

CLASSIC

BATTLETECH



TM

RECORD SHEETS 3050 UPGRADE



INNER SPHERE

www.BATTLECORPS.com

2007

INTRODUCTION

GAME NOTES

Many of the variants and configurations that are new in *Record Sheets: 3050 Upgrade, Inner Sphere* are constructed with weaponry found in *Classic BattleTech Total Warfare*; the construction rules for said equipment can be found in *Classic BattleTech TechManual*. Additionally, note that some designs were slightly modified from previous publications to make them fully compatible with the construction rules as presented in *TechManual*.

STANDARD RULES

These designs are considered "standard rules" (see p. 10, *Total Warfare*) and are legal for tournaments played at the Gen Con Game Fair®, Origins Game Convention®, and other convention tournaments, retail store events and so on, alongside the record sheets found in the various record sheet books published by FASA and/or FanPro. (Note that only those designs that meet the requirements for a tournament unit selection will be available for use in a given tournament.)

ADVANCED RULES

Several units mount weapons and/or equipment not found in *Total Warfare* or *TechManual*, or mount equipment they cannot mount under those rules sets. They are the *Catapult* CPLT-C3 and CPLT-C5. The rules governing the use of their weapons and their construction are beyond the Standard Rules presented in *Total Warfare* and *TechManual*. They are covered in the Advanced Rules presented in *Classic BattleTech Tactical Operations*.

'MECH DESIGNER SOFTWARE

The 'Mech record sheets in this book were created using *HeavyMetal Plus* for Windows. Players can use this software to create and edit their own 'Mech designs and print record sheets; *HeavyMetal Plus* also allows player to create and edit their own ProtoMechs, vehicles and infantry. Programmed by Rick Raisley, the program is available via mail order for \$55.00 plus \$3.00 shipping and handling, Richard Raisley, 327 West Passage, Columbia, SC 29212. Orders can also be placed at <http://www.heavymetalpro.com> or in the BattleCorps' BattleShop.

VERSION 1.0 (JULY 2007).

©2007 WizKids Inc. All Rights Reserved. Classic BattleTech Record Sheets: 3050 Upgrade, Inner Sphere, Classic BattleTech, BattleTech, 'Mech, BattleMech, and WK Games are registered trademarks and/or trademarks of WizKids, Inc. in the United States and/or other countries. No part of this work may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, without the prior permission in writing of the Copyright Owner, nor be otherwise circulated in any form other than that in which it is published.

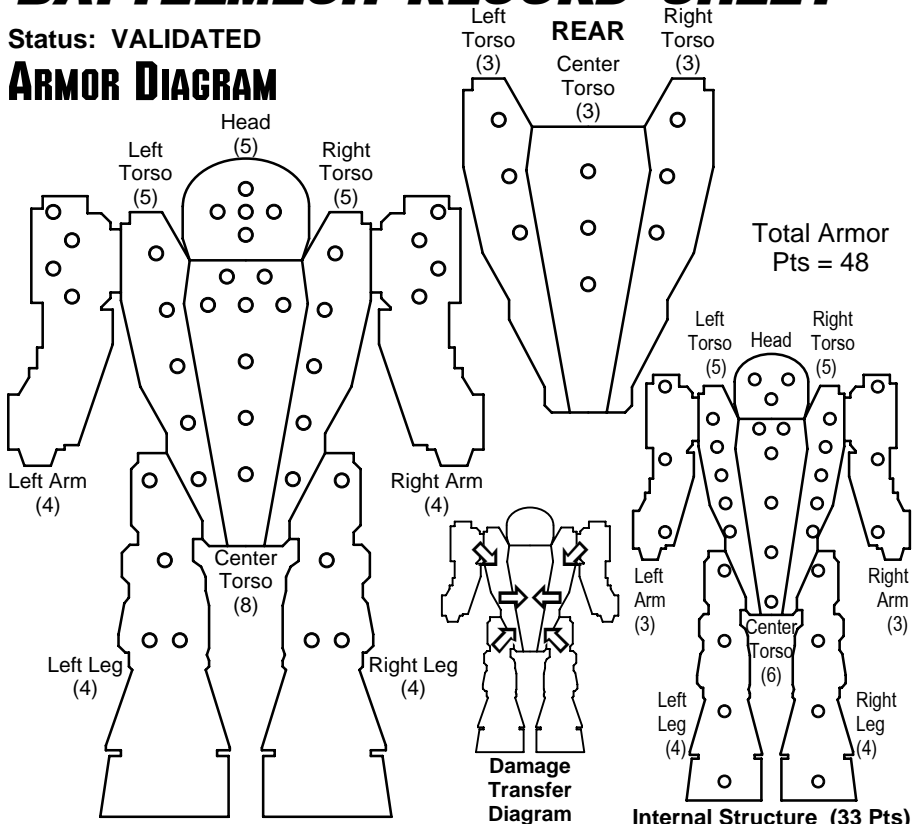
Published by BattleCorps.com,
a division of InMediaRes Productions, LLC
PMB 202 • 303 91st Ave NE • G701 • Lake Stevens, WA 98258

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Flea FLE-17**
 Mass: **20 tons**
 Movement Points: **Tech & Configuration:**
 Walking: **6** Inner Sphere
 Running: **9 [12]** Biped 'Mech
 Jumping: **0**

Weapons Inventory: (hexes)

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

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

Auto Eject: Operational Disabled
 Weapon Heat: **(13)**

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WZK GAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Medium Pulse 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

- Single Heat Sink
- Small Laser (R)
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

1-3

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

4-6

Left Leg

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

Head

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

1-3

Center Torso

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

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- MASC
- Flamer

4-6

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○

Right Arm

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

1-3

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

4-6

Right Torso

- Single Heat Sink
- Small Laser (R)
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

1-3

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

4-6

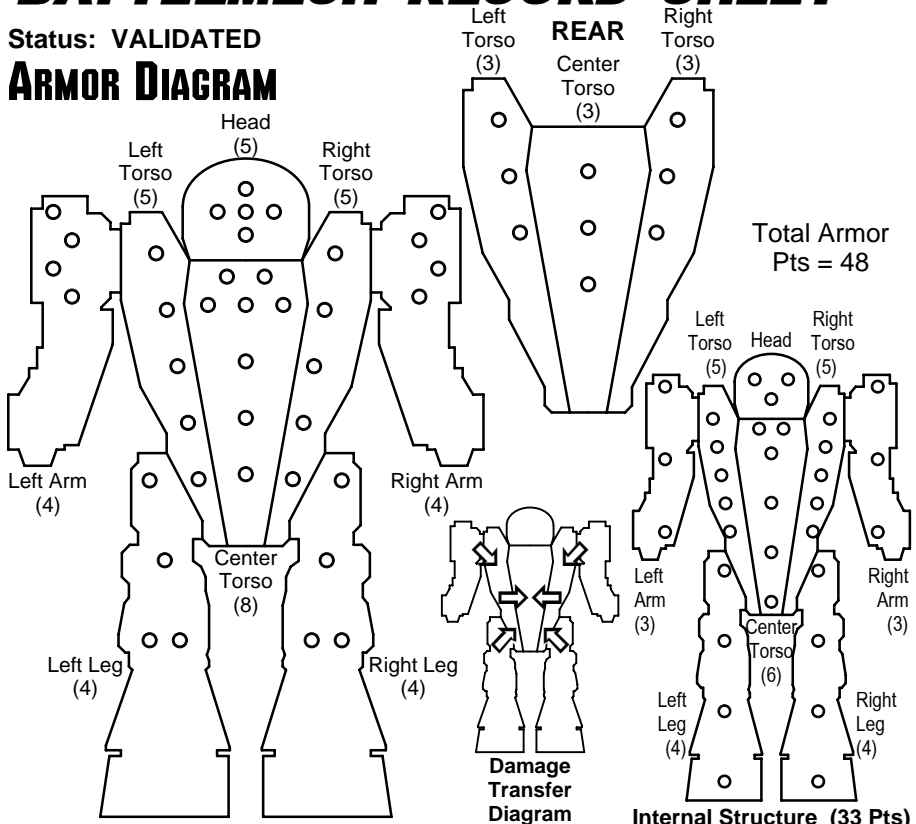
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Flea FLE-19**
 Mass: **20 tons**
 Movement Points: **Tech & Configuration:**
 Walking: **6** Inner Sphere
 Running: **9** Biped 'Mech
 Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
4	Light Machine Gun	RA	0	1	-	2	4	6
1	Machine Gun Array	RA	0	-	-	-	-	-
4	Light Machine Gun	LA	0	1	-	2	4	6
1	Machine Gun Array	LA	0	-	-	-	-	-
1	Rocket Launcher 10 (OS)	RT	3	1/hit	-	5	11	18
1	Flamer	CT	3	2	-	1	2	3

Ammo Type: **Light Machine Gun** Rounds: **100**

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

Auto Eject: Operational Disabled
 Weapon Heat: **(3)**

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WARGAMES

CRITICAL HIT TABLE

Part	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Light Machine Gun	4. Light Machine Gun	5. Light Machine Gun	6. Light Machine Gun
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Light Machine Gun	4. Light Machine Gun	5. Light Machine Gun	6. Light Machine Gun
Head	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support
Center Torso	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. Single Heat Sink	2. Ammo (LMG) 100	3. Endo Steel	4. Endo Steel	5. Endo Steel	6. Endo Steel
Right Torso	1. Single Heat Sink	2. Rocket Launcher 10 (OS)	3. Endo Steel	4. Endo Steel	5. Endo Steel	6. Endo Steel
Left Leg	1. Endo Steel	2. Endo Steel	3. Endo Steel	4. Roll Again	5. Roll Again	6. Roll Again
Right Leg	1. Endo Steel	2. Endo Steel	3. Endo Steel	4. Roll Again	5. Roll Again	6. Roll Again

Engine Hits ○○○○

Gyro Hits ○○

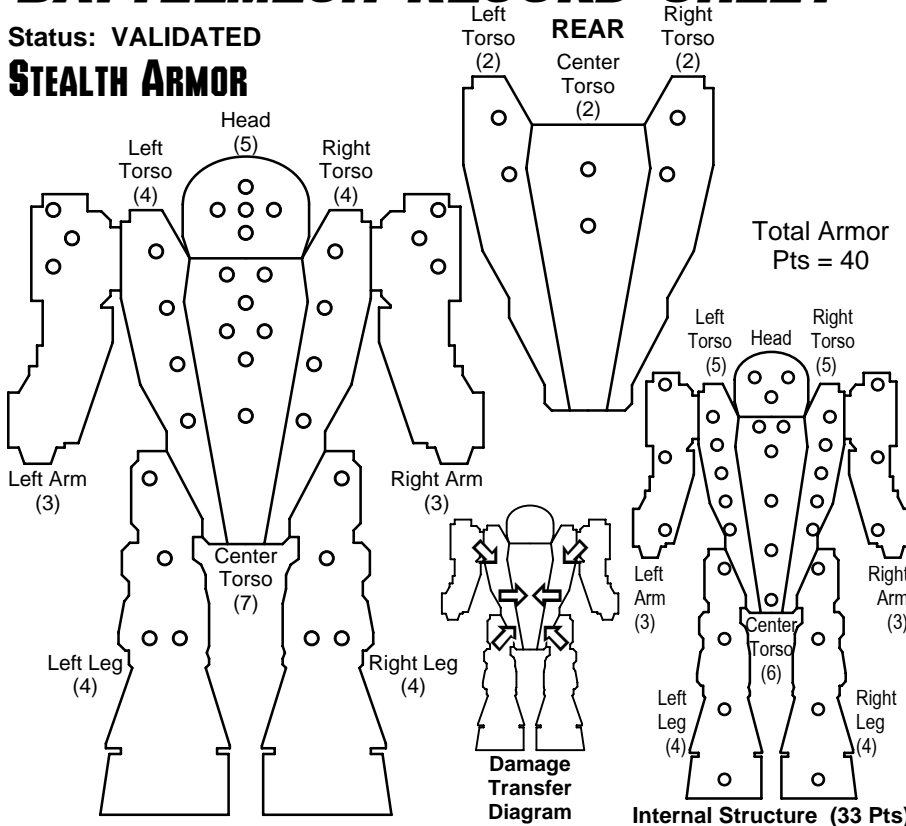
Sensor Hits ○○

Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
STEALTH ARMOR



'MECH DATA

Type: **Flea FLE-20**
 Mass: **20 tons**
 Movement Points: **7** Tech & Configuration:
 Walking: **6** Inner Sphere
 Running: **9 [12]** Biped 'Mech
 Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RA	5	5	-	4	8	12
1	ER Medium Laser	LA	5	5	-	4	8	12
1	Guardian ECM	RT	0	-	-	-	-	6
1	Light PPC	LT	5	5	3	6	12	18

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

○○○○○○○○○○

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 Point
4	
3	
2	
1	
0	



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Medium Laser

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Stealth Armor
- Stealth Armor

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Light PPC
- Light PPC
- Endo Steel
- Endo Steel
- Stealth Armor
- Stealth Armor

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Stealth Armor
- Stealth Armor

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
- MASC
- Endo Steel

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Medium Laser

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Stealth Armor
- Stealth Armor

Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Guardian ECM
- Guardian ECM
- Endo Steel
- Endo Steel
- Stealth Armor
- Stealth Armor

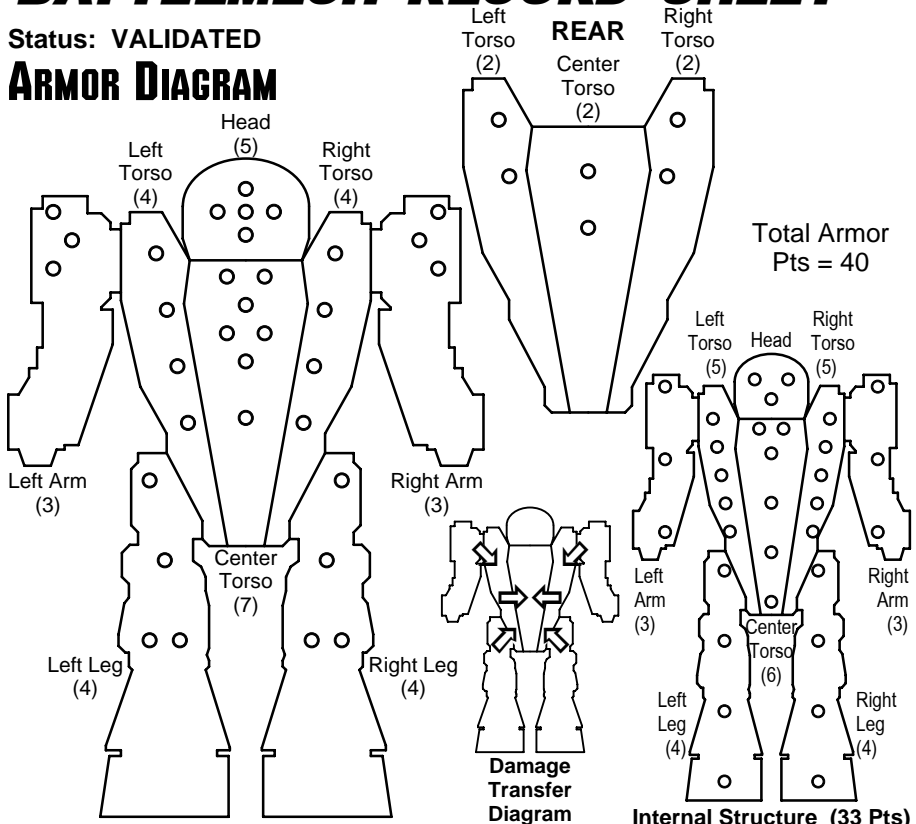
Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Stealth Armor
- Stealth Armor

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Flea Fire Ant**
 Mass: **20 tons**
 Movement Points: **Tech & Configuration:**
 Walking: **6** Inner Sphere
 Running: **9 [12]** Biped 'Mech
 Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	Machine Gun	RA	0	2	-	1	2	3
3	Machine Gun	LA	0	2	-	1	2	3
1	Flamer	RT	3	2	-	1	2	3
1	Flamer	LT	3	2	-	1	2	3
1	Flamer	HD	3	2	-	1	2	3

Ammo Type: **Machine Gun** Rounds: **100**

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

Auto Eject: Operational Disabled **Weapon Heat: (9)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WKGAMES

CRITICAL HIT TABLE

Left Arm	Head	Right Arm
1. Shoulder	1. Life Support	1. Shoulder
2. Upper Arm Actuator	2. Sensors	2. Upper Arm Actuator
3. Machine Gun	3. Cockpit	3. Machine Gun
4. Machine Gun	4. Flamer	4. Machine Gun
5. Machine Gun	5. Sensors	5. Machine Gun
6. Roll Again	6. Life Support	6. Roll Again
1-3		1-3
1. Roll Again		1. Roll Again
2. Roll Again		2. Roll Again
3. Roll Again		3. Roll Again
4. Roll Again		4. Roll Again
5. Roll Again		5. Roll Again
6. Roll Again		6. Roll Again
4-6		4-6
1. Single Heat Sink		1. Single Heat Sink
2. Flamer		2. Flamer
3. Endo Steel		3. Endo Steel
4. Endo Steel		4. Endo Steel
5. Endo Steel		5. Endo Steel
6. Endo Steel		6. Endo Steel
1-3		1-3
1. Endo Steel		1. Endo Steel
2. Endo Steel		2. Endo Steel
3. Endo Steel		3. Endo Steel
4. Roll Again		4. Roll Again
5. Roll Again		5. Roll Again
6. Roll Again		6. Roll Again
4-6		4-6
1. Hip		1. Hip
2. Upper Leg Actuator		2. Upper Leg Actuator
3. Lower Leg Actuator		3. Lower Leg Actuator
4. Foot Actuator		4. Foot Actuator
5. Single Heat Sink		5. Single Heat Sink
6. Single Heat Sink		6. Single Heat Sink

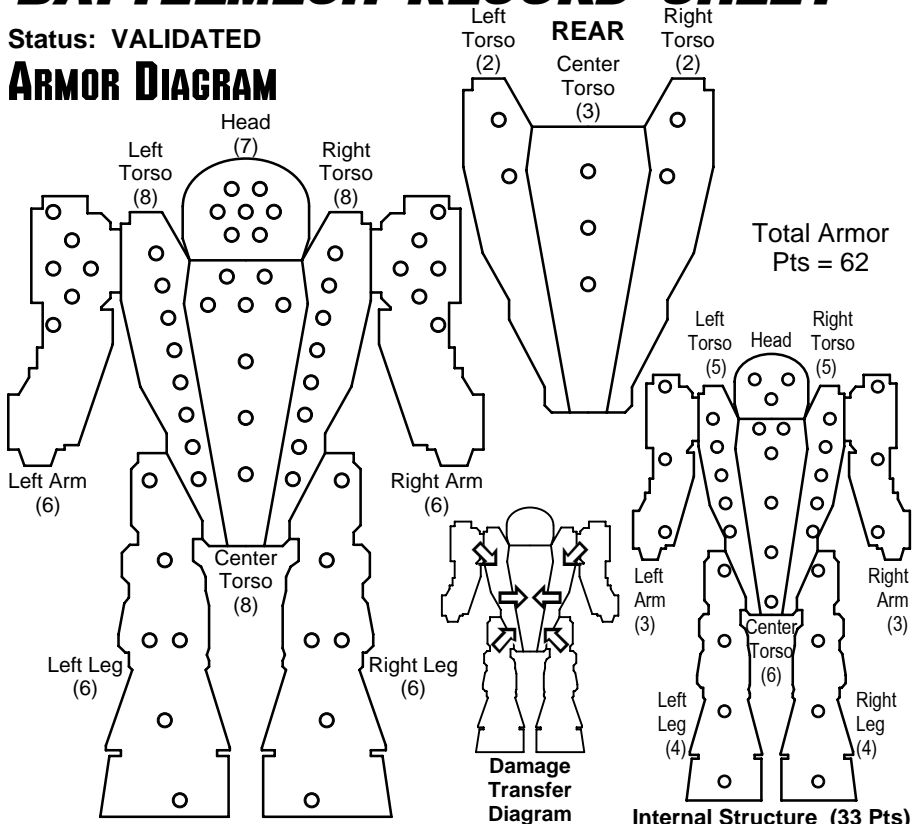
Center Torso	Left Torso	Right Torso
1. Fusion Engine	1. Fusion Engine	1. Fusion Engine
2. Fusion Engine	2. Fusion Engine	2. Fusion Engine
3. Fusion Engine	3. Fusion Engine	3. Fusion Engine
4. Gyro	4. Gyro	4. Gyro
5. Gyro	5. Gyro	5. Gyro
6. Gyro	6. Gyro	6. Gyro
1-3	1-3	1-3
1. Gyro	1. Gyro	1. Gyro
2. Fusion Engine	2. Fusion Engine	2. Fusion Engine
3. Fusion Engine	3. Fusion Engine	3. Fusion Engine
4. Fusion Engine	4. Fusion Engine	4. Fusion Engine
5. MASC	5. MASC	5. MASC
6. Ammo (MG) 100	6. Ammo (MG) 100	6. Ammo (MG) 100
4-6	4-6	4-6
1. Endo Steel	1. Endo Steel	1. Endo Steel
2. Endo Steel	2. Endo Steel	2. Endo Steel
3. Endo Steel	3. Endo Steel	3. Endo Steel
4. Roll Again	4. Roll Again	4. Roll Again
5. Roll Again	5. Roll Again	5. Roll Again
6. Roll Again	6. Roll Again	6. Roll Again

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Hornet HNT-161**
 Mass: **20 tons**
 Movement Points: **5** Tech & Configuration:
 Walking: **5** Inner Sphere
 Running: **8** Biped 'Mech
 Jumping: **5**

Weapons Inventory: (hexes)

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

Ammo Type: **LRM 5** Rounds: **48**

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

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

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WKGAMES

CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Small Laser	4. Ferro-Fibrous	5. Ferro-Fibrous	6. Ferro-Fibrous
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Medium Laser	4. Ferro-Fibrous	5. Ferro-Fibrous	6. Ferro-Fibrous
Head	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support
Center Torso	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. Single Heat Sink	2. Single Heat Sink	3. Single Heat Sink	4. Ammo (LRM 5) 24	5. Ammo (LRM 5) 24	6. CASE
Right Torso	1. Single Heat Sink	2. Single Heat Sink	3. Single Heat Sink	4. LRM 5	5. Endo Steel	6. Endo Steel
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Jump Jet
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Jump Jet

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

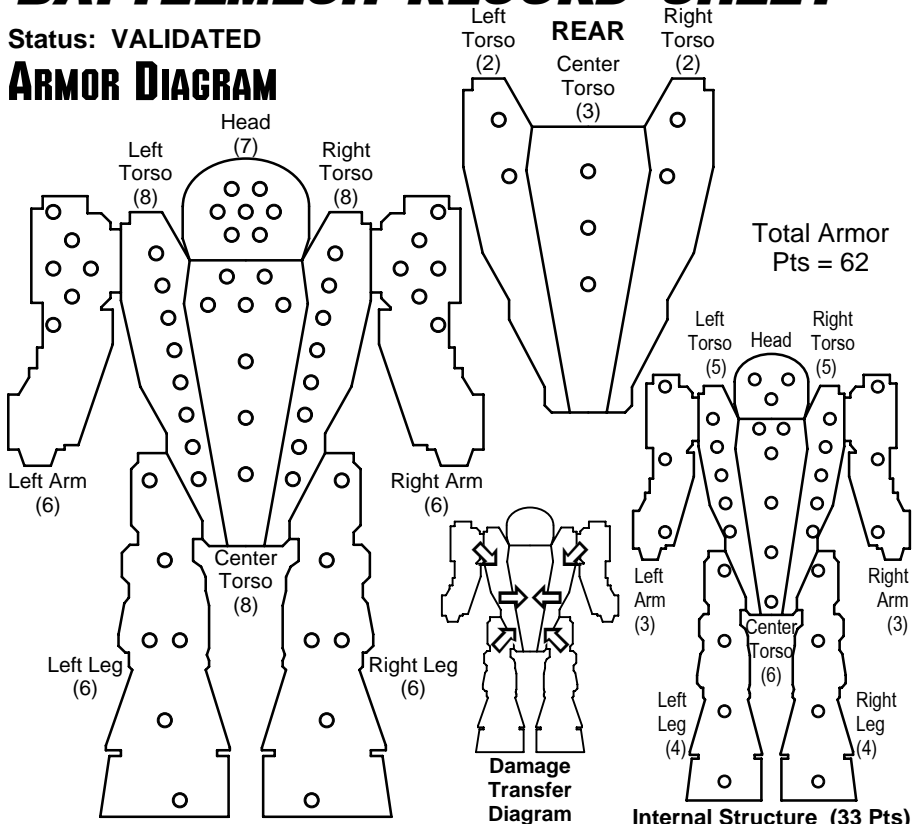
Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Hornet HNT-171**
 Mass: **20 tons**
 Movement Points: **5** Tech & Configuration:
 Walking: **5** Inner Sphere
 Running: **8** Biped 'Mech
 Jumping: **3**

Weapons Inventory: (hexes)

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

Ammo Type: LRM 5
Rounds: 48

Anti-Missile System 12

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

Auto Eject: Operational Disabled
Weapon Heat: (6)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WZK GAMES

CRITICAL HIT TABLE

Left Arm	Head	Right Arm
1. Shoulder	1. Life Support	1. Shoulder
2. Upper Arm Actuator	2. Sensors	2. Upper Arm Actuator
3. Ferro-Fibrous	3. Cockpit	3. Medium Laser
4. Ferro-Fibrous	4. Anti-Missile System	4. Ferro-Fibrous
5. Ferro-Fibrous	5. Sensors	5. Ferro-Fibrous
6. Ferro-Fibrous	6. Life Support	6. Ferro-Fibrous
1-3		1-3
1. Ferro-Fibrous		1. Ferro-Fibrous
2. Ferro-Fibrous		2. Ferro-Fibrous
3. Ferro-Fibrous		3. Ferro-Fibrous
4. Roll Again		4. Ferro-Fibrous
5. Roll Again		5. Roll Again
6. Roll Again		6. Roll Again
4-6		4-6
1. Single Heat Sink		1. Single Heat Sink
2. Jump Jet		2. Jump Jet
3. Ammo (LRM 5) 24		3. LRM 5
4. Ammo (LRM 5) 24		4. Endo Steel
5. Ammo (AMS) 12		5. Endo Steel
6. CASE		6. Endo Steel
1-3		1-3
1. Endo Steel		1. Endo Steel
2. Endo Steel		2. Endo Steel
3. Endo Steel		3. Endo Steel
4. Endo Steel		4. Endo Steel
5. Endo Steel		5. Roll Again
6. Endo Steel		6. Roll Again
4-6		4-6
1. Hip		1. Hip
2. Upper Leg Actuator		2. Upper Leg Actuator
3. Lower Leg Actuator		3. Lower Leg Actuator
4. Foot Actuator		4. Foot Actuator
5. Single Heat Sink		5. Single Heat Sink
6. Single Heat Sink		6. Single Heat Sink

Engine Hits ○ ○ ○

Gyro Hits ○ ○

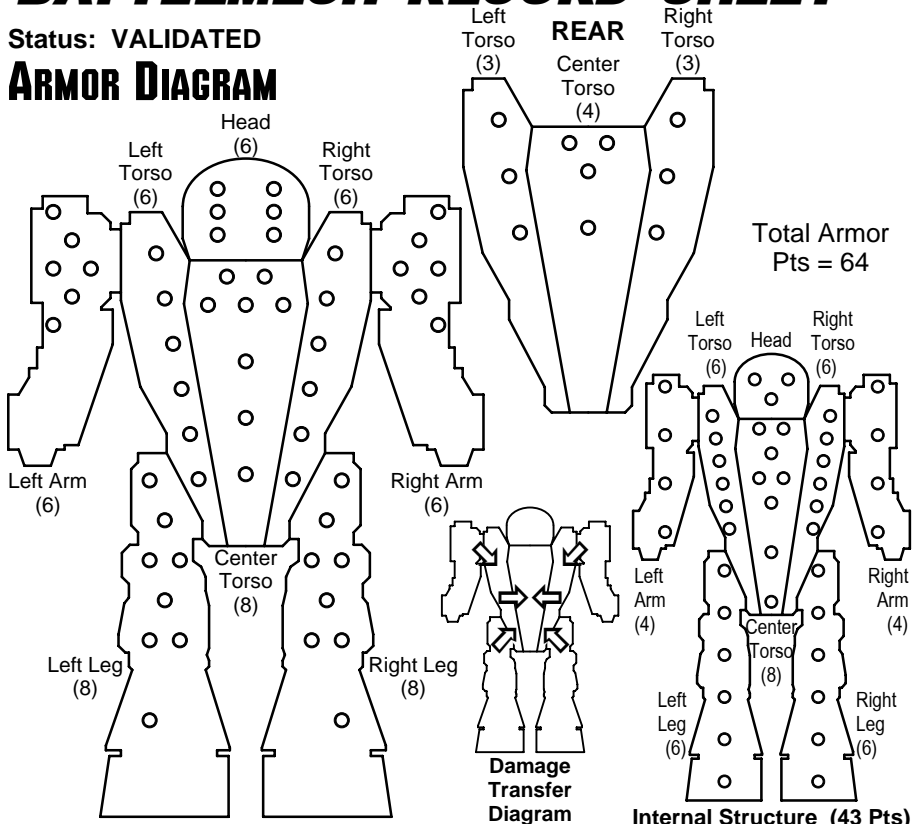
Sensor Hits ○ ○

Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Commando COM-1B**
 Mass: **25 tons**
 Movement Points: **6** Tech & Configuration:
 Walking: **6** Inner Sphere
 Running: **9** Biped 'Mech
 Jumping: **0**

Weapons Inventory: (hexes)

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

Ammo Type: SRM 2 **Rounds:** 50

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

Auto Eject: Operational Disabled **Weapon Heat: (13)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

** Avoid Inferno explosion on..
 Shutdown

30
29
28
27
26
25
24
23
22
21
20
19
18
17
16
15
14
13
12
11
10
9
8
7
6
5
4
3
2
1
0

Ammo Explosion, avoid on 8+ (** 12+)

Shutdown, avoid on 10+
 -5 Movement Points
 +4 Modifier to Fire

Ammo Explosion, avoid on 6+ (** 10+)
 Shutdown, avoid on 8+
 -4 Movement Points

Ammo Explosion, avoid on 4+ (** 8+)
 Shutdown, avoid on 6+
 +3 Modifier to Fire

-3 Movement Points
 Shutdown, avoid on 4+ (** 6+)
 +2 Modifier to Fire

-2 Movement Points (** 4+)

+1 Modifier to Fire

-1 Movement Point

WIZKIDS GAMES

CRITICAL HIT TABLE

<h4>Left Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Medium Laser Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p>	<h4>Head</h4> <ol style="list-style-type: none"> Life Support Sensors Cockpit Roll Again Sensors Life Support 	<h4>Right Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Large Laser Large 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>
<h4>Left Torso</h4> <ol style="list-style-type: none"> Single Heat Sink Single Heat Sink Ammo (SRM 2) 50 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>	<h4>Center Torso</h4> <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro Fusion Engine Fusion Engine Fusion Engine SRM 2 Roll Again <p>4-6</p>	<h4>Right Torso</h4> <ol style="list-style-type: none"> Single Heat Sink Single Heat Sink Roll Again 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>

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

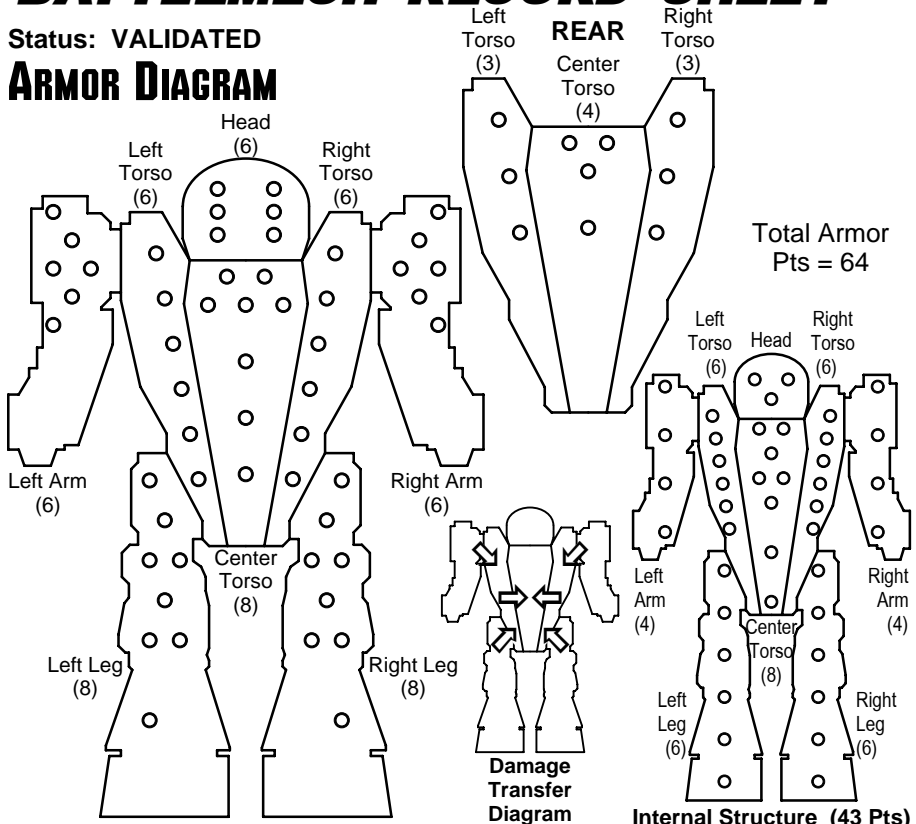
Life Support ○

<h4>Left Leg</h4> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Roll Again Roll Again 	<h4>Right Leg</h4> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Roll Again Roll Again
--	---

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Commando COM-4H**
 Mass: **25 tons**
 Movement Points: **6** Tech & Configuration:
 Walking: **6** Inner Sphere
 Running: **9** Biped 'Mech
 Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Rocket Launcher 15 (OS)	RA	4	1/hit	-	4	9	15
2	Medium Laser	LA	3	5	-	3	6	9
2	Rocket Launcher 15 (OS)	RT	4	1/hit	-	4	9	15
2	Rocket Launcher 15 (OS)	LT	4	1/hit	-	4	9	15

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

Auto Eject: Operational Disabled
Weapon Heat: (6)

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WZK GAMES

CRITICAL HIT TABLE

Left Arm

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

1-3

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

4-6

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Rocket Launcher 15 (OS)
- Rocket Launcher 15 (OS)

1-3

- Rocket Launcher 15 (OS)
- Rocket Launcher 15 (OS)
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Head

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

1-3

Left Torso

- Single Heat Sink
- Single Heat Sink
- Rocket Launcher 15 (OS)
- Rocket Launcher 15 (OS)
- Rocket Launcher 15 (OS)
- Rocket Launcher 15 (OS)

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
- Roll Again
- Roll Again

4-6

Right Torso

- Single Heat Sink
- Single Heat Sink
- Rocket Launcher 15 (OS)
- Rocket Launcher 15 (OS)
- Rocket Launcher 15 (OS)
- Rocket Launcher 15 (OS)

1-3

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

4-6

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

Left Leg

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

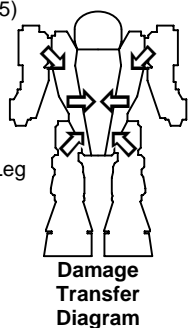
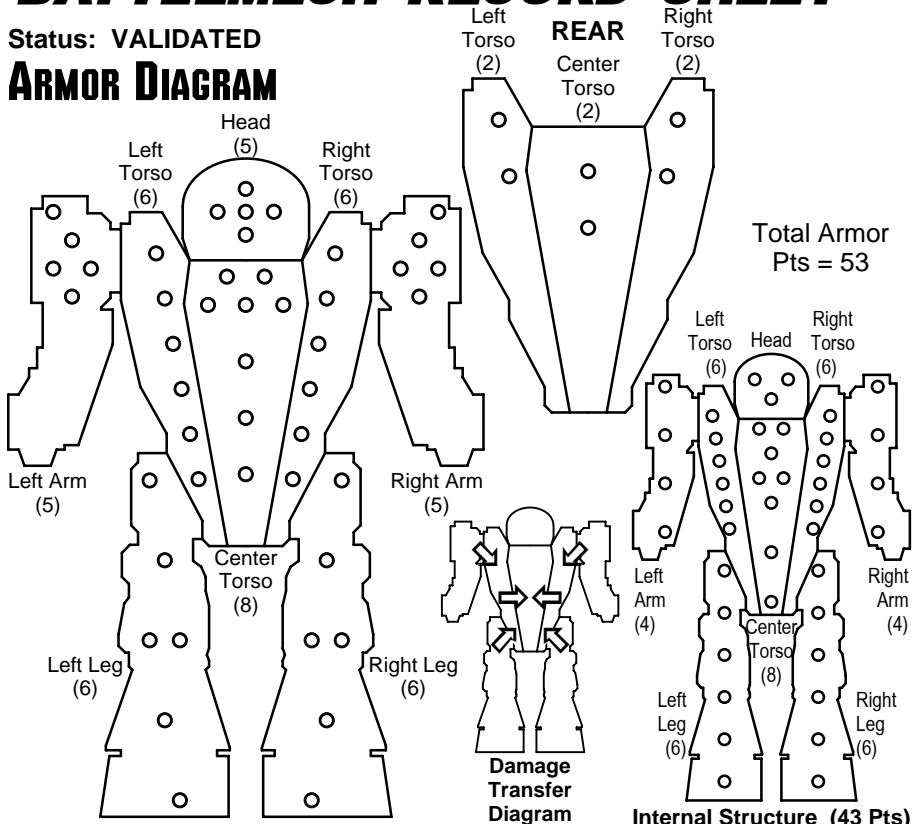
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



Internal Structure (43 Pts)

'MECH DATA

Type: **Commando COM-5S**
 Mass: **25 tons**
 Movement Points: **6** Tech & Configuration:
 Walking: **6** Inner Sphere
 Running: **9** Biped 'Mech
 Jumping: **0**

Weapons Inventory: (hexes)

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

Ammo Type: **Rounds:**

Streak SRM 2	50
SRM 6	30

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

Auto Eject: **Weapon Heat:**
 Operational Disabled (9)

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Medium Laser
 - Ferro-Fibrous
- 1-3

- Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
- 4-6

Left Torso

- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 1-3

- Endo Steel
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Artemis IV FCS
- Sensors
- Life Support

Center Torso

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

- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - SRM 6
 - SRM 6
- 4-6

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

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Streak SRM 2
 - Ferro-Fibrous
- 1-3

- Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
- 4-6

Right Torso

- Ammo (SRM 6) 15
 - Ammo (SRM 6) 15
 - Ammo (Streak 2) 50
 - CASE
 - Endo Steel
 - Endo Steel
- 1-3

- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Roll Again
- 4-6

Right Leg

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

HEAT SCALE

**** Avoid Inferno explosion on.. Shutdown**

30
29
28
27
26
25
24
23
22
21
20
19
18
17
16
15
14
13
12
11
10
9
8
7
6
5
4
3
2
1
0

Ammo Explosion, avoid on 8+ (** 12+)

Shutdown, avoid on 10+
 -5 Movement Points
 +4 Modifier to Fire

Ammo Explosion, avoid on 6+ (** 10+)
 Shutdown, avoid on 8+
 -4 Movement Points
 Ammo Explosion, avoid on 4+ (** 8+)
 Shutdown, avoid on 6+
 +3 Modifier to Fire

-3 Movement Points
 Shutdown, avoid on 4+ (** 6+)
 +2 Modifier to Fire

-2 Movement Points (** 4+)

+1 Modifier to Fire

-1 Movement Point

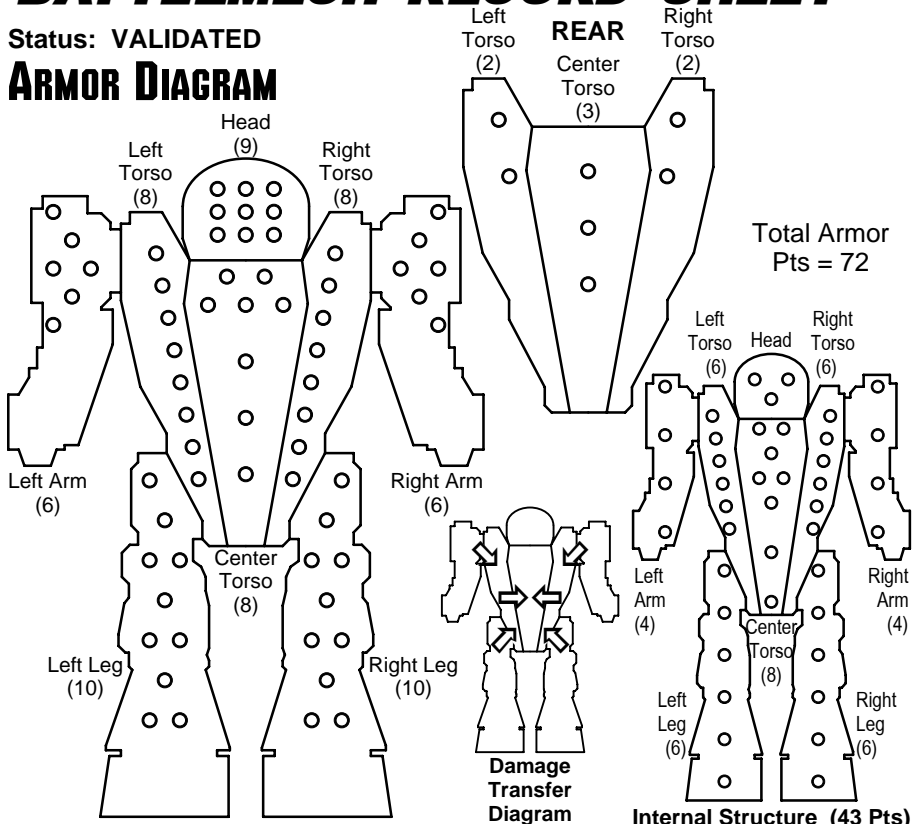
WZK GAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Commando COM-7B**
 Mass: **25 tons**
 Movement Points: **6** Tech & Configuration:
 Walking: **6** Inner Sphere
 Running: **9** Biped 'Mech
 Jumping: **4**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	LA	5	5	-	4	8	12
2	Flamer	LA	3	2	-	1	2	3
2	SRM 4	CT	3	2/hit	-	3	6	9

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

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

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____ +1

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

HEAT SCALE

** Avoid Inferno explosion on..
 Shutdown

30
29
28
27
26
25
24
23
22
21
20
19
18
17
16
15
14
13
12
11
10
9
8
7
6
5
4
3
2
1
0

Ammo Explosion, avoid on 8+ (** 12+)

Shutdown, avoid on 10+
 -5 Movement Points
 +4 Modifier to Fire

Ammo Explosion, avoid on 6+ (** 10+)
 Shutdown, avoid on 8+
 -4 Movement Points
 Ammo Explosion, avoid on 4+ (** 8+)
 Shutdown, avoid on 6+
 +3 Modifier to Fire

-3 Movement Points
 Shutdown, avoid on 4+ (** 6+)
 +2 Modifier to Fire

-2 Movement Points (** 4+)

+1 Modifier to Fire

-1 Movement Point

WIZKIDS GAMES

CRITICAL HIT TABLE

Location	Hit 1-3	Hit 4-6
Left Arm	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. ER Medium Laser 6. Flamer	1. Flamer 2. Endo Steel 3. Endo Steel 4. Endo Steel 5. Endo Steel 6. Roll Again
Right Arm	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Endo Steel 6. Endo Steel	1. Endo Steel 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
Head	1. Life Support 2. Sensors 3. Small Cockpit 4. Sensors 5. Endo Steel 6. Endo Steel	
Center Torso	1. Light Fusion Engine 2. Light Fusion Engine 3. Light Fusion Engine 4. Gyro 5. Gyro 6. Gyro	1. Light Fusion Engine 2. Light Fusion Engine 3. Light Fusion Engine 4. Light Fusion Engine 5. SRM 4 6. SRM 4
Left Torso	1. Light Fusion Engine 2. Light Fusion Engine 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. Endo Steel
Right Torso	1. Light Fusion Engine 2. Light Fusion Engine 3. Double Heat Sink 4. Double Heat Sink 5. Double Heat Sink 6. Ammo (SRM 4) 25	1. CASE 2. Endo Steel 3. Endo Steel 4. Endo Steel 5. Endo Steel 6. Roll Again
Left Leg	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Jump Jet 6. Jump Jet	
Right Leg	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Jump Jet 6. Jump Jet	

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

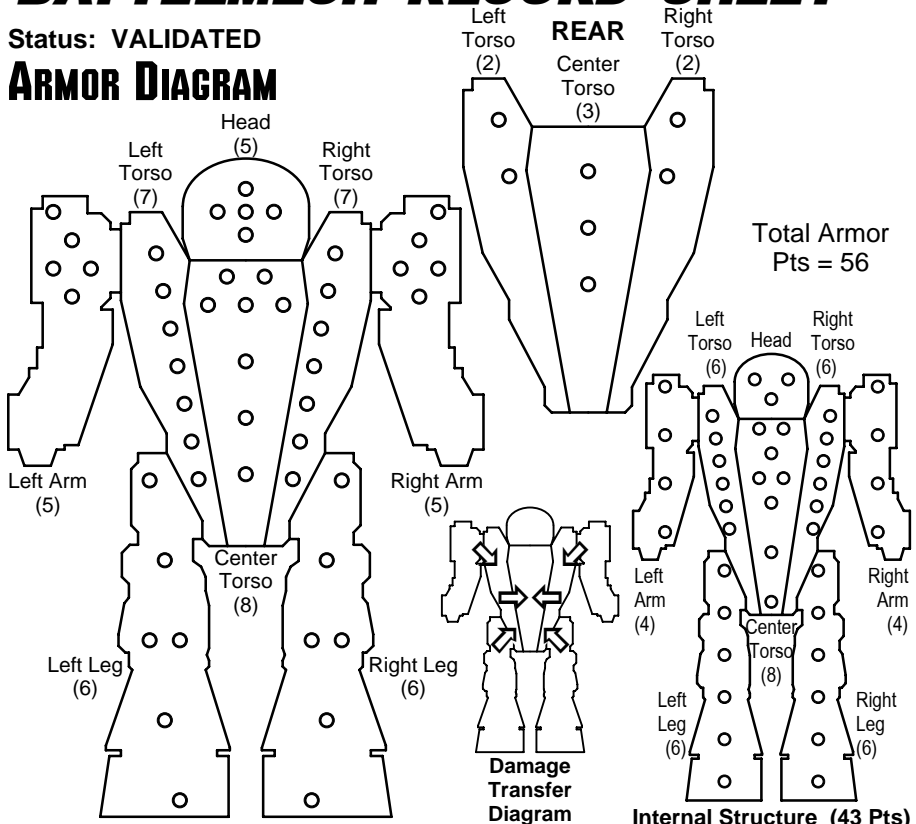
Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Commando COM-7S**
 Mass: **25 tons**
 Movement Points: **6** Tech & Configuration:
 Walking: **6** Inner Sphere
 Running: **9** Biped 'Mech
 Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Streak SRM 2	RA	2	2/hit	-	3	6	9
2	ER Medium Laser	LA	5	5	-	4	8	12
1	SRM 4 w/ Artemis IV CT	CT	3	2/hit	-	3	6	9

Ammo Type: Streak SRM 2 (50)
 SRM 4 (25)

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

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

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

** Avoid Inferno explosion on..
 Shutdown

30
29
28
27
26
25
24
23
22
21
20
19
18
17
16
15
14
13
12
11
10
9
8
7
6
5
4
3
2
1
0

Ammo Explosion, avoid on 8+ (** 12+)
 Shutdown, avoid on 10+
 -5 Movement Points
 +4 Modifier to Fire
 Ammo Explosion, avoid on 6+ (** 10+)
 Shutdown, avoid on 8+
 -4 Movement Points
 Ammo Explosion, avoid on 4+ (** 8+)
 Shutdown, avoid on 6+
 +3 Modifier to Fire
 -3 Movement Points
 Shutdown, avoid on 4+ (** 6+)
 +2 Modifier to Fire
 -2 Movement Points (** 4+)
 +1 Modifier to Fire
 -1 Movement Point

WIZKIDGAMES

CRITICAL HIT TABLE

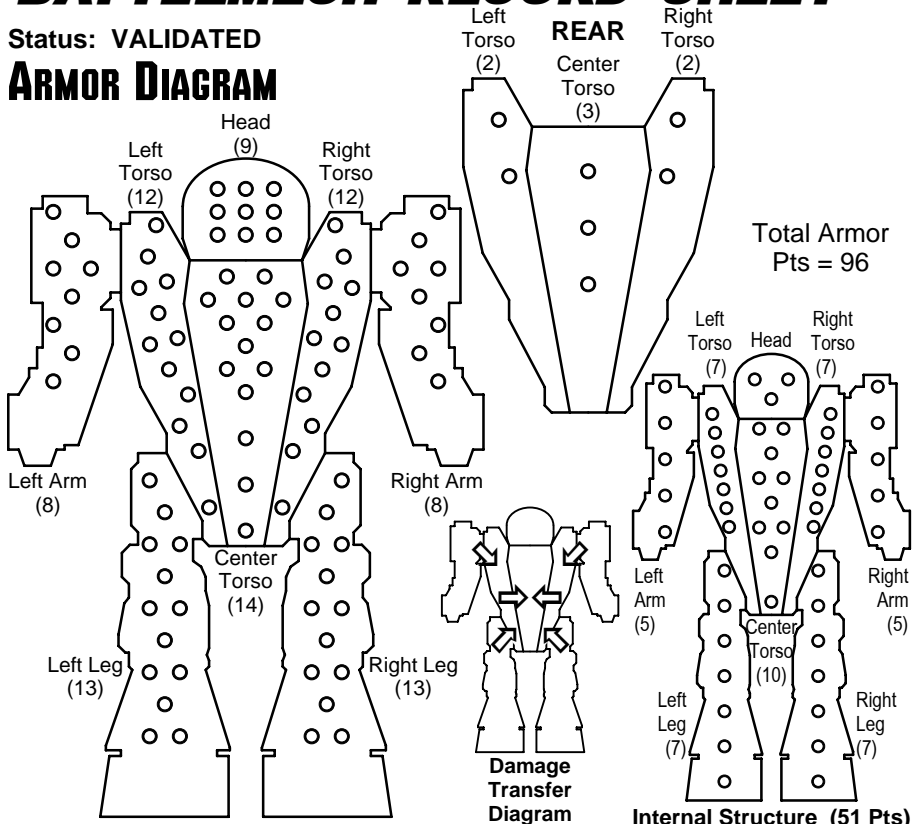
Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Double Heat Sink	6. Double Heat Sink
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Double Heat Sink	6. Double Heat Sink
Head	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support
Center Torso	1. Light Fusion Engine	2. Light Fusion Engine	3. Light Fusion Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. Light Fusion Engine	2. Light Fusion Engine	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Endo Steel
Right Torso	1. Light Fusion Engine	2. Light Fusion Engine	3. Ammo (SRM 4) 25	4. Ammo (Streak 2) 50	5. CASE	6. Endo Steel
Left Leg	1. Endo Steel	2. Endo Steel	3. Endo Steel	4. Endo Steel	5. Endo Steel	6. Endo Steel
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Falcon FLC-4P**
 Mass: **30 tons**
 Movement Points: **6** Tech & Configuration:
 Walking: **6** Inner Sphere
 Running: **9** Biped 'Mech
 Jumping: **5**

Weapons Inventory: (hexes)

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

Ammo Type: Anti-Missile System **Rounds:** 12

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

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

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WZK GAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

- Hand Actuator
- Small Laser
- Roll Again

4-6

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

Left Torso

- Jump Jet
- Jump Jet
- Anti-Missile System

1-3

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

4-6

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

Left Leg

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

Head

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

Center Torso

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

1-3

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

4-6

Right Arm

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

1-3

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

4-6

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

Right Torso

- Jump Jet
- Jump Jet
- Ammo (AMS) 12

1-3

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

4-6

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

Right Leg

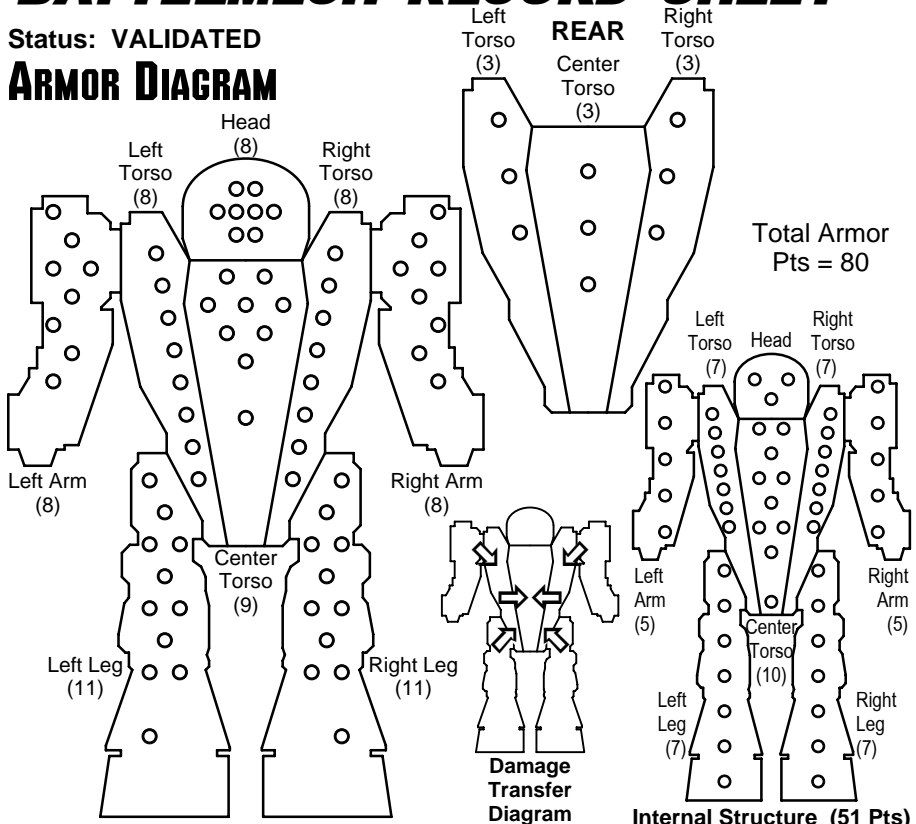
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Single Heat Sink

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Falcon FLC-5P**
 Mass: **30 tons**
 Movement Points: **Tech & Configuration:**
 Walking: **6** Inner Sphere
 Running: **9 [12]** Biped 'Mech
 Jumping: **5**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	RA	4	6	-	2	4	6
1	ER Medium Laser	RA	5	5	-	4	8	12
1	ER Medium Laser	LA	5	5	-	4	8	12
1	Targeting Computer							

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

Auto Eject: Operational Disabled
Weapon Heat: (14)

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WZK GAMES

CRITICAL HIT TABLE

Left Arm

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

1-3

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

4-6

Left Torso

- Light Fusion Engine
- Light Fusion Engine
- Jump Jet
- Jump Jet
- Targeting Computer
- Roll Again

1-3

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

4-6

Left Leg

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

Head

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

Center Torso

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

1-3

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

4-6

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○

Right Leg

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

Right Arm

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

1-3

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

4-6

Right Torso

- Light Fusion Engine
- Light Fusion Engine
- Jump Jet
- Jump Jet
- MASC
- MASC

1-3

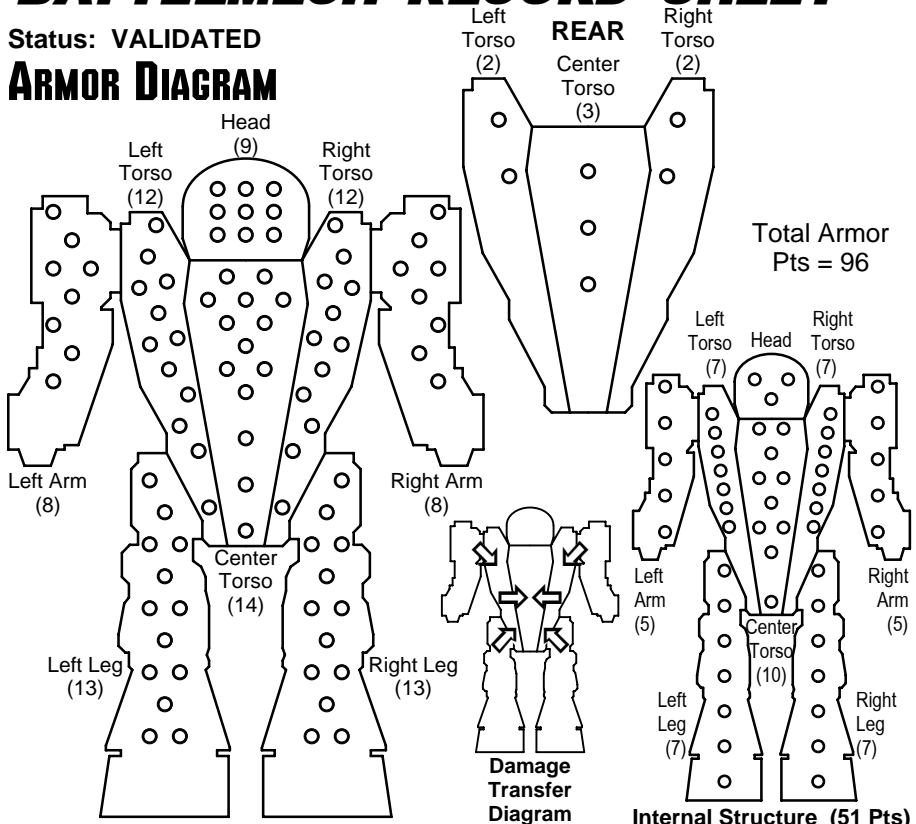
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Falcon FLC-6C**
 Mass: **30 tons**
 Movement Points: Tech & Configuration:
 Walking: **6** Clan
 Running: **9** Biped 'Mech
 Jumping: **5**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	RA	12	10	-	8	15	25
1	ER Small Laser	RA	2	5	-	2	4	6
1	ER Small Laser	LA	2	5	-	2	4	6
1	Anti-Missile System	LT	1	-	-	-	-	-
1	Targeting Computer							

Ammo Type: Rounds:
 Anti-Missile System 24

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

Auto Eject: Operational Disabled
Weapon Heat: (17)

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WARGAMES

CRITICAL HIT TABLE

Part	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. ER Small Laser	6. Ferro-Fibrous
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. ER Large Laser	6. ER Small Laser
Head	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support
Center Torso	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. Double Heat Sink	2. Double Heat Sink	3. Jump Jet	4. Jump Jet	5. Anti-Missile System	6. Ferro-Fibrous
Right Torso (CASE)	1. Jump Jet	2. Jump Jet	3. Targeting Computer	4. Ammo (AMS) 24	5. Ferro-Fibrous	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
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 ○ ○

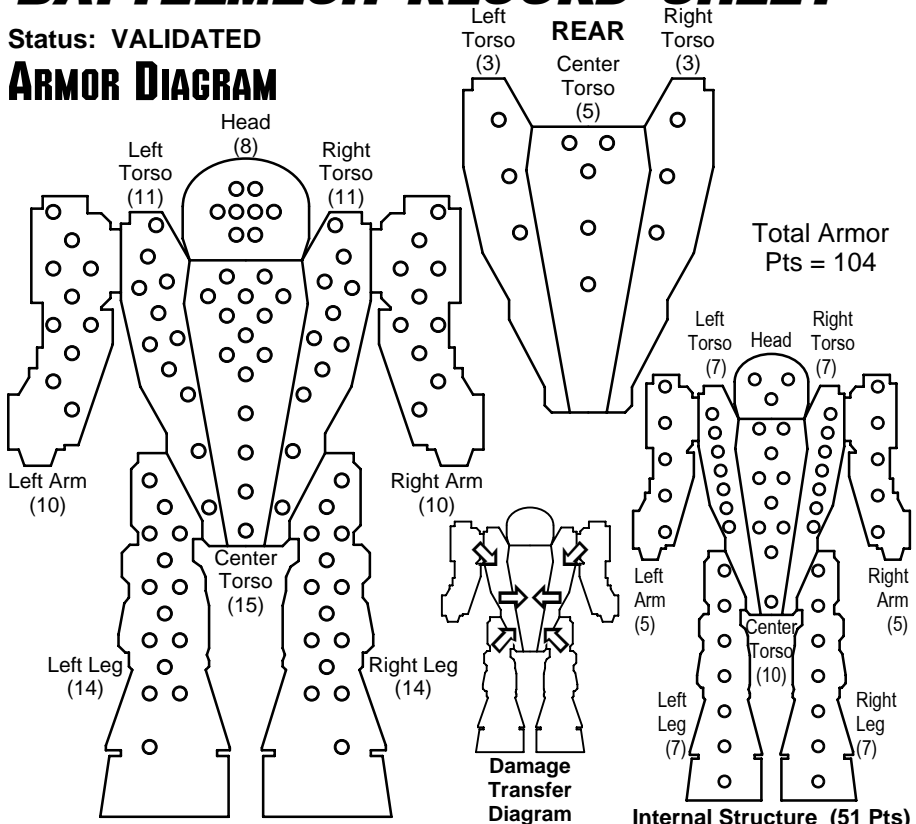
Sensor Hits ○ ○

Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Firefly FFL-4B**
 Mass: **30 tons**
 Movement Points: **5** Tech & Configuration:
 Walking: **5** Inner Sphere
 Running: **8** Biped 'Mech
 Jumping: **4**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Anti-Missile System	LA	1	-	-	-	-	-
1	Medium Laser	RT	3	5	-	3	6	9
1	LRM 5	RT	2	1/hit	6	7	14	21
1	Medium Laser	LT	3	5	-	3	6	9
1	Medium Laser	CT	3	5	-	3	6	9

Ammo Type: **Rounds:**
 Anti-Missile System 12
 LRM 5 24

Total Heat Sinks: 10 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 Point
4	
3	
2	
1	
0	

WZK GAMES

CRITICAL HIT TABLE

<p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Anti-Missile System <p>1-3</p> <ol style="list-style-type: none"> Roll Again 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"> Single Heat Sink Single Heat Sink Medium Laser Ammo (LRM 5) 24 Ammo (AMS) 12 CASE <p>1-3</p> <ol style="list-style-type: none"> Roll Again 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 Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Jump Jet Jump Jet 	<p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Roll Again Sensors Life Support <p>1-3</p> <ol style="list-style-type: none"> Roll Again 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>Center Torso</p> <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro Fusion Engine Fusion Engine Fusion Engine Medium Laser 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 Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Roll Again Roll Again Roll Again Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again 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"> Single Heat Sink Single Heat Sink Medium Laser LRM 5 Roll Again Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again 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 Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Jump Jet Jump Jet
--	--	---

Engine Hits ○○○○

Gyro Hits ○○

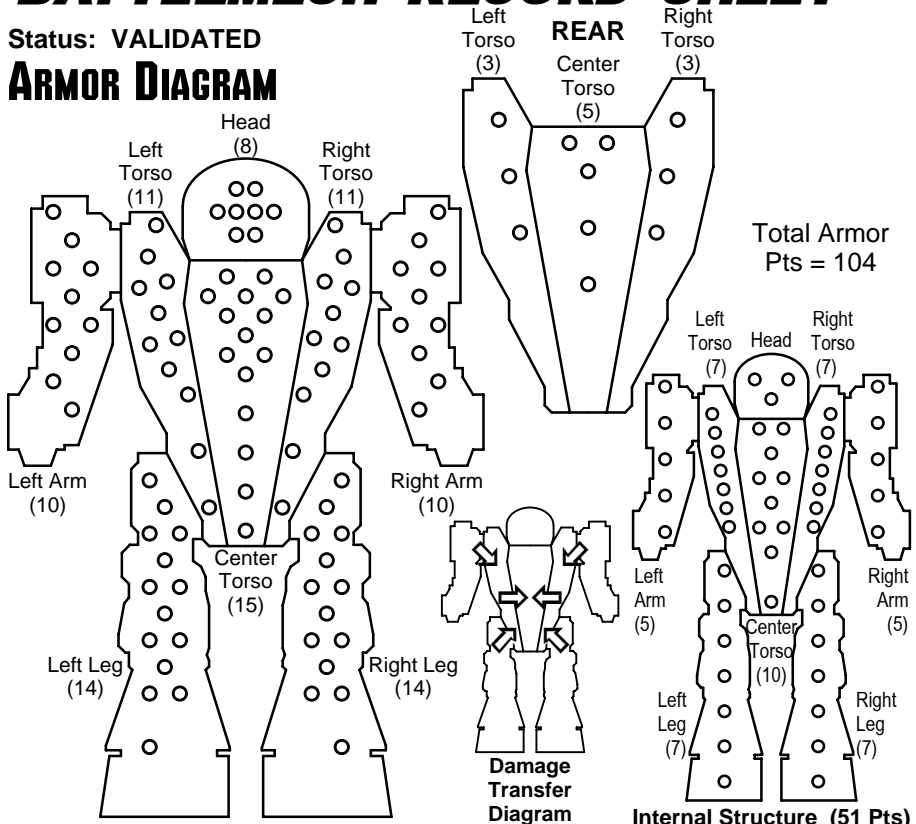
Sensor Hits ○○

Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Firefly FFL-4C**
 Mass: **30 tons**
 Movement Points: **5** Tech & Configuration:
 Walking: **5** Inner Sphere
 Running: **8** Biped 'Mech
 Jumping: **4**

Weapons Inventory: (hexes)

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

Ammo Type: Rounds:
 Anti-Missile System 12
 LRM 5 24

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

HEAT SCALE

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

WARGAMES

CRITICAL HIT TABLE

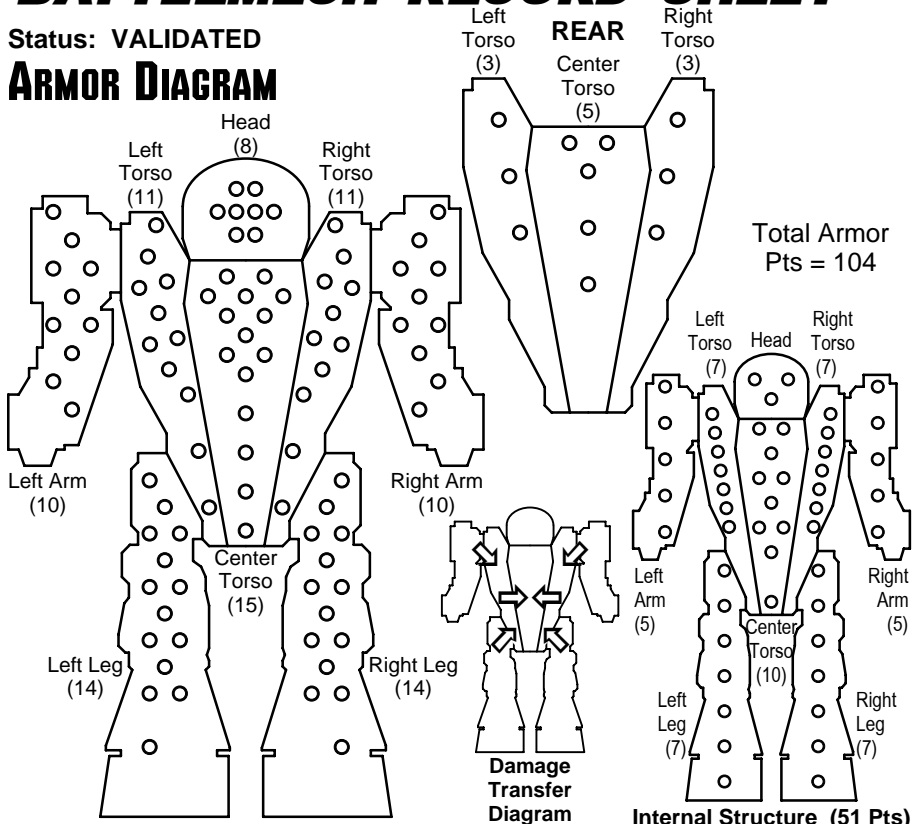
Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Anti-Missile System	4. Endo Steel	5. Endo Steel	6. Endo Steel
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Endo Steel
Head	1. Life Support	2. Sensors	3. Cockpit	4. Endo Steel	5. Sensors	6. Life Support
Center Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
Right Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
Left Leg	1. Medium Pulse Laser	2. Ammo (LRM 5) 24	3. Ammo (AMS) 12	4. CASE	5. Endo Steel	6. Endo Steel
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Jump Jet

