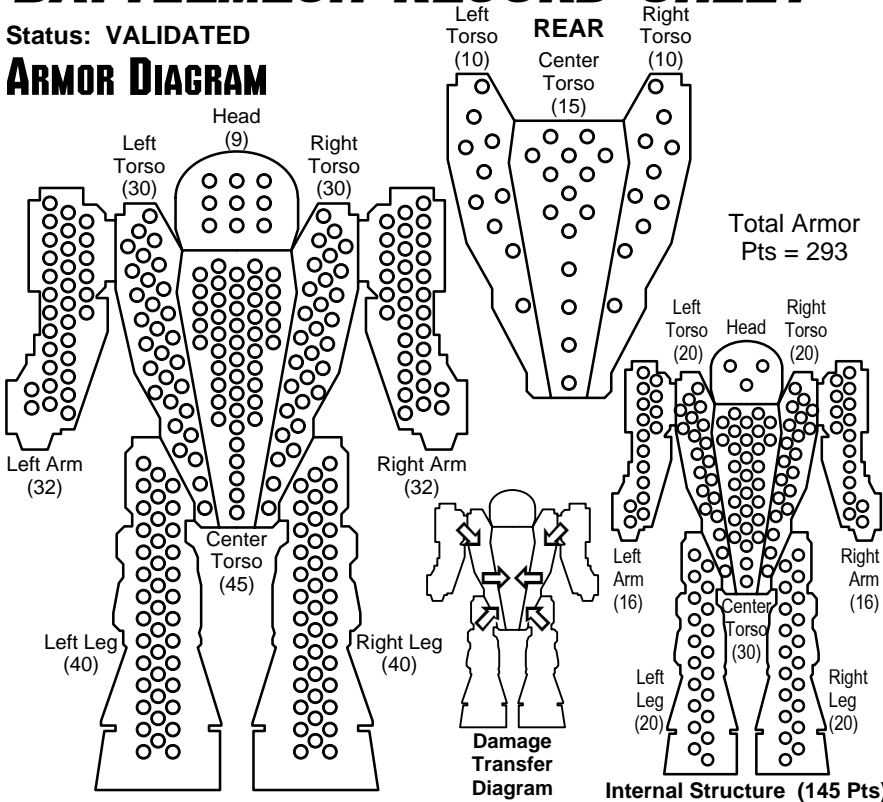
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 293

Internal Structure (145 Pts)

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 4-6 ER Large Laser
- ER Large Laser
- Medium Pulse Laser

Left Torso

- LB 20-X AC
- LB 20-X AC
- 1-3 LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- 1 LB 20-X AC
- 2 LB 20-X AC
- 3 LB 20-X AC
- 4 LB 20-X AC
- 4-6 LB 20-X AC
- Streak SRM 2

Left Leg

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

Head

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

Center Torso

- Fusion Engine
- Fusion Engine
- 1-3 Fusion Engine
- Gyro
- Gyro
- Gyro
- 1 Gyro
- 2 Fusion Engine
- 3 Fusion Engine
- 4 Fusion Engine
- 4-6 Guardian ECM
- Guardian ECM

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

Battle Value: **1,819**
Weapon Value: **2,716 / 2,646**
Cost, C-Bills: **12,870,608**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 4-6 ER Large Laser
- ER Large Laser
- Medium Pulse Laser

Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1 Streak SRM 2
- 2 Ammo (LB 20-X) 5
- 3 Ammo (LB 20-X) 5
- 4 Ammo (LB 20-X) 5
- 5 Ammo (Streak 2) 50
- 4-6 CASE

Right Leg

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

'MECH DATA

Type: **Hauptmann HA1-O**

Mass: **95 tons**

Movement Points: Tech, Config. & Level:

Walking: **3** Inner Sphere
Running: **5** Biped OmniMech
Jumping: **0** Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	LA	12	8	-	7	14	19
1	ER Large Laser	RA	12	8	-	7	14	19
1	Medium Pulse Laser	RA	4	6	-	2	4	6
1	Medium Pulse Laser	LA	4	6	-	2	4	6
1	ER Small Laser	HD	2	3	-	2	4	5
1	LB 20-X AC	LT	6	20	-	4	8	12
1	Streak SRM 2	RT	2	2/hit	-	3	6	9
1	Streak SRM 2	LT	2	2/hit	-	3	6	9
1	Guardian ECM	CT	0	-	-	-	-	6

Ammo Type: Rounds: BV:
LB 20-X AC 15 81
Streak SRM 2 50 4

Total Heat Sinks: 17 Double (34)

○○○○○○○○○○ ○○○○○○

Auto Eject: Operational Disabled

Weapon Heat: **(44)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

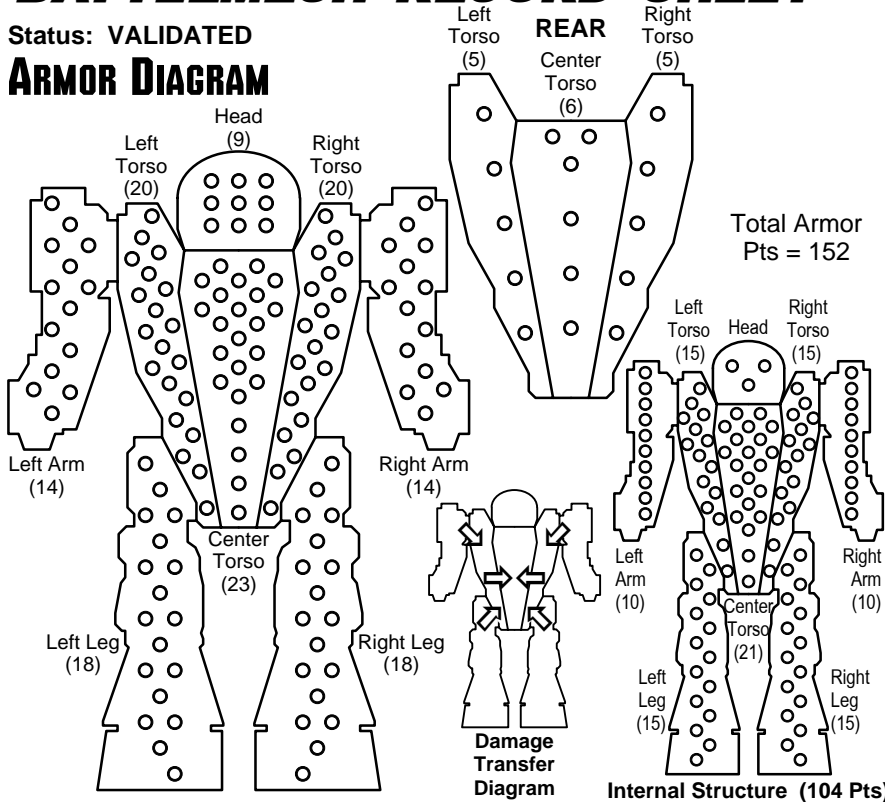
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Ha Otoko HKO-1C**

Mass: **65 tons**

Movement Points: **Tech, Config. & Level:**

Walking: **4** **Inner Sphere**
 Running: **6** **Biped 'Mech**
 Jumping: **0** **Level 2 / 3060**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	RA	4	1/hit	6	7	14	21
1	LRM 10	LA	4	1/hit	6	7	14	21
1	LRM 20	RT	6	1/hit	6	7	14	21
1	LRM 20	LT	6	1/hit	6	7	14	21

Ammo Type:	Rounds:	BV:
LRM 10	24	25
LRM 20	24	103

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

oooooooooooo

Auto Eject: **Weapon Heat:**
 Operational Disabled **(20)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - LRM 10
 - LRM 10
- 1-3
- Ammo (LRM 10) 12
 - Roll Again
- 4-6
- Roll Again
 - Roll Again
 - Roll Again

Head

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

Center Torso

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

Left Torso

- XL Engine
 - XL Engine
 - XL Engine
 - LRM 20
 - LRM 20
 - LRM 20
- 1-3
- LRM 20
 - LRM 20
- 4-6
- Ammo (LRM 20) 6
 - Ammo (LRM 20) 6
 - Roll Again
 - Roll Again

Left Leg

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

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - LRM 10
 - LRM 10
- 1-3
- Ammo (LRM 10) 12
 - Roll Again
- 4-6
- Roll Again
 - Roll Again
 - Roll Again

Right Torso

- XL Engine
 - XL Engine
 - XL Engine
 - LRM 20
 - LRM 20
 - LRM 20
- 1-3
- LRM 20
 - LRM 20
- 4-6
- Ammo (LRM 20) 6
 - Ammo (LRM 20) 6
 - Roll Again
 - Roll Again

Right Leg

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

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

Battle Value: **1,082**
 Weapon Value: **1,493 / 1,493**
 Cost, C-Bills: **11,637,561**

HEAT SCALE

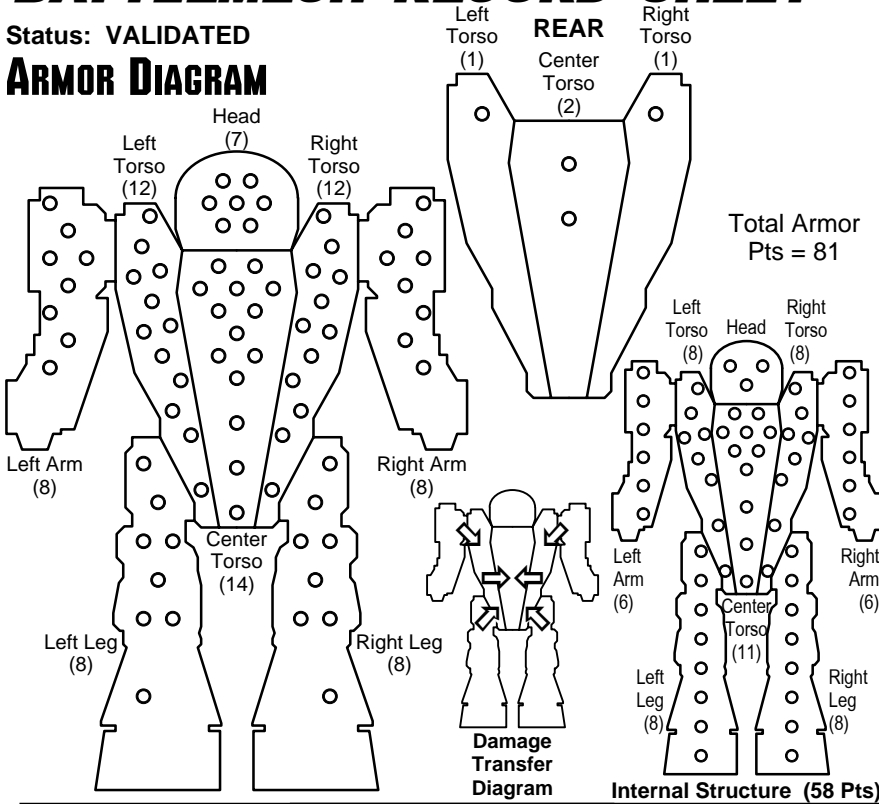
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Garm GRM-01B**

Mass: **35 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** **Inner Sphere**
 Running: **8** **Biped 'Mech**
 Jumping: **5** **Level 2 / 3060**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10 w/ Artemis IV	LT	4	1/hit	6	7	14	21
1	ER Large Laser	RT	12	8	-	7	14	19

Ammo Type: LRM 10 Rounds: 12 BV: 22

Total Heat Sinks: 12 Single

oooooooooooo oo

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

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

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

Left Torso

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

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

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Single Heat Sink
 - Jump Jet

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

Battle Value: **732**
 Weapon Value: **313 / 292**
 Cost, C-Bills: **3,002,310**

Right Arm

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

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

Right Torso

- Single Heat Sink
- Single Heat Sink
- ER Large Laser
- ER Large Laser
- Endo Steel
- Endo Steel

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

Right Leg

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

HEAT SCALE

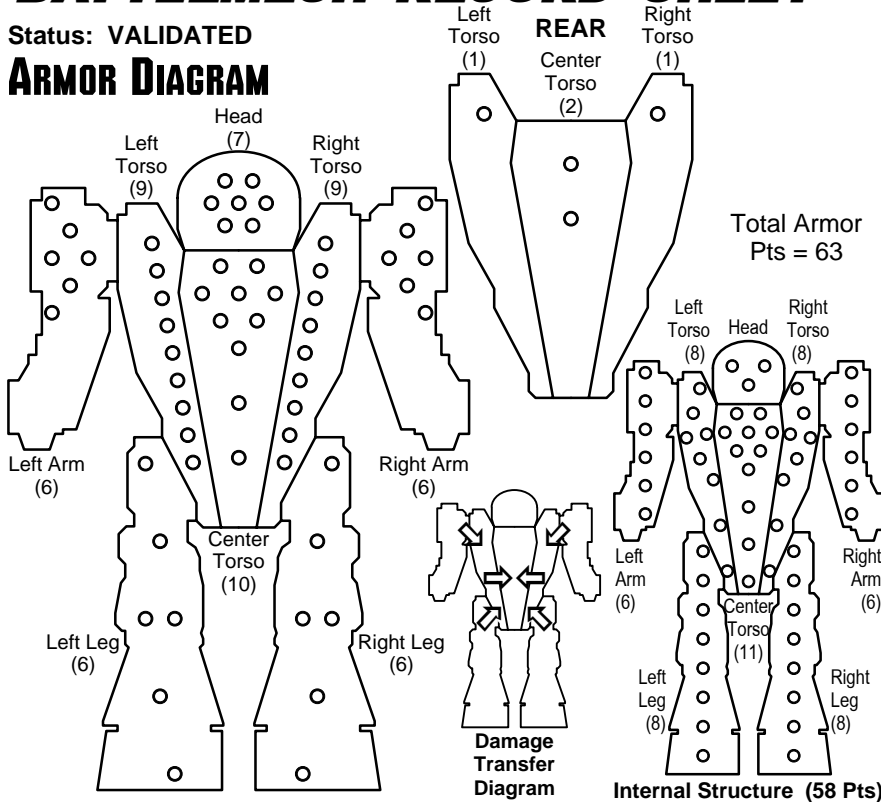
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Garm GRM-01A**

Mass: **35 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** **Inner Sphere**
 Running: **8** **Biped 'Mech**
 Jumping: **5** **Level 2 / 3060**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 5-X AC	RT	1	5	3	7	14	21
1	LRM 10	LT	4	1/hit	6	7	14	21

Ammo Type: Rounds: BV:

LB 5-X AC	20	20
LRM 10	12	22

Total Heat Sinks: **10 Single**

oooooooooooo

Auto Eject: Weapon Heat:

Operational Disabled **(5)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

- Single Heat Sink
- LRM 10
- LRM 10
- Ammo (LRM 10) 12
- Ferro-Fibrous
- Ferro-Fibrous

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

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Single Heat Sink
 - Jump Jet

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

Battle Value: **662**
 Weapon Value: **226 / 226**
 Cost, C-Bills: **2,874,060**

Right Arm

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

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

Right Torso

- Single Heat Sink
- LB 5-X AC
- LB 5-X AC
- LB 5-X AC
- LB 5-X AC
- LB 5-X AC

- Ammo (LB 5-X) 20
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Right Leg

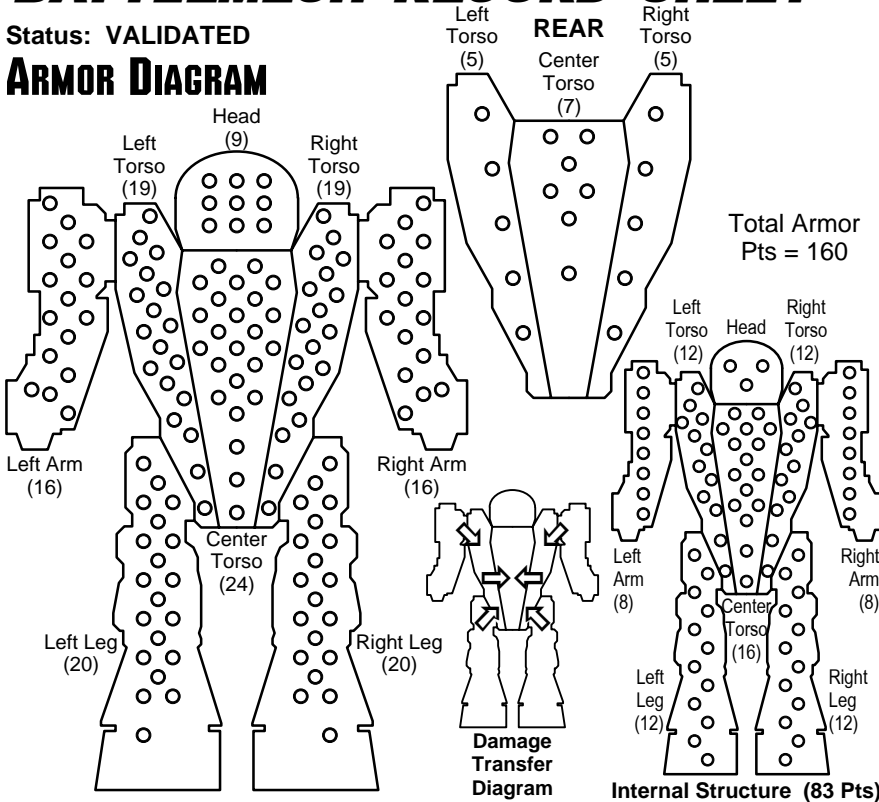
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Enforcer III ENF-6M**

Mass: **50 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** **Inner Sphere**
 Running: **8** **Biped 'Mech**
 Jumping: **5** **Level 2 / 3060**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	LA	12	8	-	7	14	19
1	ER Small Laser	LT	2	3	-	2	4	5
1	Ultra AC/10	RA	4	10	-	6	12	18

Ammo Type: Rounds: BV:
 Ultra AC/10 20 117

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

oooooooooooo 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

HEAT SCALE

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

CRITICAL HIT TABLE

Left Arm

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

Left Torso

- XL Engine
- XL Engine
- 1-3 XL Engine
- ER Small Laser
- Endo Steel
- Endo Steel
- Endo Steel
- 4-6 Endo Steel
- Endo Steel
- Endo Steel

Left Leg

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

Head

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

Center Torso

- 1-3 XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro
- 1-3 Gyro
- XL Engine
- 4-6 XL Engine
- XL Engine
- Jump Jet
- Roll Again

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

Battle Value: **1,427**
 Weapon Value: **1,040 / 1,040**
 Cost, C-Bills: **8,685,874**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- 4-6 Ultra AC/10
- Roll Again
- Roll Again

Right Torso

- XL Engine
- XL Engine
- 1-3 XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 4-6 Double Heat Sink
- Ammo (Ult AC/10) 10
- Ammo (Ult AC/10) 10
- Roll Again

Right Leg

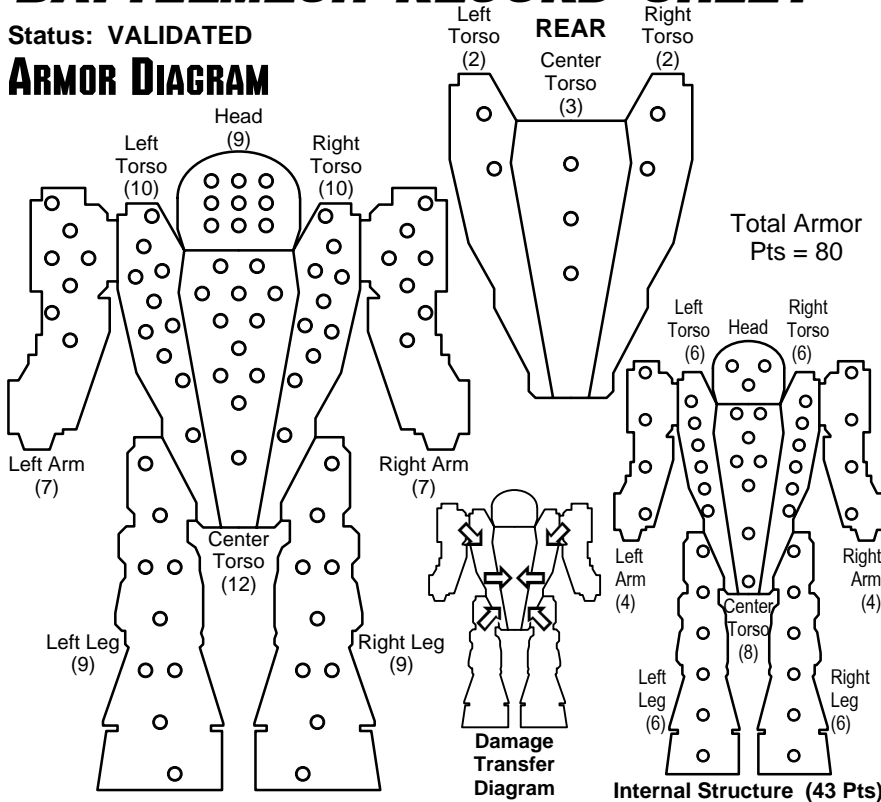
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Eagle EGL-2M**

Mass: **25 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** **Inner Sphere**
 Running: **8** **Biped 'Mech**
 Jumping: **5** **Level 2 / 3060**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	RA	12	8	-	7	14	19
1	ER Medium Laser	--	5	5	-	4	8	12
1	TAG	--	0	*	-	5	9	15

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

oooooooooooo

Auto Eject: **Weapon Heat:**

Operational Disabled **(17)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

CRITICAL HIT TABLE

Left Arm

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

Left Torso

- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Jump Jet
 - Jump Jet
 - Roll Again
 - Roll Again
 - Endo Steel
 - Endo Steel
- 4-6

Left Leg

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

Head

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

Center Torso

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

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

Battle Value: **745**
 Weapon Value: **357 / 357**
 Cost, C-Bills: **2,237,916**

Right Arm

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

Right Torso

- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Jump Jet
 - Jump Jet
 - Endo Steel
- 4-6

Right Leg

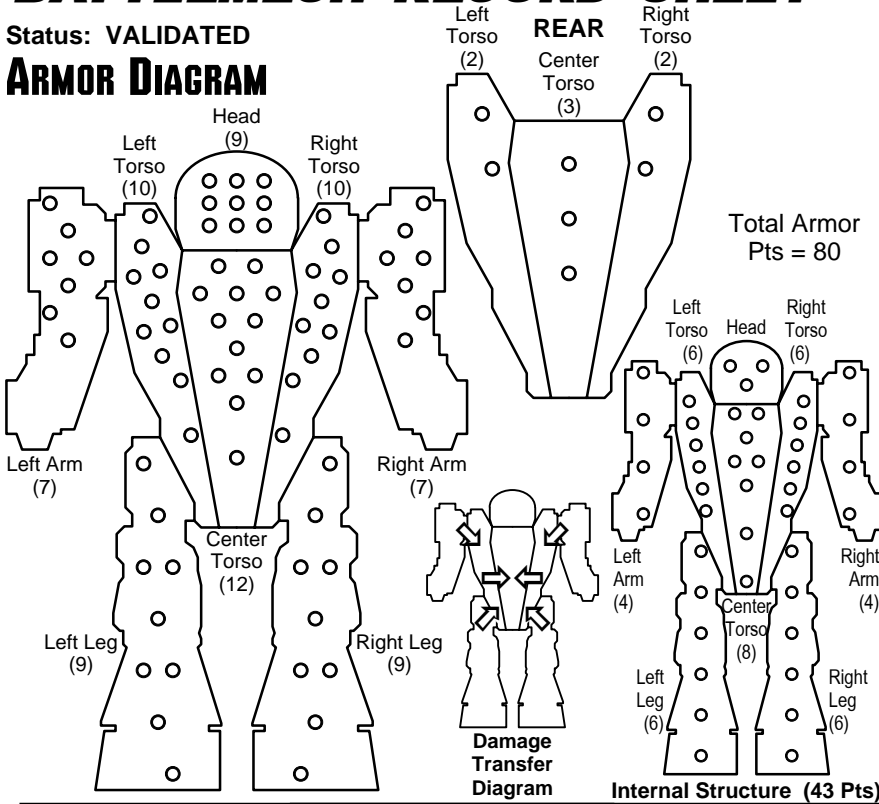
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Eagle EGL-1M**

Mass: **25 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** **Inner Sphere**
 Running: **8** **Biped 'Mech**
 Jumping: **5** **Level 2 / 3060**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	RA	12	8	-	7	14	19
1	Anti-Missile System LT		1	1d6	-	-	-	-
1	ER Small Laser	LA	2	3	-	2	4	5

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

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

oooooooooooo

Auto Eject: Weapon Heat:

Operational Disabled **(15)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Small Laser
- Endo Steel

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

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- 1-3
- Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Jump Jet
 - Jump Jet
- 4-6
- Anti-Missile System
 - Ammo (AMS) 12
 - Endo Steel
 - Endo Steel

Left Leg

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

Head

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

Center Torso

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

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

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

Battle Value: **718**
 Weapon Value: **278 / 278**
 Cost, C-Bills: **2,216,979**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER Large Laser
- ER Large Laser
- Endo Steel

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

Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Jump Jet
 - Jump Jet
- 4-6
- Anti-Missile System
 - Ammo (AMS) 12
 - Endo Steel
 - Endo Steel

Right Leg

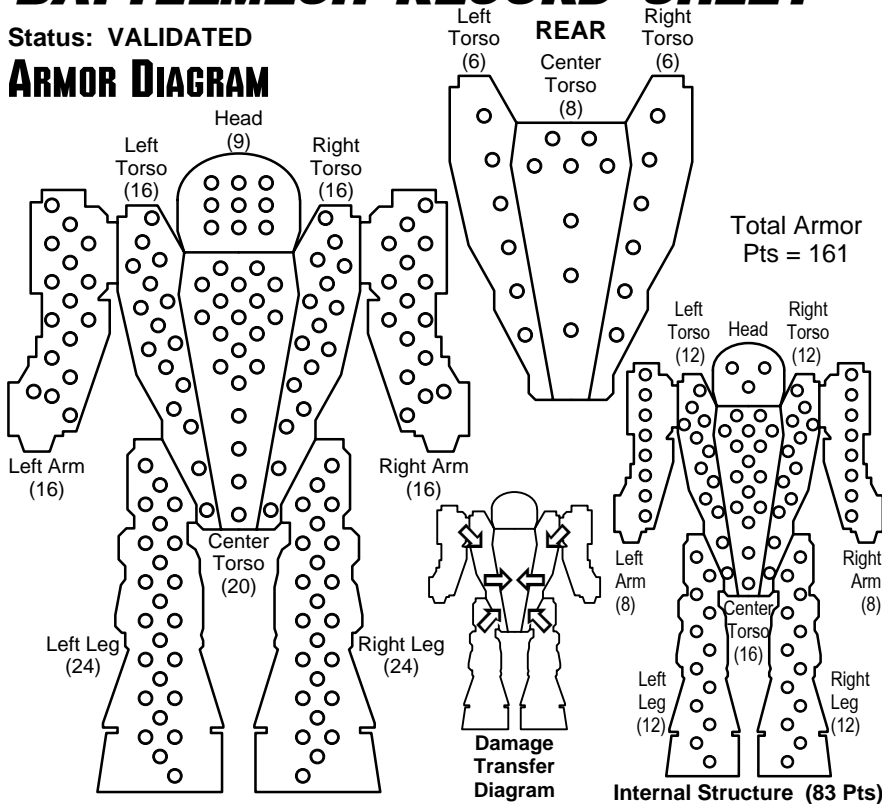
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

Left Torso

- Single Heat Sink
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
- 1-3
- Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Left Leg

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

Head

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

Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - C³ Slave Unit
 - Roll Again
- 4-6

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

Battle Value: **950**
 Add for C³: **& 90**
 Weapon Value: **822 / 822**
 Cost, C-Bills: **4,365,874**

Right Arm

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

Right Torso

- Single Heat Sink
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
- 1-3
- Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Right Leg

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

'MECH DATA

Type: **Crab CRB-C**

Mass: **50 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** **Inner Sphere**
 Running: **8** **Biped 'Mech**
 Jumping: **0** **Level 2 / 3060**

Weapons Inventory:

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	Small Laser	HD	1	3	-	1	2	3
1	C³ Slave Unit	CT	0	-	-	-	-	-

Total Heat Sinks: **16 Single**

○○○○○○○○○○ ○○○○○○

Auto Eject: Weapon Heat:

Operational Disabled **(17)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

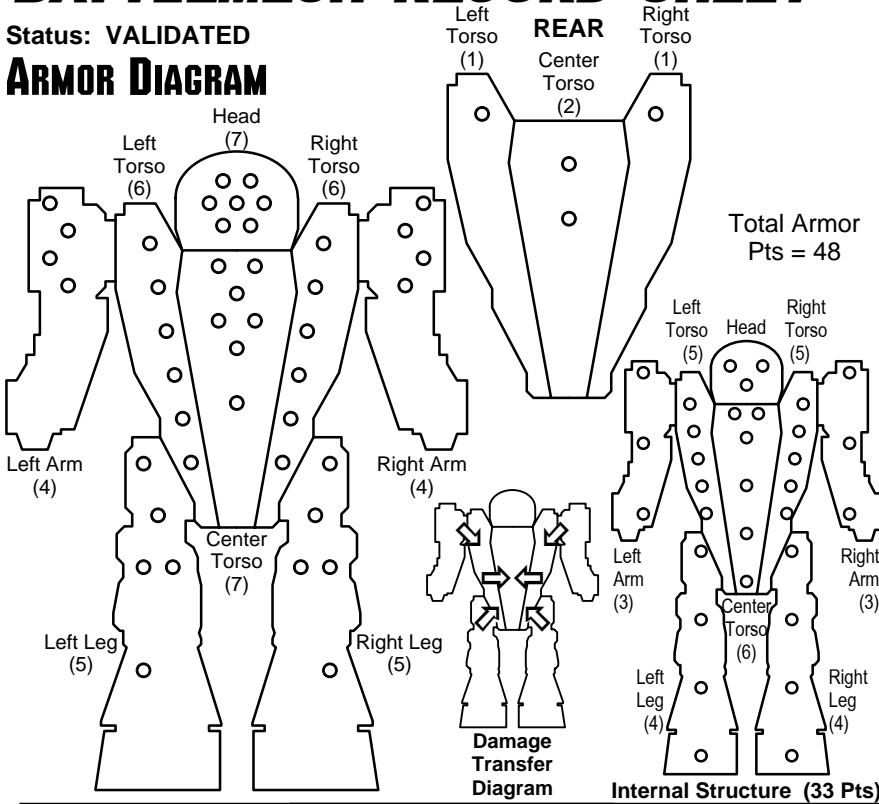


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Cossack C-SK1**

Mass: **20 tons**

Movement Points: Tech, Config. & Level:

Walking: **6** **Inner Sphere**
 Running: **9** **Biped 'Mech**
 Jumping: **6** **Level 2 / 3060**

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	Small Laser	LT	1	3	-	1	2	3
1	Small Laser	RT	1	3	-	1	2	3

Ammo Type: SRM 6 Rounds: 15 BV: 16

Total Heat Sinks: **10 Single**

oooooooooooo

Auto Eject: Operational Disabled Weapon Heat: **(9)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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



CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

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

- 1-3
- Jump Jet
 - Small Laser
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso

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

- 1-3
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - SRM 6
 - SRM 6

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

Battle Value: **374**
 Weapon Value: **145 / 145**
 Cost, C-Bills: **2,362,440**

Right Arm

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

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

Right Torso

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

- 1-3
- Jump Jet
 - Small Laser
 - Ammo (SRM 6) 15
 - Endo Steel
 - Endo Steel
 - Endo Steel

Right Leg

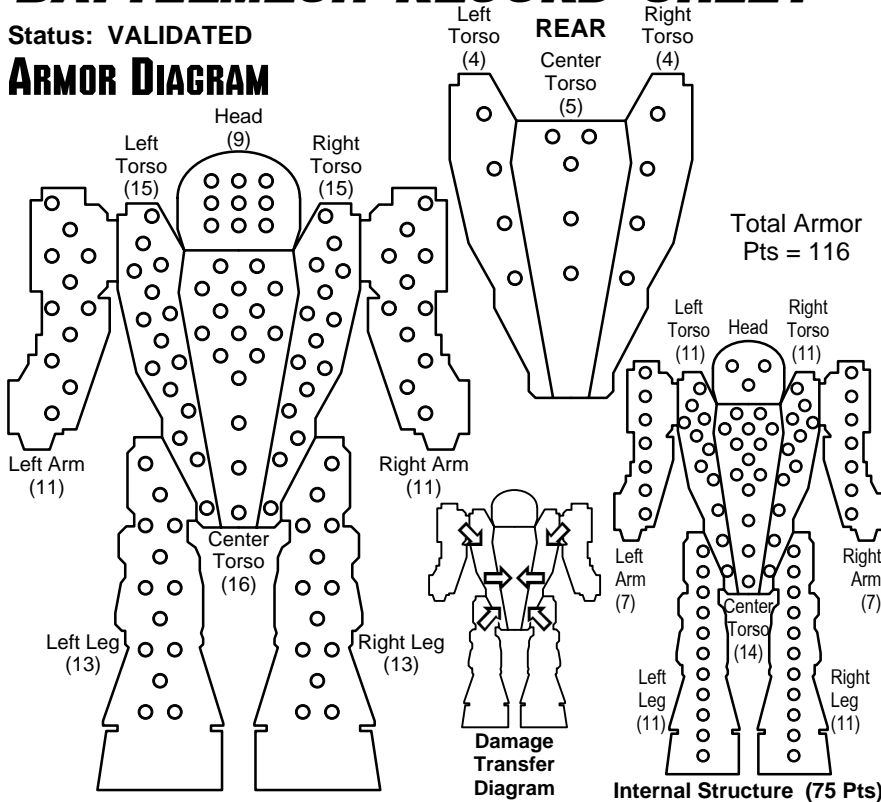
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 116

Internal Structure (75 Pts)

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 LRM 15
- LRM 15
- LRM 15
- Medium Laser

- Endo Steel
- Endo Steel
- 4-6 Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Left Torso

- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 4 Ammo (LRM 15) 8
- 5 Ammo (LRM 15) 8
- 6 Ammo (LRM 15) 8

- 1 Ammo (LRM 15) 8
- 2 Endo Steel
- 3 Endo Steel
- 4-6 Endo Steel
- Endo Steel
- Endo Steel

Left Leg

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

Head

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

Center Torso

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

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

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

Battle Value: **994**
 Weapon Value: **841 / 841**
 Cost, C-Bills: **4,143,375**

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 LRM 15
- LRM 15
- LRM 15
- Medium Laser

- Roll Again
- Roll Again
- 3 Roll Again
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

Right Torso

- 1-3 Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- 4 Ferro-Fibrous
- 5 Ferro-Fibrous
- 6 Ferro-Fibrous

- 1 Ferro-Fibrous
- 2 Ferro-Fibrous
- 3 Ferro-Fibrous
- 4-6 Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- 4 Ferro-Fibrous
- 6 Ferro-Fibrous

'MECH DATA

Type: **Cobra CBR-02**

Mass: **45 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** Inner Sphere
 Running: **8** Biped 'Mech
 Jumping: **0** Level 2 / 3060

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	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9

Ammo Type: LRM 15 Rounds: 32 BV: 93

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

oooooooooooo

Auto Eject: Operational Disabled Weapon Heat: **(16)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

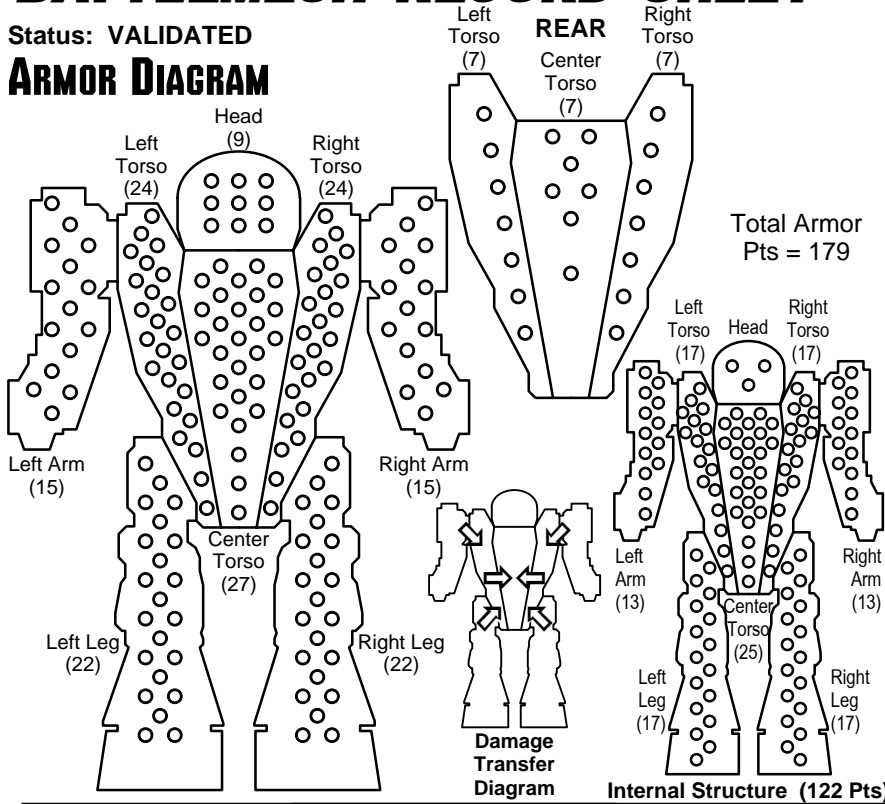
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Charger CGR-C**

Mass: **80 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** **Inner Sphere**
 Running: **8** **Biped 'Mech**
 Jumping: **5** **Level 2 / 3060**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20 w/ Artemis IV	RT	6	1/hit	6	7	14	21
1	Medium Pulse Laser	LT	4	6	-	2	4	6
1	Medium Pulse Laser	RA	4	6	-	2	4	6
1	Medium Pulse Laser	LA	4	6	-	2	4	6
1	C³ Slave Unit	RT	0	-	-	-	-	-

Ammo Type: LRM 20 Rounds: 18 BV: 139

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

○○○○○○○○○○ ○○

Auto Eject: Operational Disabled **Weapon Heat: (18)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Medium Pulse Laser
- Ferro-Fibrous
- Ferro-Fibrous

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

Left Torso

- 1-3 XL Engine
- XL Engine
- XL Engine
- 4-6 Medium Pulse Laser
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6

- 1-3 Ammo (LRM 20) 6
- CASE
- 4-6 Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

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

Head

- 1-3 Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

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

- 4-6 Gyro
- XL Engine
- XL Engine
- XL Engine
- Jump Jet
- Roll Again

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

Battle Value: **1,479**
 Add for C³: **& 126**
 Weapon Value: **1,315 / 1,200**
 Cost, C-Bills: **21,786,719**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Medium Pulse Laser
- Ferro-Fibrous

- Ferro-Fibrous
- Ferro-Fibrous
- 4-6 Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Right Torso

- 1-3 XL Engine
- XL Engine
- XL Engine
- LRM 20
- LRM 20
- LRM 20

- 1-3 LRM 20
- LRM 20
- 4-6 Artemis IV FCS
- C³ Slave Unit
- Roll Again
- Roll Again

Right Leg

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

HEAT SCALE

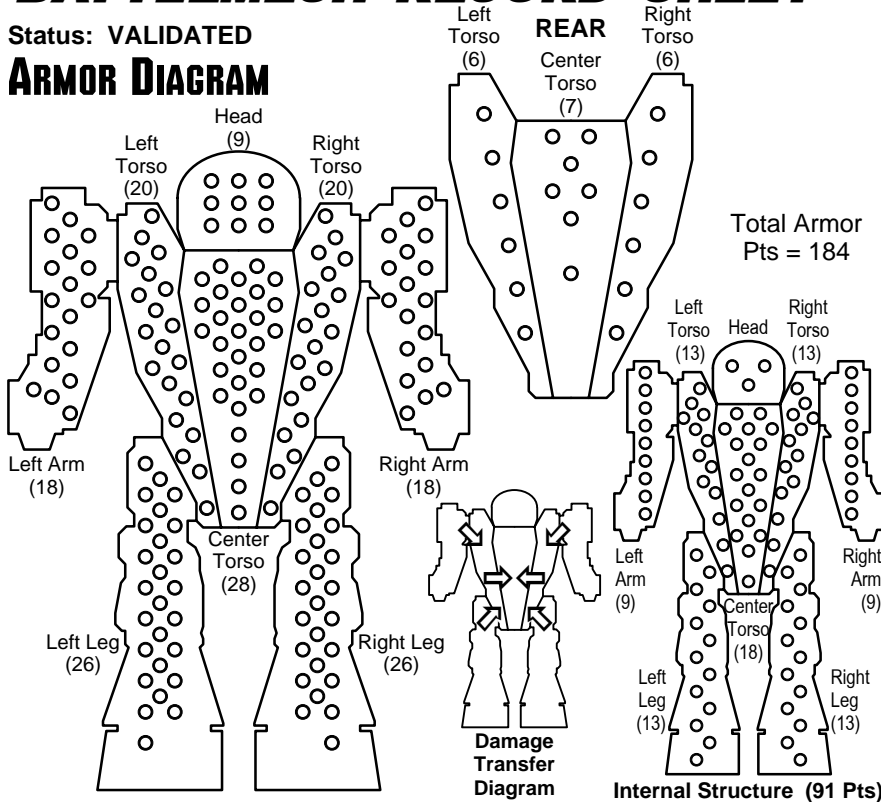
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 184

Damage Transfer Diagram

Internal Structure (91 Pts)

'MECH DATA

Type: **Centurion CN10-B**

Mass: **55 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** **Inner Sphere**
 Running: **6** **Biped 'Mech**
 Jumping: **0** **Level 2 / 3060**

Weapons Inventory: (hexes)

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

Ammo Type: Rounds: BV:

LRM 10	24	25
LB 10-X AC	20	43

Total Heat Sinks: **10 Single**

oooooooooooo

Auto Eject: Weapon Heat:

Operational Disabled **(13)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm

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

Head

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

Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3

- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Medium Laser
 - Medium Pulse Laser (R)
- 4-6

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

Battle Value: **1,078**

Weapon Value: **1,110 / 1,058**

Cost, C-Bills: **5,166,254**

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - LB 10-X AC
 - LB 10-X AC
 - LB 10-X AC
- 1-3
- LB 10-X AC
 - LB 10-X AC
- 4-6
- LB 10-X AC
 - Endo Steel
 - Endo Steel
 - Endo Steel

Right Torso

- Single Heat Sink
 - Ammo (LRM 10) 12
 - Ammo (LRM 10) 12
 - Ammo (LB 10-X) 10
 - Ammo (LB 10-X) 10
 - Endo Steel
- 1-3
- Endo Steel
 - Endo Steel
 - Endo Steel
 - CASE
 - Roll Again
 - Roll Again
- 4-6

Right Leg

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

HEAT SCALE

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

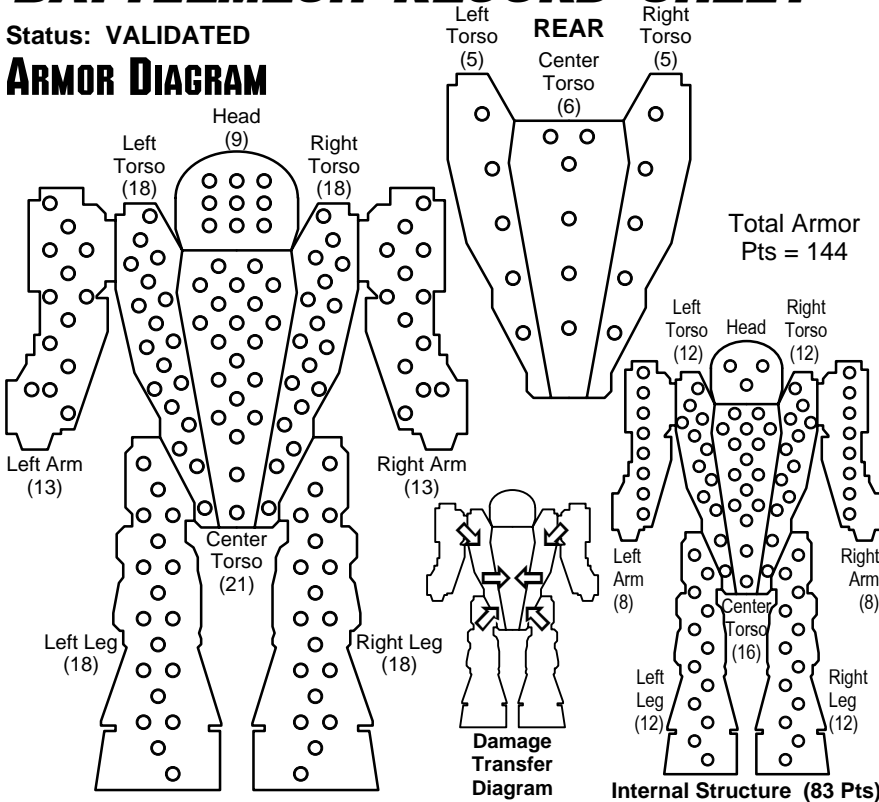
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Centurion CN9-YLW2**

Mass: **50 tons**

Movement Points: Tech, Config. & Level:

Walking: **6 [7]** Inner Sphere
 Running: **9 [11]** Biped 'Mech
 Jumping: **0** Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	CT(R)	4	6	-	2	4	6
2	Medium Pulse Laser	LA	4	6	-	2	4	6
1	Gauss Rifle	RA	1	15	2	7	15	22

Ammo Type: Gauss Rifle Rounds: 16 BV: 121

Total Heat Sinks: **10 Single**

oooooooooooo

Auto Eject: Operational Disabled Weapon Heat: **(13)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm

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

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Medium Pulse Laser (R)
 - Endo Steel
- 4-6

Left Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Triple Strength
 - Triple Strength
 - Endo Steel
- 1-3
- Triple Strength
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Roll Again
 - Roll Again
- 4-6

Right Arm

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

Right Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Ammo (Gauss) 8
 - Ammo (Gauss) 8
 - Triple Strength
- 1-3
- Triple Strength
 - Triple Strength
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 4-6

Left Leg

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

Right Leg

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

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

Battle Value: **1,327**
 Weapon Value: **1,074 / 1,074**
 Cost, C-Bills: **10,191,000**

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	TSM Activates
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points (not with TSM)
4	
3	
2	
1	
0	

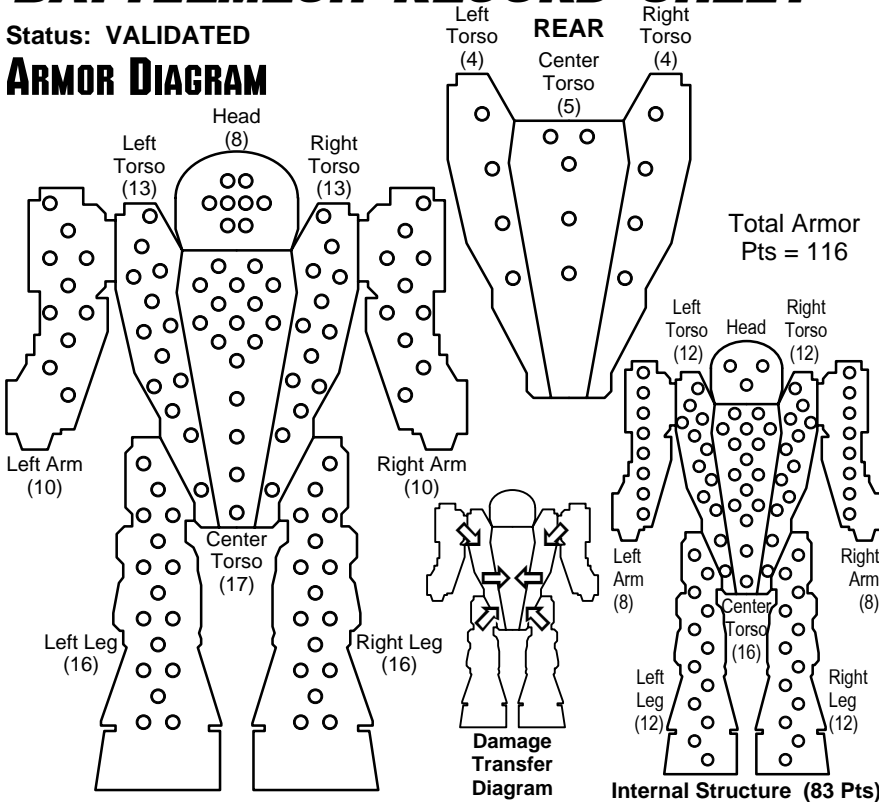
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor
Pts = 116

Internal Structure (83 Pts)

'MECH DATA

Type: **Blitzkrieg BTZ-3F**

Mass: **50 tons**

Movement Points: Tech, Config. & Level:

Walking: **7** **Inner Sphere**
Running: **11** **Biped 'Mech**
Jumping: **0** **Level 2 / 3060**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/20	LT	8	20	-	3	7	10

Ammo Type: Rounds: BV:
Ultra AC/20 20 225

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

oooooooooooo

Auto Eject: Weapon Heat:
 Operational Disabled **(16)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

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

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20

- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Ultra AC/20 (Cont)
 - Endo Steel

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

Battle Value: **1,092**
Weapon Value: **529 / 529**
Cost, C-Bills: **10,787,500**

Right Arm

- Shoulder
- Upper Arm Actuator
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

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

Right Torso

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

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

Right Leg

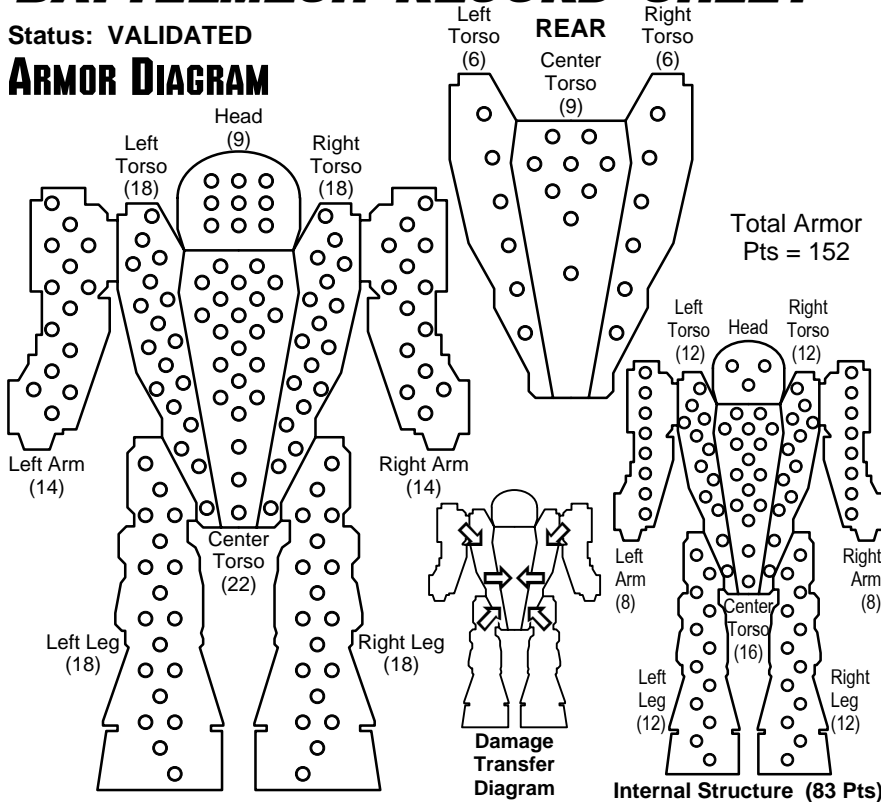
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 152

Internal Structure (83 Pts)

'MECH DATA

Type: **Blackjack BJ2-OF**

Mass: **50 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** **Inner Sphere**
 Running: **6** **Biped OmniMech**
 Jumping: **4** **Level 2 / 3060**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LT	15	10	-	7	14	23
1	ER Medium Laser	LA	5	5	-	4	8	12
1	ER Medium Laser	RT	5	5	-	4	8	12
1	ER Small Laser	CT	2	3	-	2	4	5
1	Ultra AC/10	RA	4	10	-	6	12	18

Ammo Type: Rounds: BV:
 Ultra AC/10 20 95

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

○○○○○○○○○○ ○○

Auto Eject: Weapon Heat:
 Operational Disabled **(35)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Medium Laser

- 1 Double Heat Sink
- Double Heat Sink
- 4-6 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

Left Torso

- XL Engine
- XL Engine
- 1-3 XL Engine
- ER PPC
- ER PPC
- ER PPC

- 1 Endo Steel
- Endo Steel
- 3 Endo Steel
- 4-6 Endo Steel
- Endo Steel
- Endo Steel

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso

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

- 1 Gyro
- 4-6 XL Engine
- XL Engine
- XL Engine
- ER Small Laser
- Endo Steel

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

Battle Value: **1,258**
 Weapon Value: **1,053 / 1,053**
 Cost, C-Bills: **9,344,844**

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Ultra AC/10

- 1 Ultra AC/10
- Ultra AC/10
- 4-6 Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10

Right Torso

- 1 XL Engine
- XL Engine
- 1-3 XL Engine
- ER Medium Laser
- 5 Ammo (Ult AC/10) 10
- Ammo (Ult AC/10) 10

- 1 Endo Steel
- Endo Steel
- 3 Endo Steel
- 4 Endo Steel
- Endo Steel
- Endo Steel

Right Leg

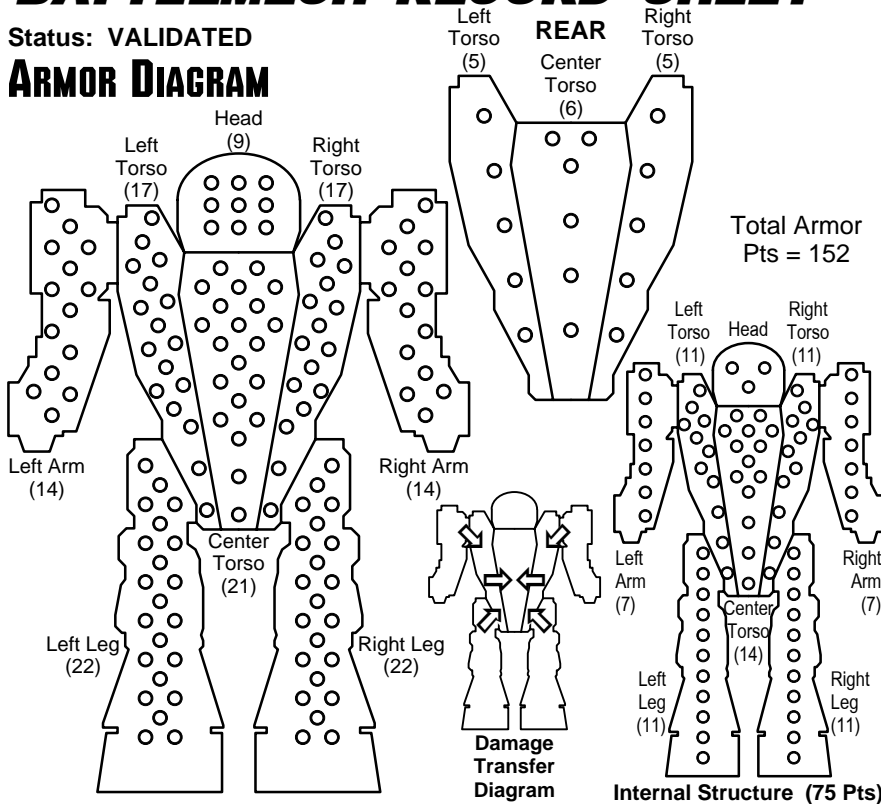
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 152

Internal Structure (75 Pts)

CRITICAL HIT TABLE

Left Arm

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

1-3

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

4-6

Left Torso (CASE)

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Machine Gun

1-3

- Machine Gun
- Ammo (MG) 200
- Ammo (LRM 10) 12
- Ammo (LRM 10) 12
- Roll Again
- Roll Again

4-6

Left Leg

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

Head

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

Center Torso

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

1-3

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

Battle Value: 1,426

Weapon Value: 1,415 / 1,415

Cost, C-Bills: 4,060,290

Right Arm

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

1-3

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

4-6

Right Torso (CASE)

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

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

4-6

Right Leg

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

'MECH DATA

Type: **Wyvern IIC**

Mass: **45 tons**

Movement Points: Tech, Config. & Level:

Walking: **4**

Clan

Running: **6**

Biped 'Mech

Jumping: **4**

Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	RA	12	10	-	8	15	25
2	ER Medium Laser	LA	5	7	-	5	10	15
2	ER Small Laser	RA	2	5	-	2	4	6
1	Flamer	CT	3	2	-	1	2	3
2	Machine Gun	LT	0	2	-	1	2	3
1	LRM 10	CT	4	1/hit	-	7	14	21
1	SRM 6	RT	4	2/hit	-	3	6	9

Ammo Type:	Rounds:	BV:
Machine Gun	200	2
LRM 10	24	46
SRM 6	30	23

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

○○○○○○○○○○ ○○

Auto Eject:

Weapon Heat:

Operational Disabled

(37)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

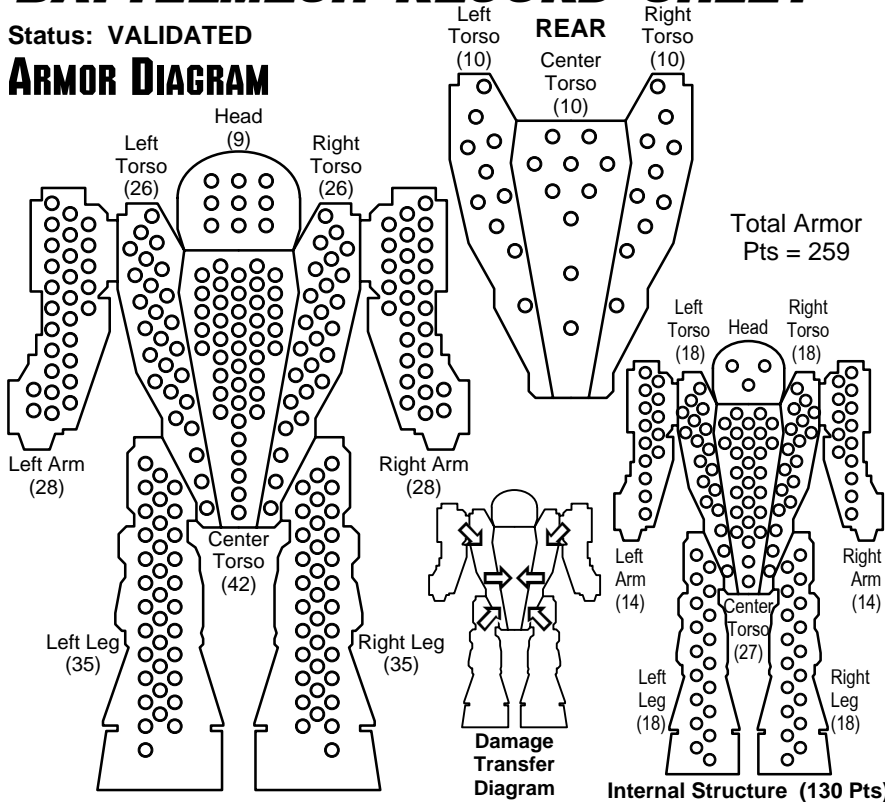
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 259

Internal Structure (130 Pts)

'MECH DATA

Type: **Warhawk (Masakari) H**

Mass: **85 tons**

Movement Points: Tech, Config. & Level:

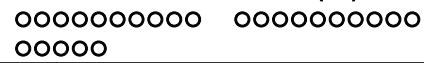
Walking: **4** **Clan**
 Running: **6** **Biped OmniMech**
 Jumping: **0** **Level 2 / 3060**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Heavy Large Laser	LA	18	16	-	5	10	15
2	Large Pulse Laser	RA	10	10	-	6	14	20
1	LRM 10	RA	4	1/hit	-	7	14	21
1	Targeting Computer							

Ammo Type:	Rounds:	BV:
LRM 10	12	16

Total Heat Sinks: 25 Double (50)



Auto Eject: Operational Disabled Weapon Heat: **(60)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

Left Arm (CASE)

- Shoulder
 - Upper Arm Actuator
 - Double Heat Sink
 - Double Heat Sink
 - Heavy Large Laser
 - Heavy Large Laser
- 1-3
- Heavy Large Laser
 - Heavy Large Laser
 - Heavy Large Laser
 - Heavy Large Laser
 - Ammo (LRM 10) 12
 - Ferro-Fibrous
- 4-6

Left Torso

- XL Engine
 - XL Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Ferro-Fibrous
 - Ferro-Fibrous
- 4-6

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

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

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

Battle Value: **2,185**
 Weapon Value: **5,019 / 5,019**
 Cost, C-Bills: **25,662,199**

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Large Pulse Laser
 - Large Pulse Laser
 - Large Pulse Laser
 - Large Pulse Laser
 - LRM 10
 - Ferro-Fibrous
- 4-6

Right Torso

- XL Engine
 - XL Engine
 - Double Heat Sink
 - Double Heat Sink
 - Targeting Computer
 - Targeting Computer
- 1-3
- Targeting Computer
 - Targeting Computer
 - Double Heat Sink
 - Double Heat Sink
 - Ferro-Fibrous
 - Ferro-Fibrous
- 4-6

Right Leg

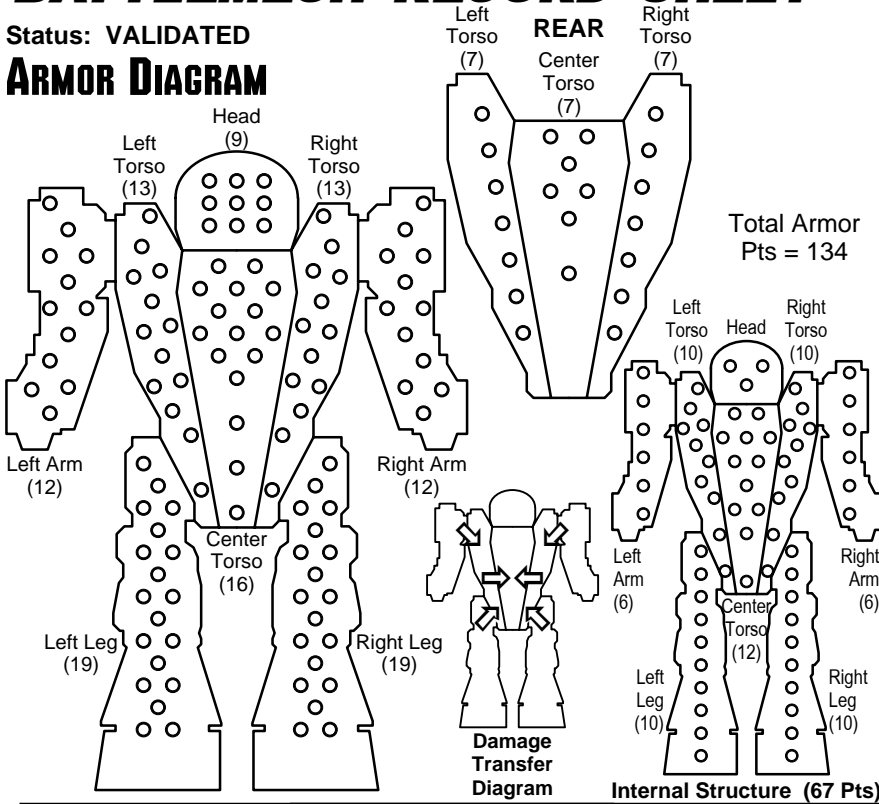
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 134

Internal Structure (67 Pts)

'MECH DATA

Type: **Viper (Dragonfly) H**

Mass: **40 tons**

Movement Points: Tech, Config. & Level:

Walking: **8** Clan
 Running: **12** Biped OmniMech
 Jumping: **8** Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Anti-Missile System	LT	1	2d6	-	-	-	-
1	ER Medium Laser	RT	5	7	-	5	10	15
1	ER Medium Laser	LT	5	7	-	5	10	15
1	Heavy Medium Laser	RA	7	10	-	3	6	9
1	Heavy Medium Laser	LA	7	10	-	3	6	9
1	Small Pulse Laser	RT	2	3	-	2	4	6
1	Small Pulse Laser	LT	2	3	-	2	4	6

Ammo Type: Rounds: BV:
 Anti-Missile System 24 29

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

oooooooooooo o

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

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Heavy Medium Laser
 - Heavy Medium Laser
- 1-3
- Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Torso (CASE)

- XL Engine
 - XL Engine
 - Jump Jet
 - Jump Jet
 - Anti-Missile System
 - ER Medium Laser
- 1-3
- Small Pulse Laser
 - Ammo (AMS) 24
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Ferro-Fibrous
- 4-6

Left Leg

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

Head

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

Center Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Endo Steel
 - Roll Again
- 4-6

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

Battle Value: **1,544**
 Weapon Value: **1,053 / 1,053**
 Cost, C-Bills: **11,192,532**

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Heavy Medium Laser
 - Heavy Medium Laser
- 1-3
- Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Torso

- XL Engine
 - XL Engine
 - Jump Jet
 - Jump Jet
 - ER Medium Laser
 - Small Pulse Laser
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Ferro-Fibrous
- 4-6

Right Leg

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

HEAT SCALE

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

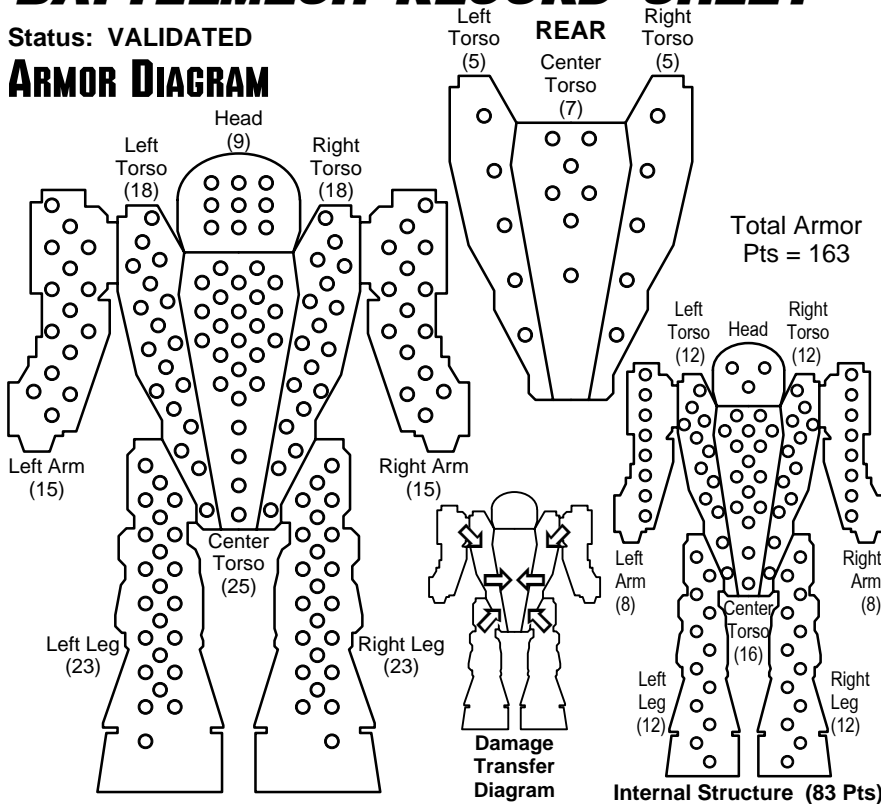
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (83 Pts)