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Firefly FFL-4D**
 Mass: **30 tons**
 Movement Points: **5** Tech & Configuration:
 Walking: **5** Inner Sphere
 Running: **8** Biped 'Mech
 Jumping: **4**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Anti-Missile System	LA	1	-	-	-	-	-
1	ER Medium Laser	RT	5	5	-	4	8	12
1	LRM 5 w/ Artemis IV	RT	2	1/hit	6	7	14	21
1	ER Medium Laser	LT	5	5	-	4	8	12
1	ER Medium Laser	CT	5	5	-	4	8	12

Ammo Type: Rounds:
 Anti-Missile System 12
 LRM 5 24

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

Auto Eject: Operational Disabled
Weapon Heat: (18)

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WARGAMES

CRITICAL HIT TABLE

Location	Hit 1-3	Hit 4-6
Left Arm	1. Shoulder 2. Upper Arm Actuator 3. Anti-Missile System 4. Endo Steel 5. Endo Steel 6. Endo Steel	1. Ferro-Fibrous 2. Ferro-Fibrous 3. Ferro-Fibrous 4. Ferro-Fibrous 5. Ferro-Fibrous 6. Ferro-Fibrous
Right Arm	1. Shoulder 2. Upper Arm Actuator 3. Endo Steel 4. Endo Steel 5. Endo Steel 6. Ferro-Fibrous	1. Ferro-Fibrous 2. Ferro-Fibrous 3. Ferro-Fibrous 4. Ferro-Fibrous 5. Ferro-Fibrous 6. Ferro-Fibrous
Head	1. Life Support 2. Sensors 3. Cockpit 4. Ferro-Fibrous 5. Sensors 6. Life Support	
Center Torso	1. Light Fusion Engine 2. Light Fusion Engine 3. Light Fusion Engine 4. Gyro 5. Gyro 6. Gyro	1. Light Fusion Engine 2. Light Fusion Engine 3. Light Fusion Engine 4. Light Fusion Engine 5. ER Medium Laser 6. Endo Steel
Left Torso	1. Light Fusion Engine 2. Light Fusion Engine 3. Single Heat Sink 4. Single Heat Sink 5. Single Heat Sink 6. ER Medium Laser	1. Ammo (LRM 5) 24 2. Ammo (AMS) 12 3. CASE 4. Endo Steel 5. Endo Steel 6. Endo Steel
Right Torso	1. Light Fusion Engine 2. Light Fusion Engine 3. Single Heat Sink 4. Single Heat Sink 5. Single Heat Sink 6. ER Medium Laser	1. LRM 5 2. Artemis IV FCS 3. Endo Steel 4. Endo Steel 5. Endo Steel 6. Endo Steel
Left Leg	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Jump Jet 6. Jump Jet	
Right Leg	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Jump Jet 6. Jump Jet	

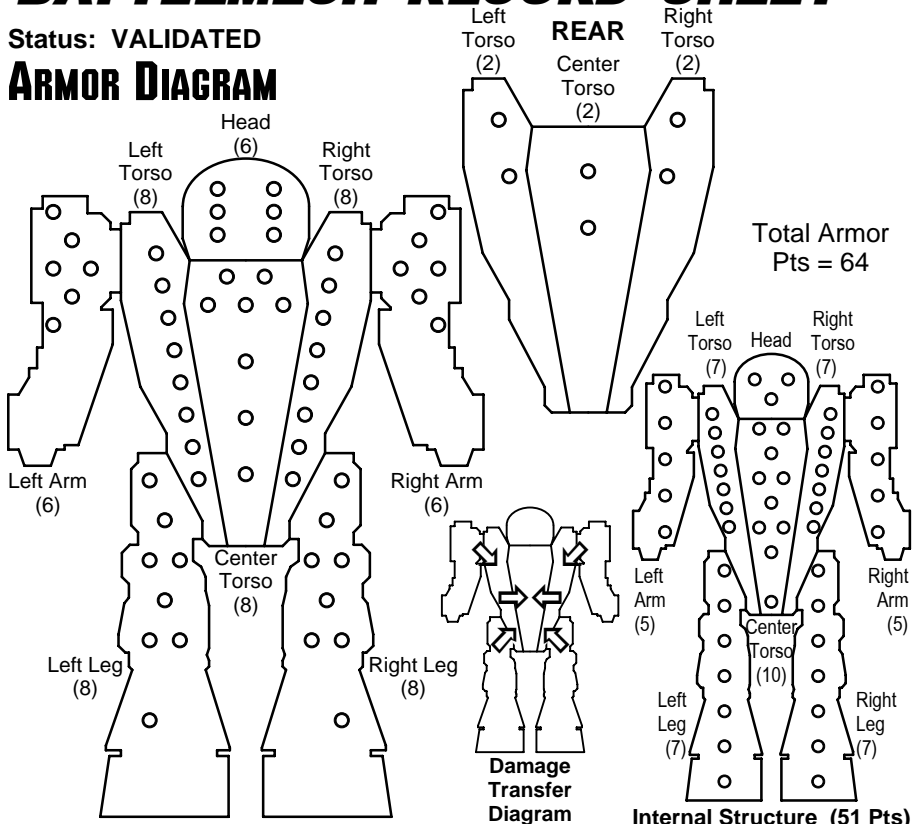
Engine Hits ○○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Javelin JVN-10P**
 Mass: **30 tons**
 Movement Points: **6** Tech & Configuration:
 Walking: **6** Inner Sphere
 Running: **9** Biped 'Mech
 Jumping: **6**

Weapons Inventory: (hexes)

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

Ammo Type: SRM 6 Rounds: 15
 Streak SRM 2 50

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

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

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

** Avoid Inferno explosion on..
 Shutdown

30
29
28
27
26
25
24
23
22
21
20
19
18
17
16
15
14
13
12
11
10
9
8
7
6
5
4
3
2
1
0

Ammo Explosion, avoid on 8+ (** 12+)
 Shutdown, avoid on 10+
 -5 Movement Points
 +4 Modifier to Fire
 Ammo Explosion, avoid on 6+ (** 10+)
 Shutdown, avoid on 8+
 -4 Movement Points
 Ammo Explosion, avoid on 4+ (** 8+)
 Shutdown, avoid on 6+
 +3 Modifier to Fire
 -3 Movement Points
 Shutdown, avoid on 4+ (** 6+)
 +2 Modifier to Fire
 -2 Movement Points (** 4+)
 +1 Modifier to Fire
 -1 Movement Point

WARGAMES

CRITICAL HIT TABLE

Left Arm	Head	Right Arm
1. Shoulder	1. Life Support	1. Shoulder
2. Upper Arm Actuator	2. Sensors	2. Upper Arm Actuator
3. Lower Arm Actuator	3. Cockpit	3. Lower Arm Actuator
4. Hand Actuator	4. Single Heat Sink	4. Hand Actuator
5. Roll Again	5. Sensors	5. Roll Again
6. Roll Again	6. Life Support	6. Roll Again
1. Roll Again		1. Roll Again
2. Roll Again		2. Roll Again
3. Roll Again		3. Roll Again
4. Roll Again		4. Roll Again
5. Roll Again		5. Roll Again
6. Roll Again		6. Roll Again
Left Torso	Center Torso	Right Torso
1. Single Heat Sink	1. Fusion Engine	1. Single Heat Sink
2. Streak SRM 2	2. Fusion Engine	2. SRM 6
3. Streak SRM 2	3. Fusion Engine	3. SRM 6
4. Ammo (Streak 2) 50	4. Gyro	4. Ammo (SRM 6) 15
5. Roll Again	5. Gyro	5. Roll Again
6. Roll Again	6. Gyro	6. Roll Again
1. Roll Again	1. Gyro	1. Roll Again
2. Roll Again	2. Fusion Engine	2. Roll Again
3. Roll Again	3. Fusion Engine	3. Roll Again
4. Roll Again	4. Fusion Engine	4. Roll Again
5. Roll Again	5. Jump Jet	5. Roll Again
6. Roll Again	6. Jump Jet	6. Roll Again
Left Leg	Right Leg	
1. Hip	1. Hip	
2. Upper Leg Actuator	2. Upper Leg Actuator	
3. Lower Leg Actuator	3. Lower Leg Actuator	
4. Foot Actuator	4. Foot Actuator	
5. Jump Jet	5. Jump Jet	
6. Jump Jet	6. Jump Jet	

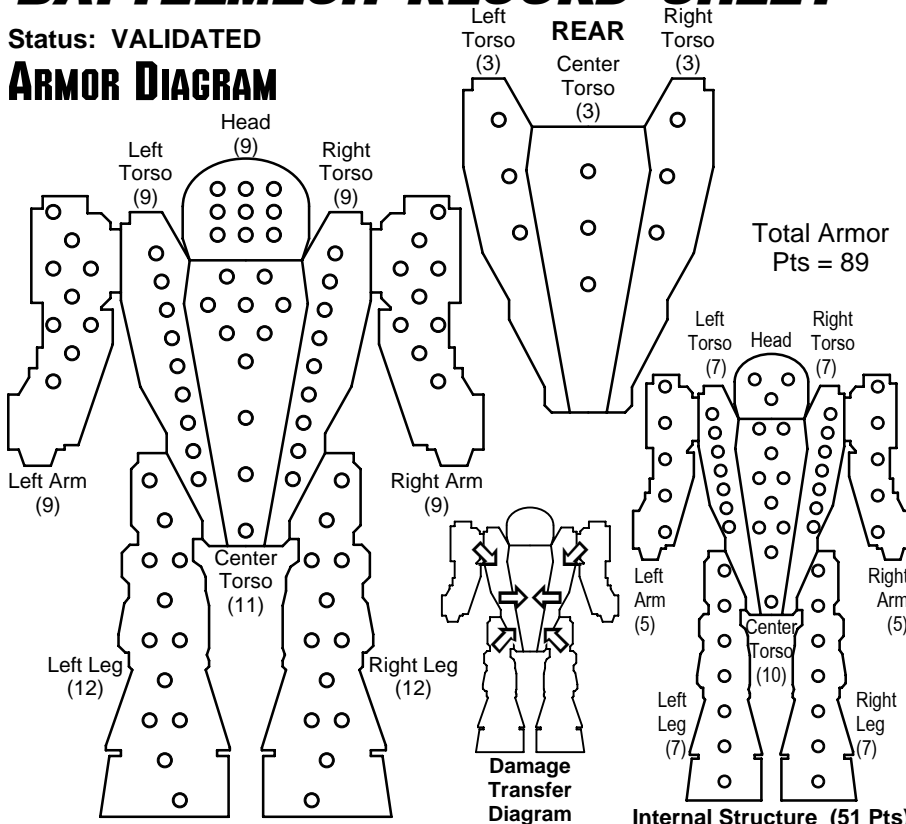
Engine Hits ○○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Javelin JVN-11B**
 Mass: **30 tons**
 Movement Points: **Tech & Configuration:**
 Walking: **6** Inner Sphere
 Running: **9** Biped 'Mech
 Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 4	RT	3	2/hit	-	3	6	9
1	Beagle Active Probe	RT	0	-	-	-	-	4
1	SRM 4	LT	3	2/hit	-	3	6	9
1	Guardian ECM	LT	0	-	-	-	-	6

Ammo Type: **SRM 4** Rounds: **50**

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

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

** Avoid Inferno explosion on..
 Shutdown

30
29
28
27
26
25
24
23
22
21
20
19
18
17
16
15
14
13
12
11
10
9
8
7
6
5
4
3
2
1
0

Ammo Explosion, avoid on 8+ (** 12+)

Shutdown, avoid on 10+
 -5 Movement Points
 +4 Modifier to Fire

Ammo Explosion, avoid on 6+ (** 10+)
 Shutdown, avoid on 8+
 -4 Movement Points

Ammo Explosion, avoid on 4+ (** 8+)
 Shutdown, avoid on 6+
 +3 Modifier to Fire

-3 Movement Points
 Shutdown, avoid on 4+ (** 6+)
 +2 Modifier to Fire

-2 Movement Points (** 4+)

+1 Modifier to Fire

-1 Movement Point

WARGAMES

CRITICAL HIT TABLE

Left Arm

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

1-3

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

4-6

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- SRM 4
- Guardian ECM
- Guardian ECM

1-3

- Ammo (SRM 4) 25
- CASE
- 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

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
 - Ferro-Fibrous
 - Ferro-Fibrous

1-3

4-6

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

Right Arm

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

1-3

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

4-6

Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- SRM 4
- Beagle Active Probe
- Beagle Active Probe
- Ammo (SRM 4) 25
- CASE
- Ferro-Fibrous

4-6

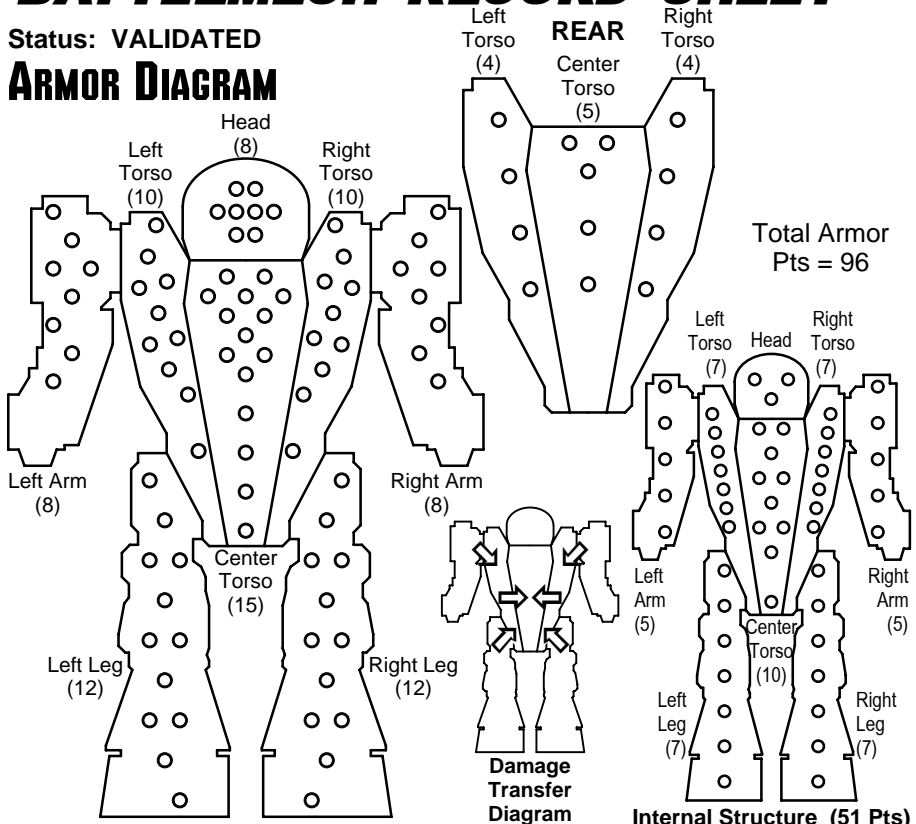
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Javelin JVN-11D**
 Mass: **30 tons**
 Movement Points: **6** Tech & Configuration:
 Walking: **6** Inner Sphere
 Running: **9** Biped 'Mech
 Jumping: **6**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	RT	4	6	-	2	4	6
2	ER Medium Laser	RT	5	5	-	4	8	12
1	C³ Slave Unit	RT	0	-	-	-	-	-
1	Medium Pulse Laser	LT	4	6	-	2	4	6
1	ER Medium Laser	LT	5	5	-	4	8	12
1	Targeting Computer							

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

Auto Eject: Operational Disabled
 Weapon Heat: **(23)**

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WZGAMES

CRITICAL HIT TABLE

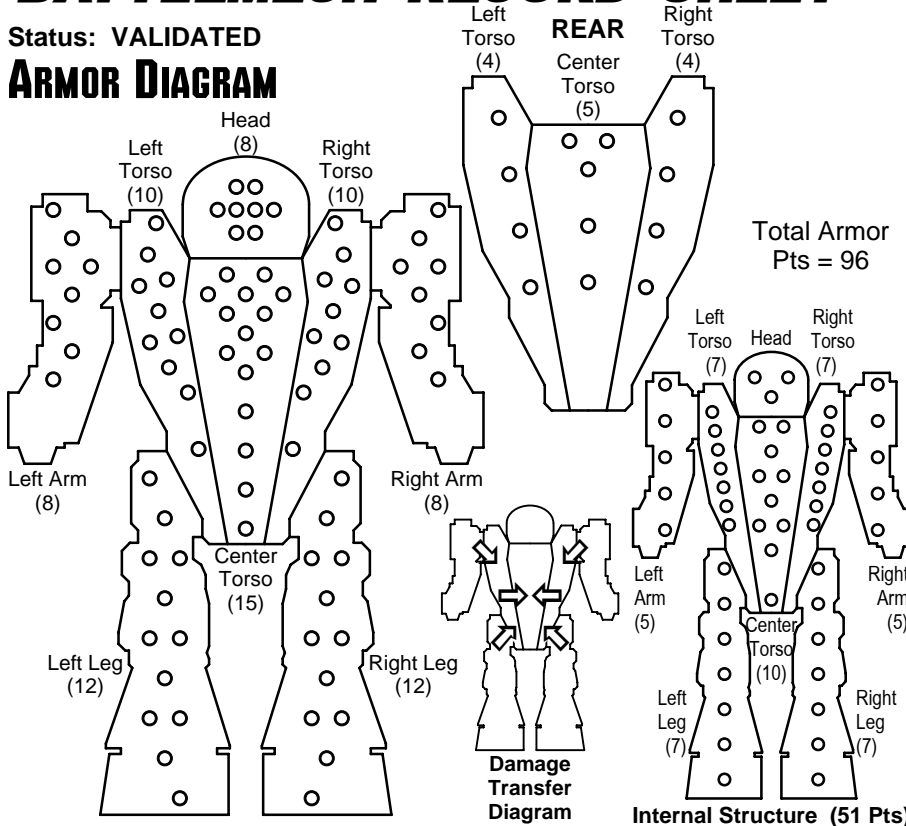
<h4>Left Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Double Heat Sink Double Heat Sink <p>1-3</p> <ol style="list-style-type: none"> Double Heat Sink Endo Steel Endo Steel Endo Steel Endo Steel Endo Steel <p>4-6</p> <h4>Left Torso</h4> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine Medium Pulse Laser ER Medium Laser Targeting Computer <p>1-3</p> <ol style="list-style-type: none"> Targeting Computer Double Heat Sink Double Heat Sink Double Heat Sink Endo Steel Endo Steel <p>4-6</p> <h4>Left Leg</h4> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Jump Jet Jump Jet 	<h4>Head</h4> <ol style="list-style-type: none"> Life Support Sensors Cockpit Roll Again Sensors Life Support <h4>Center Torso</h4> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro XL Engine XL Engine XL Engine Jump Jet Jump Jet <p>4-6</p> <div style="border: 1px solid black; padding: 5px; width: fit-content; margin: 0 auto;"> <p>Engine Hits ○○○○</p> <p>Gyro Hits ○○</p> <p>Sensor Hits ○○</p> <p>Life Support ○</p> </div>	<h4>Right Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Double Heat Sink Double Heat Sink <p>1-3</p> <ol style="list-style-type: none"> Double Heat Sink Endo Steel Endo Steel Endo Steel Endo Steel Endo Steel <p>4-6</p> <h4>Right Torso</h4> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine Medium Pulse Laser ER Medium Laser ER Medium Laser <p>1-3</p> <ol style="list-style-type: none"> C³ Slave Unit Double Heat Sink Double Heat Sink Double Heat Sink Endo Steel Endo Steel <p>4-6</p> <h4>Right Leg</h4> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Jump Jet Jump Jet
---	---	--

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Javelin JVN-11F**

Mass: **30 tons**

Movement Points: **Tech & Configuration:**

Walking: **6** Inner Sphere
 Running: **9** Biped 'Mech
 Jumping: **6**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	Machine Gun	RA	0	2	-	1	2	3
1	Machine Gun Array	RA	0	-	-	-	-	-
3	Machine Gun	LA	0	2	-	1	2	3
1	Machine Gun Array	LA	0	-	-	-	-	-
1	Snub-Nose PPC	RT	10	10/8/5	-	9	13	15

Ammo Type: **Machine Gun** Rounds: **200**

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

○○○○○○○○○○

Auto Eject: Operational Disabled
 Weapon Heat: **(10)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WZGAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- Hand Actuator
 - Machine Gun
 - Machine Gun

- Machine Gun
 - Machine Gun Array
- 4-6
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel

Left Torso

- XL Engine
 - 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
- 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

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

- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Jump Jet
 - Jump Jet
- 4-6

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

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- Hand Actuator
 - Machine Gun
 - Machine Gun

- Machine Gun
 - Machine Gun Array
- 4-6
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel

Right Torso

- XL Engine
 - XL Engine
 - XL Engine
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink

- Snub-Nose PPC
 - Snub-Nose PPC
 - Ammo (MG) 200
- 4-6
- Endo Steel
 - Endo Steel
 - Endo Steel

Right Leg

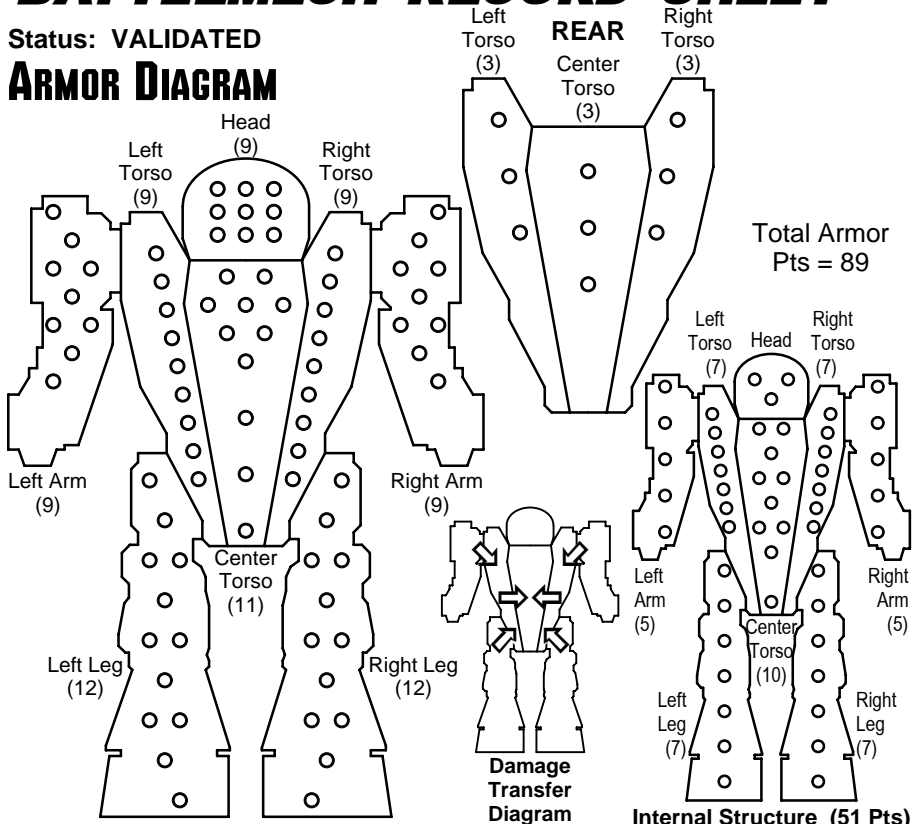
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Fire Javelin JVN-10N**
 Mass: **30 tons**
 Movement Points: **6** Tech & Configuration:
 Walking: **6** Inner Sphere
 Running: **9** Biped 'Mech
 Jumping: **6**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	Medium Laser	RA	3	5	-	3	6	9
2	Medium Laser	RT	3	5	-	3	6	9
2	Medium Laser	LT	3	5	-	3	6	9

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
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

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

WZK GAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

- Hand Actuator
- Ferro-Fibrous
- Ferro-Fibrous

4-6

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

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Medium Laser
- Medium Laser
- Ferro-Fibrous

4-6

- 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
- Roll Again
- Sensors
- Life Support

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine

1-3

- Gyro
- Gyro
- Gyro
- Gyro

4-6

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

- Hand Actuator
- Medium Laser
- Medium Laser

4-6

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

Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

4-6

- Medium Laser
- Medium Laser
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Right Leg

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

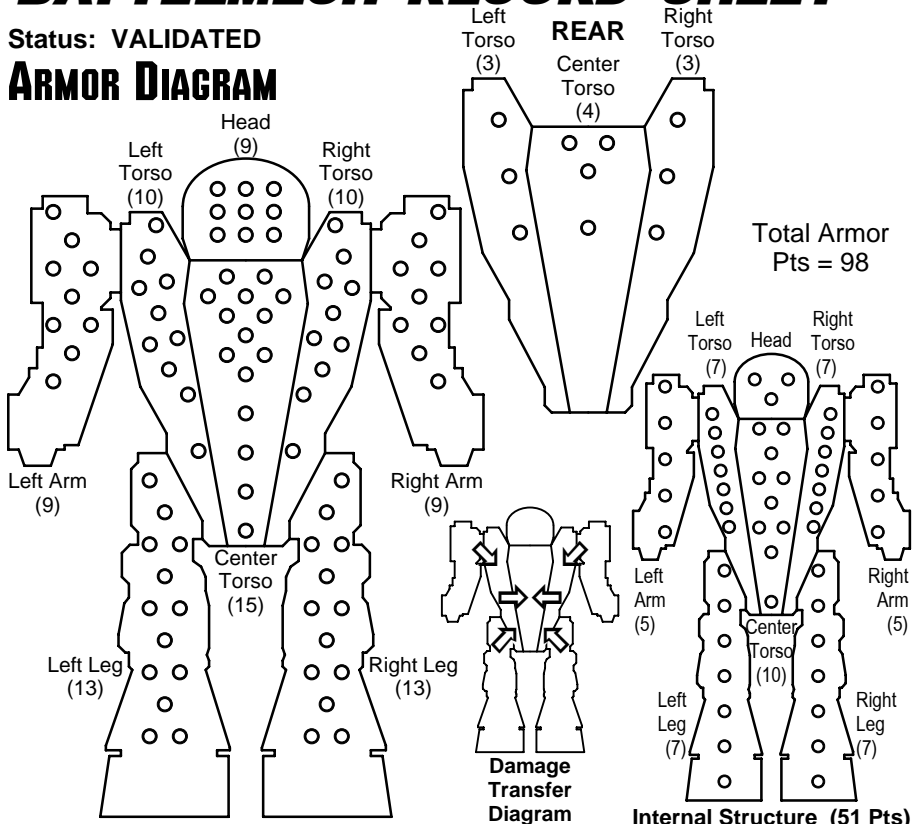
Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Spider SDR-7K**
 Mass: **30 tons**
 Movement Points: **8** Tech & Configuration:
 Walking: **8** Inner Sphere
 Running: **12** Biped 'Mech
 Jumping: **8**

Weapons Inventory: (hexes)

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

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

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

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WZK GAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- Hand Actuator
 - Ferro-Fibrous
 - Ferro-Fibrous

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

Left Torso

- Light Fusion Engine
 - Light Fusion Engine
 - Jump Jet
 - Jump Jet
 - Jump Jet
 - Jump Jet
- 1-3

- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 4-6

Left Leg

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

Head

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

Center Torso

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

- Gyro
 - Light Fusion Engine
 - Light Fusion Engine
 - Light Fusion Engine
 - Medium Pulse Laser
 - Medium Pulse Laser
- 4-6

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

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Double Heat Sink
 - Double Heat Sink
- 1-3

- Double Heat Sink
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again
- 4-6

Right Torso

- Light Fusion Engine
 - Light Fusion Engine
 - Jump Jet
 - Jump Jet
 - Jump Jet
 - Jump Jet
- 1-3

- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 4-6

Right Leg

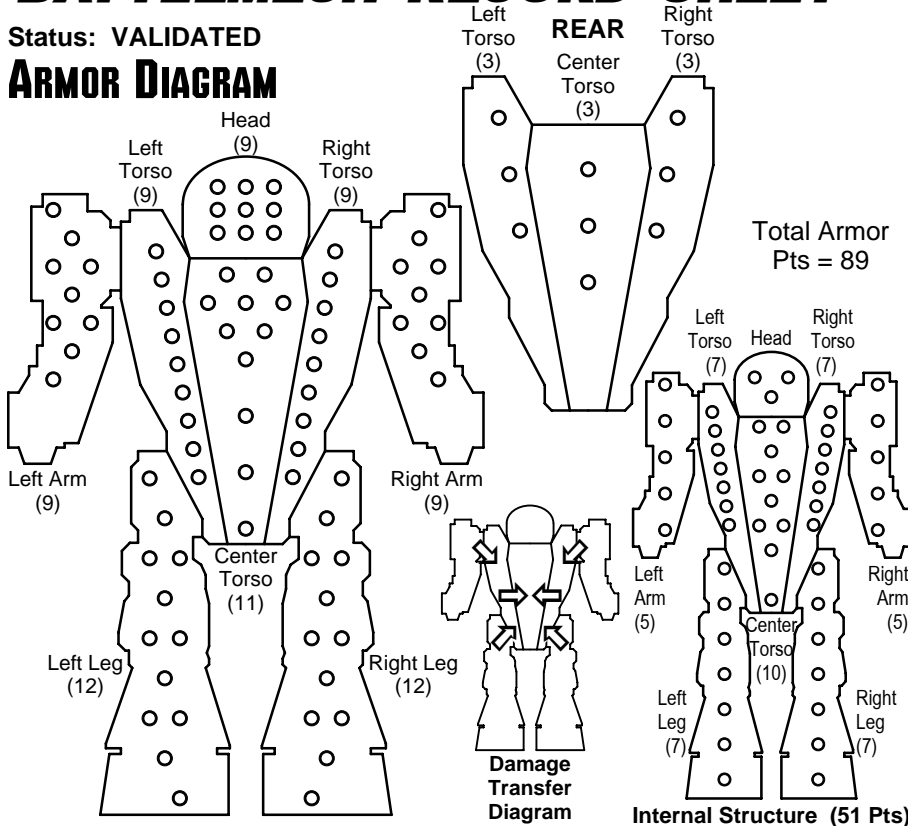
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Ferro-Fibrous

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Spider SDR-7K2**

Mass: **30 tons**

Movement Points: **Tech & Configuration:**

Walking: **8** Inner Sphere

Running: **12** Biped 'Mech

Jumping: **7**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	CT	12	8	-	7	14	19

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

○○○○○○○○○○

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

HEAT SCALE

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

WZGAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

- Hand Actuator
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

Left Torso

- Light Fusion Engine
- Light Fusion Engine
- Jump Jet
- Jump Jet
- Jump Jet
- 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
- Endo Steel
- Ferro-Fibrous

Head

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

Center Torso

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

1-3

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

4-6

- | | |
|--------------|-----|
| Engine Hits | ○○○ |
| Gyro Hits | ○○ |
| Sensor Hits | ○○ |
| Life Support | ○ |

Right Arm

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

1-3

- Double Heat Sink
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

Right Torso

- Light Fusion Engine
- Light Fusion Engine
- Jump Jet
- Jump Jet
- Jump Jet
- Jump Jet

1-3

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

4-6

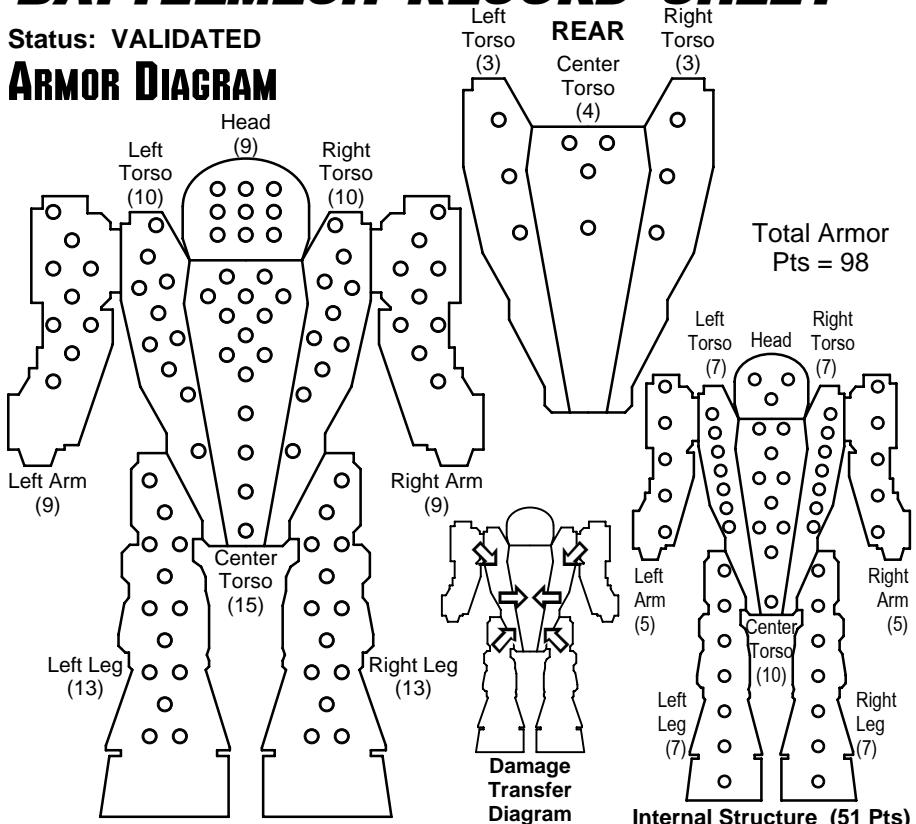
Right Leg

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

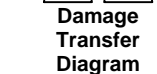
BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



Total Armor
Pts = 98



Internal Structure (51 Pts)

'MECH DATA

Type: **Spider SDR-7KC**
 Mass: **30 tons**
 Movement Points: **8** Tech & Configuration:
 Walking: **8** Inner Sphere
 Running: **12** Biped 'Mech
 Jumping: **8**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light PPC	CT	5	5	3	6	12	18
1	C³ Slave Unit	HD	0	-	-	-	-	-

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

○○○○○○○○○○

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

WARRIOR DATA

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

1	2	3	4	5	6
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 Point
4	
3	
2	
1	
0	



CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- Hand Actuator
 - Ferro-Fibrous
 - Ferro-Fibrous

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

Left Torso

- Light Fusion Engine
 - Light Fusion Engine
 - Jump Jet
 - Jump Jet
 - Jump Jet
 - Jump Jet
- 1-3

- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 4-6

Left Leg

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

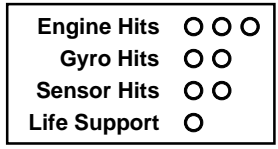
Head

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

Center Torso

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

- Gyro
 - Light Fusion Engine
 - Light Fusion Engine
 - Light Fusion Engine
 - Light PPC
 - Light PPC
- 4-6



Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Double Heat Sink
 - Double Heat Sink
- 1-3

- Double Heat Sink
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
- 4-6

Right Torso

- Light Fusion Engine
 - Light Fusion Engine
 - Jump Jet
 - Jump Jet
 - Jump Jet
 - Jump Jet
- 1-3

- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 4-6

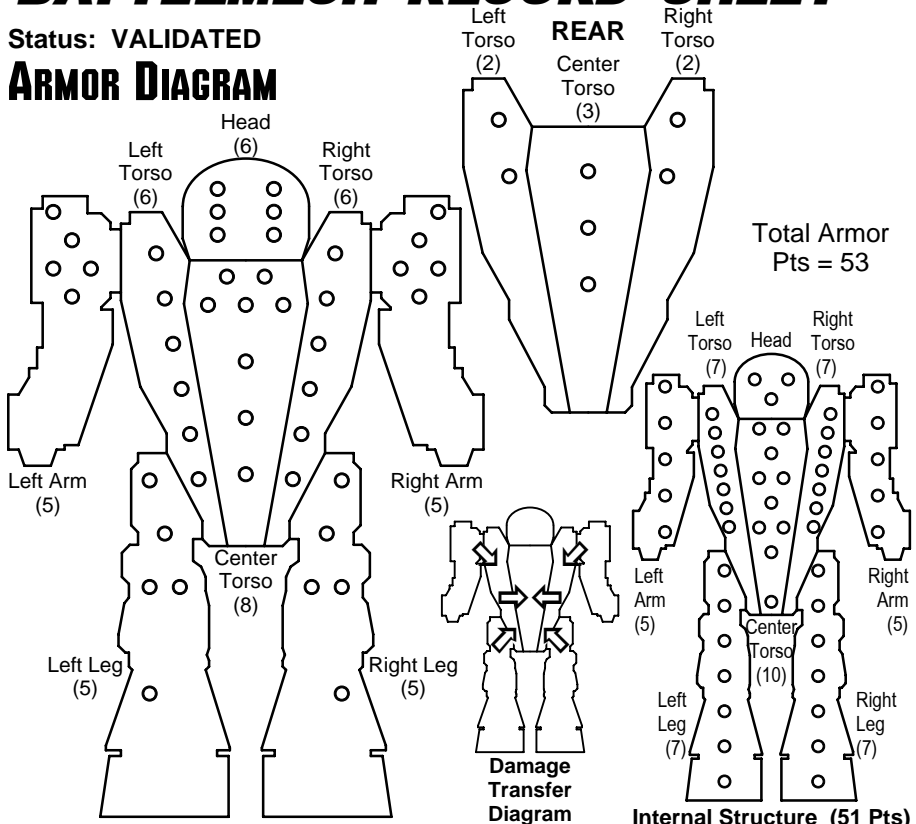
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Spider SDR-7M**
 Mass: **30 tons**
 Movement Points: Tech & Configuration:
 Walking: **8** Inner Sphere
 Running: **12** Biped 'Mech
 Jumping: **8**

Weapons Inventory: (hexes)
 Qty Type Loc Ht Dmg Min Sht Med Lng

2 Medium Pulse Laser CT 4 6 - 2 4 6

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

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 Point
4	
3	
2	
1	
0	

WIZKIDGAMES

CRITICAL HIT TABLE

<p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator <p>1-3</p> <ol style="list-style-type: none"> Hand Actuator Ferro-Fibrous Ferro-Fibrous <p>4-6</p> <ol style="list-style-type: none"> Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Roll Again Roll Again <p>Left Torso</p> <ol style="list-style-type: none"> Jump Jet Jump Jet Jump Jet Jump Jet Endo Steel Endo Steel <p>1-3</p> <ol style="list-style-type: none"> Endo Steel Endo Steel Endo Steel Endo Steel Endo Steel 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>Center Torso</p> <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro Fusion Engine Fusion Engine Fusion Engine Medium Pulse Laser Medium Pulse Laser <p>4-6</p>	<p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Ferro-Fibrous Ferro-Fibrous <p>1-3</p> <ol style="list-style-type: none"> Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous <p>4-6</p> <p>Right Torso</p> <ol style="list-style-type: none"> Jump Jet Jump Jet Jump Jet Jump Jet Endo Steel Endo Steel <p>1-3</p> <ol style="list-style-type: none"> Endo Steel Endo Steel Endo Steel Endo Steel Endo Steel 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 ○ ○

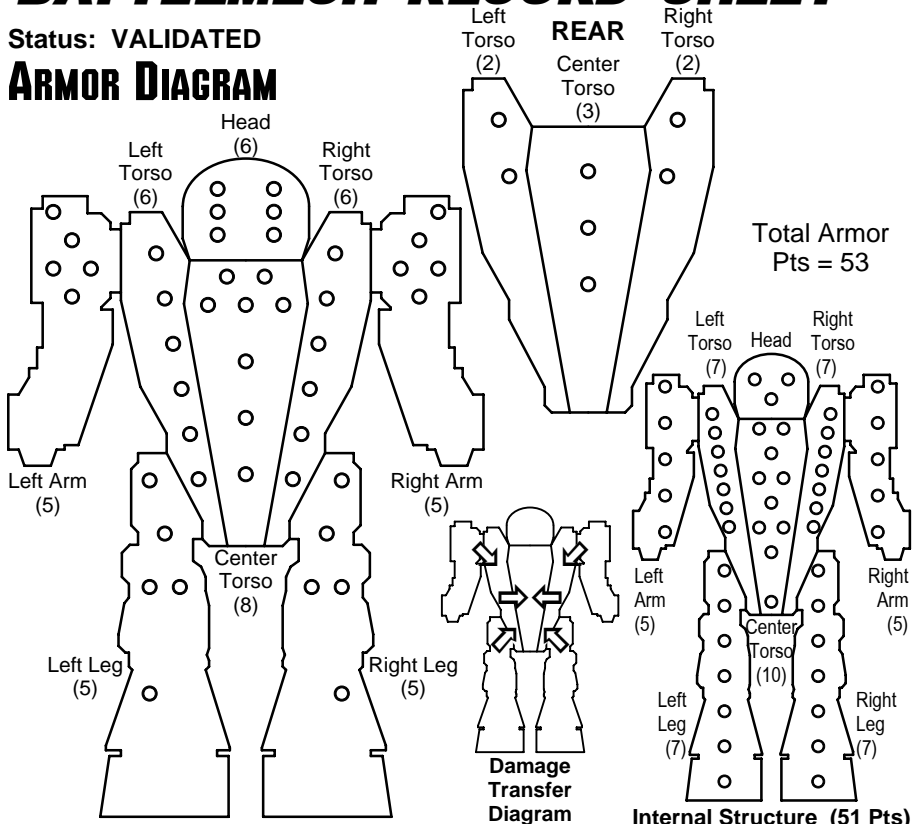
Sensor Hits ○ ○

Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



MECH DATA

Type: **Spider SDR-8M**
 Mass: **30 tons**
 Movement Points: **8** Tech & Configuration:
 Walking: **8** Inner Sphere
 Running: **12** Biped 'Mech
 Jumping: **8**

Weapons Inventory: (hexes)
 Qty Type Loc Ht Dmg Min Sht Med Lng
 2 Medium Pulse Laser CT 4 6 - 2 4 6

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

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 Point
4	
3	
2	
1	
0	

WZGAMES

CRITICAL HIT TABLE

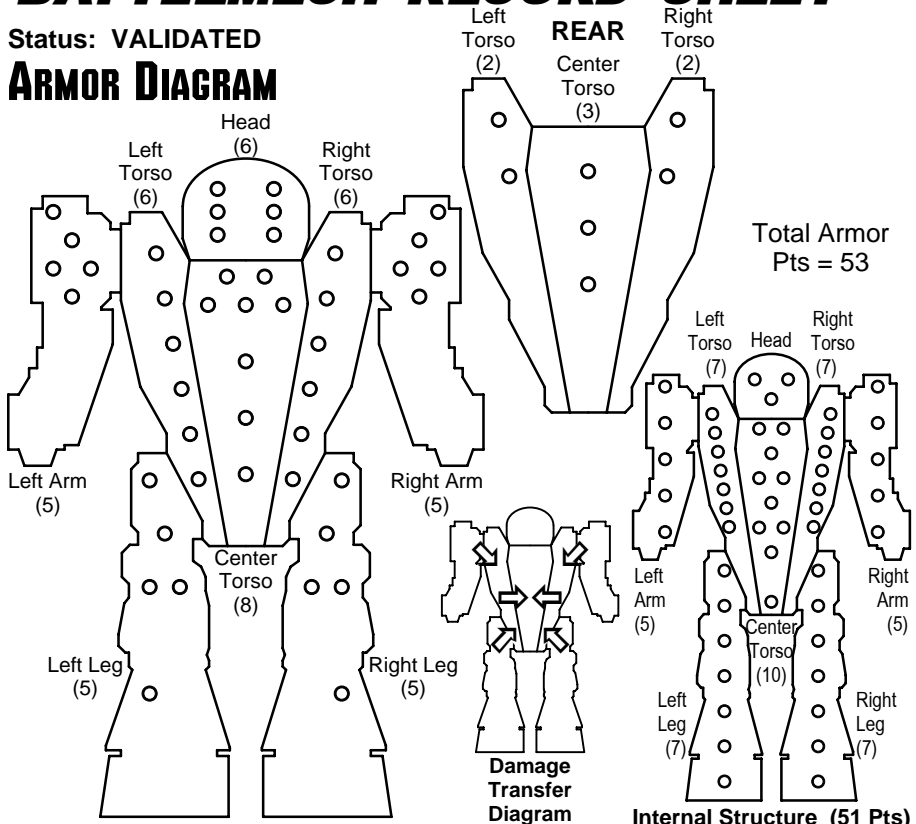
<p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator <p>1-3</p> <ol style="list-style-type: none"> Hand Actuator Ferro-Fibrous Ferro-Fibrous <p>4-6</p> <ol style="list-style-type: none"> Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Roll Again <p>Left Torso</p> <ol style="list-style-type: none"> Jump Jet Jump Jet Jump Jet Jump Jet <p>1-3</p> <ol style="list-style-type: none"> Double Heat Sink Double Heat Sink <p>4-6</p> <ol style="list-style-type: none"> Double Heat Sink Endo Steel Endo Steel Endo Steel Endo Steel Endo Steel <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 Endo Steel 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 Medium Pulse Laser Medium Pulse Laser <p>4-6</p> <div style="border: 1px solid black; padding: 5px; text-align: center;"> <p>Engine Hits ○ ○ ○</p> <p>Gyro Hits ○ ○</p> <p>Sensor Hits ○ ○</p> <p>Life Support ○</p> </div>	<p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Ferro-Fibrous Ferro-Fibrous <p>1-3</p> <ol style="list-style-type: none"> Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Roll Again <p>4-6</p> <p>Right Torso</p> <ol style="list-style-type: none"> Jump Jet Jump Jet Jump Jet Jump Jet Endo Steel Endo Steel <p>1-3</p> <ol style="list-style-type: none"> Endo Steel Endo Steel Endo Steel Endo Steel Endo Steel Endo Steel <p>4-6</p> <p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Roll Again Roll Again
---	--	--

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Spider SDR-C**
 Mass: **30 tons**
 Movement Points: **8** Tech & Configuration:
 Walking: **8** Inner Sphere
 Running: **12** Biped 'Mech
 Jumping: **8**

Weapons Inventory: (hexes)

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

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

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

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WARGAMES

CRITICAL HIT TABLE

<h4>Left Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator <p>1-3</p> <ol style="list-style-type: none"> Hand Actuator Ferro-Fibrous Ferro-Fibrous <p>4-6</p> <ol style="list-style-type: none"> Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Roll Again <h4>Left Torso</h4> <ol style="list-style-type: none"> Jump Jet Jump Jet Jump Jet Jump Jet Endo Steel Endo Steel <p>1-3</p> <ol style="list-style-type: none"> Endo Steel Endo Steel Endo Steel Endo Steel Endo Steel Roll Again <p>4-6</p> <h4>Left Leg</h4> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Roll Again Roll Again 	<h4>Head</h4> <ol style="list-style-type: none"> Life Support Sensors Cockpit Single Heat Sink Sensors Life Support <h4>Center Torso</h4> <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro Fusion Engine Fusion Engine Fusion Engine Medium Pulse Laser Medium Laser <p>4-6</p>	<h4>Right Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Ferro-Fibrous Ferro-Fibrous <p>1-3</p> <ol style="list-style-type: none"> Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Roll Again <p>4-6</p> <h4>Right Torso</h4> <ol style="list-style-type: none"> Jump Jet Jump Jet Jump Jet Jump Jet C³ Slave Unit Endo Steel <p>1-3</p> <ol style="list-style-type: none"> Endo Steel Endo Steel Endo Steel Endo Steel Endo Steel Endo Steel <p>4-6</p> <h4>Right Leg</h4> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Roll Again Roll Again
---	---	--

Engine Hits ○○○○

Gyro Hits ○○

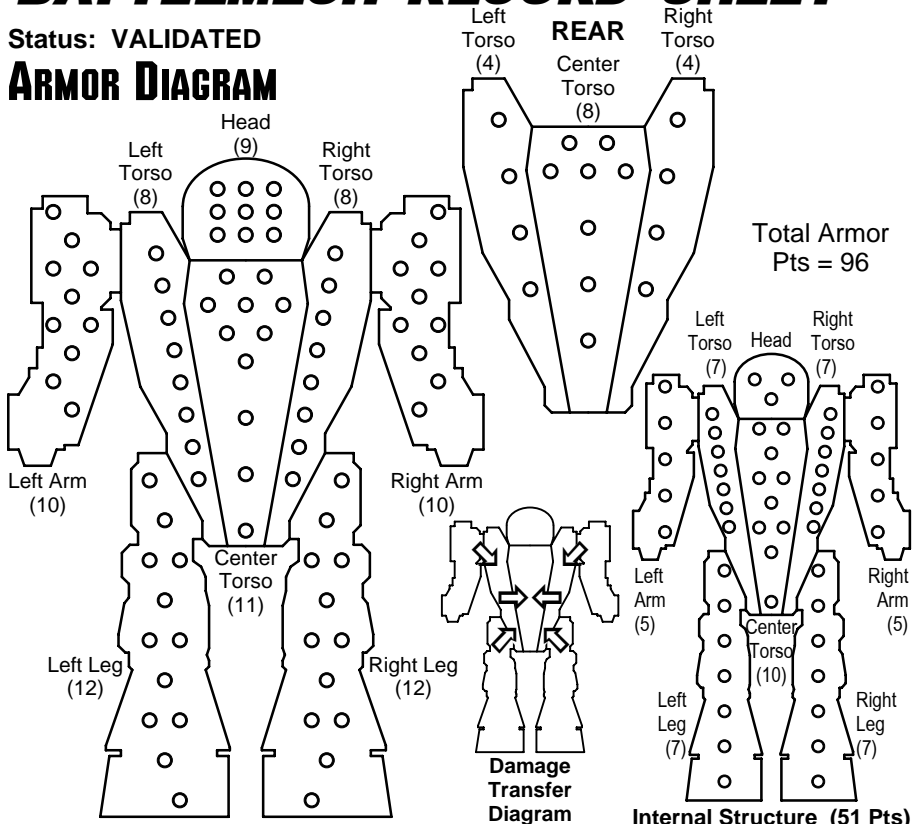
Sensor Hits ○○

Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **UrbanMech UM-R63**
 Mass: **30 tons**
 Movement Points: **2** Tech & Configuration:
 Walking: **2** Inner Sphere
 Running: **3** Biped 'Mech
 Jumping: **2**

Weapons Inventory: (hexes)

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

Ammo Type: **LB 10-X AC** Rounds: **10**

Total Heat Sinks: 11 Single
 ○○○○○○○○○○ ○

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

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WKGAMES

CRITICAL HIT TABLE

Component	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Small Laser	4. Roll Again	5. Roll Again	6. Roll Again
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. LB 10-X AC	4. LB 10-X AC	5. LB 10-X AC	6. LB 10-X AC
Head	1. Life Support	2. Sensors	3. Cockpit	4. Single Heat Sink	5. Sensors	6. Life Support
Center Torso	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. Single Heat Sink	2. Single Heat Sink	3. Small Pulse Laser	4. Roll Again	5. Roll Again	6. Roll Again
Right Torso	1. Single Heat Sink	2. Single Heat Sink	3. Ammo (LB 10-X) 10	4. Roll Again	5. Roll Again	6. Roll Again
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Single Heat Sink	6. Single Heat Sink
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Single Heat Sink	6. Single Heat Sink

Engine Hits ○ ○ ○

Gyro Hits ○ ○

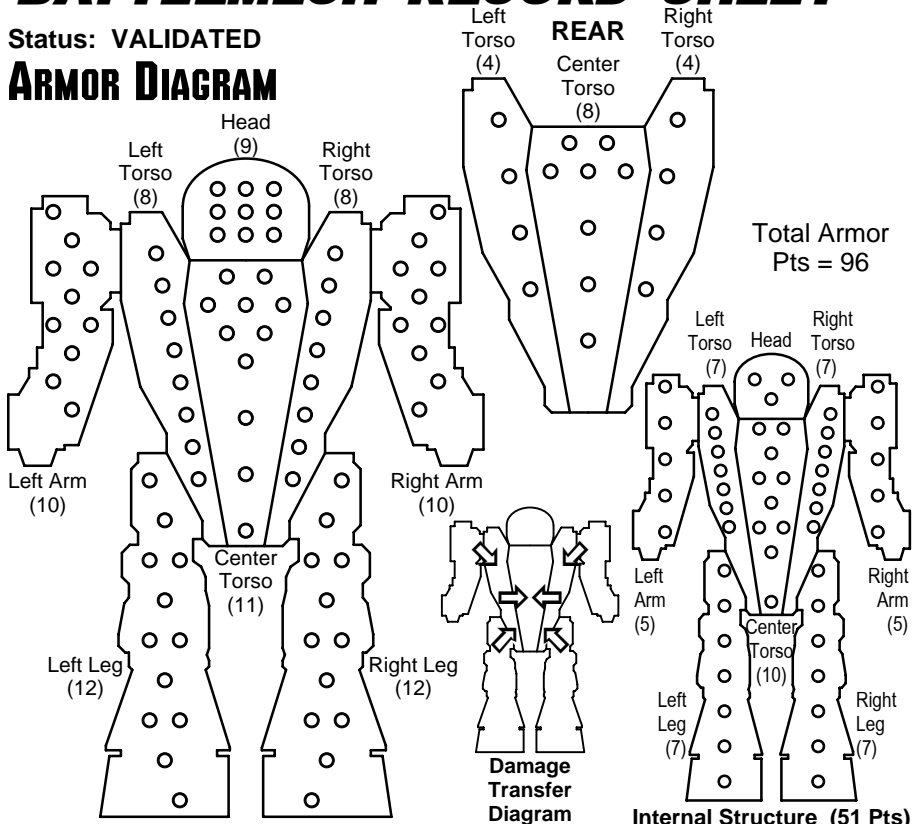
Sensor Hits ○ ○

Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **UrbanMech UM-68**
 Mass: **30 tons**
 Movement Points: **2** Tech & Configuration:
 Walking: **2** Inner Sphere
 Running: **3** Biped 'Mech
 Jumping: **2**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	MRM 30	RA	10	1/hit	-	3	8	15
1	Small Laser	LA	1	3	-	1	2	3
1	Small Pulse Laser	LT	2	3	-	1	2	3

Ammo Type: **MRM 30** Rounds: **16**

Total Heat Sinks: 11 Single
 ○○○○○○○○○○ ○

Auto Eject: Operational Disabled **Weapon Heat: (13)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WZK GAMES

CRITICAL HIT TABLE

Left Arm	Head	Right Arm
1. Shoulder	1. Life Support	1. Shoulder
2. Upper Arm Actuator	2. Sensors	2. Upper Arm Actuator
3. Small Laser	3. Cockpit	3. MRM 30
4. Roll Again	4. Single Heat Sink	4. MRM 30
5. Roll Again	5. Sensors	5. MRM 30
6. Roll Again	6. Life Support	6. MRM 30
1-3		1-3
1. Roll Again		1. MRM 30
2. Roll Again		2. Roll Again
3. Roll Again		3. Roll Again
4. Roll Again		4. Roll Again
5. Roll Again		5. Roll Again
6. Roll Again		6. Roll Again
4-6		4-6
1. Roll Again		1. Roll Again
2. Roll Again		2. Roll Again
3. Roll Again		3. Roll Again
4. Roll Again		4. Roll Again
5. Roll Again		5. Roll Again
6. Roll Again		6. Roll Again
1-3		1-3
1. Single Heat Sink		1. Single Heat Sink
2. Single Heat Sink		2. Single Heat Sink
3. Small Pulse Laser		3. Ammo (MRM 30) 8
4. Roll Again		4. Ammo (MRM 30) 8
5. Roll Again		5. Roll Again
6. Roll Again		6. Roll Again
1-3		1-3
1. Roll Again		1. Roll Again
2. Roll Again		2. Roll Again
3. Roll Again		3. Roll Again
4. Roll Again		4. Roll Again
5. Roll Again		5. Roll Again
6. Roll Again		6. Roll Again
4-6		4-6
1. Roll Again		1. Roll Again
2. Roll Again		2. Roll Again
3. Roll Again		3. Roll Again
4. Roll Again		4. Roll Again
5. Roll Again		5. Roll Again
6. Roll Again		6. Roll Again
1-3		1-3
1. Fusion Engine		1. Single Heat Sink
2. Fusion Engine		2. Single Heat Sink
3. Fusion Engine		3. Ammo (MRM 30) 8
4. Gyro		4. Ammo (MRM 30) 8
5. Gyro		5. Roll Again
6. Gyro		6. Roll Again
1-3		1-3
1. Gyro		1. Roll Again
2. Fusion Engine		2. Roll Again
3. Fusion Engine		3. Roll Again
4. Fusion Engine		4. Roll Again
5. Jump Jet		5. Roll Again
6. Jump Jet		6. Roll Again
4-6		4-6
1. Roll Again		1. Roll Again
2. Roll Again		2. Roll Again
3. Roll Again		3. Roll Again
4. Roll Again		4. Roll Again
5. Roll Again		5. Roll Again
6. Roll Again		6. Roll Again

Engine Hits ○○○○

Gyro Hits ○○

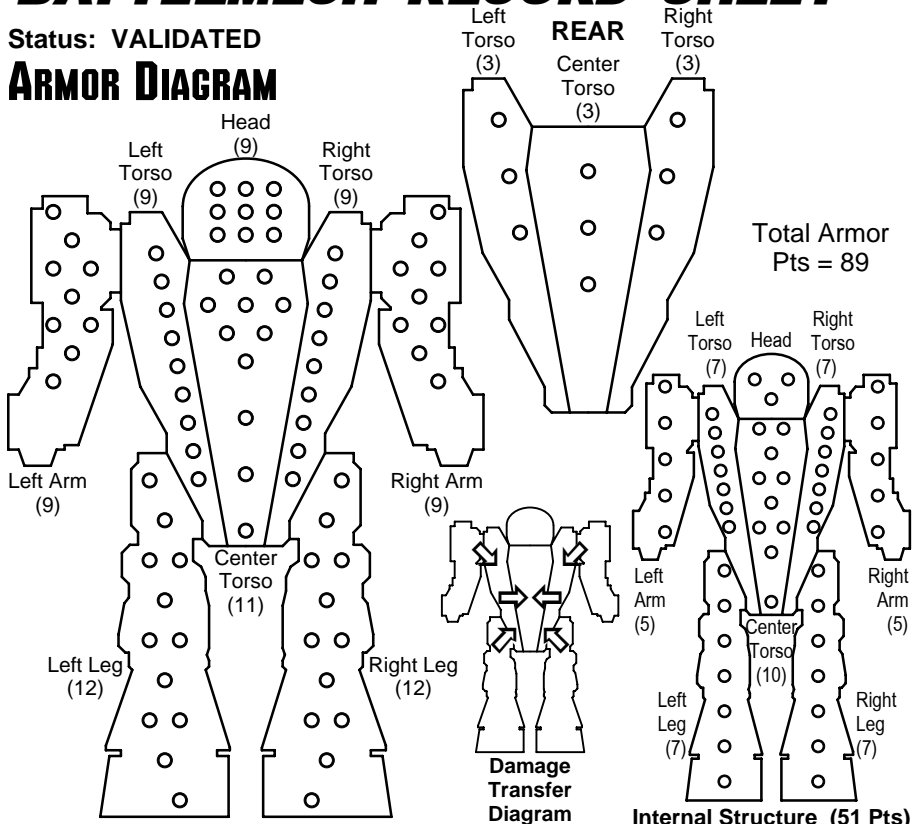
Sensor Hits ○○

Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **UrbanMech UM-69**
 Mass: **30 tons**
 Movement Points: **2** Tech & Configuration:
 Walking: **2** Inner Sphere
 Running: **3** Biped 'Mech
 Jumping: **2**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/10	RA	4	10	-	6	12	18
1	ER Small Laser	LA	2	3	-	2	4	5
1	Small Pulse Laser	LT	2	3	-	1	2	3

Ammo Type: **Ultra AC/10** Rounds: **10**

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

HEAT SCALE

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

WIZKIDSGAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- ER Small Laser

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

- Roll Again
- Roll Again
- Roll Again

4-6
 4. Roll Again
 5. Roll Again
 6. Roll Again

Left Torso

- Single Heat Sink
- Single Heat Sink
- Small Pulse Laser

1-3
 4. Ferro-Fibrous
 5. Ferro-Fibrous
 6. Ferro-Fibrous

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

4-6
 4. Ferro-Fibrous
 5. Roll Again
 6. Roll Again

Left Leg

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

Head

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

Center Torso

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

1-3
 4. Gyro
 5. Gyro
 6. Gyro

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

4-6
 4. Fusion Engine
 5. Jump Jet
 6. Jump Jet

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○

Right Arm

- Shoulder
- Upper Arm Actuator
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10

1-3
 4. Ultra AC/10
 5. Ultra AC/10
 6. Ultra AC/10

- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Roll Again
- Roll Again
- Roll Again

4-6
 4. Roll Again
 5. Roll Again
 6. Roll Again

Right Torso

- Single Heat Sink
- Single Heat Sink
- Ammo (Ult AC/10) 10
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

1-3
 4. Ferro-Fibrous
 5. Ferro-Fibrous
 6. Ferro-Fibrous

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

4-6
 4. Ferro-Fibrous
 5. Roll Again
 6. Roll Again

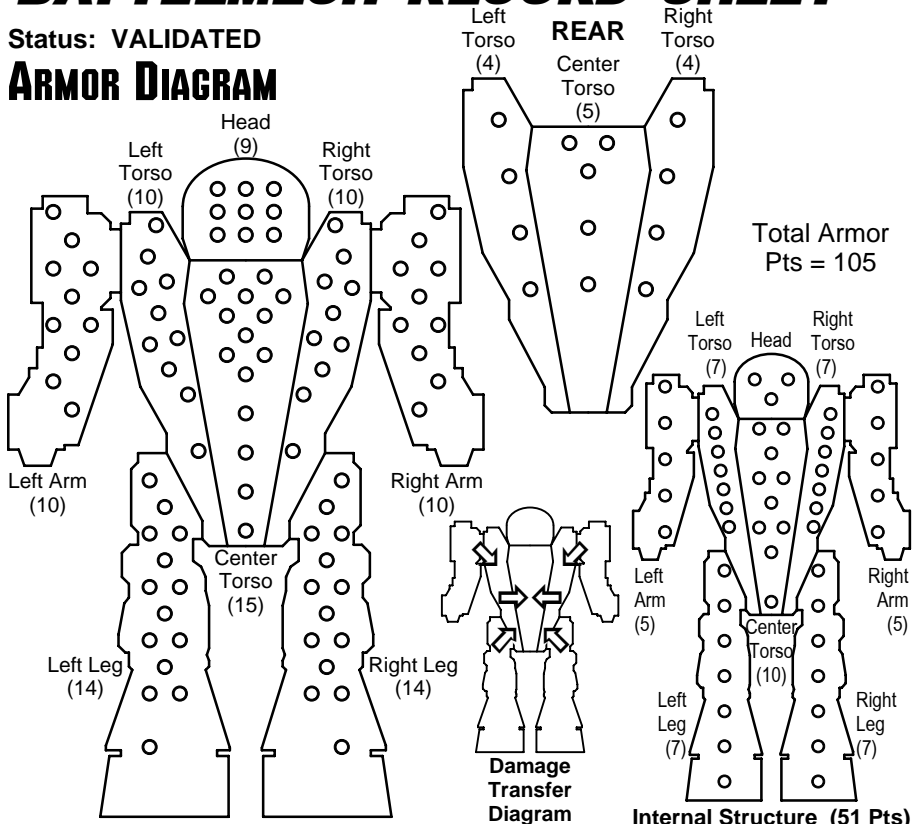
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **UrbanMech UM-70**
 Mass: **30 tons**
 Movement Points: **2** Tech & Configuration:
 Walking: **2** Inner Sphere
 Running: **3** Biped 'Mech
 Jumping: **2**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Rotary AC/5	RA	1	5	-	5	10	15
1	ER Small Laser	LA	2	3	-	2	4	5
1	ER Medium Laser	LT	5	5	-	4	8	12

Ammo Type: Rotary AC/5
Rounds: 40

Total Heat Sinks: 11 Single
 ○○○○○○○○○○ ○

Auto Eject: Operational Disabled
Weapon Heat: (13)

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WIZKIDGAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- ER Small Laser

1-3

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

4-6

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

Head

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Rotary AC/5
- Rotary AC/5
- Rotary AC/5
- Rotary AC/5

1-3

- Rotary AC/5
- Rotary AC/5
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

Left Torso

- Single Heat Sink
- Single Heat Sink
- ER Medium Laser
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- 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
- Jump Jet
- Jump Jet

4-6

Right Torso

- Single Heat Sink
- Single Heat Sink
- Ammo (RAC/5) 20
- Ammo (RAC/5) 20
- Ferro-Fibrous
- Ferro-Fibrous

1-3

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

4-6

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

Left Leg

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

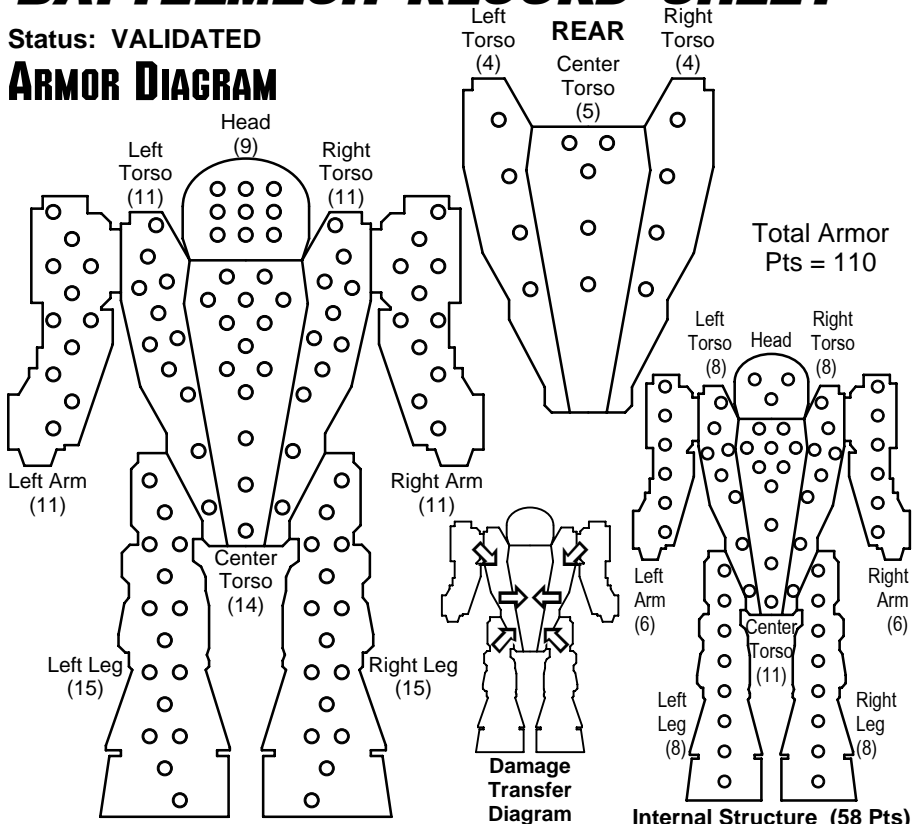
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Firestarter FS9-B**
 Mass: **35 tons**
 Movement Points: **6** Tech & Configuration:
 Walking: **6** Inner Sphere
 Running: **9** Biped 'Mech
 Jumping: **6**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	RA	3	2	-	1	2	3
1	Flamer	LA	3	2	-	1	2	3
1	Improved C³ CPU	RT	0	-	-	-	-	-
1	Flamer	LT	3	2	-	1	2	3
1	ER Medium Laser	LT	5	5	-	4	8	12
1	Flamer	CT	3	2	-	1	2	3
1	Flamer	CT(R)	3	2	-	1	2	3

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

Auto Eject: Operational Disabled
 Weapon Heat: **(20)**

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WZK GAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Flamer
- Light Ferro-Fibrous
- Light Ferro-Fibrous

1-3

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

4-6

Left Torso

- Jump Jet
- Jump Jet
- Jump Jet
- Flamer
- ER Medium Laser
- Endo Steel

1-3

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

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Light Ferro-Fibrous

Head

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

Center Torso

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

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Flamer
- Flamer (R)

4-6

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Flamer
- Light Ferro-Fibrous
- Light Ferro-Fibrous

1-3

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

4-6

Right Torso

- Jump Jet
- Jump Jet
- Jump Jet
- Improved C³ CPU
- Improved C³ CPU
- Endo Steel