'MECH DATA

Type: **Ursus**
 Mass: **50 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **4** **Clan**
 Running: **6** **Biped 'Mech**
 Jumping: **0** **Level 2 / 3060**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	RA	12	10	-	8	15	25
1	ER Medium Laser	RT	5	7	-	5	10	15
1	ER Medium Laser	LT	5	7	-	5	10	15
2	Medium Pulse Laser	RA	4	7	-	4	8	12
1	LRM 10	LA	4	1/hit	-	7	14	21
1	SRM 6	CT	4	2/hit	-	3	6	9
1	ECM Suite	RT	0	-	-	-	-	6

Ammo Type:	Rounds:	BV:
LRM 10	12	16
SRM 6	15	8

Total Heat Sinks: **16 Double (32)**

oooooooooooo oooooo

Auto Eject: Operational Disabled Weapon Heat: **(38)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- LRM 10
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Head

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Large Laser
- Medium Pulse Laser
- Medium Pulse Laser
- Roll Again
- Roll Again

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- SRM 6
- Roll Again

Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Medium Laser
- ECM Suite
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

Left Torso (CASE)

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Medium Laser
- Ammo (LRM 10) 12
- Ammo (SRM 6) 15
- Roll Again
- Roll Again
- Roll Again

1-3

1-3

4-6

4-6

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

Battle Value: **1,509**
 Weapon Value: **2,491 / 2,491**
 Cost, C-Bills: **4,535,500**

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

HEAT SCALE

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

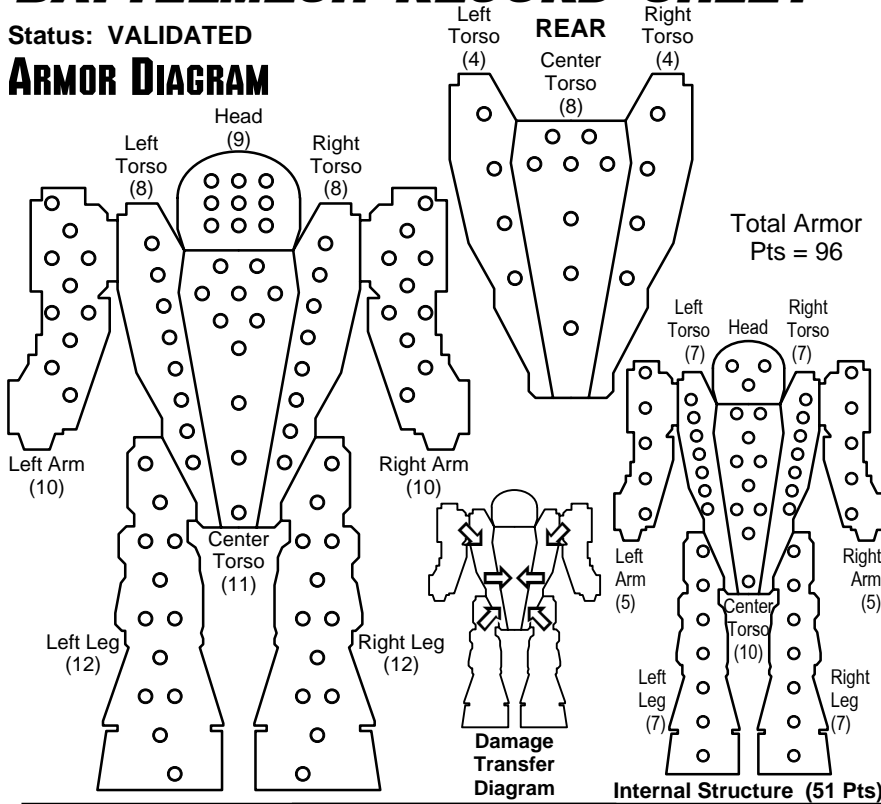


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 96

Internal Structure (51 Pts)

'MECH DATA

Type: **Urbanmech IIC**

Mass: **30 tons**

Movement Points: Tech, Config. & Level:

Walking: **3** **Clan**
 Running: **5** **Biped 'Mech**
 Jumping: **3** **Level 2 / 3060**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	LA	2	5	-	2	4	6
1	Ultra AC/10	RA	3	10	-	6	12	18

Ammo Type: Rounds: BV:
 Ultra AC/10 20 71

Total Heat Sinks: **10 Single**

oooooooooooo

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

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

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

Left Leg

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

Head

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

Center Torso

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

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

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

Battle Value: **737**
 Weapon Value: **318 / 318**
 Cost, C-Bills: **1,830,725**

Right Arm

- Shoulder
- Upper Arm Actuator
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10

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

Right Torso (CASE)

- Single Heat Sink
- Jump Jet
- Ammo (Ult AC/10) 10
- Ammo (Ult AC/10) 10
- Roll Again
- Roll Again

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

Right Leg

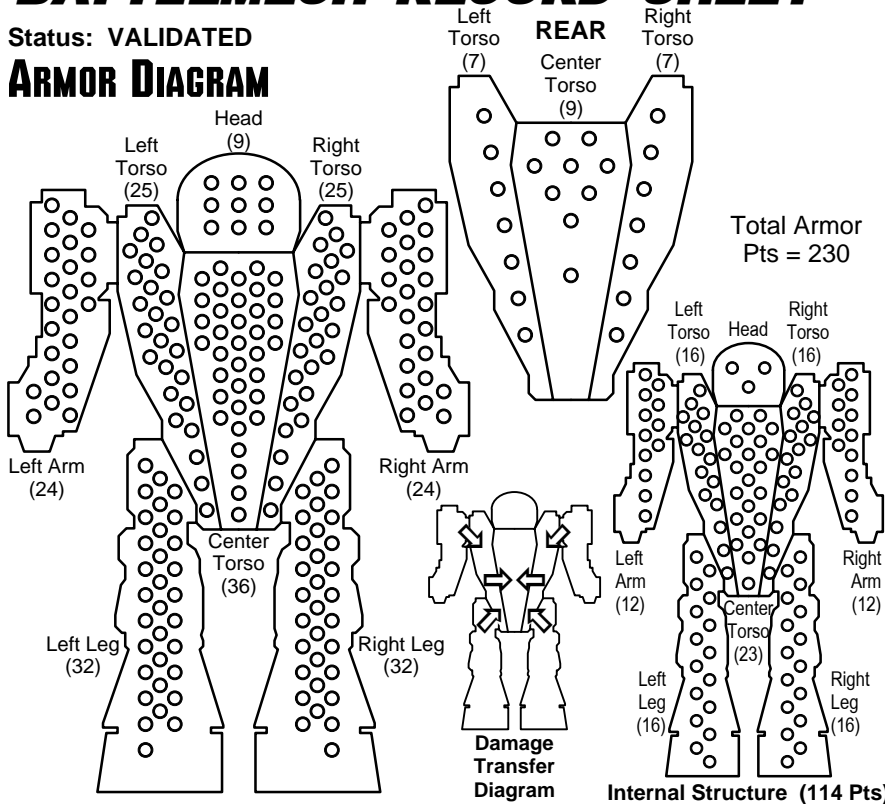
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Single Heat Sink

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (114 Pts)

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Heavy Large Laser
1. Heavy Large Laser
- Heavy Large Laser
3. Ferro-Fibrous
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Torso (CASE)

- XL Engine
- XL Engine
- 1-3 LRM 20
- LRM 20
- LRM 20
- LRM 20
1. Artemis IV FCS
2. Ammo (LRM 20) 6
3. Ammo (LRM 20) 6
- 4-6 Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

Left Leg

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

Head

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

Center Torso

- XL Engine
- XL Engine
- XL Engine
- 1-3 Gyro
- Gyro
- Gyro
1. Gyro
2. XL Engine
3. XL Engine
- 4-6 XL Engine
- ER Small Laser
- Endo Steel

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

Battle Value: **2,095**
 Weapon Value: **3,031 / 2,772**
 Cost, C-Bills: **24,815,546**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
1. Double Heat Sink
- Heavy Large Laser
3. Heavy Large Laser
- 4-6 Heavy Large Laser
- Ferro-Fibrous
- Roll Again

Right Torso (CASE)

- XL Engine
- XL Engine
- 1-3 LRM 20
- LRM 20
- LRM 20
- LRM 20
1. Artemis IV FCS
2. Ammo (LRM 20) 6
3. Ammo (LRM 20) 6
- 4-6 Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

Right Leg

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

'MECH DATA

Type: **Timber Wolf (Mad Cat) H**

Mass: **75 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** Clan
 Running: **8** Biped OmniMech
 Jumping: **0** Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy Large Laser	RA	18	16	-	5	10	15
1	Heavy Large Laser	LA	18	16	-	5	10	15
1	LRM 20 w/ Artemis IV	RT	6	1/hit	-	7	14	21
1	LRM 20 w/ Artemis IV	LT	6	1/hit	-	7	14	21
1	ER Small Laser	CT	2	5	-	2	4	6

Ammo Type: LRM 20 Rounds: 24 BV: 148

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

○○○○○○○○○○ ○○○○○○○○

Auto Eject: Operational Disabled Weapon Heat: **(50)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

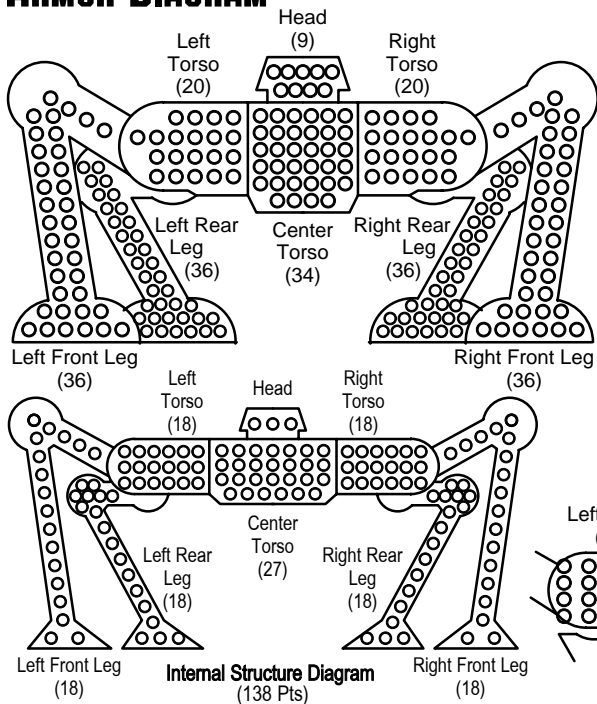


BATTLETECH®

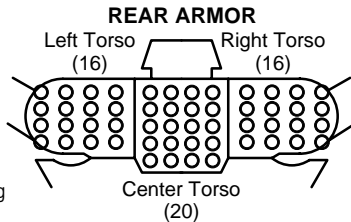
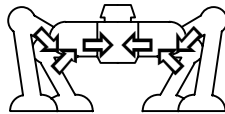
QUAD BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Total Armor
Pts = 279



'MECH DATA

Type: **Thunder Stallion**

Mass: **85 tons**

Movement Points: Tech, Config. & Level:

Walking: **3**

Clan

Running: **5**

Quad 'Mech

Jumping: **0**

Level 2 / 3060

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 20-X AC	CT	6	20	-	4	8	12
2	LRM 15	RT	5	1/hit	-	7	14	21
2	LRM 15	LT	5	1/hit	-	7	14	21

Ammo Type:

Rounds:

BV:

LB 20-X AC

10

66

LRM 15

64

168

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

○○○○○○○○○○ ○○○○

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 Front Leg

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

Head (CASE)

- Life Support
- Sensors
- Cockpit
- Ammo (LB 20-X) 5
- Sensors
- Life Support

Right Front Leg

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

Left Torso (CASE)

- LRM 15
 - LRM 15
 - LRM 15
 - LRM 15
 - Ammo (LRM 15) 8
 - Ammo (LRM 15) 8
- 1-3
- Ammo (LRM 15) 8
 - Ammo (LRM 15) 8
 - Ammo (LRM 15) 8
 - Ammo (LRM 15) 8
 - Ammo (LRM 15) 8
 - Ammo (LRM 15) 8
- 4-6

Center Torso (CASE)

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - LB 20-X AC
 - Ammo (LB 20-X) 5
- 4-6

Right Torso

- LB 20-X AC (Cont)
 - LB 20-X AC (Cont)
 - LB 20-X AC (Cont)
 - LB 20-X AC (Cont)
 - LB 20-X AC (Cont)
 - LB 20-X AC (Cont)
- 1-3
- LB 20-X AC (Cont)
 - LB 20-X AC (Cont)
 - LRM 15
 - LRM 15
 - LRM 15
 - LRM 15
- 4-6

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

Battle Value: **2,099**

Weapon Value: **3,793 / 3,793**

Cost, C-Bills: **9,354,710**

Left Rear Leg

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

Right Rear Leg

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

HEAT SCALE

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

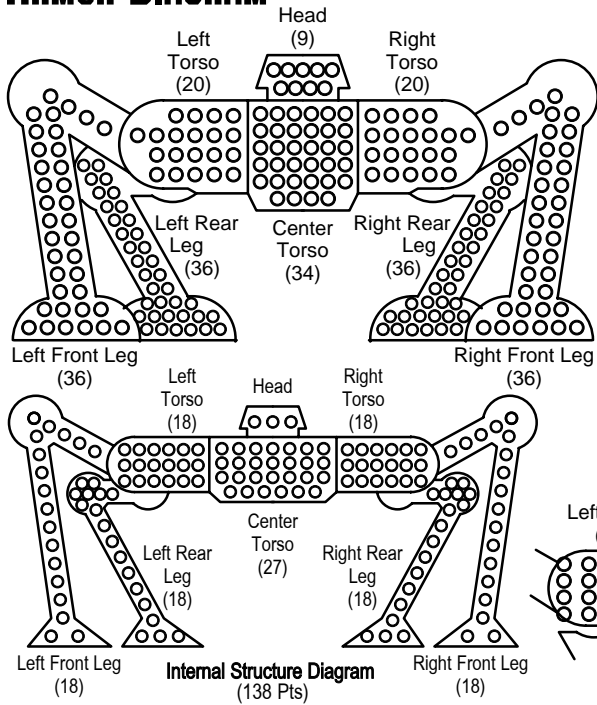
WIZKIDS®

BATTLETECH®

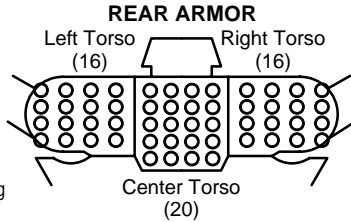
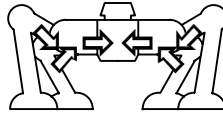
QUAD BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Total Armor
Pts = 279



'MECH DATA

Type: **Thunder Stallion 2**

Mass: **85 tons**

Movement Points: Tech, Config. & Level:

Walking: **3**

Clan

Running: **5**

Quad 'Mech

Jumping: **0**

Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	LRM 15	RT	5	1/hit	-	7	14	21
2	LRM 15	LT	5	1/hit	-	7	14	21
2	Large Pulse Laser	RT	10	10	-	6	14	20

Ammo Type:

Rounds:

BV:

LRM 15

64

168

Total Heat Sinks: **16 Double (32)**

○○○○○○○○○○ ○○○○○○

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 Front Leg

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

Head

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

Right Front Leg

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

Left Torso (CASE)

- LRM 15
 - LRM 15
 - LRM 15
 - LRM 15
 - Ammo (LRM 15) 8
 - Ammo (LRM 15) 8
- 1-3
- Ammo (LRM 15) 8
 - Ammo (LRM 15) 8
 - Ammo (LRM 15) 8
 - Ammo (LRM 15) 8
 - Ammo (LRM 15) 8
 - Ammo (LRM 15) 8
- 4-6

Center Torso

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

Right Torso

- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - LRM 15
 - LRM 15
- 1-3
- LRM 15
 - LRM 15
 - Large Pulse Laser
 - Large Pulse Laser
 - Large Pulse Laser
 - Large Pulse Laser
- 4-6

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○

Battle Value: **2,153**

Weapon Value: **4,373 / 4,373**

Cost, C-Bills: **8,655,410**

Left Rear Leg

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

Right Rear Leg

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

HEAT SCALE

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

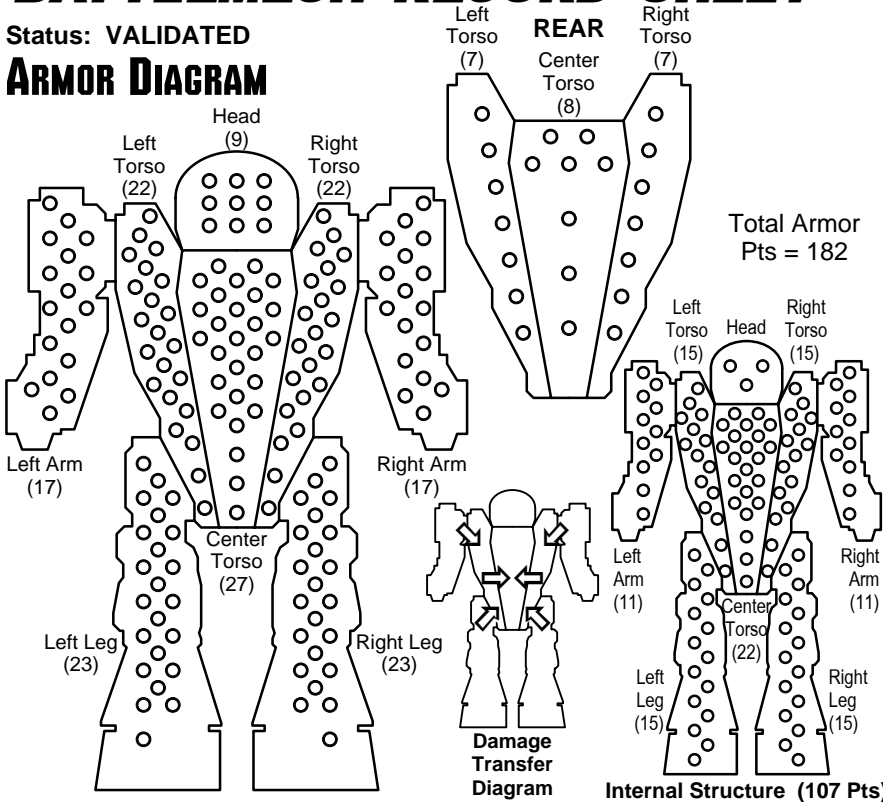
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Summoner (Thor) H**

Mass: **70 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** **Clan**
 Running: **8** **Biped OmniMech**
 Jumping: **5** **Level 2 / 3060**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy Large Laser	RA	18	16	-	5	10	15
1	Heavy Large Laser	LA	18	16	-	5	10	15
1	ER Medium Laser	RA	5	7	-	5	10	15
1	ER Medium Laser	LA	5	7	-	5	10	15
1	Anti-Missile System	LT	1	2d6	-	-	-	-
1	Targeting Computer							

Ammo Type: Rounds: BV:
 Anti-Missile System 24 27

Total Heat Sinks: 23 Double (46)

○○○○○○○○○○ ○○○○○○○○○
 ○○○

Auto Eject: Weapon Heat:
 Operational Disabled (47)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1-3 Heavy Large Laser
- 4-6 Heavy Large Laser
- 4-6 Heavy Large Laser
- ER Medium Laser
- Ferro-Fibrous

Head

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1-3 Heavy Large Laser
- 4-6 Heavy Large Laser
- 4-6 Heavy Large Laser
- ER Medium Laser
- Ferro-Fibrous

Center Torso

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

Right Torso

- XL Engine
- XL Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1-3 Targeting Computer
- 2-3 Targeting Computer
- 3-4 Ferro-Fibrous
- 4-6 Ferro-Fibrous
- Roll Again
- Roll Again

Left Torso (CASE)

- XL Engine
- XL Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1-3 Double Heat Sink
- 2-3 Double Heat Sink
- 4-6 Anti-Missile System
- 4-6 Ammo (AMS) 24
- Ferro-Fibrous
- Ferro-Fibrous

1-3

1-3

4-6

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

Battle Value: **2,394**
 Weapon Value: **2,650 / 2,650**
 Cost, C-Bills: **20,976,582**

Left Leg

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

Right Leg

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

HEAT SCALE

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

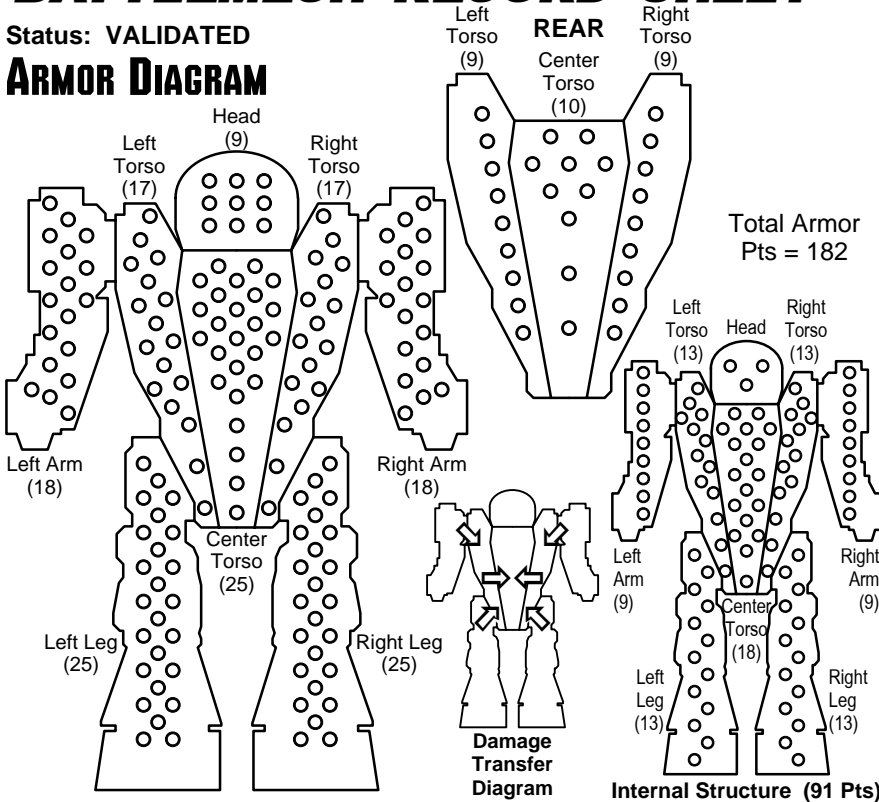
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 182

Internal Structure (91 Pts)

Damage Transfer Diagram

'MECH DATA

Type: **Stormcrow (Ryoken) H**

Mass: **55 tons**

Movement Points: Tech, Config. & Level:

Walking: **6**

Clan

Running: **9**

Biped OmniMech

Jumping: **0**

Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy Large Laser	RA	18	16	-	5	10	15
1	Heavy Large Laser	LA	18	16	-	5	10	15
1	ER Medium Laser	LA	5	7	-	5	10	15
1	ER Medium Laser	RA	5	7	-	5	10	15
1	ER Medium Laser	HD	5	7	-	5	10	15

Total Heat Sinks: **22 Double (44)**

○○○○○○○○○○ ○○○○○○○○○
○○

Auto Eject:

Weapon Heat:

Operational Disabled

(51)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WIZKIDS®

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- 4 Double Heat Sink
- 5 Double Heat Sink
- 6 Double Heat Sink
- 1 Double Heat Sink
- 2 Double Heat Sink
- 4-6 3 Heavy Large Laser
- 4 Heavy Large Laser
- 5 Heavy Large Laser
- 6 ER Medium Laser

Left Torso

- XL Engine
- XL Engine
- 1-3 Double Heat Sink
- 4 Double Heat Sink
- 5 Double Heat Sink
- 6 Double Heat Sink
- 1 Double Heat Sink
- 2 Double Heat Sink
- 4-6 3 Endo Steel
- 4 Ferro-Fibrous
- 5 Ferro-Fibrous
- 6 Ferro-Fibrous

Left Leg

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

Head

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

Center Torso

- XL Engine
- XL Engine
- 1-3 XL Engine
- 4 Gyro
- 5 Gyro
- 6 Gyro
- 1 Gyro
- 2 XL Engine
- 3 XL Engine
- 4 XL Engine
- 5 Endo Steel
- 6 Ferro-Fibrous

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

Battle Value: **1,731**
Weapon Value: **2,780 / 2,780**
Cost, C-Bills: **14,937,156**

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- 4 Double Heat Sink
- 5 Double Heat Sink
- 6 Double Heat Sink
- 1 Double Heat Sink
- 2 Double Heat Sink
- 4-6 3 Heavy Large Laser
- 4 Heavy Large Laser
- 5 Heavy Large Laser
- 6 ER Medium Laser

Right Torso

- XL Engine
- XL Engine
- 1-3 Double Heat Sink
- 4 Double Heat Sink
- 5 Double Heat Sink
- 6 Double Heat Sink
- 1 Double Heat Sink
- 2 Double Heat Sink
- 4-6 3 Endo Steel
- 4 Ferro-Fibrous
- 5 Ferro-Fibrous
- 6 Ferro-Fibrous

Right Leg

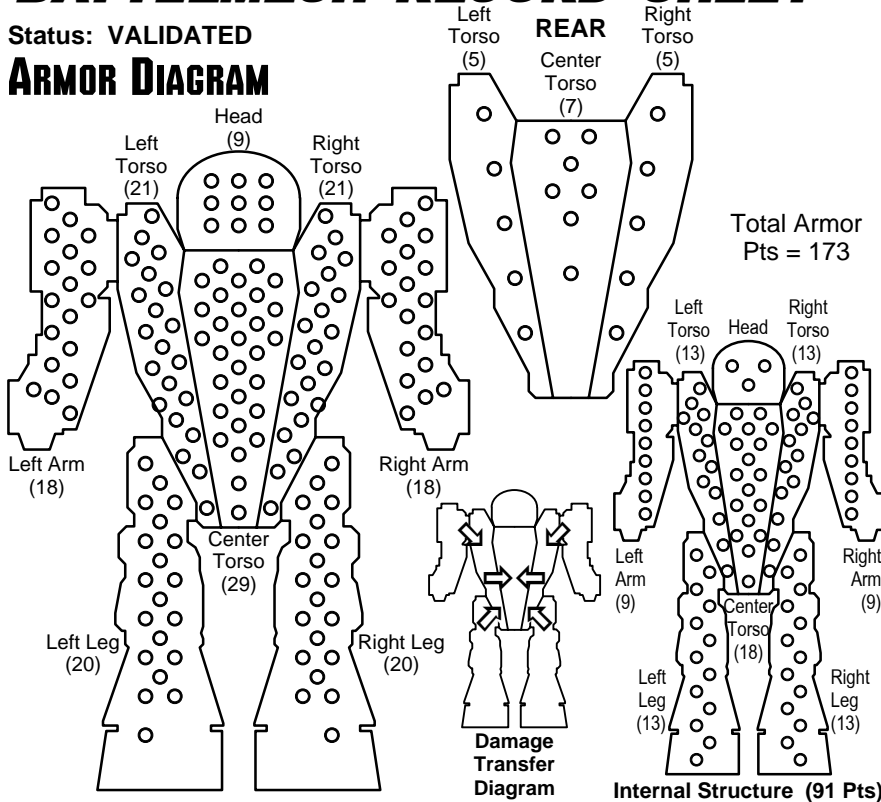
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 173

Internal Structure (91 Pts)

CRITICAL HIT TABLE

Left Arm

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

- ER Small Laser
- ER Medium Laser
- ER Medium Laser
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Ferro-Fibrous
- Ferro-Fibrous

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

Head

- Life Support
- Sensors
- Cockpit
- ER Large Laser
- Sensors
- Life Support

Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Double Heat Sink
- Double Heat Sink

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

Battle Value: **1,639**
 Weapon Value: **2,521 / 2,521**
 Cost, C-Bills: **6,798,655**

Right Arm

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

- Heavy Medium Laser
- Heavy Medium Laser
- Heavy Medium Laser
- Endo Steel
- Endo Steel
- Endo Steel

Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Endo Steel
- Endo Steel

Right Leg

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

'MECH DATA

Type: **Stooping Hawk D**

Mass: **55 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** **Clan**
 Running: **8** **Biped OmniMech**
 Jumping: **0** **Level 2 / 3060**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	HD	12	10	-	8	15	25
3	Heavy Medium Laser	RA	7	10	-	3	6	9
1	ER Small Laser	LA	2	5	-	2	4	6
2	ER Medium Laser	LA	5	7	-	5	10	15

Total Heat Sinks: 22 Double (44)

○○○○○○○○○○ ○○○○○○○○○
 ○○

Auto Eject: Weapon Heat:

Operational Disabled **(45)**

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	

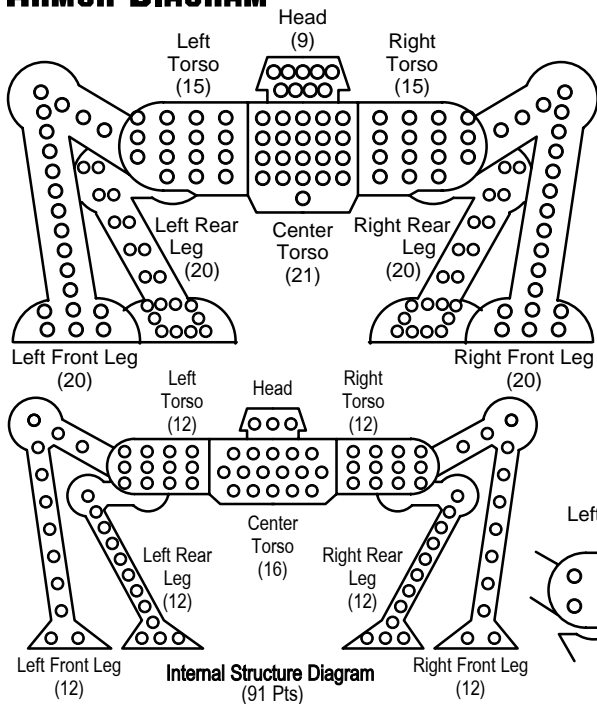


BATTLETECH®

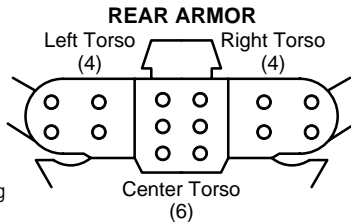
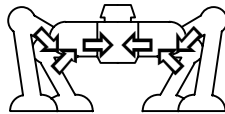
QUAD BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Total Armor Pts = 154



'MECH DATA

Type: **Stalking Spider**

Mass: **50 tons**

Movement Points: Tech, Config. & Level:

Walking: **5**

Clan

Running: **8 [10]** Quad 'Mech

Jumping: **5** Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RT	15	15	-	7	14	23
2	Medium Pulse Laser	LT	4	7	-	4	8	12
2	SRM 4	LT	3	2/hit	-	3	6	9

Ammo Type: SRM 4 Rounds: 25 BV: 11

Total Heat Sinks: 11 Double (22)

○○○○○○○○○○○○ ○

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 Front Leg

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

Head

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

Right Front Leg

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

Left Torso (CASE)

- Double Heat Sink
- Double Heat Sink
- Medium Pulse Laser
- Medium Pulse Laser
- SRM 4
- SRM 4

Center Torso

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

Right Torso

- MASC
- MASC
- ER PPC
- ER PPC
- Ferro-Fibrous
- Ferro-Fibrous

Left Rear Leg

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

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Jump Jet
- Ferro-Fibrous

Right Rear Leg

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

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

Battle Value: **1,884**
 Weapon Value: **1,611 / 1,611**
 Cost, C-Bills: **5,781,500**

Left Rear Leg

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

Right Rear Leg

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

HEAT SCALE

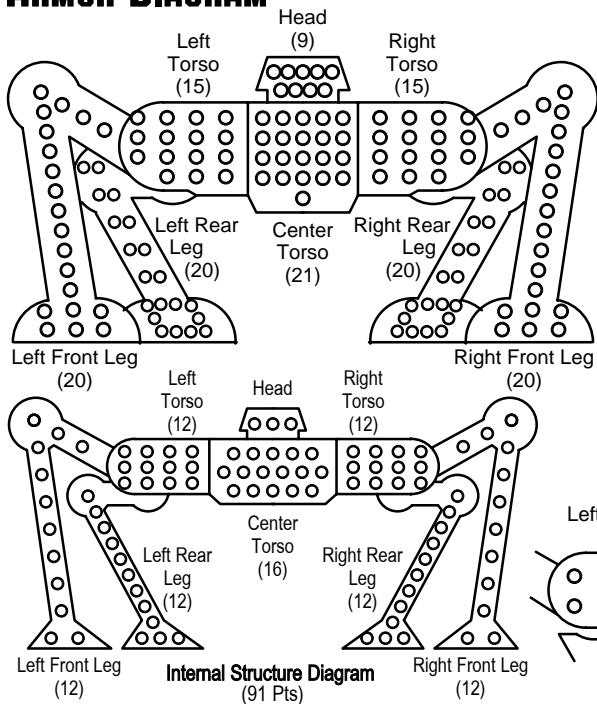
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

BATTLETECH®

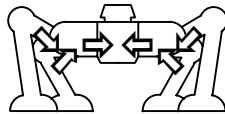
QUAD BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

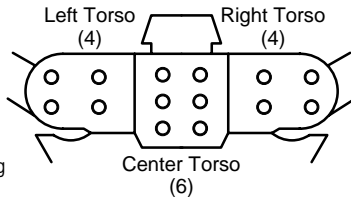


Total Armor
Pts = 154



Damage
Transfer
Diagram

REAR ARMOR



'MECH DATA

Type: **Stalking Spider**

Mass: **50 tons**

Movement Points: Tech, Config. & Level:

Walking: **5**

Clan

Running: **8 [10]** Quad 'Mech

Jumping: **5** Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RT	15	15	-	7	14	23
2	Medium Pulse Laser	LT	4	7	-	4	8	12
2	SRM 4	LT	3	2/hit	-	3	6	9

Ammo Type:

Rounds:

BV:

SRM 4

25

11

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

○○○○○○○○○○○○ ○

Auto Eject:

Weapon Heat:

Operational Disabled

(29)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Front Leg

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

Head

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

Right Front Leg

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

Left Torso (CASE)

- Double Heat Sink
- Double Heat Sink
- Medium Pulse Laser
- Medium Pulse Laser
- SRM 4
- SRM 4

Center Torso

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

Right Torso

- MASC
- MASC
- ER PPC
- ER PPC
- Ferro-Fibrous
- Ferro-Fibrous

Left Rear Leg

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

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Jump Jet
- Ferro-Fibrous

Right Rear Leg

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

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

Battle Value: **1,884**

Weapon Value: **1,611 / 1,611**

Cost, C-Bills: **5,781,500**

Left Rear Leg

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

Right Rear Leg

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

HEAT SCALE

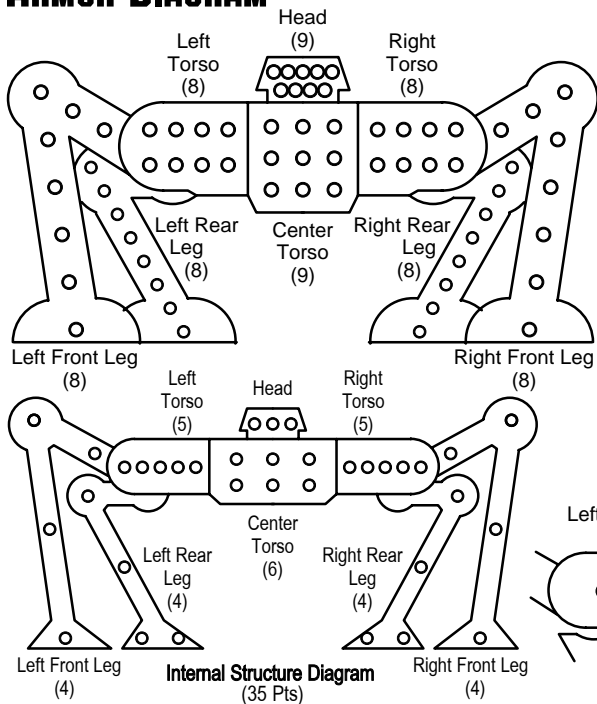
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

BATTLETECH®

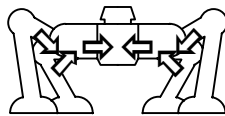
QUAD BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Total Armor Pts = 73



Damage Transfer Diagram

'MECH DATA

Type: Snow Fox

Mass: 20 tons

Movement Points: Tech, Config. & Level:

Walking: 8 Clan

Running: 12 [16] Quad 'Mech

Jumping: 0 Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	HD	5	7	-	5	10	15
1	ER Small Laser	RT	2	5	-	2	4	6
1	ER Small Laser	LT	2	5	-	2	4	6

Total Heat Sinks: 10 Single

oooooooooooo

Auto Eject:

Operational Disabled

Weapon Heat:

(9)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Front Leg

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

Head

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

Right Front Leg

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

Left Torso

- Single Heat Sink
- Single Heat Sink
- ER Small Laser
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Center Torso

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

Right Torso

- Single Heat Sink
- Single Heat Sink
- ER Small Laser
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- MASC
- Ferro-Fibrous

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

Battle Value: 627

Weapon Value: 338 / 338

Cost, C-Bills: 1,820,440

Left Rear Leg

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

Right Rear Leg

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

HEAT SCALE

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

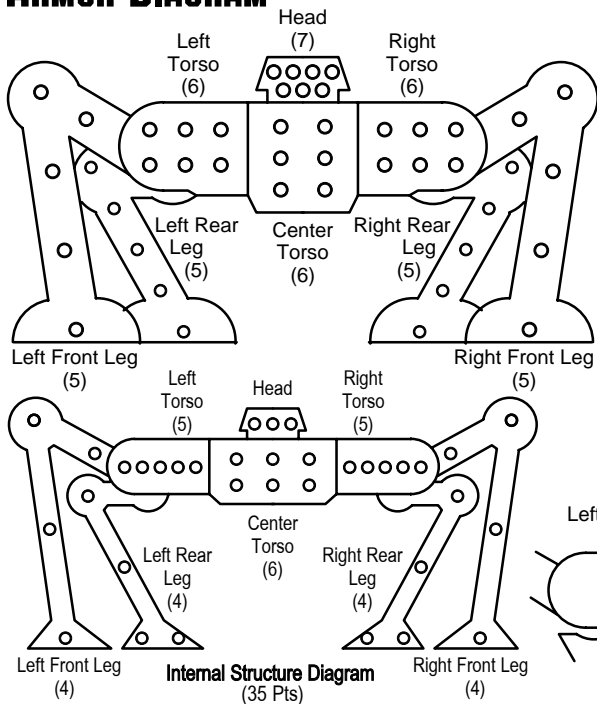
WIZKIDS®

BATTLETECH®

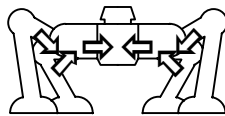
QUAD BATTLEMECH RECORD SHEET

Status: **VALIDATED**

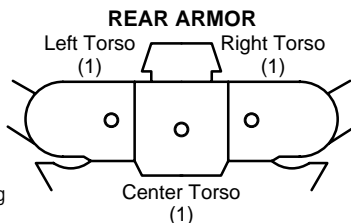
ARMOR DIAGRAM



Total Armor
Pts = 48



Damage
Transfer
Diagram



'MECH DATA

Type: **Snow Fox 2**

Mass: **20 tons**

Movement Points: Tech, Config. & Level:

Walking: **8** Clan

Running: **12 [16]** Quad 'Mech

Jumping: **0** Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	HD	4	1/hit	-	7	14	21

Ammo Type:	Rounds:	BV:
LRM 10	12	28

Total Heat Sinks: **10 Single**

oooooooooooo

Auto Eject: Operational Disabled
Weapon Heat: **(4)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Front Leg

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

Head

- Life Support
- Sensors
- Cockpit
- LRM 10
- Sensors
- Life Support

Right Front Leg

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

Left Torso

- Single Heat Sink
 - Single Heat Sink
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - MASC
 - Ferro-Fibrous
- 4-6

Right Torso (CASE)

- Single Heat Sink
 - Single Heat Sink
 - Ammo (LRM 10) 12
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

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

Battle Value: **484**
Weapon Value: **140 / 140**
Cost, C-Bills: **1,877,440**

Left Rear Leg

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

Right Rear Leg

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

HEAT SCALE

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

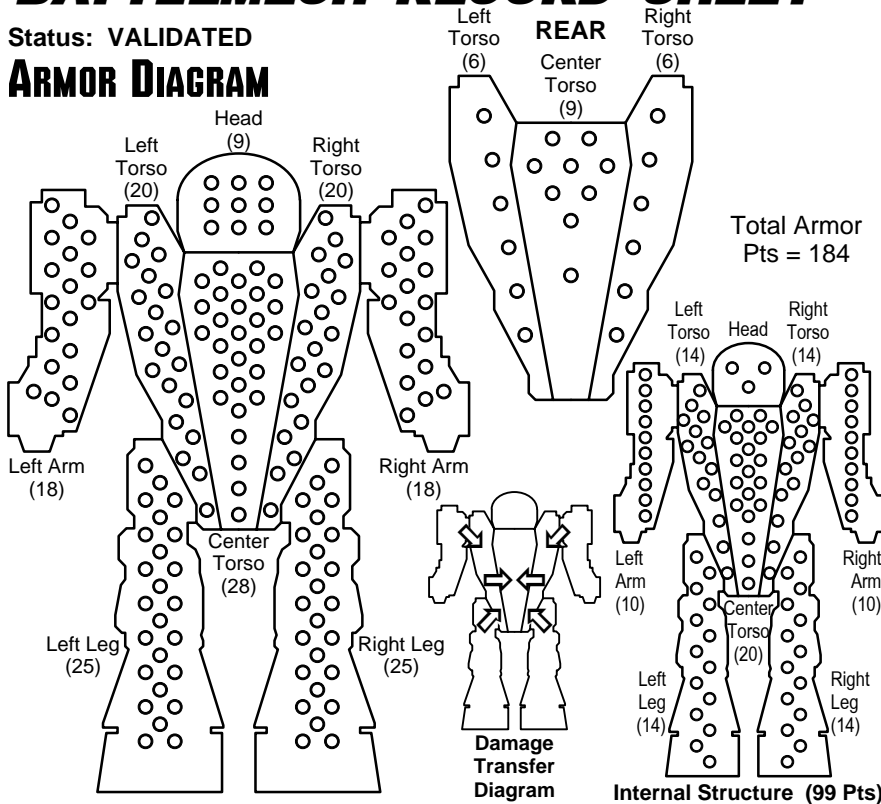
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Predator**
 Mass: **60 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **5** **Clan**
 Running: **8** **Biped 'Mech**
 Jumping: **0** **Level 2 / 3060**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	RT	2	10	-	6	12	18
1	LB 10-X AC	LT	2	10	-	6	12	18
1	ER Medium Laser	RA	5	7	-	5	10	15
1	ER Medium Laser	LA	5	7	-	5	10	15
1	ER Small Laser	RL	2	5	-	2	4	6
1	ER Small Laser	LL	2	5	-	2	4	6

Ammo Type: **Rounds:** **BV:**
 LB 10-X AC 40 104

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject: **Weapon Heat:**
 Operational Disabled **(18)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

CRITICAL HIT TABLE

Left Arm

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

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

Left Torso (CASE)

- XL Engine
- XL Engine
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC

- LB 10-X AC
- Ammo (LB 10-X) 10
- Ammo (LB 10-X) 10
- Roll Again
- Roll Again
- Roll Again

Left Leg

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

Head

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

Center Torso

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

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

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

Battle Value: **1,592**
 Weapon Value: **2,214 / 2,214**
 Cost, C-Bills: **12,127,200**

Right Arm

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

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

Right Torso (CASE)

- XL Engine
- XL Engine
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC

- LB 10-X AC
- Ammo (LB 10-X) 10
- Ammo (LB 10-X) 10
- Roll Again
- Roll Again
- Roll Again

Right Leg

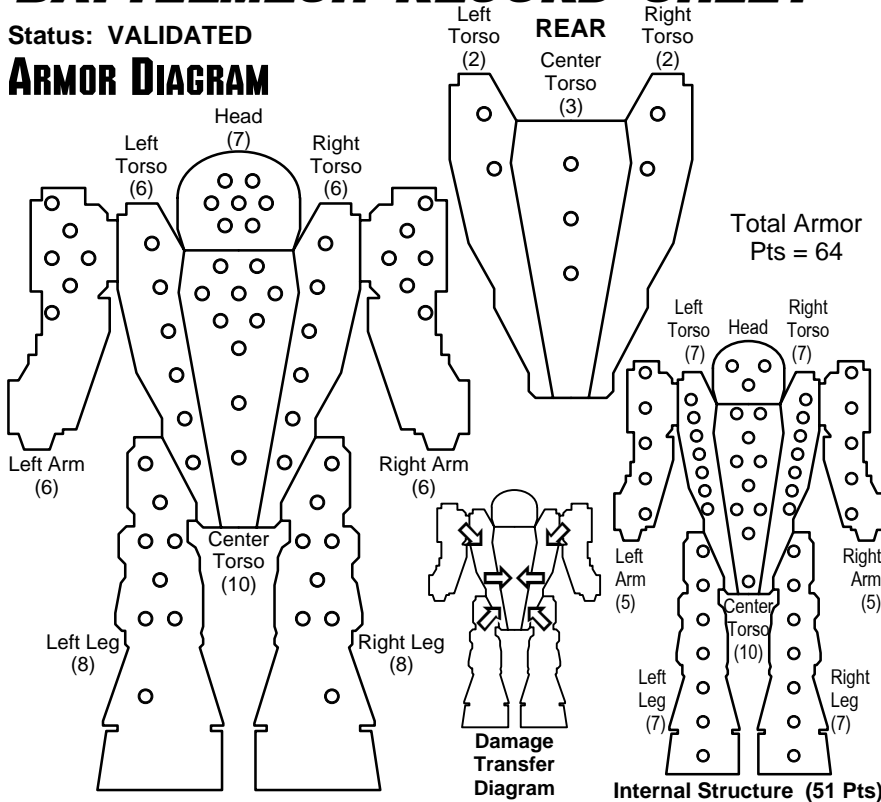
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- ER Small Laser
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Pack Hunter**
 Mass: **30 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **7** Clan
 Running: **11** Biped 'Mech
 Jumping: **7** Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RT	15	15	-	7	14	23

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

Auto Eject: Operational Disabled
 Weapon Heat: **(15)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Jump Jet
- Jump Jet
- Endo Steel

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

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso

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

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

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

Battle Value: **1,384**
 Weapon Value: **464 / 464**
 Cost, C-Bills: **3,206,840**

Right Arm

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

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

Right Torso

- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Jump Jet
- Jump Jet
- ER PPC

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

Right Leg

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

HEAT SCALE

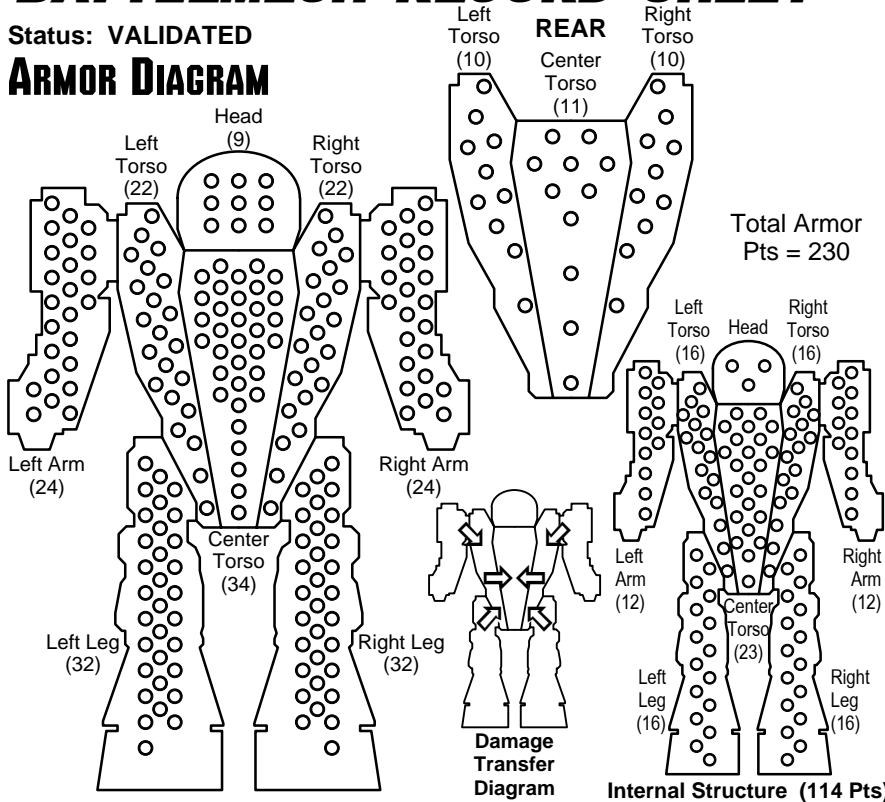
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 230

Internal Structure (114 Pts)

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER Large Laser
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Roll Again
- Roll Again
- Roll Again

Left Torso (CASE)

- SRM 4
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- Ammo (SRM 4) 25
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

Head

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

Center Torso

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

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

Battle Value: **1,923**
 Weapon Value: **2,958 / 2,958**
 Cost, C-Bills: **8,267,000**

Right Arm

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

Right Torso (CASE)

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Ammo (Gauss) 8
- Ammo (Gauss) 8
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

'MECH DATA

Type: **Orion IIC**

Mass: **75 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** **Clan**
 Running: **6** **Biped 'Mech**
 Jumping: **0** **Level 2 / 3060**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	RA	12	10	-	8	15	25
1	ER Large Laser	LA	12	10	-	8	15	25
1	Gauss Rifle	RT	1	15	2	7	15	22
1	LRM 20	LA	6	1/hit	-	7	14	21
1	SRM 4	LT	3	2/hit	-	3	6	9

Ammo Type: Rounds: BV:

Gauss Rifle	16	74
LRM 20	18	91
SRM 4	25	6

Total Heat Sinks: 12 Double (24)

○○○○○○○○○○ ○○

Auto Eject: Weapon Heat:

Operational Disabled **(34)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

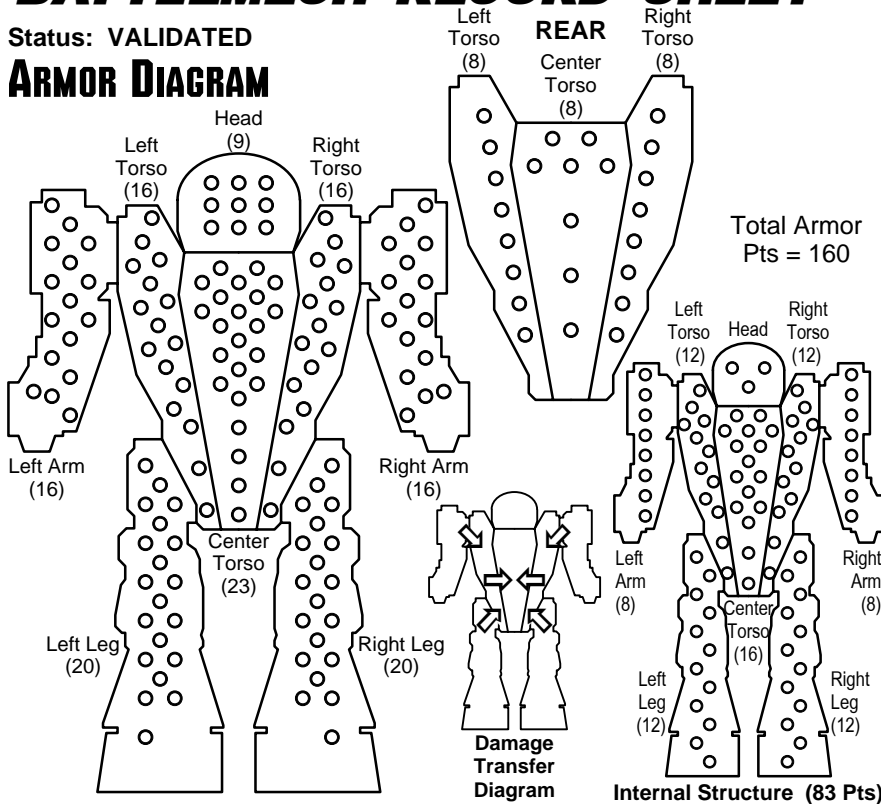
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Internal Structure (83 Pts)

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Heavy Medium Laser
- Heavy Medium Laser
- Heavy Medium Laser
- Heavy Medium Laser
- 1 Heavy Medium Laser
- 2 Heavy Medium Laser
- 3 Heavy Medium Laser
- 4 Heavy Medium Laser
- 5 Heavy Medium Laser
- 6 Heavy Medium Laser

Left Torso

- 1 XL Engine
- 2 XL Engine
- 1-3 Double Heat Sink
- 4 Double Heat Sink
- 5 Double Heat Sink
- 6 Double Heat Sink
- 1 Double Heat Sink
- 2 Double Heat Sink
- 3 Double Heat Sink
- 4 Double Heat Sink
- 5 Double Heat Sink
- 6 Double Heat Sink

Left Leg

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

Head

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

Center Torso

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

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

Battle Value: 1,552
 Weapon Value: 1,502 / 1,502
 Cost, C-Bills: 11,659,374

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Heavy Medium Laser
- 4 Heavy Medium Laser
- 5 Heavy Medium Laser
- 6 Heavy Medium Laser
- 1 Heavy Medium Laser
- 2 Heavy Medium Laser
- 3 Heavy Medium Laser
- 4 Heavy Medium Laser
- 5 Heavy Medium Laser
- 6 Heavy Medium Laser

Right Torso

- 1 XL Engine
- 2 XL Engine
- 1-3 Double Heat Sink
- 4 Double Heat Sink
- 5 Double Heat Sink
- 6 Double Heat Sink
- 1 Double Heat Sink
- 2 Double Heat Sink
- 3 Double Heat Sink
- 4 Double Heat Sink
- 5 Double Heat Sink
- 6 Double Heat Sink

Right Leg

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

'MECH DATA

Type: Nova (Black Hawk) H

Mass: 50 tons

Movement Points: Tech, Config. & Level:

Walking: 5 Clan
 Running: 8 Biped OmniMech
 Jumping: 5 Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
5	Heavy Medium Laser	RA	7	10	-	3	6	9
5	Heavy Medium Laser	LA	7	10	-	3	6	9

Total Heat Sinks: 20 Double (40)

○○○○○○○○○○ ○○○○○○○○○

Auto Eject: Weapon Heat:

Operational Disabled (70)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

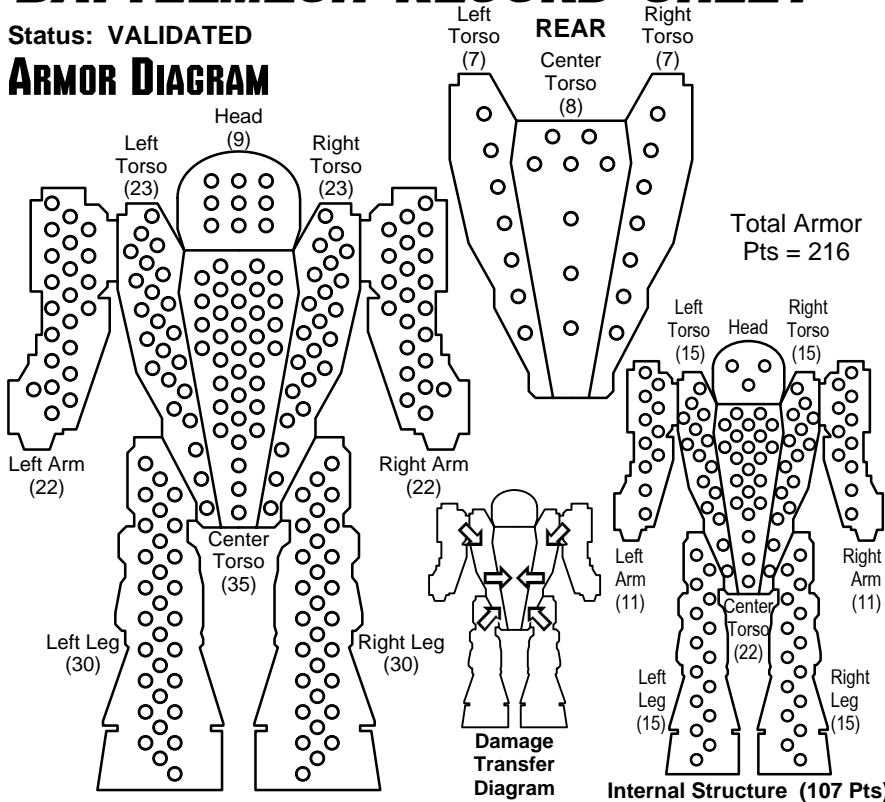


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Nova Cat Prime**

Mass: **70 tons**

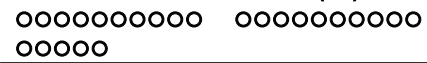
Movement Points: Tech, Config. & Level:

Walking: **4** **Clan**
 Running: **6** **Biped OmniMech**
 Jumping: **0** **Level 2 / 3060**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	ER Large Laser	LA	12	10	-	8	15	25
2	ER PPC	RA	15	15	-	7	14	23

Total Heat Sinks: 25 Double (50)



Auto Eject: **Weapon Heat:**

Operational Disabled **(66)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

CRITICAL HIT TABLE

Left Arm

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

Left Torso

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

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- 1-3 XL Engine
- Gyro
- Gyro
- Gyro
- Gyro
- 1-3 Gyro
- XL Engine
- 4-6 XL Engine
- Endo Steel
- Endo Steel

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

Battle Value: **2,165**
 Weapon Value: **4,067 / 4,067**
 Cost, C-Bills: **17,672,918**

Right Arm

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

Right Torso

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

Right Leg

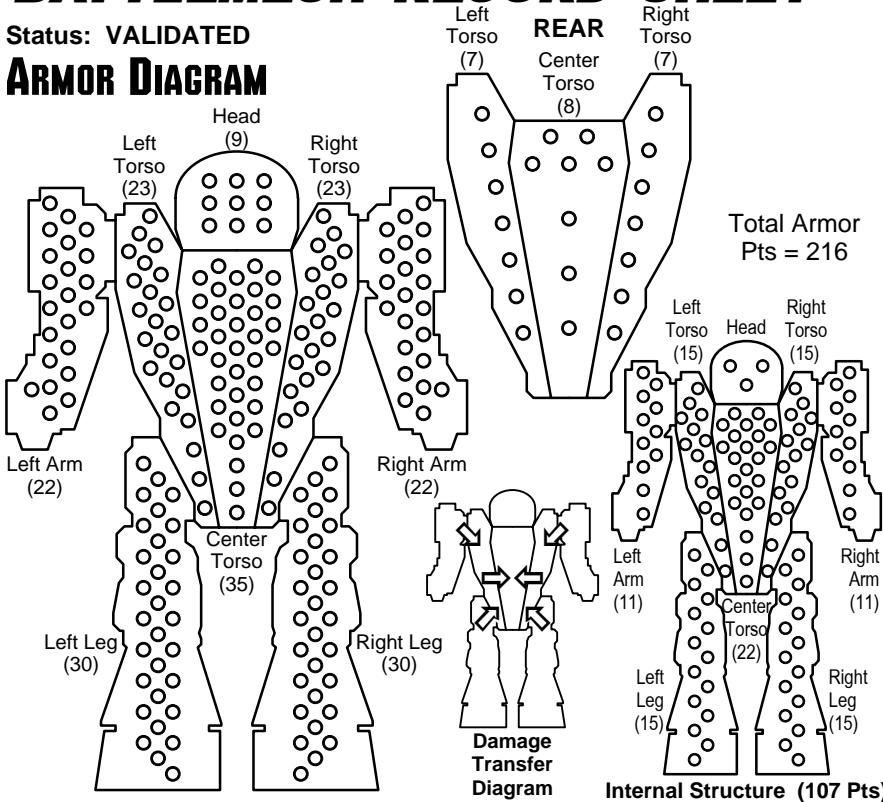
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 216

Internal Structure (107 Pts)

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- Heavy Large Laser
- Heavy Large Laser
- Heavy Large Laser

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso

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

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Endo Steel
- Endo Steel

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

Battle Value: 1,671
 Weapon Value: 2,817 / 2,817
 Cost, C-Bills: 17,766,418

Left Leg

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Heavy Large Laser
- Heavy Large Laser
- Heavy Large Laser
- Heavy Large Laser
- Heavy Large Laser

Right Torso

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

Right Leg

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

'MECH DATA

Type: **Nova Cat D**

Mass: **70 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** **Clan**
 Running: **6** **Biped OmniMech**
 Jumping: **0** **Level 2 / 3060**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Heavy Large Laser	RA	18	16	-	5	10	15
1	LB 10-X AC	LA	2	10	-	6	12	18
1	Heavy Large Laser	LA	18	16	-	5	10	15
1	Targeting Computer							

Ammo Type: Rounds: BV:
 LB 10-X AC 20 43

Total Heat Sinks: 20 Double (40)

○○○○○○○○○○ ○○○○○○○○○

Auto Eject: Weapon Heat:
 Operational Disabled (56)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

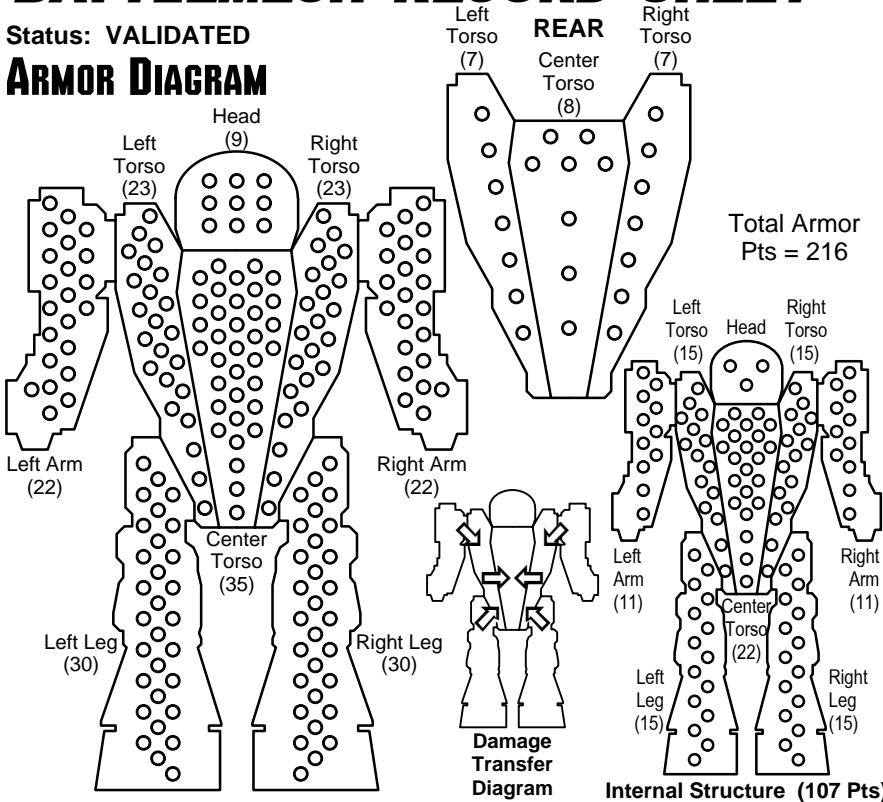


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 216

Damage Transfer Diagram

Internal Structure (107 Pts)

'MECH DATA

Type: **Nova Cat C**

Mass: **70 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** **Clan**
 Running: **6** **Biped OmniMech**
 Jumping: **0** **Level 2 / 3060**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Ultra AC/5	RA	1	5	-	7	14	21
2	Large Pulse Laser	LA	10	10	-	6	14	20
1	LB 5-X AC	RA	1	5	3	8	15	24

Ammo Type:	Rounds:	BV:
Ultra AC/5	40	34
LB 5-X AC	40	27

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

○○○○○○○○○○ ○○

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

HEAT SCALE

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

CRITICAL HIT TABLE

Left Arm

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

Left Torso

- XL Engine
 - XL Engine
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Endo Steel
 - Endo Steel
- 4-6

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

Battle Value: **1,705**
 Weapon Value: **3,083 / 3,083**
 Cost, C-Bills: **17,284,255**

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Ultra AC/5
 - Ultra AC/5
 - Ultra AC/5
 - Ultra AC/5
- 1-3
- Ultra AC/5
 - Ultra AC/5
 - LB 5-X AC
 - LB 5-X AC
 - LB 5-X AC
 - LB 5-X AC
- 4-6

Right Torso (CASE)

- XL Engine
 - XL Engine
 - Double Heat Sink
 - Double Heat Sink
 - Ammo (Ult AC/5) 20
 - Ammo (Ult AC/5) 20
- 1-3
- Ammo (LB 5-X) 20
 - Ammo (LB 5-X) 20
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Leg

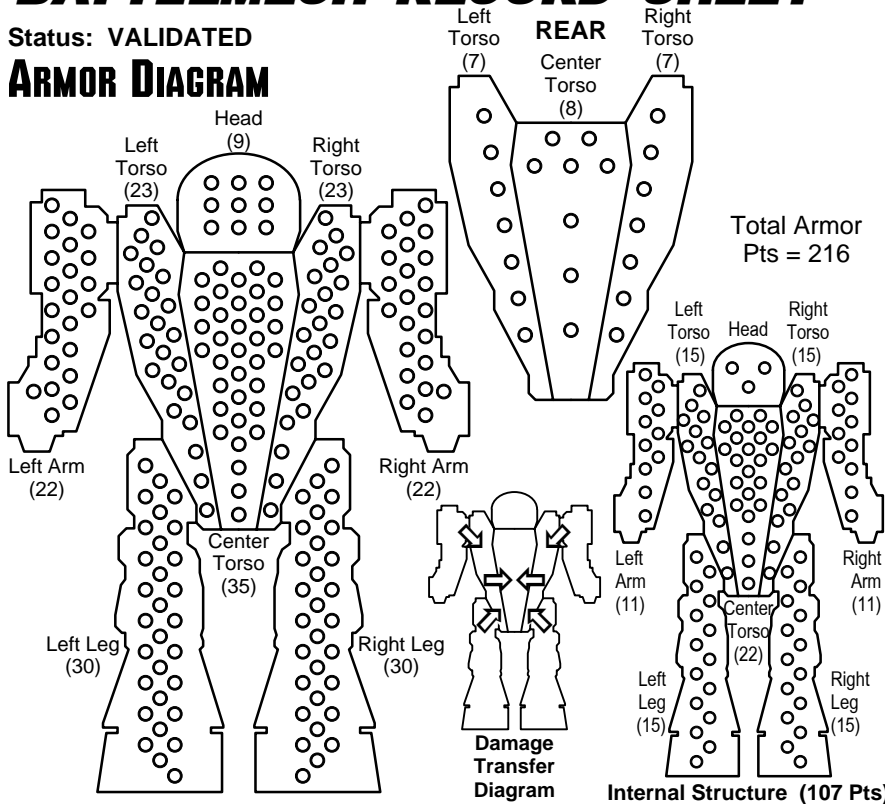
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 216

Internal Structure (107 Pts)

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 LRM 15
- LRM 15
- LRM 15
- LRM 15
- 1 LRM 15
- LRM 15
- 4-6 Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso (CASE)

- XL Engine
- XL Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1 ER Medium Laser
- 2 Ammo (LRM 15) 8
- 3 Ammo (LRM 15) 8
- 4 Ammo (LRM 15) 8
- 5 Ammo (LRM 15) 8
- 6 Ammo (LRM 15) 8

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- 1-3 XL Engine
- Gyro
- Gyro
- Gyro
- 1 Gyro
- 2 XL Engine
- 3 XL Engine
- 4 XL Engine
- 5 Endo Steel
- 6 Endo Steel