1-3

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

4-6

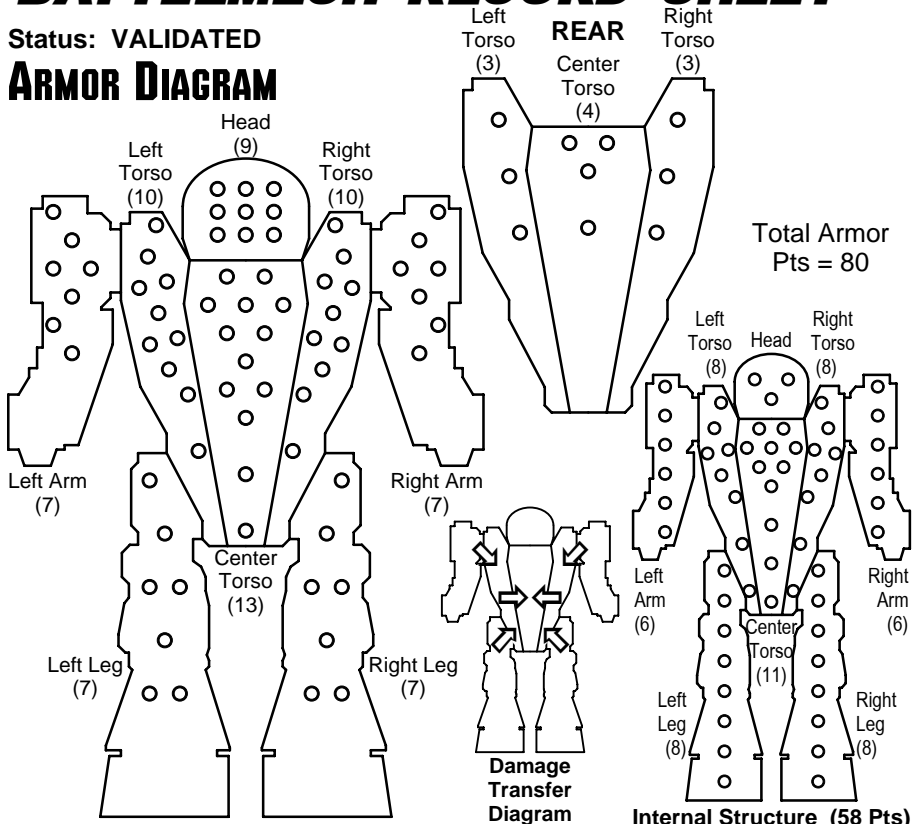
Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Light Ferro-Fibrous

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Firestarter FS9-C**
 Mass: **35 tons**
 Movement Points: **6** Tech & Configuration:
 Walking: **6** Inner Sphere
 Running: **9** Biped 'Mech
 Jumping: **6**

Weapons Inventory: (hexes)

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

Ammo Type: **SRM 2** Rounds: **50**

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

HEAT SCALE

** Avoid Inferno explosion on..
 Shutdown

30
29
28
27
26
25
24
23
22
21
20
19
18
17
16
15
14
13
12
11
10
9
8
7
6
5
4
3
2
1
0

Ammo Explosion, avoid on 8+ (** 12+)
 Shutdown, avoid on 10+
 -5 Movement Points
 +4 Modifier to Fire

Ammo Explosion, avoid on 6+ (** 10+)
 Shutdown, avoid on 8+
 -4 Movement Points
 Ammo Explosion, avoid on 4+ (** 8+)
 Shutdown, avoid on 6+
 +3 Modifier to Fire

-3 Movement Points
 Shutdown, avoid on 4+ (** 6+)
 +2 Modifier to Fire

-2 Movement Points (** 4+)

+1 Modifier to Fire

-1 Movement Point

WARGAMES

CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
Head	1. Life Support	2. Sensors	3. Cockpit	4. Endo Steel	5. Sensors	6. Life Support
Center Torso	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. Jump Jet	2. Jump Jet	3. Jump Jet	4. Small Laser	5. Flamer	6. SRM 2
Right Torso	1. Jump Jet	2. Jump Jet	3. Jump Jet	4. Small Laser	5. Flamer	6. SRM 2
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

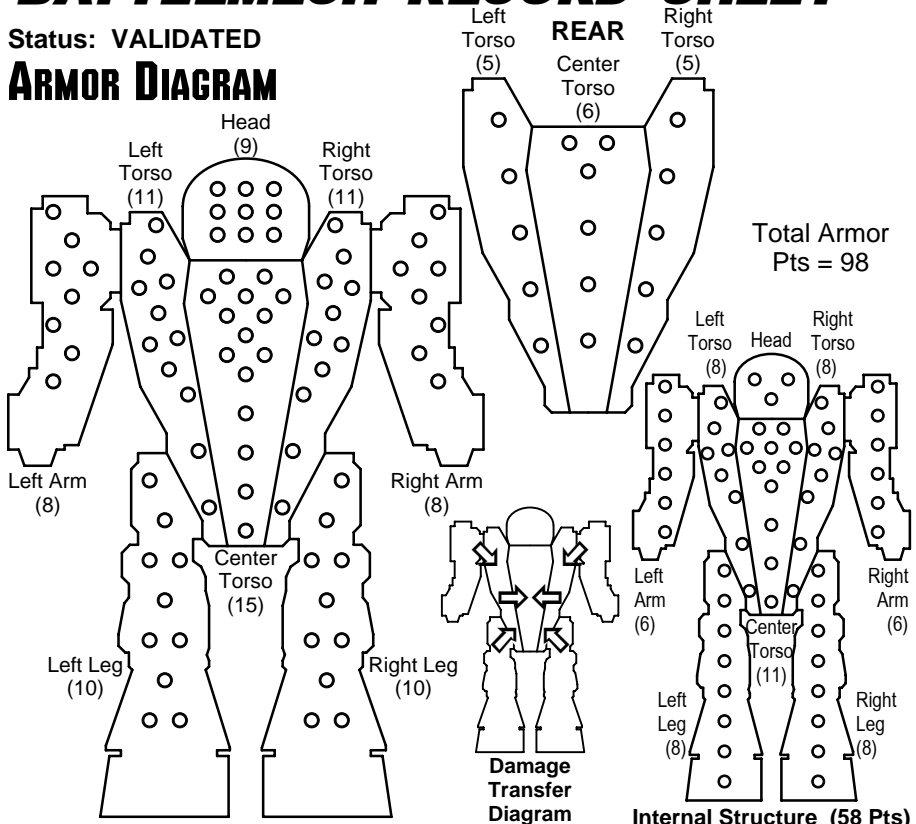
Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Firestarter FS9-P**
 Mass: **35 tons**
 Movement Points: **6** Tech & Configuration:
 Walking: **6** Inner Sphere
 Running: **9** Biped 'Mech
 Jumping: **6**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	RA	3	2	-	1	2	3
1	Medium Laser	RA	3	5	-	3	6	9
1	Flamer	LA	3	2	-	1	2	3
1	Medium Laser	LA	3	5	-	3	6	9
2	Rocket Launcher 15 (OS)	RT	4	1/hit	-	4	9	15
2	Rocket Launcher 10 (OS)	LT	3	1/hit	-	5	11	18
2	Rocket Launcher 10 (OS)	CT	3	1/hit	-	5	11	18

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

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

HEAT SCALE

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

WIZKIDS GAMES

CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Flamer	5. Medium Laser	6. Double Heat Sink
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Flamer	5. Medium Laser	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	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. Jump Jet	2. Jump Jet	3. Jump Jet	4. Rocket Launcher 10 (OS)	5. Rocket Launcher 10 (OS)	6. Ferro-Fibrous
Right Torso	1. Jump Jet	2. Jump Jet	3. Jump Jet	4. Rocket Launcher 15 (OS)	5. Rocket Launcher 15 (OS)	6. Rocket Launcher 15 (OS)
Left Leg	1. Ferro-Fibrous	2. Ferro-Fibrous	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Ferro-Fibrous	6. Ferro-Fibrous

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

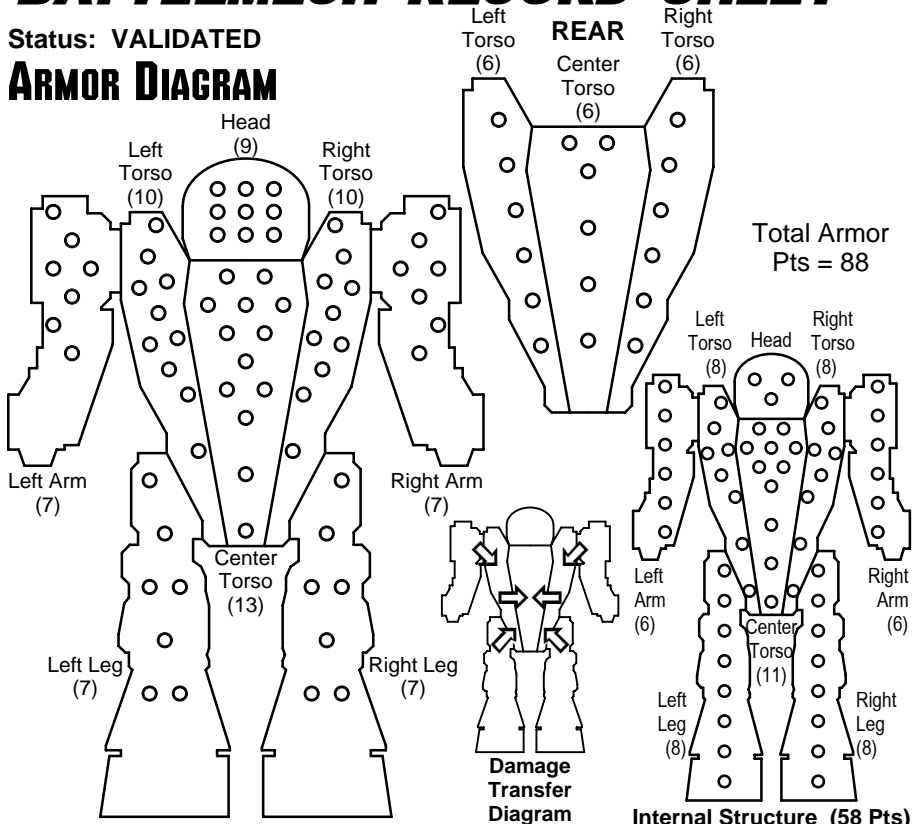
Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Firestarter FS9-S**
 Mass: **35 tons**
 Movement Points: **6** Tech & Configuration:
 Walking: **6** Inner Sphere
 Running: **9** Biped 'Mech
 Jumping: **6**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	RA	3	2	-	1	2	3
1	Medium Laser	RA	3	5	-	3	6	9
1	Flamer	LA	3	2	-	1	2	3
1	Medium Laser	LA	3	5	-	3	6	9
1	Small Laser	RT	1	3	-	1	2	3
1	Anti-Missile System	LT	1	-	-	-	-	-
1	Beagle Active Probe	LT	0	-	-	-	-	4
1	Flamer	CT(R)	3	2	-	1	2	3
1	Flamer	CT	3	2	-	1	2	3

Ammo Type: **Anti-Missile System** Rounds: **12**

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

Auto Eject: Operational Disabled
 Weapon Heat: **(20)**

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WARGAMES

CRITICAL HIT TABLE

Left Arm	Head	Right Arm
1. Shoulder	1. Life Support	1. Shoulder
2. Upper Arm Actuator	2. Sensors	2. Upper Arm Actuator
3. Lower Arm Actuator	3. Cockpit	3. Lower Arm Actuator
4. Flamer	4. Roll Again	4. Flamer
5. Medium Laser	5. Sensors	5. Medium Laser
6. Endo Steel	6. Life Support	6. Roll Again
1. Endo Steel		1. Roll Again
2. Roll Again		2. Roll Again
3. Roll Again		3. Roll Again
4. Roll Again		4. Roll Again
5. Roll Again		5. Roll Again
6. Roll Again		6. Roll Again
1. Fusion Engine		1. Jump Jet
2. Fusion Engine		2. Jump Jet
3. Fusion Engine		3. Jump Jet
4. Gyro		4. Anti-Missile System
5. Gyro		5. Beagle Active Probe
6. Gyro		6. Beagle Active Probe
1. Gyro		1. Ammo (AMS) 12
2. Fusion Engine		2. Endo Steel
3. Fusion Engine		3. Endo Steel
4. Fusion Engine		4. Endo Steel
5. Flamer (R)		5. Endo Steel
6. Flamer		6. Endo Steel
1. Hip		1. Hip
2. Upper Leg Actuator		2. Upper Leg Actuator
3. Lower Leg Actuator		3. Lower Leg Actuator
4. Foot Actuator		4. Foot Actuator
5. Single Heat Sink		5. Single Heat Sink
6. Roll Again		6. Roll Again

Engine Hits ○○○○

Gyro Hits ○○

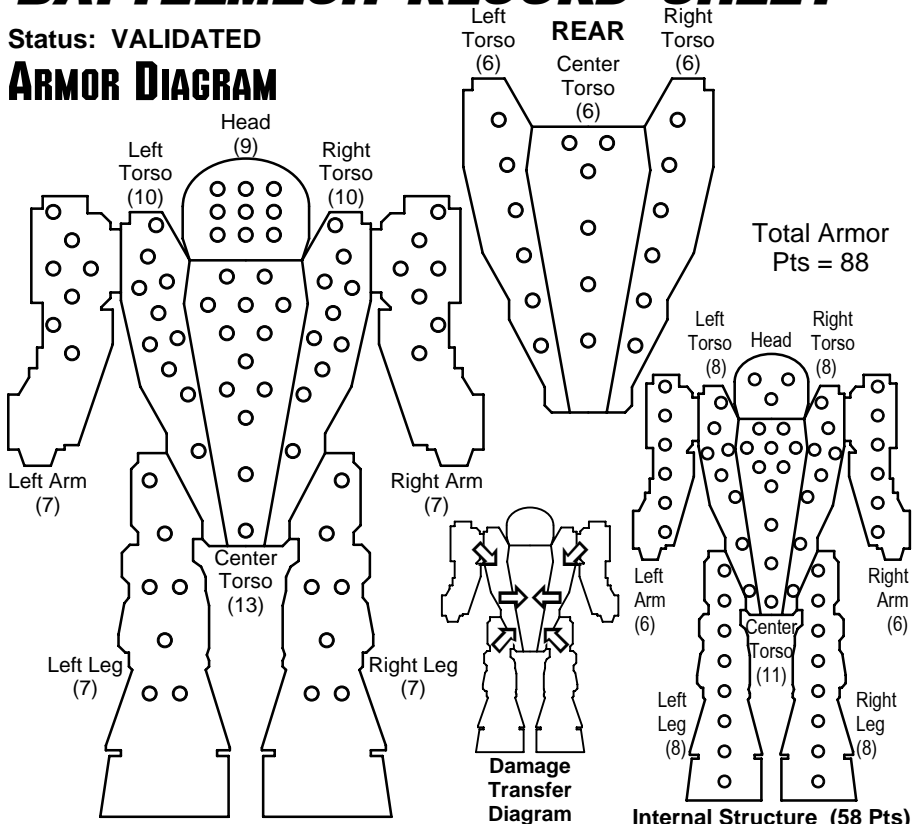
Sensor Hits ○○

Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Firestarter FS9-S1**
 Mass: **35 tons**
 Movement Points: **6** Tech & Configuration:
 Walking: **6** Inner Sphere
 Running: **9** Biped 'Mech
 Jumping: **6**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	RA	3	2	-	1	2	3
1	Medium Laser	RA	3	5	-	3	6	9
1	Flamer	LA	3	2	-	1	2	3
1	Medium Laser	LA	3	5	-	3	6	9
1	Small Laser	RT	1	3	-	1	2	3
1	Anti-Missile System	LT	1	-	-	-	-	-
1	Guardian ECM	LT	0	-	-	-	-	6
1	Flamer	CT(R)	3	2	-	1	2	3
1	Flamer	CT	3	2	-	1	2	3

Ammo Type: Anti-Missile System
Rounds: 12

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

Auto Eject: Operational Disabled
Weapon Heat: (20)

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WARGAMES

CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Flamer	5. Medium Laser	6. Endo Steel
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Flamer	5. Medium Laser	6. Roll Again
Head	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support
Center Torso	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. Jump Jet	2. Jump Jet	3. Jump Jet	4. Anti-Missile System	5. Guardian ECM	6. Guardian ECM
Right Torso	1. Jump Jet	2. Jump Jet	3. Jump Jet	4. Small Laser	5. Endo Steel	6. Endo Steel
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Single Heat Sink	6. Roll Again
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Single Heat Sink	6. Roll Again

Engine Hits ○○○○

Gyro Hits ○○

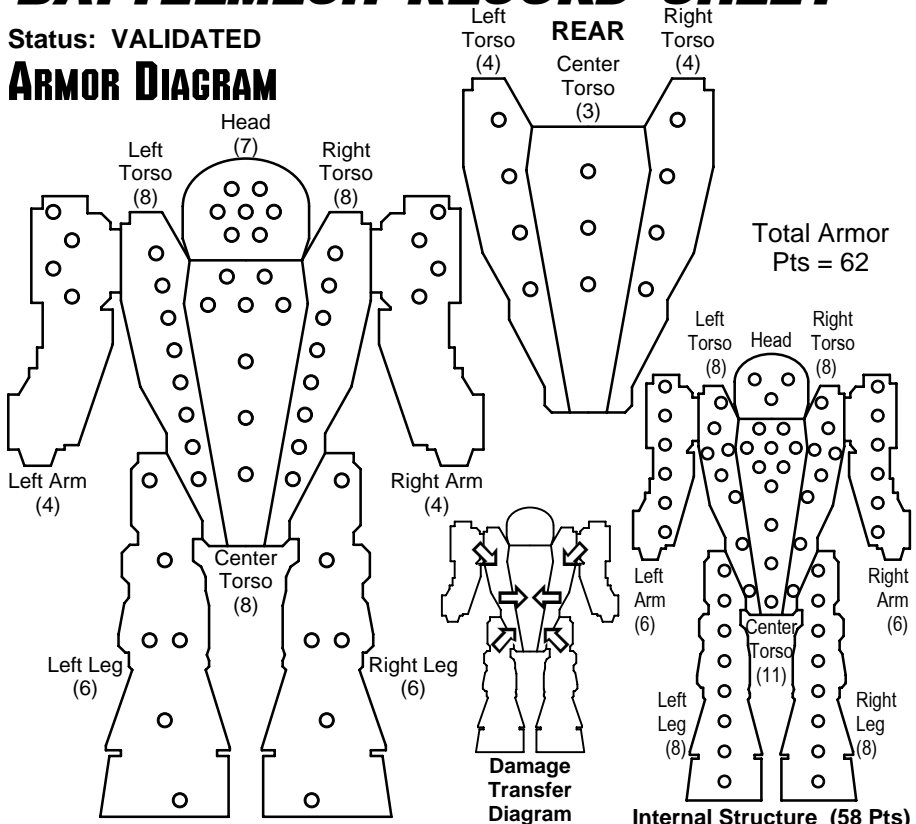
Sensor Hits ○○

Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Jenner JR7-C**
 Mass: **35 tons**
 Movement Points: **7** Tech & Configuration:
 Walking: **7** Inner Sphere
 Running: **11** Biped 'Mech
 Jumping: **5**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	C³ Slave Unit	LT	0	-	-	-	-	-
1	SRM 4	CT	3	2/hit	-	3	6	9

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

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

HEAT SCALE

** Avoid Inferno explosion on..
 Shutdown

30
29
28
27
26
25
24
23
22
21
20
19
18
17
16
15
14
13
12
11
10
9
8
7
6
5
4
3
2
1
0

Ammo Explosion, avoid on 8+ (** 12+)
 Shutdown, avoid on 10+
 -5 Movement Points
 +4 Modifier to Fire
 Ammo Explosion, avoid on 6+ (** 10+)
 Shutdown, avoid on 8+
 -4 Movement Points
 Ammo Explosion, avoid on 4+ (** 8+)
 Shutdown, avoid on 6+
 +3 Modifier to Fire
 -3 Movement Points
 Shutdown, avoid on 4+ (** 6+)
 +2 Modifier to Fire
 -2 Movement Points (** 4+)
 +1 Modifier to Fire
 -1 Movement Point

WIZKIDS GAMES

CRITICAL HIT TABLE

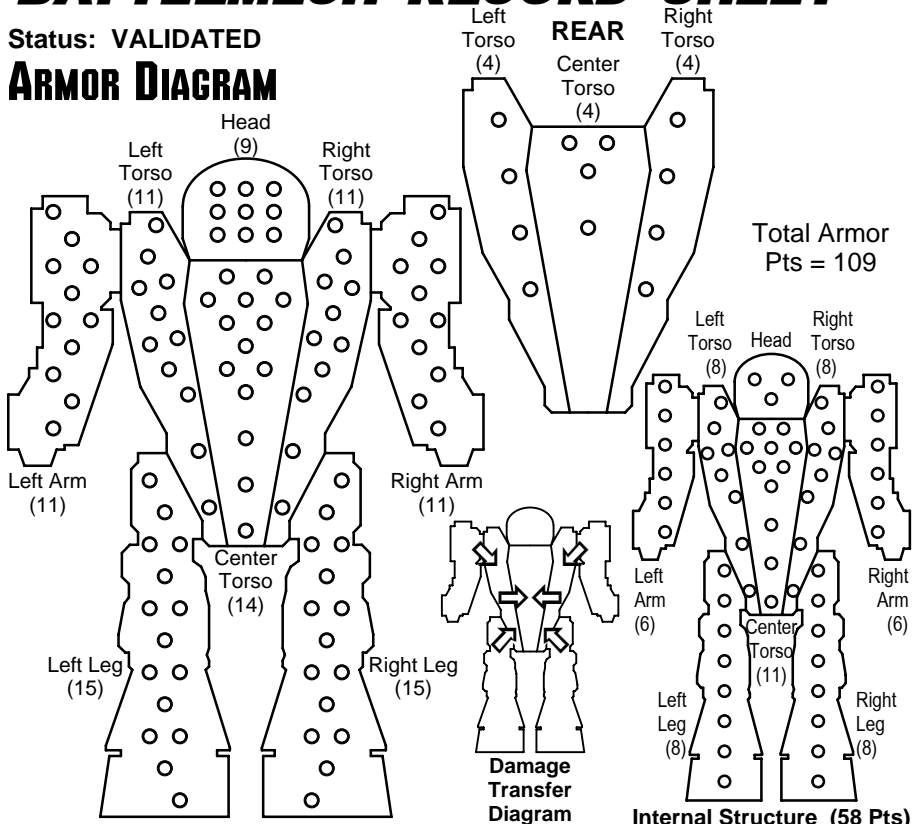
Left Arm	Head	Right Arm
1. Shoulder	1. Life Support	1. Shoulder
2. Upper Arm Actuator	2. Sensors	2. Upper Arm Actuator
3. Medium Laser	3. Cockpit	3. Medium Laser
4. Roll Again	4. Single Heat Sink	4. Medium Laser
5. Roll Again	5. Sensors	5. Roll Again
6. Roll Again	6. Life Support	6. Roll Again
1. Roll Again		1. Roll Again
2. Roll Again		2. Roll Again
3. Roll Again		3. Roll Again
4. Roll Again		4. Roll Again
5. Roll Again		5. Roll Again
6. Roll Again		6. Roll Again
Left Torso	Center Torso	Right Torso
1. Jump Jet	1. Fusion Engine	1. Jump Jet
2. Jump Jet	2. Fusion Engine	2. Jump Jet
3. C³ Slave Unit	3. Fusion Engine	3. Ammo (SRM 4) 25
4. Ferro-Fibrous	4. Gyro	4. Ferro-Fibrous
5. Ferro-Fibrous	5. Gyro	5. Ferro-Fibrous
6. Ferro-Fibrous	6. Gyro	6. Ferro-Fibrous
1. Roll Again	1. Gyro	1. Ferro-Fibrous
2. Roll Again	2. Fusion Engine	2. Ferro-Fibrous
3. Roll Again	3. Fusion Engine	3. Ferro-Fibrous
4. Roll Again	4. Fusion Engine	4. Ferro-Fibrous
5. Roll Again	5. Jump Jet	5. CASE
6. Roll Again	6. SRM 4	6. Roll Again
Left Leg	Right Leg	
1. Hip	1. Hip	
2. Upper Leg Actuator	2. Upper Leg Actuator	
3. Lower Leg Actuator	3. Lower Leg Actuator	
4. Foot Actuator	4. Foot Actuator	
5. Roll Again	5. Roll Again	
6. Roll Again	6. Roll Again	

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Jenner JR7-C2**
 Mass: **35 tons**
 Movement Points: **7** Tech & Configuration:
 Walking: **7** Inner Sphere
 Running: **11** Biped 'Mech
 Jumping: **6**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	MML 5	RA	3	-	-	-	-	-
	LRM (24 salvos/ton)			1/hit	6	7	14	21
	SRM (20 salvos/ton)			2/hit	-	3	6	9
1	MML 5	LA	3	-	-	-	-	-
1	MML 5	LT	3	-	-	-	-	-
1	C³ Slave Unit	HD	0	-	-	-	-	-

Ammo Type: **MML 5** Rounds: _____

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

Auto Eject: Operational Disabled Weapon Heat: **(9)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____ +1

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

HEAT SCALE

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

WARGAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- MML 5
- MML 5
- MML 5
- Heavy Ferro-Fibrous

1-3

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

4-6

Head

- Life Support
- Sensors
- Small Cockpit
- Sensors
- Single Heat Sink
- C³ Slave Unit

1-3

Right Arm

- Shoulder
- Upper Arm Actuator
- MML 5
- MML 5
- MML 5
- Heavy Ferro-Fibrous

1-3

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

4-6

Left Torso

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

1-3

- MML 5
- MML 5
- MML 5
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

4-6

Center Torso

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

1-3

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

4-6

Right Torso

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

1-3

- Ammo (MML5) 24/20
- Ammo (MML5) 24/20
- Ammo (MML5) 24/20
- CASE
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

4-6

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

Left Leg

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

Right Leg

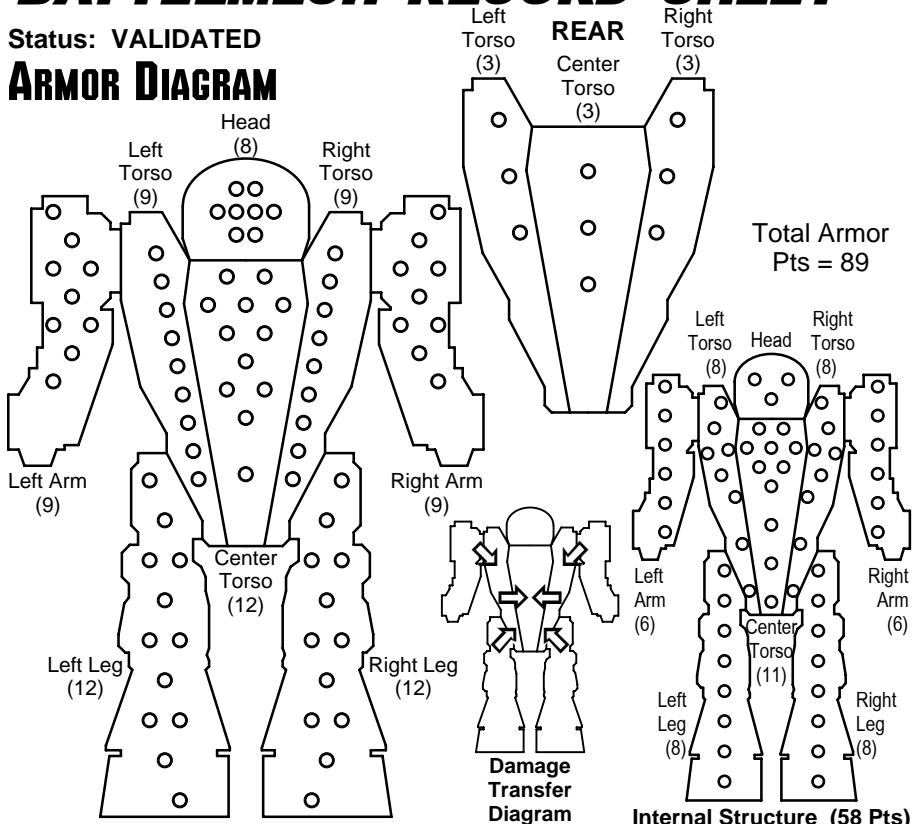
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Jenner JR7-C3**
 Mass: **35 tons**
 Movement Points: **7** Tech & Configuration:
 Walking: **7** Inner Sphere
 Running: **11** Biped 'Mech
 Jumping: **5**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	RA	5	5	-	4	8	12
2	ER Medium Laser	LA	5	5	-	4	8	12
1	C³ Slave Unit	HD	0	-	-	-	-	-

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

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 Point
4	
3	
2	
1	
0	

WZK GAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- ER Medium Laser
- 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

1-3

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

4-6

Right Arm

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

1-3

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

4-6

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Jump Jet
- Ferro-Fibrous

1-3

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

4-6

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

Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Jump Jet
- Ferro-Fibrous

1-3

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

4-6

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

Left Leg

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

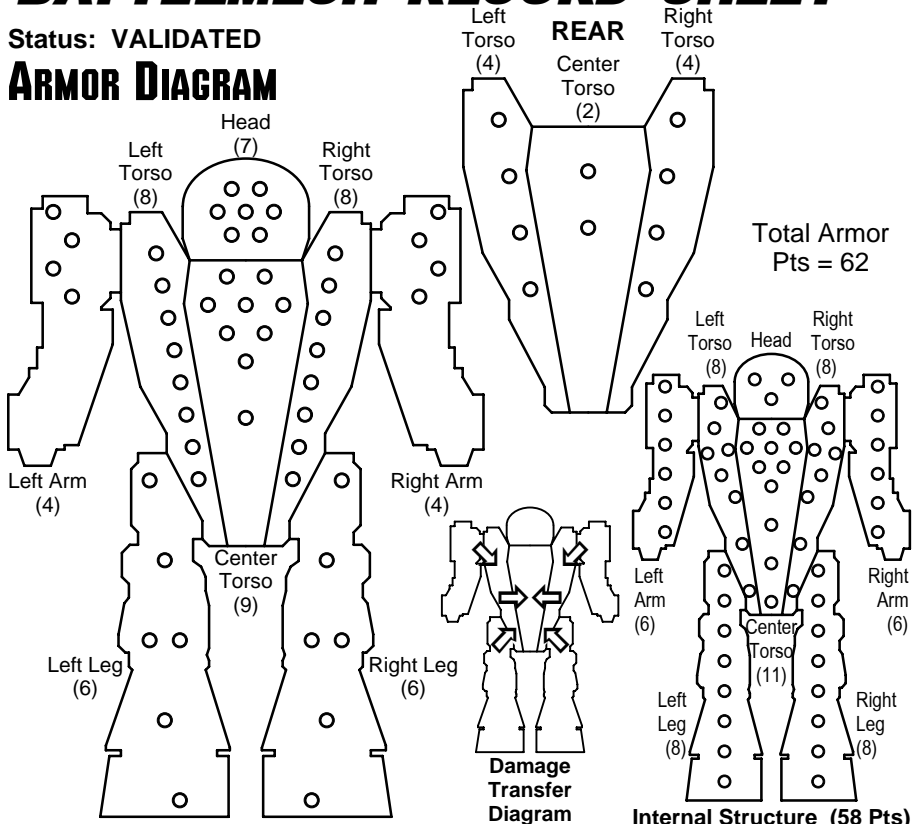
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Jenner JR7-K**
 Mass: **35 tons**
 Movement Points: **7** Tech & Configuration:
 Walking: **7** Inner Sphere
 Running: **11** Biped 'Mech
 Jumping: **5**

Weapons Inventory: (hexes)

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

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

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

Auto Eject: Operational Disabled
 Weapon Heat: **(15)**

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

** Avoid Inferno explosion on..
 Shutdown

30
29
28
27
26
25
24
23
22
21
20
19
18
17
16
15
14
13
12
11
10
9
8
7
6
5
4
3
2
1
0

Ammo Explosion, avoid on 8+ (** 12+)
 Shutdown, avoid on 10+
 -5 Movement Points
 +4 Modifier to Fire
 Ammo Explosion, avoid on 6+ (** 10+)
 Shutdown, avoid on 8+
 -4 Movement Points
 Ammo Explosion, avoid on 4+ (** 8+)
 Shutdown, avoid on 6+
 +3 Modifier to Fire
 -3 Movement Points
 Shutdown, avoid on 4+ (** 6+)
 +2 Modifier to Fire
 -2 Movement Points (** 4+)
 +1 Modifier to Fire
 -1 Movement Point

WIZKIDS GAMES

CRITICAL HIT TABLE

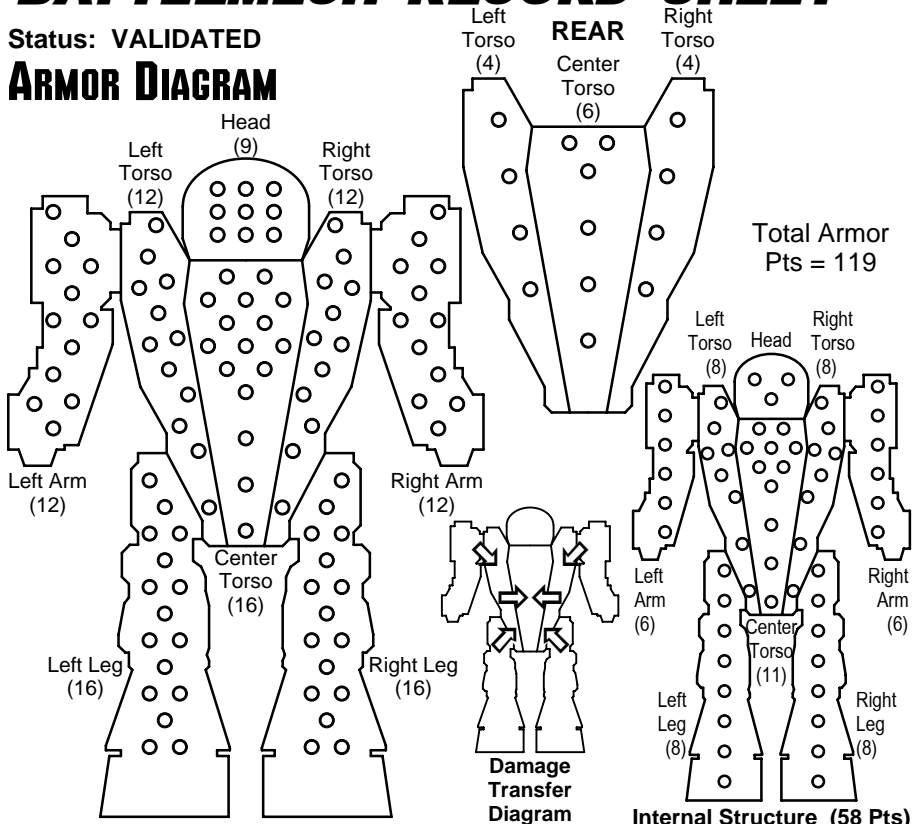
<p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Medium Laser Medium Laser Roll Again Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <p>Left Torso</p> <ol style="list-style-type: none"> Jump Jet Jump Jet 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 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 CASE Ferro-Fibrous Ferro-Fibrous <p>1-3</p> <ol style="list-style-type: none"> Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Roll Again <p>4-6</p> <p>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 ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Panther PNT-12A**
 Mass: **35 tons**
 Movement Points: **4** Tech & Configuration:
 Walking: **4** Inner Sphere
 Running: **6** Biped 'Mech
 Jumping: **4**

Weapons Inventory: (hexes)

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

Ammo Type: Streak SRM 4 **Rounds:** 25

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

Auto Eject: Operational Disabled **Weapon Heat: (19)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WIZKIDGAMES

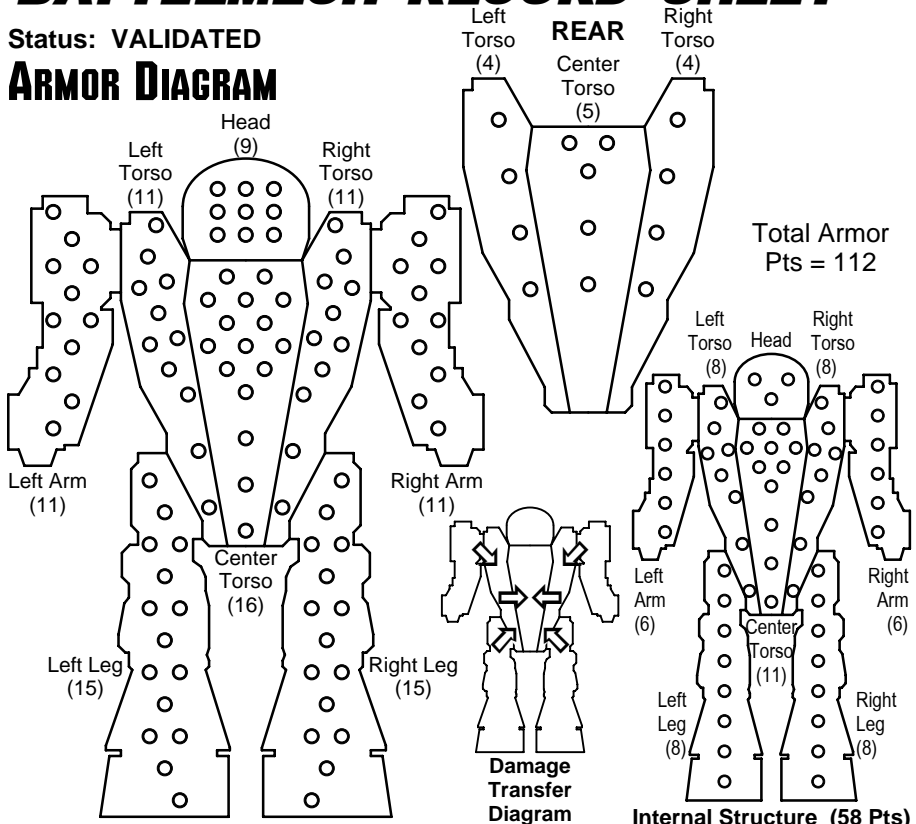
CRITICAL HIT TABLE

<p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Double Heat Sink Double Heat Sink <p>1-3</p> <ol style="list-style-type: none"> Double Heat Sink Endo Steel Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <p>Left Torso</p> <ol style="list-style-type: none"> Ammo (Streak 4) 25 Double Heat Sink Double Heat Sink Double Heat Sink CASE Endo Steel <p>1-3</p> <ol style="list-style-type: none"> Endo Steel Endo Steel Endo Steel Endo Steel Endo Steel Roll Again <p>4-6</p> <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Jump Jet Jump Jet 	<p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Roll Again Sensors Life Support <p>Center Torso</p> <ol style="list-style-type: none"> 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 Streak SRM 4 Medium Pulse Laser <p>4-6</p> <div style="border: 1px solid black; padding: 5px; width: fit-content; margin: 0 auto;"> <p>Engine Hits ○○○</p> <p>Gyro Hits ○○</p> <p>Sensor Hits ○○</p> <p>Life Support ○</p> </div>	<p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator ER Large Laser ER Large Laser <p>1-3</p> <ol style="list-style-type: none"> Double Heat Sink Double Heat Sink Double Heat Sink Double Heat Sink Double Heat Sink Double Heat Sink <p>4-6</p> <p>Right Torso</p> <ol style="list-style-type: none"> Targeting Computer Targeting Computer Double Heat Sink Double Heat Sink Double Heat Sink Endo Steel <p>1-3</p> <ol style="list-style-type: none"> Endo Steel Endo Steel Endo Steel Endo Steel Endo Steel Endo Steel <p>4-6</p> <p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Jump Jet Jump Jet
--	--	---

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Panther PNT-14S**
 Mass: **35 tons**
 Movement Points: **4** Tech & Configuration:
 Walking: **4** Inner Sphere
 Running: **6** Biped 'Mech
 Jumping: **6**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Snub-Nose PPC	RA	10	10/8/5	-	9	13	15
2	Rocket Launcher 15 (OS)	LT	4	1/hit	-	4	9	15

Total Heat Sinks: 13 Single
 ○○○○○○○○○○○○○○○

Auto Eject: **Weapon Heat:**
 Operational Disabled **(10)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____ +1

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

HEAT SCALE

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

WIZKIDS GAMES

CRITICAL HIT TABLE

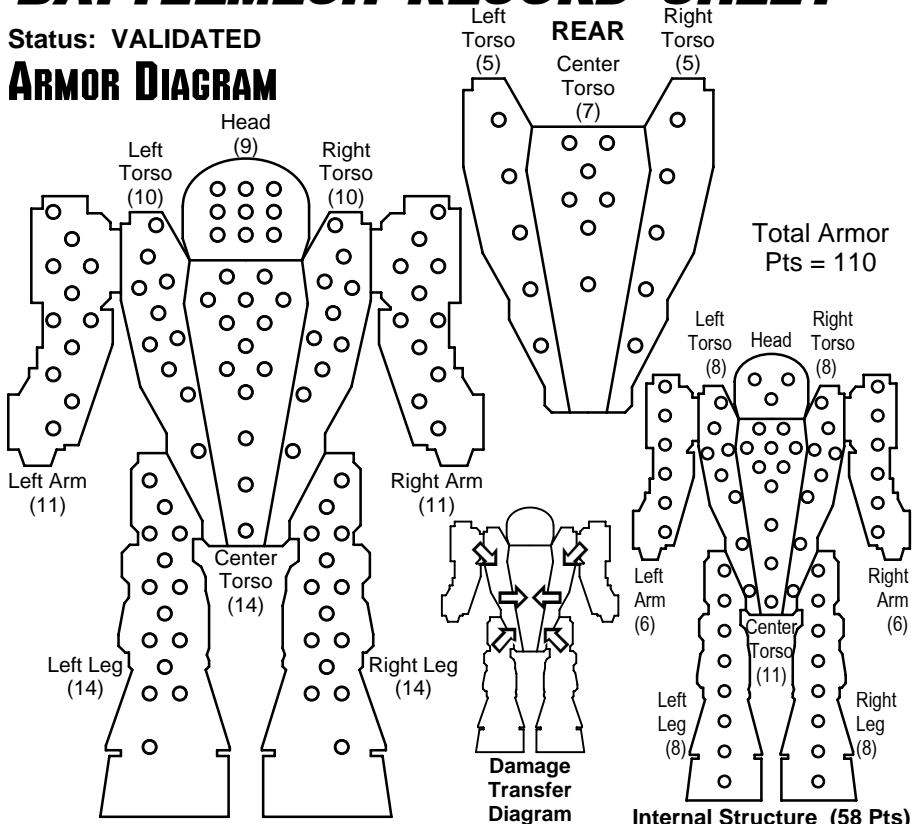
<p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Endo Steel Endo Steel <p>1-3</p> <ol style="list-style-type: none"> Endo Steel Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <p>Left Torso</p> <ol style="list-style-type: none"> Single Heat Sink Single Heat Sink Single Heat Sink Single Heat Sink Improved Jump Jet Improved Jump Jet <p>1-3</p> <ol style="list-style-type: none"> Improved Jump Jet Improved Jump Jet Rocket Launcher 15 (OS) Rocket Launcher 15 (OS) Rocket Launcher 15 (OS) Rocket Launcher 15 (OS) <p>4-6</p> <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Improved Jump Jet Improved Jump Jet 	<p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Small Cockpit Sensors Endo Steel Endo Steel <p>1-3</p> <p>Center Torso</p> <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro Fusion Engine Fusion Engine Fusion Engine Endo Steel Endo Steel <p>4-6</p> <div style="border: 1px solid black; padding: 5px; width: fit-content; margin: 0 auto;"> <p>Engine Hits ○○○</p> <p>Gyro Hits ○○</p> <p>Sensor Hits ○○</p> <p>Life Support ○</p> </div>	<p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Snub-Nose PPC Snub-Nose PPC <p>1-3</p> <ol style="list-style-type: none"> Endo Steel Endo Steel Endo Steel Roll Again Roll Again Roll Again <p>4-6</p> <p>Right Torso</p> <ol style="list-style-type: none"> Single Heat Sink Single Heat Sink Single Heat Sink Single Heat Sink Improved Jump Jet Improved Jump Jet <p>1-3</p> <ol style="list-style-type: none"> Improved Jump Jet Improved Jump Jet Endo Steel Endo Steel Endo Steel Endo Steel <p>4-6</p> <p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Improved Jump Jet Improved Jump Jet
--	---	---

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Panther PNT-16K**

Mass: **35 tons**

Movement Points: **Tech & Configuration:**

Walking: **4** Inner Sphere
 Running: **6** Biped 'Mech
 Jumping: **4**

Weapons Inventory: (hexes)

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

Ammo Type: **Streak SRM 4** Rounds: **25**

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
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

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



CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Double Heat Sink
 - Double Heat Sink
- 1-3

- Double Heat Sink
 - Endo Steel
 - Endo Steel
 - Light Ferro-Fibrous
 - Light Ferro-Fibrous
 - Light Ferro-Fibrous
- 4-6

Left Torso

- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3

- Ammo (Streak 4) 25
 - CASE
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 4-6

Left Leg

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

Head

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

Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Streak SRM 4
 - Streak SRM 4
- 4-6

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

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - ER PPC
 - ER PPC
- 1-3

- ER PPC
 - Endo Steel
 - Endo Steel
 - Light Ferro-Fibrous
 - Light Ferro-Fibrous
 - Light Ferro-Fibrous
- 4-6

Right Torso

- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3

- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 4-6

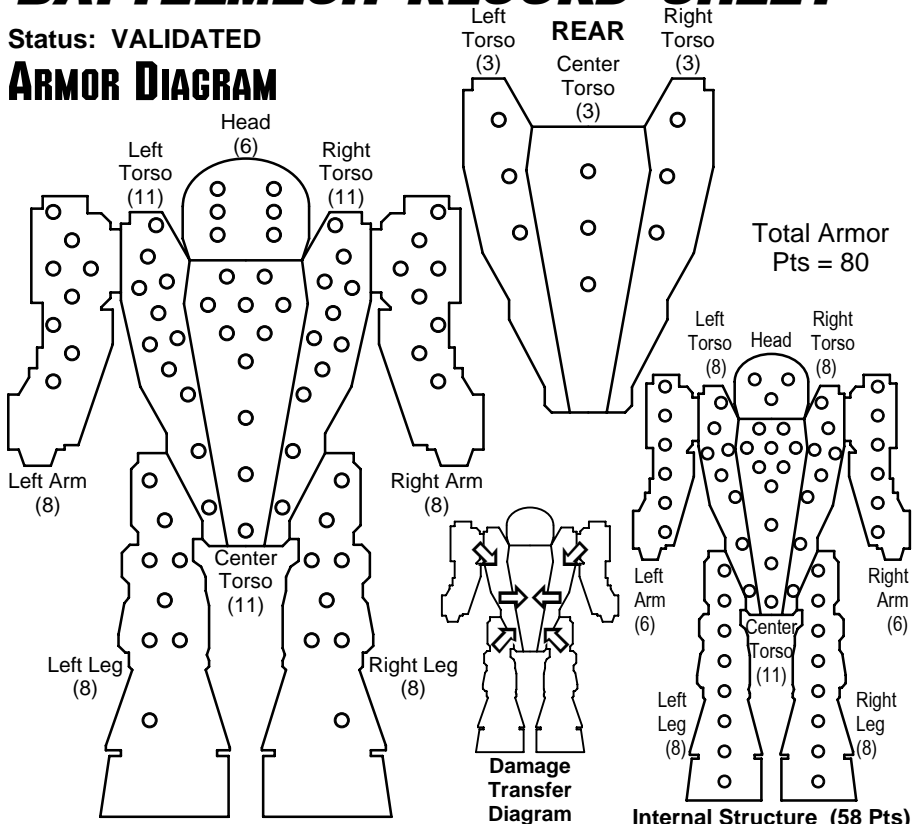
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Raven RVN-3L**
 Mass: **35 tons**
 Movement Points: **6** Tech & Configuration:
 Walking: **6** Inner Sphere
 Running: **9** Biped 'Mech
 Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	RA	3	5	-	3	6	9
1	Narc Missile Beacon	LA	0	-	-	3	6	9
1	SRM 6	RT	4	2/hit	-	3	6	9
1	TAG	RT	0	*	-	5	9	15
1	Guardian ECM	LT	0	-	-	-	-	6
1	Beagle Active Probe	CT	0	-	-	-	-	4

Ammo Type: Rounds:
 Narc Missile Beacon 12
 SRM 6 15

Total Heat Sinks: 11 Single
 ○○○○○○○○○○ ○

Auto Eject: Operational Disabled
Weapon Heat: (10)

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

** Avoid Inferno explosion on..
 Shutdown

30
29
28
27
26
25
24
23
22
21
20
19
18
17
16
15
14
13
12
11
10
9
8
7
6
5
4
3
2
1
0

Ammo Explosion, avoid on 8+ (** 12+)
 Shutdown, avoid on 10+
 -5 Movement Points
 +4 Modifier to Fire
 Ammo Explosion, avoid on 6+ (** 10+)
 Shutdown, avoid on 8+
 -4 Movement Points
 Ammo Explosion, avoid on 4+ (** 8+)
 Shutdown, avoid on 6+
 +3 Modifier to Fire
 -3 Movement Points
 Shutdown, avoid on 4+ (** 6+)
 +2 Modifier to Fire
 -2 Movement Points (** 4+)
 +1 Modifier to Fire
 -1 Movement Point

WIZKIDS GAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Narc Missile Beacon
- Narc Missile Beacon
- Ferro-Fibrous
- Ferro-Fibrous

1-3

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

4-6

Head

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

Right Arm

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

1-3

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

4-6

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Guardian ECM
- Guardian ECM
- Ammo (SRM 6) 15

1-3

- Ammo (Narc Pods) 6
- Ammo (Narc Pods) 6
- CASE
- 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
- Beagle Active Probe
- Beagle Active Probe

4-6

Right Torso

- XL Engine
- XL Engine
- XL Engine
- SRM 6
- SRM 6
- TAG

1-3

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

4-6

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

Left Leg

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

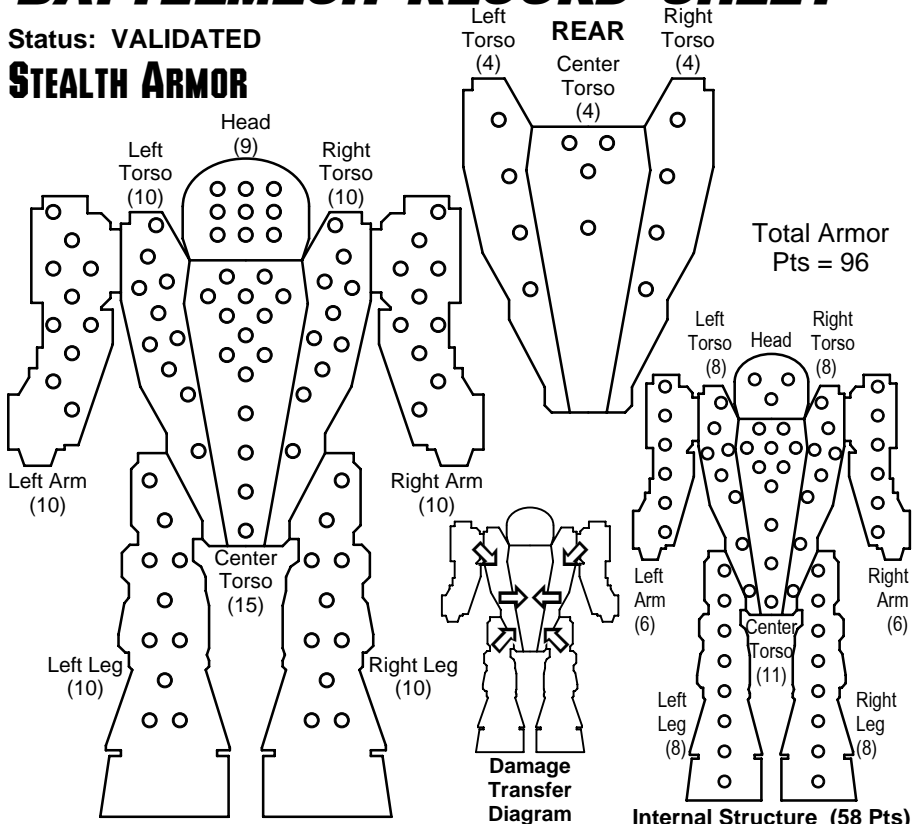
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
STEALTH ARMOR



MECH DATA

Type: **Raven RVN-4L**
 Mass: **35 tons**
 Movement Points: **6** Tech & Configuration:
 Walking: **6** Inner Sphere
 Running: **9** Biped 'Mech
 Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	RA	5	5	-	4	8	12
1	Narc Missile Beacon	LA	0	-	-	3	6	9
1	SRM 6	RT	4	2/hit	-	3	6	9
1	TAG	RT	0	*	-	5	9	15
1	Guardian ECM	LT	0	-	-	-	-	6
1	Beagle Active Probe	CT	0	-	-	-	-	4

Ammo Type: **Rounds:**
 Narc Missile Beacon 12
 SRM 6 15

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

**** Avoid Inferno explosion on.. Shutdown**

30
29
28
27
26
25
24
23
22
21
20
19
18
17
16
15
14
13
12
11
10
9
8
7
6
5
4
3
2
1
0

Ammo Explosion, avoid on 8+ (12+)**

Shutdown, avoid on 10+ -5 Movement Points +4 Modifier to Fire

Ammo Explosion, avoid on 6+ (10+) Shutdown, avoid on 8+ -4 Movement Points**

Ammo Explosion, avoid on 4+ (8+) Shutdown, avoid on 6+ +3 Modifier to Fire**

-3 Movement Points Shutdown, avoid on 4+ (6+) +2 Modifier to Fire**

-2 Movement Points (4+)**

+1 Modifier to Fire

-1 Movement Point

WIZKIDS GAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Narc Missile Beacon

1-3

- Narc Missile Beacon
- Stealth Armor
- Stealth Armor
- Roll Again
- Roll Again
- Roll Again

4-6

Head

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

Right Arm

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

1-3

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

4-6

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Guardian ECM
- Guardian ECM
- Ammo (SRM 6) 15

1-3

- Ammo (Narc Pods) 6
- Ammo (Narc Pods) 6
- Stealth Armor
- Stealth Armor
- 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
- Beagle Active Probe
- Beagle Active Probe

4-6

Right Torso

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

1-3

- SRM 6
- SRM 6
- TAG
- Stealth Armor
- Stealth Armor
- Roll Again

4-6

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

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Stealth Armor
- Stealth Armor

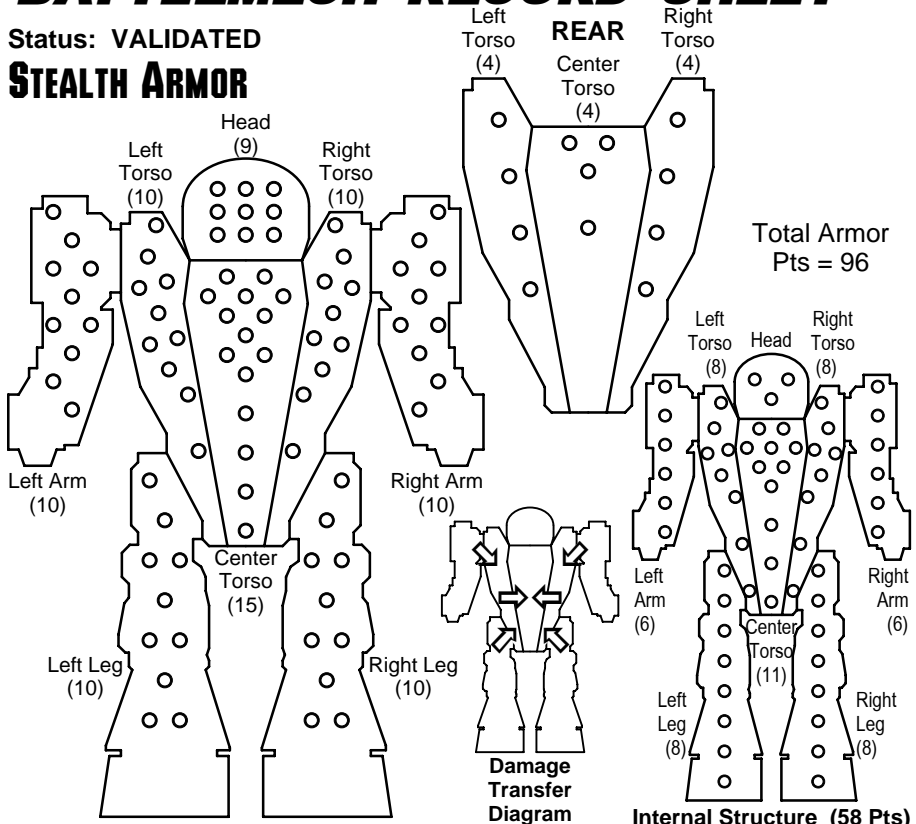
Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Stealth Armor
- Stealth Armor

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
STEALTH ARMOR



MECH DATA

Type: **Raven RVN-4LC**
 Mass: **35 tons**
 Movement Points: **6** Tech & Configuration:
 Walking: **6** Inner Sphere
 Running: **9** Biped 'Mech
 Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	RA	5	5	-	4	8	12
1	Narc Missile Beacon	LA	0	-	-	3	6	9
1	SRM 6	RT	4	2/hit	-	3	6	9
1	TAG	RT	0	*	-	5	9	15
1	Guardian ECM	LT	0	-	-	-	-	6
1	C³ Slave Unit	CT	0	-	-	-	-	-
1	ER Small Laser	CT	2	3	-	2	4	5

Ammo Type: Rounds:
 Narc Missile Beacon 12
 SRM 6 15

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

Auto Eject: Operational Disabled
Weapon Heat: (26)

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

** Avoid Inferno explosion on..
 Shutdown

30
29
28
27
26
25
24
23
22
21
20
19
18
17
16
15
14
13
12
11
10
9
8
7
6
5
4
3
2
1
0

Ammo Explosion, avoid on 8+ (** 12+)
 Shutdown, avoid on 10+
 -5 Movement Points
 +4 Modifier to Fire

Ammo Explosion, avoid on 6+ (** 10+)
 Shutdown, avoid on 8+
 -4 Movement Points
 Ammo Explosion, avoid on 4+ (** 8+)
 Shutdown, avoid on 6+
 +3 Modifier to Fire

-3 Movement Points
 Shutdown, avoid on 4+ (** 6+)
 +2 Modifier to Fire

-2 Movement Points (** 4+)

+1 Modifier to Fire

-1 Movement Point

WZK GAMES

CRITICAL HIT TABLE

Part	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Narc Missile Beacon
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. ER Medium Laser	4. ER Medium Laser	5. Stealth Armor	6. Stealth Armor
Head	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support
Center Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Guardian ECM	5. Guardian ECM	6. Ammo (SRM 6) 15
Right Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Stealth Armor	6. Stealth Armor
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Stealth Armor	6. Stealth Armor

Engine Hits ○ ○ ○

Gyro Hits ○ ○

Sensor Hits ○ ○

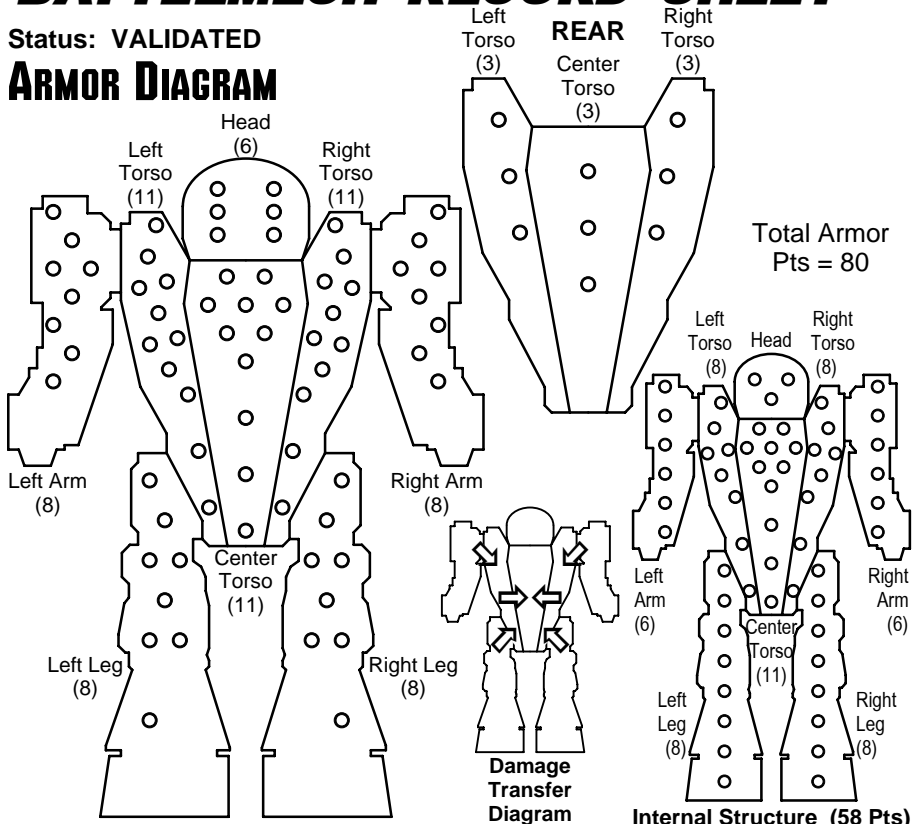
Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Raven RVN-SR**
 Mass: **35 tons**
 Movement Points: **Tech & Configuration:**
 Walking: **6** Inner Sphere
 Running: **9** Biped 'Mech
 Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
4	Machine Gun	RA	0	2	-	1	2	3
1	Machine Gun Array	RA	0	-	-	-	-	-
1	Narc Missile Beacon	LA	0	-	-	3	6	9
1	SRM 6	RT	4	2/hit	-	3	6	9
1	Guardian ECM	LT	0	-	-	-	-	6
1	Beagle Active Probe	CT	0	-	-	-	-	4

Ammo Type: Rounds:

Machine Gun	100
Narc Missile Beacon	12
SRM 6	15

Total Heat Sinks: 11 Single

○○○○○○○○○○○ ○

Auto Eject: Operational Disabled
 Weapon Heat: **(4)**

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

** Avoid Inferno explosion on..
 Shutdown

30
29
28
27
26
25
24
23
22
21
20
19
18
17
16
15
14
13
12
11
10
9
8
7
6
5
4
3
2
1
0

Ammo Explosion, avoid on 8+ (** 12+)
 Shutdown, avoid on 10+
 -5 Movement Points
 +4 Modifier to Fire
 Ammo Explosion, avoid on 6+ (** 10+)
 Shutdown, avoid on 8+
 -4 Movement Points
 Ammo Explosion, avoid on 4+ (** 8+)
 Shutdown, avoid on 6+
 +3 Modifier to Fire
 -3 Movement Points
 Shutdown, avoid on 4+ (** 6+)
 +2 Modifier to Fire
 -2 Movement Points (** 4+)
 +1 Modifier to Fire
 -1 Movement Point

WIZKIDS GAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Narc Missile Beacon
- Narc Missile Beacon
- Ferro-Fibrous
- Ferro-Fibrous

1-3

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

4-6

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Guardian ECM
- Guardian ECM
- Ammo (SRM 6) 15

1-3

- Ammo (Narc Pods) 6
- Ammo (Narc Pods) 6
- Ammo (MG) 100
- CASE
- Ferro-Fibrous
- Roll Again

4-6

Left Leg

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

Head

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

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 ○

Right Arm

- Shoulder
- Upper Arm Actuator
- Machine Gun
- Machine Gun
- Machine Gun
- Machine Gun

1-3

- Machine Gun Array
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Right Torso

- XL Engine
- XL Engine
- XL Engine
- SRM 6
- SRM 6
- Roll Again

1-3

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

4-6

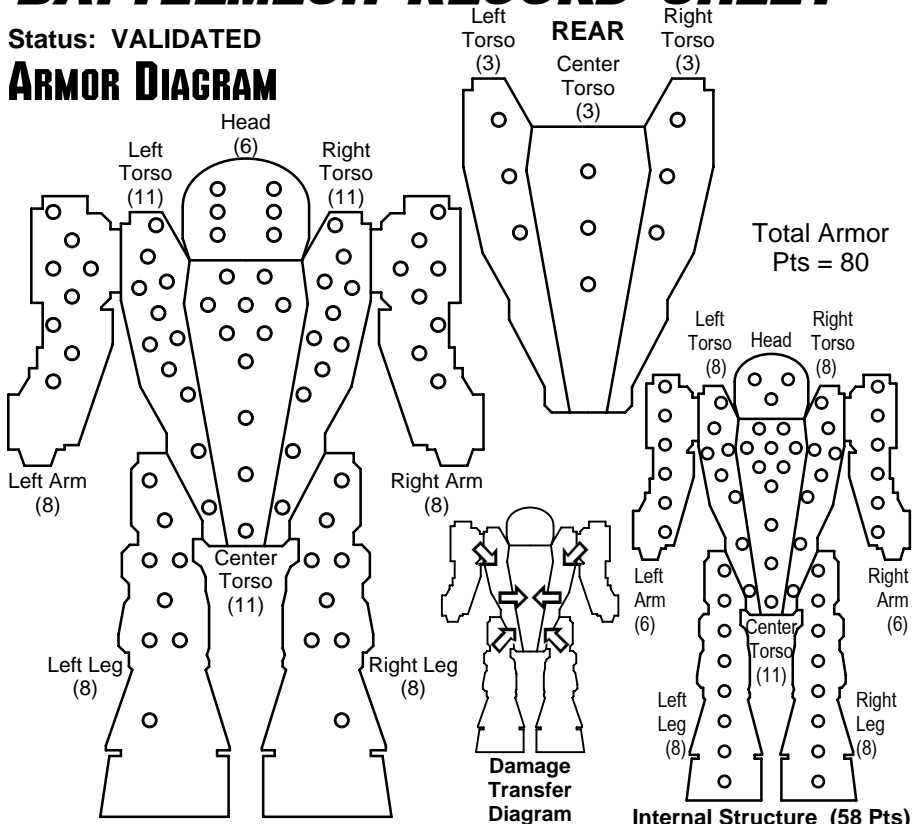
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Raven RVN-SS**
 Mass: **35 tons**
 Movement Points: **6** Tech & Configuration:
 Walking: **6** Inner Sphere
 Running: **9** Biped 'Mech
 Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	RA	3	5	-	3	6	9
2	Medium Laser	LA	3	5	-	3	6	9
1	Small Laser	LA	1	3	-	1	2	3
1	Streak SRM 6	RT	4	2/hit	-	3	6	9
1	TAG	RT	0	*	-	5	9	15
1	Guardian ECM	LT	0	-	-	-	-	6
1	Beagle Active Probe	CT	0	-	-	-	-	4

Ammo Type: **Streak SRM 6** Rounds: **15**

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

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

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WIZKIDS GAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Medium Laser
- Medium Laser
- Small Laser
- Ferro-Fibrous

1-3

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

4-6

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Guardian ECM
- Guardian ECM
- Ammo (Streak 6) 15

1-3

- CASE
- 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

Head

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

1-3

Center Torso

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

1-3

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

4-6

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○

Right Arm

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

1-3

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

4-6

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Streak SRM 6
- Streak SRM 6
- TAG

1-3

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

4-6

Right Leg

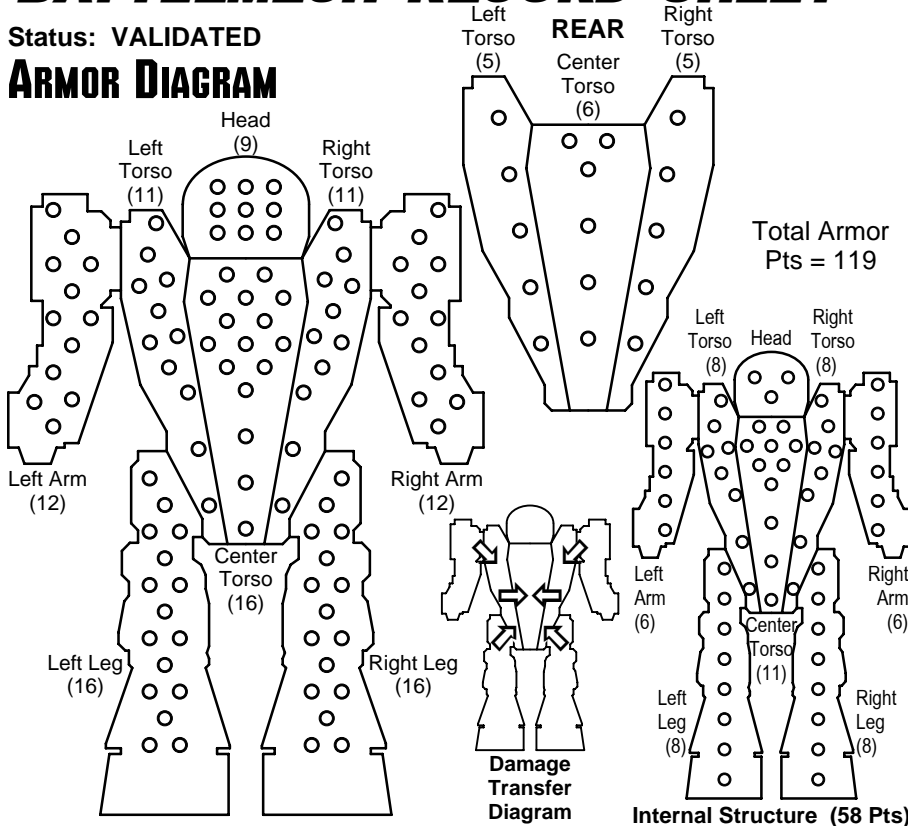
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Single Heat Sink