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

Battle Value: **2,078**
 Weapon Value: **4,114 / 4,114**
 Cost, C-Bills: **18,429,418**

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- LRM 15
- LRM 15
- 1 LRM 15
- LRM 15
- 3 LRM 15
- 4 LRM 15
- 5 Roll Again
- 6 Roll Again

Right Torso (CASE)

- XL Engine
- XL Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1 ER Medium Laser
- 2 Ammo (LRM 15) 8
- 3 Ammo (LRM 15) 8
- 4 Ammo (LRM 15) 8
- 5 Ammo (LRM 15) 8
- 6 Ammo (LRM 15) 8

Right Leg

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

'MECH DATA

Type: **Nova Cat B**

Mass: **70 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** Clan
 Running: **6** Biped OmniMech
 Jumping: **0** Level 2 / 3060

Weapons Inventory: (hexes)

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

Ammo Type: LRM 15 Rounds: 80 BV: 235

Total Heat Sinks: **16 Double (32)**

○○○○○○○○○○ ○○○○○○

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

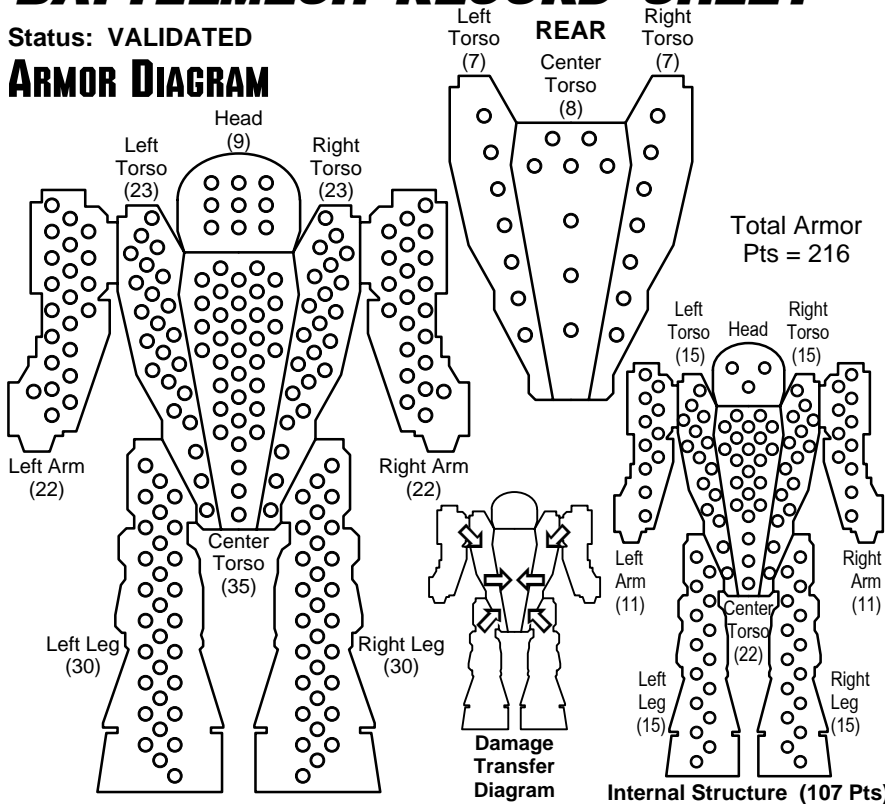


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 216

Internal Structure (107 Pts)

CRITICAL HIT TABLE

Left Arm

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

Left Torso

- XL Engine
- XL Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 4-6 Double Heat Sink
- Jump Jet
- Jump Jet

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- 1-3 Gyro
- Gyro
- Gyro
- 1-3 Gyro
- XL Engine
- XL Engine
- 4-6 XL Engine
- Endo Steel
- Endo Steel

Right Arm

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

Right Torso

- XL Engine
- XL Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 4-6 Targeting Computer
- Targeting Computer
- Targeting Computer
- Targeting Computer
- Jump Jet
- Jump Jet

Right Leg

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

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

Battle Value: **2,646**
 Weapon Value: **4,398 / 4,398**
 Cost, C-Bills: **17,383,918**

'MECH DATA

Type: **Nova Cat A**

Mass: **70 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** **Clan**
 Running: **6** **Biped OmniMech**
 Jumping: **4** **Level 2 / 3060**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Large Laser	RA	12	10	-	8	15	25
2	ER Large Laser	LA	12	10	-	8	15	25
1	Targeting Computer							

Total Heat Sinks: 25 Double (50)

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

Auto Eject: **Weapon Heat:**
 Operational Disabled **(48)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

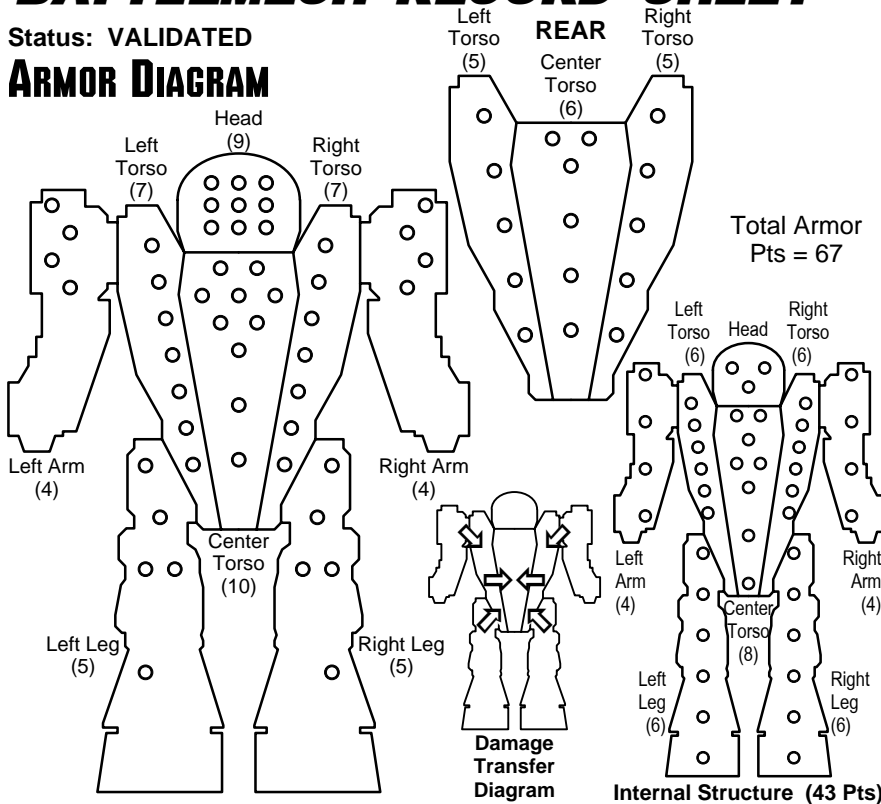


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Mist Lynx (Koshi) P**

Mass: **25 tons**

Movement Points: Tech, Config. & Level:

Walking: **7** **Clan**
 Running: **11** **Biped OmniMech**
 Jumping: **6** **Level 2 / 3060**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Active Probe	HD	0	-	-	-	-	5
2	ER Micro Laser	LA	1	2	-	1	2	4
2	Micro Pulse Laser	LA	1	3	-	1	2	3
1	Micro Pulse Laser	RA	1	3	-	1	2	3
2	ER Micro Laser	RA	1	2	-	1	2	4
1	ER Large Laser	RA	12	10	-	8	15	25

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

oooooooooooo o

Auto Eject: Weapon Heat:

Operational Disabled **(19)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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



CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - ER Micro Laser
 - ER Micro Laser
- 1-3
- Micro Pulse Laser
 - Micro Pulse Laser
 - Endo Steel
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
- 4-6

Head

- Life Support
- Sensors
- Cockpit
- Active Probe
- Sensors
- Life Support

Center Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Endo Steel
 - Ferro-Fibrous
- 4-6

Left Torso

- XL Engine
 - XL Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Jump Jet
 - Jump Jet
 - Jump Jet
 - Endo Steel
 - Ferro-Fibrous
 - Ferro-Fibrous
- 4-6

Right Arm

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

Right Torso

- XL Engine
 - XL Engine
 - Double Heat Sink
 - Double Heat Sink
 - Jump Jet
 - Jump Jet
- 1-3
- Jump Jet
 - Double Heat Sink
 - Double Heat Sink
 - Endo Steel
 - Ferro-Fibrous
 - Ferro-Fibrous
- 4-6

Left Leg

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

Right Leg

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

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

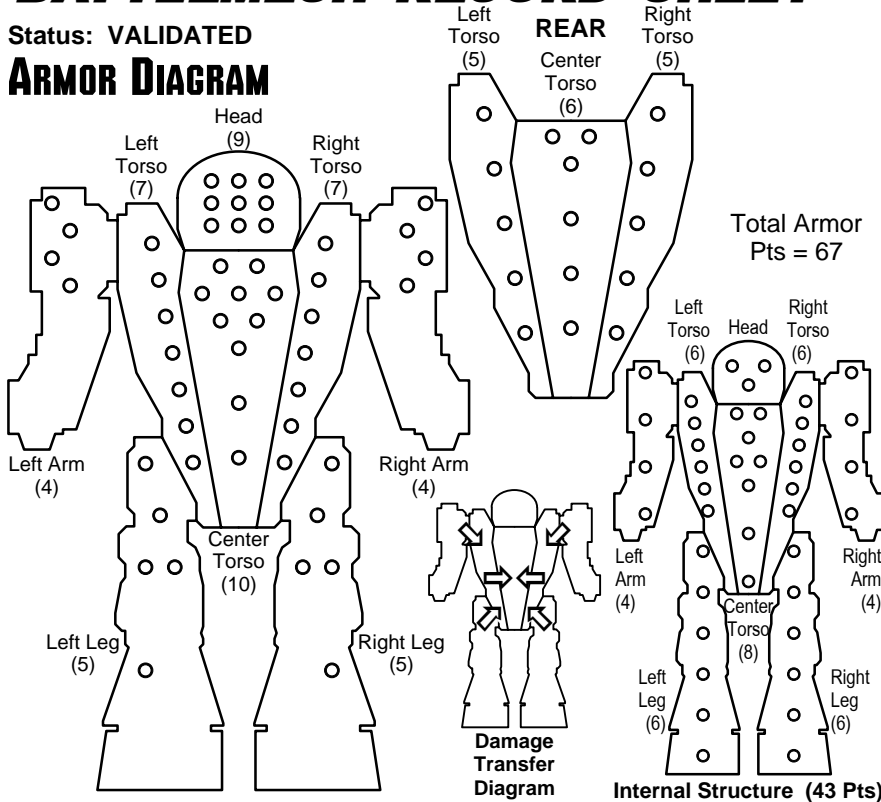
Battle Value: **1,058**
 Weapon Value: **441 / 441**
 Cost, C-Bills: **4,654,949**

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Total Armor Pts = 67

Internal Structure (43 Pts)

'MECH DATA

Type: Mist Lynx (Koshi) H

Mass: 25 tons

Movement Points: Tech, Config. & Level:

Walking: 7 Clan
 Running: 11 Biped OmniMech
 Jumping: 6 Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Active Probe	HD	0	-	-	-	-	5
2	Heavy Small Laser	RA	3	6	-	1	2	3
1	Heavy Medium Laser	RA	7	10	-	3	6	9
1	Streak SRM 6	LA	4	2/hit	-	4	8	12
1	Anti-Missile System	LA	1	2d6	-	-	-	-

Ammo Type: Rounds: BV:

Streak SRM 6	15	39
Anti-Missile System	24	29

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject: Weapon Heat:

Operational Disabled (18)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

Left Arm (CASE)

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Streak SRM 6
 - Streak SRM 6
- 1-3
- Anti-Missile System
 - Ammo (Streak 6) 15
- 4-6
- Ammo (AMS) 24
 - Endo Steel
 - Ferro-Fibrous
 - Roll Again

Left Torso

- XL Engine
 - XL Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Jump Jet
 - Jump Jet
 - Jump Jet
- 4-6
- Endo Steel
 - Ferro-Fibrous
 - Ferro-Fibrous

Left Leg

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

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Active Probe
- Sensors
- Life Support

Center Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Endo Steel
 - Ferro-Fibrous
- 4-6

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

Battle Value: 1,015
 Weapon Value: 404 / 331
 Cost, C-Bills: 4,940,105

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Heavy Small Laser
 - Heavy Small Laser
- 1-3
- Heavy Medium Laser
 - Heavy Medium Laser
 - Endo Steel
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
- 4-6

Right Torso

- XL Engine
 - XL Engine
 - Double Heat Sink
 - Double Heat Sink
 - Jump Jet
 - Jump Jet
- 1-3
- Jump Jet
 - Endo Steel
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
- 4-6

Right Leg

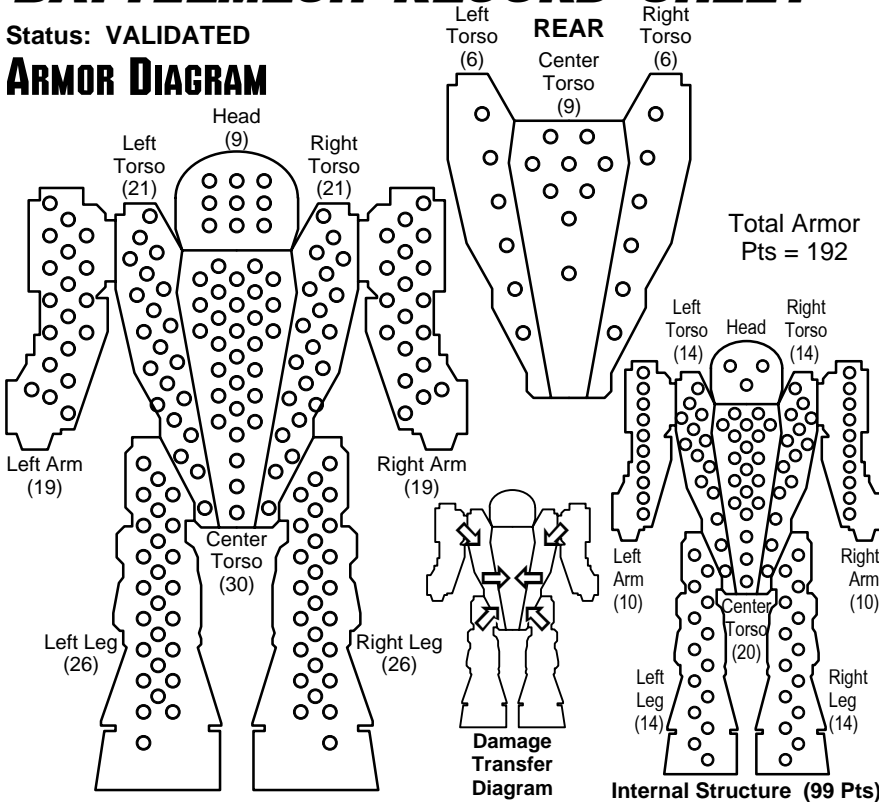
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 192

Internal Structure (99 Pts)

CRITICAL HIT TABLE

Left Arm

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

Left Torso

- 1. Double Heat Sink
 - 2. Double Heat Sink
 - 3. Double Heat Sink
 - 4. Double Heat Sink
 - 5. Double Heat Sink
 - 6. Double Heat Sink
- 1-3
- 1. ER Medium Laser
 - 2. ER Medium Laser
 - 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. Jump Jet
- 6. Jump Jet

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Streak SRM 4
- 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. Small Pulse Laser
 - 6. Small Pulse Laser
- 4-6

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

Battle Value: **1,830**
 Weapon Value: **2,541 / 2,319**
 Cost, C-Bills: **5,740,960**

Right Arm

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

Right Torso (CASE)

- 1. Streak SRM 6
 - 2. Streak SRM 6
 - 3. Ammo (MG) 100
 - 4. Ammo (Streak 4) 25
 - 5. Ammo (Streak 6) 15
 - 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. Jump Jet
- 6. Jump Jet

'MECH DATA

Type: **Matador**

Mass: **60 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** **Clan**
 Running: **6** **Biped 'Mech**
 Jumping: **4** **Level 2 / 3060**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	LT	5	7	-	5	10	15
3	Medium Pulse Laser	LA	4	7	-	4	8	12
2	Small Pulse Laser	CT	2	3	-	2	4	6
2	Machine Gun	RA	0	2	-	1	2	3
2	Machine Gun	LA	0	2	-	1	2	3
1	Streak SRM 4	HD	3	2/hit	-	4	8	12
1	Streak SRM 6	RT	4	2/hit	-	4	8	12

Ammo Type:	Rounds:	BV:
Machine Gun	100	1
Streak SRM 4	25	16
Streak SRM 6	15	24

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

○○○○○○○○○○ ○○

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

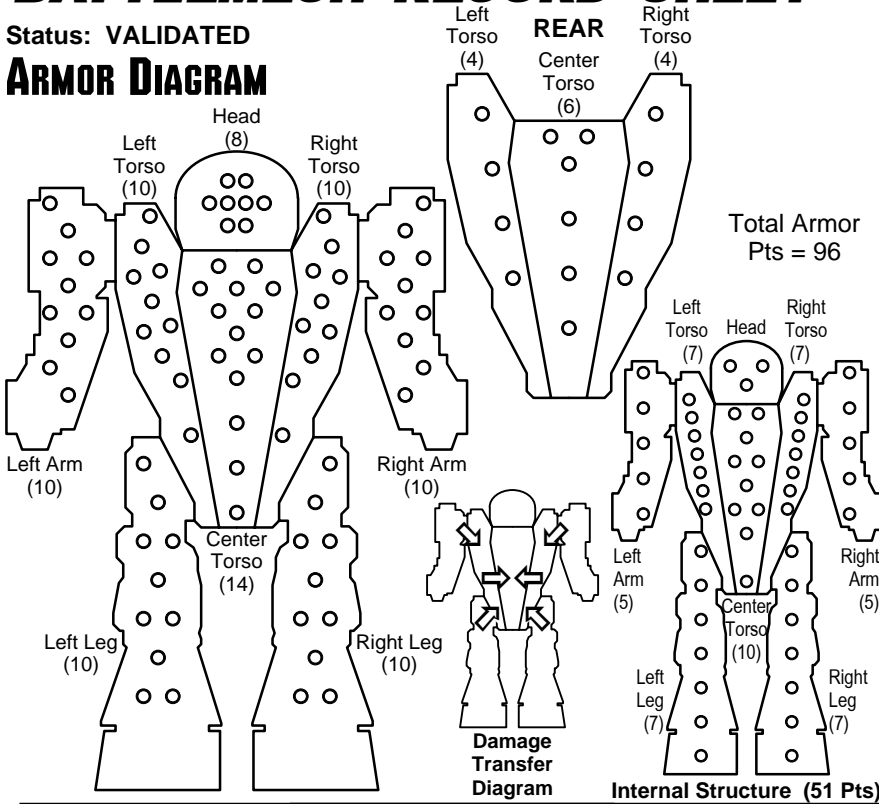
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 96

Internal Structure (51 Pts)

CRITICAL HIT TABLE

Left Arm

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

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

Left Torso (CASE)

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Jump Jet

- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6

Left Leg

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

Head

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

Center Torso

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

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Ferro-Fibrous
- Endo Steel

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

Battle Value: **1,279**
 Weapon Value: **802 / 802**
 Cost, C-Bills: **3,900,065**

Right Arm

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

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

Right Torso (CASE)

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Jump Jet

- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6

Right Leg

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

'MECH DATA

Type: **Mandrill**

Mass: **30 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** **Clan**
 Running: **6** **Biped 'Mech**
 Jumping: **4** **Level 2 / 3060**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20	RT	6	1/hit	-	7	14	21
1	LRM 20	LT	6	1/hit	-	7	14	21
1	ER Small Laser	HD	2	5	-	2	4	6

Ammo Type: Rounds: BV:
 LRM 20 24 176

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

oooooooooooo

Auto Eject: Weapon Heat:
 Operational Disabled **(14)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

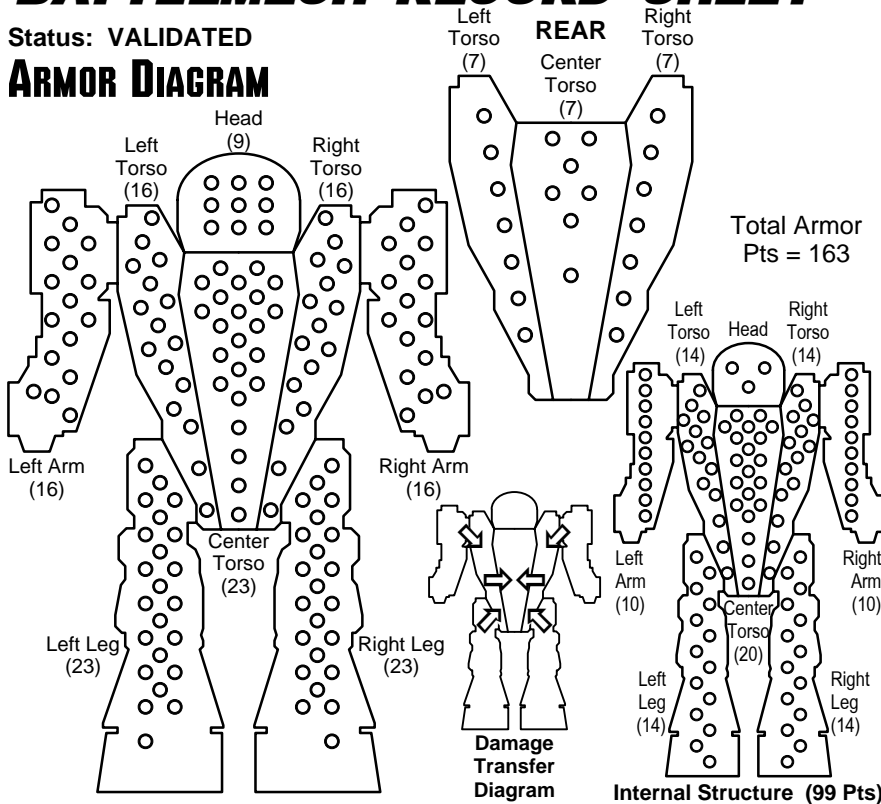
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (99 Pts)

'MECH DATA

Type: **Mad Dog (Vulture) H**

Mass: **60 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** **Clan**
 Running: **8** **Biped OmniMech**
 Jumping: **0** **Level 2 / 3060**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15 w/ Artemis IV	LT	5	1/hit	-	7	14	21
1	LRM 15 w/ Artemis IV	RT	5	1/hit	-	7	14	21
3	Heavy Medium Laser	LA	7	10	-	3	6	9
1	Heavy Large Laser	RA	18	16	-	5	10	15

Ammo Type:	Rounds:	BV:
LRM 15	32	115

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

○○○○○○○○○○ ○○○○○○○○○

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Heavy Medium Laser
- 5 Heavy Medium Laser
- 6 Heavy Medium Laser
- 1 Heavy Medium Laser
- 2 Heavy Medium Laser
- 3 Heavy Medium Laser
- 4-6 Double Heat Sink
- 5 Double Heat Sink
- 6 Ferro-Fibrous

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Heavy Large Laser
- 4 Heavy Large Laser
- 5 Heavy Large Laser
- 6 Double Heat Sink
- 1 Double Heat Sink
- 2 Double Heat Sink
- 3 Double Heat Sink
- 4 Double Heat Sink
- 5 Double Heat Sink
- 6 Ferro-Fibrous

Center Torso

- XL Engine
- XL Engine
- XL Engine
- 1-3 Gyro
- 5 Gyro
- 6 Gyro

Right Torso (CASE)

- XL Engine
- XL Engine
- 1-3 LRM 15
- 4 LRM 15
- 5 Artemis IV FCS
- 6 Ammo (LRM 15) 8
- 1 Ammo (LRM 15) 8
- 2 Double Heat Sink
- 3 Double Heat Sink
- 4-6 Ferro-Fibrous
- 5 Ferro-Fibrous
- 6 Roll Again

Left Torso (CASE)

- XL Engine
- XL Engine
- 1-3 LRM 15
- 4 LRM 15
- 5 Artemis IV FCS
- 6 Ammo (LRM 15) 8
- 1 Ammo (LRM 15) 8
- 2 Double Heat Sink
- 3 Double Heat Sink
- 4-6 Ferro-Fibrous
- 5 Ferro-Fibrous
- 6 Roll Again

1-3

4-6

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **1,735**
 Weapon Value: **2,308 / 2,136**
 Cost, C-Bills: **16,002,000**

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

HEAT SCALE

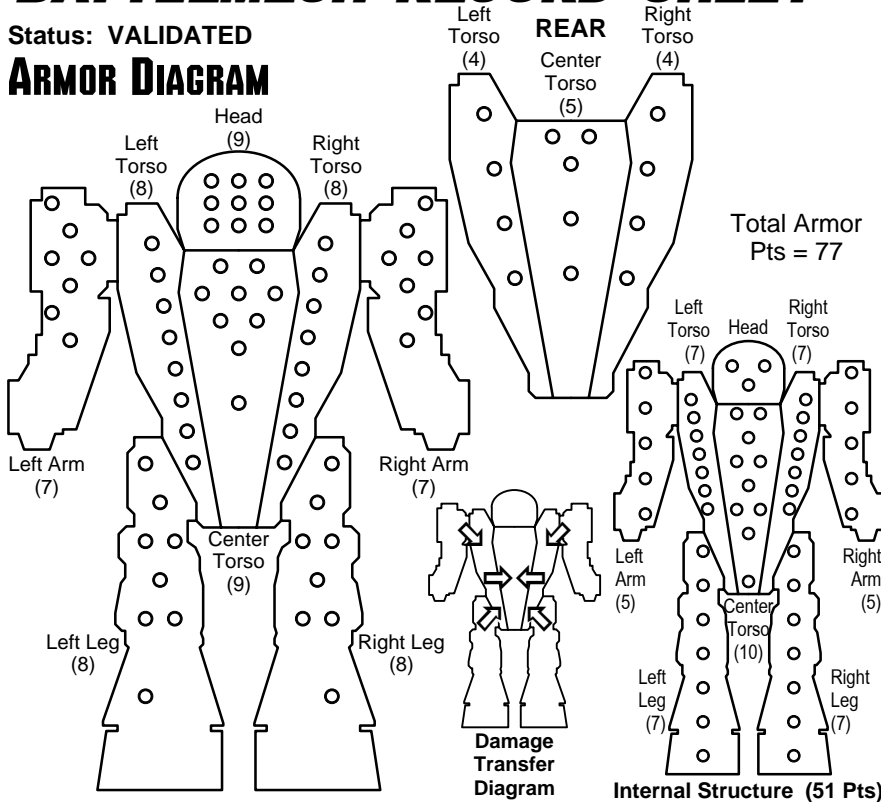
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 77

Internal Structure (51 Pts)

CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Heavy Medium Laser
 - Heavy Medium Laser
- 1-3
- Heavy Medium Laser
 - Heavy Medium Laser
- 4-6
- Endo Steel
 - Ferro-Fibrous
 - Roll Again
 - Roll Again

Left Torso

- XL Engine
 - XL Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Endo Steel
 - Endo Steel
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
- 4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Double Heat Sink
 - Double Heat Sink
- 4-6

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **1,122**
 Weapon Value: **703 / 703**
 Cost, C-Bills: **5,230,712**

Right Arm (CASE)

- Shoulder
 - Upper Arm Actuator
 - Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
- 1-3
- Gauss Rifle
 - Gauss Rifle
- 4-6
- Endo Steel
 - Ferro-Fibrous

Right Torso

- XL Engine
 - XL Engine
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Ferro-Fibrous
- 1-3
- Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

'MECH DATA

Type: **Kit Fox (Uller) H**

Mass: **30 tons**

Movement Points: Tech, Config. & Level:

Walking: **6** **Clan**
 Running: **9** **Biped OmniMech**
 Jumping: **0** **Level 2 / 3060**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	RA	1	15	2	7	15	22
2	Heavy Medium Laser	LA	7	10	-	3	6	9

Ammo Type: Rounds: BV:
 Gauss Rifle 16 99

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject: Weapon Heat:
 Operational Disabled **(15)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

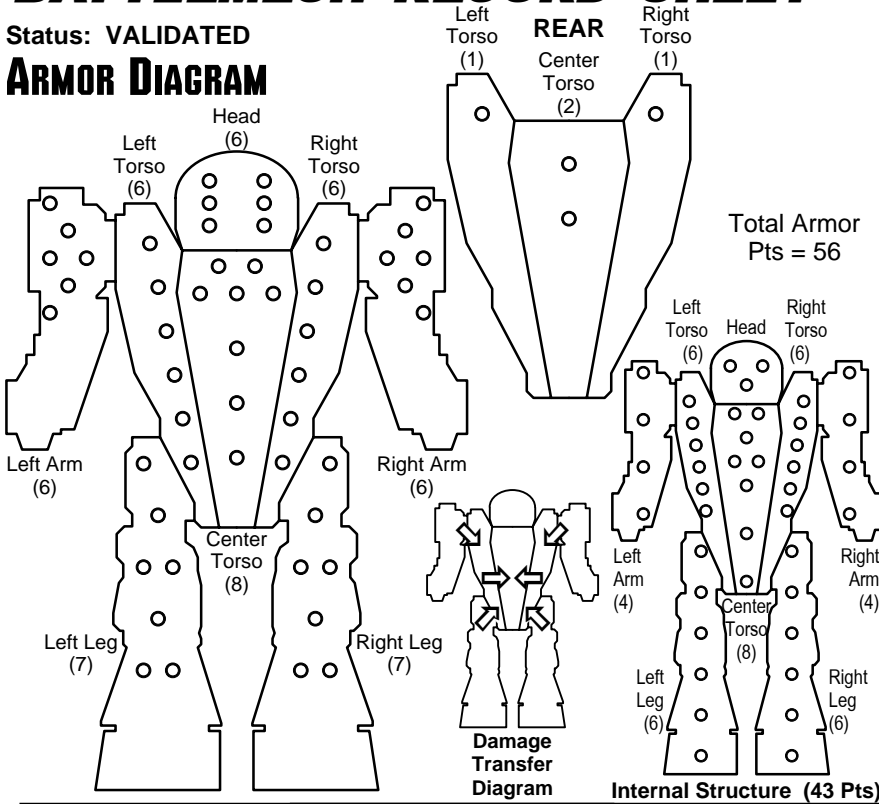
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Icestorm**

Mass: **25 tons**

Movement Points: Tech, Config. & Level:

Walking: **12** **Clan**
 Running: **18** **Biped 'Mech**
 Jumping: **0** **Level 2 / 3060**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RA	5	7	-	5	10	15
1	SRM 2	HD	2	2/hit	-	3	6	9
1	TAG	CT	0	-	-	5	9	15

Ammo Type: SRM 2 Rounds: 50 BV: 8

Total Heat Sinks: **10 Single**

oooooooooooo

Auto Eject: Operational Disabled Weapon Heat: **(7)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- XL Engine
- XL Engine
- Roll Again
- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- SRM 2
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Engine
- XL Engine
- XL Engine
- TAG
- Roll Again

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **619**
 Weapon Value: **206 / 206**
 Cost, C-Bills: **4,423,750**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER Medium Laser
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso (CASE)

- XL Engine
- XL Engine
- Ammo (SRM 2) 50
- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

HEAT SCALE

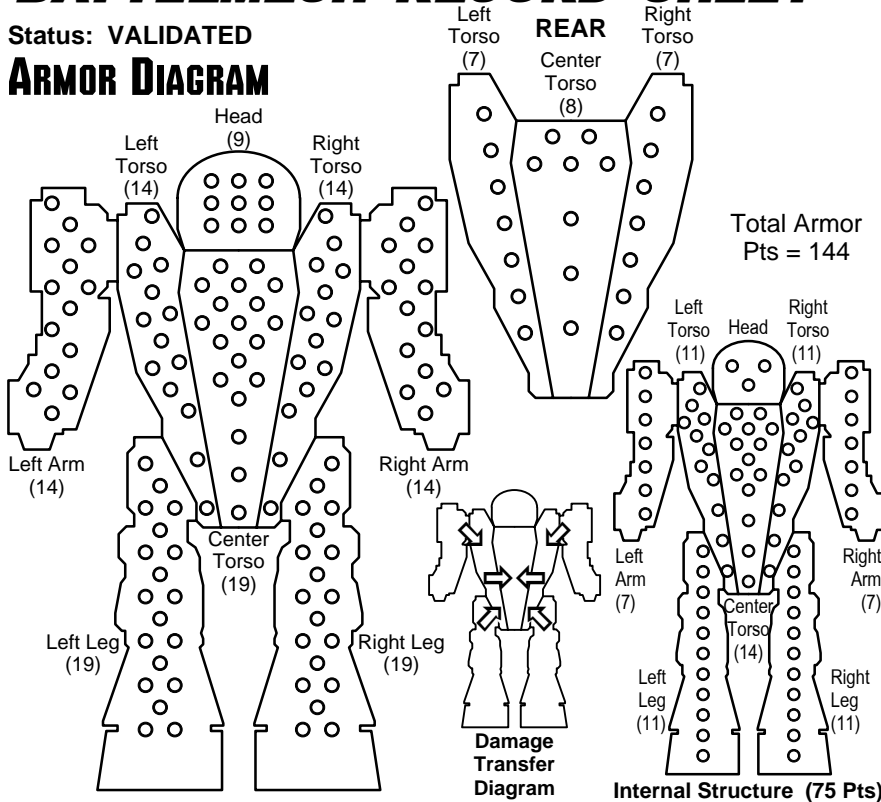
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 144

Internal Structure (75 Pts)

Damage Transfer Diagram

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Large Laser
- SRM 6

- Ammo (SRM 6) 15
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- XL Engine
- XL Engine
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Endo Steel
- Roll Again

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **1,342**
 Weapon Value: **1,536 / 1,536**
 Cost, C-Bills: **12,432,300**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Heavy Medium Laser
- Heavy Medium Laser

- Heavy Medium Laser
- Heavy Medium Laser
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

Right Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Endo Steel
- Ferro-Fibrous

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

'MECH DATA

Type: **Ice Ferret (Fenris) H**

Mass: **45 tons**

Movement Points: Tech, Config. & Level:

Walking: **8** **Clan**
 Running: **12** **Biped OmniMech**
 Jumping: **0** **Level 2 / 3060**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	LA	12	10	-	8	15	25
2	Heavy Medium Laser	RA	7	10	-	3	6	9
1	SRM 6	LA	4	2/hit	-	3	6	9

Ammo Type: SRM 6 Rounds: 15 BV: 13

Total Heat Sinks: 13 Double (26)

○○○○○○○○○○○○ ○○○

Auto Eject: Operational Disabled Weapon Heat: **(30)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

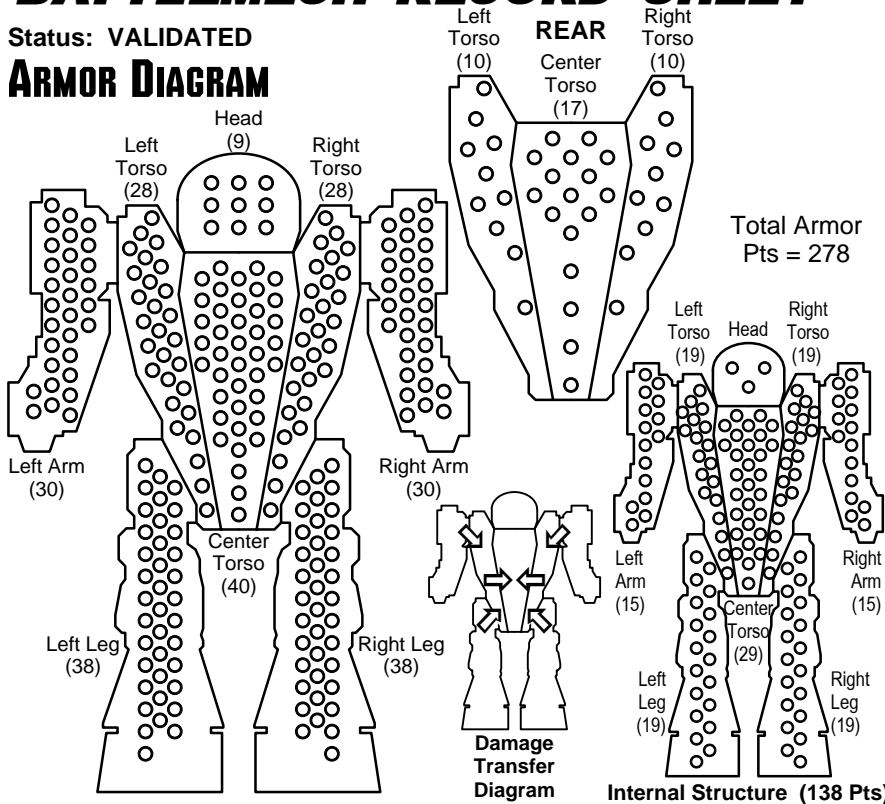
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 278

Internal Structure (138 Pts)

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 1-3 4. Hand Actuator
- 5. Streak SRM 6
- 6. Streak SRM 6
- 1. Streak SRM 6
- 2. Streak SRM 6
- 4-6 3. Ferro-Fibrous
- 4. Ferro-Fibrous
- 5. Roll Again
- 6. Roll Again

Left Torso (CASE)

- 1. Jump Jet
- 2. Medium Pulse Laser
- 1-3 3. Medium Pulse Laser
- 4. Medium Pulse Laser
- 5. Ammo (LRM 20) 6
- 6. Ammo (LRM 20) 6
- 1. Ammo (LRM 20) 6
- 2. Ammo (LRM 20) 6
- 4-6 3. Ammo (Streak 6) 15
- 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. Double Heat Sink
- 6. Double 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
- 3. Fusion Engine
- 4. Fusion Engine
- 5. Jump Jet
- 6. Roll Again

Right Arm (CASE)

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 1-3 4. Gauss Rifle
- 5. Gauss Rifle
- 6. Gauss Rifle
- 1. Gauss Rifle
- 2. Gauss Rifle
- 4-6 3. Gauss Rifle
- 4. Ferro-Fibrous
- 5. Ferro-Fibrous
- 6. Roll Again

Right Torso

- 1. Jump Jet
- 2. LRM 20
- 1-3 3. LRM 20
- 4. LRM 20
- 5. LRM 20
- 6. Artemis IV FCS
- 1. Ammo (Gauss) 8
- 2. Ammo (Gauss) 8
- 3. Ammo (Gauss) 8
- 4. Ferro-Fibrous
- 5. Ferro-Fibrous
- 6. Ferro-Fibrous

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Double Heat Sink
- 6. Double Heat Sink

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **2,827**
 Weapon Value: **4,641 / 4,091**
 Cost, C-Bills: **10,091,280**

'MECH DATA

Type: **Highlander IIC**
 Mass: **90 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **3** **Clan**
 Running: **5** **Biped 'Mech**
 Jumping: **3** **Level 2 / 3060**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	Medium Pulse Laser	LT	4	7	-	4	8	12
1	Gauss Rifle	RA	1	15	2	7	15	22
1	LRM 20 w/ Artemis IV	RT	6	1/hit	-	7	14	21
2	Streak SRM 6	LA	4	2/hit	-	4	8	12

Ammo Type: Rounds: BV:

Gauss Rifle	24	136
LRM 20	24	148
Streak SRM 6	15	21

Total Heat Sinks: **12 Double (24)**
 ○○○○○○○○○○○○ ○○

Auto Eject: Weapon Heat:
 Operational Disabled **(27)**

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

Consciousness #

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

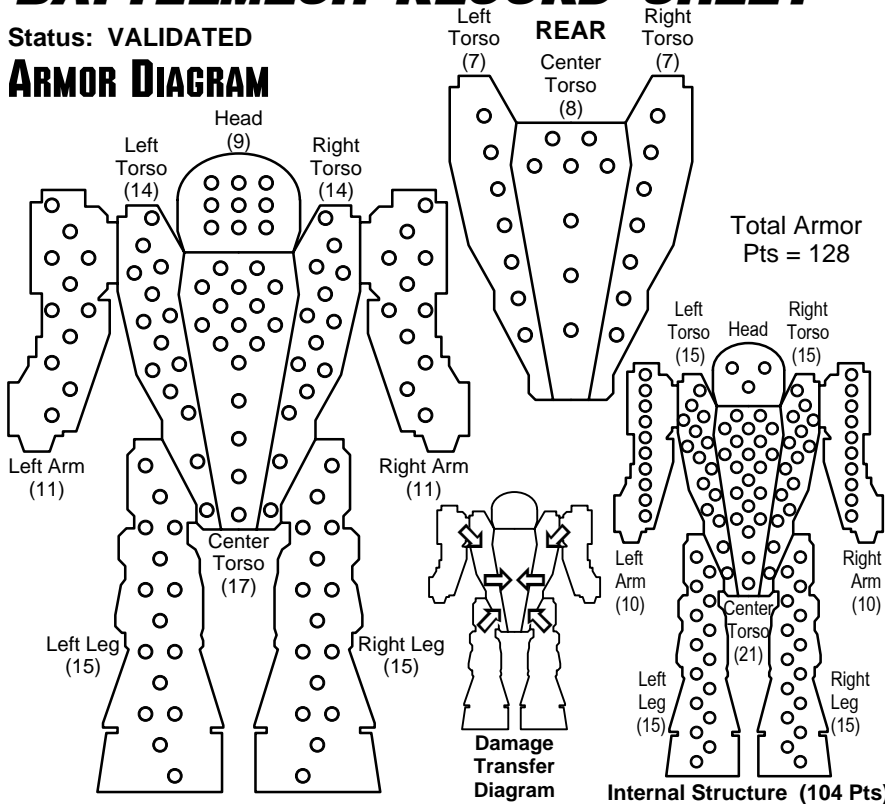


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Hellbringer (Loki) H**

Mass: **65 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** **Clan**
 Running: **8** **Biped OmniMech**
 Jumping: **0** **Level 2 / 3060**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	15	-	7	14	23
1	Heavy Large Laser	LA	18	16	-	5	10	15
4	Heavy Small Laser	LT	3	6	-	1	2	3
1	Anti-Personnel Pod	LL	0	-	-	-	-	-
1	Anti-Personnel Pod	RL	0	-	-	-	-	-
1	Active Probe	LT	0	-	-	-	-	5
1	Ultra AC/5	RT	1	5	-	7	14	21
1	LRM 15	LT	5	1/hit	-	7	14	21

Ammo Type:	Rounds:	BV:
Ultra AC/5	40	41
LRM 15	16	58

Total Heat Sinks: **13 Double (26)**

oooooooooooo oooo

Auto Eject: **Weapon Heat:**
 Operational Disabled **(52)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Heavy Large Laser
- Heavy Large Laser
- Heavy Large Laser
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Torso (CASE)

- XL Engine
- XL Engine
- 1-3 Heavy Small Laser
- Heavy Small Laser
- Heavy Small Laser
- Heavy Small Laser
- Active Probe
- 2 LRM 15
- 4-6 LRM 15
- 4-6 Ammo (LRM 15) 8
- Ammo (LRM 15) 8
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Anti-Personnel Pod
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- 1-3 XL Engine
- Gyro
- 5 Gyro
- Gyro
- 1 Gyro
- 2 XL Engine
- 3 XL Engine
- 4-6 XL Engine
- 5 Roll Again
- 6 Roll Again

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 ER PPC
- ER PPC
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Right Torso (CASE)

- XL Engine
- XL Engine
- 1-3 Ultra AC/5
- Ultra AC/5
- 5 Ultra AC/5
- 6 Ammo (Ult AC/5) 20
- 1 Ammo (Ult AC/5) 20
- 2 Roll Again
- 3 Roll Again
- 4 Roll Again
- 5 Roll Again
- 4-6 Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Anti-Personnel Pod
- Roll Again

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **1,492**
 Weapon Value: **1,216 / 1,216**
 Cost, C-Bills: **18,504,405**

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

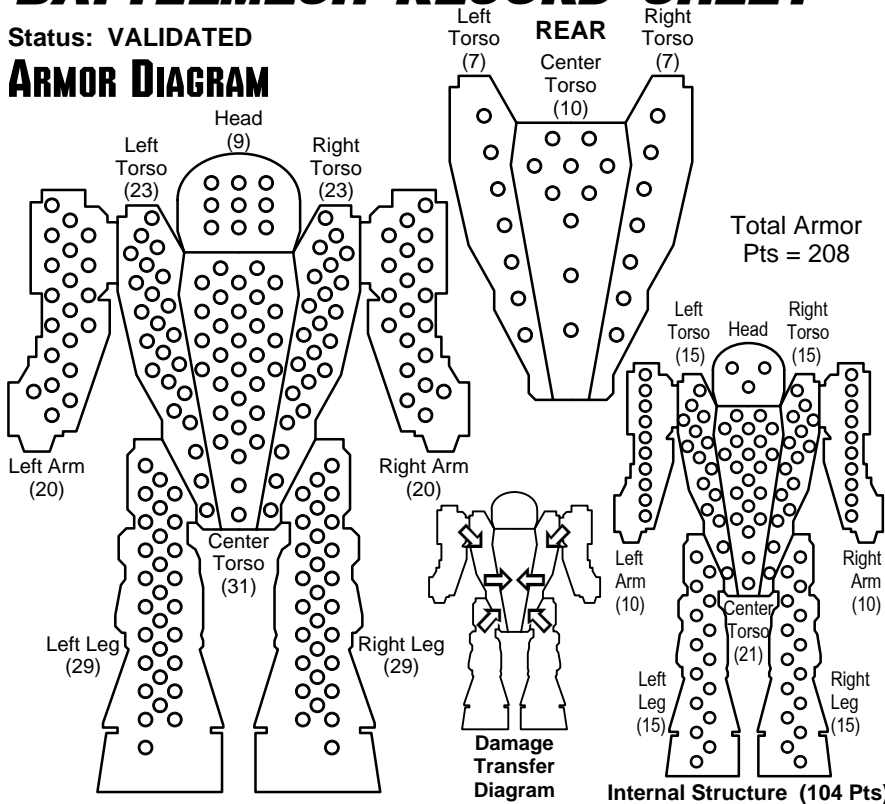


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Ha Otoko**
 Mass: **65 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **4** **Clan**
 Running: **6** **Biped 'Mech**
 Jumping: **0** **Level 2 / 3060**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	RA	4	1/hit	-	7	14	21
1	LRM 10	LA	4	1/hit	-	7	14	21
1	LRM 20	RT	6	1/hit	-	7	14	21
1	LRM 20	LT	6	1/hit	-	7	14	21

Ammo Type: **Rounds:** **BV:**

LRM 10	24	31
LRM 20	36	181

Total Heat Sinks: 13 Single

oooooooooooo ooo

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 (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- LRM 10
- Ammo (LRM 10) 12

- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

Left Torso (CASE)

- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6

- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Roll Again

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- LRM 10
- Ammo (LRM 10) 12

- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Right Torso (CASE)

- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6

- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Roll Again

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

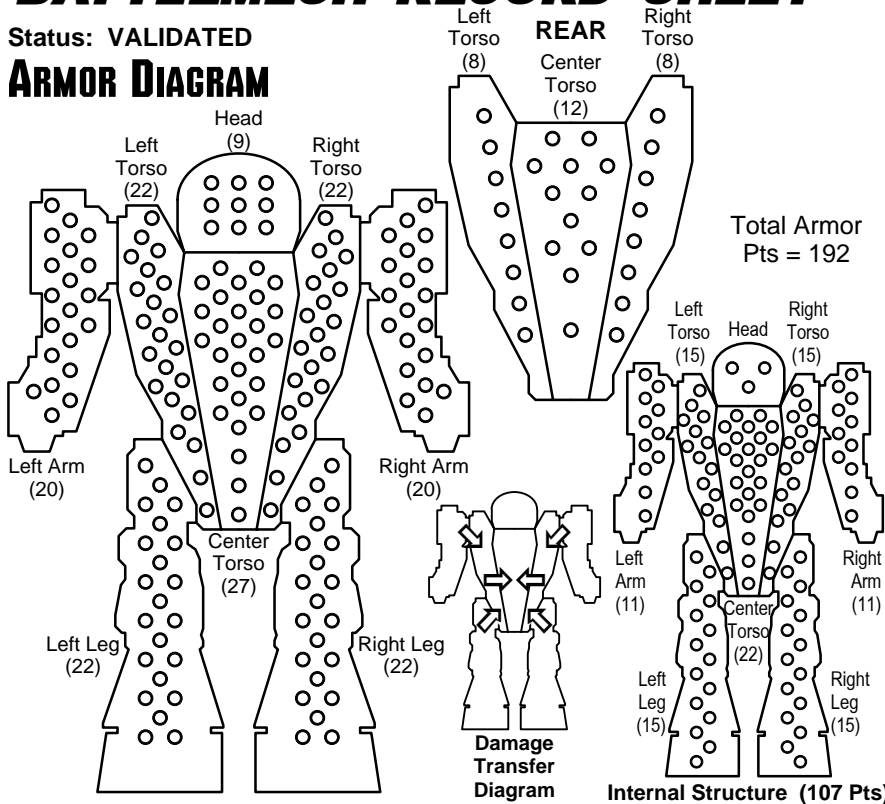
Battle Value: **1,466**
 Weapon Value: **1,800 / 1,800**
 Cost, C-Bills: **6,458,211**

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (107 Pts)

CRITICAL HIT TABLE

- | | | |
|--|---|---|
| <p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator ER PPC ER PPC Endo Steel <p>1-3</p> <ol style="list-style-type: none"> Endo Steel Endo Steel Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <p>Left Torso</p> <ol style="list-style-type: none"> Double Heat Sink Double Heat Sink Double Heat Sink Double Heat Sink Double Heat Sink Double Heat Sink <p>1-3</p> <ol style="list-style-type: none"> ER Medium Laser Jump Jet Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Jump Jet Roll Again | <p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Endo Steel Sensors Life Support <p>1-3</p> <p>Center Torso (CASE)</p> <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro Fusion Engine Fusion Engine Fusion Engine SRM 6 Ammo (SRM 6) 15 <p>4-6</p> | <p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Large Pulse Laser Large Pulse Laser Large Pulse Laser <p>1-3</p> <ol style="list-style-type: none"> Large Pulse Laser Endo Steel Endo Steel Endo Steel Roll Again Roll Again <p>4-6</p> <p>Right Torso</p> <ol style="list-style-type: none"> Double Heat Sink Double Heat Sink Double Heat Sink Double Heat Sink Jump Jet ER Medium Laser <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Jump Jet Roll Again |
|--|---|---|

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **2,187**
 Weapon Value: **2,724 / 2,724**
 Cost, C-Bills: **7,353,634**

'MECH DATA

Type: **Guillotine IIC**
 Mass: **70 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **4** **Clan**
 Running: **6** **Biped 'Mech**
 Jumping: **4** **Level 2 / 3060**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	15	-	7	14	23
1	ER Medium Laser	LT	5	7	-	5	10	15
1	ER Medium Laser	RT	5	7	-	5	10	15
2	Large Pulse Laser	RA	10	10	-	6	14	20
1	SRM 6	CT	4	2/hit	-	3	6	9

Ammo Type: SRM 6 Rounds: 15 BV: 11

Total Heat Sinks: **16 Double (32)**
 ○○○○○○○○○○○○○○○○○○○

Auto Eject: Operational Disabled **Weapon Heat: (49)**

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

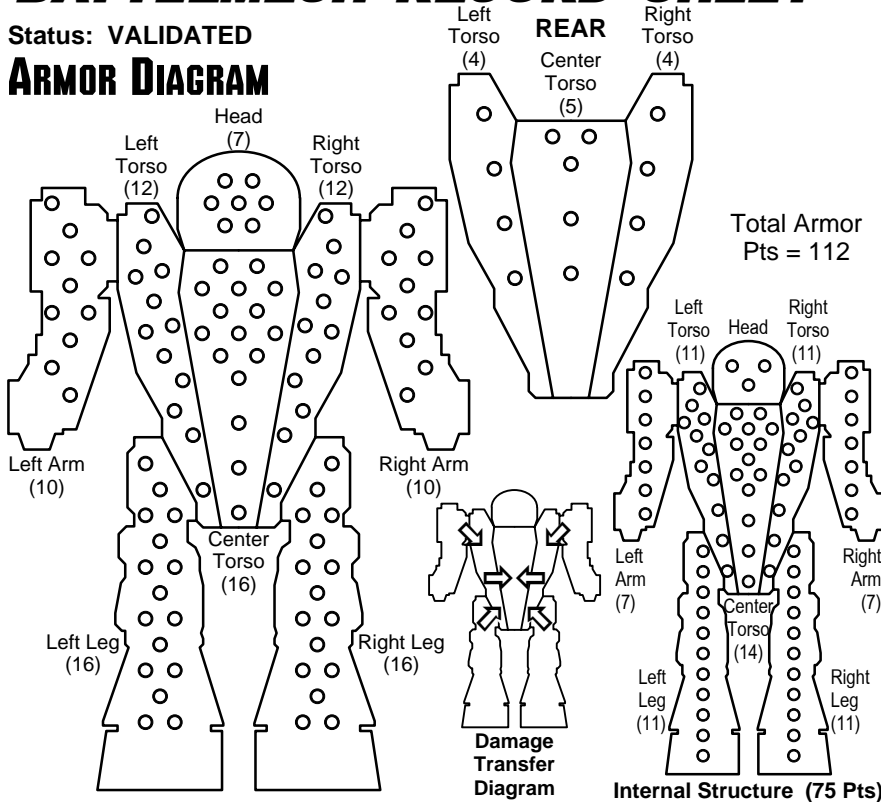


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Great Wyrm**
 Mass: **45 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **5** **Clan**
 Running: **8** **Biped 'Mech**
 Jumping: **0** **Level 2 / 3060**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RT	5	7	-	5	10	15
1	ER Medium Laser	LT	5	7	-	5	10	15
1	ER Small Laser	RT	2	5	-	2	4	6
1	ER Small Laser	LT	2	5	-	2	4	6
1	LRM 10	CT	4	1/hit	-	7	14	21
2	Ultra AC/2	RA	1	2	2	9	18	27

Ammo Type:	Rounds:	BV:
LRM 10	12	19
Ultra AC/2	45	11

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject: **Weapon Heat:**
 Operational Disabled **(22)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- ER Medium Laser
- ER Small Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- LRM 10
- Roll Again

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **1,139**
 Weapon Value: **1,097 / 1,097**
 Cost, C-Bills: **4,064,133**

Right Arm

- Shoulder
- Upper Arm Actuator
- Ultra AC/2
- Ultra AC/2
- Ultra AC/2
- Ultra AC/2

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso (CASE)

- Double Heat Sink
- Double Heat Sink
- ER Medium Laser
- ER Small Laser
- Ammo (LRM 10) 12
- Ammo (Ult AC/2) 45

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

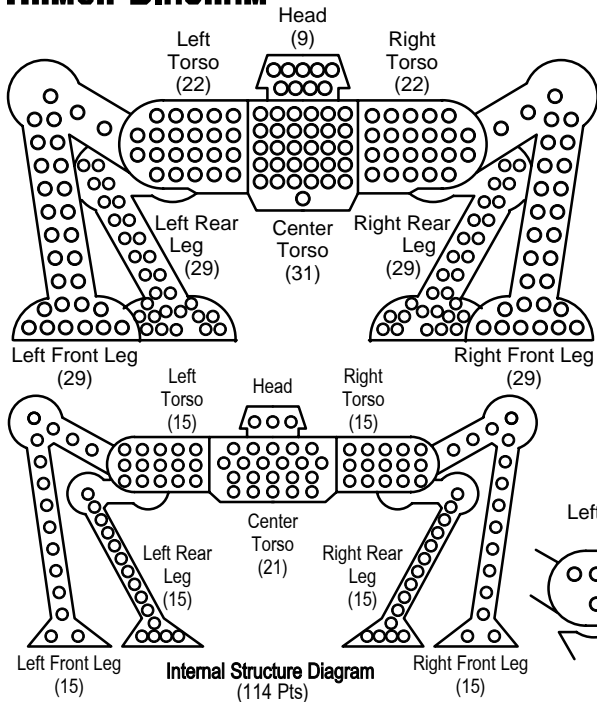
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

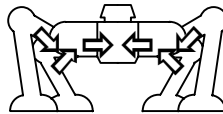
QUAD BATTLEMECH RECORD SHEET

Status: VALIDATED

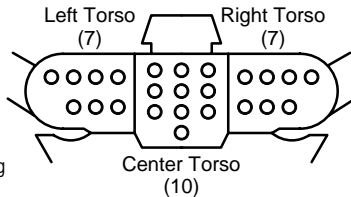
ARMOR DIAGRAM



Total Armor
Pts = 224



REAR ARMOR



'MECH DATA

Type: Fire Scorpion

Mass: 65 tons

Movement Points: Tech, Config. & Level:

Walking: 4

Clan

Running: 6

Quad 'Mech

Jumping: 0

Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	RT	2	10	-	6	12	18
1	Ultra AC/10	LT	3	10	-	6	12	18
1	Anti-Personnel Pod RRL	0	-	-	-	-	-	-
1	Anti-Personnel Pod LRL	0	-	-	-	-	-	-
1	Anti-Personnel Pod RFL	0	-	-	-	-	-	-
1	Anti-Personnel Pod LFL	0	-	-	-	-	-	-

Ammo Type: Rounds: BV:

LB 10-X AC 30 64

Ultra AC/10 30 87

Total Heat Sinks: 10 Single

○○○○○○○○○○

Auto Eject:

Weapon Heat:

Operational Disabled

(8)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Front Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Anti-Personnel Pod
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Right Front Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Anti-Personnel Pod
- Endo Steel

Left Torso (CASE)

- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Ammo (Ult AC/10) 10
- Ammo (Ult AC/10) 10

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

Right Torso (CASE)

- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- Ammo (LB 10-X) 10

- Ammo (Ult AC/10) 10
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Endo Steel
- Endo Steel

- Ammo (LB 10-X) 10
- Ammo (LB 10-X) 10
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: 1,379
Weapon Value: 1,411 / 1,411
Cost, C-Bills: 6,194,211

Left Rear Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Anti-Personnel Pod
- Endo Steel

Right Rear Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Anti-Personnel Pod
- Endo Steel

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

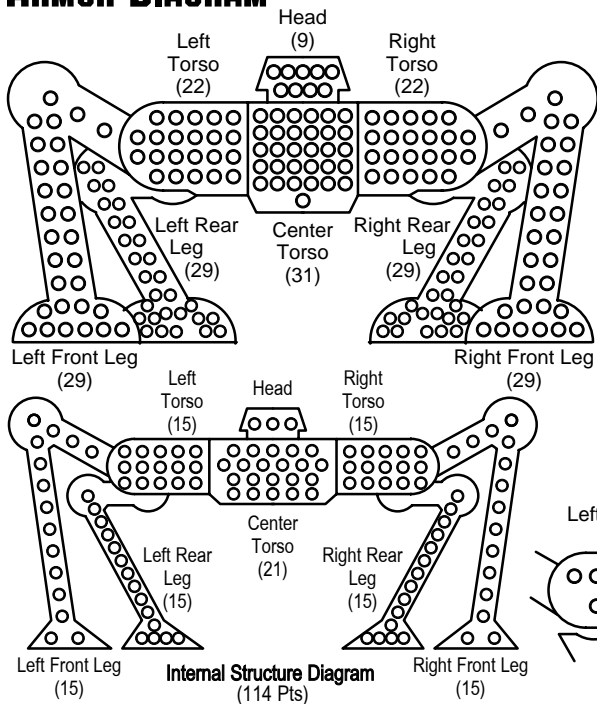
WIZKIDS®

BATTLETECH®

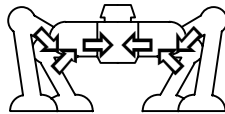
QUAD BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

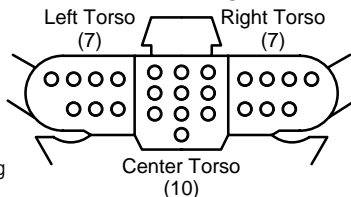


Total Armor
Pts = 224



Damage
Transfer
Diagram

REAR ARMOR



'MECH DATA

Type: **Fire Scorpion 2**

Mass: **65 tons**

Movement Points: Tech, Config. & Level:

Walking: **4**

Clan

Running: **6**

Quad 'Mech

Jumping: **0**

Level 2 / 3060

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Anti-Personnel Pod	RFL	0	-	-	-	-	-
1	Anti-Personnel Pod	LFL	0	-	-	-	-	-
1	Anti-Personnel Pod	LRL	0	-	-	-	-	-
1	Anti-Personnel Pod	RRL	0	-	-	-	-	-
1	Ultra AC/20	LT	7	20	-	4	8	12
2	LRM 10	RT	4	1/hit	-	7	14	21
1	Active Probe	RT	0	-	-	-	-	5
4	Machine Gun	RT	0	2	-	1	2	3

Ammo Type:

Rounds:

BV:

Ultra AC/20	20	157
LRM 10	24	31
Machine Gun	200	1

Total Heat Sinks: **10 Single**

oooooooooooo

Auto Eject:

Weapon Heat:

Operational Disabled

(22)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Front Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Anti-Personnel Pod
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Right Front Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Anti-Personnel Pod
- Endo Steel

Left Torso (CASE)

- Ultra AC/20
 - Ultra AC/20
 - Ultra AC/20
 - Ultra AC/20
 - Ultra AC/20
 - Ultra AC/20
- 1-3
- Ultra AC/20
 - Ultra AC/20
 - Ammo (Ult AC/20) 5
 - Ammo (Ult AC/20) 5
 - Ammo (Ult AC/20) 5
 - Ammo (Ult AC/20) 5
- 4-6

Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Endo Steel
 - Endo Steel
- 4-6

Right Torso (CASE)

- LRM 10
 - LRM 10
 - Active Probe
 - Machine Gun
 - Machine Gun
 - Machine Gun
- 1-3
- Machine Gun
 - Ammo (LRM 10) 12
 - Ammo (LRM 10) 12
 - Ammo (MG) 200
 - Roll Again
 - Roll Again
- 4-6

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **1,341**
 Weapon Value: **1,102 / 1,102**
 Cost, C-Bills: **6,605,061**

Left Rear Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Anti-Personnel Pod
- Endo Steel

Right Rear Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Anti-Personnel Pod
- Endo Steel

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

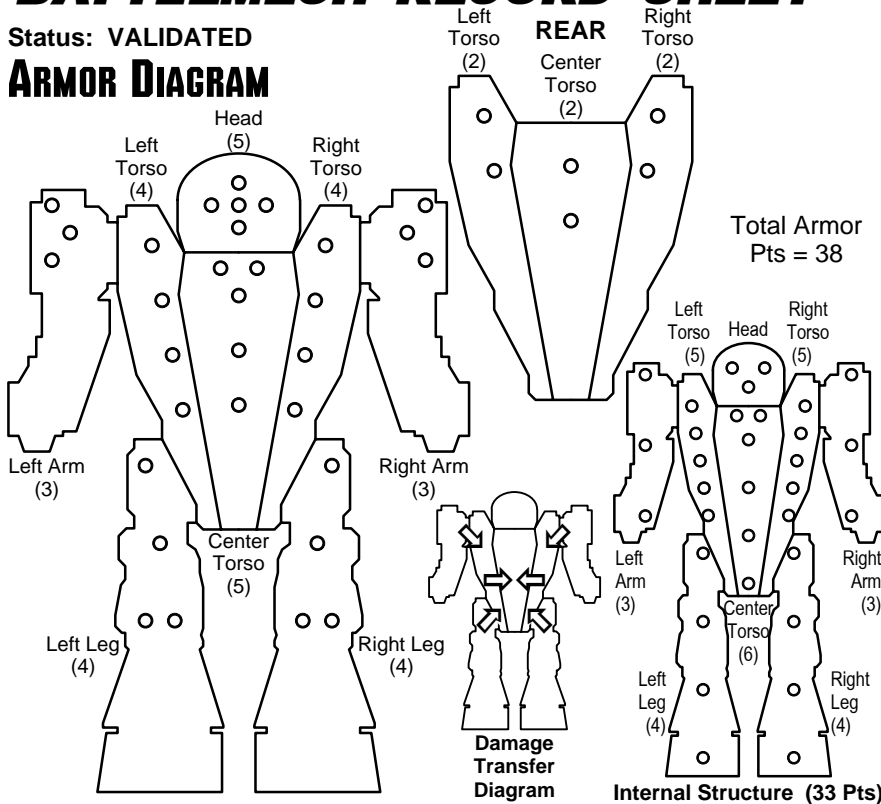
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Fire Moth (Dasher) H

Mass: 20 tons

Movement Points: Tech, Config. & Level:

Walking: 10 Clan

Running: 15 [20] Biped OmniMech

Jumping: 0 Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
5	Heavy Small Laser	RA	3	6	-	1	2	3
4	Heavy Small Laser	LA	3	6	-	1	2	3
1	Targeting Computer							

Total Heat Sinks: 11 Double (22)

oooooooooooo o

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

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Heavy Small Laser
- Heavy Small Laser

1-3

- Heavy Small Laser
- Heavy Small Laser
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Left Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Endo Steel
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

1-3

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

4-6

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: 485

Weapon Value: 173 / 173

Cost, C-Bills: 3,821,801

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Heavy Small Laser
- Heavy Small Laser

1-3

- Heavy Small Laser
- Heavy Small Laser
- Heavy Small Laser
- Endo Steel
- Ferro-Fibrous
- Roll Again

4-6

Right Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Targeting Computer
- Double Heat Sink

1-3

- Double Heat Sink
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Roll Again

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

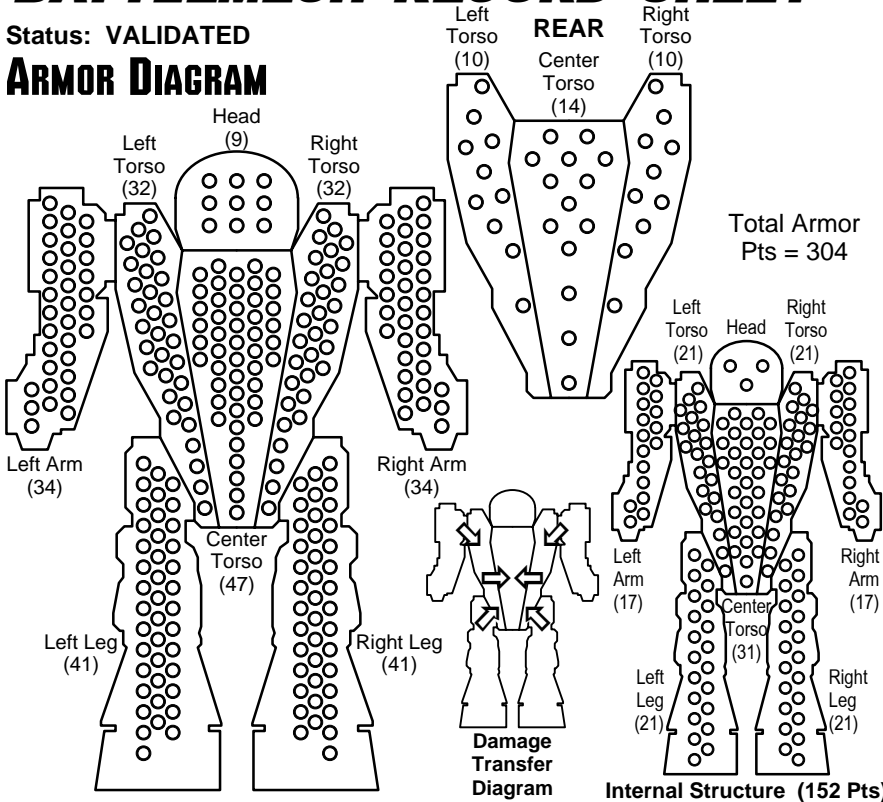
WIZKIDS

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 304

Internal Structure (152 Pts)