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Wolfhound WLF-2**

Mass: **35 tons**

Movement Points: **Tech & Configuration:**

Walking: **6** Inner Sphere
 Running: **9** Biped 'Mech
 Jumping: **0**

Weapons Inventory: (hexes)

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

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

○○○○○○○○○○

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 Point
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

- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3 Medium Laser
- Roll Again
 - Roll Again

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

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- 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
 - Fusion Engine
 - Medium Laser (R)
 - Medium Laser

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

Right Arm

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

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

Right Torso

- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3 Medium Laser
- Roll Again
 - Roll Again

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

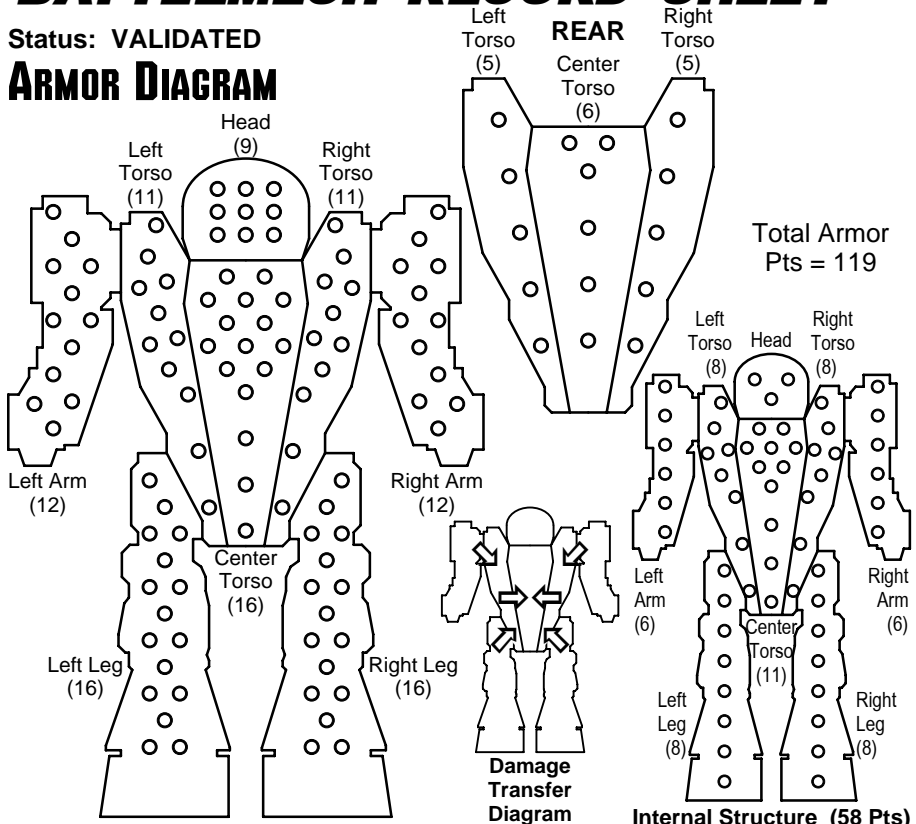
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Wolfhound WLF-3S**
 Mass: **35 tons**
 Movement Points: **6** Tech & Configuration:
 Walking: **6** Inner Sphere
 Running: **9** Biped 'Mech
 Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	10	-	7	14	23
1	ER Medium Laser	RT	5	5	-	4	8	12
1	ER Medium Laser	LT	5	5	-	4	8	12
1	ER Medium Laser	CT	5	5	-	4	8	12
1	ER Small Laser	CT(R)	2	3	-	2	4	5

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

Auto Eject: Operational Disabled
Weapon Heat: (32)

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WARGAMES

CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Endo Steel	6. Endo Steel
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. ER PPC	5. ER PPC	6. ER PPC
Head	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support
Center Torso	1. Light Fusion Engine	2. Light Fusion Engine	3. Light Fusion Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. Light Fusion Engine	2. Light Fusion Engine	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
Right Torso	1. Light Fusion Engine	2. Light Fusion Engine	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
Left Leg	1. Double Heat Sink	2. Double Heat Sink	3. ER Medium Laser	4. Endo Steel	5. Endo Steel	6. Roll Again
Right Leg	1. Double Heat Sink	2. Double Heat Sink	3. ER Medium Laser	4. Endo Steel	5. Endo Steel	6. Roll Again

Engine Hits ○ ○ ○

Gyro Hits ○ ○

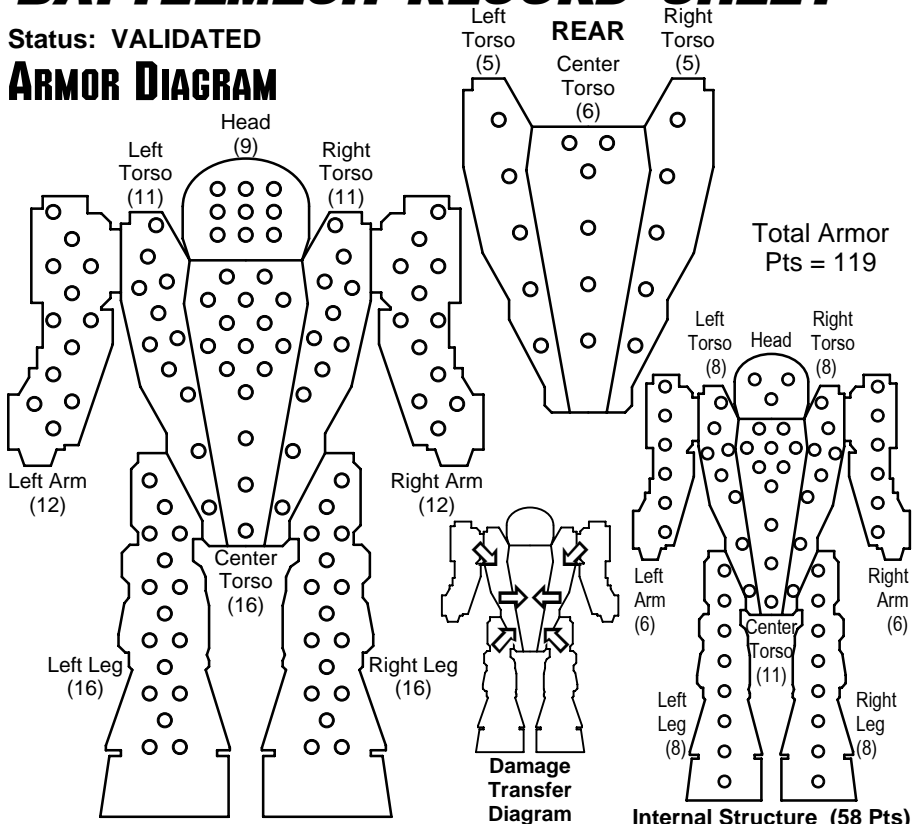
Sensor Hits ○ ○

Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Wolfhound WLF-4W**
 Mass: **35 tons**
 Movement Points: **6** Tech & Configuration:
 Walking: **6** Inner Sphere
 Running: **9** Biped 'Mech
 Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RA	5	5	-	4	8	12
1	ER Small Laser	RA	2	3	-	2	4	5
1	Light PPC	RT	5	5	3	6	12	18
1	Light PPC	LT	5	5	3	6	12	18
1	Light PPC	CT	5	5	3	6	12	18

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

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 Point
4	
3	
2	
1	
0	

WARGAMES

CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Roll Again	6. Roll Again
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. ER Medium Laser	5. ER Small Laser	6. Roll Again
Head	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support
Center Torso	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. Double Heat Sink	2. Double Heat Sink	3. Double Heat Sink	4. Light PPC	5. Light PPC	6. Endo Steel
Right Torso	1. Double Heat Sink	2. Double Heat Sink	3. Double Heat Sink	4. Light PPC	5. Light PPC	6. Endo Steel
Left Leg	1. Endo Steel	2. Endo Steel	3. Endo Steel	4. Endo Steel	5. Endo Steel	6. Endo Steel
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again

Engine Hits ○○○○

Gyro Hits ○○

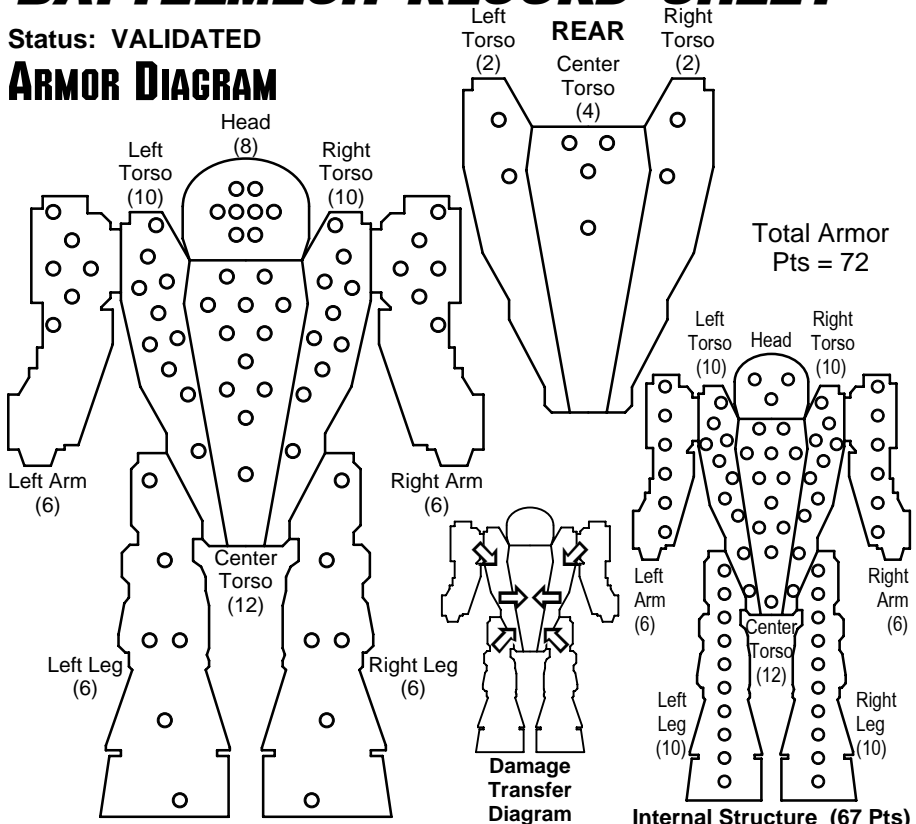
Sensor Hits ○○

Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Assassin ASN-23**
 Mass: **40 tons**
 Movement Points: **7** Tech & Configuration:
 Walking: **7** Inner Sphere
 Running: **11** Biped 'Mech
 Jumping: **7**

Weapons Inventory: (hexes)

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

Ammo Type: LRM 5 **Rounds:** 24

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

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WIZKIDGAMES

CRITICAL HIT TABLE

Left Arm	Head	Right Arm
1. Shoulder	1. Life Support	1. Shoulder
2. Upper Arm Actuator	2. Sensors	2. Upper Arm Actuator
3. Lower Arm Actuator	3. Cockpit	3. Lower Arm Actuator
4. Hand Actuator	4. Roll Again	4. Medium Pulse Laser
5. Roll Again	5. Sensors	5. Roll Again
6. Roll Again	6. Life Support	6. Roll Again
1. Roll Again		1. Roll Again
2. Roll Again		2. Roll Again
3. Roll Again		3. Roll Again
4. Roll Again		4. Roll Again
5. Roll Again		5. Roll Again
6. Roll Again		6. Roll Again
1. Fusion Engine		1. Jump Jet
2. Fusion Engine		2. Jump Jet
3. Fusion Engine		3. Jump Jet
4. Gyro		4. LRM 5
5. Gyro		5. Artemis IV FCS
6. Gyro		6. Ammo (LRM 5) 24
1. Gyro		1. Roll Again
2. Fusion Engine		2. Roll Again
3. Fusion Engine		3. Roll Again
4. Fusion Engine		4. Roll Again
5. Jump Jet		5. Roll Again
6. Roll Again		6. Roll Again
1. Hip		1. Hip
2. Upper Leg Actuator		2. Upper Leg Actuator
3. Lower Leg Actuator		3. Lower Leg Actuator
4. Foot Actuator		4. Foot Actuator
5. Roll Again		5. Roll Again
6. Roll Again		6. Roll Again

Engine Hits ○ ○ ○

Gyro Hits ○ ○

Sensor Hits ○ ○

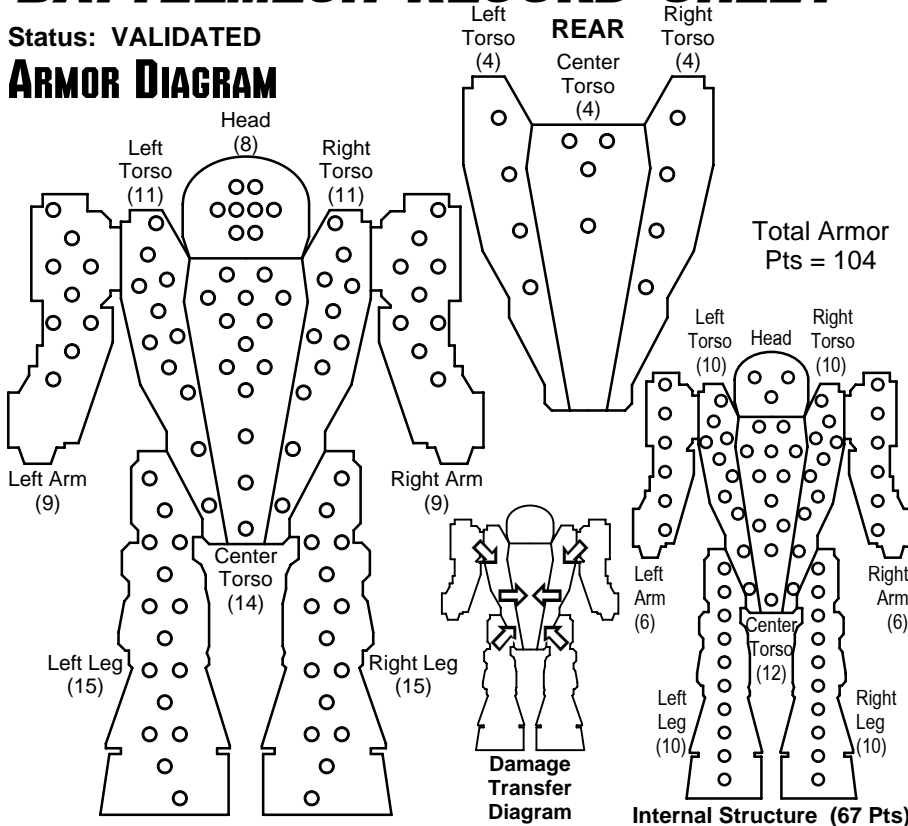
Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Assassin ASN-30**
 Mass: **40 tons**
 Movement Points: **7** Tech & Configuration:
 Walking: **7** Inner Sphere
 Running: **11** Biped 'Mech
 Jumping: **7**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RA	5	5	-	4	8	12
1	LB 5-X AC	RT	1	5	3	7	14	21

Ammo Type: **LB 5-X AC** Rounds: **20**

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

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

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WARGAMES

CRITICAL HIT TABLE

Part	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Endo Steel	6. Endo Steel
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. ER Medium Laser	5. Endo Steel	6. Endo Steel
Head	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support
Center Torso	1. Light Fusion Engine	2. Light Fusion Engine	3. Light Fusion Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. Light Fusion Engine	2. Light Fusion Engine	3. Jump Jet	4. Jump Jet	5. Jump Jet	6. Endo Steel
Right Torso	1. Light Fusion Engine	2. Light Fusion Engine	3. LB 5-X AC	4. LB 5-X AC	5. LB 5-X AC	6. LB 5-X AC
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel

Engine Hits ○○○○

Gyro Hits ○○

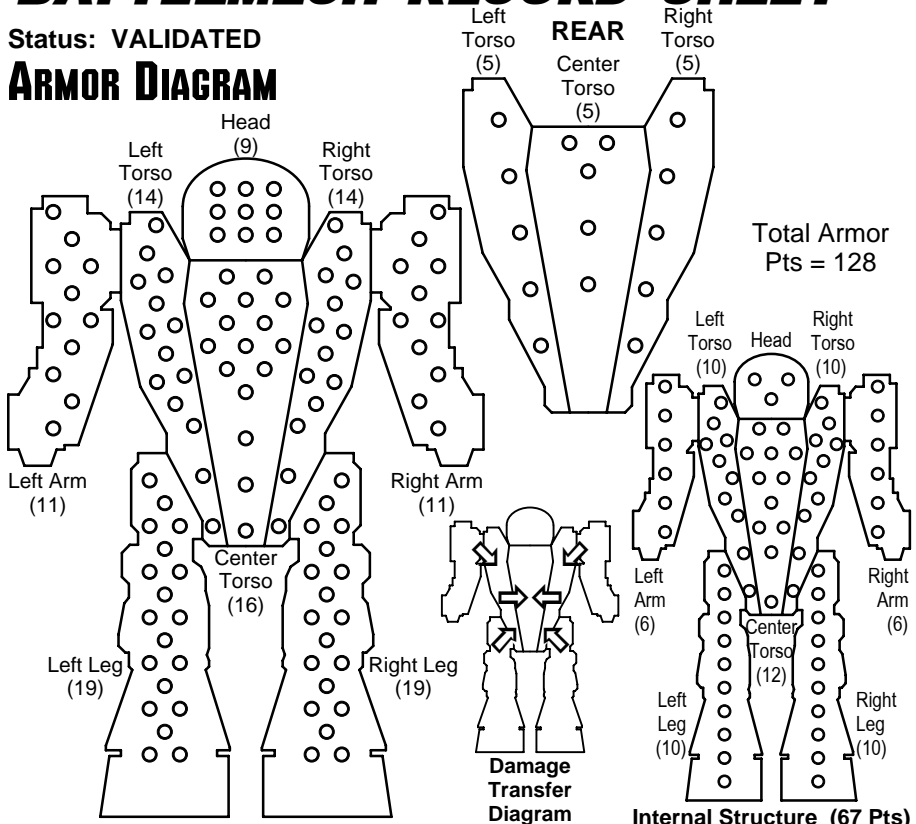
Sensor Hits ○○

Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Assassin ASN-99**
 Mass: **40 tons**
 Movement Points: **7** Tech & Configuration:
 Walking: **7** Inner Sphere
 Running: **11** Biped 'Mech
 Jumping: **7**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light PPC	RA	5	5	3	6	12	18
2	SRM 2 w/ Artemis IV RT		2	2/hit	-	3	6	9
1	TAG	HD	0	*	-	5	9	15

Ammo Type: SRM 2 **Rounds:** 100

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

Auto Eject: Operational Disabled **Weapon Heat:** (9)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

** Avoid Inferno explosion on..
 Shutdown

30
29
28
27
26
25
24
23
22
21
20
19
18
17
16
15
14
13
12
11
10
9
8
7
6
5
4
3
2
1
0

Ammo Explosion, avoid on 8+ (** 12+)

Shutdown, avoid on 10+
 -5 Movement Points
 +4 Modifier to Fire

Ammo Explosion, avoid on 6+ (** 10+)
 Shutdown, avoid on 8+
 -4 Movement Points
 Ammo Explosion, avoid on 4+ (** 8+)
 Shutdown, avoid on 6+
 +3 Modifier to Fire

-3 Movement Points
 Shutdown, avoid on 4+ (** 6+)
 +2 Modifier to Fire

-2 Movement Points (** 4+)

+1 Modifier to Fire

-1 Movement Point

WIZKIDS GAMES

CRITICAL HIT TABLE

Left Arm	Head	Right Arm
1. Shoulder	1. Life Support	1. Shoulder
2. Upper Arm Actuator	2. Sensors	2. Upper Arm Actuator
3. Lower Arm Actuator	3. Cockpit	3. Lower Arm Actuator
4. Hand Actuator	4. TAG	4. Light PPC
5. Roll Again	5. Sensors	5. Light PPC
6. Roll Again	6. Life Support	6. Roll Again
1. Roll Again		1. Roll Again
2. Roll Again		2. Roll Again
3. Roll Again		3. Roll Again
4. Roll Again		4. Roll Again
5. Roll Again		5. Roll Again
6. Roll Again		6. Roll Again
Center Torso	Right Torso	
1. XL Engine	1. XL Engine	
2. XL Engine	2. XL Engine	
3. XL Engine	3. XL Engine	
4. Gyro	4. Gyro	
5. Gyro	5. Gyro	
6. Gyro	6. Gyro	
1. Gyro		
2. XL Engine		
3. XL Engine		
4. XL Engine		
5. Jump Jet		
6. Roll Again		
Left Torso	Right Leg	
1. XL Engine	1. Hip	
2. XL Engine	2. Upper Leg Actuator	
3. XL Engine	3. Lower Leg Actuator	
4. Jump Jet	4. Foot Actuator	
5. Jump Jet	5. Roll Again	
6. Jump Jet	6. Roll Again	
1. Ammo (SRM 2) 50		
2. Ammo (SRM 2) 50		
3. CASE		
4. Roll Again		
5. Roll Again		
6. Roll Again		

Engine Hits ○○○○

Gyro Hits ○○

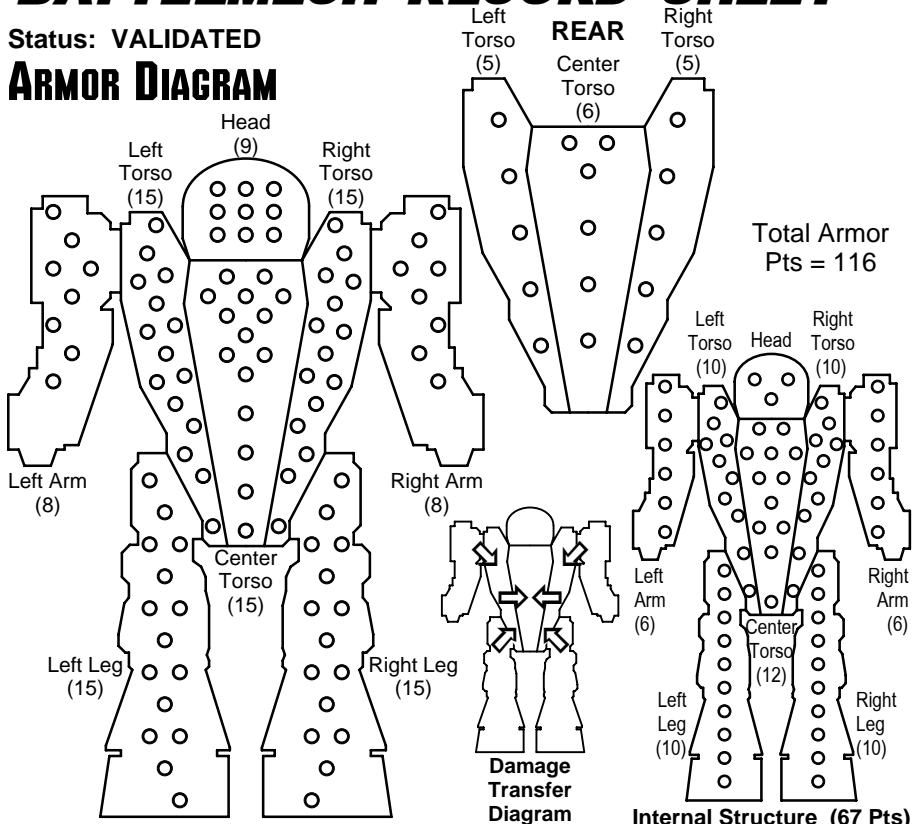
Sensor Hits ○○

Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Cicada CDA-3F**
 Mass: **40 tons**
 Movement Points: **8** Tech & Configuration:
 Walking: **8** Inner Sphere
 Running: **12** Biped 'Mech
 Jumping: **8**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RT	3	5	-	3	6	9
1	Medium Laser	LT	3	5	-	3	6	9
1	ER PPC	LT	15	10	-	7	14	23

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
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

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

WARGAMES

CRITICAL HIT TABLE

<p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Endo Steel Endo Steel Endo Steel Endo Steel <p>1-3</p> <ol style="list-style-type: none"> Endo Steel Endo Steel Endo Steel Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous <p>4-6</p> <p>Left Torso</p> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine Medium Laser ER PPC ER PPC <p>1-3</p> <ol style="list-style-type: none"> ER PPC Jump Jet Jump Jet Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous <p>4-6</p> <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Jump Jet Jump Jet 	<p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Roll Again Sensors Life Support <p>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 Ferro-Fibrous Ferro-Fibrous <p>4-6</p>	<p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Endo Steel Endo Steel Endo Steel Endo Steel <p>1-3</p> <ol style="list-style-type: none"> Endo Steel Endo Steel Endo Steel Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous <p>4-6</p> <p>Right Torso</p> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine Medium Laser Jump Jet Jump Jet <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>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Jump Jet Jump Jet
--	--	---

Engine Hits ○ ○ ○

Gyro Hits ○ ○

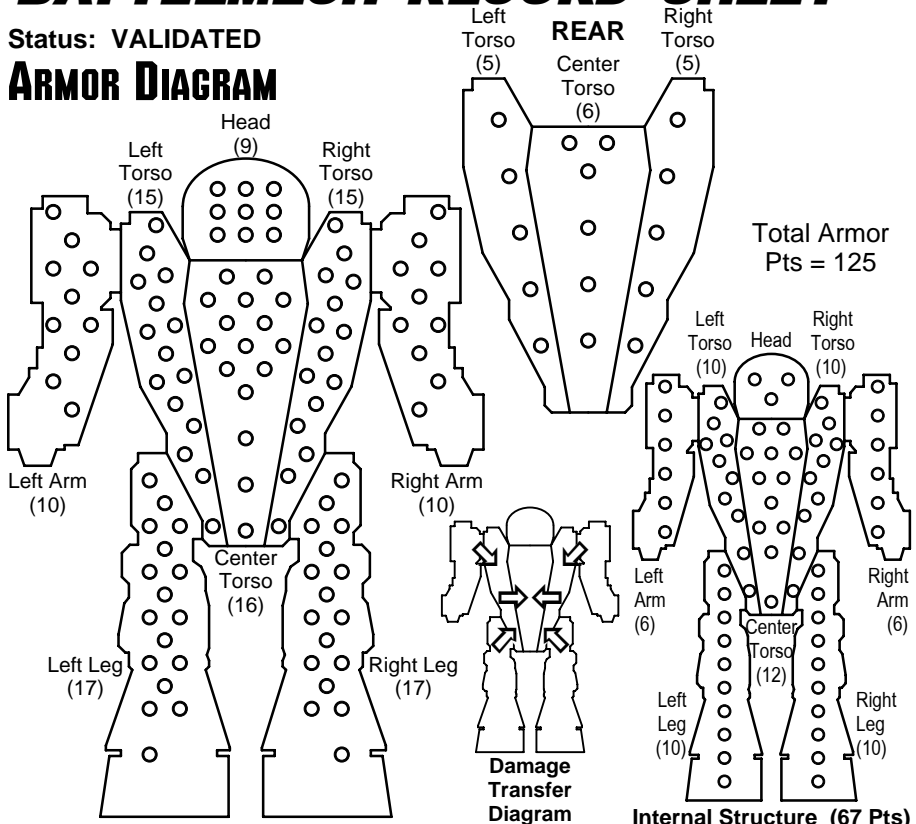
Sensor Hits ○ ○

Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Cicada CDA-3G**
 Mass: **40 tons**
 Movement Points: **8** Tech & Configuration:
 Walking: **8** Inner Sphere
 Running: **12** Biped 'Mech
 Jumping: **8**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RT	3	5	-	3	6	9
1	Beagle Active Probe	RT	0	-	-	-	-	4
1	ER Large Laser	LT	12	8	-	7	14	19
1	Medium Laser	LT	3	5	-	3	6	9

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

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 Point
4	
3	
2	
1	
0	

WARGAMES

CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Endo Steel	4. Endo Steel	5. Endo Steel	6. Endo Steel
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Endo Steel	4. Endo Steel	5. Endo Steel	6. Endo Steel
Head	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support
Center Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Jump Jet	5. Jump Jet	6. ER Large Laser
Right Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Jump Jet	5. Jump Jet	6. Medium Laser
Left Leg	1. ER Large Laser	2. Medium Laser	3. Ferro-Fibrous	4. Ferro-Fibrous	5. Ferro-Fibrous	6. Roll Again
Right Leg	1. Beagle Active Probe	2. Beagle Active Probe	3. Ferro-Fibrous	4. Ferro-Fibrous	5. Ferro-Fibrous	6. Roll Again
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Jump Jet
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Jump Jet

Engine Hits ○ ○ ○

Gyro Hits ○ ○

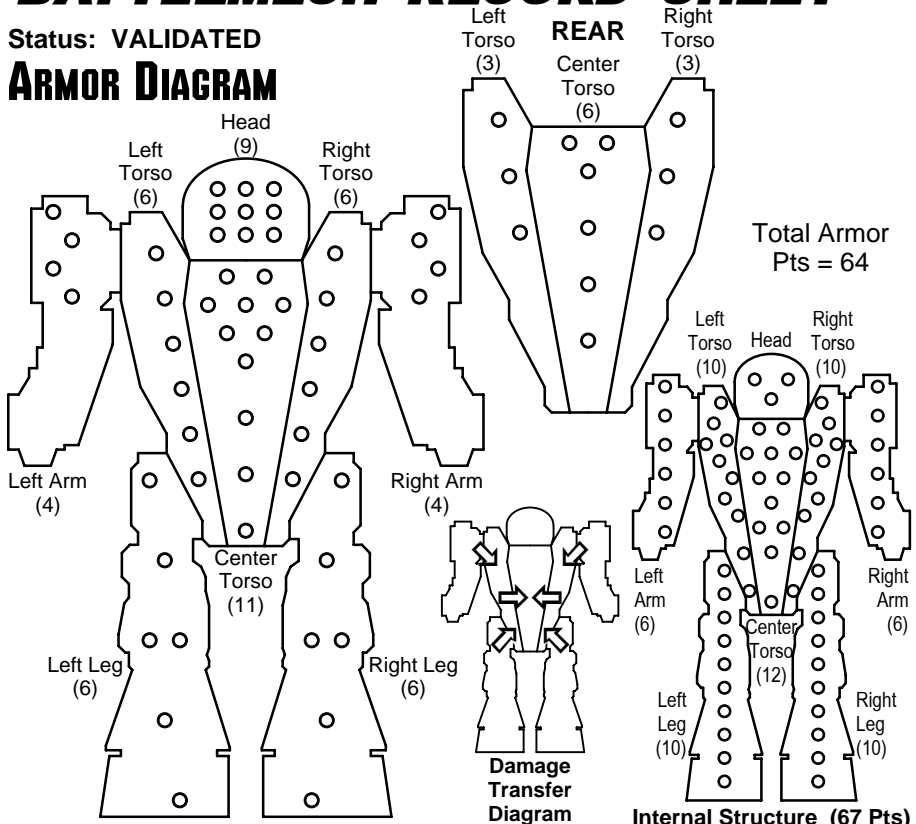
Sensor Hits ○ ○

Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Cicada CDA-3M**
 Mass: **40 tons**
 Movement Points: **8** Tech & Configuration:
 Walking: **8** Inner Sphere
 Running: **12** Biped 'Mech
 Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RT	3	5	-	3	6	9
1	Medium Laser	LT	3	5	-	3	6	9
1	Ultra AC/5	LT	1	5	2	6	13	20
1	Small Pulse Laser	CT	2	3	-	1	2	3

Ammo Type: **Ultra AC/5** Rounds: **20**

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

Auto Eject: Operational Disabled **Weapon Heat: (10)**

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WIZKIDS GAMES

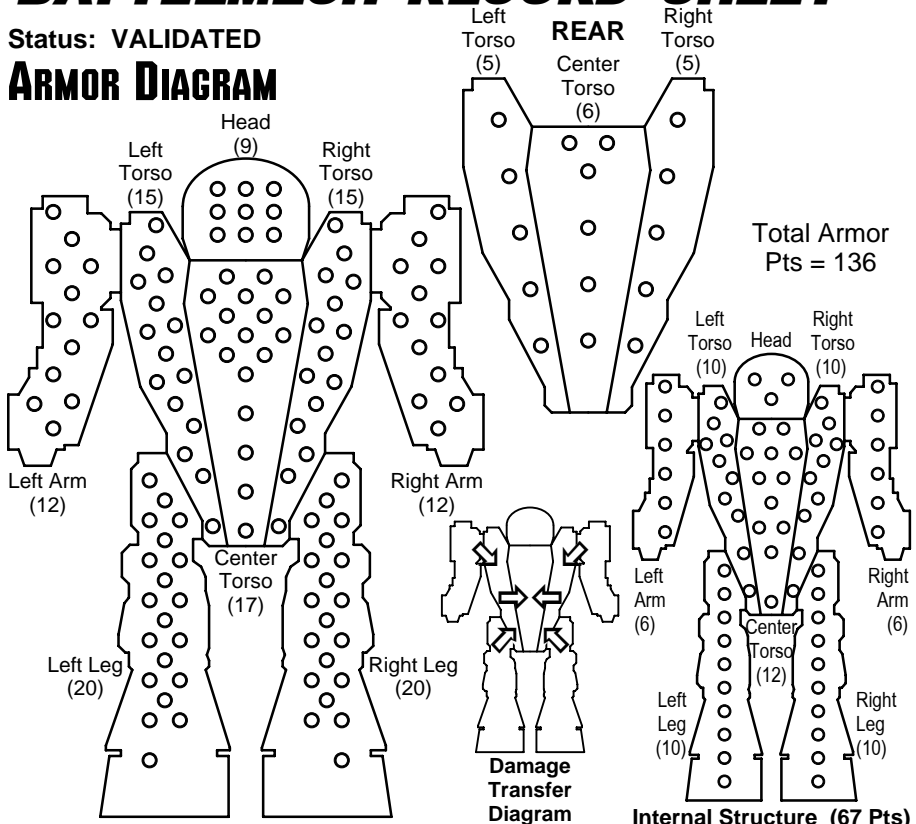
CRITICAL HIT TABLE

<p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator <p>1-3 1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again</p> <p>4-6 1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again</p> <p>Left Torso</p> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine Medium Laser Ultra AC/5 Ultra AC/5 <p>1-3 1. Ultra AC/5 2. Ultra AC/5 3. Ultra AC/5</p> <p>4-6 1. Roll Again 2. Roll Again 3. Roll Again</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"> XL Engine XL Engine XL Engine Gyro Gyro Gyro <p>1-3 1. Gyro 2. XL Engine 3. XL Engine</p> <p>4-6 1. XL Engine 2. Small Pulse Laser 3. Roll Again</p> <div style="border: 1px solid black; padding: 5px; width: fit-content; margin: 10px auto;"> <p>Engine Hits ○○○</p> <p>Gyro Hits ○○</p> <p>Sensor Hits ○○</p> <p>Life Support ○</p> </div>	<p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator <p>1-3 1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again</p> <p>4-6 1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again</p> <p>Right Torso</p> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine Medium Laser Ammo (Ult AC/5) 20 CASE <p>1-3 1. Roll Again 2. Roll Again 3. Roll Again</p> <p>4-6 1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again</p> <p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Roll Again Roll Again
--	---	--

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Cicada CDA-3MA**
 Mass: **40 tons**
 Movement Points: **8** Tech & Configuration:
 Walking: **8** Inner Sphere
 Running: **12** Biped 'Mech
 Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RT	3	5	-	3	6	9
1	Snub-Nose PPC	LT	10	10/8/5	-	9	13	15
1	Medium Laser	LT	3	5	-	3	6	9
1	Small Pulse Laser	CT	2	3	-	1	2	3

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

Auto Eject: **Weapon Heat:**
 Operational Disabled **(18)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WARGAMES

CRITICAL HIT TABLE

<p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator <p>1-3</p> <ol style="list-style-type: none"> Roll Again 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"> XL Engine XL Engine XL Engine <p>1-3</p> <ol style="list-style-type: none"> Snub-Nose PPC Snub-Nose PPC Medium Laser <p>4-6</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator <ol style="list-style-type: none"> 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> <p>1-3</p> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine Gyro Gyro Gyro <p>4-6</p> <ol style="list-style-type: none"> Gyro XL Engine XL Engine XL Engine Small Pulse Laser Roll Again 	<p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator <p>1-3</p> <ol style="list-style-type: none"> Roll Again 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"> XL Engine XL Engine XL Engine <p>1-3</p> <ol style="list-style-type: none"> Medium Laser 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 Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator <ol style="list-style-type: none"> Roll Again Roll Again
---	--	--

Engine Hits ○○○

Gyro Hits ○○

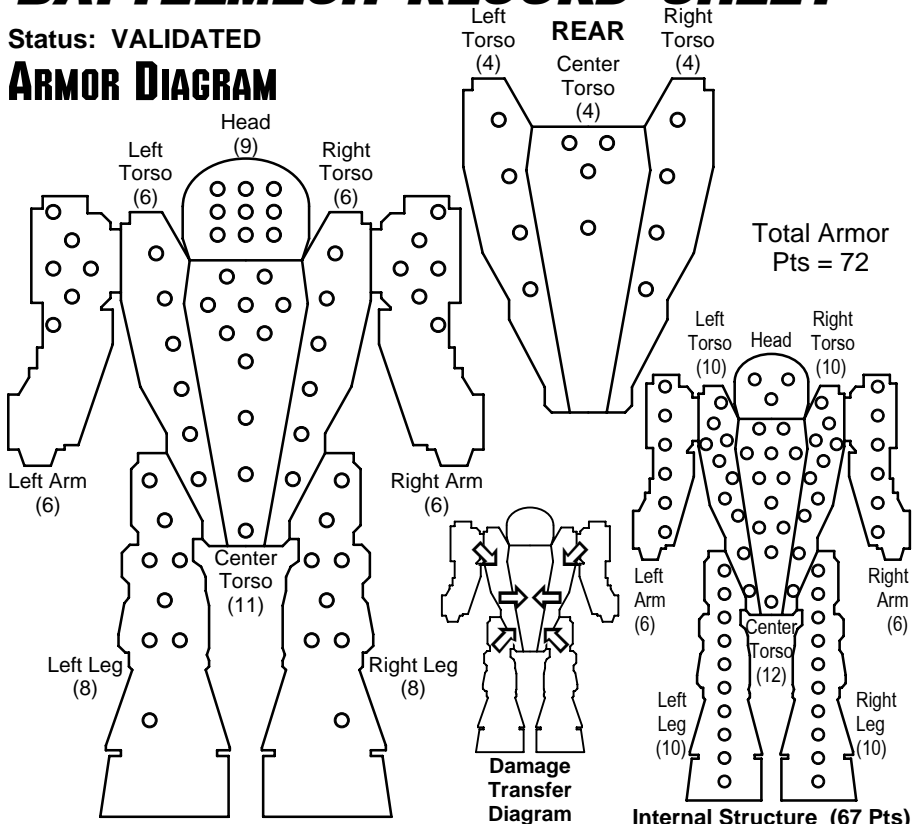
Sensor Hits ○○

Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Clint CLNT-2-3U**
 Mass: **40 tons**
 Movement Points: **6** Tech & Configuration:
 Walking: **6** Inner Sphere
 Running: **9** Biped 'Mech
 Jumping: **6**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	10	-	7	14	23
1	Medium Pulse Laser	LT	4	6	-	2	4	6
1	Medium Pulse Laser	CT	4	6	-	2	4	6

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

Auto Eject: Operational Disabled
Weapon Heat: (23)

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WIZKIDS GAMES

CRITICAL HIT TABLE

Left Arm	Head	Right Arm
1. Shoulder	1. Life Support	1. Shoulder
2. Upper Arm Actuator	2. Sensors	2. Upper Arm Actuator
3. Lower Arm Actuator	3. Cockpit	3. Lower Arm Actuator
4. Hand Actuator	4. Roll Again	4. ER PPC
5. Roll Again	5. Sensors	5. ER PPC
6. Roll Again	6. Life Support	6. ER PPC
1. Roll Again		1. Roll Again
2. Roll Again		2. Roll Again
3. Roll Again		3. Roll Again
4. Roll Again		4. Roll Again
5. Roll Again		5. Roll Again
6. Roll Again		6. Roll Again
1. Roll Again		1. Roll Again
2. Roll Again		2. Roll Again
3. Roll Again		3. Roll Again
4. Roll Again		4. Roll Again
5. Roll Again		5. Roll Again
6. Roll Again		6. Roll Again
1. Roll Again		1. Roll Again
2. Roll Again		2. Roll Again
3. Roll Again		3. Roll Again
4. Roll Again		4. Roll Again
5. Roll Again		5. Roll Again
6. Roll Again		6. Roll Again

Left Torso	Center Torso	Right Torso
1. Jump Jet	1. Fusion Engine	1. Double Heat Sink
2. Medium Pulse Laser	2. Fusion Engine	2. Double Heat Sink
3. Roll Again	3. Fusion Engine	3. Double Heat Sink
4. Roll Again	4. Gyro	4. Jump Jet
5. Roll Again	5. Gyro	5. Roll Again
6. Roll Again	6. Gyro	6. Roll Again
1. Roll Again	1. Gyro	1. Roll Again
2. Roll Again	2. Fusion Engine	2. Roll Again
3. Roll Again	3. Fusion Engine	3. Roll Again
4. Roll Again	4. Fusion Engine	4. Roll Again
5. Roll Again	5. Medium Pulse Laser	5. Roll Again
6. Roll Again	6. Roll Again	6. Roll Again
1. Roll Again		1. Roll Again
2. Roll Again		2. Roll Again
3. Roll Again		3. Roll Again
4. Roll Again		4. Roll Again
5. Roll Again		5. Roll Again
6. Roll Again		6. Roll Again

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

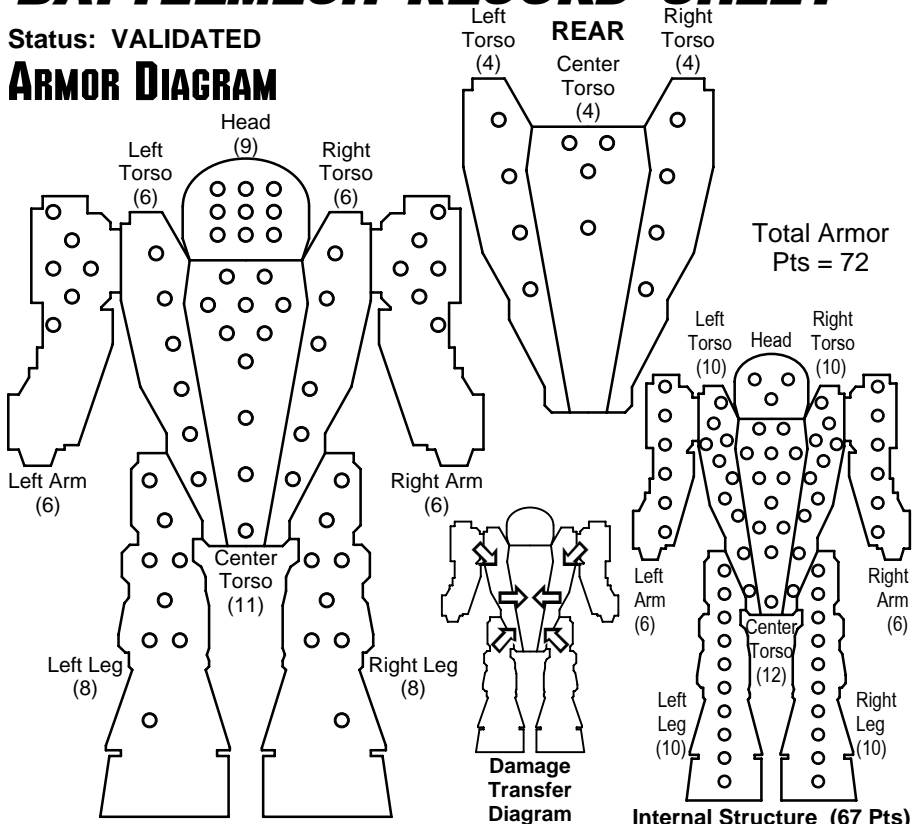
Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Clint CLNT-2-3UL**
 Mass: **40 tons**
 Movement Points: **6** Tech & Configuration:
 Walking: **6** Inner Sphere
 Running: **9** Biped 'Mech
 Jumping: **6**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Plasma Rifle	RA	10	10	-	5	10	15
1	ER Medium Laser	LT	5	5	-	4	8	12
1	ER Medium Laser	CT	5	5	-	4	8	12

Ammo Type: **Plasma Rifle** Rounds: **30**

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

Auto Eject: Operational Disabled **Weapon Heat: (20)**

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WIZKIDS GAMES

CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Roll Again	6. Roll Again
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Plasma Rifle	5. Plasma Rifle	6. Roll Again
Head	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support
Center Torso	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. Jump Jet	2. ER Medium Laser	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
Right Torso	1. Double Heat Sink	2. Double Heat Sink	3. Double Heat Sink	4. Jump Jet	5. Ammo (PR) 10	6. Ammo (PR) 10
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Jump Jet
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Jump Jet

Engine Hits ○○○○

Gyro Hits ○○

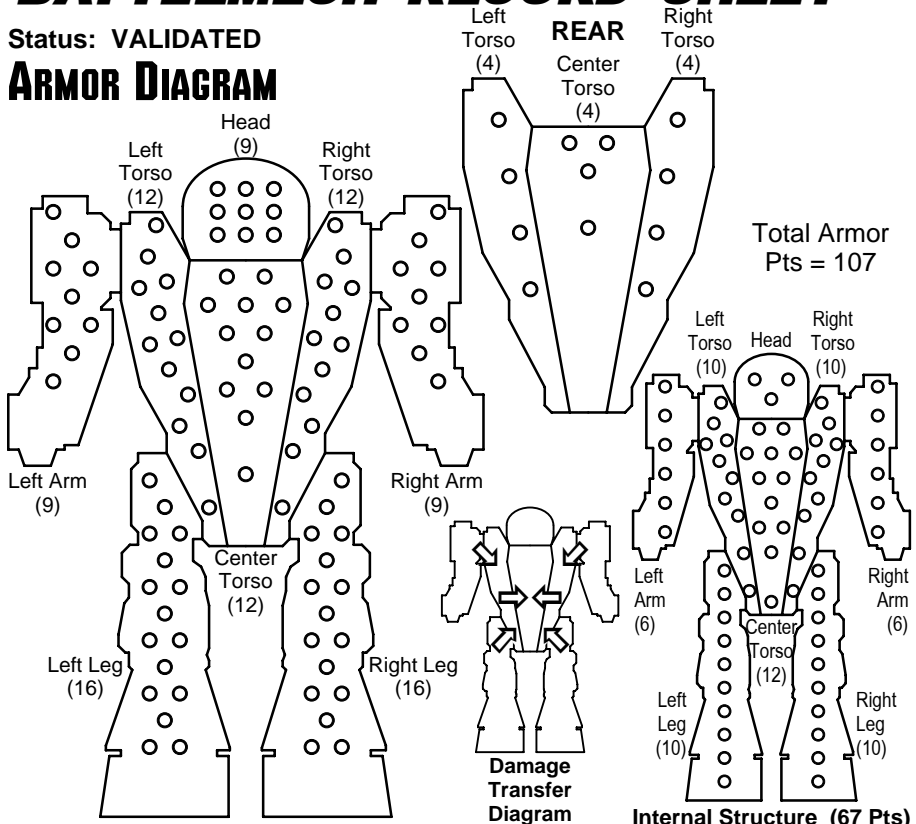
Sensor Hits ○○

Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Clint CLNT-3-3T**
 Mass: **40 tons**
 Movement Points: **6** Tech & Configuration:
 Walking: **6** Inner Sphere
 Running: **9** Biped 'Mech
 Jumping: **6**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light AC/5	RA	1	5	-	5	10	15
1	Medium Laser	LT	3	5	-	3	6	9
1	Medium Laser	CT	3	5	-	3	6	9

Ammo Type: Light AC/5 **Rounds:** 40

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

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WZGAMES

CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Roll Again	6. Roll Again
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Light AC/5	5. Light AC/5	6. Roll Again
Head	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support
Center Torso	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. Jump Jet	2. Medium Laser	3. Ferro-Fibrous	4. Ferro-Fibrous	5. Ferro-Fibrous	6. Ferro-Fibrous
Right Torso	1. Single Heat Sink	2. Jump Jet	3. Ammo (LAC/5) 20	4. Ammo (LAC/5) 20	5. CASE	6. Ferro-Fibrous
Left Leg	1. Ferro-Fibrous	2. Ferro-Fibrous	3. Ferro-Fibrous	4. Ferro-Fibrous	5. Roll Again	6. Roll Again
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Jump Jet

Engine Hits ○ ○ ○

Gyro Hits ○ ○

Sensor Hits ○ ○

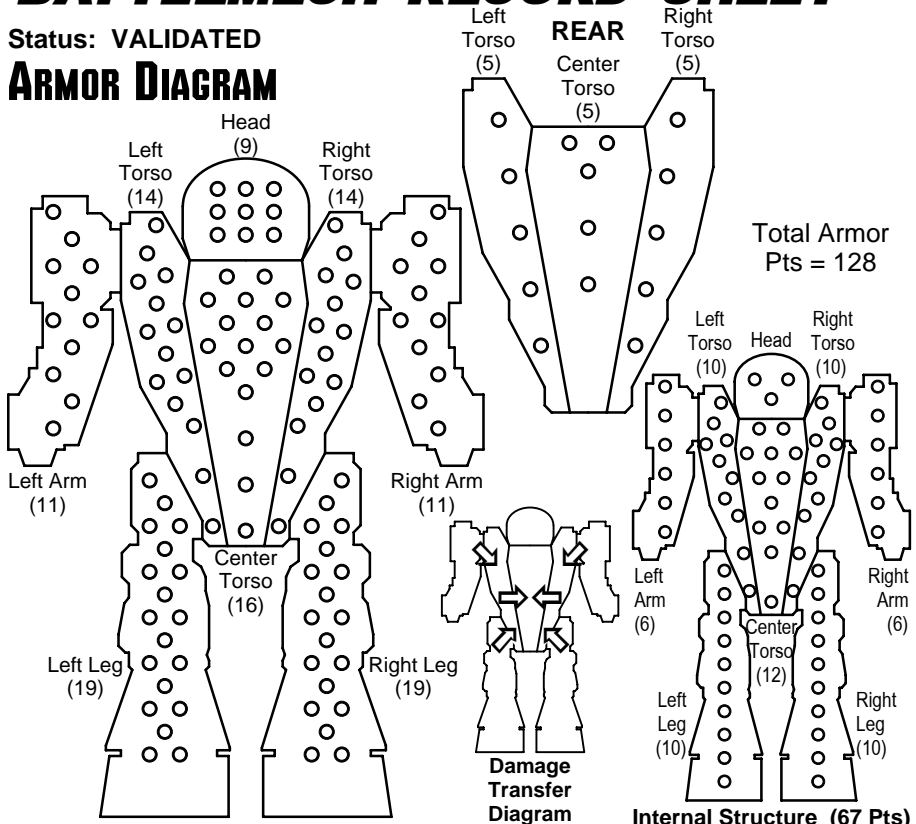
Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Clint CLNT-5U**
 Mass: **40 tons**
 Movement Points: **6** Tech & Configuration:
 Walking: **6** Inner Sphere
 Running: **9** Biped 'Mech
 Jumping: **6**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	RA	12	8	-	7	14	19
2	ER Medium Laser	LT	5	5	-	4	8	12
1	C³ Slave Unit	LT	0	-	-	-	-	-
1	ER Medium Laser	CT	5	5	-	4	8	12
1	TAG	CT	0	*	-	5	9	15

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

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 Point
4	
3	
2	
1	
0	

WZK GAMES

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

4-6

Head

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER Large Laser
- ER Large Laser
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

4-6

Left Torso

- Light Fusion Engine
- Light Fusion Engine
- Jump Jet
- ER Medium Laser
- ER Medium Laser
- C³ Slave Unit

1-3

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

4-6

Center Torso

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

1-3

- Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- ER Medium Laser
- TAG

4-6

Right Torso

- Light Fusion Engine
- Light Fusion Engine
- Jump Jet
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

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

4-6

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

Left Leg

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

Right Leg

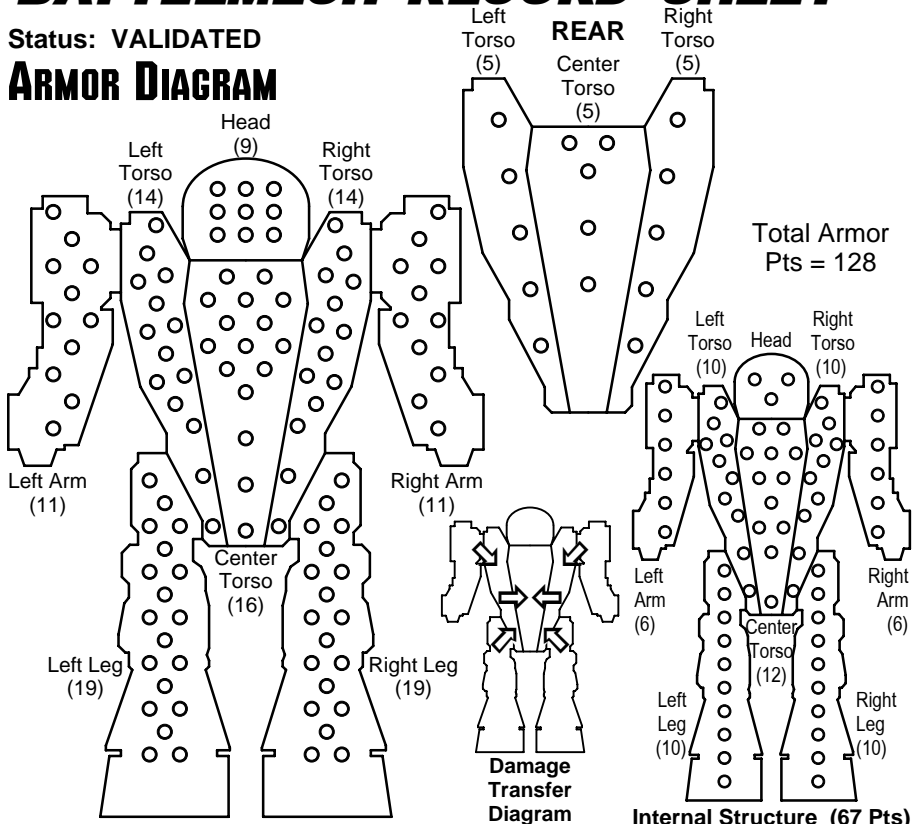
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Clint CLNT-6S**
 Mass: **40 tons**
 Movement Points: **7** Tech & Configuration:
 Walking: **7** Inner Sphere
 Running: **11** Biped 'Mech
 Jumping: **0**

Weapons Inventory: (hexes)

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

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

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

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____ +1

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

HEAT SCALE

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

WZK GAMES

CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Double Heat Sink	6. Double Heat Sink
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. ER Large Laser	5. ER Large Laser	6. ER Large Laser
Head	1. Life Support	2. Sensors	3. Small Cockpit	4. Sensors	5. ER Small Laser	6. Heavy Ferro-Fibrous
Center Torso	1. Light Fusion Engine	2. Light Fusion Engine	3. Light Fusion Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. Light Fusion Engine	2. Light Fusion Engine	3. ER Medium Laser	4. ER Medium Laser	5. Endo Steel	6. Endo Steel
Right Torso	1. Light Fusion Engine	2. Light Fusion Engine	3. Endo Steel	4. Endo Steel	5. Endo Steel	6. Endo Steel
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Heavy Ferro-Fibrous	6. Heavy Ferro-Fibrous
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Heavy Ferro-Fibrous	6. Heavy Ferro-Fibrous

Engine Hits ○○○○

Gyro Hits ○○

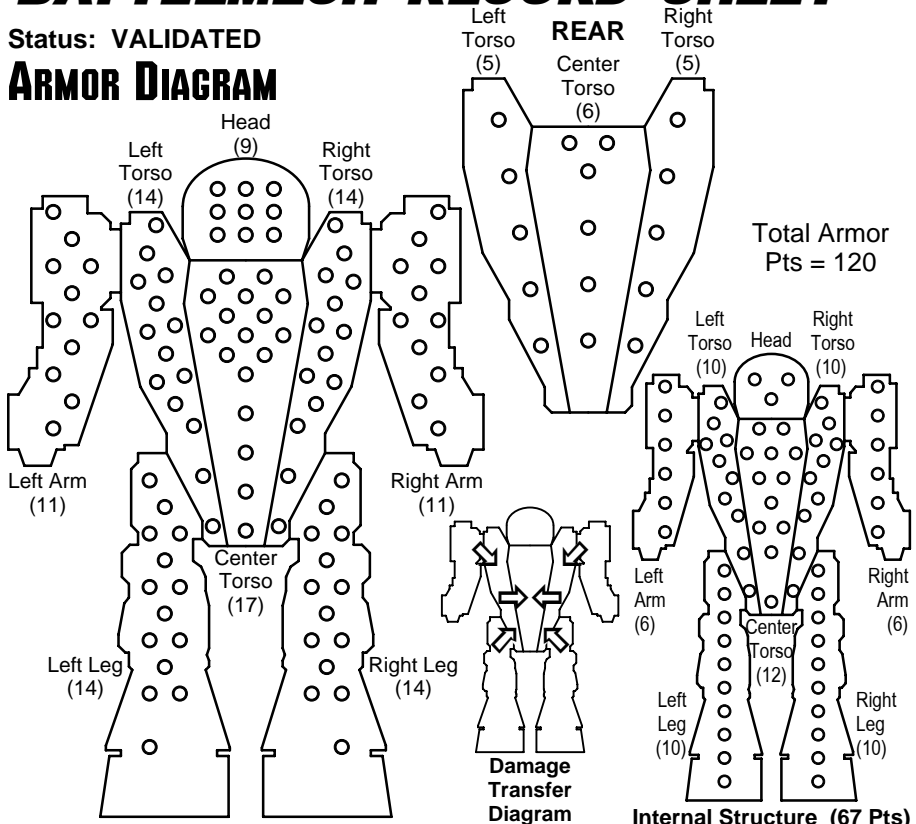
Sensor Hits ○○

Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Hermes II HER-5C**
 Mass: **40 tons**
 Movement Points: **6** Tech & Configuration:
 Walking: **6** Inner Sphere
 Running: **9** Biped 'Mech
 Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	ER Medium Laser	RA	5	5	-	4	8	12
1	Improved Narc	LA	0	-	-	4	9	15
1	ER Large Laser	RT	12	8	-	7	14	19
1	Improved C ³ CPU	CT	0	-	-	-	-	-

Ammo Type: **Improved Narc** Rounds: **12**

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

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 Point
4	
3	
2	
1	
0	

WIZKIDS GAMES

CRITICAL HIT TABLE

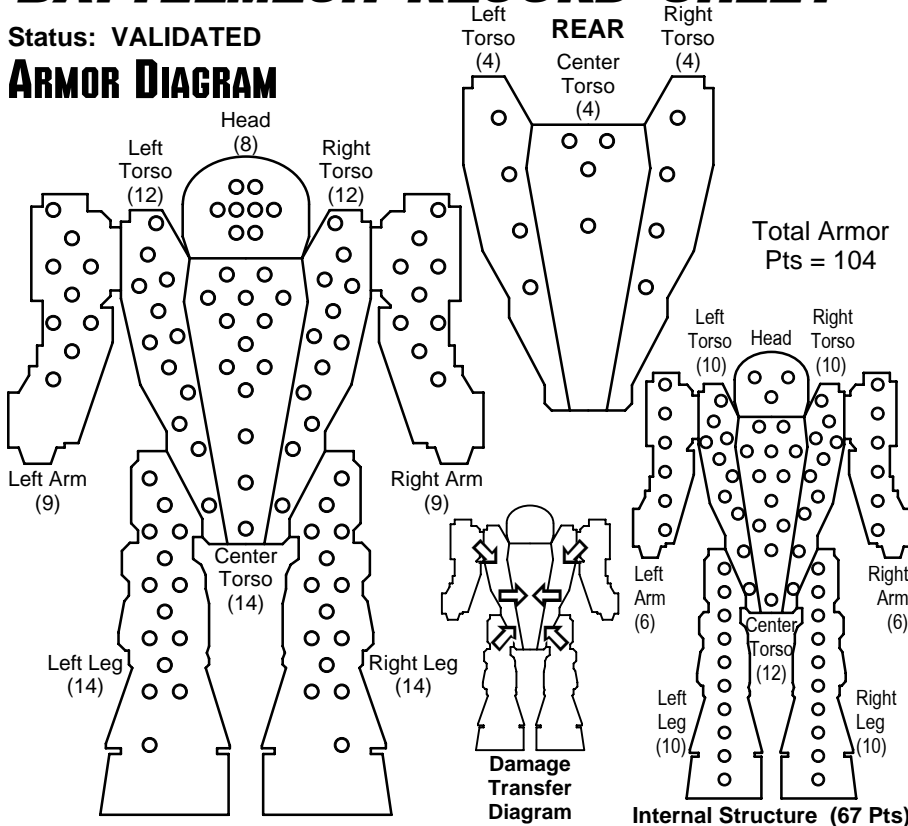
<p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator <p>1-3</p> <ol style="list-style-type: none"> Double Heat Sink Double Heat Sink Double Heat Sink <p>4-6</p> <ol style="list-style-type: none"> Improved Narc Improved Narc Improved Narc Ammo (iNarc) 4 Ammo (iNarc) 4 Ammo (iNarc) 4 <p>Left Torso</p> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine Endo Steel Endo Steel Endo Steel <p>1-3</p> <ol style="list-style-type: none"> Endo Steel Endo Steel Endo Steel Endo Steel 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"> 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 Improved C³ CPU Improved C³ CPU <p>4-6</p> <div style="border: 1px solid black; padding: 5px; margin: 10px auto; width: fit-content;"> <p>Engine Hits ○○○</p> <p>Gyro Hits ○○</p> <p>Sensor Hits ○○</p> <p>Life Support ○</p> </div>	<p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator ER Medium Laser ER Medium Laser <p>1-3</p> <ol style="list-style-type: none"> ER Medium Laser 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 ER Large Laser ER Large Laser Endo Steel <p>1-3</p> <ol style="list-style-type: none"> Endo Steel Endo Steel Endo Steel Endo Steel Endo Steel Endo Steel <p>4-6</p> <p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Roll Again Roll Again
--	---	---

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Hermes II HER-5ME**

Mass: **40 tons**

Movement Points: **Tech & Configuration:**

Walking: **6** Inner Sphere
 Running: **9** Biped 'Mech
 Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light Gauss Rifle	RT	1	8	3	8	17	25

Ammo Type: **Light Gauss Rifle** Rounds: **32**

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

○○○○○○○○○○

Auto Eject: Operational Disabled
 Weapon Heat: **(1)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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



CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Ammo (Lt Gauss) 16
 - Ammo (Lt Gauss) 16
 - Endo Steel
- 1-3

- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 4-6

Left Leg

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

Head

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

Center Torso

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

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

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

Right Arm

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

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

Right Torso

- Light Gauss Rifle
 - Light Gauss Rifle
 - Light Gauss Rifle
 - Light Gauss Rifle
 - Light Gauss Rifle
 - Endo Steel
- 1-3

- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 4-6

Right Leg

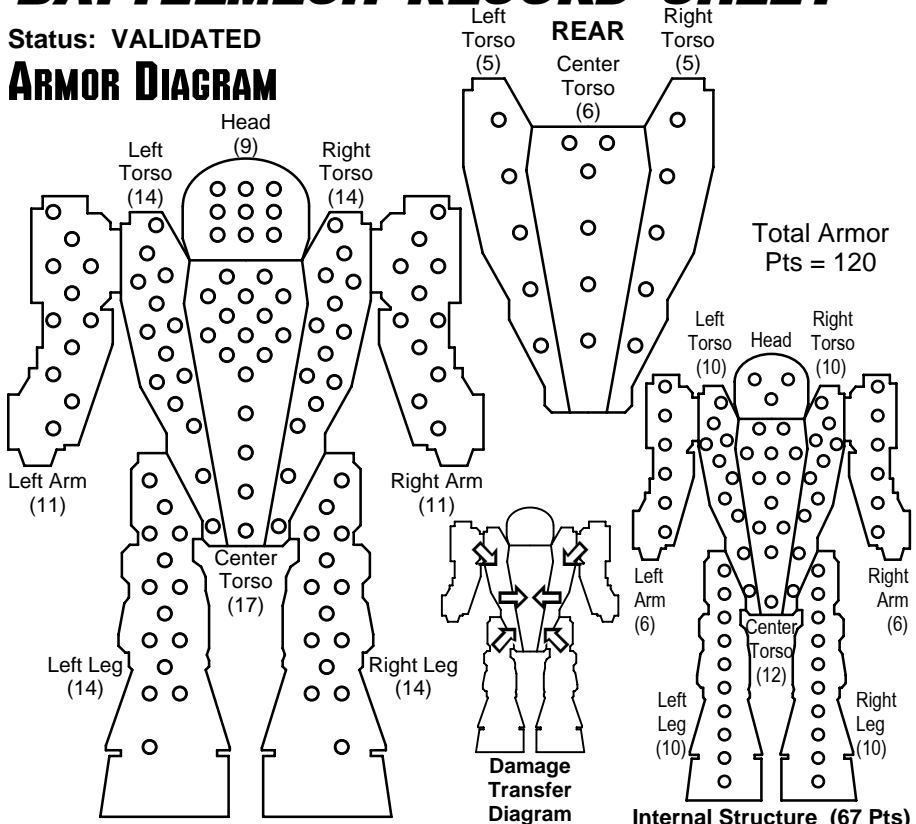
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Hermes II HER-5S**
 Mass: **40 tons**
 Movement Points: **6** Tech & Configuration:
 Walking: **6** Inner Sphere
 Running: **9** Biped 'Mech
 Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	RA	4	6	-	2	4	6
1	Flamer	LA	3	2	-	1	2	3
1	Ultra AC/5	RT	1	5	2	6	13	20

Ammo Type: **Ultra AC/5** Rounds: **20**

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

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 Point
4	
3	
2	
1	
0	

WARGAMES

CRITICAL HIT TABLE

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

Engine Hits ○○○○

Gyro Hits ○○

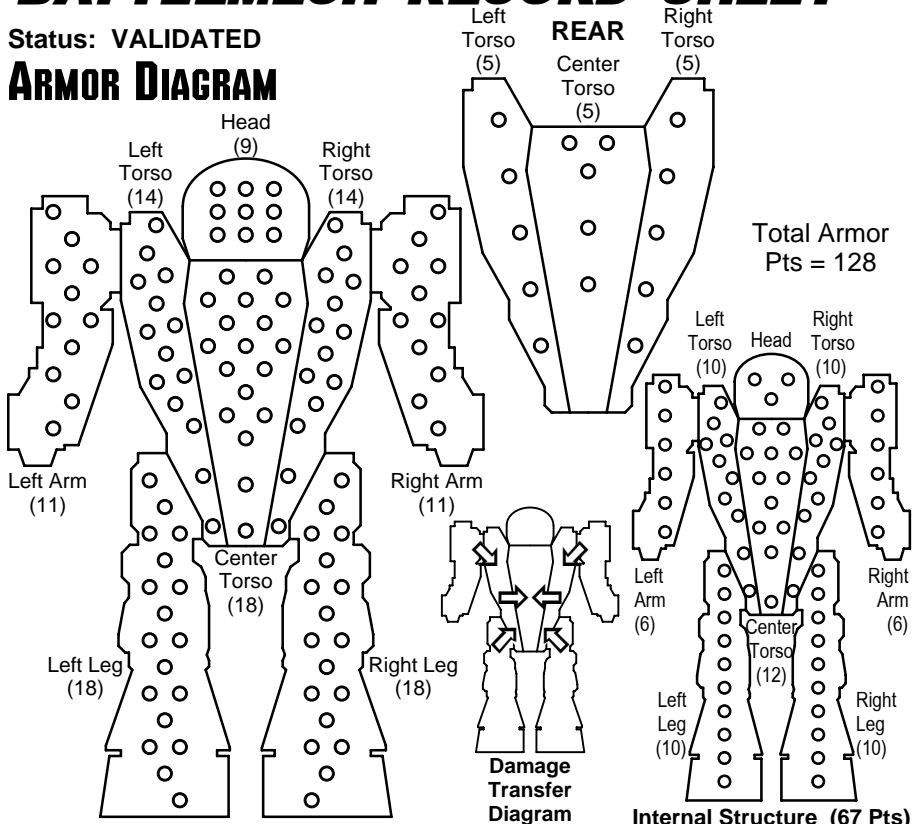
Sensor Hits ○○

Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Hermes II HER-5SA**
 Mass: **40 tons**
 Movement Points: **6** Tech & Configuration:
 Walking: **6** Inner Sphere
 Running: **9** Biped 'Mech
 Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	RA	10	9	-	3	7	10
1	Flamer	LA	3	2	-	1	2	3
1	Ultra AC/5	RT	1	5	2	6	13	20