'MECH DATA

Type: **Dire Wolf (Daishi) H**

Mass: **100 tons**

Movement Points: Tech, Config. & Level:

Walking: **3** **Clan**
 Running: **5** **Biped OmniMech**
 Jumping: **0** **Level 2 / 3060**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	RA	1	15	2	7	15	22
1	Gauss Rifle	LA	1	15	2	7	15	22
1	Heavy Large Laser	RA	18	16	-	5	10	15
1	Heavy Large Laser	LA	18	16	-	5	10	15
1	Flamer	HD	3	2	-	1	2	3
1	Medium Pulse Laser	RT	4	7	-	4	8	12
1	Targeting Computer							

Ammo Type: Rounds: BV:
 Gauss Rifle 32 132

Total Heat Sinks: **20 Double (40)**

○○○○○○○○○○ ○○○○○○○○○

Auto Eject: Weapon Heat:
 Operational Disabled **(45)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	



Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- 1-3 Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- 1 Gauss Rifle
- Gauss Rifle
- 4-6 3 Heavy Large Laser
- Heavy Large Laser
- Heavy Large Laser
- Ammo (Gauss) 8

Left Torso

- XL Engine
- XL Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1 Double Heat Sink
- Double Heat Sink
- 4-6 3 Double Heat Sink
- Double Heat Sink
- Ammo (Gauss) 8
- Ammo (Gauss) 8

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Flamer
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- 1-3 XL Engine
- Gyro
- Gyro
- Gyro
- 1 Gyro
- XL Engine
- 4-6 3 XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **2,517**
 Weapon Value: **5,069 / 5,069**
 Cost, C-Bills: **28,518,750**

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- 1-3 Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- 1 Gauss Rifle
- Gauss Rifle
- 4-6 3 Heavy Large Laser
- Heavy Large Laser
- Heavy Large Laser
- Ammo (Gauss) 8

Right Torso

- XL Engine
- XL Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Targeting Computer
- Targeting Computer
- 1 Targeting Computer
- Targeting Computer
- 4-6 3 Targeting Computer
- Targeting Computer
- Targeting Computer
- Medium Pulse Laser

Right Leg

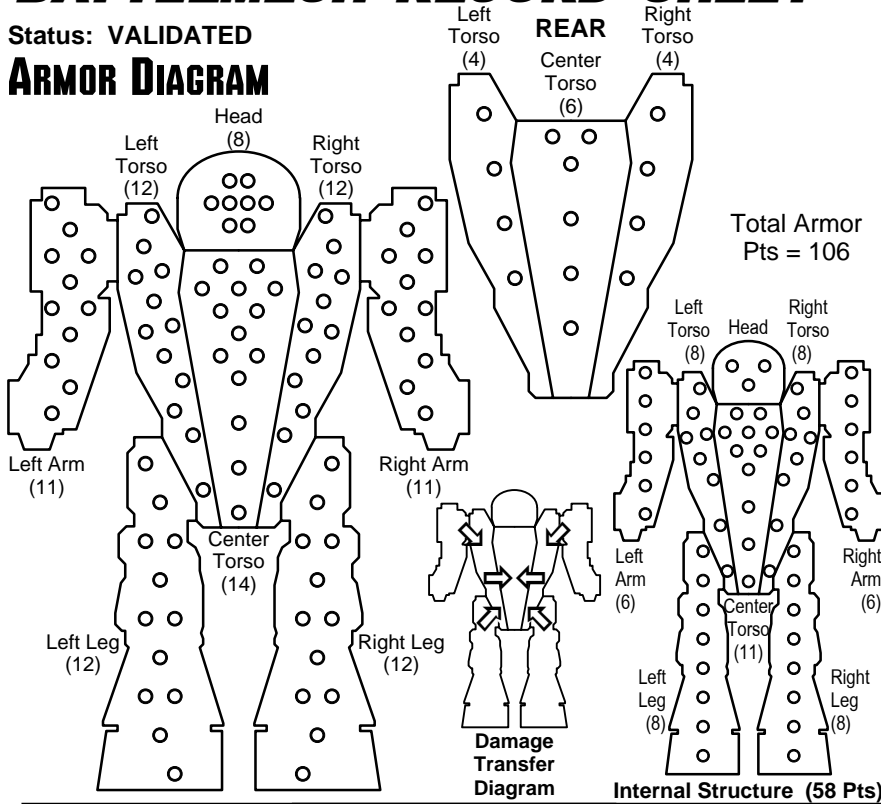
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 106

Internal Structure (58 Pts)

'MECH DATA

Type: **Cougar Prime**

Mass: **35 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** **Clan**
 Running: **8** **Biped OmniMech**
 Jumping: **0** **Level 2 / 3060**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	RA	10	10	-	6	14	20
1	Large Pulse Laser	LA	10	10	-	6	14	20
1	LRM 10	RT	4	1/hit	-	7	14	21
1	LRM 10	LT	4	1/hit	-	7	14	21

Ammo Type: Rounds: BV:
 LRM 10 24 38

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject: Weapon Heat:
 Operational Disabled **(28)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Large Pulse Laser
1. Large Pulse Laser
- Roll Again
- 4-6 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Large Pulse Laser
1. Large Pulse Laser
- Roll Again
- 4-6 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Center Torso

- XL Engine
- XL Engine
- XL Engine
- 1-3 4. Gyro
5. Gyro
6. Gyro

Right Torso (CASE)

- XL Engine
- XL Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- LRM 10
6. Ammo (LRM 10) 12
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso (CASE)

- XL Engine
- XL Engine
- 1-3 LRM 10
4. Ammo (LRM 10) 12
5. Endo Steel
6. Endo Steel
1. Endo Steel
2. Endo Steel
3. Endo Steel
- 4-6 4. Roll Again
5. Roll Again
6. Roll Again

- 4-6 1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. Endo Steel
6. Endo Steel

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **1,227**
 Weapon Value: **1,122 / 1,122**
 Cost, C-Bills: **6,065,437**

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- 4-6 Ferro-Fibrous

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- 4-6 Ferro-Fibrous

HEAT SCALE

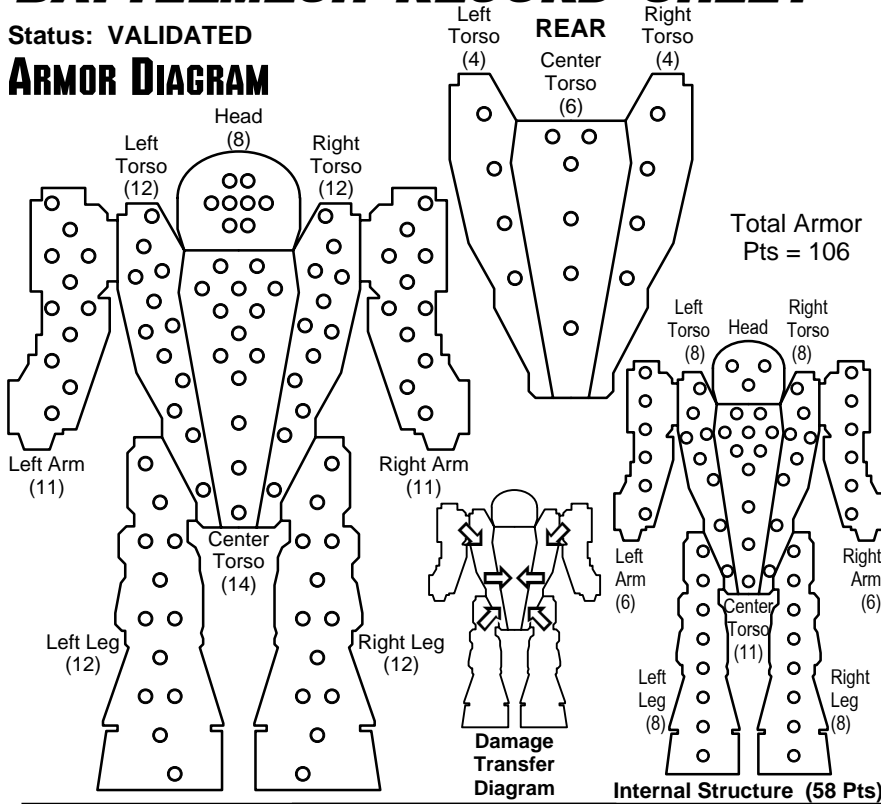
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 106

Damage Transfer Diagram

Internal Structure (58 Pts)

'MECH DATA

Type: **Cougar D**

Mass: **35 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** **Clan**
 Running: **8** **Biped OmniMech**
 Jumping: **0** **Level 2 / 3060**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/10	RA	3	10	-	6	12	18
1	ER Large Laser	LA	12	10	-	8	15	25
1	SRM 4	RT	3	2/hit	-	3	6	9
1	SRM 4	LT	3	2/hit	-	3	6	9

Ammo Type:	Rounds:	BV:
Ultra AC/10	20	71
SRM 4	25	7

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject: Operational Disabled Weapon Heat: **(24)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- ER Large Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- XL Engine
- XL Engine
- SRM 4
- 1-3 Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- 1-3 Gyro
- Gyro
- Gyro
- Gyro
- XL Engine
- XL Engine
- 4-6 XL Engine
- Endo Steel
- Endo Steel

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **1,088**
 Weapon Value: **884 / 884**
 Cost, C-Bills: **6,114,797**

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso (CASE)

- XL Engine
- XL Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- SRM 4
- 4-6 Ammo (Ult AC/10) 10
- Ammo (Ult AC/10) 10
- Ammo (SRM 4) 25
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

Right Leg

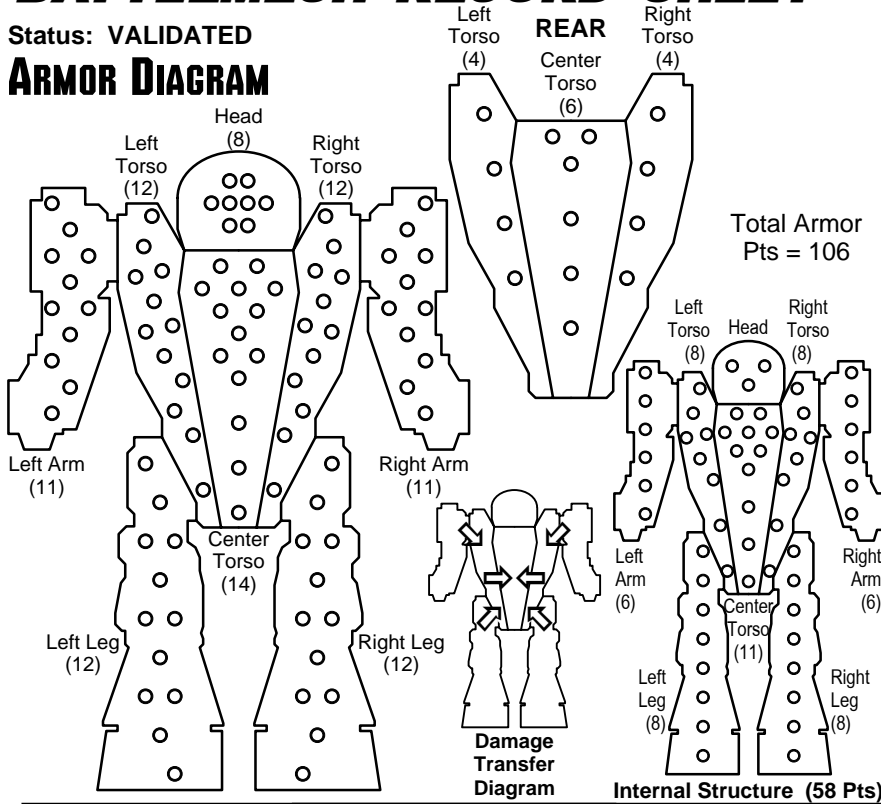
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 106

Internal Structure (58 Pts)

'MECH DATA

Type: **Cougar C**

Mass: **35 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** **Clan**
 Running: **8** **Biped OmniMech**
 Jumping: **0** **Level 2 / 3060**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	LA	1	15	2	7	15	22
1	ER Medium Laser	HD	5	7	-	5	10	15
4	ER Medium Laser	RA	5	7	-	5	10	15

Ammo Type: Rounds: BV:
 Gauss Rifle 16 90

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject: Weapon Heat:
 Operational Disabled **(26)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

CRITICAL HIT TABLE

Left Arm (CASE)

- Shoulder
 - Upper Arm Actuator
 - Double Heat Sink
 - Double Heat Sink
 - Gauss Rifle
 - Gauss Rifle
- 1-3
- Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
- 4-6
- Roll Again
 - Roll Again

Left Torso

- XL Engine
 - XL Engine
 - Ammo (Gauss) 8
 - Ammo (Gauss) 8
 - Endo Steel
 - Endo Steel
- 1-3
- Endo Steel
 - Endo Steel
 - Endo Steel
- 4-6
- Roll Again
 - Roll Again
 - Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

Head

- Life Support
- Sensors
- Cockpit
- ER Medium Laser
- Sensors
- Life Support

Center Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Endo Steel
 - Endo Steel
- 4-6

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **1,442**
 Weapon Value: **1,377 / 1,377**
 Cost, C-Bills: **6,197,484**

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Double Heat Sink
 - Double Heat Sink
 - ER Medium Laser
- 1-3
- ER Medium Laser
 - ER Medium Laser
 - ER Medium Laser
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Torso

- XL Engine
 - XL Engine
 - Double Heat Sink
 - Double Heat Sink
 - Ferro-Fibrous
 - Ferro-Fibrous
- 1-3
- Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Leg

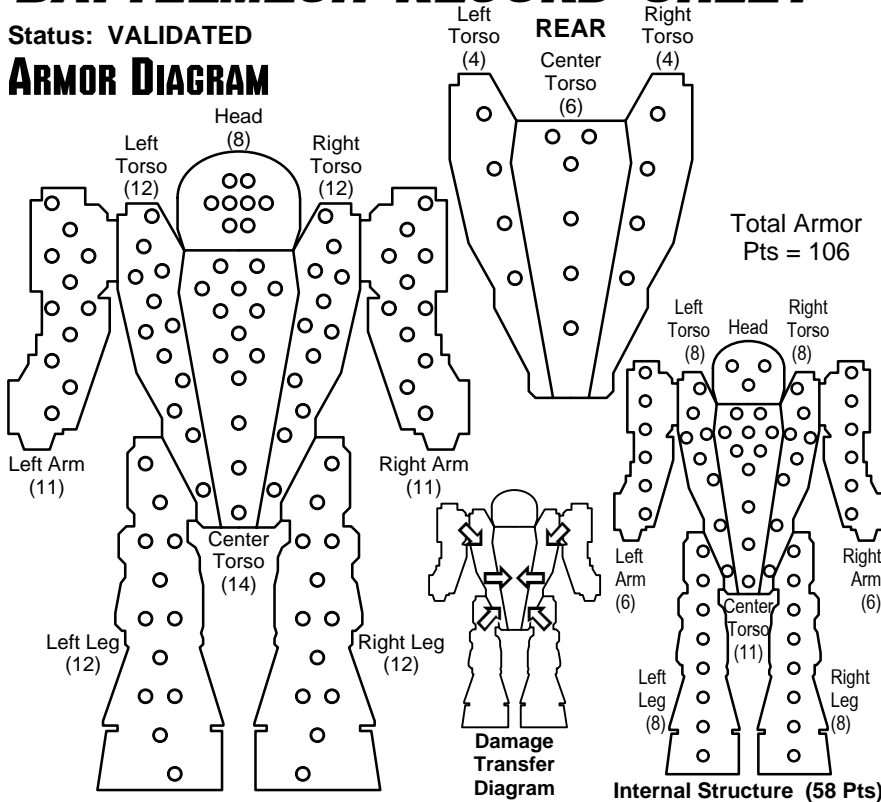
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Cougar B**

Mass: **35 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** **Clan**
 Running: **8** **Biped OmniMech**
 Jumping: **0** **Level 2 / 3060**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	15	-	7	14	23
1	ER PPC	RA	15	15	-	7	14	23
1	ER Medium Laser	HD	5	7	-	5	10	15

Total Heat Sinks: **16 Double (32)**

oooooooooooo oooooo

Auto Eject: **Weapon Heat:**

Operational Disabled **(35)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER PPC
- ER PPC
- 4-6 Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- XL Engine
- XL Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Endo Steel
- Endo Steel
- 3 Endo Steel
- 4 Endo Steel
- 5 Endo Steel
- 4-6 Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

Head

- Life Support
- Sensors
- Cockpit
- ER Medium Laser
- Sensors
- Life Support

Center Torso

- 1-3 XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro
- 1 Gyro
- 2 XL Engine
- 3 XL Engine
- 4-6 XL Engine
- 5 Endo Steel
- 6 Endo Steel

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **1,564**
 Weapon Value: **1,405 / 1,405**
 Cost, C-Bills: **6,069,655**

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER PPC
- ER PPC
- 3 Roll Again
- 4 Roll Again
- 5 Roll Again
- 4-6 Roll Again

Right Torso

- XL Engine
- XL Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 4-6 Double Heat Sink
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

Right Leg

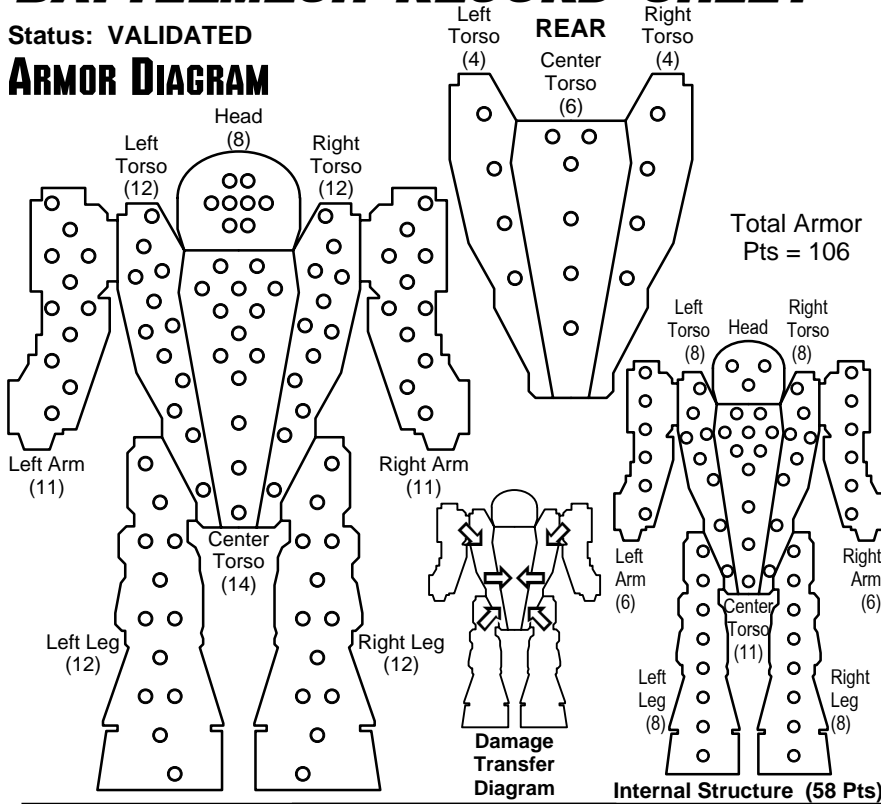
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Cougar A**

Mass: **35 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** **Clan**
 Running: **8** **Biped OmniMech**
 Jumping: **0** **Level 2 / 3060**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RA	5	7	-	5	10	15
1	ER Medium Laser	LA	5	7	-	5	10	15
1	Small Pulse Laser	HD	2	3	-	2	4	6
1	LRM 20 w/ Artemis IV	LT	6	1/hit	-	7	14	21
1	LRM 20 w/ Artemis IV	RT	6	1/hit	-	7	14	21

Ammo Type: Rounds: BV:
 LRM 20 24 148

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject: Weapon Heat:
 Operational Disabled **(24)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

CRITICAL HIT TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- ER Medium Laser

- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- XL Engine
- XL Engine
- 1-3 LRM 20
- LRM 20
- LRM 20
- LRM 20

- Artemis IV FCS
- Endo Steel
- Endo Steel
- 4-6 Endo Steel
- Endo Steel
- Endo Steel

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

Head

- Life Support
- Sensors
- Cockpit
- Small Pulse Laser
- Sensors
- Life Support

Center Torso

- 1-3 XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- 4-6 Gyro
- XL Engine
- XL Engine
- XL Engine
- Endo Steel
- Endo Steel

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Battle Value: **1,429**
 Weapon Value: **1,357 / 1,213**
 Cost, C-Bills: **6,919,312**

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- ER Medium Laser

- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

- XL Engine
- XL Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- LRM 20
- LRM 20

- 1-3 LRM 20
- LRM 20
- Artemis IV FCS
- 4-6 Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Right Leg

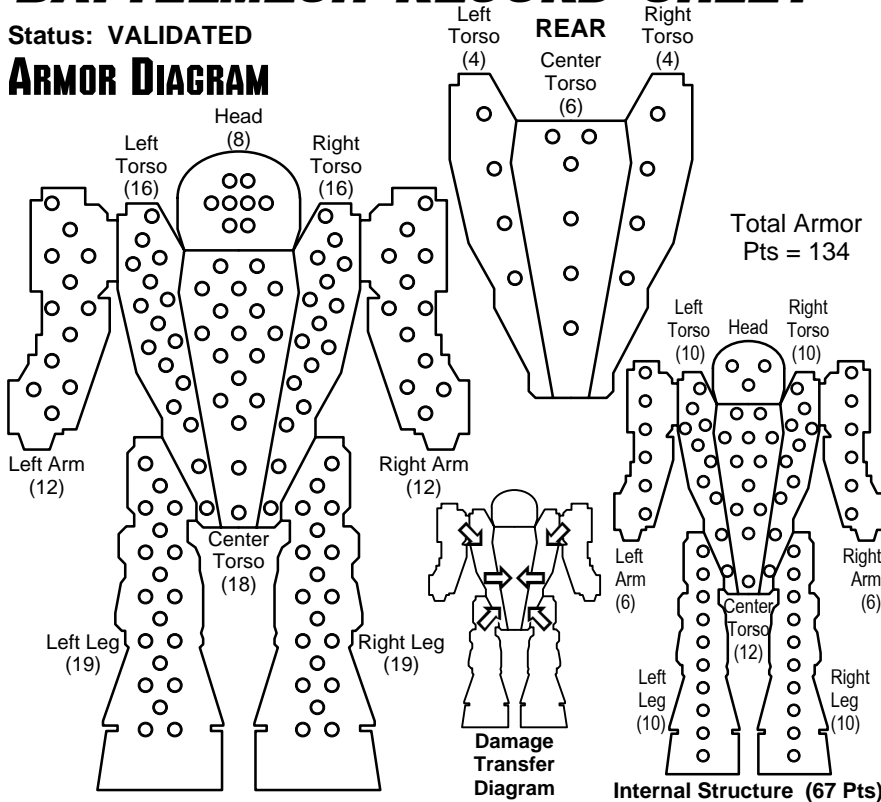
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Total Armor Pts = 134

Internal Structure (67 Pts)

CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Medium Pulse Laser
 - Medium Pulse Laser
- 1-3
- Roll Again
 - Roll Again
- 4-6
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Left Torso

- Double Heat Sink
 - Double Heat Sink
 - Jump Jet
 - Jump Jet
 - Endo Steel
 - Endo Steel
- 1-3
- Endo Steel
 - Endo Steel
 - Endo Steel
- 4-6
- Endo Steel
 - Endo Steel
 - Roll Again
 - Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Ferro-Fibrous
 - Endo Steel
- 4-6

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: 1,366
 Weapon Value: 1,092 / 1,092
 Cost, C-Bills: 3,373,814

Right Arm (CASE)

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Ultra AC/10
 - Ultra AC/10
 - Ultra AC/10
- 1-3
- Ultra AC/10
 - Ammo (Ult AC/10) 10
 - Ammo (Ult AC/10) 10
 - Ammo (Ult AC/10) 10
 - Ammo (Ult AC/10) 10
 - Roll Again
- 4-6

Right Torso

- Double Heat Sink
 - Double Heat Sink
 - Jump Jet
 - Jump Jet
 - Ferro-Fibrous
 - Ferro-Fibrous
- 1-3
- Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
- 4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

'MECH DATA

Type: Corvis

Mass: 40 tons

Movement Points: Tech, Config. & Level:

Walking: 4 Clan
 Running: 6 Biped 'Mech
 Jumping: 4 Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Pulse Laser	LA	4	7	-	4	8	12
1	Ultra AC/10	RA	3	10	-	6	12	18

Ammo Type: Rounds: BV:
 Ultra AC/10 40 170

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject: Weapon Heat:
 Operational Disabled (14)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

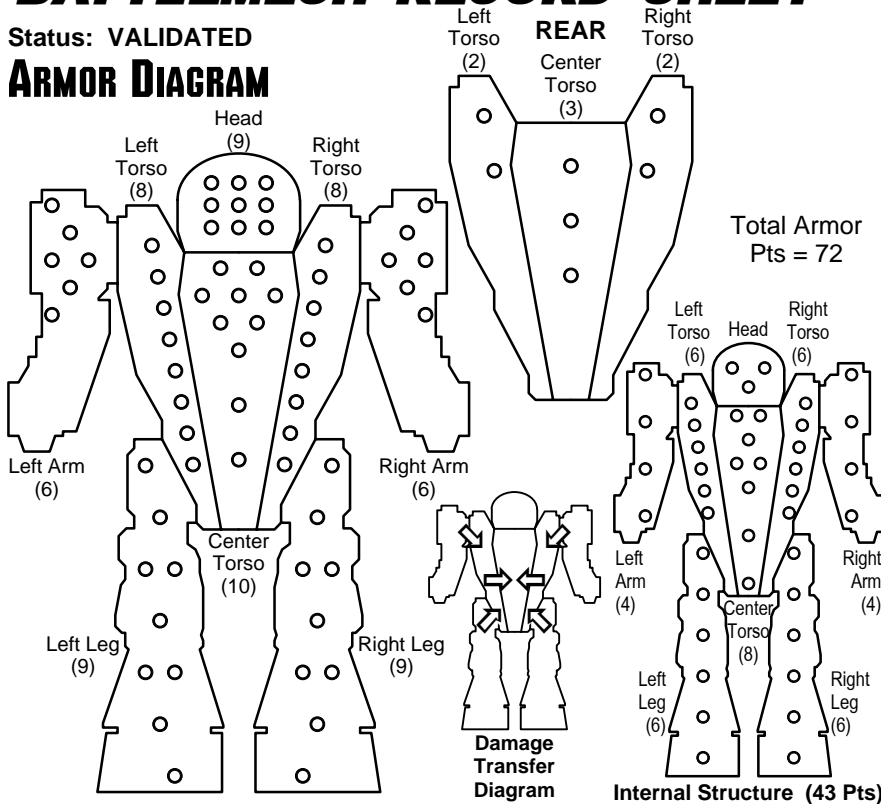
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Commando IIC**
 Mass: **25 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **6** **Clan**
 Running: **9** **Biped 'Mech**
 Jumping: **0** **Level 2 / 3060**

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	SRM 4	RT	3	2/hit	-	3	6	9
1	SRM 4	LT	3	2/hit	-	3	6	9
2	ER Medium Laser	LA	5	7	-	5	10	15

Ammo Type: **Rounds:** **BV:**

SRM 6	15	10
SRM 4	25	8

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject: **Weapon Heat:**
 Operational Disabled **(23)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - ER Medium Laser
 - ER Medium Laser
- 1-3
- Roll Again
 - Roll Again
- 4-6
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Head

- Life Support
 - Sensors
 - Cockpit
 - Endo Steel
 - Sensors
 - Life Support
- 1-3
- Roll Again
 - Roll Again
- 4-6
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Roll Again
 - Roll Again
- 4-6
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Left Torso

- Double Heat Sink
 - Double Heat Sink
 - SRM 4
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 1-3
- Roll Again
 - Roll Again
- 4-6
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - SRM 4
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
- 4-6
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Right Torso (CASE)

- Double Heat Sink
 - Double Heat Sink
 - SRM 4
 - Ammo (SRM 6) 15
 - Ammo (SRM 4) 25
 - Endo Steel
- 1-3
- Roll Again
 - Roll Again
- 4-6
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

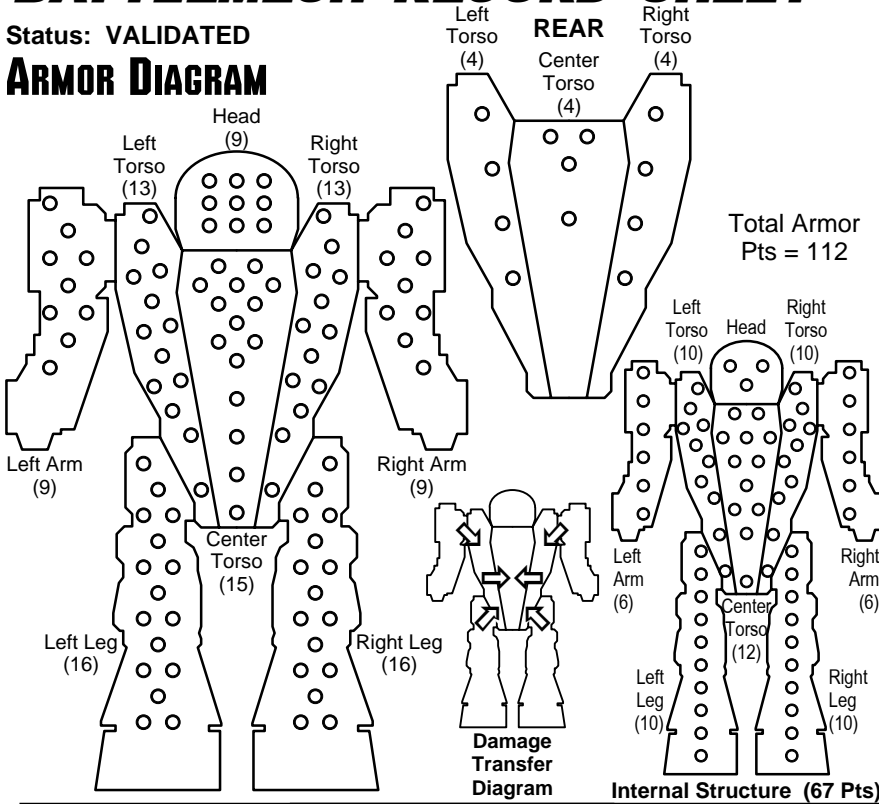
Battle Value: **816**
 Weapon Value: **692 / 692**
 Cost, C-Bills: **2,372,500**

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Clint IIC**

Mass: **40 tons**

Movement Points: Tech, Config. & Level:

Walking: **6** **Clan**
 Running: **9** **Biped 'Mech**
 Jumping: **6** **Level 2 / 3060**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	CT	5	7	-	5	10	15
1	ER Medium Laser	LT	5	7	-	5	10	15
1	LB 10-X AC	RA	2	10	-	6	12	18

Ammo Type: Rounds: BV:
 LB 10-X AC 40 175

Total Heat Sinks: **10 Single**

oooooooooooo

Auto Eject: Weapon Heat:
 Operational Disabled **(12)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Torso

- XL Engine
- XL Engine
- 1-3 Jump Jet
- ER Medium Laser
- Endo Steel
- Endo Steel

- Endo Steel
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- 1-3 XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- 4-6 Gyro
- XL Engine
- XL Engine
- XL Engine
- ER Medium Laser
- Endo Steel

Engine Hits ○ ○ ○
 Gyro Hits ○ ○
 Sensor Hits ○ ○
 Life Support ○

Battle Value: **1,176**
 Weapon Value: **723 / 723**
 Cost, C-Bills: **6,990,480**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 LB 10-X AC
- LB 10-X AC
- LB 10-X AC

- LB 10-X AC
- LB 10-X AC
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso (CASE)

- XL Engine
- XL Engine
- 1-3 Single Heat Sink
- Jump Jet
5. Ammo (LB 10-X) 10
5. Ammo (LB 10-X) 10

- 1-3 1. Ammo (LB 10-X) 10
2. Ammo (LB 10-X) 10
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

Right Leg

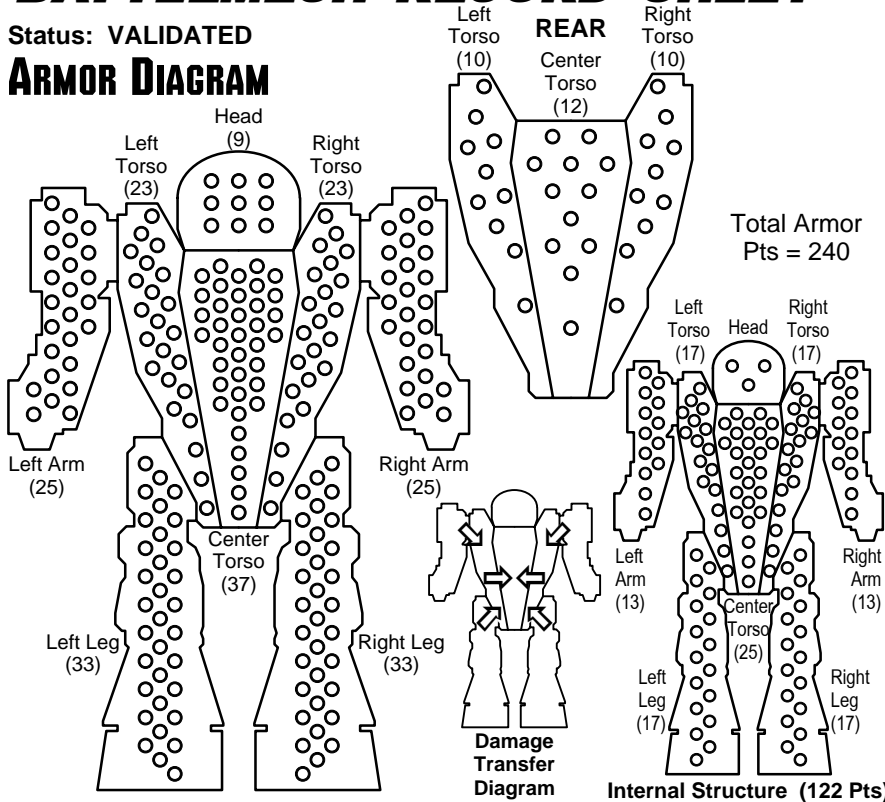
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Canis**
 Mass: **80 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **3** **Clan**
 Running: **5** **Biped 'Mech**
 Jumping: **3** **Level 2 / 3060**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Large Laser	RA	12	10	-	8	15	25
2	ER Large Laser	LA	12	10	-	8	15	25
1	Ultra AC/10	RT	3	10	-	6	12	18
1	Ultra AC/10	LT	3	10	-	6	12	18