Ammo Type: Ultra AC/5 **Rounds:** 20

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

HEAT SCALE

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

WZK GAMES

CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Flamer	5. Roll Again	6. Roll Again
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Large Pulse Laser	6. Large Pulse Laser
Head	1. Life Support	2. Sensors	3. Cockpit	4. Endo Steel	5. Sensors	6. Life Support
Center Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
Right Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Ultra AC/5	5. Ultra AC/5	6. Ultra AC/5
Left Leg	1. Ammo (Ult AC/5) 20	2. Endo Steel	3. Endo Steel	4. Endo Steel	5. Endo Steel	6. Endo Steel
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel

Engine Hits ○ ○ ○

Gyro Hits ○ ○

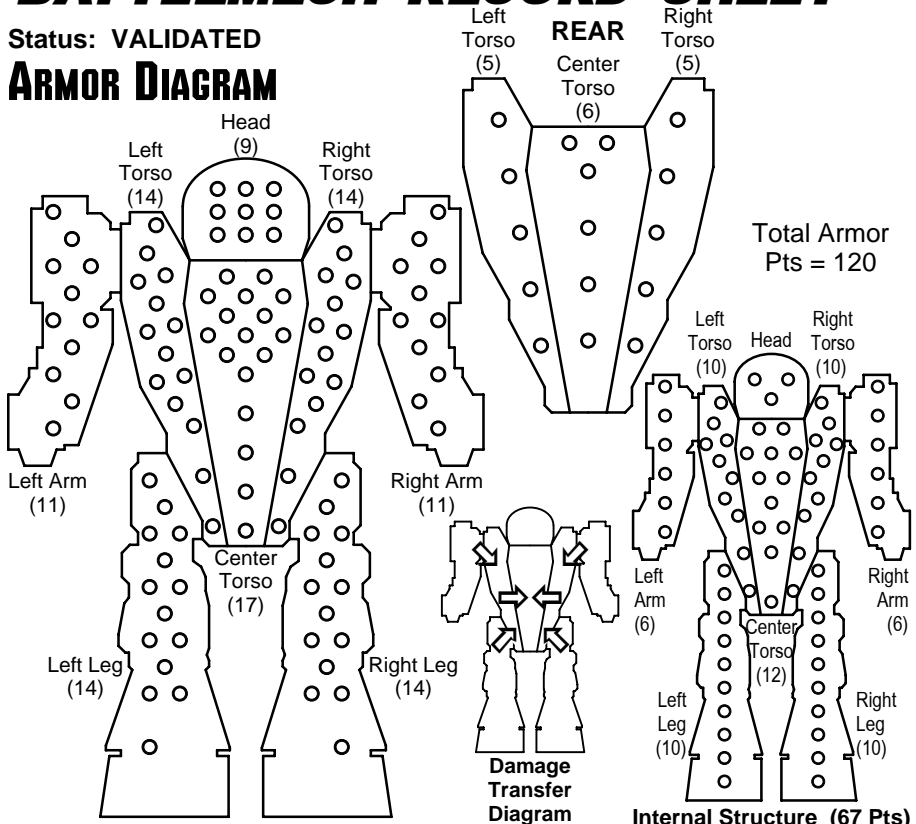
Sensor Hits ○ ○

Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Hermes II HER-6D**
 Mass: **40 tons**
 Movement Points: **6** Tech & Configuration:
 Walking: **6** Inner Sphere
 Running: **9** Biped 'Mech
 Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RA	5	5	-	4	8	12
1	Flamer	LA	3	2	-	1	2	3
1	Rotary AC/5	RT	1	5	-	5	10	15

Ammo Type: Rotary AC/5 **Rounds:** 20

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

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 Point
4	
3	
2	
1	
0	

WIZKIDS GAMES

CRITICAL HIT TABLE

<p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator <p>1-3</p> <ol style="list-style-type: none"> Flamer 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"> Double Heat Sink Double Heat Sink Double Heat Sink <p>1-3</p> <ol style="list-style-type: none"> Ammo (RAC/5) 20 Endo Steel Endo Steel <p>4-6</p> <ol style="list-style-type: none"> Endo Steel Endo Steel Endo Steel Endo Steel Endo Steel Endo Steel <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 Roll Again Roll Again <p>4-6</p>	<p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator ER Medium Laser Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <p>Right Torso</p> <ol style="list-style-type: none"> Rotary AC/5 Rotary AC/5 Rotary AC/5 Rotary AC/5 Rotary AC/5 Rotary AC/5 <p>1-3</p> <ol style="list-style-type: none"> Endo Steel Endo Steel Endo Steel Endo Steel Endo Steel Endo Steel <p>4-6</p> <p>Right 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 ○○

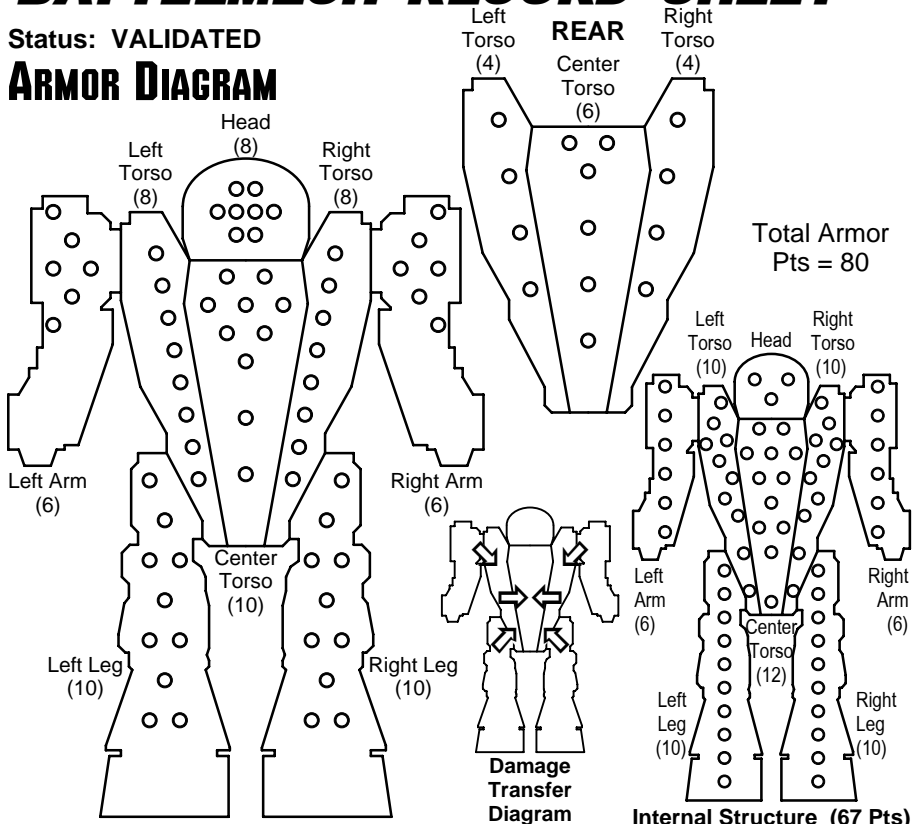
Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Vulcan VT-5M**
 Mass: **40 tons**
 Movement Points: **6** Tech & Configuration:
 Walking: **6** Inner Sphere
 Running: **9** Biped 'Mech
 Jumping: **6**

Weapons Inventory: (hexes)

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

Ammo Type: Machine Gun **Rounds:** 200

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

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WZK GAMES

CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Double Heat Sink	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	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. Jump Jet	2. Jump Jet	3. Medium Pulse Laser	4. Ammo (MG) 200	5. Endo Steel	6. Endo Steel
Right Torso	1. Jump Jet	2. Jump Jet	3. Large Pulse Laser	4. Large Pulse Laser	5. Endo Steel	6. Endo Steel
Left Leg	1. Endo Steel	2. Endo Steel	3. Endo Steel	4. Endo Steel	5. Endo Steel	6. Roll Again
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

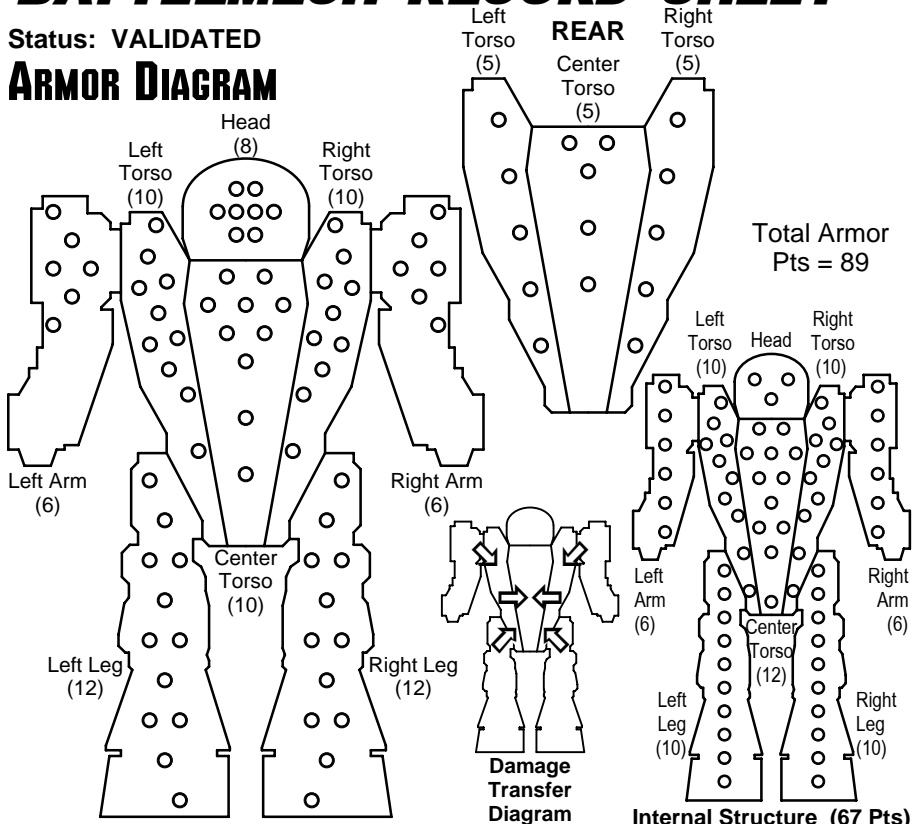
Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Vulcan VT-5S**
 Mass: **40 tons**
 Movement Points: Tech & Configuration:
 Walking: **6** Inner Sphere
 Running: **9 [12]** Biped 'Mech
 Jumping: **6**

Weapons Inventory: (hexes)

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

Ammo Type: Rounds:
 Machine Gun: 200
 Ultra AC/5: 20

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

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

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WZK GAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

- Machine Gun
- Ferro-Fibrous
- Ferro-Fibrous

4-6

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

Left Torso

- XL Engine
- XL Engine
- XL Engine

1-3

- Single Heat Sink
- Jump Jet
- Jump Jet

4-6

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

1-3

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

4-6

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

- Flamer
- Ferro-Fibrous
- Ferro-Fibrous

4-6

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

Right Torso

- XL Engine
- XL Engine
- XL Engine

1-3

- Jump Jet
- Jump Jet
- Ultra AC/5

4-6

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

Right Leg

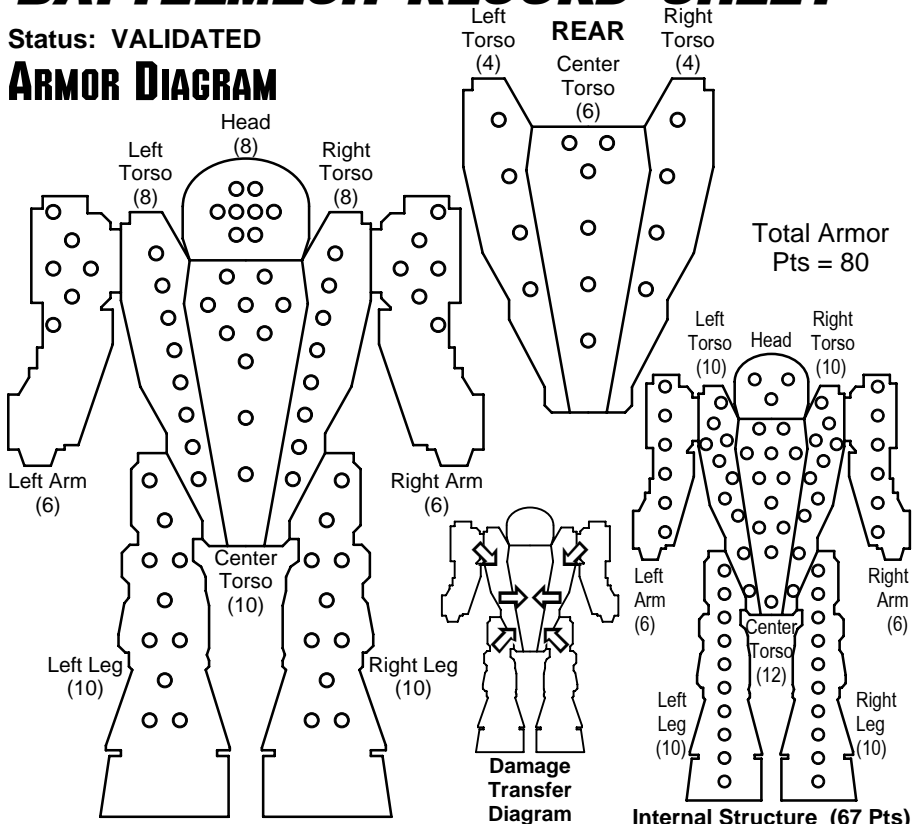
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Vulcan VT-6C**
 Mass: **40 tons**
 Movement Points: **6** Tech & Configuration:
 Walking: **6** Inner Sphere
 Running: **9** Biped 'Mech
 Jumping: **6**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	RA	3	2	-	1	2	3
3	Light Machine Gun	LA	0	1	-	2	4	6
1	Machine Gun Array	LA	0	-	-	-	-	-
1	ER Large Laser	RT	12	8	-	7	14	19
1	Improved C³ CPU	RT	0	-	-	-	-	-
1	ER Medium Laser	LT	5	5	-	4	8	12

Ammo Type: Light Machine Gun **Rounds:** 200

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

Auto Eject: Operational Disabled **Weapon Heat:** (20)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WARGAMES

CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Light Machine Gun	5. Light Machine Gun	6. Light Machine Gun
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Double Heat Sink	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	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. Jump Jet	2. Jump Jet	3. ER Medium Laser	4. Ammo (LMG) 200	5. Endo Steel	6. Endo Steel
Right Torso	1. Jump Jet	2. Jump Jet	3. ER Large Laser	4. ER Large Laser	5. Improved C³ CPU	6. Improved C³ CPU
Left Leg	1. Endo Steel	2. Endo Steel	3. Endo Steel	4. Endo Steel	5. Endo Steel	6. Endo Steel
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again

Engine Hits ○ ○ ○

Gyro Hits ○ ○

Sensor Hits ○ ○

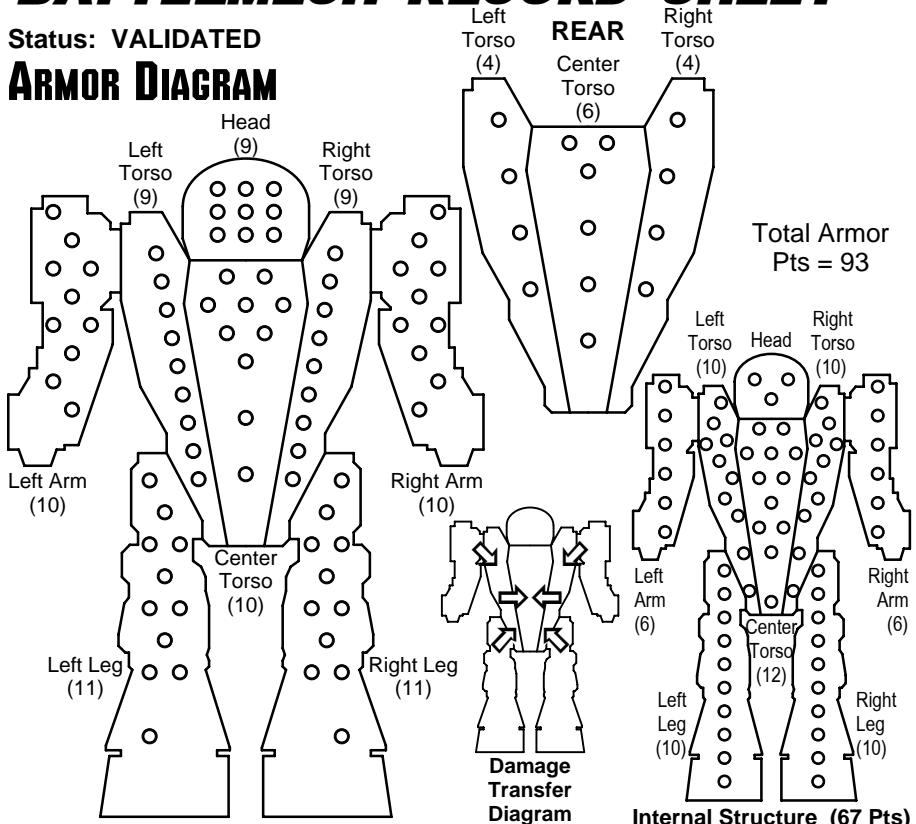
Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Vulcan VT-6M**
 Mass: **40 tons**
 Movement Points: **6** Tech & Configuration:
 Walking: **6** Inner Sphere
 Running: **9** Biped 'Mech
 Jumping: **6**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	RA	3	2	-	1	2	3
1	Machine Gun	LA	0	2	-	1	2	3
1	Light Gauss Rifle	RT	1	8	3	8	17	25
1	ER Medium Laser	LT	5	5	-	4	8	12

Ammo Type: **Machine Gun** **200**
Light Gauss Rifle **32**

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

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 Point
4	
3	
2	
1	
0	

WIZKIDS GAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

- Machine Gun
- Endo Steel
- Endo Steel

4-6

- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- 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

4-6

- Flamer
- Endo Steel
- Endo Steel
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Roll Again

Left Torso

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

1-3

- Ammo (MG) 200
- Endo Steel
- Endo Steel
- Endo Steel
- 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
- Jump Jet
- Jump Jet

4-6

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Jump Jet
- Jump Jet
- Light Gauss Rifle

1-3

- Light Gauss Rifle
- Light Gauss Rifle
- Light Gauss Rifle
- Light Gauss Rifle
- Ammo (Lt Gauss) 16
- Ammo (Lt Gauss) 16

4-6

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

Left Leg

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

Right Leg

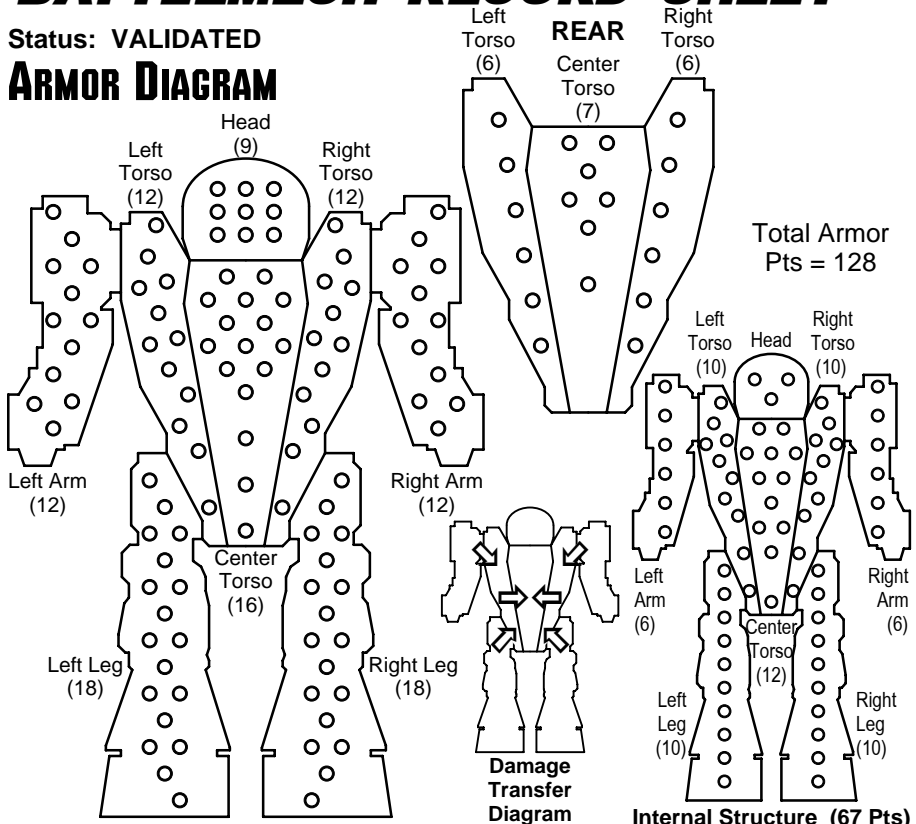
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Whitworth WHT-1H**
 Mass: **40 tons**
 Movement Points: **Tech & Configuration:**
 Walking: **4** Inner Sphere
 Running: **6** Biped 'Mech
 Jumping: **4**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
8	Rocket Launcher 10 (OS)	RT	3	1/hit	-	5	11	18
1	SRM 6	LT	4	2/hit	-	3	6	9
1	Medium Laser	HD	3	5	-	3	6	9

Ammo Type: SRM 6 **Rounds:** 15

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

Auto Eject: Operational Disabled **Weapon Heat:** (13)

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

** Avoid Inferno explosion on..
 Shutdown

30
29
28
27
26
25
24
23
22
21
20
19
18
17
16
15
14
13
12
11
10
9
8
7
6
5
4
3
2
1
0

Ammo Explosion, avoid on 8+ (** 12+)
 Shutdown, avoid on 10+
 -5 Movement Points
 +4 Modifier to Fire
 Ammo Explosion, avoid on 6+ (** 10+)
 Shutdown, avoid on 8+
 -4 Movement Points
 Ammo Explosion, avoid on 4+ (** 8+)
 Shutdown, avoid on 6+
 +3 Modifier to Fire
 -3 Movement Points
 Shutdown, avoid on 4+ (** 6+)
 +2 Modifier to Fire
 -2 Movement Points (** 4+)
 +1 Modifier to Fire
 -1 Movement Point

WKGAMES

CRITICAL HIT TABLE

Left Arm	Head	Right Arm
1. Shoulder	1. Life Support	1. Shoulder
2. Upper Arm Actuator	2. Sensors	2. Upper Arm Actuator
3. Lower Arm Actuator	3. Cockpit	3. Lower Arm Actuator
4. Hand Actuator	4. Medium Laser	4. Hand Actuator
5. Medium Laser	5. Sensors	5. Medium Laser
6. Roll Again	6. Life Support	6. Roll Again
1-3		1-3
1. Roll Again		1. Roll Again
2. Roll Again		2. Roll Again
3. Roll Again		3. Roll Again
4. Roll Again		4. Roll Again
5. Roll Again		5. Roll Again
6. Roll Again		6. Roll Again
4-6		4-6
1. Roll Again		1. Roll Again
2. Roll Again		2. Roll Again
3. Roll Again		3. Roll Again
4. Roll Again		4. Roll Again
5. Roll Again		5. Roll Again
6. Roll Again		6. Roll Again
1-3		1-3
1. Single Heat Sink		1. Single Heat Sink
2. Single Heat Sink		2. Single Heat Sink
3. Single Heat Sink		3. Single Heat Sink
4. SRM 6		4. Rocket Launcher 10 (OS)
5. SRM 6		5. Rocket Launcher 10 (OS)
6. Ammo (SRM 6) 15		6. Rocket Launcher 10 (OS)
1-3		1-3
1. Roll Again		1. Rocket Launcher 10 (OS)
2. Roll Again		2. Rocket Launcher 10 (OS)
3. Roll Again		3. Rocket Launcher 10 (OS)
4. Roll Again		4. Rocket Launcher 10 (OS)
5. Roll Again		5. Rocket Launcher 10 (OS)
6. Roll Again		6. Roll Again
4-6		4-6
1. Roll Again		1. Hip
2. Roll Again		2. Upper Leg Actuator
3. Roll Again		3. Lower Leg Actuator
4. Roll Again		4. Foot Actuator
5. Roll Again		5. Jump Jet
6. Roll Again		6. Jump Jet

Center Torso	Left Torso	Right Torso
1. Fusion Engine	1. Single Heat Sink	1. Single Heat Sink
2. Fusion Engine	2. Single Heat Sink	2. Single Heat Sink
3. Fusion Engine	3. Single Heat Sink	3. Single Heat Sink
4. Gyro	4. SRM 6	4. Rocket Launcher 10 (OS)
5. Gyro	5. SRM 6	5. Rocket Launcher 10 (OS)
6. Gyro	6. Ammo (SRM 6) 15	6. Rocket Launcher 10 (OS)
1-3	1-3	1-3
1. Gyro	1. Roll Again	1. Rocket Launcher 10 (OS)
2. Fusion Engine	2. Roll Again	2. Rocket Launcher 10 (OS)
3. Fusion Engine	3. Roll Again	3. Rocket Launcher 10 (OS)
4. Fusion Engine	4. Roll Again	4. Rocket Launcher 10 (OS)
5. Single Heat Sink	5. Roll Again	5. Rocket Launcher 10 (OS)
6. Single Heat Sink	6. Roll Again	6. Roll Again
4-6	4-6	4-6
1. Single Heat Sink	1. Single Heat Sink	1. Single Heat Sink
2. Single Heat Sink	2. Single Heat Sink	2. Single Heat Sink
3. Single Heat Sink	3. Single Heat Sink	3. Single Heat Sink
4. Single Heat Sink	4. Single Heat Sink	4. Single Heat Sink
5. Single Heat Sink	5. Single Heat Sink	5. Single Heat Sink
6. Single Heat Sink	6. Single Heat Sink	6. Single Heat Sink

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

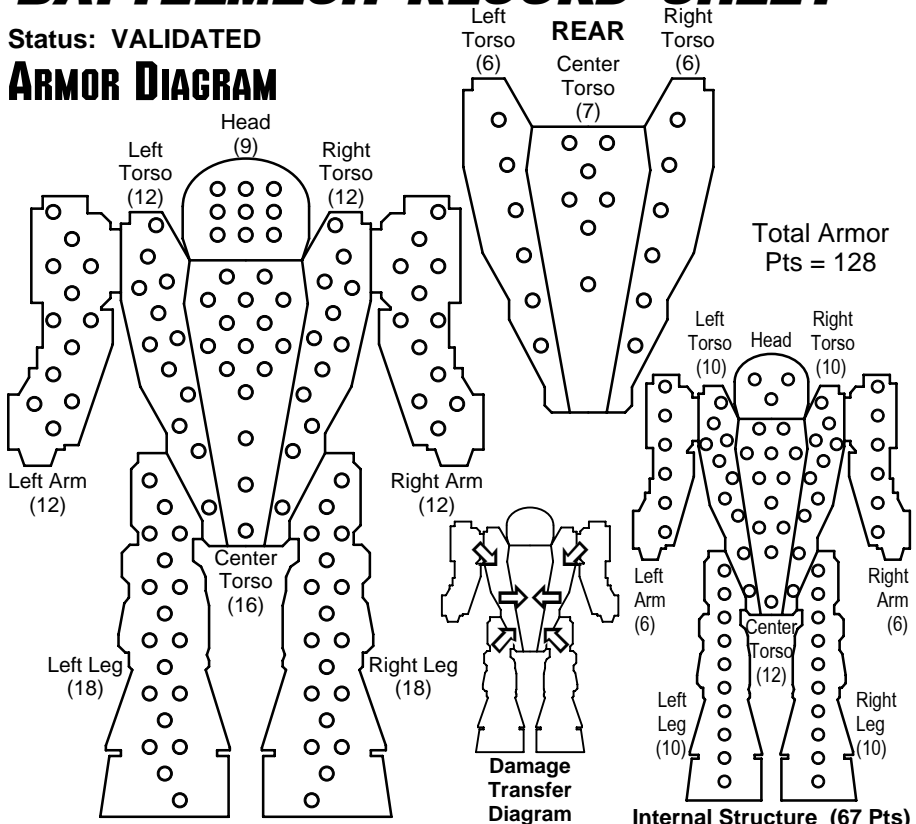
Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (67 Pts)

'MECH DATA

Type: **Whitworth WHT-2**

Mass: **40 tons**

Movement Points: **Tech & Configuration:**

Walking: **4** Inner Sphere
 Running: **6** Biped 'Mech
 Jumping: **4**

Weapons Inventory: (hexes)

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

Ammo Type: **LRM 10** Rounds: **24**

Total Heat Sinks: **10 Single**

○○○○○○○○○○

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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



Left Arm

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

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

Left Torso

- Jump Jet
 - Jump Jet
 - LRM 10
 - LRM 10
 - Artemis IV FCS
 - Ammo (LRM 10) 12
- 1-3

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

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

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

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

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - 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
 - LRM 10
 - LRM 10
 - Artemis IV FCS
 - Ammo (LRM 10) 12
- 1-3

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

Right Leg

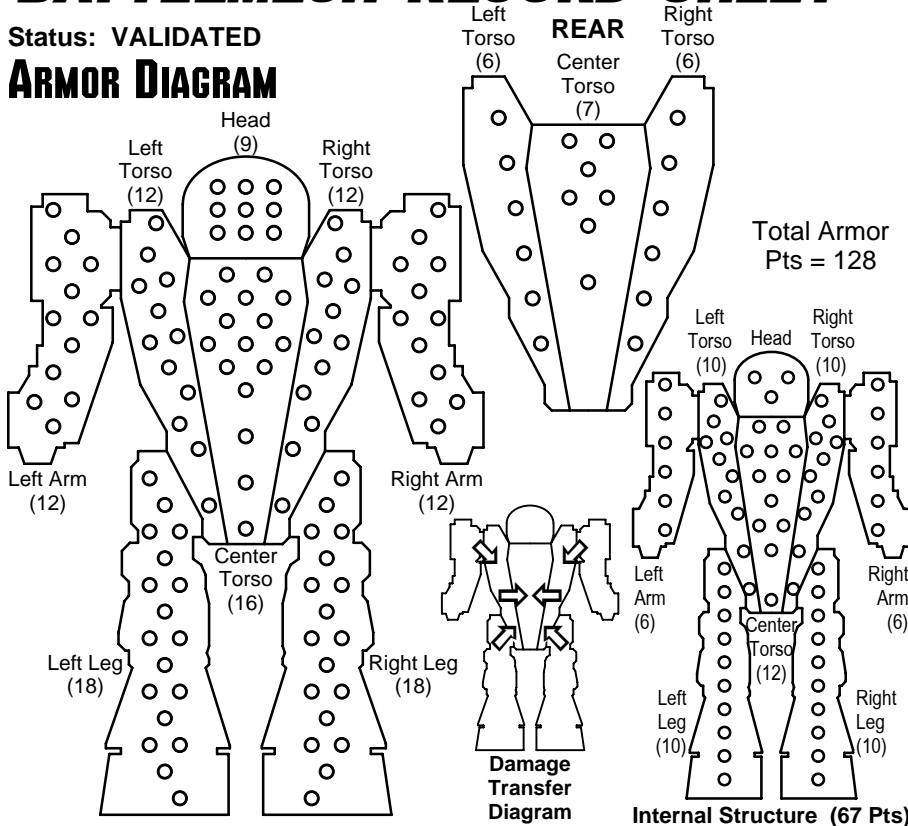
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Single Heat Sink

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Whitworth WHT-2A**

Mass: **40 tons**

Movement Points: **Tech & Configuration:**

Walking: **4** Inner Sphere
 Running: **6** Biped 'Mech
 Jumping: **4**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
2	Streak SRM 4	RT	3	2/hit	-	3	6	9
2	Streak SRM 4	LT	3	2/hit	-	3	6	9
1	C³ Slave Unit	CT	0	-	-	-	-	-
1	Small Laser	HD	1	3	-	1	2	3

Ammo Type: **Streak SRM 4** Rounds: **25**

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

○○○○○○○○○○

Auto Eject: Operational Disabled
 Weapon Heat: **(19)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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



CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- Medium Laser
 - Endo Steel
 - Endo Steel

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

- Streak SRM 4
 - Streak SRM 4
 - Endo Steel
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Leg

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

Head

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

Center Torso

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

- Gyro
 - Fusion Engine
 - Fusion Engine
 - C³ Slave Unit
 - Roll Again
- 4-6

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

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Medium Laser
 - Endo Steel
 - Endo Steel
- 1-3

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

- Streak SRM 4
 - Streak SRM 4
 - Ammo (Streak 4) 25
 - Endo Steel
 - Roll Again
 - Roll Again
- 4-6

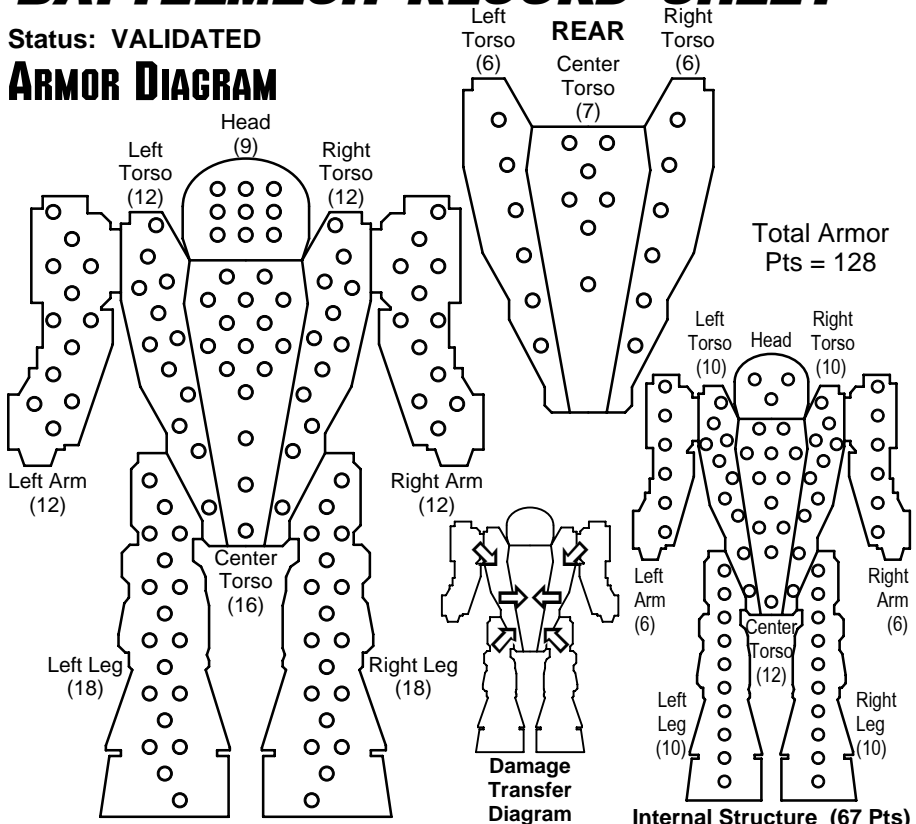
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Whitworth WHT-3**
 Mass: **40 tons**
 Movement Points: **Tech & Configuration:**
 Walking: **4** Inner Sphere
 Running: **6** Biped 'Mech
 Jumping: **6**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	LRM 5	RT	2	1/hit	6	7	14	21
2	LRM 5	LT	2	1/hit	6	7	14	21
1	C³ Slave Unit	HD	0	-	-	-	-	-

Ammo Type: LRM 5 **Rounds:** 96

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

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WZK GAMES

CRITICAL HIT TABLE

Left Arm	Head	Right Arm
1. Shoulder	1. Life Support	1. Shoulder
2. Upper Arm Actuator	2. Sensors	2. Upper Arm Actuator
3. Lower Arm Actuator	3. Cockpit	3. Lower Arm Actuator
4. Endo Steel	4. C³ Slave Unit	4. Endo Steel
5. Endo Steel	5. Sensors	5. Endo Steel
6. Endo Steel	6. Life Support	6. Endo Steel
1. Endo Steel		1. Endo Steel
2. Roll Again		2. Roll Again
3. Roll Again		3. Roll Again
4. Roll Again		4. Roll Again
5. Roll Again		5. Roll Again
6. Roll Again		6. Roll Again
1. Fusion Engine		1. Improved Jump Jet
2. Fusion Engine		2. Improved Jump Jet
3. Fusion Engine		3. Improved Jump Jet
4. Gyro		4. Improved Jump Jet
5. Gyro		5. Improved Jump Jet
6. Gyro		6. Improved Jump Jet
1. Gyro		1. LRM 5
2. Fusion Engine		2. LRM 5
3. Fusion Engine		3. Ammo (LRM 5) 24
4. Fusion Engine		4. Ammo (LRM 5) 24
5. Endo Steel		5. Endo Steel
6. Endo Steel		6. Endo Steel
1. Hip		1. Hip
2. Upper Leg Actuator		2. Upper Leg Actuator
3. Lower Leg Actuator		3. Lower Leg Actuator
4. Foot Actuator		4. Foot Actuator
5. Single Heat Sink		5. Single Heat Sink
6. Single Heat Sink		6. Single Heat Sink

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

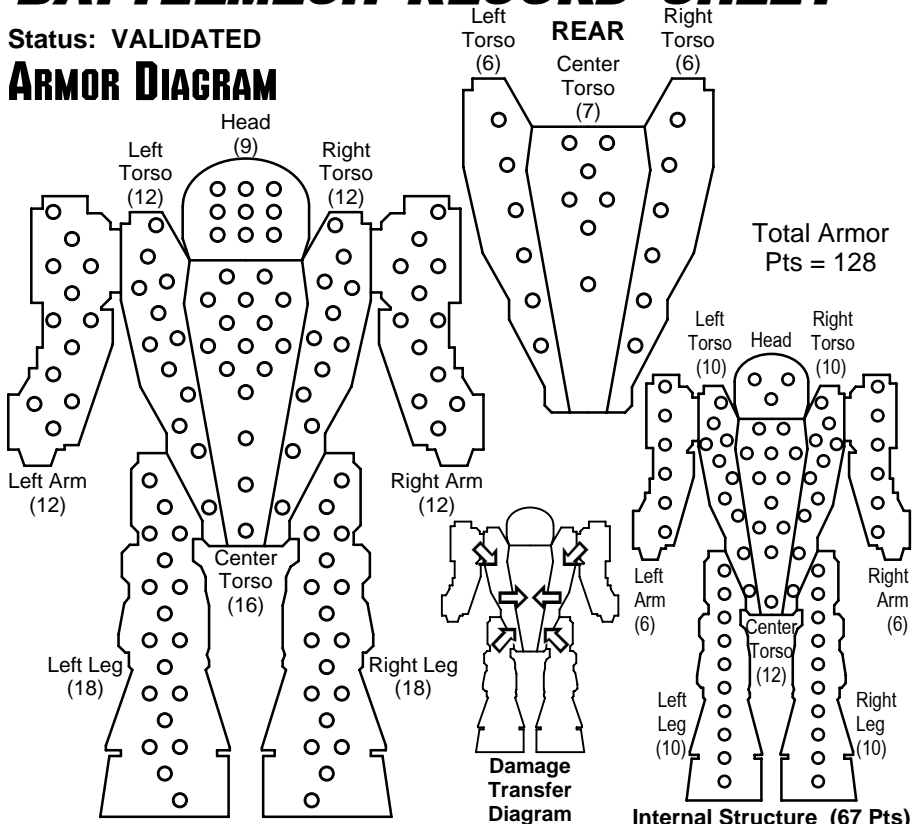
Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Whitworth WHT-K**
 Mass: **40 tons**
 Movement Points: **Tech & Configuration:**
 Walking: **4** Inner Sphere
 Running: **6** Biped 'Mech
 Jumping: **5**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RA	5	5	-	4	8	12
1	ER Medium Laser	LA	5	5	-	4	8	12
1	MML 7	RT	4	-	-	-	-	-
	LRM (17 salvos/ton)			1/hit	6	7	14	21
	SRM (14 salvos/ton)			2/hit	-	3	6	9
1	MML 7	LT	4	-	-	-	-	-
1	C³ Slave Unit	HD	0	-	-	-	-	-

Ammo Type: **MML 7** Rounds: _____

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

Auto Eject: Operational Disabled **Weapon Heat: (18)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WZK GAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

- ER Medium Laser
- Endo Steel
- Endo Steel

4-6

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

Head

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

- ER Medium Laser
- Endo Steel
- Endo Steel

4-6

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

Left Torso

- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet

1-3

- MML 7
- MML 7

4-6

- MML 7
- MML 7
- Ammo (MML7) 17/14
- Endo Steel
- Endo Steel
- Endo Steel

Center Torso

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

1-3

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

4-6

Right Torso

- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet

1-3

- MML 7
- MML 7

4-6

- MML 7
- MML 7
- Ammo (MML7) 17/14
- Endo Steel
- Endo Steel
- Endo Steel

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

Left Leg

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

Right Leg

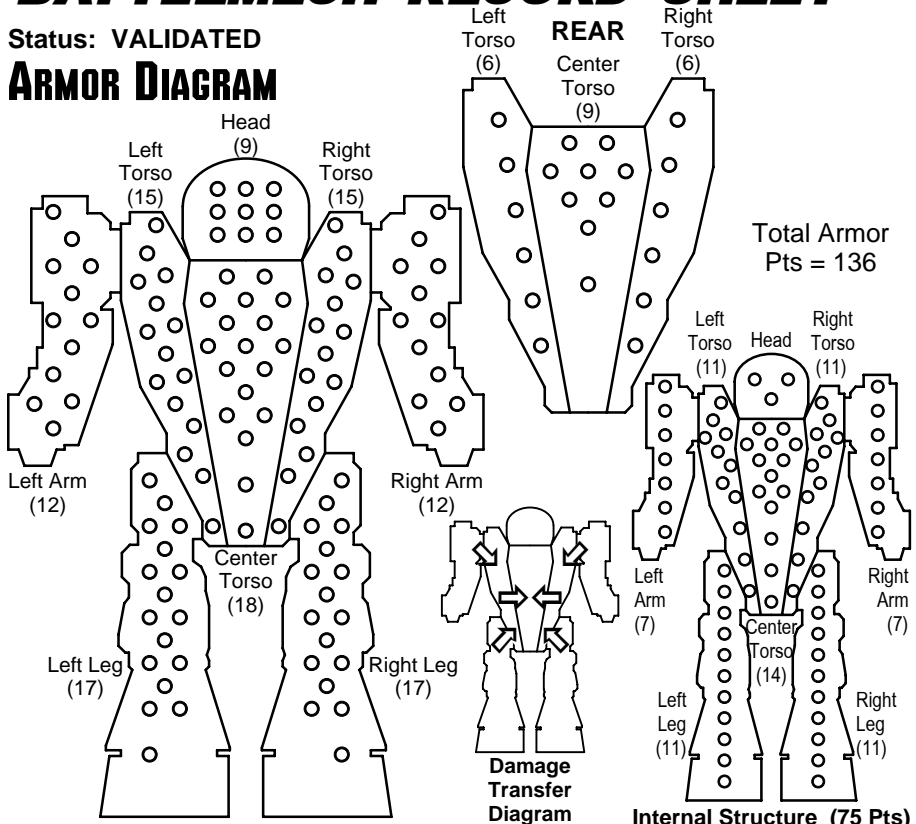
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Single Heat Sink

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Blackjack BJ-2**
 Mass: **45 tons**
 Movement Points: **Tech & Configuration:**
 Walking: **4** Inner Sphere
 Running: **6** Biped 'Mech
 Jumping: **4**

Weapons Inventory: (hexes)

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

Ammo Type: Streak SRM 2 **Rounds:** 50

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

Auto Eject: Operational Disabled **Weapon Heat:** (32)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WZK GAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- ER Large Laser
- ER Large 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
- Roll Again
- Sensors
- Life Support

1-3

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

4-6

Right Arm

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

1-3

- Roll Again
- Roll Again
- 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

- Streak SRM 2
- Streak SRM 2
- Ammo (Streak 2) 50
- 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
- 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

- Streak SRM 2
- Streak SRM 2
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

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

Left Leg

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

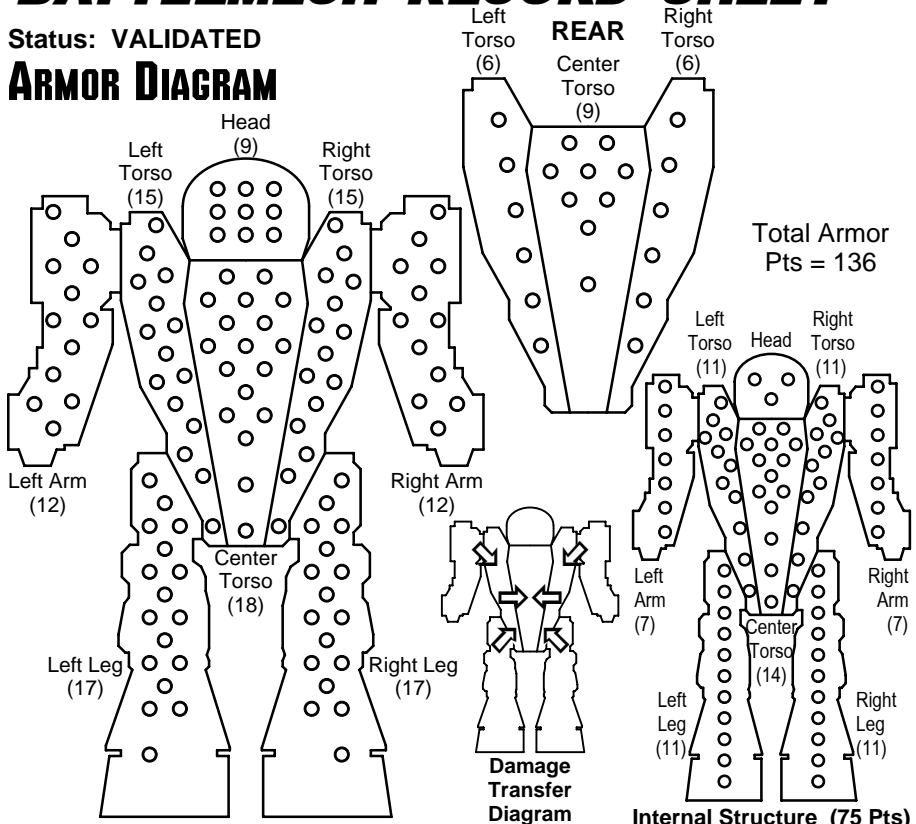
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Blackjack BJ-3**
 Mass: **45 tons**
 Movement Points: **4** Tech & Configuration:
 Walking: **4** Inner Sphere
 Running: **6** Biped 'Mech
 Jumping: **4**

Weapons Inventory: (hexes)

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

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

Auto Eject: Operational Disabled
 Weapon Heat: **(32)**

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WKGAMES

CRITICAL HIT TABLE

Left Arm	Head	Right Arm
1. Shoulder	1. Life Support	1. Shoulder
2. Upper Arm Actuator	2. Sensors	2. Upper Arm Actuator
3. PPC	3. Cockpit	3. PPC
4. PPC	4. Roll Again	4. PPC
5. PPC	5. Sensors	5. PPC
6. Medium Laser	6. Life Support	6. Medium Laser
1-3		1-3
1. Roll Again		1. Roll Again
2. Roll Again		2. Roll Again
3. Roll Again		3. Roll Again
4. Roll Again		4. Roll Again
5. Roll Again		5. Roll Again
6. Roll Again		6. Roll Again
4-6		4-6
1. Roll Again		1. Roll Again
2. Roll Again		2. Roll Again
3. Roll Again		3. Roll Again
4. Roll Again		4. Roll Again
5. Roll Again		5. Roll Again
6. Roll Again		6. Roll Again
Left Torso	Center Torso	Right Torso
1. Double Heat Sink	1. Fusion Engine	1. Double Heat Sink
2. Double Heat Sink	2. Fusion Engine	2. Double Heat Sink
3. Double Heat Sink	3. Fusion Engine	3. Double Heat Sink
4. Medium Laser	4. Gyro	4. Double Heat Sink
5. Roll Again	5. Gyro	5. Double Heat Sink
6. Roll Again	6. Gyro	6. Double Heat Sink
1-3	1-3	1-3
1. Roll Again	1. Gyro	1. Medium Laser
2. Roll Again	2. Fusion Engine	2. Roll Again
3. Roll Again	3. Fusion Engine	3. Roll Again
4. Roll Again	4. Fusion Engine	4. Roll Again
5. Roll Again	5. Roll Again	5. Roll Again
6. Roll Again	6. Roll Again	6. Roll Again
4-6	4-6	4-6
1. Roll Again		1. Roll Again
2. Roll Again		2. Roll Again
3. Roll Again		3. Roll Again
4. Roll Again		4. Roll Again
5. Roll Again		5. Roll Again
6. Roll Again		6. Roll Again
Left Leg	Right Leg	
1. Hip	1. Hip	
2. Upper Leg Actuator	2. Upper Leg Actuator	
3. Lower Leg Actuator	3. Lower Leg Actuator	
4. Foot Actuator	4. Foot Actuator	
5. Jump Jet	5. Jump Jet	
6. Jump Jet	6. Jump Jet	

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

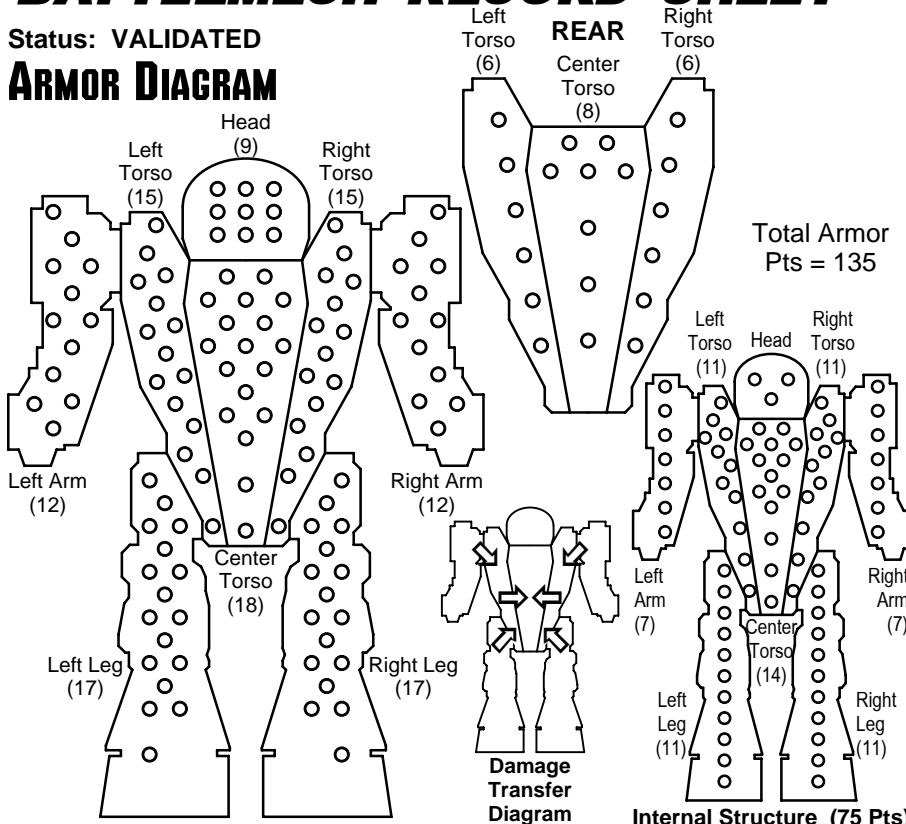
Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Blackjack BJ-4**
 Mass: **45 tons**
 Movement Points: **Tech & Configuration:**
 Walking: **4** Inner Sphere
 Running: **6** Biped 'Mech
 Jumping: **4**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light AC/5	RA	1	5	-	5	10	15
1	ER Medium Laser	RA	5	5	-	4	8	12
1	Light AC/5	LA	1	5	-	5	10	15
1	ER Medium Laser	LA	5	5	-	4	8	12
1 Targeting Computer								

Ammo Type: Light AC/5 **Rounds:** 80

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

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

HEAT SCALE

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

WZK GAMES

CRITICAL HIT TABLE

Part	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Light AC/5	4. Light AC/5	5. ER Medium Laser	6. Light Ferro-Fibrous
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Light AC/5	4. Light AC/5	5. ER Medium Laser	6. Light Ferro-Fibrous
Head	1. Life Support	2. Sensors	3. Cockpit	4. Light Ferro-Fibrous	5. Sensors	6. Life Support
Center Torso	1. Light Fusion Engine	2. Light Fusion Engine	3. Light Fusion Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. Light Fusion Engine	2. Light Fusion Engine	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Targeting Computer
Right Torso	1. Light Fusion Engine	2. Light Fusion Engine	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Jump Jet
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Jump Jet

Engine Hits ○ ○ ○

Gyro Hits ○ ○

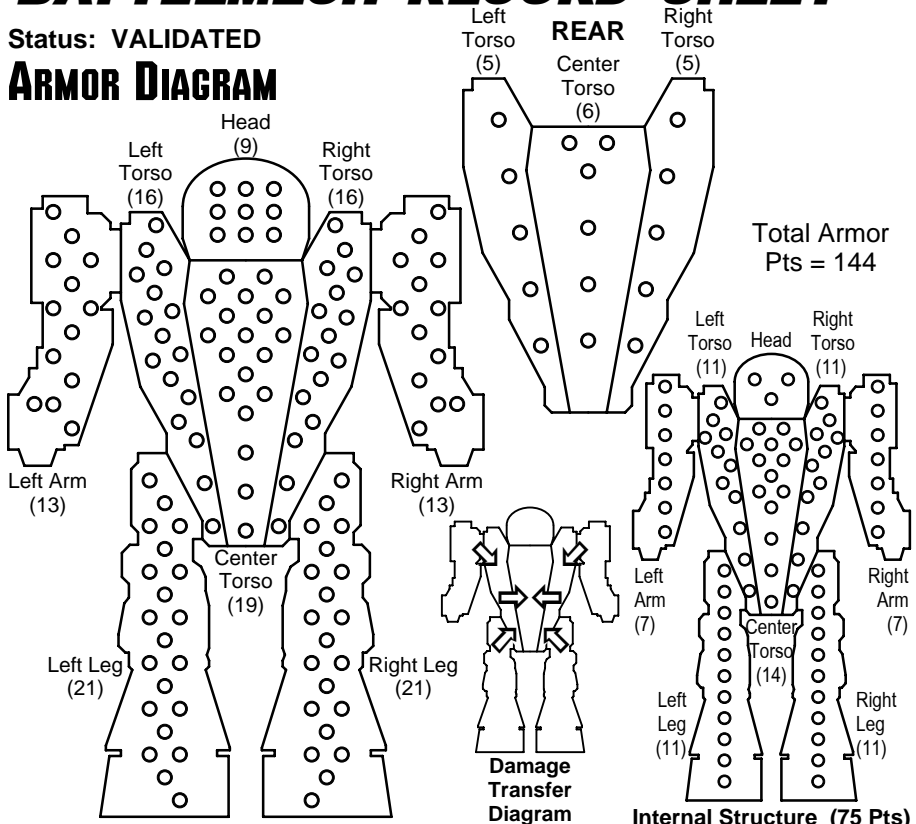
Sensor Hits ○ ○

Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Hatchetman HCT-5K**
 Mass: **45 tons**
 Movement Points: **Tech & Configuration:**
 Walking: **4** Inner Sphere
 Running: **6** Biped 'Mech
 Jumping: **4**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	RA	4	6	-	2	4	6
1	Medium Pulse Laser	LA	4	6	-	2	4	6
1	MRM 30	RT	10	1/hit	-	3	8	15
1	ER Medium Laser	LT	5	5	-	4	8	12
1	C³ Slave Unit	HD	0	-	-	-	-	-
1	Sword	RA	0	6	-	-	-	-

Ammo Type: MRM 30 **Rounds:** 16

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

Auto Eject: Operational Disabled **Weapon Heat: (23)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WIZKIDS GAMES

CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Double Heat Sink	6. Double Heat Sink
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Medium Pulse Laser	6. Sword
Head	1. Life Support	2. Sensors	3. Cockpit	4. C³ Slave Unit	5. Sensors	6. Life Support
Center Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
Right Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. MRM 30	5. MRM 30	6. MRM 30
Left Leg	1. Double Heat Sink	2. Double Heat Sink	3. Double Heat Sink	4. ER Medium Laser	5. Roll Again	6. Roll Again
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Jump Jet

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

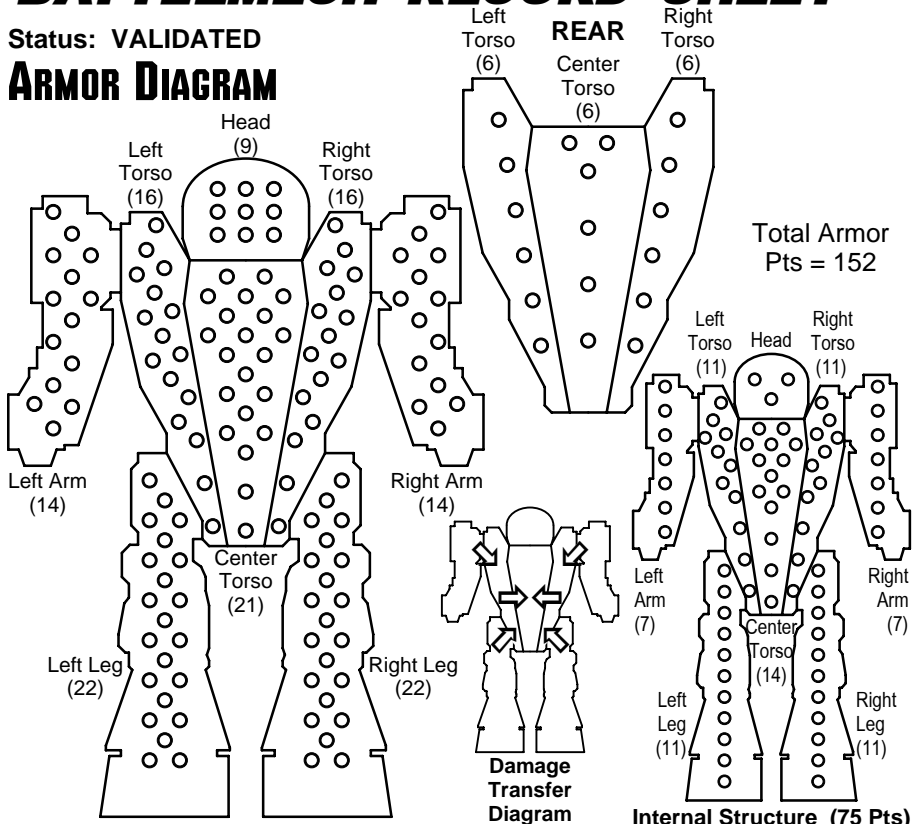
Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Hatchetman HCT-5S**
 Mass: **45 tons**
 Movement Points: **Tech & Configuration:**
 Walking: **4** Inner Sphere
 Running: **6** Biped 'Mech
 Jumping: **4**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	RA	4	6	-	2	4	6
1	Medium Pulse Laser	LA	4	6	-	2	4	6
1	LB 10-X AC	RT	2	10	-	6	12	18
1	Medium Pulse Laser	LT	4	6	-	2	4	6
1	Hatchet	RA	0	9				

Ammo Type: LB 10-X AC
Rounds: 10

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

Auto Eject: Operational Disabled
Weapon Heat: (14)

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WARGAMES

CRITICAL HIT TABLE

Left Arm

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

1-3

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

4-6

Head

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

Right Arm

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

1-3

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

4-6

Left Torso

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

1-3

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

4-6

Center Torso

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

1-3

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

4-6

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Single Heat Sink
- LB 10-X AC
- LB 10-X AC

1-3

- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- Ammo (LB 10-X) 10
- CASE

4-6

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

Left Leg

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

Right Leg

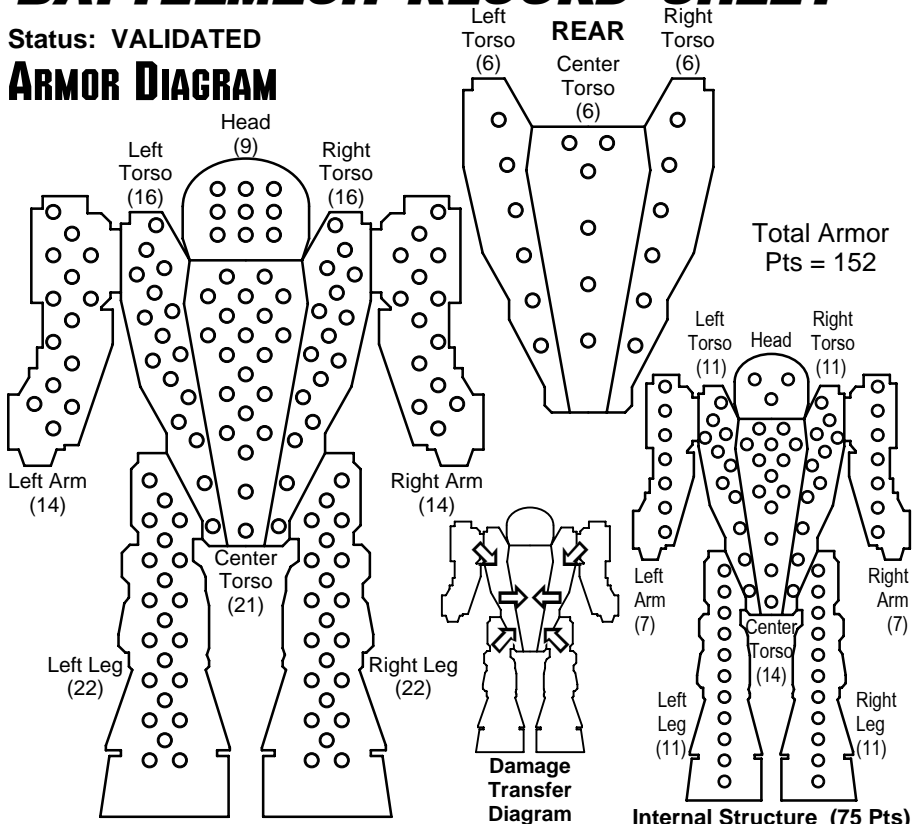
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Hatchetman HCT-6D**
 Mass: **45 tons**
 Movement Points: **5** Tech & Configuration:
 Walking: **5** Inner Sphere
 Running: **8** Biped 'Mech
 Jumping: **5**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	LA	5	5	-	4	8	12
1	Rotary AC/5	RT	1	5	-	5	10	15
1	ER Medium Laser	LT	5	5	-	4	8	12
1	Guardian ECM	LT	0	-	-	-	-	6
1	ER Medium Laser	HD	5	5	-	4	8	12
1	Hatchet	RA	0	9				

Ammo Type: Rotary AC/5 Rounds: 40

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
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

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

WIZKIDS GAMES

CRITICAL HIT TABLE

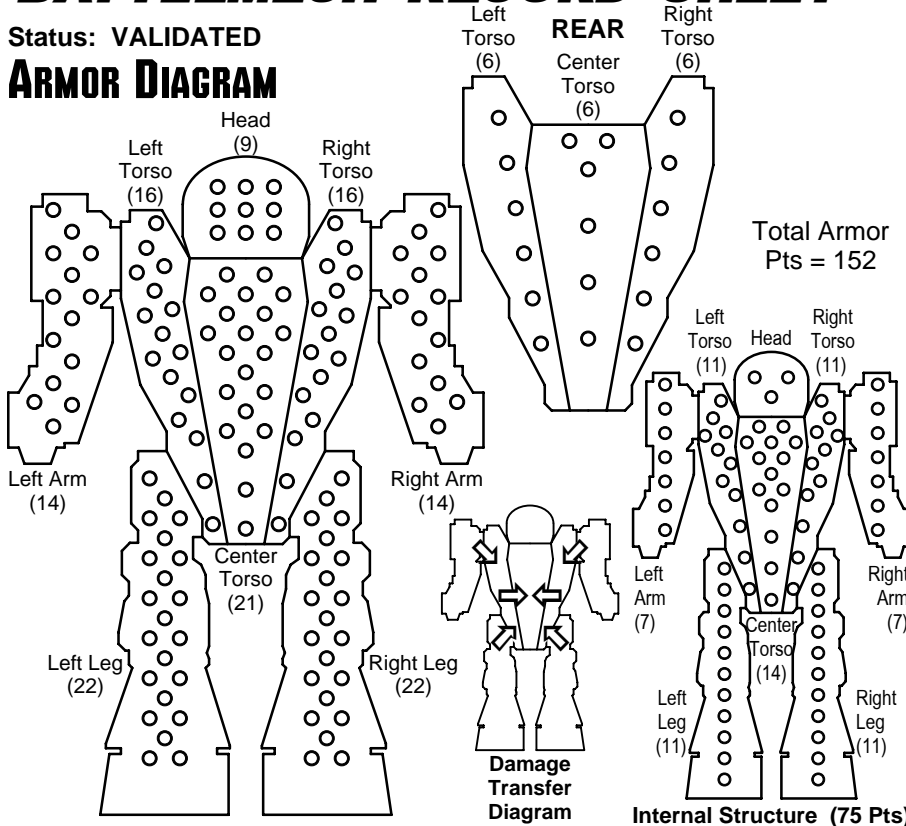
<h4>Left Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator ER Medium Laser Endo Steel <p>1-3</p> <ol style="list-style-type: none"> Endo Steel Endo Steel Endo Steel Endo Steel Endo Steel Roll Again <p>4-6</p> <h4>Left Torso</h4> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine XL Engine Double Heat Sink Double Heat Sink <p>1-3</p> <ol style="list-style-type: none"> ER Medium Laser Guardian ECM Guardian ECM Endo Steel Endo Steel Endo Steel <p>4-6</p> <h4>Left Leg</h4> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Jump Jet Jump Jet 	<h4>Head</h4> <ol style="list-style-type: none"> Life Support Sensors Cockpit ER Medium Laser Sensors Life Support <p>1-3</p> <h4>Center Torso</h4> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro XL Engine XL Engine XL Engine Jump Jet Endo Steel <p>4-6</p> <div style="border: 1px solid black; padding: 5px; margin-top: 10px;"> <p>Engine Hits ○○○</p> <p>Gyro Hits ○○</p> <p>Sensor Hits ○○</p> <p>Life Support ○</p> </div>	<h4>Right Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Hatchet Hatchet <p>1-3</p> <ol style="list-style-type: none"> Hatchet Endo Steel Endo Steel Endo Steel Endo Steel Roll Again <p>4-6</p> <h4>Right Torso</h4> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine Rotary AC/5 Rotary AC/5 Rotary AC/5 <p>1-3</p> <ol style="list-style-type: none"> Rotary AC/5 Rotary AC/5 Rotary AC/5 Ammo (RAC/5) 20 Ammo (RAC/5) 20 Roll Again <p>4-6</p> <h4>Right Leg</h4> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Jump Jet Jump Jet
---	--	--

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Hatchetman HCT-6S**
 Mass: **45 tons**
 Movement Points: **4** Tech & Configuration:
 Walking: **4** Inner Sphere
 Running: **6** Biped 'Mech
 Jumping: **4**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RA	5	5	-	4	8	12
1	ER Medium Laser	LA	5	5	-	4	8	12
1	LB 10-X AC	RT	2	10	-	6	12	18
1	ER Medium Laser	LT	5	5	-	4	8	12
1	Hatchet	RA	0	9				

Ammo Type: **Rounds:**
 LB 10-X AC 20

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

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

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WIZKIDS GAMES

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
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
- 4-6

Head

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

Center Torso

- Light Fusion Engine
 - Light Fusion Engine
 - Light Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Light Fusion Engine
 - Light Fusion Engine
 - Light Fusion Engine
 - Ferro-Fibrous
 - Ferro-Fibrous
- 4-6

Left Torso

- Light Fusion Engine
 - Light Fusion Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - ER Medium Laser
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
- 4-6

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - ER Medium Laser
 - Hatchet
- 1-3
- Hatchet
 - Hatchet
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
- 4-6

Right Torso

- Light Fusion Engine
 - Light Fusion Engine
 - LB 10-X AC
 - LB 10-X AC
 - LB 10-X AC
 - LB 10-X AC
- 1-3
- LB 10-X AC
 - LB 10-X AC
 - Ammo (LB 10-X) 10
 - Ammo (LB 10-X) 10
 - CASE
 - Ferro-Fibrous
- 4-6

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

Left Leg

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

Right Leg

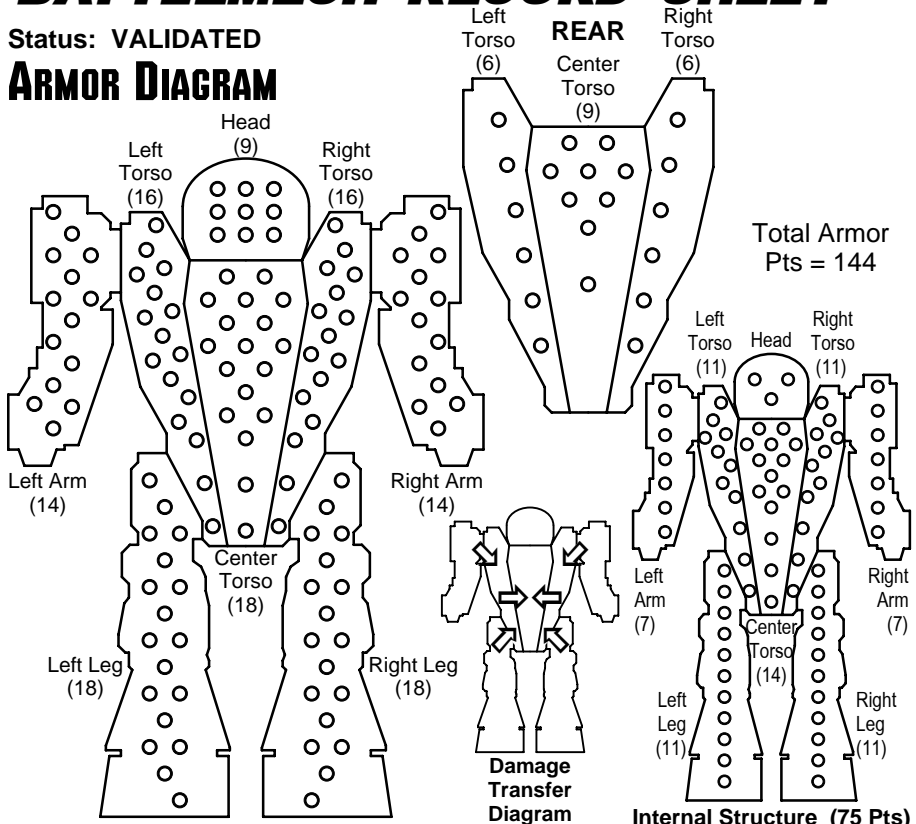
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Vindicator VND-3L**
 Mass: **45 tons**
 Movement Points: **Tech & Configuration:**
 Walking: **4** Inner Sphere
 Running: **6** Biped 'Mech
 Jumping: **4**

Weapons Inventory: (hexes)

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

Ammo Type: LRM 5 **Rounds:** 24

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

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WARGAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

- Hand Actuator
- Double Heat Sink
- Double Heat Sink

4-6

- Double Heat Sink
- Roll Again
- 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

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- LRM 5
- 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
- Medium Pulse Laser
- Sensors
- Life Support

Center Torso

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

1-3

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

4-6

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

4-6

- ER PPC
- ER PPC
- ER PPC
- 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

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

4-6

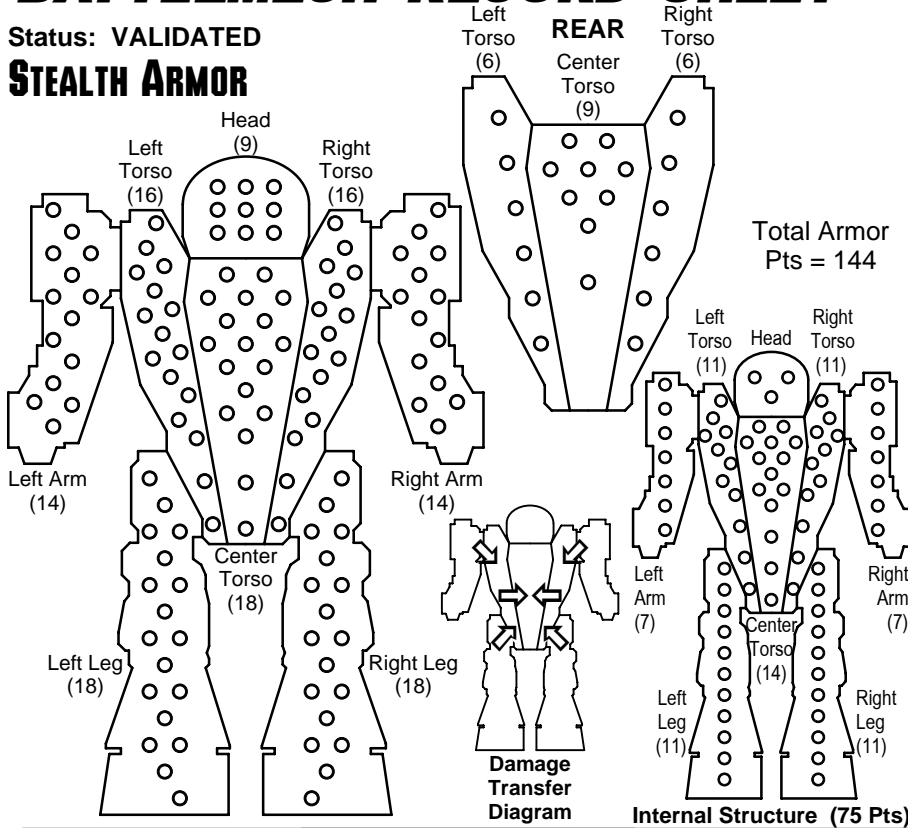
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
STEALTH ARMOR



MECH DATA

Type: **Vindicator VND-4L**
 Mass: **45 tons**
 Movement Points: **5** Tech & Configuration:
 Walking: **5** Inner Sphere
 Running: **8** Biped 'Mech
 Jumping: **5**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	10	-	7	14	23
1	LRM 5	LT	2	1/hit	6	7	14	21
1	Guardian ECM	LT	0	-	-	-	-	6
1	ER Medium Laser	CT	5	5	-	4	8	12
1	Medium Pulse Laser	HD	4	6	-	2	4	6

Ammo Type: LRM 5 **Rounds:** 24

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

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WIZKIDS GAMES

CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Double Heat Sink	6. Double Heat Sink
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
Head	1. Life Support	2. Sensors	3. Cockpit	4. Medium Pulse Laser	5. Sensors	6. Life Support
Center Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Jump Jet	5. Jump Jet	6. LRM 5
Right Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Jump Jet	5. Jump Jet	6. Ammo (LRM 5) 24
Left Leg	1. Guardian ECM	2. Guardian ECM	3. Stealth Armor	4. Stealth Armor	5. Roll Again	6. Roll Again
Right Leg	1. Double Heat Sink	2. Double Heat Sink	3. Double Heat Sink	4. CASE	5. Stealth Armor	6. Stealth Armor
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Stealth Armor	6. Stealth Armor
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Stealth Armor	6. Stealth Armor

Engine Hits ○○○○

Gyro Hits ○○

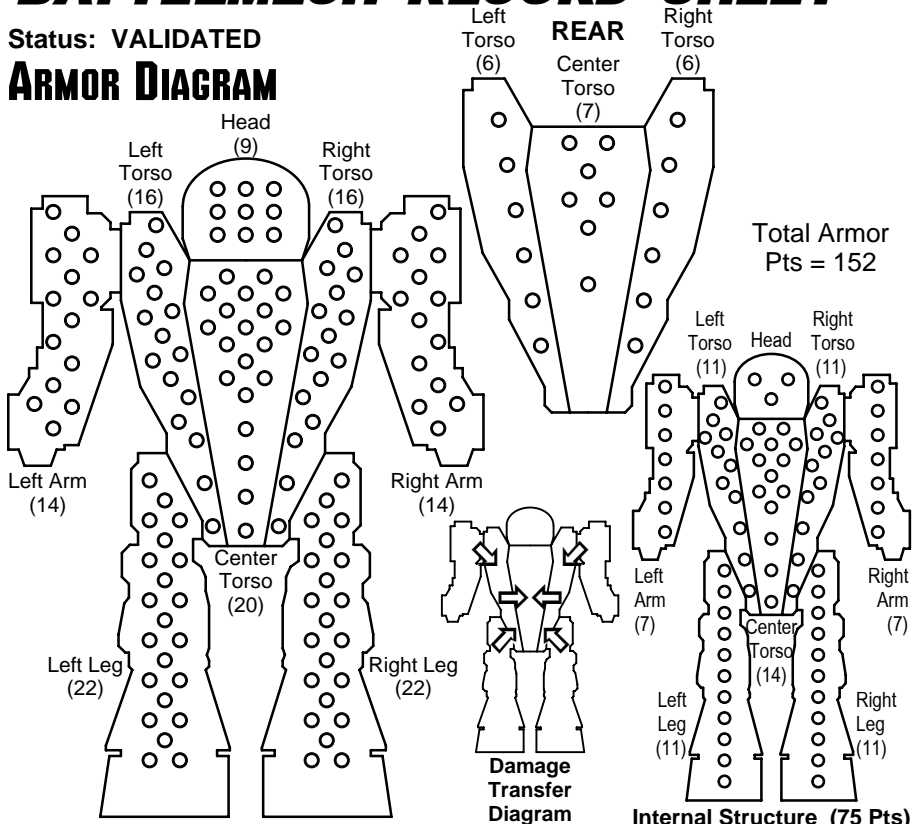
Sensor Hits ○○

Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Vindicator VND-5L**
 Mass: **45 tons**
 Movement Points: **4** Tech & Configuration:
 Walking: **4 [5]** Inner Sphere
 Running: **6 [8]** Biped 'Mech
 Jumping: **4**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	10	-	7	14	23
1	ER Medium Laser	RT	5	5	-	4	8	12
1	Medium Pulse Laser	RT	4	6	-	2	4	6
1	Small Pulse Laser	RT	2	3	-	1	2	3
1	ER Medium Laser	LT	5	5	-	4	8	12
1	Medium Pulse Laser	LT	4	6	-	2	4	6
1	Small Laser	LT	1	3	-	1	2	3
1	Sword	LA	0	6				

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

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

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WARGAMES

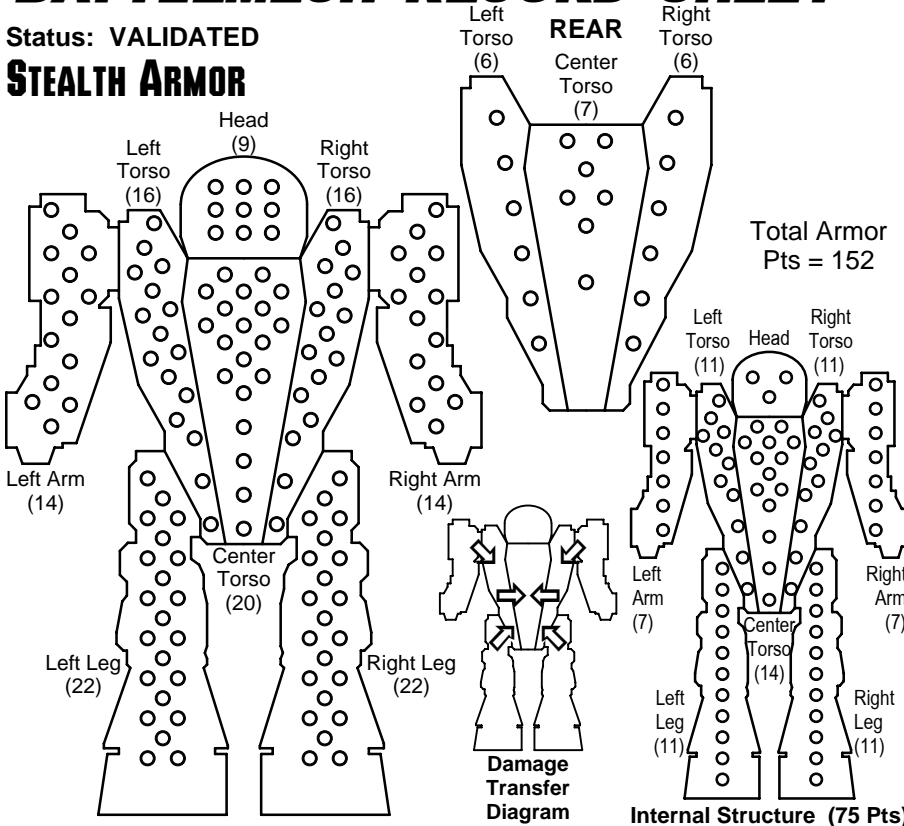
CRITICAL HIT TABLE

<h4>Left Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Sword Sword <p>1-3</p> <ol style="list-style-type: none"> Sword Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <h4>Left Torso</h4> <ol style="list-style-type: none"> Double Heat Sink Double Heat Sink Double Heat Sink ER Medium Laser Medium Pulse Laser Small Laser <p>1-3</p> <ol style="list-style-type: none"> Triple Strength Triple Strength Triple Strength Roll Again Roll Again Roll Again <p>4-6</p> <h4>Left Leg</h4> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Jump Jet Roll Again 	<h4>Head</h4> <ol style="list-style-type: none"> Life Support Sensors Cockpit Roll Again Sensors Life Support <h4>Center Torso</h4> <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro Fusion Engine Fusion Engine Fusion Engine Jump Jet Jump Jet <p>4-6</p> <div style="border: 1px solid black; padding: 5px; width: fit-content; margin: 0 auto;"> <p>Engine Hits ○○○</p> <p>Gyro Hits ○○</p> <p>Sensor Hits ○○</p> <p>Life Support ○</p> </div>	<h4>Right Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Double Heat Sink Double Heat Sink Double Heat Sink <p>1-3</p> <ol style="list-style-type: none"> ER PPC ER PPC ER PPC Roll Again Roll Again Roll Again <p>4-6</p> <h4>Right Torso</h4> <ol style="list-style-type: none"> Double Heat Sink Double Heat Sink Double Heat Sink ER Medium Laser Medium Pulse Laser Small Pulse Laser <p>1-3</p> <ol style="list-style-type: none"> Triple Strength Triple Strength Triple Strength Roll Again Roll Again Roll Again <p>4-6</p> <h4>Right Leg</h4> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Jump Jet Roll Again
---	--	--

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
STEALTH ARMOR



MECH DATA

Type: **Vindicator VND-6L**
 Mass: **45 tons**
 Movement Points: **Tech & Configuration:**
 Walking: **4 [5]** Inner Sphere
 Running: **6 [8]** Biped 'Mech
 Jumping: **4**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Plasma Rifle	RA	10	10	-	5	10	15
2	Rocket Launcher 10 (OS)	LA	3	1/hit	-	5	11	18
2	ER Medium Laser	LT	5	5	-	4	8	12
1	Guardian ECM	LT	0	-	-	-	-	6
1	Sword	LA	0	6				
1	Targeting Computer							

Ammo Type: Plasma Rifle **Rounds:** 20

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

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 (-4 MP with TSM)
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points (-3 MP with TSM)
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points (-2 MP with TSM)
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points (-1 MP with TSM)
9	TSM Activates, +1 Movement Point
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

WARGAMES

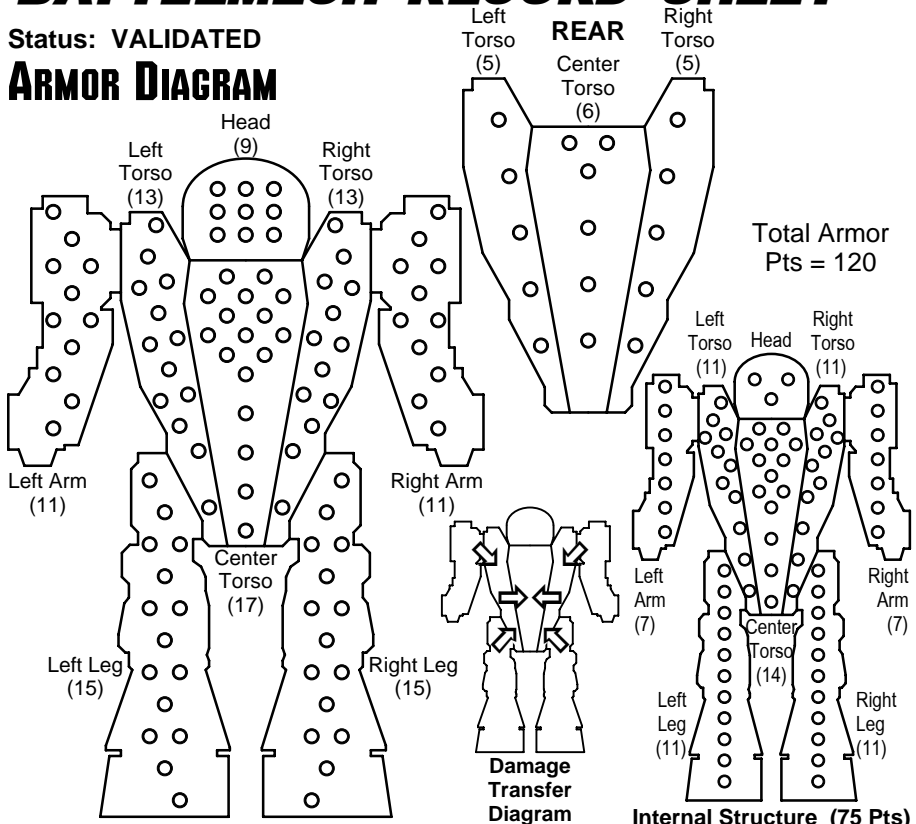
CRITICAL HIT TABLE

<p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Sword Sword <p>1-3</p> <ol style="list-style-type: none"> Sword Rocket Launcher 10 (OS) Rocket Launcher 10 (OS) Stealth Armor Stealth Armor Triple Strength <p>4-6</p> <p>Left Torso</p> <ol style="list-style-type: none"> Double Heat Sink Double Heat Sink Double Heat Sink Jump Jet ER Medium Laser ER Medium Laser <p>1-3</p> <ol style="list-style-type: none"> Guardian ECM Guardian ECM Stealth Armor Stealth Armor Triple Strength Triple Strength <p>4-6</p> <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Stealth Armor Stealth Armor 	<p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Roll Again Sensors Life Support <p>1-3</p> <p>Center Torso</p> <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro Fusion Engine Fusion Engine Fusion Engine Jump Jet Jump Jet <p>4-6</p> <div style="border: 1px solid black; padding: 5px; width: fit-content; margin: 0 auto;"> <p>Engine Hits ○○○</p> <p>Gyro Hits ○○</p> <p>Sensor Hits ○○</p> <p>Life Support ○</p> </div>	<p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Double Heat Sink Double Heat Sink <p>1-3</p> <ol style="list-style-type: none"> Double Heat Sink Plasma Rifle Plasma Rifle Stealth Armor Stealth Armor Triple Strength <p>4-6</p> <p>Right Torso</p> <ol style="list-style-type: none"> Double Heat Sink Double Heat Sink Double Heat Sink Jump Jet Targeting Computer Targeting Computer <p>1-3</p> <ol style="list-style-type: none"> Ammo (PR) 10 Ammo (PR) 10 Stealth Armor Stealth Armor Triple Strength Triple Strength <p>4-6</p> <p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Stealth Armor Stealth Armor
--	---	--

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Wolf Trap WFT-2**
 Mass: **45 tons**
 Movement Points: **Tech & Configuration:**
 Walking: **6** Inner Sphere
 Running: **9** Biped 'Mech
 Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng	
1	Plasma Rifle	RA	10	10	-	5	10	15	
3	Light Machine Gun	RT	0	1	-	2	4	6	
1	Machine Gun Array	RT	0	-	-	-	-	-	
1	MML 9	LT	5	-	-	-	-	-	
			LRM (13 salvos/ton)		1/hit	6	7	14	21
			SRM (11 salvos/ton)		2/hit	-	3	6	9
3	ER Medium Laser	LT	5	5	-	4	8	12	

Ammo Type: Rounds:
 Plasma Rifle 10
 Light Machine Gun 200
 MML 9

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

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 Point
4	
3	
2	
1	
0	

WARGAMES

CRITICAL HIT TABLE

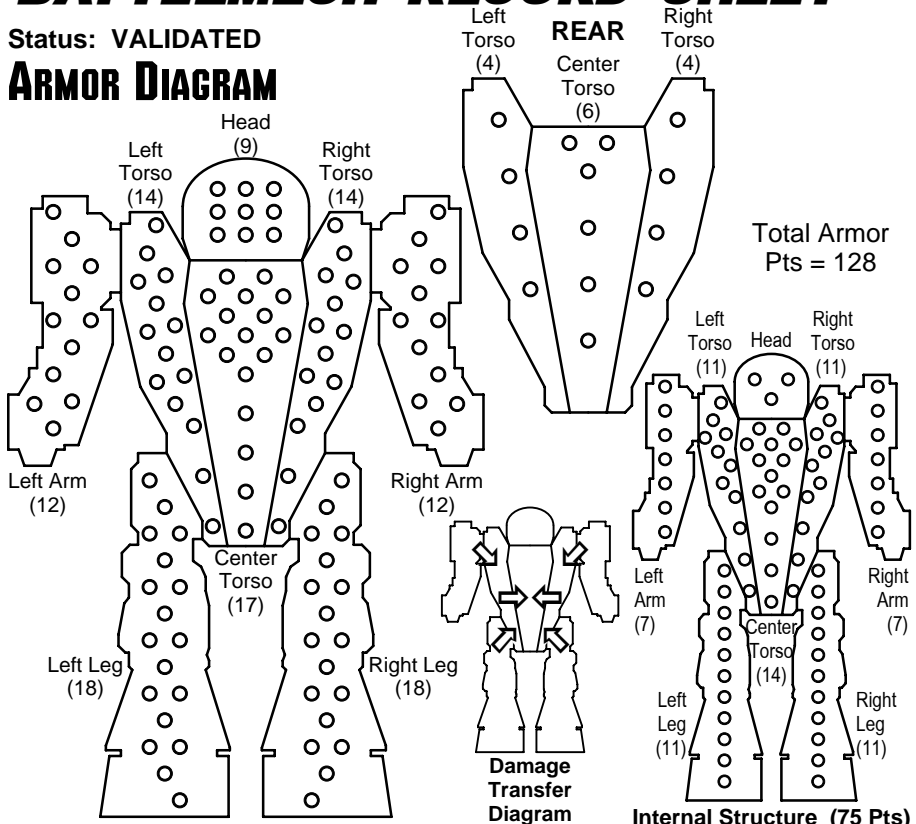
<h4>Left Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator <p>1-3</p> <ol style="list-style-type: none"> Hand Actuator Endo Steel Endo Steel <p>4-6</p> <ol style="list-style-type: none"> Endo Steel Roll Again Roll Again Roll Again Roll Again Roll Again <h4>Left Torso</h4> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine <p>1-3</p> <ol style="list-style-type: none"> MML 9 MML 9 MML 9 <p>4-6</p> <ol style="list-style-type: none"> MML 9 MML 9 ER Medium Laser ER Medium Laser ER Medium Laser Endo Steel <h4>Left Leg</h4> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Endo Steel Endo Steel 	<h4>Head</h4> <ol style="list-style-type: none"> Life Support Sensors Cockpit Roll Again Sensors Life Support <h4>Center Torso</h4> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro XL Engine XL Engine XL Engine Endo Steel Endo Steel <div style="border: 1px solid black; padding: 5px; margin-top: 10px;"> <p>Engine Hits ○○○○</p> <p>Gyro Hits ○○</p> <p>Sensor Hits ○○</p> <p>Life Support ○</p> </div>	<h4>Right Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Plasma Rifle Plasma Rifle Ammo (PR) 10 Endo Steel <p>1-3</p> <ol style="list-style-type: none"> Endo Steel Endo Steel Roll Again Roll Again Roll Again Roll Again <h4>Right Torso</h4> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine Light Machine Gun Light Machine Gun Light Machine Gun <p>1-3</p> <ol style="list-style-type: none"> Machine Gun Array Ammo (MML9) 13/11 Ammo (MML9) 13/11 Ammo (LMG) 200 CASE Endo Steel <h4>Right Leg</h4> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Endo Steel Endo Steel
--	--	--

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Wolf Trap WFT-B**
 Mass: **45 tons**
 Movement Points: **6** Tech & Configuration:
 Walking: **6** Inner Sphere
 Running: **9** Biped 'Mech
 Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	RA	2	10	-	6	12	18
2	Medium Laser	LT	3	5	-	3	6	9
1	Improved C³ CPU	LT	0	-	-	-	-	-
1	LRM 5	CT	2	1/hit	6	7	14	21

Ammo Type: **LB 10-X AC** Rounds: **20**
LRM 5 **24**

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

Auto Eject: Operational Disabled **Weapon Heat: (10)**

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WIZKIDGAMES

CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Endo Steel	6. Endo Steel
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. LB 10-X AC	4. LB 10-X AC	5. LB 10-X AC	6. LB 10-X AC
Head	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support
Center Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Medium Laser	5. Medium Laser	6. Improved C³ CPU
Right Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Ammo (LB 10-X) 10	5. Ammo (LB 10-X) 10	6. Ammo (LRM 5) 24
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

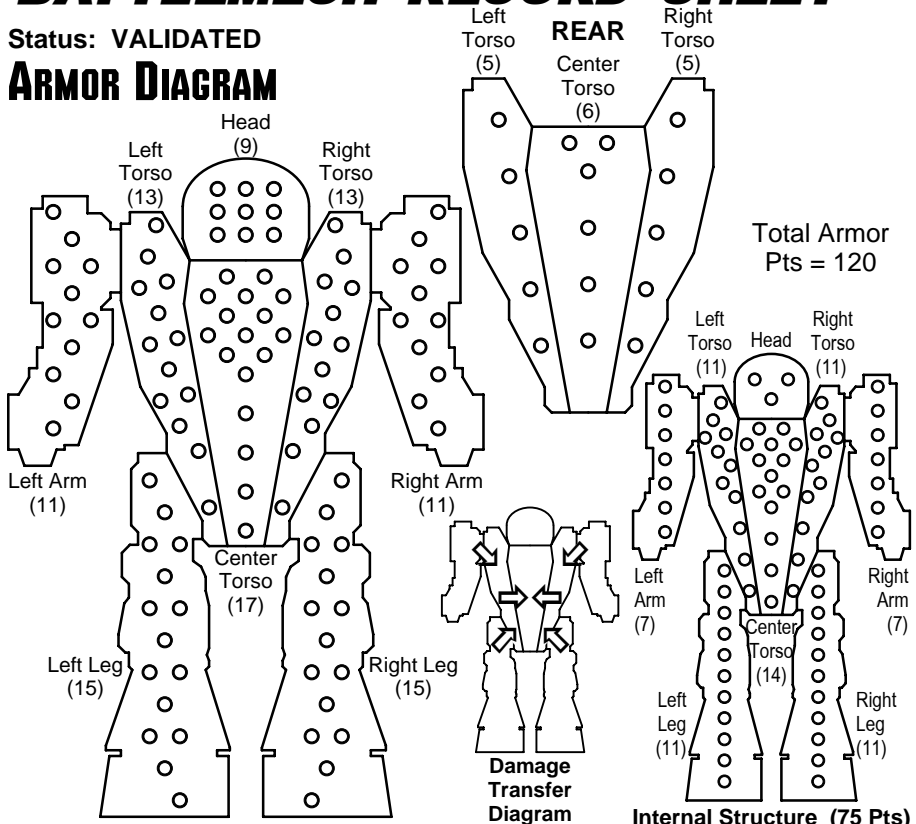
Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Wolf Trap WFT-C**

Mass: **45 tons**

Movement Points: **Tech & Configuration:**

Walking: **6** Inner Sphere
 Running: **9** Biped 'Mech
 Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	RA	2	10	-	6	12	18
1	Medium Laser	LT	3	5	-	3	6	9
1	C³ Slave Unit	LT	0	-	-	-	-	-
1	LRM 10	CT	4	1/hit	6	7	14	21

Ammo Type: **Rounds:**

LB 10-X AC **20**
 LRM 10 **12**

Total Heat Sinks: **10 Single**

○○○○○○○○○○

Auto Eject: Operational Disabled
 Weapon Heat: **(9)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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



CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
 4. Hand Actuator
 5. Endo Steel
 6. Endo Steel

- Roll Again
 - Roll Again
 - Roll Again
- 4-6
 4. Roll Again
 5. Roll Again
 6. Roll Again

Left Torso

- XL Engine
 - XL Engine
 - XL Engine
- 1-3
 4. Medium Laser
 5. C³ Slave Unit
 6. Endo Steel

- Endo Steel
 - Endo Steel
 - Endo Steel
- 4-6
 4. Endo Steel
 5. Endo Steel
 6. Endo Steel

Left Leg

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

Right Arm

- Shoulder
 - Upper Arm Actuator
 - LB 10-X AC
- 1-3
 4. LB 10-X AC
 5. LB 10-X AC
 6. LB 10-X AC

- LB 10-X AC
 - LB 10-X AC
 - Roll Again
- 4-6
 4. Roll Again
 5. Roll Again
 6. Roll Again

Right Torso

- XL Engine
 - XL Engine
 - XL Engine
- 1-3
 4. Ammo (LB 10-X) 10
 5. Ammo (LB 10-X) 10
 6. Ammo (LRM 10) 12

- Endo Steel
 - Endo Steel
 - Endo Steel
- 4-6
 4. Endo Steel
 5. Endo Steel
 6. CASE

Right Leg

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

Head

- Life Support
 - Sensors
 - Cockpit
4. Roll Again
 5. Sensors
 6. Life Support

Center Torso

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

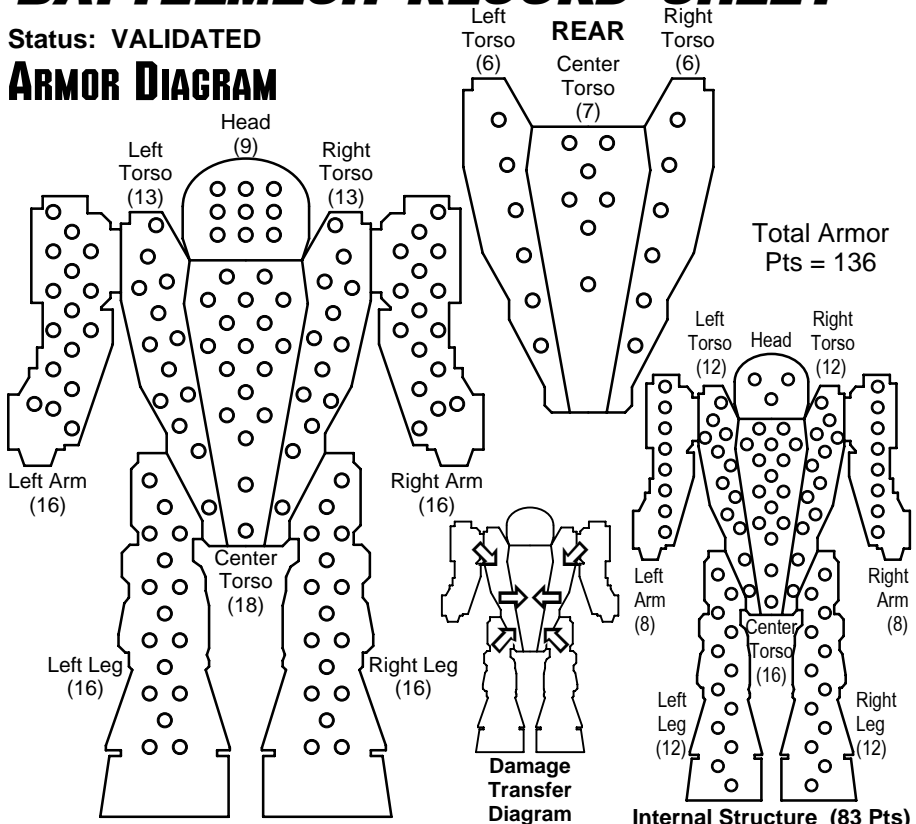
- Gyro
 - XL Engine
 - XL Engine
- 4-6
 4. XL Engine
 5. LRM 10
 6. LRM 10

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Centurion CN9-D**
 Mass: **50 tons**
 Movement Points: **6** Tech & Configuration:
 Walking: **6** Inner Sphere
 Running: **9** Biped 'Mech
 Jumping: **0**

Weapons Inventory: (hexes)

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

Ammo Type: **LB 10-X AC** **Rounds:** **20**
LRM 10 **24**

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

HEAT SCALE

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

WIZKIDGAMES

CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Endo Steel	6. Endo Steel
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. LB 10-X AC	5. LB 10-X AC	6. LB 10-X AC
Head	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support
Center Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. LRM 10	5. LRM 10	6. Artemis IV FCS
Right Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Ammo (LB 10-X) 10	5. Ammo (LB 10-X) 10	6. Ammo (LRM 10) 12
Left Leg	1. Endo Steel	2. Endo Steel	3. Endo Steel	4. Endo Steel	5. Roll Again	6. Roll Again
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again

Engine Hits ○○○

Gyro Hits ○○

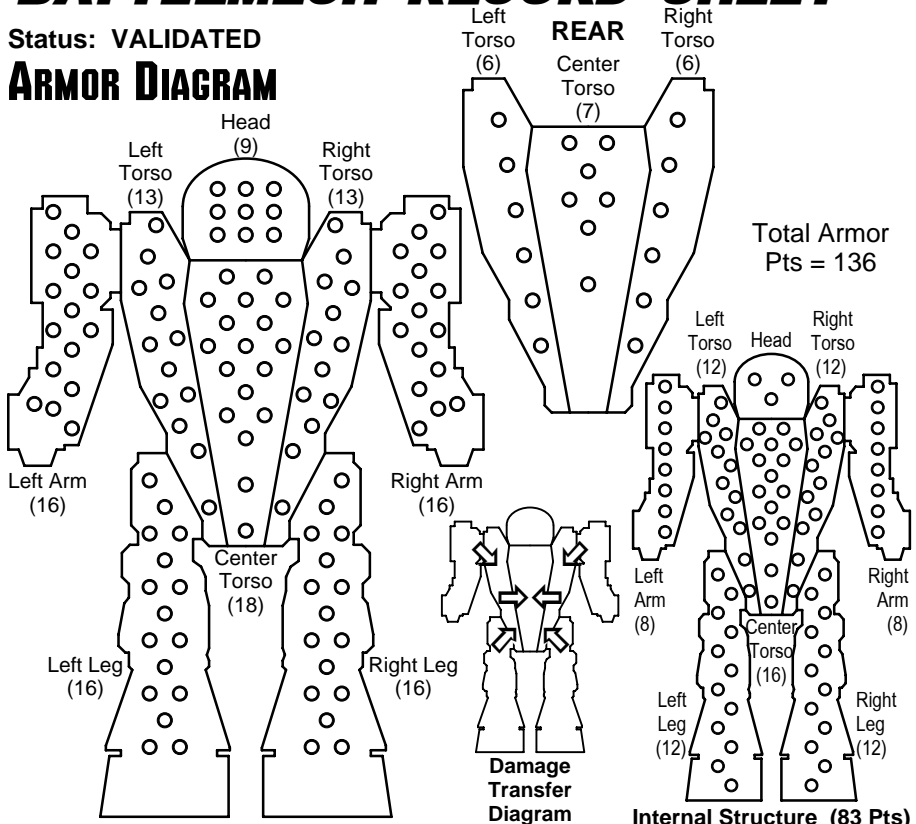
Sensor Hits ○○

Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Centurion CN9-D3**
 Mass: **50 tons**
 Movement Points: Tech & Configuration:
 Walking: **6 [7]** Inner Sphere
 Running: **9 [11]** Biped 'Mech
 Jumping: **0**

Weapons Inventory: (hexes)

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

Ammo Type: Rounds:
 LB 10-X AC: 20
 LRM 10: 24

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

HEAT SCALE

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

WARGAMES

CRITICAL HIT TABLE

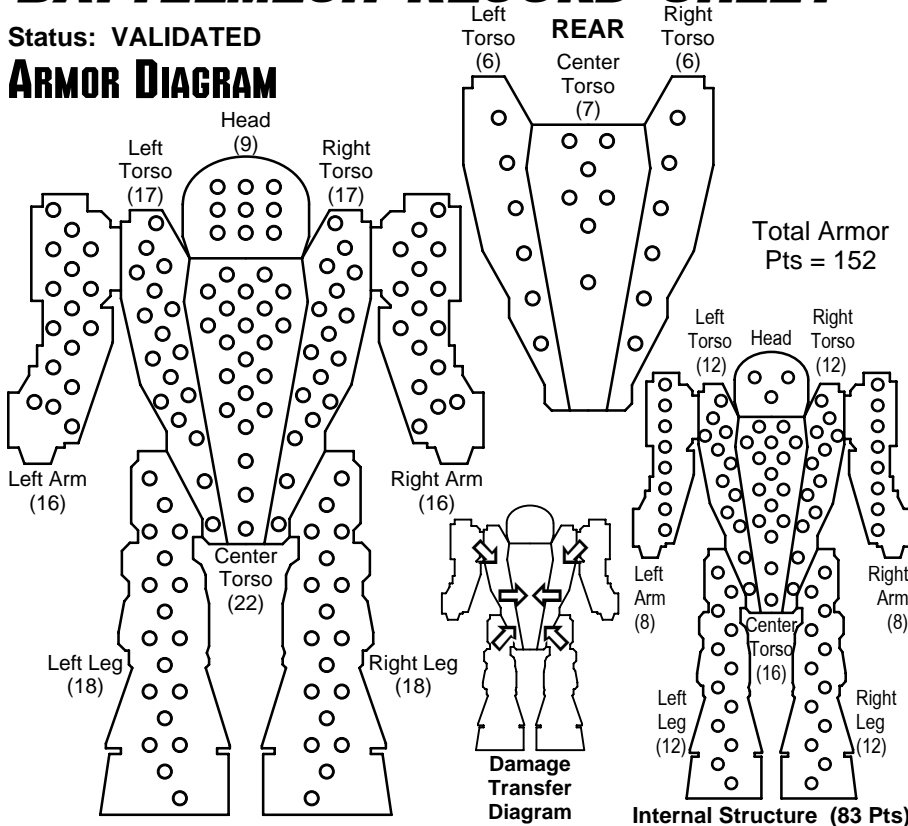
<h4>Left Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator <p>1-3</p> <ol style="list-style-type: none"> Hand Actuator Endo Steel Endo Steel <p>4-6</p> <ol style="list-style-type: none"> Endo Steel Triple Strength Triple Strength Roll Again Roll Again Roll Again <h4>Left Torso</h4> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine <p>1-3</p> <ol style="list-style-type: none"> LRM 10 LRM 10 Artemis IV FCS <p>4-6</p> <ol style="list-style-type: none"> Endo Steel Endo Steel Endo Steel Endo Steel Roll Again Roll Again <h4>Left Leg</h4> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Triple Strength Triple Strength 	<h4>Head</h4> <ol style="list-style-type: none"> Life Support Sensors Cockpit Roll Again Sensors Life Support <h4>Center Torso</h4> <ol style="list-style-type: none"> 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 XL Engine Medium Laser Medium Laser (R) <p>4-6</p> <div style="border: 1px solid black; padding: 5px; width: fit-content; margin: 10px auto;"> <p>Engine Hits ○○○</p> <p>Gyro Hits ○○</p> <p>Sensor Hits ○○</p> <p>Life Support ○</p> </div>	<h4>Right Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator <p>1-3</p> <ol style="list-style-type: none"> LB 10-X AC LB 10-X AC LB 10-X AC <p>4-6</p> <ol style="list-style-type: none"> LB 10-X AC LB 10-X AC LB 10-X AC Endo Steel Endo Steel Endo Steel <h4>Right Torso</h4> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine <p>1-3</p> <ol style="list-style-type: none"> Ammo (LB 10-X) 10 Ammo (LB 10-X) 10 Ammo (LRM 10) 12 <p>4-6</p> <ol style="list-style-type: none"> Ammo (LRM 10) 12 CASE Endo Steel Endo Steel Endo Steel Endo Steel <h4>Right Leg</h4> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Triple Strength Triple Strength
--	--	--

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Centurion CN9-D5**

Mass: **50 tons**

Movement Points: **Tech & Configuration:**

Walking: **6** Inner Sphere

Running: **9 [12]** Biped 'Mech

Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Rotary AC/5	RA	1	5	-	5	10	15
2	ER Medium Laser	CT	5	5	-	4	8	12
1	C³ Slave Unit	HD	0	-	-	-	-	-
1	Targeting Computer							

Ammo Type: **Rotary AC/5** Rounds: **60**

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

○○○○○○○○○○

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 Point
4	
3	
2	
1	
0	

WZGAMES

Left Arm

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

- Endo Steel
 - Endo Steel
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Torso

- XL Engine
 - XL Engine
 - XL Engine
- 1-3
- Targeting Computer
 - Targeting Computer
 - Targeting Computer

- MASC
 - MASC
 - MASC
- 4-6
- Endo Steel
 - Endo Steel
 - Endo Steel

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

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

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

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- Rotary AC/5
 - Rotary AC/5
 - Rotary AC/5

- Rotary AC/5
 - Rotary AC/5
 - Rotary AC/5
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 4-6

Right Torso

- XL Engine
 - XL Engine
 - XL Engine
- 1-3
- Ammo (RAC/5) 20
 - Ammo (RAC/5) 20
 - Ammo (RAC/5) 20

- CASE
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Roll Again
- 4-6

Right Leg

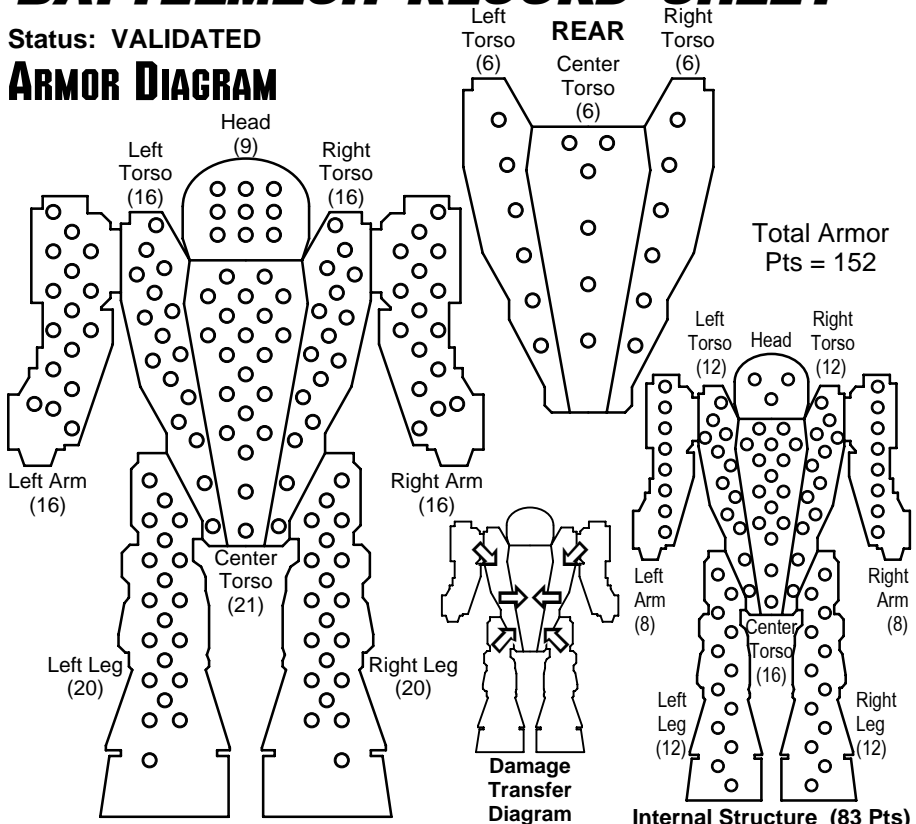
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Centurion CN9-D9**
 Mass: **50 tons**
 Movement Points: **6** Tech & Configuration:
 Walking: **6** Inner Sphere
 Running: **9** Biped 'Mech
 Jumping: **6**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Plasma Rifle	RA	10	10	-	5	10	15
1	LRM 10 w/ Artemis IV	LT	4	1/hit	6	7	14	21
2	ER Medium Laser	CT	5	5	-	4	8	12

Ammo Type: **Plasma Rifle** Rounds: **20**
LRM 10 **24**

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

HEAT SCALE

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

WARGAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

- Hand Actuator
- Endo Steel
- Endo Steel

4-6

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

Head

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

- Plasma Rifle
- Plasma Rifle
- Endo Steel

4-6

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

Left Torso

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

1-3

- LRM 10
- LRM 10
- Artemis IV FCS
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Center Torso

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

1-3

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

4-6

Right Torso

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

1-3

- Ammo (PR) 10
- Ammo (PR) 10
- Ammo (LRM 10) 12
- Ammo (LRM 10) 12
- CASE
- Endo Steel

4-6

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

Left Leg

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

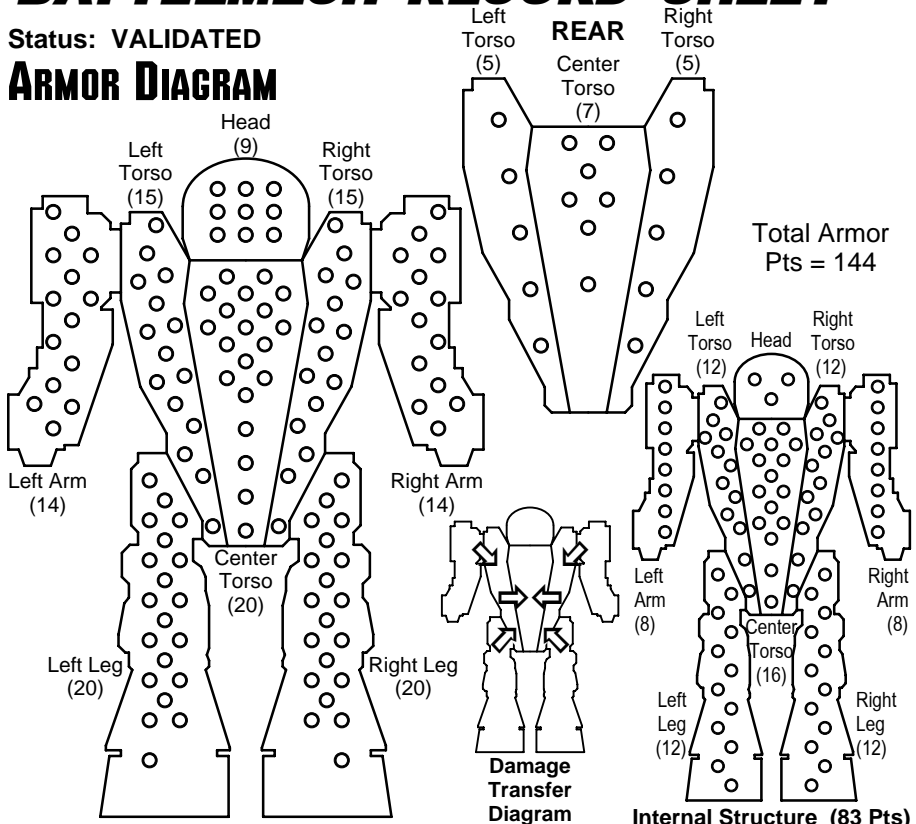
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Enforcer ENF-5D**
 Mass: **50 tons**
 Movement Points: **5** Tech & Configuration:
 Walking: **5** Inner Sphere
 Running: **8** Biped 'Mech
 Jumping: **5**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	RA	2	10	-	6	12	18
1	ER Large Laser	LA	12	8	-	7	14	19
1	Small Laser	LT	1	3	-	1	2	3

Ammo Type: LB 10-X AC **Rounds:** 20

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

Auto Eject: Operational Disabled **Weapon Heat:** (15)

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WIZKIDS GAMES

CRITICAL HIT TABLE

<p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator <p>1-3</p> <ol style="list-style-type: none"> ER Large Laser ER Large Laser 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"> XL Engine XL Engine XL Engine <p>1-3</p> <ol style="list-style-type: none"> Jump Jet Jump Jet Small Laser <p>4-6</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Single Heat Sink 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"> XL Engine XL Engine XL Engine <p>1-3</p> <ol style="list-style-type: none"> Gyro Gyro Gyro <p>4-6</p> <ol style="list-style-type: none"> Gyro XL Engine XL Engine XL Engine Jump Jet Roll Again 	<p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator <p>1-3</p> <ol style="list-style-type: none"> LB 10-X AC LB 10-X AC LB 10-X AC <p>4-6</p> <ol style="list-style-type: none"> LB 10-X AC LB 10-X AC LB 10-X AC Roll Again Roll Again Roll Again <p>Right Torso</p> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine <p>1-3</p> <ol style="list-style-type: none"> Jump Jet Jump Jet Ammo (LB 10-X) 10 <p>4-6</p> <ol style="list-style-type: none"> Ammo (LB 10-X) 10 CASE Roll Again Roll Again Roll Again Roll Again <p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Single Heat Sink Roll Again
---	--	---

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

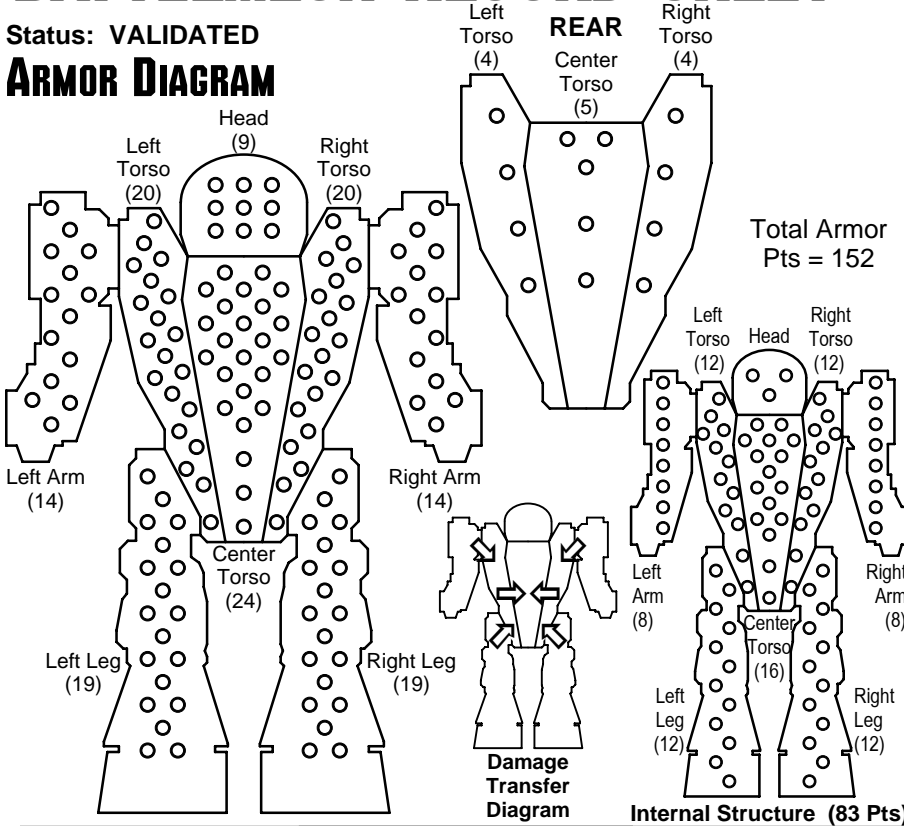
Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Hunchback HBK-5H**
 Mass: **50 tons**
 Movement Points: **4** Tech & Configuration:
 Walking: **4** Inner Sphere
 Running: **6** Biped 'Mech
 Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	Autocannon/20	RT	7	20	-	3	6	9
3	Rocket Launcher 20 (OS)	LT	5	1/hit	-	3	7	12

Ammo Type: **Autocannon/20** Rounds: **10**

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

Auto Eject: Operational Disabled
 Weapon Heat: **(13)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WARGAMES

CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Medium Laser	6. Ferro-Fibrous
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Medium Laser	6. Ferro-Fibrous
Head	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support
Center Torso	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. Ammo (AC/20) 5	2. Ammo (AC/20) 5	3. Rocket Launcher 20 (OS)	4. Rocket Launcher 20 (OS)	5. Rocket Launcher 20 (OS)	6. Rocket Launcher 20 (OS)
Right Torso	1. Autocannon/20	2. Autocannon/20	3. Autocannon/20	4. Autocannon/20	5. Autocannon/20	6. Autocannon/20
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Single Heat Sink	6. Roll Again
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Single Heat Sink	6. Roll Again

Engine Hits ○○○○

Gyro Hits ○○

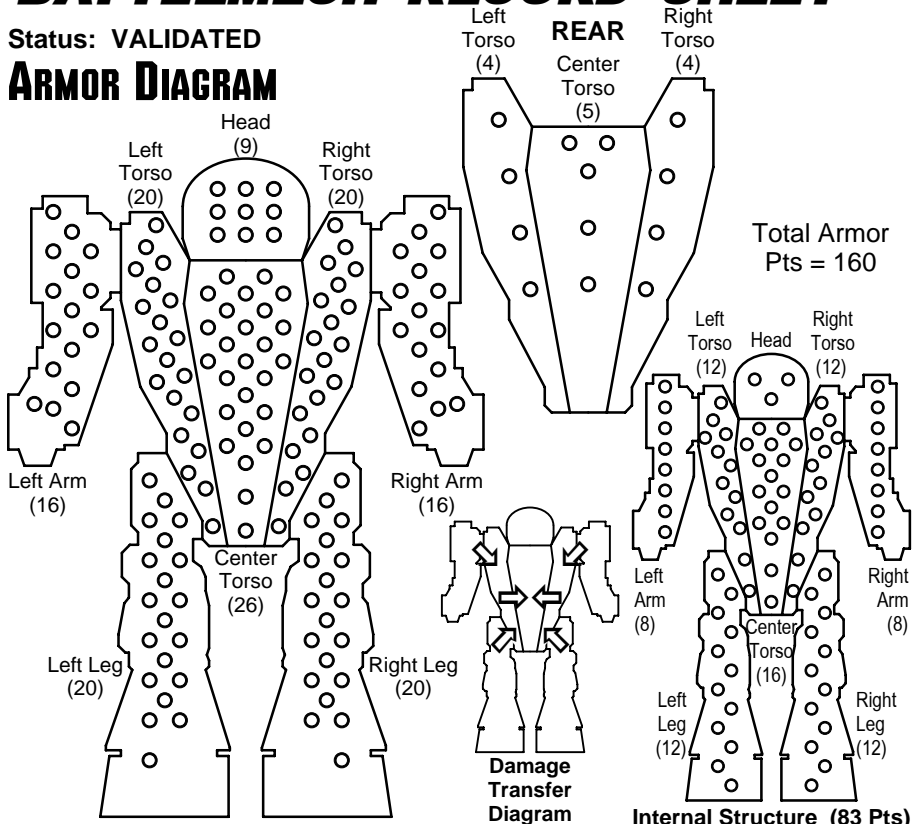
Sensor Hits ○○

Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Hunchback HBK-5M**
 Mass: **50 tons**
 Movement Points: **4** Tech & Configuration:
 Walking: **4** Inner Sphere
 Running: **6** Biped 'Mech
 Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	Autocannon/20	RT	7	20	-	3	6	9
1	Small Pulse Laser	HD	2	3	-	1	2	3

Ammo Type: **Autocannon/20** Rounds: **5**

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

Auto Eject: Operational Disabled **Weapon Heat: (15)**

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WIZKIDGAMES

CRITICAL HIT TABLE

Left Arm

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

1-3

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

4-6

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Ammo (AC/20) 5
- CASE
- Roll Again

1-3

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

4-6

Left Leg

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

Head

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

1-3

Center Torso

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

1-3

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

4-6

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○

Right Arm

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

1-3

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

4-6

Right Torso

- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20

1-3

- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20
- Roll Again
- Roll Again

4-6

Right Leg

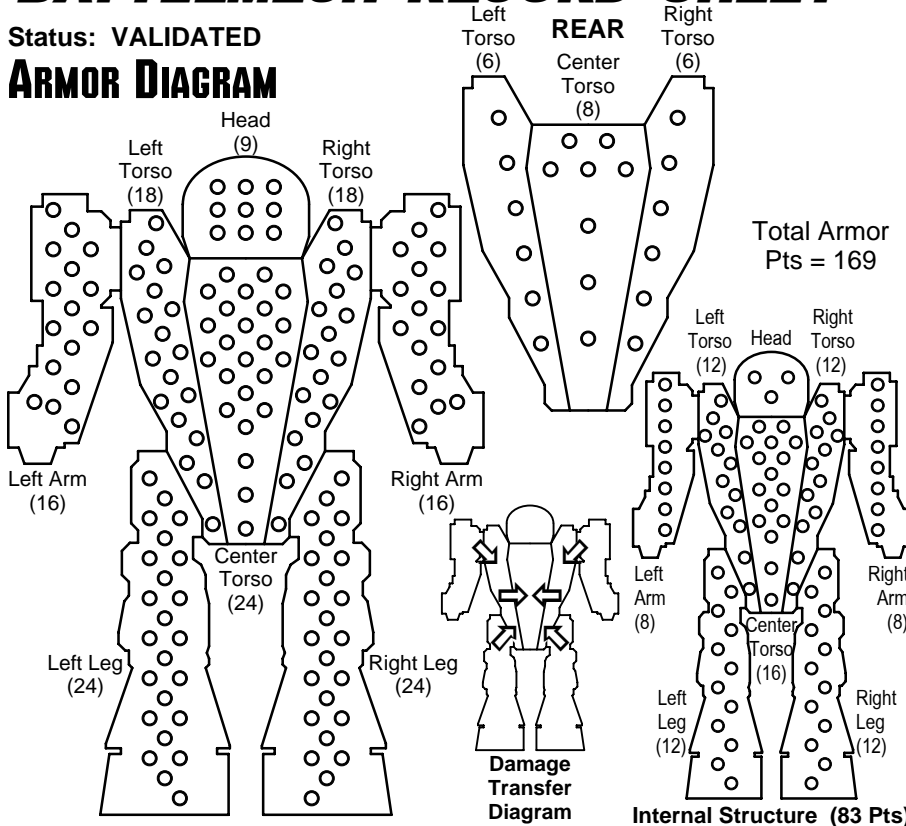
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Hunchback HBK-5S**
 Mass: **50 tons**
 Movement Points: **Tech & Configuration:**
 Walking: **4** Inner Sphere
 Running: **6** Biped 'Mech
 Jumping: **4**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	RA	4	6	-	2	4	6
1	Medium Pulse Laser	LA	4	6	-	2	4	6
1	LB 20-X AC	RT	6	20	-	4	8	12
1	Small Laser	HD	1	3	-	1	2	3

Ammo Type: **LB 20-X AC** Rounds: **20**

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

HEAT SCALE

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

WARGAMES

CRITICAL HIT TABLE

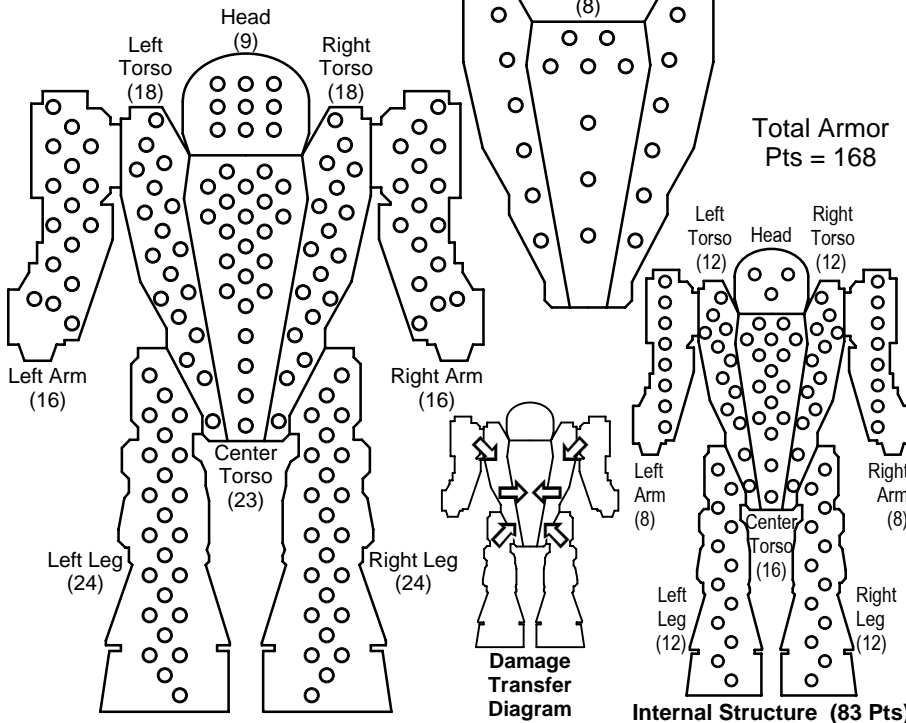
Location	Hit 1-3	Hit 4-6
Left Arm	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Double Heat Sink 6. Double Heat Sink	1. Double Heat Sink 2. Medium Pulse Laser 3. Endo Steel 4. Endo Steel 5. Endo Steel 6. Endo Steel
Right Arm	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Double Heat Sink 6. Double Heat Sink	1. Double Heat Sink 2. Medium Pulse Laser 3. Endo Steel 4. Endo Steel 5. Endo Steel 6. Endo Steel
Head	1. Life Support 2. Sensors 3. Cockpit 4. Small Laser 5. Sensors 6. Life Support	
Center Torso	1. Light Fusion Engine 2. Light Fusion Engine 3. Light Fusion Engine 4. Gyro 5. Gyro 6. Gyro	1. Light Fusion Engine 2. Light Fusion Engine 3. Light Fusion Engine 4. Gyro 5. Gyro 6. Gyro
Left Torso	1. Light Fusion Engine 2. Light Fusion Engine 3. Ammo (LB 20-X) 5 4. Ammo (LB 20-X) 5 5. Ammo (LB 20-X) 5 6. Ammo (LB 20-X) 5	1. CASE 2. Endo Steel 3. Endo Steel 4. Endo Steel 5. Endo Steel 6. Endo Steel
Right Torso	1. Light Fusion Engine 2. Light Fusion Engine 3. LB 20-X AC 4. LB 20-X AC 5. LB 20-X AC 6. 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
Left Leg	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Jump Jet 6. Jump Jet	
Right Leg	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Jump Jet 6. Jump Jet	

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
STEALTH ARMOR



'MECH DATA

Type: **Hunchback HBK-5SG**
 Mass: **50 tons**
 Movement Points: **Tech & Configuration:**
 Walking: **4** Inner Sphere
 Running: **6** Biped 'Mech
 Jumping: **4**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	RA	4	6	-	2	4	6
1	Medium Pulse Laser	LA	4	6	-	2	4	6
1	Gauss Rifle	RT	1	15	2	7	15	22
1	Guardian ECM	CT	0	-	-	-	-	6

Ammo Type: **Gauss Rifle** Rounds: **16**

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

Auto Eject: Operational Disabled **Weapon Heat: (19)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WZK GAMES

CRITICAL HIT TABLE

Location	Hit 1-3	Hit 4-6
Left Arm	1. Shoulder 2. Upper Arm Actuator 3. Double Heat Sink 4. Double Heat Sink 5. Double Heat Sink 6. Medium Pulse Laser	1. Endo Steel 2. Endo Steel 3. Endo Steel 4. Endo Steel 5. Stealth Armor 6. Stealth Armor
Right Arm	1. Shoulder 2. Upper Arm Actuator 3. Double Heat Sink 4. Double Heat Sink 5. Double Heat Sink 6. Medium Pulse Laser	1. Endo Steel 2. Endo Steel 3. Endo Steel 4. Endo Steel 5. Stealth Armor 6. Stealth Armor
Head	1. Life Support 2. Sensors 3. Cockpit 4. Endo Steel 5. Sensors 6. Life Support	
Center Torso	1. Light Fusion Engine 2. Light Fusion Engine 3. Light Fusion Engine 4. Compact Gyro 5. Compact Gyro 6. Light Fusion Engine	1. Light Fusion Engine 2. Light Fusion Engine 3. Light Fusion Engine 4. Compact Gyro 5. Compact Gyro 6. Light Fusion Engine
Left Torso	1. Light Fusion Engine 2. Light Fusion Engine 3. Jump Jet 4. Jump Jet 5. Ammo (Gauss) 8 6. Ammo (Gauss) 8	1. Endo Steel 2. Endo Steel 3. Endo Steel 4. Endo Steel 5. Stealth Armor 6. Stealth Armor
Right Torso	1. Light Fusion Engine 2. Light Fusion Engine 3. Gauss Rifle 4. Gauss Rifle 5. Gauss Rifle 6. Gauss Rifle	1. Gauss Rifle 2. Gauss Rifle 3. Gauss Rifle 4. Endo Steel 5. Stealth Armor 6. Stealth Armor
Left Leg	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Stealth Armor 6. Stealth Armor	
Right Leg	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Stealth Armor 6. Stealth Armor	

Engine Hits ○○○○

Gyro Hits ○○

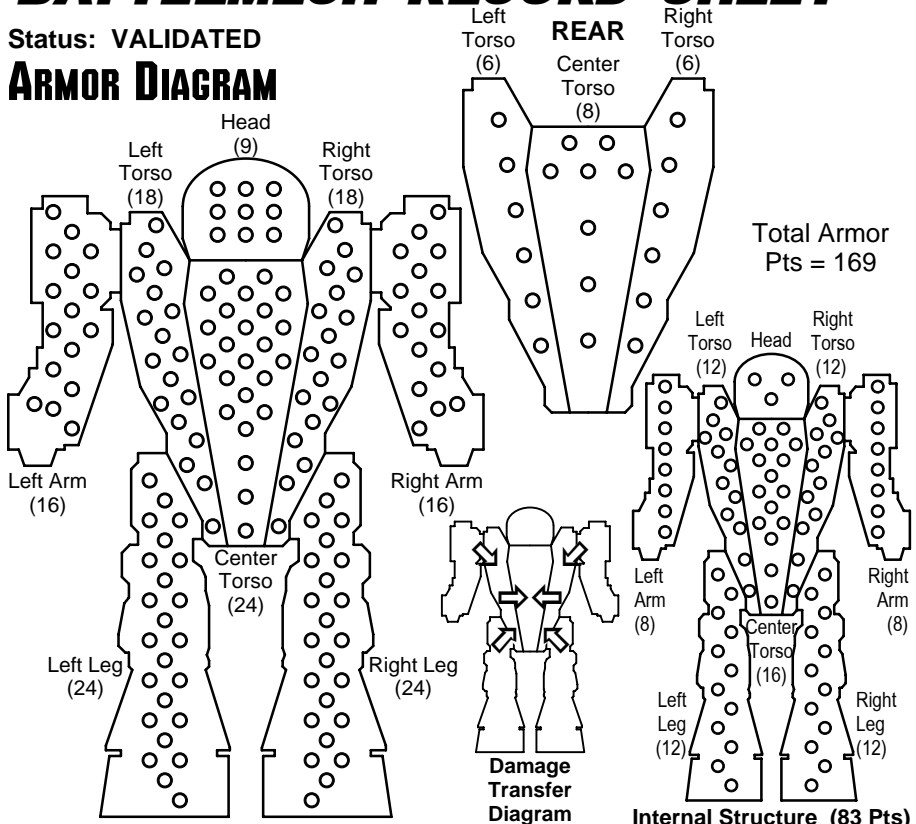
Sensor Hits ○○

Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Hunchback HBK-5SS**
 Mass: **50 tons**
 Movement Points: **4** Tech & Configuration:
 Walking: **4** Inner Sphere
 Running: **6** Biped 'Mech
 Jumping: **4**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RA	5	5	-	4	8	12
1	ER Medium Laser	LA	5	5	-	4	8	12
1	MML 9 w/ Artemis IV RT		5	-	-	-	-	-
	LRM (13 salvos/ton)			1/hit	6	7	14	21
	SRM (11 salvos/ton)			2/hit	-	3	6	9
1	ER Medium Laser	RT	5	5	-	4	8	12
1	MML 9 w/ Artemis IV LT		5	-	-	-	-	-
1	ER Small Laser	HD	2	3	-	2	4	5

Ammo Type: **MML 9** Rounds:

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

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 Point
4	
3	
2	
1	
0	

WARGAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- ER Medium Laser
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Head

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

Right Arm

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

1-3

- Double Heat Sink
- ER Medium Laser
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Left Torso

- Light Fusion Engine
- Light Fusion Engine
- MML 9
- MML 9
- MML 9
- MML 9

1-3

- MML 9
- Artemis IV FCS
- Ammo (MML9) 13/11
- Ammo (MML9) 13/11
- Ammo (MML9) 13/11
- CASE

4-6

Center Torso

- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Heavy Duty Gyro
- Heavy Duty Gyro
- Heavy Duty Gyro

1-3

- Heavy Duty Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Endo Steel
- Endo Steel

4-6

Right Torso

- Light Fusion Engine
- Light Fusion Engine
- MML 9
- MML 9
- MML 9
- MML 9

1-3

- MML 9
- Artemis IV FCS
- ER Medium Laser
- Endo Steel
- Endo Steel
- Endo Steel

4-6

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

Left Leg

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

Right Leg

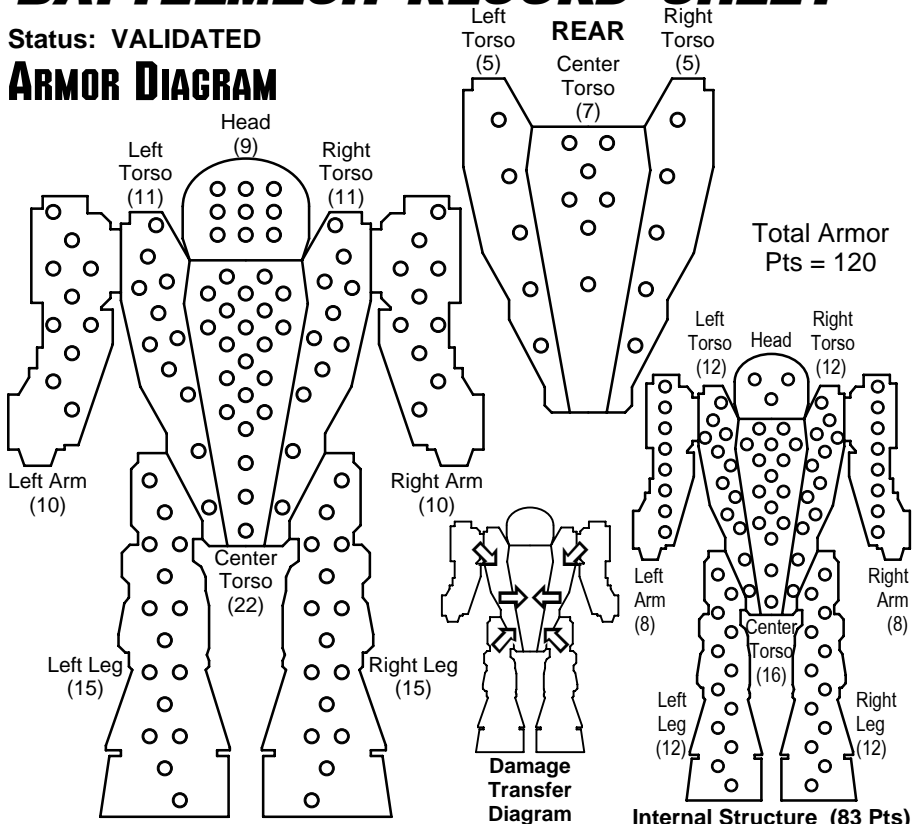
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Trebuchet TBT-7M**
 Mass: **50 tons**
 Movement Points: **5** Tech & Configuration:
 Walking: **5** Inner Sphere
 Running: **8** Biped 'Mech
 Jumping: **5**

Weapons Inventory: (hexes)

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

Ammo Type: **LRM 15** Rounds: **16**
Narc Missile Beacon **12**

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

Auto Eject: Operational Disabled
 Weapon Heat: **(19)**

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WZK GAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

- Hand Actuator
- LRM 15
- LRM 15

4-6

- LRM 15
- Medium Laser
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Head

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

Right Arm

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

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- 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
- Jump Jet
- Roll Again

4-6

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Narc Missile Beacon
- Narc Missile Beacon
- Ammo (LRM 15) 8

1-3

- Ammo (Narc Pods) 6
- Ammo (Narc Pods) 6
- CASE
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Right Torso

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

1-3

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

4-6

Left Leg

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

Right Leg

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

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

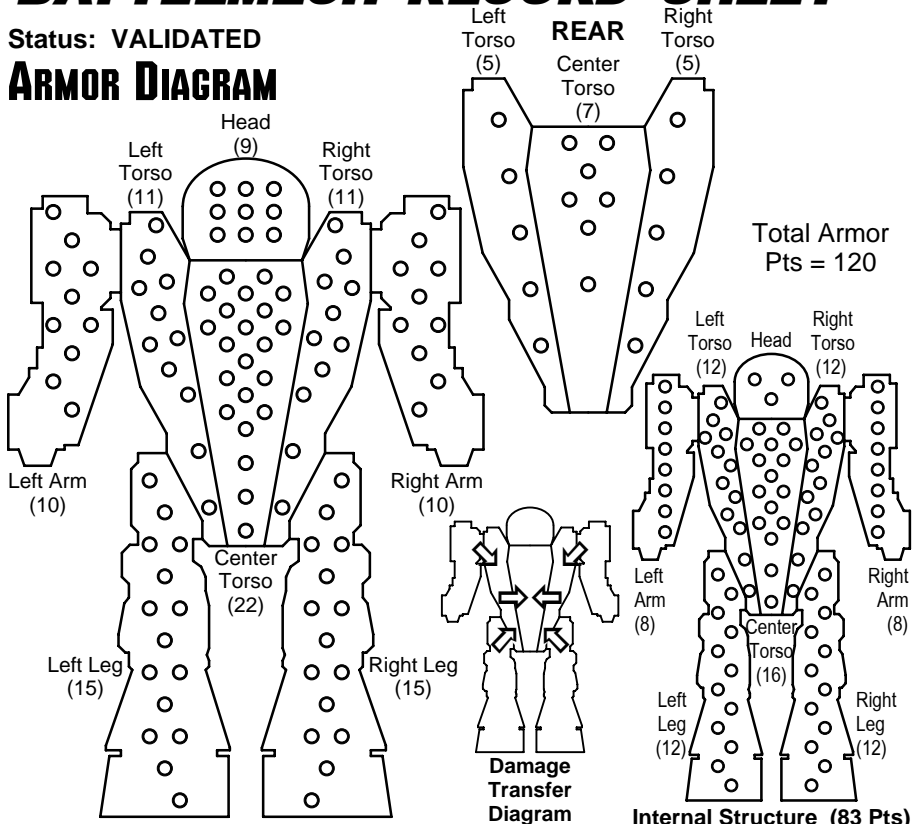
Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Trebuchet TBT-8B**
 Mass: **50 tons**
 Movement Points: **Tech & Configuration:**
 Walking: **5** Inner Sphere
 Running: **8** Biped 'Mech
 Jumping: **5**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
4	ER Medium Laser	RA	5	5	-	4	8	12
2	MML 5	LA	3	-	-	-	-	-
			LRM (24 salvos/ton)	1/hit	6	7	14	21
			SRM (20 salvos/ton)	2/hit	-	3	6	9
2	MML 5	RT	3	-	-	-	-	-

Ammo Type: **MML 5** Rounds:

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

Auto Eject: Operational Disabled **Weapon Heat: (32)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WARGAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

- MML 5
- MML 5
- MML 5

- MML 5
- MML 5
- MML 5

4-6

- Roll Again
- Roll Again
- Roll Again

Head

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

Right Arm

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

1-3

- Double Heat Sink
- ER Medium Laser
- ER Medium Laser
- ER Medium Laser
- ER Medium Laser
- Roll Again

4-6

Left Torso

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

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

4-6

- Ammo (MML5) 24/20
- Ammo (MML5) 24/20
- Ammo (MML5) 24/20
- CASE
- Roll Again
- Roll Again

Center Torso

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

1-3

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

4-6

Right Torso

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

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

4-6

- MML 5
- MML 5
- MML 5
- MML 5
- MML 5
- MML 5

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

Left Leg

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

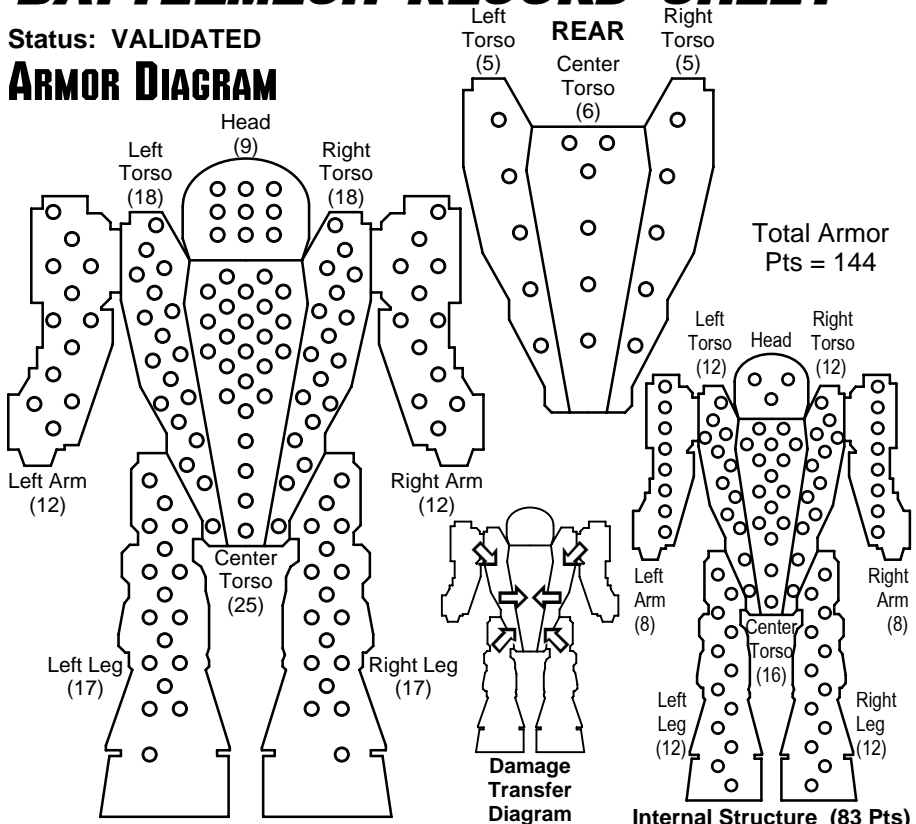
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Trebuchet TBT-9K**
 Mass: **50 tons**
 Movement Points: **5** Tech & Configuration:
 Walking: **5** Inner Sphere
 Running: **8** Biped 'Mech
 Jumping: **5**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Pulse Laser	RA	4	6	-	2	4	6
1	MRM 20	LA	6	1/hit	-	3	8	15
1	Medium Laser	LA	3	5	-	3	6	9
1	MRM 20	RT	6	1/hit	-	3	8	15
1	C³ Slave Unit	LT	0	-	-	-	-	-

Ammo Type: **MRM 20** Rounds: **36**

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

Auto Eject: Operational Disabled
 Weapon Heat: **(23)**

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WIZKIDS GAMES

CRITICAL HIT TABLE

Left Arm	Head	Right Arm
1. Shoulder	1. Life Support	1. Shoulder
2. Upper Arm Actuator	2. Sensors	2. Upper Arm Actuator
3. Lower Arm Actuator	3. Cockpit	3. Lower Arm Actuator
4. Hand Actuator	4. Roll Again	4. Medium Pulse Laser
5. MRM 20	5. Sensors	5. Medium Pulse Laser
6. MRM 20	6. Life Support	6. Endo Steel
1. MRM 20		1. Endo Steel
2. Medium Laser		2. Endo Steel
3. Endo Steel		3. Endo Steel
4. Endo Steel		4. Roll Again
5. Endo Steel		5. Roll Again
6. Endo Steel		6. Roll Again
1. XL Engine		1. XL Engine
2. XL Engine		2. XL Engine
3. XL Engine		3. XL Engine
4. Ammo (MRM 20) 12		4. MRM 20
5. Ammo (MRM 20) 12		5. MRM 20
6. Ammo (MRM 20) 12		6. MRM 20
1. C³ Slave Unit		1. Endo Steel
2. CASE		2. Endo Steel
3. Endo Steel		3. Endo Steel
4. Endo Steel		4. Roll Again
5. Endo Steel		5. Roll Again
6. Roll Again		6. Roll Again
1. Hip		1. Hip
2. Upper Leg Actuator		2. Upper Leg Actuator
3. Lower Leg Actuator		3. Lower Leg Actuator
4. Foot Actuator		4. Foot Actuator
5. Jump Jet		5. Jump Jet
6. Jump Jet		6. Jump Jet

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

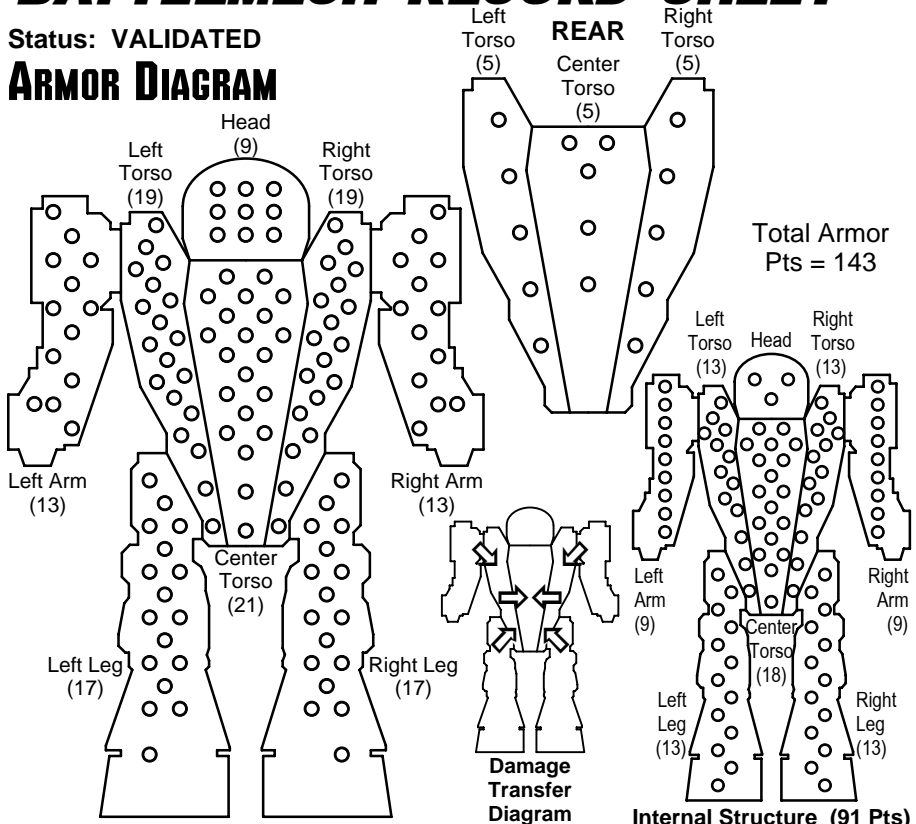
Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Dervish DV-7D**
 Mass: **55 tons**
 Movement Points: **5** Tech & Configuration:
 Walking: **5** Inner Sphere
 Running: **8** Biped 'Mech
 Jumping: **5**

Weapons Inventory: (hexes)

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

Ammo Type: Streak SRM 2 (100), LRM 10 (24)
 Rounds: Streak SRM 2 (100), LRM 10 (24)

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

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 Point
4	
3	
2	
1	
0	

WARGAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

- Medium Laser
- Streak SRM 2
- Ferro-Fibrous

4-6

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

Head

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Medium Laser
- Streak SRM 2
- Ferro-Fibrous

1-3

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

4-6

Left Torso

- LRM 10
- LRM 10

1-3

- Ammo (LRM 10) 12
- CASE
- Endo Steel
- Endo Steel

4-6

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

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

Right Torso

- LRM 10
- LRM 10

1-3

- Ammo (LRM 10) 12
- Ammo (Streak 2) 50
- Ammo (Streak 2) 50
- CASE
- Endo Steel
- Endo Steel

4-6

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

Left Leg

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

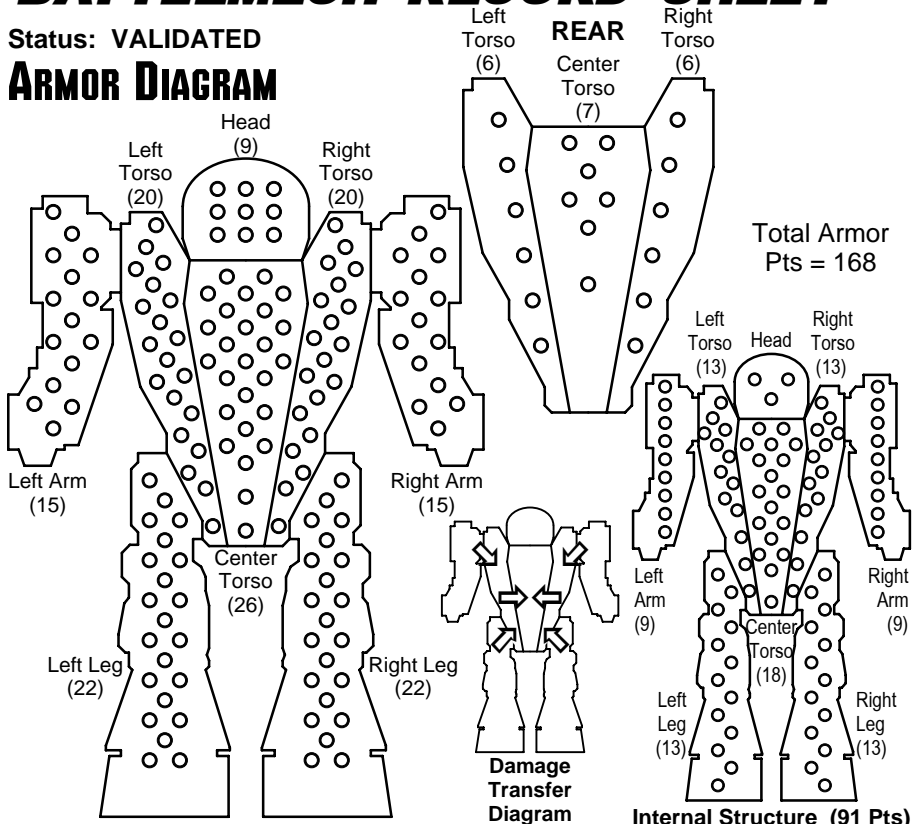
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Dervish DV-8D**
 Mass: **55 tons**
 Movement Points: **5** Tech & Configuration:
 Walking: **5** Inner Sphere
 Running: **8** Biped 'Mech
 Jumping: **5**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	RA	5	5	-	4	8	12
2	ER Medium Laser	LA	5	5	-	4	8	12
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

Ammo Type: LRM 15
Rounds: 32

Total Heat Sinks: 10 Double (20)
 ○○○○○○○○○○
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 Point
4	
3	
2	
1	
0	

WIZKIDGAMES

CRITICAL HIT TABLE

Left Arm

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

- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 4-6

Left Torso

- XL Engine
 - XL Engine
 - XL Engine
- 1-3
- LRM 15
 - LRM 15
 - LRM 15

- Artemis IV FCS
 - Ammo (LRM 15) 8
 - Ammo (LRM 15) 8
 - CASE
 - Roll Again
 - Roll Again
- 4-6

Left Leg

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

Head

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

Center Torso

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

- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Jump Jet
 - Roll Again
- 4-6

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

Right Arm

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

- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 4-6

Right Torso

- XL Engine
 - XL Engine
 - XL Engine
- 1-3
- LRM 15
 - LRM 15
 - LRM 15

- Artemis IV FCS
 - Ammo (LRM 15) 8
 - Ammo (LRM 15) 8
 - CASE
 - Roll Again
 - Roll Again
- 4-6

Right Leg

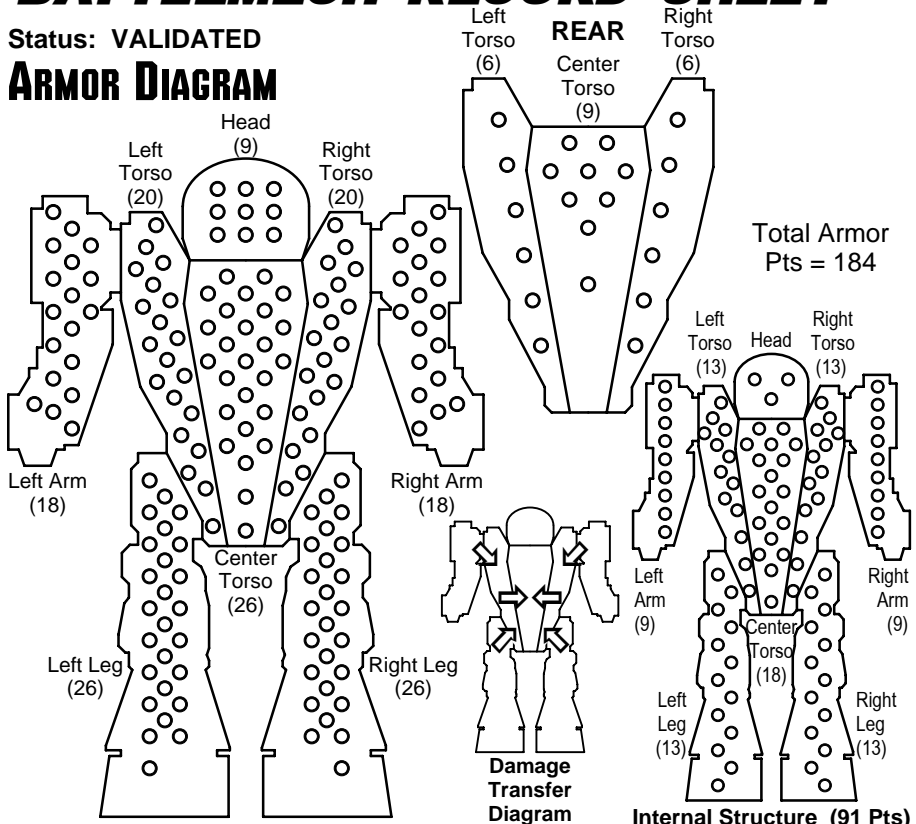
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Dervish DV-9D**
 Mass: **55 tons**
 Movement Points: **Tech & Configuration:**
 Walking: **5** Inner Sphere
 Running: **8** Biped 'Mech
 Jumping: **5**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	RA	5	5	-	4	8	12
2	ER Medium Laser	LA	5	5	-	4	8	12
2	MML 5	RT	3	-	-	-	-	-
	LRM (24 salvos/ton)			1/hit	6	7	14	21
	SRM (20 salvos/ton)			2/hit	-	3	6	9
2	MML 5	LT	3	-	-	-	-	-

1 Targeting Computer

Ammo Type: _____ Rounds: _____
 MML 5

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

Auto Eject: _____ Weapon Heat: **(32)**
 Operational Disabled

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WIZKIDGAMES

CRITICAL HIT TABLE

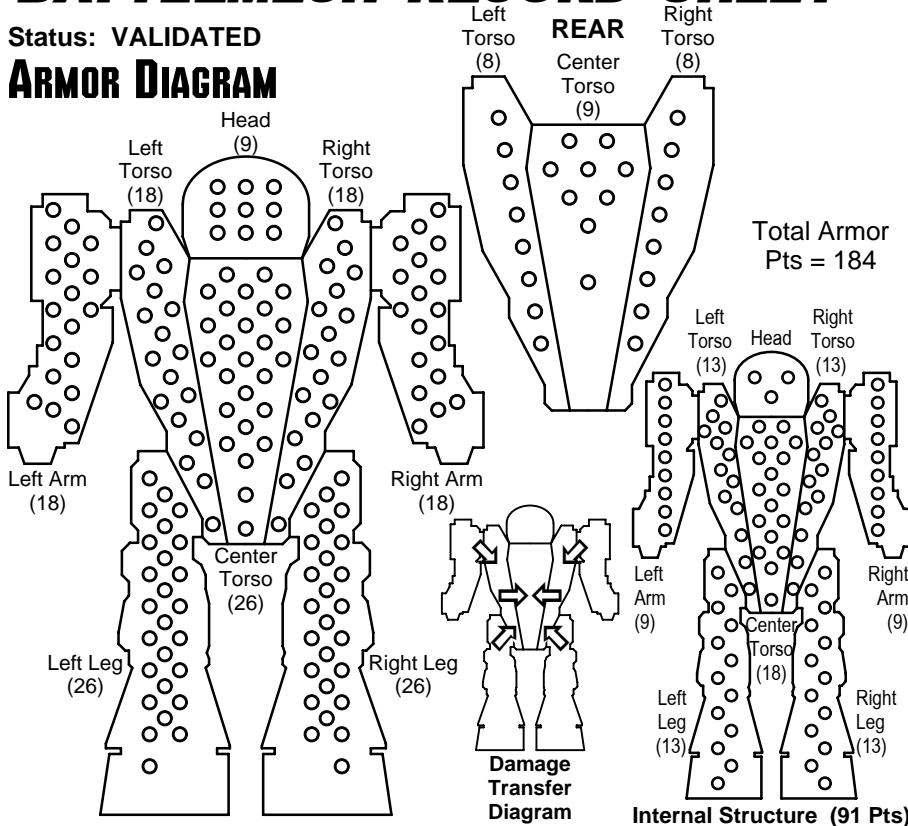
<h4>Left Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator <p>1-3</p> <ol style="list-style-type: none"> ER Medium Laser ER Medium Laser Endo Steel <p>4-6</p> <ol style="list-style-type: none"> Endo Steel Endo Steel Endo Steel Endo Steel Endo Steel Endo Steel 	<h4>Head</h4> <ol style="list-style-type: none"> Life Support Sensors Cockpit Targeting Computer Sensors Life Support 	<h4>Right Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator <p>1-3</p> <ol style="list-style-type: none"> ER Medium Laser ER Medium Laser Endo Steel <p>4-6</p> <ol style="list-style-type: none"> Endo Steel Endo Steel Endo Steel Endo Steel Endo Steel Endo Steel 								
<h4>Left Torso</h4> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine <p>1-3</p> <ol style="list-style-type: none"> MML 5 MML 5 MML 5 <p>4-6</p> <ol style="list-style-type: none"> MML 5 MML 5 MML 5 Ammo (MML5) 24/20 Ammo (MML5) 24/20 CASE 	<h4>Center Torso</h4> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine <p>1-3</p> <ol style="list-style-type: none"> Gyro Gyro Gyro <p>4-6</p> <ol style="list-style-type: none"> Gyro XL Engine XL Engine XL Engine Jump Jet Ammo (MML5) 24 	<h4>Right Torso</h4> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine <p>1-3</p> <ol style="list-style-type: none"> MML 5 MML 5 MML 5 <p>4-6</p> <ol style="list-style-type: none"> MML 5 MML 5 MML 5 Ammo (MML5) 24/20 Ammo (MML5) 24/20 CASE 								
<h4>Left Leg</h4> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Jump Jet Jump Jet 	<table border="1" style="margin-left: auto; margin-right: auto;"> <tr><td>Engine Hits</td><td>○○○</td></tr> <tr><td>Gyro Hits</td><td>○○</td></tr> <tr><td>Sensor Hits</td><td>○○</td></tr> <tr><td>Life Support</td><td>○</td></tr> </table>	Engine Hits	○○○	Gyro Hits	○○	Sensor Hits	○○	Life Support	○	<h4>Right Leg</h4> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Jump Jet Jump Jet
Engine Hits	○○○									
Gyro Hits	○○									
Sensor Hits	○○									
Life Support	○									

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Hoplite HOP-4D**

Mass: **55 tons**

Movement Points: **Tech & Configuration:**

Walking: **4** Inner Sphere
 Running: **6** Biped 'Mech
 Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	RA	2	10	-	6	12	18
1	LRM 5	LA	2	1/hit	6	7	14	21

Ammo Type: Rounds:

LB 10-X AC	20
LRM 5	24

Total Heat Sinks: 16 Single

○○○○○○○○○○ ○○○○○○

Auto Eject: Operational Disabled
 Weapon Heat: **(4)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WKGAMES

CRITICAL HIT TABLE

Left Arm

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

- Roll Again
 - Roll Again
 - Roll Again
- 4-6
 4. Roll Again
 5. Roll Again
 6. Roll Again

Left Torso

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

- Roll Again
 - Roll Again
 - Roll Again
- 4-6
 4. Roll Again
 5. Roll Again
 6. Roll Again

Left Leg

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

Head

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

Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
 1. Gyro
 2. Fusion Engine
 3. Fusion Engine
 4. Fusion Engine
 5. Ammo (LRM 5) 24
 6. Roll Again

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

Right Arm

- Shoulder
 - Upper Arm Actuator
 - LB 10-X AC
- 1-3
 4. LB 10-X AC
 5. LB 10-X AC
 6. LB 10-X AC

- LB 10-X AC
 - LB 10-X AC
 - Roll Again
- 4-6
 4. Roll Again
 5. Roll Again
 6. Roll Again

Right Torso

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

- Roll Again
 - Roll Again
 - Roll Again
- 4-6
 4. Roll Again
 5. Roll Again
 6. Roll Again

Right Leg

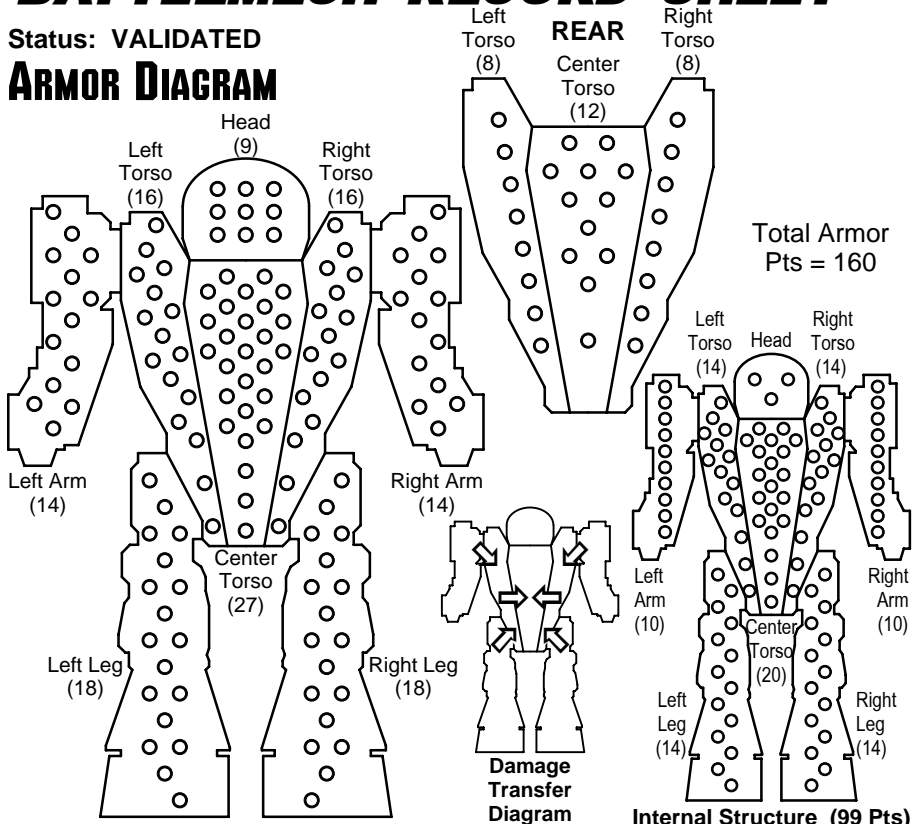
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Single Heat Sink

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Dragon DRG-5N**
 Mass: **60 tons**
 Movement Points: **5** Tech & Configuration:
 Walking: **5** Inner Sphere
 Running: **8** Biped 'Mech
 Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/5	RA	1	5	2	6	13	20
1	Medium Laser	LA	3	5	-	3	6	9
1	LRM 10	CT	4	1/hit	6	7	14	21

Ammo Type: Rounds:
 Ultra AC/5 20
 LRM 10 24

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

Auto Eject: Weapon Heat:
 Operational Disabled (9)

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WZK GAMES

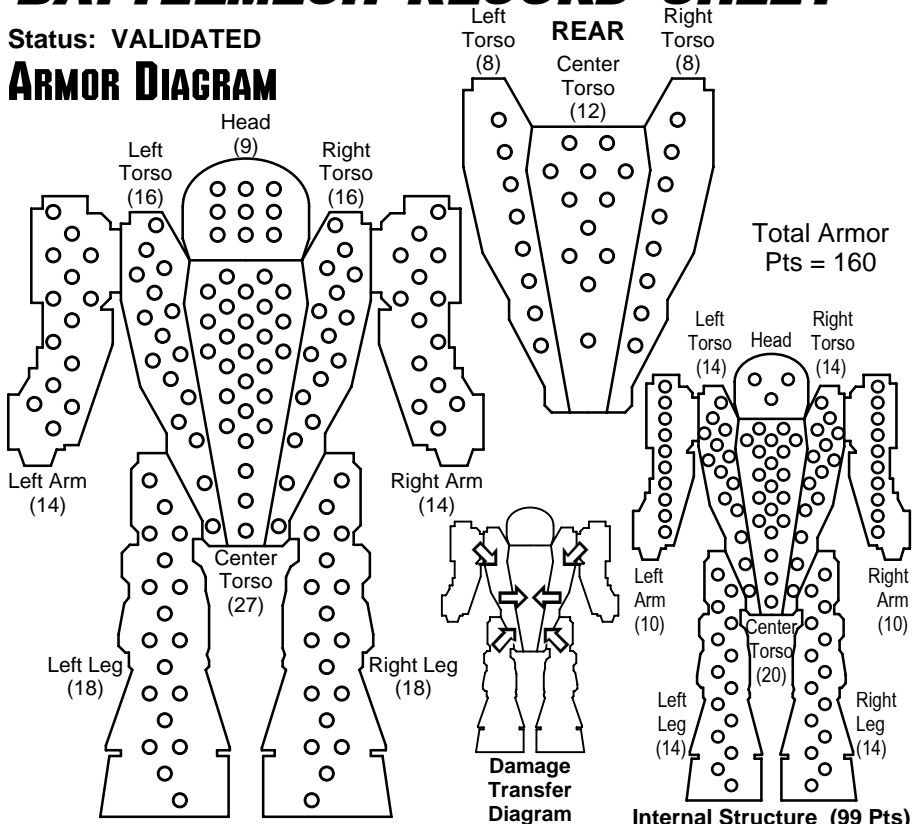
CRITICAL HIT TABLE

<h4>Left Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator <p>1-3</p> <ol style="list-style-type: none"> Hand Actuator Medium Laser Roll Again <p>4-6</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <h4>Left Torso</h4> <ol style="list-style-type: none"> Ammo (LRM 10) 12 Ammo (LRM 10) 12 <p>1-3</p> <ol style="list-style-type: none"> CASE Roll Again Roll Again Roll Again <p>4-6</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <h4>Left Leg</h4> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Roll Again Roll Again 	<h4>Head</h4> <ol style="list-style-type: none"> Life Support Sensors Cockpit Roll Again Sensors Life Support <h4>Center Torso</h4> <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro Fusion Engine Fusion Engine Fusion Engine LRM 10 LRM 10 <p>4-6</p> <div style="border: 1px solid black; padding: 5px; width: fit-content; margin: 0 auto;"> <p>Engine Hits ○○○</p> <p>Gyro Hits ○○</p> <p>Sensor Hits ○○</p> <p>Life Support ○</p> </div>	<h4>Right Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator <p>1-3</p> <ol style="list-style-type: none"> Ultra AC/5 Ultra AC/5 Ultra AC/5 <p>4-6</p> <ol style="list-style-type: none"> Ultra AC/5 Ultra AC/5 Roll Again Roll Again Roll Again Roll Again <h4>Right Torso</h4> <ol style="list-style-type: none"> Ammo (Ult AC/5) 20 CASE <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <h4>Right Leg</h4> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Roll Again Roll Again
---	--	---

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Grand Dragon DRG-7K**
 Mass: **60 tons**
 Movement Points: **Tech & Configuration:**
 Walking: **6** Inner Sphere
 Running: **9 [12]** Biped 'Mech
 Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	10	-	7	14	23
3	ER Medium Laser	LA	5	5	-	4	8	12
1	C³ Slave Unit	LT	0	-	-	-	-	-
1	MRM 10	CT	4	1/hit	-	3	8	15

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

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

Auto Eject: Operational Disabled **Weapon Heat: (34)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WZK GAMES

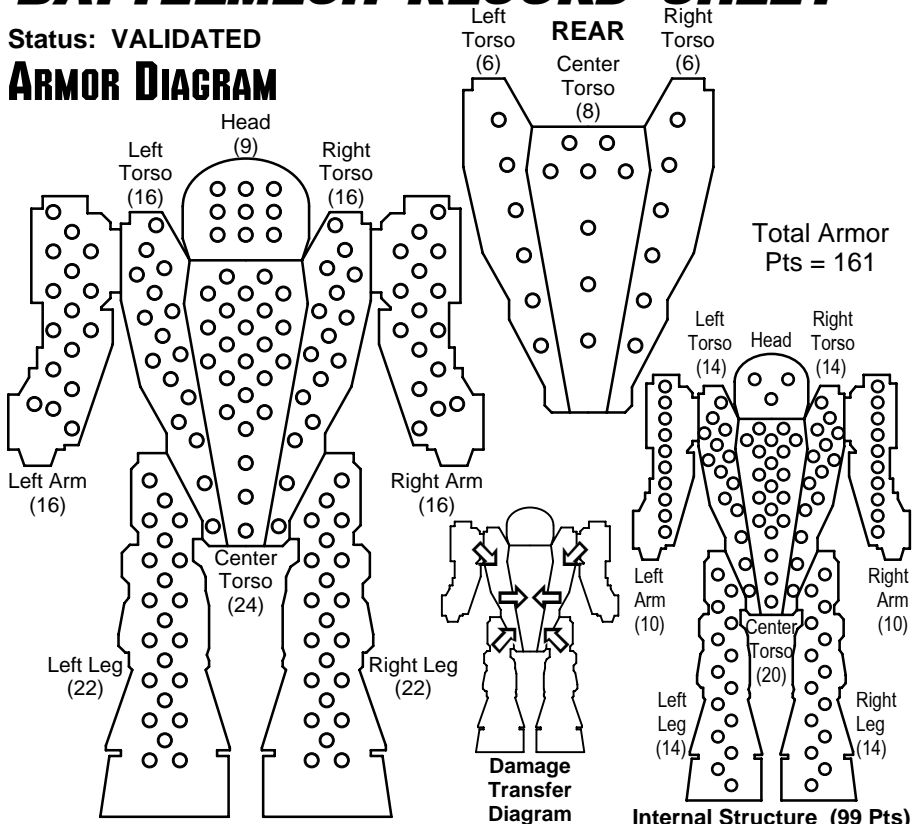
CRITICAL HIT TABLE

<h4>Left Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator <p>1-3</p> <ol style="list-style-type: none"> Hand Actuator ER Medium Laser ER Medium Laser <p>4-6</p> <ol style="list-style-type: none"> ER Medium Laser Roll Again Roll Again Roll Again Roll Again Roll Again <h4>Left Torso</h4> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine <p>1-3</p> <ol style="list-style-type: none"> Double Heat Sink Double Heat Sink Double Heat Sink <p>4-6</p> <ol style="list-style-type: none"> C³ Slave Unit Endo Steel Endo Steel Endo Steel Endo Steel Endo Steel <h4>Left Leg</h4> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Endo Steel Endo Steel 	<h4>Head</h4> <ol style="list-style-type: none"> Life Support Sensors Cockpit Endo Steel Sensors Life Support <h4>Center Torso</h4> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro XL Engine XL Engine XL Engine MRM 10 MRM 10 <p>4-6</p> <div style="border: 1px solid black; padding: 5px; width: fit-content; margin: 0 auto;"> <p>Engine Hits ○○○</p> <p>Gyro Hits ○○</p> <p>Sensor Hits ○○</p> <p>Life Support ○</p> </div>	<h4>Right Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator <p>1-3</p> <ol style="list-style-type: none"> ER PPC ER PPC ER PPC <p>4-6</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <h4>Right Torso</h4> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine <p>1-3</p> <ol style="list-style-type: none"> Ammo (MRM 10) 24 MASC MASC <p>4-6</p> <ol style="list-style-type: none"> MASC CASE Endo Steel Endo Steel Endo Steel Endo Steel <h4>Right Leg</h4> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Endo Steel Endo Steel
--	--	--

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Grand Dragon DRG-9KC**
 Mass: **60 tons**
 Movement Points: **6** Tech & Configuration:
 Walking: **6** Inner Sphere
 Running: **9** Biped 'Mech
 Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Snub-Nose PPC	RA	10	10/8/5	-	9	13	15
1	Medium Laser	LA	3	5	-	3	6	9
1	C³ Master Computer	RT	0	-	-	-	-	-
1	MML 5	LT	3	-	-	-	-	-
	LRM (24 salvos/ton)			1/hit	6	7	14	21
	SRM (20 salvos/ton)			2/hit	-	3	6	9
1	Medium Laser	LT(R)	3	5	-	3	6	9

Ammo Type: **MML 5** Rounds: _____

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

Auto Eject: Operational Disabled
 Weapon Heat: **(19)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WARGAMES

CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Medium Laser	6. Light Ferro-Fibrous
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Snub-Nose PPC	5. Snub-Nose PPC	6. Light Ferro-Fibrous
Head	1. Life Support	2. Sensors	3. Cockpit	4. Light Ferro-Fibrous	5. Sensors	6. Life Support
Center Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. MML 5	5. MML 5	6. MML 5
Right Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. C³ Master Computer	5. C³ Master Computer	6. C³ Master Computer
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Light Ferro-Fibrous	6. Roll Again
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Light Ferro-Fibrous	6. Roll Again

Engine Hits ○○○○

Gyro Hits ○○

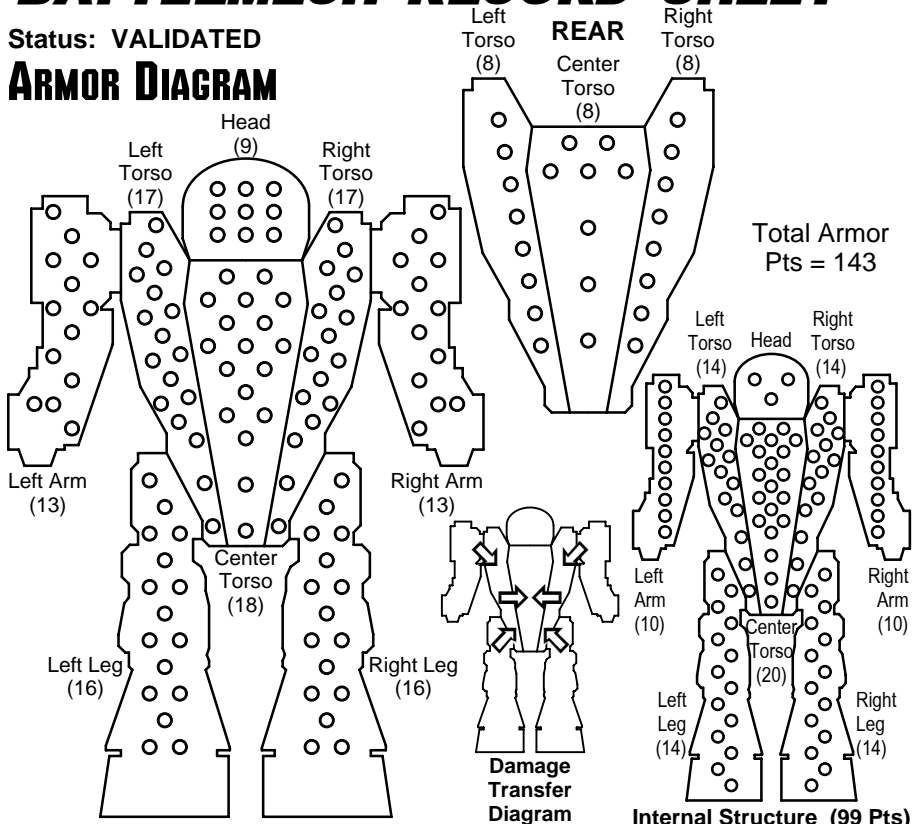
Sensor Hits ○○

Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Quickdraw QKD-5M**
 Mass: **60 tons**
 Movement Points: **5** Tech & Configuration:
 Walking: **5** Inner Sphere
 Running: **8** Biped 'Mech
 Jumping: **5**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
2	Medium Laser	RT(R)	3	5	-	3	6	9
1	LRM 10	LT	4	1/hit	6	7	14	21
1	SRM 4 (OS)	CT	3	2/hit	-	3	6	9

Ammo Type: **LRM 10** Rounds: **12**

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

Auto Eject: Operational Disabled **Weapon Heat: (16)**

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WARGAMES

CRITICAL HIT TABLE

<p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Medium Laser Ferro-Fibrous <p>1-3</p> <ol style="list-style-type: none"> Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous <p>4-6</p> <p>Left Torso</p> <ol style="list-style-type: none"> Double Heat Sink Double Heat Sink Double Heat Sink Jump Jet Jump Jet LRM 10 <p>1-3</p> <ol style="list-style-type: none"> LRM 10 Ammo (LRM 10) 12 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>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 (OS) <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 Ferro-Fibrous <p>1-3</p> <ol style="list-style-type: none"> Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous <p>4-6</p> <p>Right Torso</p> <ol style="list-style-type: none"> Jump Jet Jump Jet Medium Laser (R) Medium Laser (R) 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 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 ○○

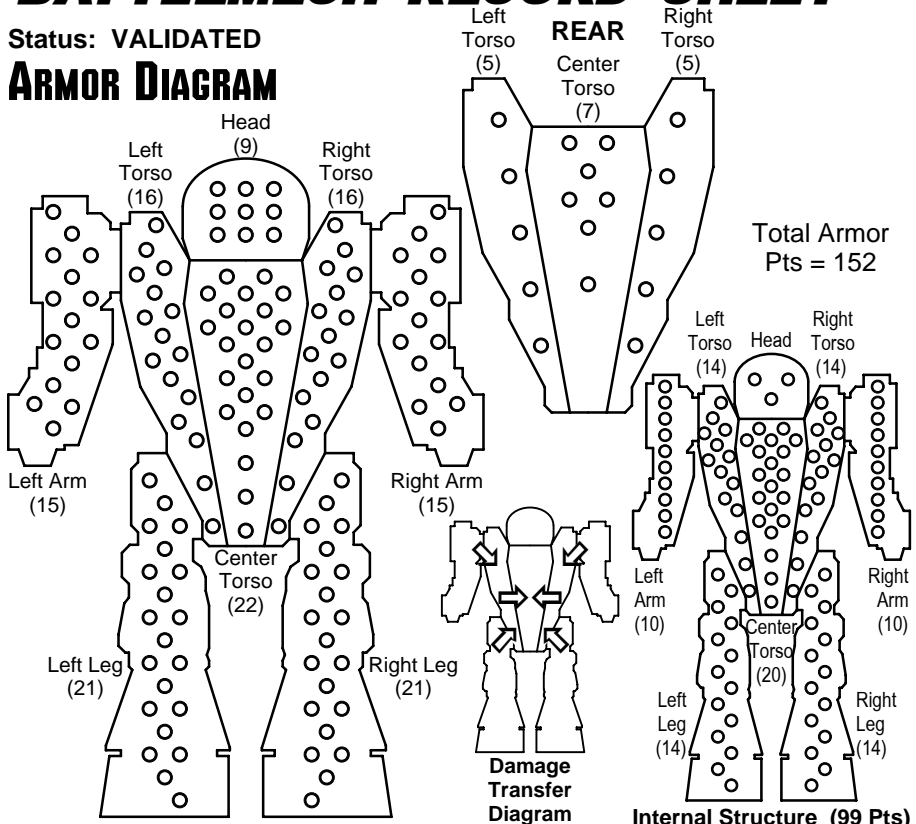
Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor
Pts = 152

'MECH DATA

Type: **Quickdraw QKD-8K**
 Mass: **60 tons**
 Movement Points: **5** Tech & Configuration:
 Walking: **5** Inner Sphere
 Running: **8** Biped 'Mech
 Jumping: **5**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RA	5	5	-	4	8	12
1	ER Medium Laser	LA	5	5	-	4	8	12
1	MRM 30	RT	10	1/hit	-	3	8	15
2	ER Medium Laser	LT	5	5	-	4	8	12

Ammo Type: **MRM 30** Rounds: **16**

Total Heat Sinks: **12 Double (24)**
 ○○○○○○○○○○○○ ○○
 Auto Eject: Operational Disabled
 Weapon Heat: **(30)**

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 Point
4	
3	
2	
1	
0	



CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

- Jump Jet
- Jump Jet
- ER Medium Laser
- ER Medium Laser
- Endo Steel
- Endo Steel

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

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

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Jump Jet
- Endo Steel

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

Right Arm

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

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

Right Torso

- Jump Jet
- Jump Jet
- MRM 30
- MRM 30
- MRM 30
- MRM 30

- MRM 30
- Ammo (MRM 30) 8
- Ammo (MRM 30) 8
- CASE
- Endo Steel
- Ferro-Fibrous

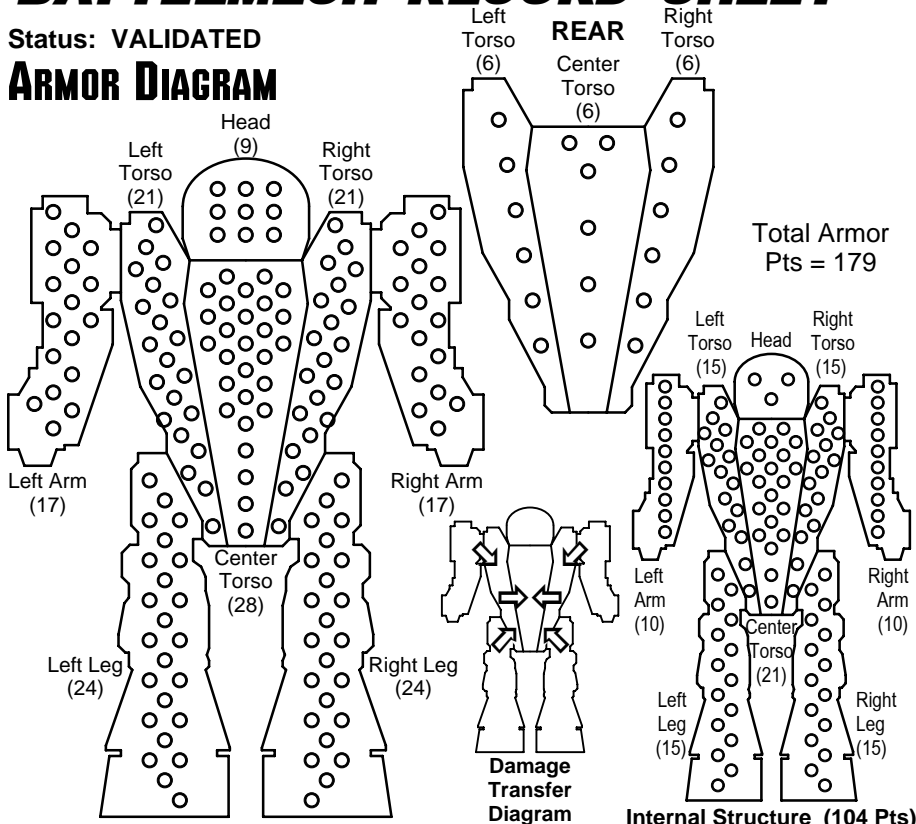
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Axman AXM-1N**
 Mass: **65 tons**
 Movement Points: **4** Tech & Configuration:
 Walking: **4** **Inner Sphere**
 Running: **6** **Biped 'Mech**
 Jumping: **4**

Weapons Inventory: (hexes)

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

Ammo Type: **Rounds:**
 Autocannon/20 10

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

HEAT SCALE

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

WZK GAMES

CRITICAL HIT TABLE

<p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator <p>1-3</p> <ol style="list-style-type: none"> Hand Actuator Large Pulse Laser Large Pulse Laser <p>4-6</p> <ol style="list-style-type: none"> Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous <p>Left Torso</p> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine <p>1-3</p> <ol style="list-style-type: none"> Ammo (AC/20) 5 Ammo (AC/20) 5 CASE <p>4-6</p> <ol style="list-style-type: none"> Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Jump Jet Jump Jet 	<p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Ferro-Fibrous Sensors Life Support <p>Center Torso</p> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine <p>1-3</p> <ol style="list-style-type: none"> Gyro Gyro Gyro Gyro <p>4-6</p> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine XL Engine Autocannon/20 (Cont) Autocannon/20 (Cont) 	<p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator <p>1-3</p> <ol style="list-style-type: none"> Hand Actuator Medium Laser Medium Laser <p>4-6</p> <ol style="list-style-type: none"> Medium Laser Hatchet Hatchet Hatchet Hatchet Hatchet <p>Right Torso</p> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine <p>1-3</p> <ol style="list-style-type: none"> Autocannon/20 Autocannon/20 Autocannon/20 Autocannon/20 Autocannon/20 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 Jump Jet Jump Jet
---	--	--

Engine Hits ○ ○ ○

Gyro Hits ○ ○

Sensor Hits ○ ○

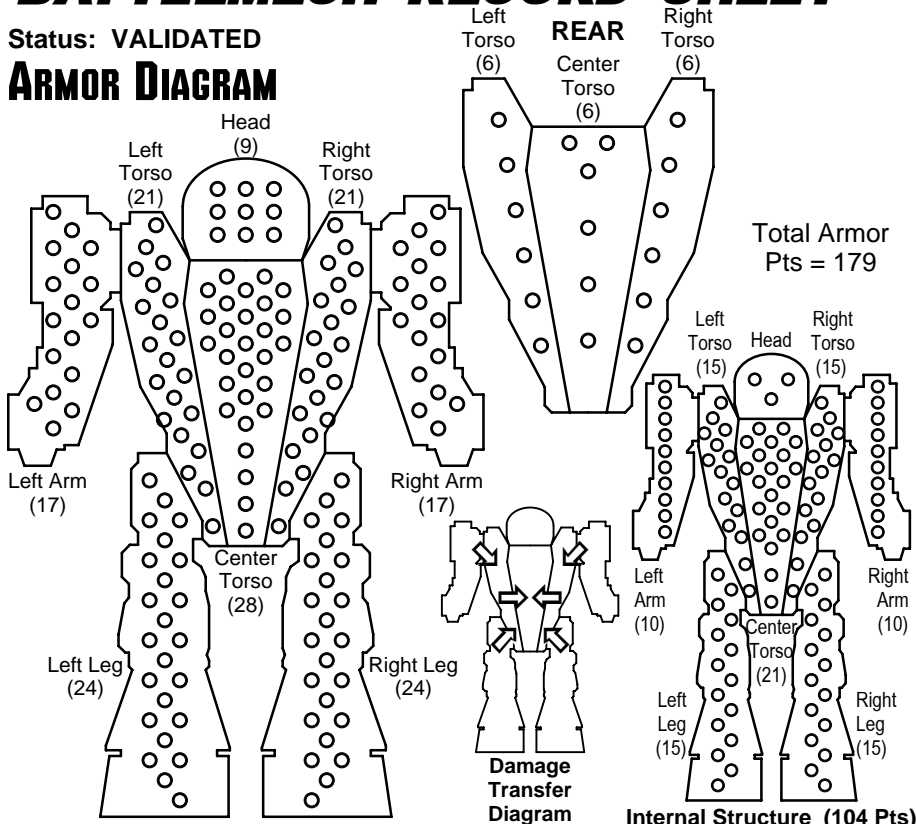
Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Axman AXM-2N**
 Mass: **65 tons**
 Movement Points: **Tech & Configuration:**
 Walking: **4** Inner Sphere
 Running: **6** Biped 'Mech
 Jumping: **4**

Weapons Inventory: (hexes)

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

Ammo Type: LRM 15 **Rounds:** 16

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

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 Point
4	
3	
2	
1	
0	

WZK GAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

- Hand Actuator
- Large Pulse Laser
- Large Pulse Laser

4-6

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

- Hand Actuator
- Medium Laser
- Medium Laser

4-6

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

Head

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

Left Torso

- XL Engine
- XL Engine
- XL Engine

1-3

- LRM 15
- LRM 15
- LRM 15

4-6

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

Center Torso

- XL Engine
- XL Engine
- XL Engine

1-3

- Gyro
- Gyro
- Gyro
- Gyro

4-6

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

Right Torso

- XL Engine
- XL Engine
- XL Engine

1-3

- LRM 15
- LRM 15
- LRM 15

4-6

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

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

Left Leg

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

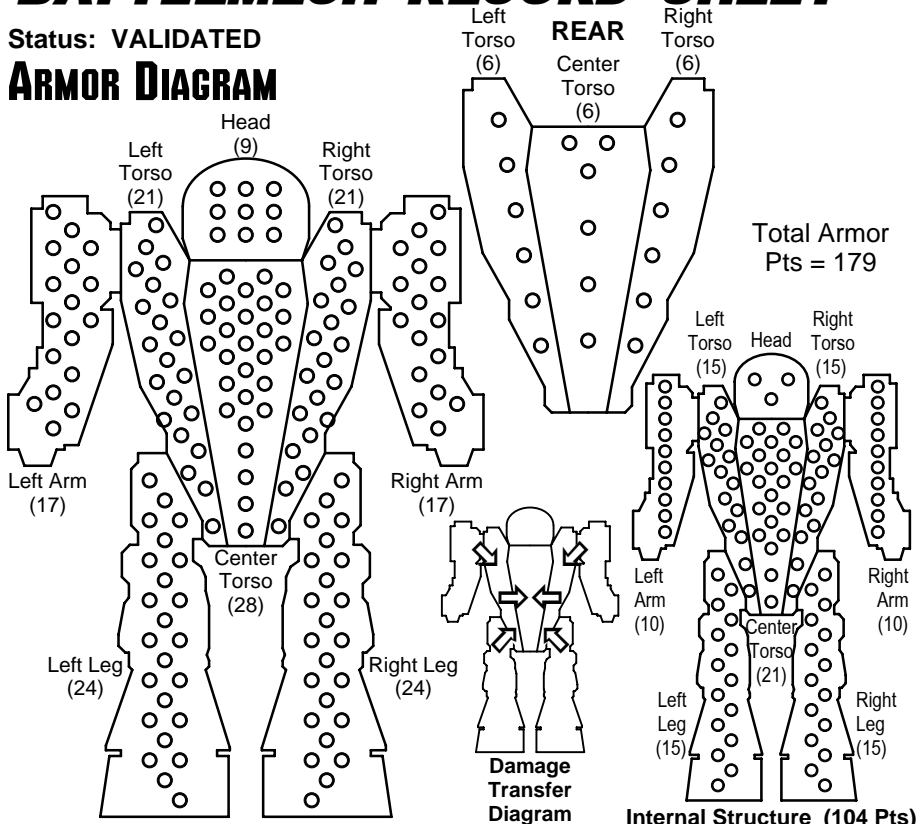
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Axman AXM-3S**
 Mass: **65 tons**
 Movement Points: **Tech & Configuration:**
 Walking: **4** Inner Sphere
 Running: **6** Biped 'Mech
 Jumping: **4**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	ER Medium Laser	LA	5	5	-	4	8	12
1	LB 20-X AC	RT	6	20	-	4	8	12
1	Guardian ECM	LT	0	-	-	-	-	6
1	Hatchet	RA	0	13				

Ammo Type: LB 20-X AC **Rounds:** 20

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
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

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

WIZ KIDS GAMES

CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. ER Medium Laser	5. ER Medium Laser	6. ER Medium Laser
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Hatchet	6. Hatchet
Head	1. Life Support	2. Sensors	3. Cockpit	4. Ferro-Fibrous	5. Sensors	6. Life Support
Center Torso	1. Light Fusion Engine	2. Light Fusion Engine	3. Light Fusion Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. Light Fusion Engine	2. Light Fusion Engine	3. Ammo (LB 20-X) 5	4. Ammo (LB 20-X) 5	5. Ammo (LB 20-X) 5	6. Ammo (LB 20-X) 5
Right Torso	1. Light Fusion Engine	2. Light Fusion Engine	3. LB 20-X AC	4. LB 20-X AC	5. LB 20-X AC	6. LB 20-X AC
Left Leg	1. Guardian ECM	2. Guardian ECM	3. CASE	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. Jump Jet	6. Jump Jet

Engine Hits ○ ○ ○

Gyro Hits ○ ○

Sensor Hits ○ ○

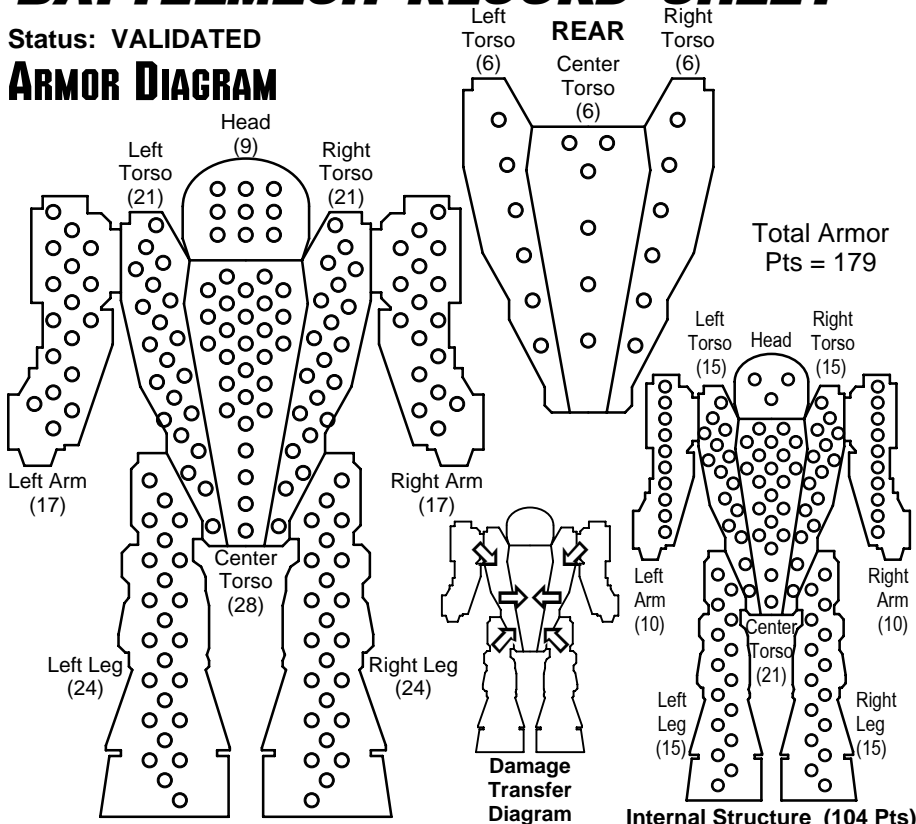
Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Axman AXM-4D**
 Mass: **65 tons**
 Movement Points: **4** Tech & Configuration:
 Walking: **4** Inner Sphere
 Running: **6** Biped 'Mech
 Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	LA	3	5	-	3	6	9
2	Light AC/5	RT	1	5	-	5	10	15
2	Light AC/5	LT	1	5	-	5	10	15
1	Hatchet	RA	0	13				
1	Targeting Computer							

Ammo Type: **Rounds:**
 Light AC/5 40

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

Auto Eject: **Weapon Heat:**
 Operational Disabled (10)

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WZK GAMES

CRITICAL HIT TABLE

<p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator <p>1-3</p> <ol style="list-style-type: none"> Hand Actuator Medium Laser Medium Laser <p>4-6</p> <ol style="list-style-type: none"> Targeting Computer Targeting Computer Targeting Computer Targeting Computer Targeting Computer Targeting Computer <p>Left Torso</p> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine <p>1-3</p> <ol style="list-style-type: none"> Light AC/5 Light AC/5 Light AC/5 <p>4-6</p> <ol style="list-style-type: none"> Light AC/5 CASE Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Ferro-Fibrous Ferro-Fibrous 	<p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Roll Again Sensors Life Support <p>Center Torso</p> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro XL Engine XL Engine XL Engine Roll Again Roll Again 	<p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator <p>1-3</p> <ol style="list-style-type: none"> Hand Actuator Hatchet Hatchet <p>4-6</p> <ol style="list-style-type: none"> Hatchet Hatchet Hatchet Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous <p>Right Torso</p> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine <p>1-3</p> <ol style="list-style-type: none"> Light AC/5 Light AC/5 Light AC/5 <p>4-6</p> <ol style="list-style-type: none"> Light AC/5 Ammo (LAC/5) 20 Ammo (LAC/5) 20 Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous <p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Ferro-Fibrous Ferro-Fibrous
---	--	---

Engine Hits ○ ○ ○

Gyro Hits ○ ○

Sensor Hits ○ ○

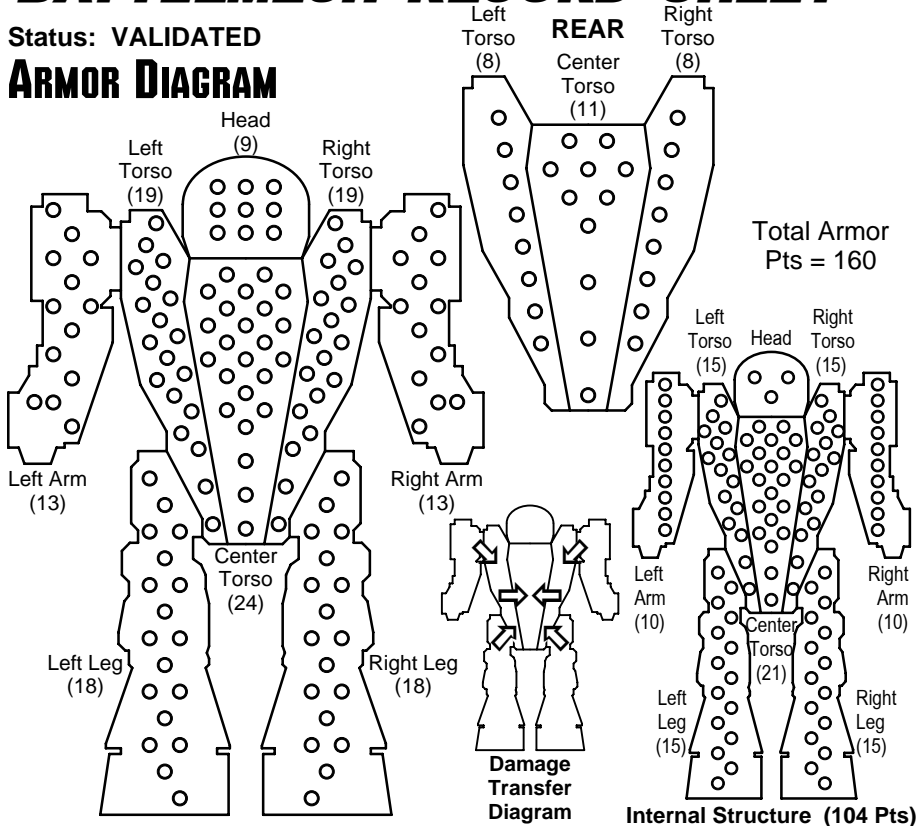
Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Catapult CPLT-C3**
 Mass: **65 tons**
 Movement Points: **4** Tech & Configuration:
 Walking: **4** Inner Sphere
 Running: **6** Biped 'Mech
 Jumping: **4** Advanced Rules

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Arrow IV System	RA	10	20/10	-	*	*	-
1	Medium Laser	RT	3	5	-	3	6	9
1	Medium Laser	LT	3	5	-	3	6	9
2	Medium Laser	CT	3	5	-	3	6	9

Ammo Type: **Arrow IV System** Rounds: **5**

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

Auto Eject: Operational Disabled **Weapon Heat: (22)**

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WARGAMES

CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Arrow IV System	4. Arrow IV System	5. Arrow IV System	6. Arrow IV System
Head	1. Life Support	2. Sensors	3. Cockpit	4. Single Heat Sink	5. Sensors	6. Life Support
Center Torso	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. Jump Jet	2. Jump Jet	3. Medium Laser	4. Roll Again	5. Roll Again	6. Roll Again
Right Torso	1. Jump Jet	2. Jump Jet	3. Arrow IV System (Cont)	4. Arrow IV System (Cont)	5. Arrow IV System (Cont)	6. Arrow IV System (Cont)
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Single Heat Sink	6. Single Heat Sink
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Single Heat Sink	6. Single Heat Sink

Engine Hits ○○○

Gyro Hits ○○

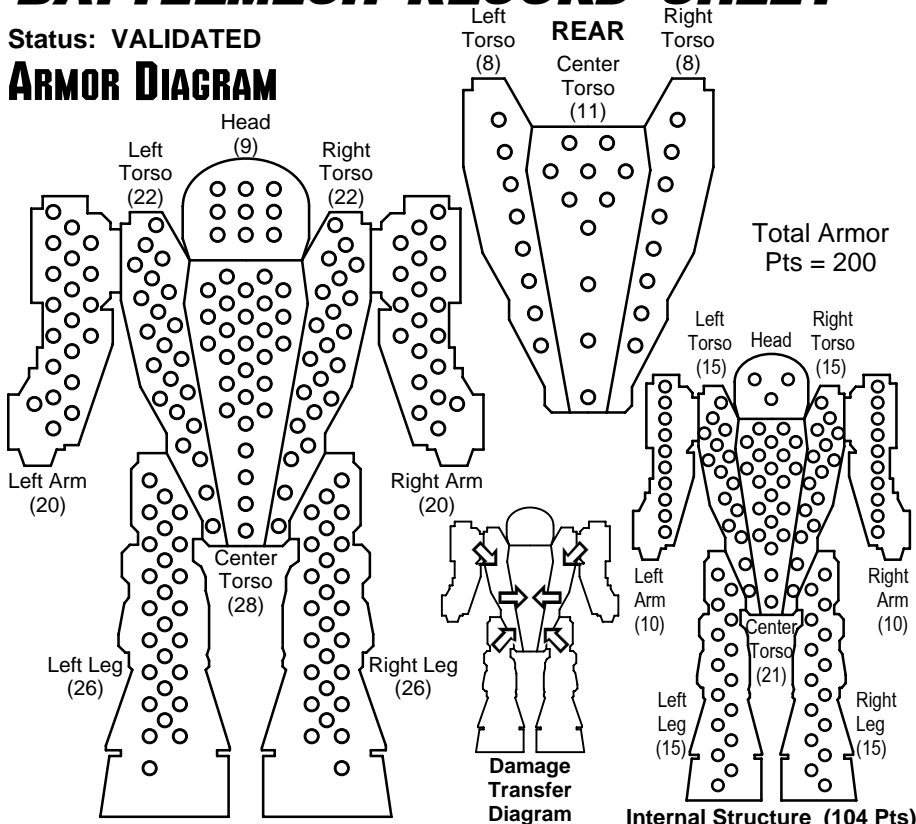
Sensor Hits ○○

Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Catapult CPLT-C5**
 Mass: **65 tons**
 Movement Points: **Tech & Configuration:**
 Walking: **4** Inner Sphere
 Running: **6** Biped 'Mech
 Jumping: **4** Advanced Rules

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Arrow IV System	RA	10	20/10	-	*	*	-
1	ER Medium Laser	RT	5	5	-	4	8	12
1	ER Medium Laser	LT	5	5	-	4	8	12
2	ER Medium Laser	CT	5	5	-	4	8	12

Ammo Type: Arrow IV System **Rounds:** 20

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

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 Point
4	
3	
2	
1	
0	

WARGAMES

CRITICAL HIT TABLE

<p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator <p>1-3</p> <ol style="list-style-type: none"> Endo Steel Endo Steel Endo Steel Endo Steel <p>4-6</p> <ol style="list-style-type: none"> Endo Steel Endo Steel Endo Steel Roll Again Roll Again Roll Again <p>Left Torso</p> <ol style="list-style-type: none"> Double Heat Sink Double Heat Sink Double Heat Sink Jump Jet Jump Jet ER Medium Laser <p>1-3</p> <ol style="list-style-type: none"> Ammo (Arrow IV) 5 Ammo (Arrow IV) 5 Ammo (Arrow IV) 5 Ammo (Arrow IV) 5 CASE Endo Steel <p>4-6</p> <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Endo Steel Endo Steel 	<p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Endo Steel Sensors Life Support <p>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 ER Medium Laser ER Medium Laser <p>4-6</p>	<p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator <p>1-3</p> <ol style="list-style-type: none"> Arrow IV System Arrow IV System Arrow IV System Arrow IV System <p>4-6</p> <ol style="list-style-type: none"> Arrow IV System Arrow IV System Arrow IV System Arrow IV System Arrow IV System Endo Steel <p>Right Torso</p> <ol style="list-style-type: none"> Double Heat Sink Double Heat Sink Double Heat Sink Jump Jet Jump Jet ER Medium Laser <p>1-3</p> <ol style="list-style-type: none"> Arrow IV System (Cont) Arrow IV System (Cont) Arrow IV System (Cont) Arrow IV System (Cont) Arrow IV System (Cont) Arrow IV System (Cont) <p>4-6</p> <p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Endo Steel Endo Steel
---	---	---

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

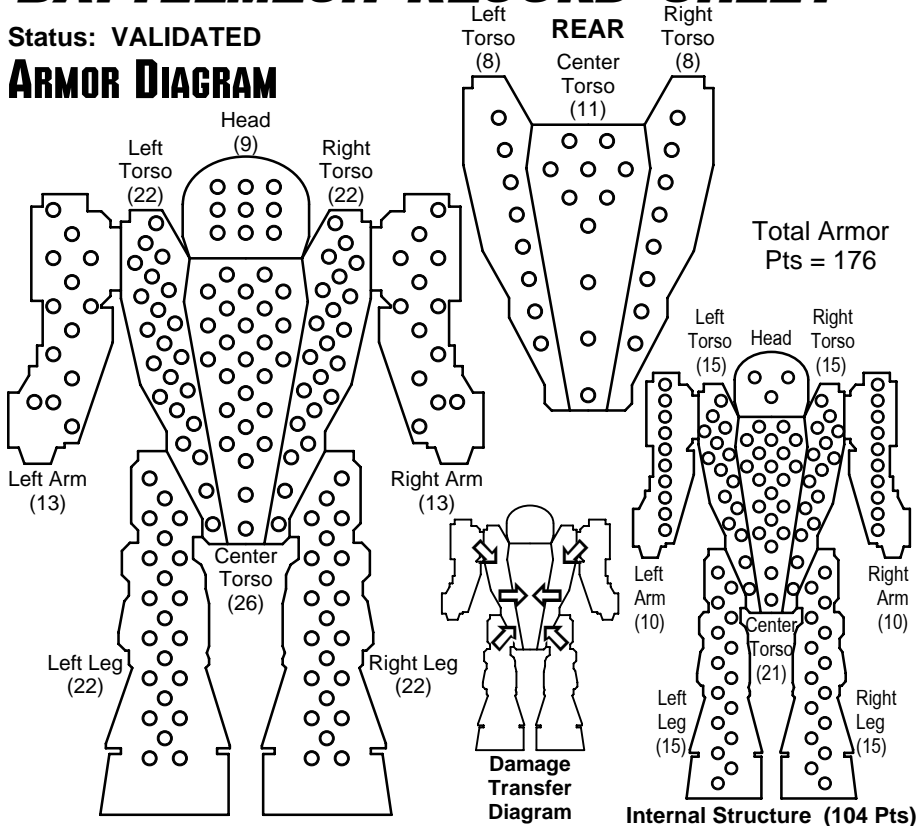
Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Catapult CPLT-H2**

Mass: **65 tons**

Movement Points: **Tech & Configuration:**

Walking: **4** Inner Sphere
 Running: **6** Biped 'Mech
 Jumping: **4**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	Rocket Launcher 20 (OS)	RA	5	1/hit	-	3	7	12
1	PPC	LA	10	10	3	6	12	18
1	Rocket Launcher 20 (OS)	LA	5	1/hit	-	3	7	12
2	Rocket Launcher 20 (OS)	RT	5	1/hit	-	3	7	12
2	Rocket Launcher 20 (OS)	LT	5	1/hit	-	3	7	12
2	Medium Laser	CT	3	5	-	3	6	9

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

○○○○○○○○○○ ○○○

Auto Eject: Operational Disabled Weapon Heat: **(16)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- PPC
- PPC
- PPC
- Rocket Launcher 20 (OS)
- Rocket Launcher 20 (OS)
- Rocket Launcher 20 (OS)
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Roll Again

Left Torso

- Jump Jet
- Jump Jet
- Rocket Launcher 20 (OS)
- Rocket Launcher 20 (OS)
- Rocket Launcher 20 (OS)
- Rocket Launcher 20 (OS)
- Rocket Launcher 20 (OS)
- Rocket Launcher 20 (OS)
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Roll Again

Left Leg

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

Head

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

Center Torso

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

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Rocket Launcher 20 (OS)
- Rocket Launcher 20 (OS)
- Rocket Launcher 20 (OS)
- Rocket Launcher 20 (OS)
- Rocket Launcher 20 (OS)
- Rocket Launcher 20 (OS)
- Rocket Launcher 20 (OS)
- Rocket Launcher 20 (OS)
- Rocket Launcher 20 (OS)
- Roll Again

Right Torso

- Jump Jet
- Jump Jet
- Rocket Launcher 20 (OS)
- Rocket Launcher 20 (OS)
- Rocket Launcher 20 (OS)
- Rocket Launcher 20 (OS)
- Rocket Launcher 20 (OS)
- Rocket Launcher 20 (OS)
- Rocket Launcher 20 (OS)
- Rocket Launcher 20 (OS)
- Rocket Launcher 20 (OS)
- Roll Again

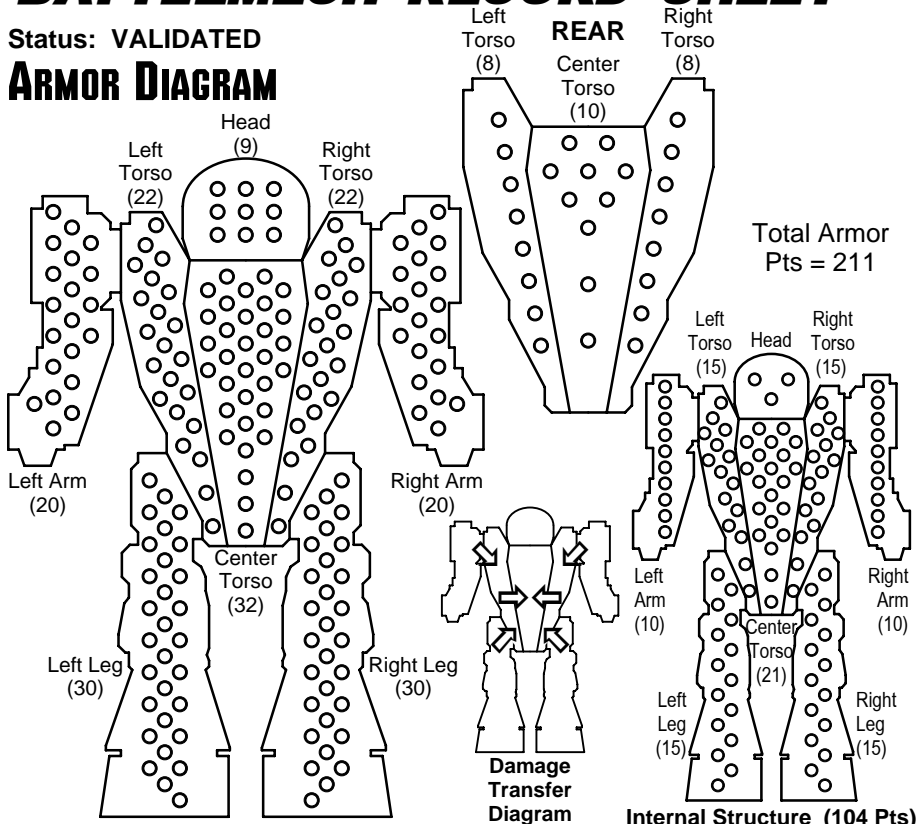
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Catapult CPLT-K4**
 Mass: **65 tons**
 Movement Points: **3** Tech & Configuration:
 Walking: **3** Inner Sphere
 Running: **5** Biped 'Mech
 Jumping: **3**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy PPC	RA	15	15	3	6	12	18
1	Heavy PPC	LA	15	15	3	6	12	18
1	ER Medium Laser	RT	5	5	-	4	8	12
1	ER Medium Laser	LT	5	5	-	4	8	12
1	C³ Slave Unit	CT	0	-	-	-	-	-

Total Heat Sinks: 17 Double (34)
 ○○○○○○○○○○○ ○○○○○○

Auto Eject: Operational Disabled
Weapon Heat: (40)

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WARGAMES

CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
Head	1. Life Support	2. Sensors	3. Cockpit	4. Light Ferro-Fibrous	5. Sensors	6. Life Support
Center Torso	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. Double Heat Sink	2. Double Heat Sink	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
Right Torso	1. Double Heat Sink	2. Double Heat Sink	3. Heavy PPC	4. Heavy PPC	5. Heavy PPC	6. Heavy PPC
Left Leg	1. Double Heat Sink	2. Double Heat Sink	3. Double Heat Sink	4. Jump Jet	5. ER Medium Laser	6. Light Ferro-Fibrous
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Light Ferro-Fibrous	6. Light Ferro-Fibrous

Engine Hits ○○○○

Gyro Hits ○○

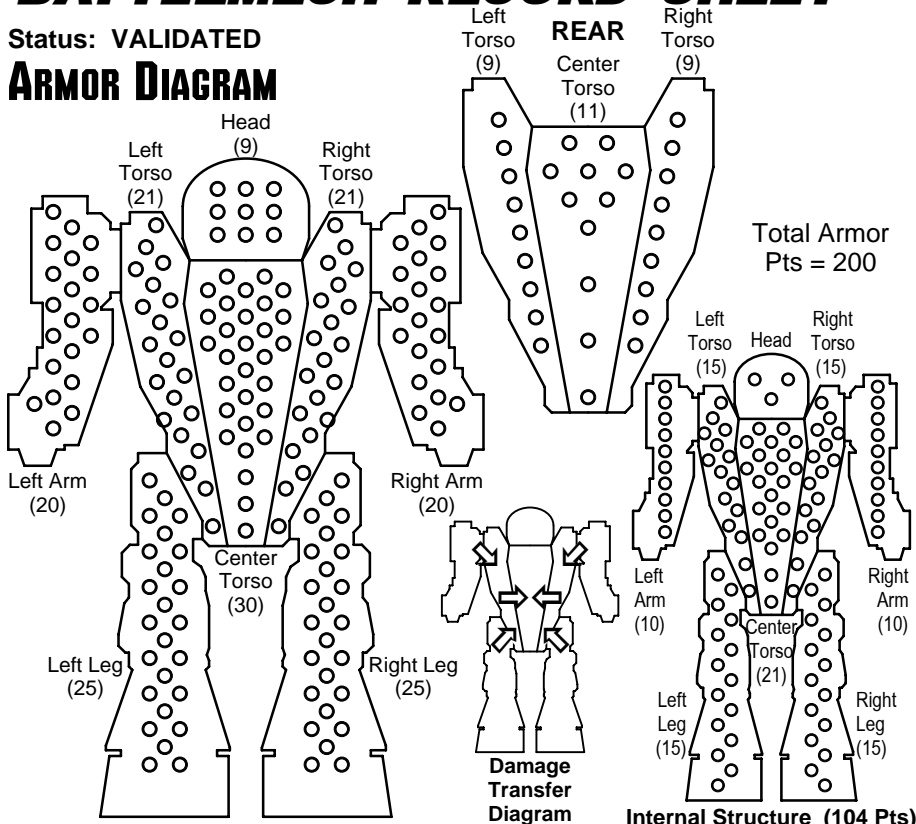
Sensor Hits ○○

Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Catapult CPLT-K5**
 Mass: **65 tons**
 Movement Points: **Tech & Configuration:**
 Walking: **4** Inner Sphere
 Running: **6** Biped 'Mech
 Jumping: **4**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	MRM 30	RA	10	1/hit	-	3	8	15
1	MRM 30	LA	10	1/hit	-	3	8	15
2	Medium Pulse Laser	CT	4	6	-	2	4	6
1	C³ Slave Unit	HD	0	-	-	-	-	-

Ammo Type: MRM 30 **Rounds:** 32

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

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

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WIZKIDS GAMES

CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. MRM 30	4. MRM 30	5. MRM 30	6. MRM 30
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. MRM 30	4. MRM 30	5. MRM 30	6. MRM 30
Head	1. Life Support	2. Sensors	3. Cockpit	4. C³ Slave Unit	5. Sensors	6. Life Support
Center Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Jump Jet	5. Jump Jet	6. Ammo (MRM 30) 8
Right Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Jump Jet	5. Jump Jet	6. Ammo (MRM 30) 8
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel

Engine Hits ○ ○ ○

Gyro Hits ○ ○

Sensor Hits ○ ○

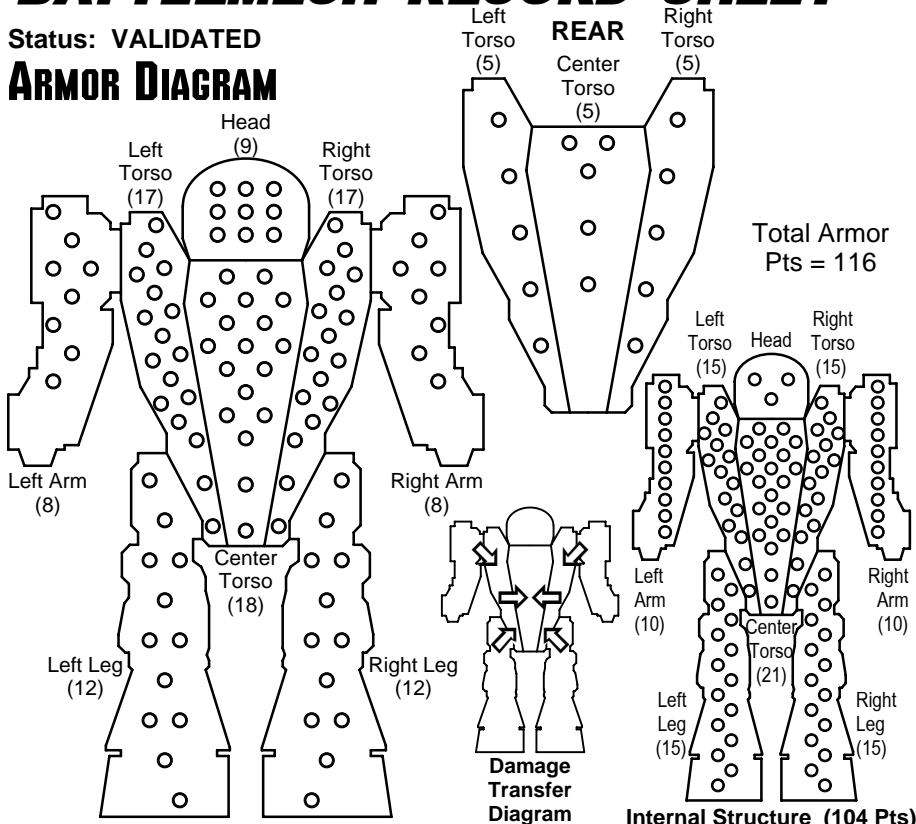
Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **JagerMech JM6-DD**
 Mass: **65 tons**
 Movement Points: **4** Tech & Configuration:
 Walking: **4** Inner Sphere
 Running: **6** Biped 'Mech
 Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/5	RA	1	5	2	6	13	20
1	Autocannon/2	RA	1	2	4	8	16	24
1	Ultra AC/5	LA	1	5	2	6	13	20
1	Autocannon/2	LA	1	2	4	8	16	24
1	Medium Pulse Laser	RT	4	6	-	2	4	6
1	Medium Pulse Laser	LT	4	6	-	2	4	6

Ammo Type: Ultra AC/5 (40), Autocannon/2 (90)
 Rounds: 40, 90

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

Auto Eject: Operational Disabled
 Weapon Heat: **(14)**

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WIZKIDS GAMES

CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Ultra AC/5	4. Ultra AC/5	5. Ultra AC/5	6. Ultra AC/5
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Ultra AC/5	4. Ultra AC/5	5. Ultra AC/5	6. Ultra AC/5
Head	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support
Center Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Medium Pulse Laser	5. Ammo (Ult AC/5) 20	6. Ammo (AC/2) 45
Right Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Medium Pulse Laser	5. Ammo (Ult AC/5) 20	6. Ammo (AC/2) 45
Left Leg	1. CASE	2. Ferro-Fibrous	3. Ferro-Fibrous	4. Ferro-Fibrous	5. Ferro-Fibrous	6. Roll Again
Right Leg	1. CASE	2. Ferro-Fibrous	3. Ferro-Fibrous	4. Ferro-Fibrous	5. Ferro-Fibrous	6. Roll Again
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again

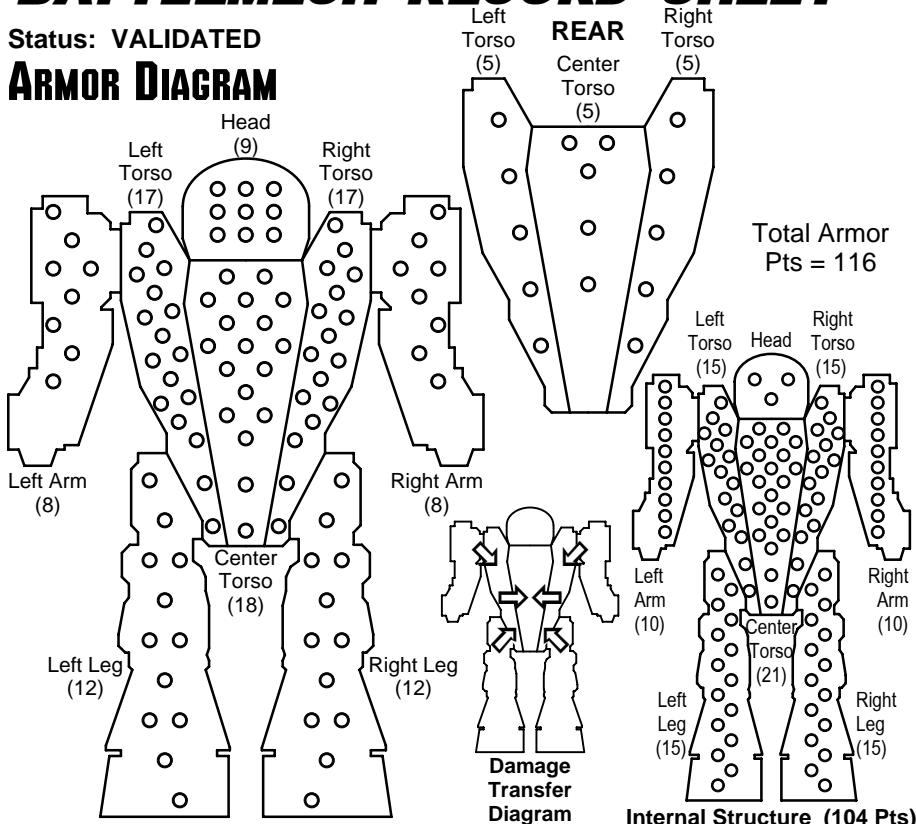
Engine Hits ○○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **JagerMech JM6-DG**
 Mass: **65 tons**
 Movement Points: **4** Tech & Configuration:
 Walking: **4** Inner Sphere
 Running: **6** Biped 'Mech
 Jumping: **0**

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
2	ER Medium Laser	CT	5	5	-	4	8	12

Ammo Type: Rounds:
 Gauss Rifle 48

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

Auto Eject: Weapon Heat:
 Operational Disabled (12)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WIZKIDGAMES

CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Gauss Rifle	4. Gauss Rifle	5. Gauss Rifle	6. Gauss Rifle
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Gauss Rifle	4. Gauss Rifle	5. Gauss Rifle	6. Gauss Rifle
Head	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support
Center Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Ammo (Gauss) 8	5. Ammo (Gauss) 8	6. Ammo (Gauss) 8
Right Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Ammo (Gauss) 8	5. Ammo (Gauss) 8	6. Ammo (Gauss) 8
Left Leg	1. CASE	2. Ferro-Fibrous	3. Ferro-Fibrous	4. Ferro-Fibrous	5. Ferro-Fibrous	6. Roll Again
Right Leg	1. CASE	2. Ferro-Fibrous	3. Ferro-Fibrous	4. Ferro-Fibrous	5. Ferro-Fibrous	6. Roll Again

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

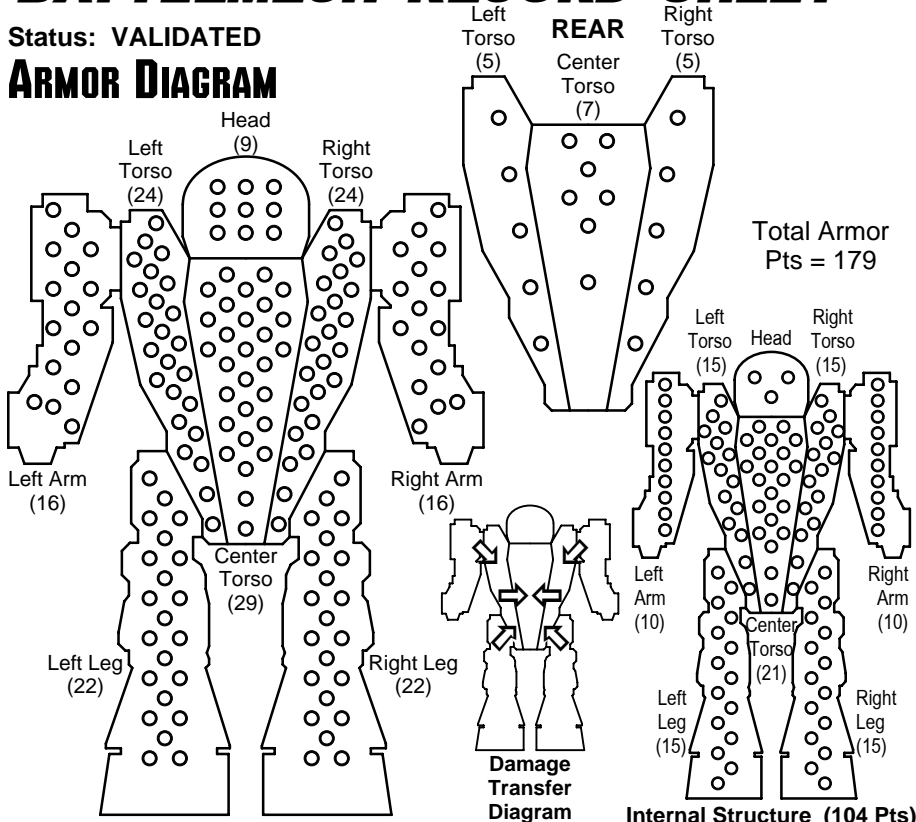
Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **JagerMech JM6-H**
 Mass: **65 tons**
 Movement Points: **Tech & Configuration:**
 Walking: **4** Inner Sphere
 Running: **6** Biped 'Mech
 Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 2-X AC	RA	1	2	4	9	18	27
1	Large Laser	RA	8	8	-	5	10	15
1	LB 2-X AC	LA	1	2	4	9	18	27
1	Large Laser	LA	8	8	-	5	10	15
3	Rocket Launcher 15 (OS)	RT	4	1/hit	-	4	9	15
3	Rocket Launcher 15 (OS)	LT	4	1/hit	-	4	9	15

Ammo Type: **LB 2-X AC** Rounds: **45**

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

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 Point
4	
3	
2	
1	
0	

WKGAMES

CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. LB 2-X AC	4. LB 2-X AC	5. LB 2-X AC	6. LB 2-X AC
	1. Large Laser	2. Large Laser	3. Ferro-Fibrous	4. Ferro-Fibrous	5. Ferro-Fibrous	6. Roll Again
	1. Rocket Launcher 15 (OS)	2. Rocket Launcher 15 (OS)	3. Rocket Launcher 15 (OS)	4. Rocket Launcher 15 (OS)	5. Rocket Launcher 15 (OS)	6. Rocket Launcher 15 (OS)
	1. Ammo (LB 2-X) 45	2. Ferro-Fibrous	3. Ferro-Fibrous	4. Roll Again	5. Roll Again	6. Roll Again
	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Ferro-Fibrous	6. Ferro-Fibrous
	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. LB 2-X AC	4. LB 2-X AC	5. LB 2-X AC	6. LB 2-X AC
	1. Large Laser	2. Large Laser	3. Ferro-Fibrous	4. Ferro-Fibrous	5. Ferro-Fibrous	6. Roll Again
	1. Rocket Launcher 15 (OS)	2. Rocket Launcher 15 (OS)	3. Rocket Launcher 15 (OS)	4. Rocket Launcher 15 (OS)	5. Rocket Launcher 15 (OS)	6. Rocket Launcher 15 (OS)
	1. Ferro-Fibrous	2. Ferro-Fibrous	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Ferro-Fibrous	6. Ferro-Fibrous
	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support
Center Torso	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Fusion Engine	5. Roll Again	6. Roll Again
	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Fusion Engine	5. Roll Again	6. Roll Again
	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Fusion Engine	5. Roll Again	6. Roll Again
	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Fusion Engine	5. Roll Again	6. Roll Again
	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Fusion Engine	5. Roll Again	6. Roll Again
Left Torso	1. Rocket Launcher 15 (OS)	2. Rocket Launcher 15 (OS)	3. Rocket Launcher 15 (OS)	4. Rocket Launcher 15 (OS)	5. Rocket Launcher 15 (OS)	6. Rocket Launcher 15 (OS)
	1. Rocket Launcher 15 (OS)	2. Rocket Launcher 15 (OS)	3. Rocket Launcher 15 (OS)	4. Rocket Launcher 15 (OS)	5. Rocket Launcher 15 (OS)	6. Rocket Launcher 15 (OS)
	1. Rocket Launcher 15 (OS)	2. Rocket Launcher 15 (OS)	3. Rocket Launcher 15 (OS)	4. Rocket Launcher 15 (OS)	5. Rocket Launcher 15 (OS)	6. Rocket Launcher 15 (OS)
	1. Rocket Launcher 15 (OS)	2. Rocket Launcher 15 (OS)	3. Rocket Launcher 15 (OS)	4. Rocket Launcher 15 (OS)	5. Rocket Launcher 15 (OS)	6. Rocket Launcher 15 (OS)
	1. Rocket Launcher 15 (OS)	2. Rocket Launcher 15 (OS)	3. Rocket Launcher 15 (OS)	4. Rocket Launcher 15 (OS)	5. Rocket Launcher 15 (OS)	6. Rocket Launcher 15 (OS)
	1. Rocket Launcher 15 (OS)	2. Rocket Launcher 15 (OS)	3. Rocket Launcher 15 (OS)	4. Rocket Launcher 15 (OS)	5. Rocket Launcher 15 (OS)	6. Rocket Launcher 15 (OS)
Right Torso	1. Rocket Launcher 15 (OS)	2. Rocket Launcher 15 (OS)	3. Rocket Launcher 15 (OS)	4. Rocket Launcher 15 (OS)	5. Rocket Launcher 15 (OS)	6. Rocket Launcher 15 (OS)
	1. Rocket Launcher 15 (OS)	2. Rocket Launcher 15 (OS)	3. Rocket Launcher 15 (OS)	4. Rocket Launcher 15 (OS)	5. Rocket Launcher 15 (OS)	6. Rocket Launcher 15 (OS)
	1. Rocket Launcher 15 (OS)	2. Rocket Launcher 15 (OS)	3. Rocket Launcher 15 (OS)	4. Rocket Launcher 15 (OS)	5. Rocket Launcher 15 (OS)	6. Rocket Launcher 15 (OS)
	1. Rocket Launcher 15 (OS)	2. Rocket Launcher 15 (OS)	3. Rocket Launcher 15 (OS)	4. Rocket Launcher 15 (OS)	5. Rocket Launcher 15 (OS)	6. Rocket Launcher 15 (OS)
	1. Rocket Launcher 15 (OS)	2. Rocket Launcher 15 (OS)	3. Rocket Launcher 15 (OS)	4. Rocket Launcher 15 (OS)	5. Rocket Launcher 15 (OS)	6. Rocket Launcher 15 (OS)
	1. Rocket Launcher 15 (OS)	2. Rocket Launcher 15 (OS)	3. Rocket Launcher 15 (OS)	4. Rocket Launcher 15 (OS)	5. Rocket Launcher 15 (OS)	6. Rocket Launcher 15 (OS)

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

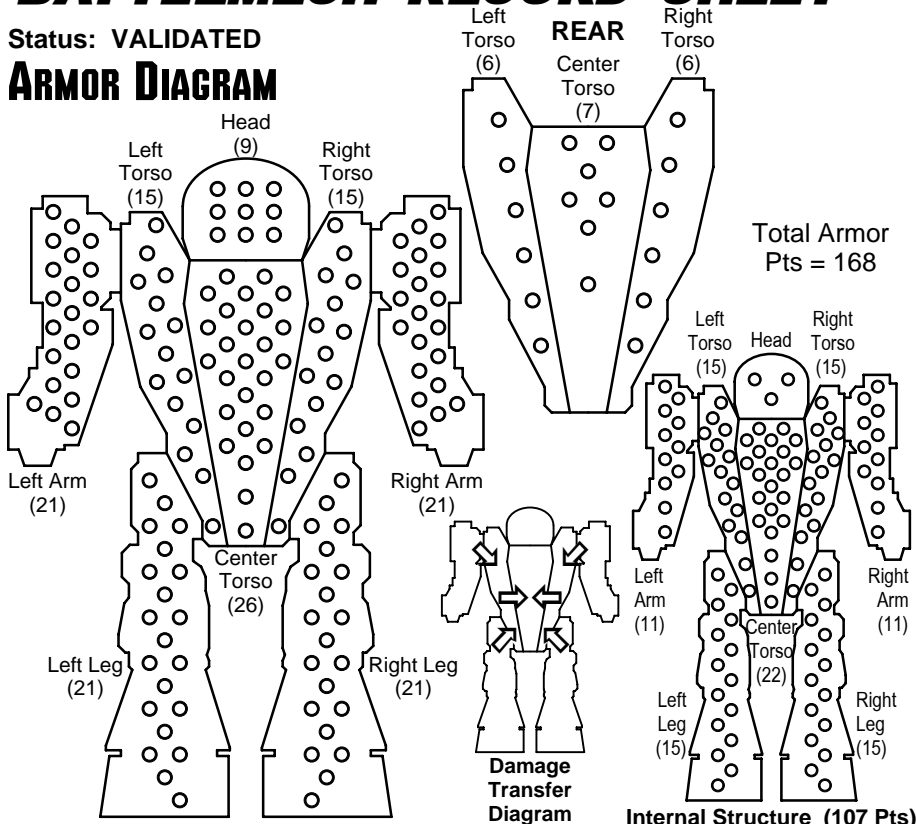
Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Caesar CES-3R**
 Mass: **70 tons**
 Movement Points: **Tech & Configuration:**
 Walking: **4** Inner Sphere
 Running: **6** Biped 'Mech
 Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	10	-	7	14	23
1	Medium Pulse Laser	RA	4	6	-	2	4	6
1	Medium Pulse Laser	LA	4	6	-	2	4	6
1	Gauss Rifle	RT	1	15	2	7	15	22
1	Medium Pulse Laser	RT(R)	4	6	-	2	4	6
1	Medium Pulse Laser	LT(R)	4	6	-	2	4	6

Ammo Type: **Gauss Rifle** Rounds: **16**

Total Heat Sinks: 16 Double (32)

○○○○○○○○○○ ○○○○○○

Auto Eject: Operational Disabled **Weapon Heat: (32)**

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WKGAMES

CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Double Heat Sink	6. Double Heat Sink
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand 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. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
Right Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Gauss Rifle	5. Gauss Rifle	6. Gauss Rifle
Left Leg	1. Double Heat Sink	2. Double Heat Sink	3. Double Heat Sink	4. Medium Pulse Laser (R)	5. Ammo (Gauss) 8	6. Ammo (Gauss) 8
Right Leg	1. Gauss Rifle	2. Gauss Rifle	3. Gauss Rifle	4. Gauss Rifle	5. Medium Pulse Laser (R)	6. Roll Again

Engine Hits ○○○○

Gyro Hits ○○

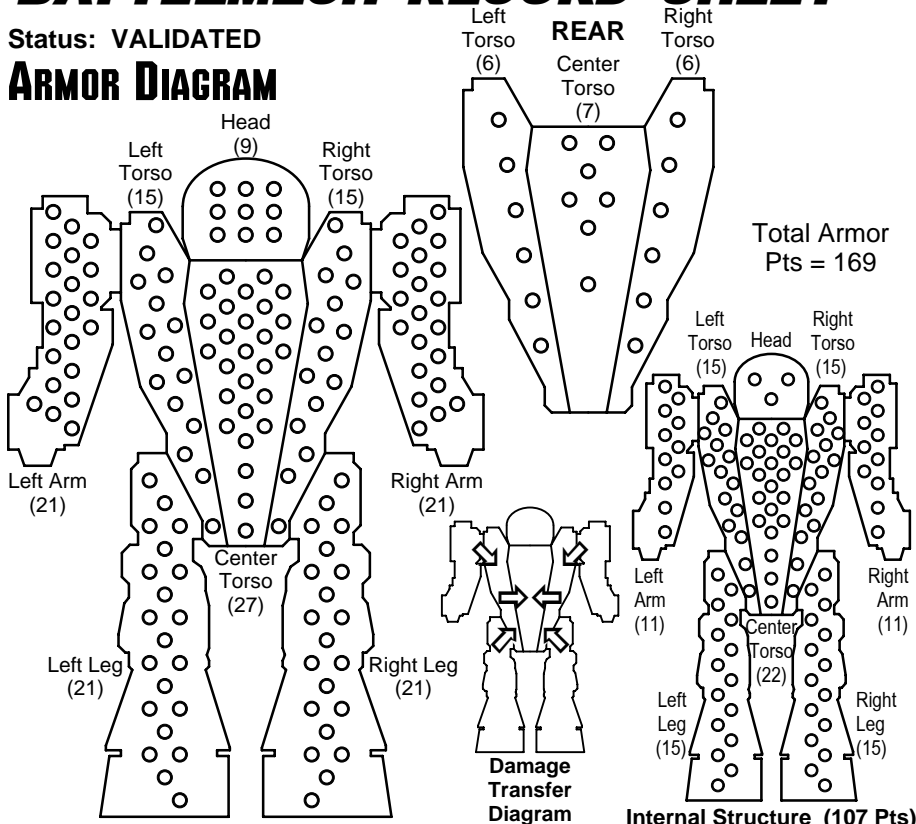
Sensor Hits ○○

Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Caesar CES-3S**
 Mass: **70 tons**
 Movement Points: **Tech & Configuration:**
 Walking: **4** Inner Sphere
 Running: **6** Biped 'Mech
 Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy PPC	RA	15	15	3	6	12	18
1	Medium Pulse Laser	RA	4	6	-	2	4	6
1	Medium Pulse Laser	LA	4	6	-	2	4	6
1	Gauss Rifle	RT	1	15	2	7	15	22
1	Guardian ECM	RT	0	-	-	-	-	6
1	ER Small Laser	CT	2	3	-	2	4	5

Ammo Type: Gauss Rifle
Rounds: 16

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

Auto Eject: Operational Disabled
Weapon Heat: (26)

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WKGAMES

CRITICAL HIT TABLE

Left Arm	Head	Center Torso	Right Arm	Right Torso	Right Leg
1. Shoulder	1. Life Support	1. Light Fusion Engine	1. Shoulder	1. Light Fusion Engine	1. Hip
2. Upper Arm Actuator	2. Sensors	2. Light Fusion Engine	2. Upper Arm Actuator	2. Light Fusion Engine	2. Upper Leg Actuator
3. Lower Arm Actuator	3. Cockpit	3. Light Fusion Engine	3. Lower Arm Actuator	3. Gauss Rifle	3. Lower Leg Actuator
4. Hand Actuator	4. Endo Steel	4. Gyro	4. Hand Actuator	4. Gauss Rifle	4. Foot Actuator
5. Medium Pulse Laser	5. Sensors	5. Gyro	5. Heavy PPC	5. Gauss Rifle	5. Endo Steel
6. Endo Steel	6. Life Support	6. Gyro	6. Heavy PPC	6. Gauss Rifle	6. Endo Steel
1-3		1-3	1-3	1-3	1-3
1. Endo Steel		4-6	4-6	4-6	4-6
2. Endo Steel		1. Light Fusion Engine	1. Heavy PPC	1. Light Fusion Engine	1. Light Fusion Engine
3. Light Ferro-Fibrous		2. Light Fusion Engine	2. Heavy PPC	2. Light Fusion Engine	2. Light Fusion Engine
4. Light Ferro-Fibrous		3. Light Fusion Engine	3. Medium Pulse Laser	3. Light Fusion Engine	3. Light Fusion Engine
5. Light Ferro-Fibrous		4. Gyro	4. Endo Steel	4. Gyro	4. Light Fusion Engine
6. Roll Again		5. Gyro	5. Endo Steel	5. Gyro	5. Light Fusion Engine
4-6		6. Gyro	6. Light Ferro-Fibrous	6. Gyro	6. ER Small Laser
1. Double Heat Sink		1. Gyro		1. Gyro	6. Endo Steel
2. Double Heat Sink		2. Light Fusion Engine		2. Light Fusion Engine	
3. Double Heat Sink		3. Light Fusion Engine		3. Light Fusion Engine	
4. Ammo (Gauss) 8		4. Light Fusion Engine		4. Light Fusion Engine	
5. Ammo (Gauss) 8		5. ER Small Laser		5. ER Small Laser	
6. Ammo (Gauss) 8		6. Endo Steel		6. Endo Steel	
1-3					
1. Endo Steel					
2. Endo Steel					
3. Endo Steel					
4. Light Ferro-Fibrous					
5. Light Ferro-Fibrous					
6. Light Ferro-Fibrous					
4-6					
1. Light Fusion Engine					
2. Light Fusion Engine					
3. Light Fusion Engine					
4. Light Fusion Engine					
5. Light Fusion Engine					
6. Light Fusion Engine					

Engine Hits ○○○○

Gyro Hits ○○

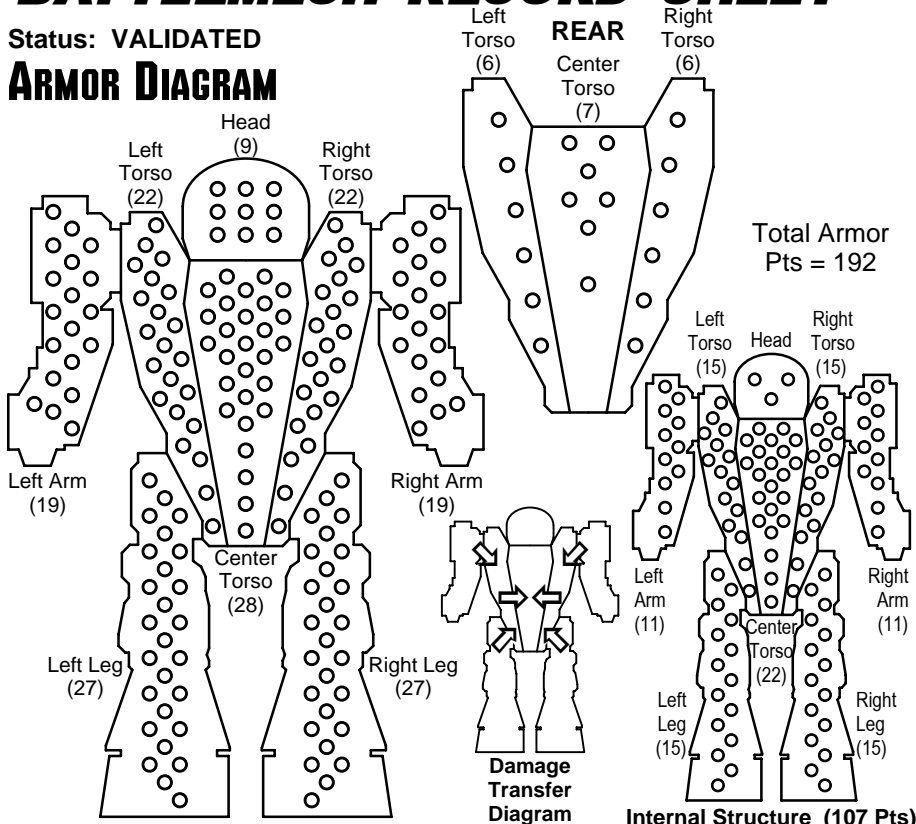
Sensor Hits ○○

Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Caesar CES-4S**
 Mass: **70 tons**
 Movement Points: **Tech & Configuration:**
 Walking: **4** Inner Sphere
 Running: **6** Biped 'Mech
 Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	RA	10	9	-	3	7	10
2	Medium Pulse Laser	LA	4	6	-	2	4	6
2	ER Medium Laser	LT	5	5	-	4	8	12
1	Heavy Gauss Rifle	CT	2	25/20/10	4	6	13	20

Ammo Type: Heavy Gauss Rifle **Rounds:** 12

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

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 Point
4	
3	
2	
1	
0	

WZK GAMES

CRITICAL HIT TABLE

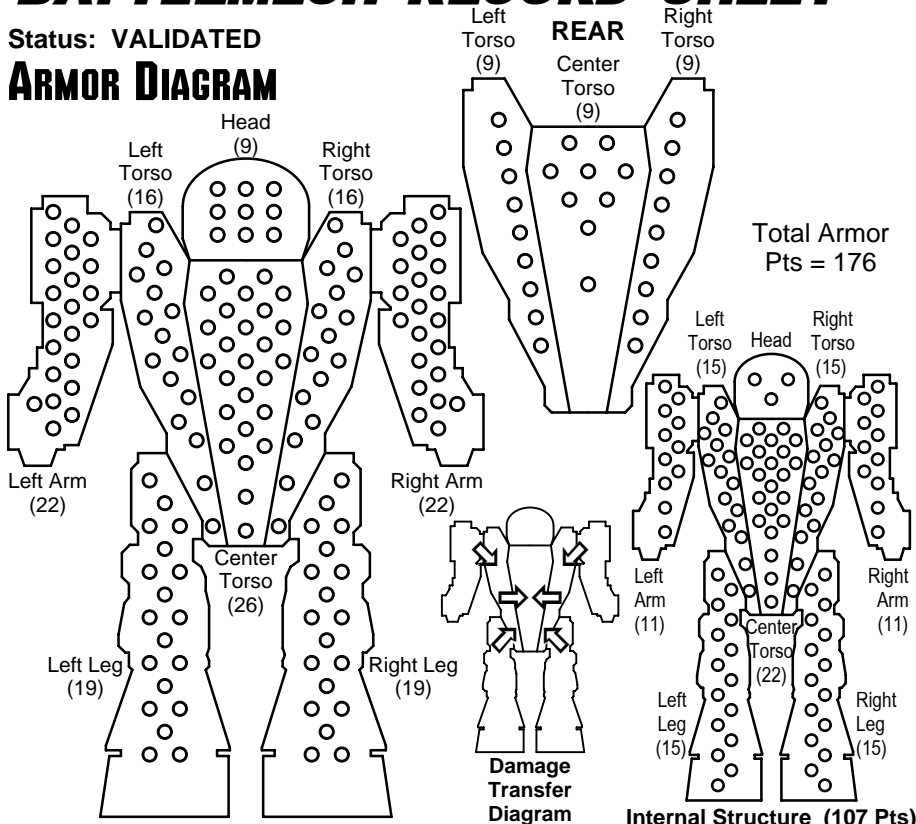
<p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Double Heat Sink Double Heat Sink <p>1-3</p> <ol style="list-style-type: none"> Double Heat Sink Medium Pulse Laser Medium Pulse Laser Endo Steel Endo Steel Roll Again <p>4-6</p> <p>Left Torso</p> <ol style="list-style-type: none"> Light Fusion Engine Light Fusion Engine ER Medium Laser ER Medium Laser Ammo (Hvy Gauss) 4 Ammo (Hvy Gauss) 4 <p>1-3</p> <ol style="list-style-type: none"> Ammo (Hvy Gauss) 4 Endo Steel Endo Steel Endo Steel Endo Steel Endo Steel <p>4-6</p> <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Endo Steel Endo Steel 	<p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Endo Steel Sensors Life Support <p>Center Torso</p> <ol style="list-style-type: none"> Light Fusion Engine Light Fusion Engine Light Fusion Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro Light Fusion Engine Light Fusion Engine Light Fusion Engine Heavy Gauss Rifle Heavy Gauss Rifle <p>4-6</p> <div style="border: 1px solid black; padding: 5px; width: fit-content; margin: 0 auto;"> <p>Engine Hits ○○○</p> <p>Gyro Hits ○○</p> <p>Sensor Hits ○○</p> <p>Life Support ○</p> </div>	<p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Large Pulse Laser Large Pulse Laser <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>Right Torso</p> <ol style="list-style-type: none"> Light Fusion Engine Light Fusion Engine Heavy Gauss Rifle (Cont) Heavy Gauss Rifle (Cont) Heavy Gauss Rifle (Cont) Heavy Gauss Rifle (Cont) <p>1-3</p> <ol style="list-style-type: none"> Heavy Gauss Rifle (Cont) Heavy Gauss Rifle (Cont) Heavy Gauss Rifle (Cont) Heavy Gauss Rifle (Cont) Heavy Gauss Rifle (Cont) CASE <p>4-6</p> <p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Endo Steel Endo Steel
--	--	---

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Cataphract CTF-3D**
 Mass: **70 tons**
 Movement Points: **4** Tech & Configuration:
 Walking: **4** Inner Sphere
 Running: **6** Biped 'Mech
 Jumping: **4**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/5	RA	1	5	2	6	13	20
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	LB 10-X AC	RT	2	10	-	6	12	18
1	Medium Laser	RT(R)	3	5	-	3	6	9
1	Medium Laser	LT(R)	3	5	-	3	6	9

Ammo Type: **Ultra AC/5** Rounds: **20**
LB 10-X AC **20**

Total Heat Sinks: 16 Single

○○○○○○○○○○ ○○○○○○

Auto Eject: Operational Disabled **Weapon Heat: (16)**

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WZK GAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

- Hand Actuator
- Medium Laser
- Roll Again

4-6

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

Head

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

- Ultra AC/5
- Ultra AC/5
- Ultra AC/5

4-6

- Ultra AC/5
- Ultra AC/5
- Medium Laser
- Roll Again
- Roll Again
- Roll Again

Left Torso

- XL Engine
- XL Engine
- XL Engine

1-3

- Single Heat Sink
- Single Heat Sink
- Medium Laser (R)

4-6

- Ammo (LB 10-X) 10
- Ammo (LB 10-X) 10
- CASE
- Roll Again
- Roll Again
- Roll Again

Center Torso

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

1-3

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

4-6

Right Torso

- XL Engine
- XL Engine
- XL Engine

1-3

- LB 10-X AC
- LB 10-X AC
- LB 10-X AC

4-6

- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- Medium Laser (R)
- Ammo (Ult AC/5) 20
- CASE

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

Left Leg

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

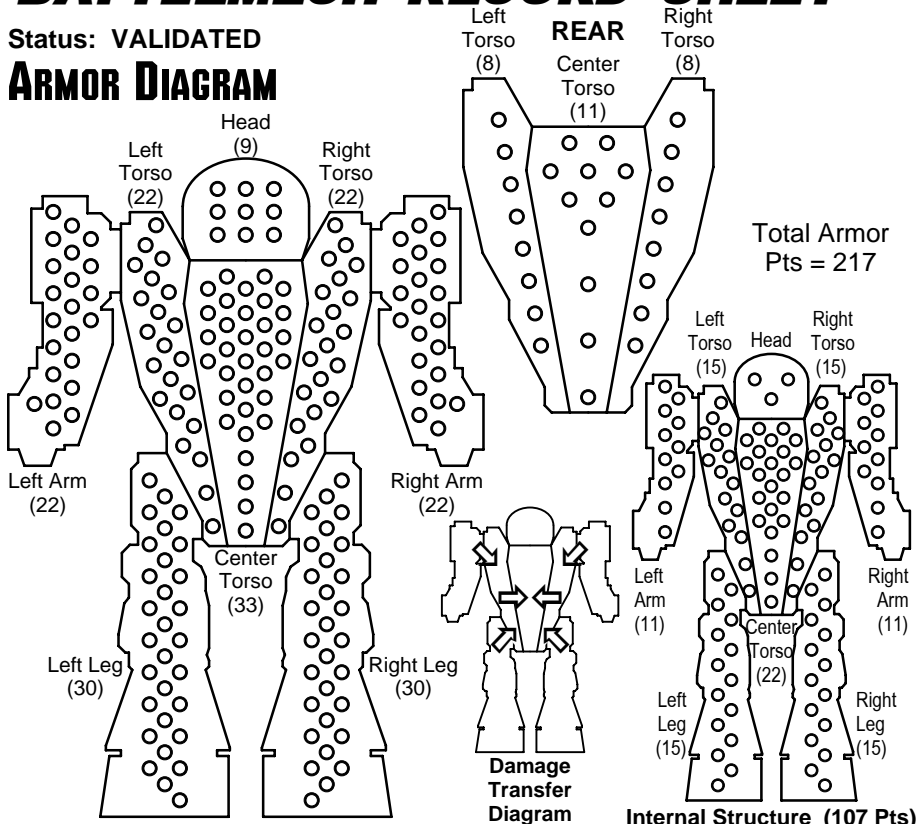
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Cataphract CTF-4X**
 Mass: **70 tons**
 Movement Points: **Tech & Configuration:**
 Walking: **3** Inner Sphere
 Running: **5** Biped 'Mech
 Jumping: **0**

Weapons Inventory: (hexes)

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

Ammo Type: **Rounds:**
 Autocannon/5 80
 LRM 5 24

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

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

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WARGAMES

CRITICAL HIT TABLE

<p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator <p>1-3 <ol style="list-style-type: none"> Autocannon/5 Autocannon/5 Autocannon/5 <ol style="list-style-type: none"> Autocannon/5 Roll Again Roll Again <p>4-6 <ol style="list-style-type: none"> Roll Again Roll Again Roll Again <p>Left Torso</p> <ol style="list-style-type: none"> Single Heat Sink Single Heat Sink <p>1-3 <ol style="list-style-type: none"> Ammo (AC/5) 20 Ammo (AC/5) 20 Roll Again Roll Again <p>4-6 <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Single Heat Sink Single Heat Sink </p></p></p></p>	<p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit LRM 5 Sensors Life Support <p>Center Torso</p> <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine <p>1-3 <ol style="list-style-type: none"> Gyro Gyro Gyro <p>4-6 <ol style="list-style-type: none"> Gyro Fusion Engine Fusion Engine Fusion Engine Large Laser Large Laser </p></p>	<p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator <p>1-3 <ol style="list-style-type: none"> Autocannon/5 Autocannon/5 Autocannon/5 <ol style="list-style-type: none"> Autocannon/5 Roll Again Roll Again <p>4-6 <ol style="list-style-type: none"> Roll Again Roll Again Roll Again <p>Right Torso</p> <ol style="list-style-type: none"> Single Heat Sink Single Heat Sink <p>1-3 <ol style="list-style-type: none"> Ammo (AC/5) 20 Ammo (AC/5) 20 Ammo (LRM 5) 24 Roll Again <p>4-6 <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Single Heat Sink Single Heat Sink </p></p></p></p>
---	--	---

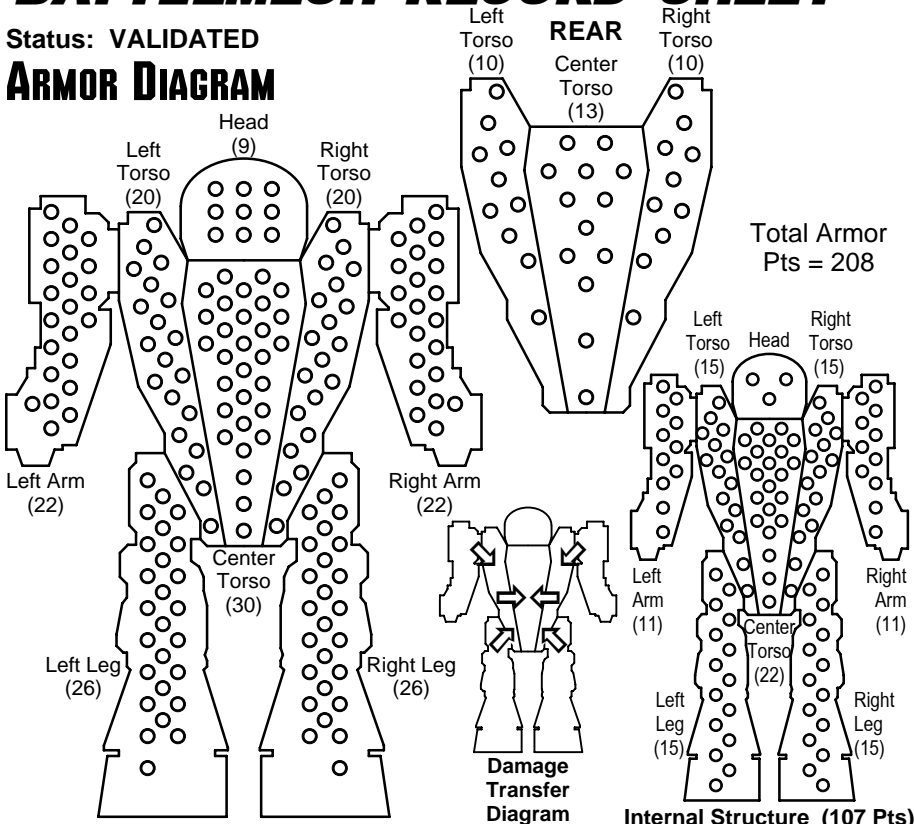
Engine Hits ○○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Grasshopper GHR-5J**
 Mass: **70 tons**
 Movement Points: **Tech & Configuration:**
 Walking: **4** Inner Sphere
 Running: **6** Biped 'Mech
 Jumping: **4**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	Anti-Missile System	RT	1	-	-	-	-	-
1	ER Large Laser	CT	12	8	-	7	14	19
1	Streak SRM 2	HD	2	2/hit	-	3	6	9

Ammo Type: **Rounds:**
 Anti-Missile System: **12**
 Streak SRM 2: **100**

Total Heat Sinks: 22 Single

○○○○○○○○○○ ○○○○○○○○○
 ○○

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

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WKGAMES

CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Medium Laser	6. Roll Again
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Medium Laser	6. Roll Again
Head	1. Life Support	2. Sensors	3. Cockpit	4. Streak SRM 2	5. Sensors	6. Life Support
Center Torso	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. Single Heat Sink	2. Single Heat Sink	3. Single Heat Sink	4. Single Heat Sink	5. Single Heat Sink	6. Single Heat Sink
Right Torso	1. Single Heat Sink	2. Single Heat Sink	3. Single Heat Sink	4. Single Heat Sink	5. Anti-Missile System	6. Ammo (Streak 2) 50
Left Leg	1. Single Heat Sink	2. Ammo (AMS) 12	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
Right Leg	1. Ammo (Streak 2) 50	2. Roll Again	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again

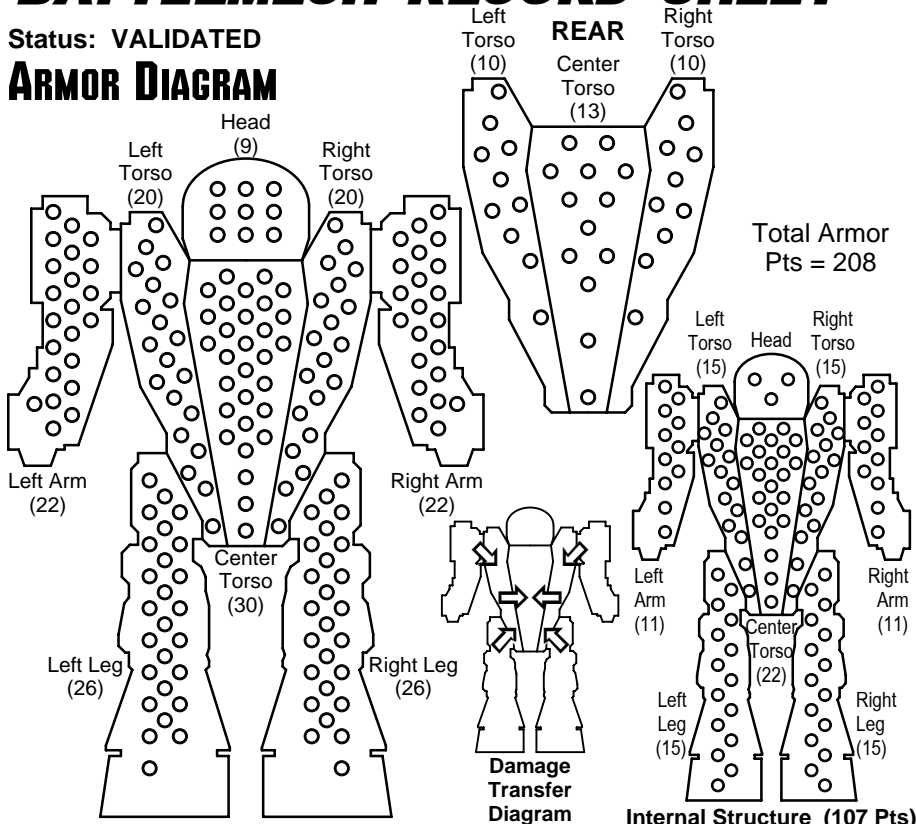
Engine Hits ○○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Grasshopper GHR-6K**
 Mass: **70 tons**
 Movement Points: **Tech & Configuration:**
 Walking: **4** Inner Sphere
 Running: **6** Biped 'Mech
 Jumping: **4**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	RA	4	6	-	2	4	6
1	Medium Pulse Laser	LA	4	6	-	2	4	6
1	Medium Pulse Laser	RT	4	6	-	2	4	6
2	Medium Pulse Laser	LT	4	6	-	2	4	6
1	C³ Slave Unit	LT	0	-	-	-	-	-
1	ER Large Laser	CT	12	8	-	7	14	19
1	Streak SRM 4	HD	3	2/hit	-	3	6	9

Ammo Type: **Streak SRM 4** Rounds: **25**

Total Heat Sinks: 17 Double (34)

○○○○○○○○○○ ○○○○○○

Auto Eject: Operational Disabled **Weapon Heat: (35)**

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WIZKIDGAMES

CRITICAL HIT TABLE

Part	Hit Range	1	2	3	4	5	6
Left Arm	1-3	1. Shoulder					
		2. Upper Arm Actuator					
		3. Lower Arm Actuator					
	4-6	4. Hand Actuator					
		5. Double Heat Sink					
		6. Double Heat Sink					
Right Arm	1-3	1. Shoulder					
		2. Upper Arm Actuator					
		3. Lower Arm Actuator					
	4-6	4. Hand Actuator					
		5. Double Heat Sink					
		6. Double Heat Sink					
Center Torso	1-3	1. Life Support					
		2. Sensors					
		3. Cockpit					
	4-6	4. Streak SRM 4					
		5. Sensors					
		6. Life Support					
Left Torso	1-3	1. Double Heat Sink					
		2. Double Heat Sink					
		3. Double Heat Sink					
	4-6	4. Double Heat Sink					
		5. Double Heat Sink					
		6. Double Heat Sink					
Right Torso	1-3	1. Double Heat Sink					
		2. Double Heat Sink					
		3. Double Heat Sink					
	4-6	4. Double Heat Sink					
		5. Double Heat Sink					
		6. Double Heat Sink					
Left Leg	1-3	1. Double Heat Sink					
		2. Medium Pulse Laser					
		3. Medium Pulse Laser					
	4-6	4. C³ Slave Unit					
		5. Endo Steel					
		6. Endo Steel					
Right Leg	1-3	1. Double Heat Sink					
		2. Medium Pulse Laser					
		3. Ammo (Streak 4) 25					
	4-6	4. CASE					
		5. Endo Steel					
		6. Endo Steel					

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

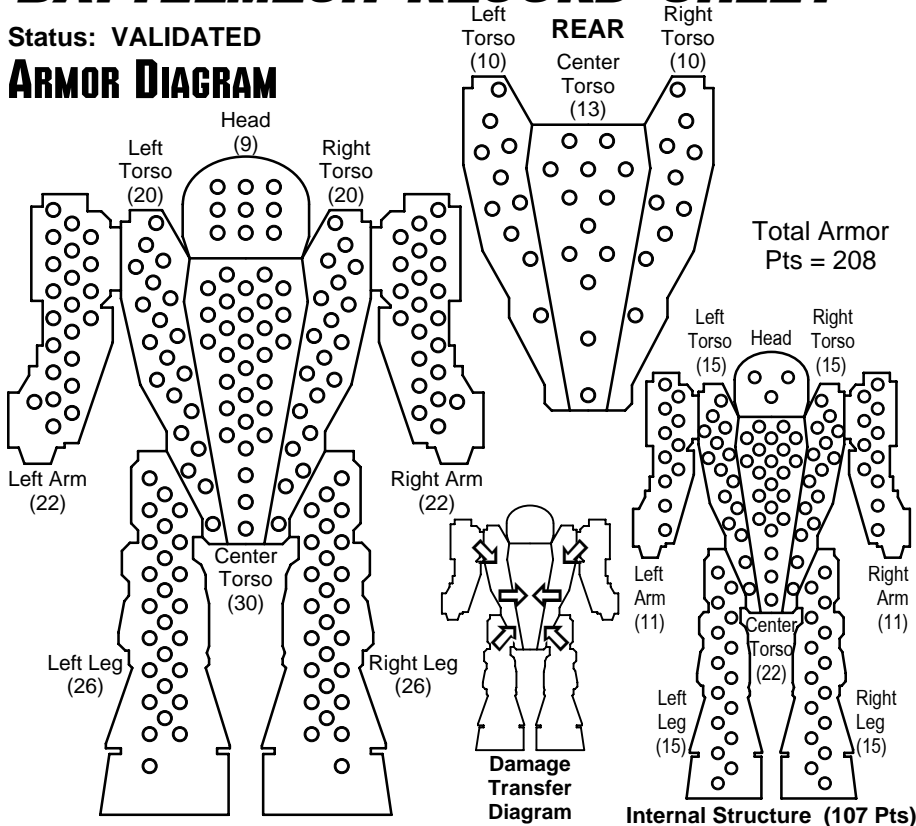
Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Grasshopper GHR-C**
 Mass: **70 tons**
 Movement Points: **4** Tech & Configuration:
 Walking: **4** Inner Sphere
 Running: **6** Biped 'Mech
 Jumping: **4**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	Anti-Missile System	RT	1	-	-	-	-	-
1	C³ Slave Unit	RT	0	-	-	-	-	-
1	ER Large Laser	CT	12	8	-	7	14	19
1	Streak SRM 2	HD	2	2/hit	-	3	6	9

Ammo Type: Rounds:

Anti-Missile System	12
Streak SRM 2	50

Total Heat Sinks: 22 Single

○○○○○○○○○○ ○○○○○○○○○
○○

Auto Eject: Operational Disabled

Weapon Heat: (21)

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WARGAMES

CRITICAL HIT TABLE

Part	Hit 1-3	Hit 4-6
Left Arm	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Medium Laser 6. Roll Again	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
Right Arm	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Medium Laser 6. Roll Again	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
Head	1. Life Support 2. Sensors 3. Cockpit 4. Streak SRM 2 5. Sensors 6. Life Support	
Center Torso	1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro	1. Gyro 2. Fusion Engine 3. Fusion Engine 4. Fusion Engine 5. ER Large Laser 6. ER Large Laser
Left Torso	1. Single Heat Sink 2. Single Heat Sink 3. Single Heat Sink 4. Single Heat Sink 5. Single Heat Sink 6. Single Heat Sink	1. Single Heat Sink 2. Ammo (AMS) 12 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
Right Torso	1. Single Heat Sink 2. Single Heat Sink 3. Single Heat Sink 4. Single Heat Sink 5. Anti-Missile System 6. C³ Slave Unit	1. Ammo (Streak 2) 50 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
Left Leg	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Jump Jet 6. Jump Jet	
Right Leg	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Jump Jet 6. Jump Jet	