Ammo Type: **Rounds:** **BV:**
 Ultra AC/10 40 142

Total Heat Sinks: 16 Double (32)

○○○○○○○○○○ ○○○○○○

Auto Eject: **Weapon Heat:**
 Operational Disabled **(60)**

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Large Laser
- ER Large Laser
- Roll Again
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Large Laser
- ER Large Laser
- Roll Again
- Roll Again
- Roll Again

Center Torso

- XL Engine
- XL Engine
- XL Engine
- 1-3 Gyro
- Gyro
- Gyro

Right Torso (CASE)

- XL Engine
- XL Engine
3. Jump Jet
- 1-3 Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Endo Steel
- Endo Steel
- Endo Steel

Left Torso (CASE)

- XL Engine
- XL Engine
- 1-3 Jump Jet
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Ammo (Ult AC/10) 10
- Ammo (Ult AC/10) 10
- 4-6 Endo Steel
- Endo Steel
- Endo Steel

1-3

4-6

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **2,223**
 Weapon Value: **2,682 / 2,682**
 Cost, C-Bills: **15,796,800**

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

HEAT SCALE

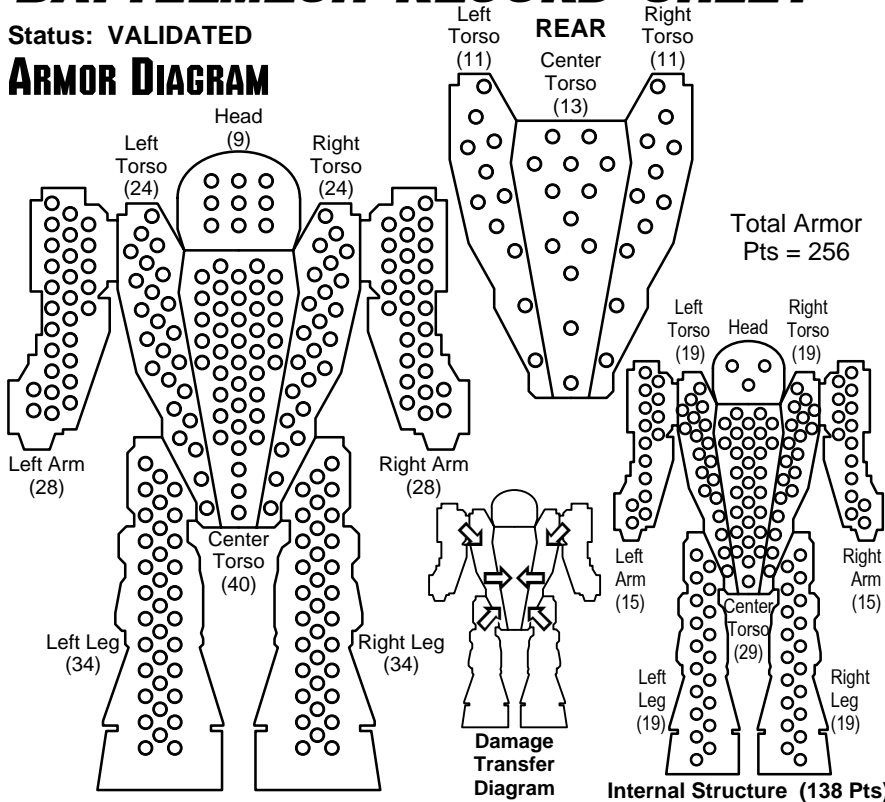
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Blood Asp Prime

Mass: 90 tons

Movement Points: Tech, Config. & Level:

Walking: 4 Clan
 Running: 6 Biped OmniMech
 Jumping: 0 Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	RT	1	15	2	7	15	22
1	Gauss Rifle	LT	1	15	2	7	15	22
2	Heavy Medium Laser	LA	7	10	-	3	6	9
2	Heavy Medium Laser	RA	7	10	-	3	6	9
1	Streak SRM 6	CT	4	2/hit	-	4	8	12
1	Medium Pulse Laser	RA	4	7	-	4	8	12
1	Medium Pulse Laser	LA	4	7	-	4	8	12

Ammo Type:	Rounds:	BV:
Gauss Rifle	16	74
Streak SRM 6	15	17

Total Heat Sinks: 18 Double (36)

○○○○○○○○○○ ○○○○○○○○

Auto Eject: Operational Disabled Weapon Heat: (42)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Heavy Medium Laser
- Heavy Medium Laser
- Heavy Medium Laser
- 1 Heavy Medium Laser
- 2 Medium Pulse Laser
- 3 Endo Steel
- 4 Endo Steel
- 5 Endo Steel
- 6 Roll Again

Head

- Life Support
- Sensors
- Cockpit
- 4 Endo Steel
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Heavy Medium Laser
- 1 Heavy Medium Laser
- 2 Heavy Medium Laser
- 3 Heavy Medium Laser
- 4 Medium Pulse Laser
- 5 Endo Steel
- 6 Roll Again

Center Torso

- 1-3 XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

Right Torso (CASE)

- 1-3 XL Engine
- XL Engine
- 3 Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- 1 Gauss Rifle
- 2 Gauss Rifle
- 3 Ammo (Gauss) 8
- 4 Ammo (Streak 6) 15
- 5 Endo Steel
- 6 Roll Again

Left Torso (CASE)

- 1-3 XL Engine
- XL Engine
- 3 Double Heat Sink
- Double Heat Sink
- Gauss Rifle
- Gauss Rifle
- 1 Gauss Rifle
- 2 Gauss Rifle
- 3 Gauss Rifle
- 4 Gauss Rifle
- 5 Ammo (Gauss) 8
- 6 Endo Steel

- 4-6 Gyro
- XL Engine
- 3 XL Engine
- 4 XL Engine
- 5 Streak SRM 6
- 6 Streak SRM 6

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: 2,295
 Weapon Value: 5,128 / 4,914
 Cost, C-Bills: 29,416,750

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

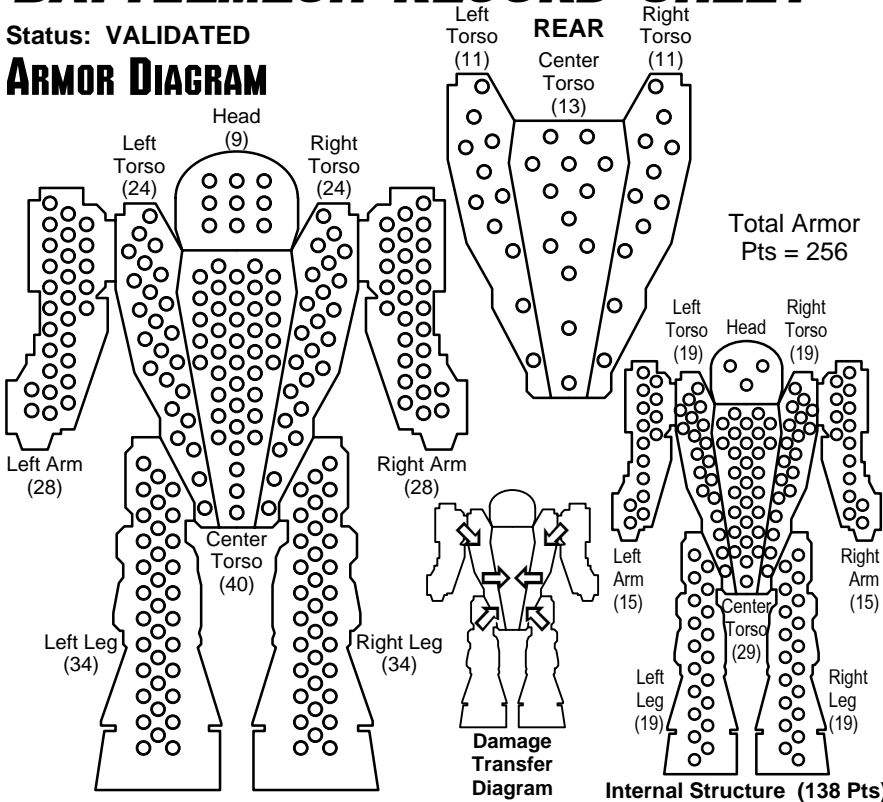
WIZKIDS

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (138 Pts)

'MECH DATA

Type: **Blood Asp D**

Mass: **90 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** **Clan**
 Running: **6** **Biped OmniMech**
 Jumping: **0** **Level 2 / 3060**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	LA	12	10	-	8	15	25
1	Heavy Medium Laser	LA	7	10	-	3	6	9
1	Gauss Rifle	LT	1	15	2	7	15	22
1	ER Large Laser	RA	12	10	-	8	15	25
1	Heavy Medium Laser	RA	7	10	-	3	6	9
3	Ultra AC/2	RT	1	2	2	9	18	27

Ammo Type: Rounds: BV:

Gauss Rifle	16	74
Ultra AC/2	45	9

Total Heat Sinks: **16 Double (32)**

○○○○○○○○○○ ○○○○○○

Auto Eject: Weapon Heat:

Operational Disabled **(45)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	Roll Again
28	Ammo Explosion, avoid on 8+
27	Roll Again
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Roll Again
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	Roll Again
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	Roll Again
11	-2 Movement Points
10	Roll Again
9	+1 Modifier to Fire
8	Roll Again
7	Roll Again
6	-1 Movement Points
5	Roll Again
4	Roll Again
3	Roll Again
2	Roll Again
1	Roll Again
0	Roll Again

CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - ER Large Laser
 - Heavy Medium Laser
 - Heavy Medium Laser
- 1-3
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Torso (CASE)

- XL Engine
 - XL Engine
 - Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
- 1-3
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Double Heat Sink
 - Double Heat Sink
- 4-6
- Gauss Rifle
 - Gauss Rifle
 - Ammo (Gauss) 8
 - Ammo (Gauss) 8
 - Endo Steel
 - Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Double Heat Sink
 - Double Heat Sink
- 4-6

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **1,977**
 Weapon Value: **3,461 / 3,461**
 Cost, C-Bills: **29,309,875**

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - ER Large Laser
 - Heavy Medium Laser
 - Heavy Medium Laser
- 1-3
- Endo Steel
 - Endo Steel
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Torso (CASE)

- XL Engine
 - XL Engine
 - Double Heat Sink
 - Double Heat Sink
 - Ultra AC/2
 - Ultra AC/2
- 1-3
- Ultra AC/2
 - Ultra AC/2
 - Ultra AC/2
 - Ultra AC/2
 - Ammo (Ult AC/2) 45
 - Endo Steel
- 4-6

Right Leg

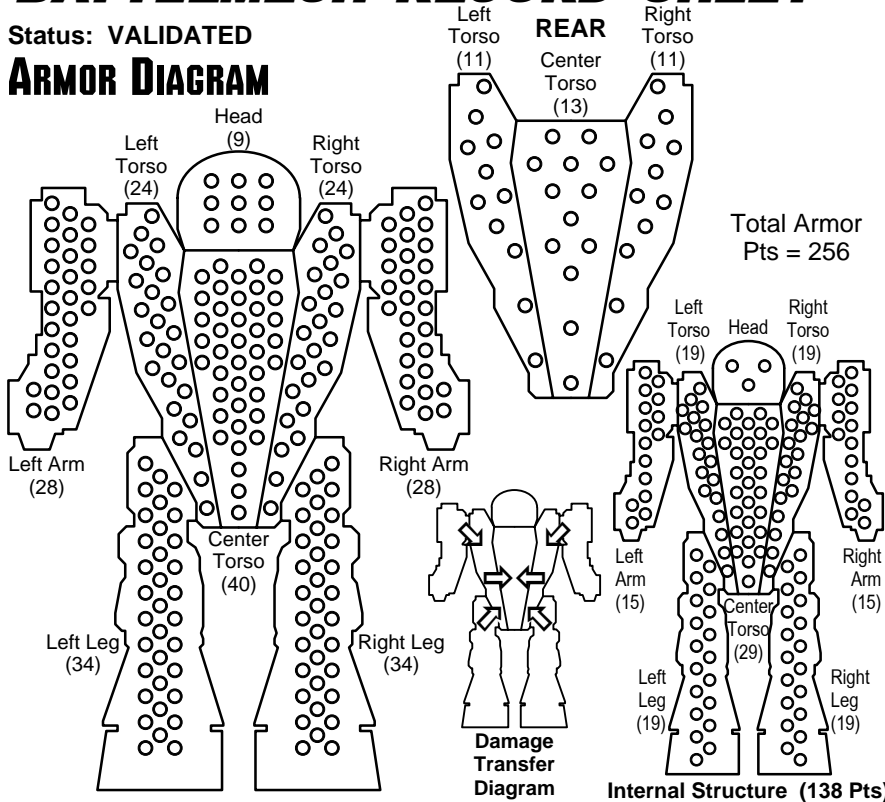
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 256

Internal Structure (138 Pts)

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Endo Steel
- Endo Steel
- Endo Steel
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Torso (CASE)

- 1-3 XL Engine
- XL Engine
- 1-3 Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- 4-6 Ammo (Ult AC/10) 10
- Ammo (Ult AC/10) 10
- 4-6 Ammo (Ult AC/10) 10
- Ammo (Ult AC/10) 10
- Endo Steel
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso (CASE)

- 1-3 XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro
- 1-3 Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. Ammo (LB 20-X) 5
6. Ammo (LB 20-X) 5

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **1,969**
 Weapon Value: **3,690 / 3,690**
 Cost, C-Bills: **29,809,812**

Right Arm

- Shoulder
- Upper Arm Actuator
3. Lower Arm Actuator
4. ER Large Laser
5. Endo Steel
6. Roll Again
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

- 1-3 XL Engine
- XL Engine
- 1-3 LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
1. LB 20-X AC
2. LB 20-X AC
3. LB 20-X AC
4. LB 20-X AC
5. LB 20-X AC
6. Endo Steel

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

'MECH DATA

Type: **Blood Asp C**

Mass: **90 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** **Clan**
 Running: **6** **Biped OmniMech**
 Jumping: **0** **Level 2 / 3060**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/10	LT	3	10	-	6	12	18
1	Ultra AC/10	LA	3	10	-	6	12	18
1	LB 20-X AC	RT	6	20	-	4	8	12
1	ER Large Laser	RA	12	10	-	8	15	25

Ammo Type: Rounds: BV:

Ultra AC/10	40	116
LB 20-X AC	10	74

Total Heat Sinks: **14 Double (28)**

○○○○○○○○○○ ○○○○

Auto Eject: Weapon Heat:

Operational Disabled **(30)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

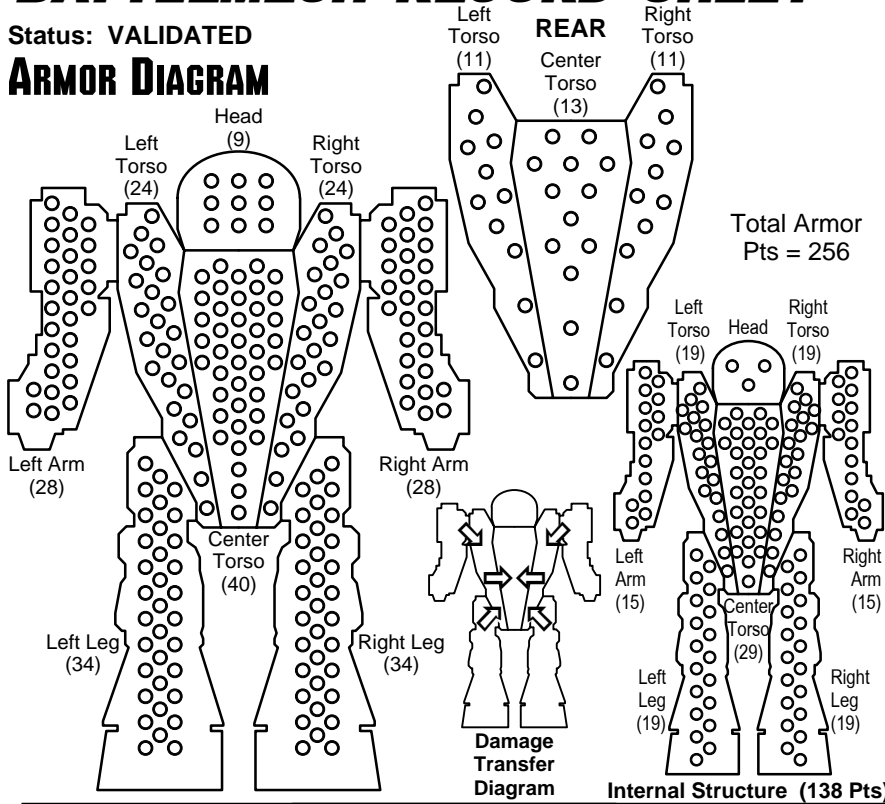
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Damage Transfer Diagram

'MECH DATA

Type: **Blood Asp B**

Mass: **90 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** **Clan**
 Running: **6** **Biped OmniMech**
 Jumping: **0** **Level 2 / 3060**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
4	Medium Pulse Laser	LT	4	7	-	4	8	12
1	Gauss Rifle	RT	1	15	2	7	15	22
1	LRM 20 w/ Artemis IV	RA	6	1/hit	-	7	14	21
1	LRM 20 w/ Artemis IV	LA	6	1/hit	-	7	14	21
1	ECM Suite	CT	0	-	-	-	-	6

Ammo Type: Rounds: BV:

Gauss Rifle	24	111
LRM 20	24	121

Total Heat Sinks: **16 Double (32)**

○○○○○○○○○○ ○○○○○○

Auto Eject: Weapon Heat:

Operational Disabled **(29)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

WIZKIDS®

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- LRM 20
- LRM 20
- LRM 20
- LRM 20

1-3

- Artemis IV FCS
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Left Torso

- XL Engine
- XL Engine
- Medium Pulse Laser
- Medium Pulse Laser
- Medium Pulse Laser
- Medium Pulse Laser

1-3

- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ammo (Gauss) 8
- Roll Again

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

1-3

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

4-6

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **2,662**

Weapon Value: **5,948 / 5,558**

Cost, C-Bills: **30,449,875**

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- LRM 20
- LRM 20

1-3

- LRM 20
- LRM 20
- Artemis IV FCS
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- Endo Steel

4-6

Right Torso (CASE)

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Gauss Rifle
- Gauss Rifle

1-3

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Endo Steel
- Roll Again

4-6

Right Leg

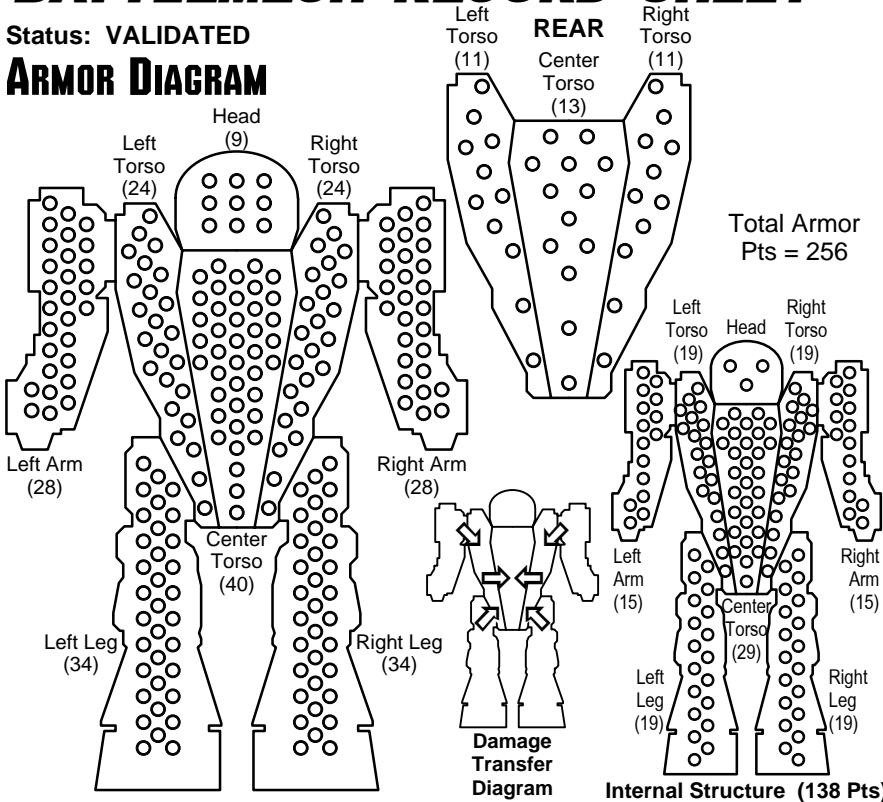
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ammo (Gauss) 8
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 256

Internal Structure (138 Pts)

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- ER PPC
- ER PPC
- Heavy Large Laser
- Heavy Large Laser
- 4-6 Heavy Large Laser
- Endo Steel
- Endo Steel
- Endo Steel

Left Torso

- XL Engine
- XL Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 4-6 Double Heat Sink
- Jump Jet
- Endo Steel

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- 1-3 XL Engine
- Gyro
- Gyro
- Gyro
- Gyro
- 1-3 Gyro
- XL Engine
- 4-6 XL Engine
- Jump Jet
- ECM Suite

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **2,901**
 Weapon Value: **4,623 / 4,623**
 Cost, C-Bills: **29,656,625**

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER PPC
- ER PPC
- 4-6 Heavy Large Laser
- Heavy Large Laser
- Heavy Large Laser
- Endo Steel

Right Torso

- XL Engine
- XL Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 4-6 Jump Jet
- Targeting Computer
- Targeting Computer
- Targeting Computer
- Targeting Computer
- Endo Steel

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

'MECH DATA

Type: **Blood Asp A**

Mass: **90 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** **Clan**
 Running: **6** **Biped OmniMech**
 Jumping: **3** **Level 2 / 3060**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	15	-	7	14	23
1	ER PPC	LA	15	15	-	7	14	23
1	Heavy Large Laser	RA	18	16	-	5	10	15
1	Heavy Large Laser	LA	18	16	-	5	10	15
1	ECM Suite	CT	0	-	-	-	-	6
1	Targeting Computer							

Total Heat Sinks: 25 Double (50)

○○○○○○○○○○ ○○○○○○○○○
 ○○○○

Auto Eject: Operational Disabled Weapon Heat: **(66)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

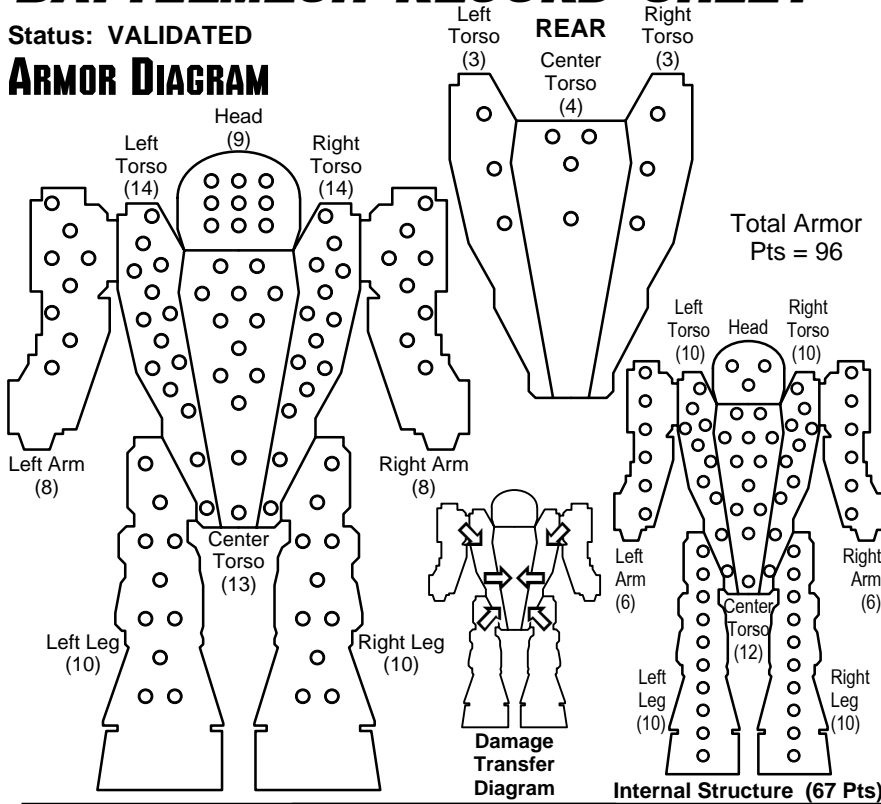
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 96

Internal Structure (67 Pts)

CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - SRM 6
 - SRM 4
- 1-3
- Roll Again
 - Roll Again
- 4-6
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Left Torso (CASE)

- XL Engine
 - XL Engine
 - SRM 6
 - SRM 6
 - Ammo (SRM 6) 15
 - Ammo (SRM 6) 15
- 1-3
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - XL Engine
 - Narc Missile Beacon
 - Endo Steel
- 4-6
- Ammo (SRM 6) 15
 - Endo Steel
 - Endo Steel
 - Roll Again
 - Roll Again
 - Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Narc Missile Beacon
 - Endo Steel
- 4-6

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **1,044**
 Weapon Value: **923 / 923**
 Cost, C-Bills: **7,617,494**

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - SRM 6
 - SRM 4
- 1-3
- Roll Again
 - Roll Again
- 4-6
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Right Torso (CASE)

- XL Engine
 - XL Engine
 - SRM 6
 - SRM 6
 - Ammo (SRM 4) 25
 - Ammo (Narc Pods) 6
- 1-3
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - XL Engine
 - Narc Missile Beacon
 - Endo Steel
- 4-6
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

'MECH DATA

Type: **Arctic Wolf**

Mass: **40 tons**

Movement Points: Tech, Config. & Level:

Walking: **7** **Clan**
 Running: **11** **Biped 'Mech**
 Jumping: **0** **Level 2 / 3060**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	RA	4	2/hit	-	3	6	9
1	SRM 6	LA	4	2/hit	-	3	6	9
2	SRM 6	RT	4	2/hit	-	3	6	9
2	SRM 6	LT	4	2/hit	-	3	6	9
1	SRM 4	LA	3	2/hit	-	3	6	9
1	SRM 4	RA	3	2/hit	-	3	6	9
1	Narc Missile Beacon	CT	0	-	-	4	8	12

Ammo Type:	Rounds:	BV:
SRM 6	45	37
SRM 4	25	9
Narc Missile Beacon	6	0

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject: **Weapon Heat:**
 Operational Disabled **(30)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

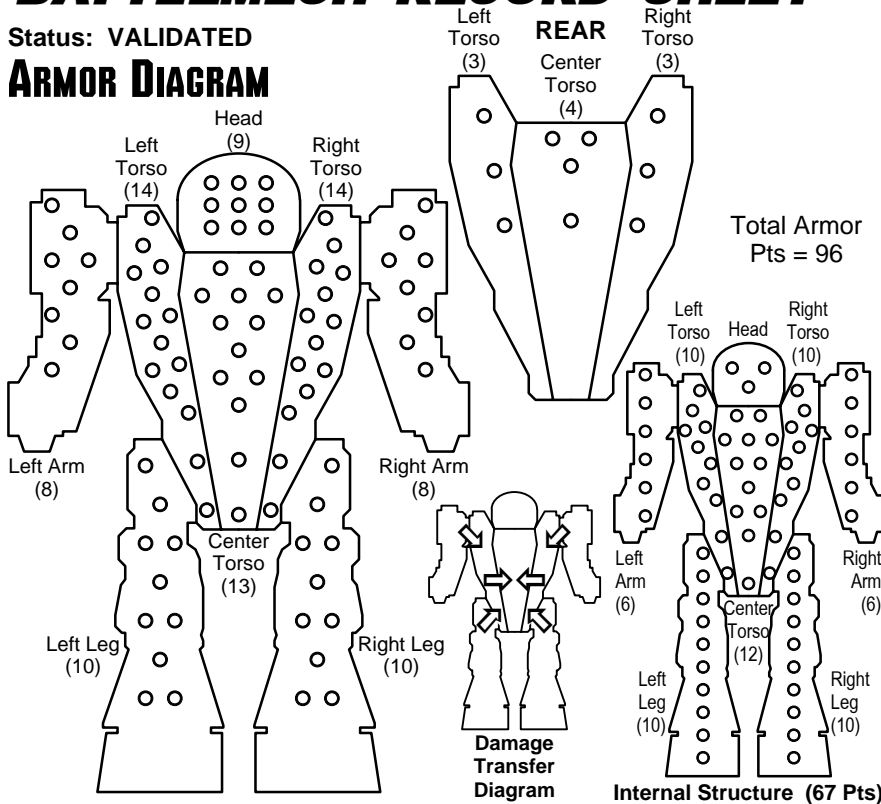
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor
Pts = 96

Internal Structure (67 Pts)

'MECH DATA

Type: **Arctic Wolf 2**
 Mass: **40 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **7** **Clan**
 Running: **11** **Biped 'Mech**
 Jumping: **0** **Level 2 / 3060**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	RA	4	2/hit	-	3	6	9
1	SRM 6	LA	4	2/hit	-	3	6	9
2	SRM 6	RT	4	2/hit	-	3	6	9
1	Narc Missile Beacon	CT	0	-	-	4	8	12
1	Large Pulse Laser	LT	10	10	-	6	14	20

Ammo Type: **Rounds:** **BV:**

SRM 6	45	37
Narc Missile Beacon	6	0

Total Heat Sinks: 10 Double (20)
 ○○○○○○○○○○

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

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - SRM 6
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Narc Missile Beacon
 - Endo Steel
- 4-6

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - SRM 6
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Torso (CASE)

- XL Engine
 - XL Engine
 - SRM 6
 - SRM 6
 - Ammo (Narc Pods) 6
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Torso (CASE)

- XL Engine
 - XL Engine
 - Large Pulse Laser
 - Large Pulse Laser
 - Ammo (SRM 6) 15
 - Ammo (SRM 6) 15
- 1-3
- Ammo (SRM 6) 15
 - Endo Steel
 - Endo Steel
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **1,207**
 Weapon Value: **998 / 998**
 Cost, C-Bills: **7,432,694**

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

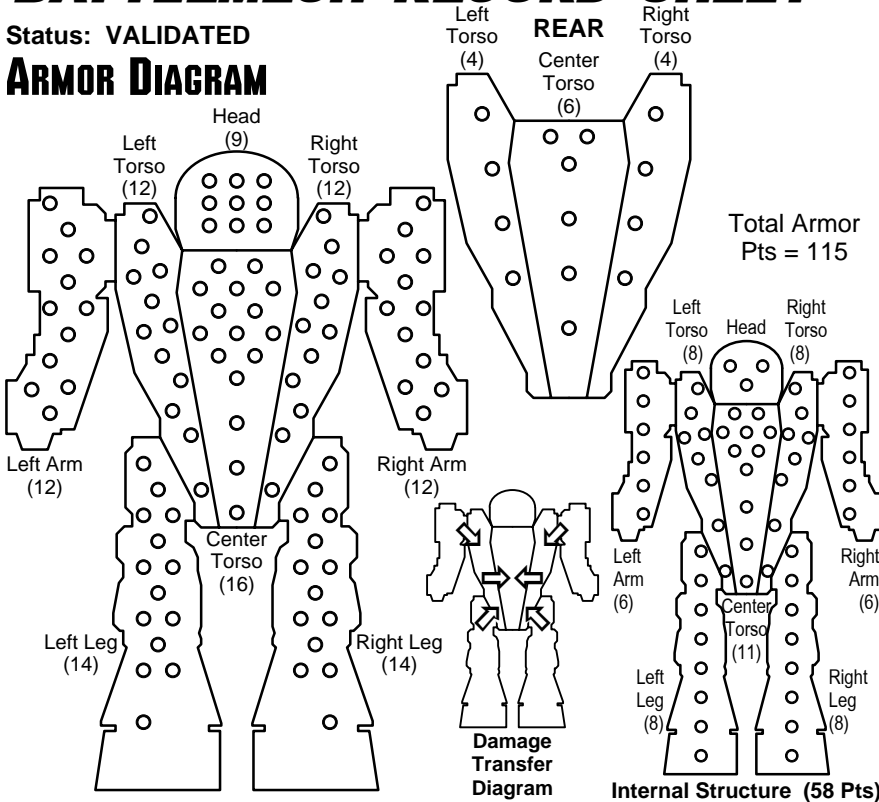
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Damage Transfer Diagram

Internal Structure (58 Pts)

'MECH DATA

Type: Adder (Puma) H

Mass: 35 tons

Movement Points: Tech, Config. & Level:

Walking: 6

Clan

Running: 9

Biped OmniMech

Jumping: 0

Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	CT	3	2	-	1	2	3
1	Heavy Large Laser	RA	18	16	-	5	10	15
1	Heavy Large Laser	LA	18	16	-	5	10	15
1	Targeting Computer							

Total Heat Sinks: 16 Double (32)

oooooooooooo oooooo

Auto Eject:

Weapon Heat:

Operational Disabled

(39)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

Consciousness #

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

WIZKIDS®

Left Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Heavy Large Laser
- Heavy Large Laser

1-3

- Heavy Large Laser
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

1-3

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

4-6

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: 1,158

Weapon Value: 1,116 / 1,116

Cost, C-Bills: 6,886,688

Right Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Heavy Large Laser
- Heavy Large Laser
- Heavy Large Laser
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Right Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Targeting Computer
- Targeting Computer
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel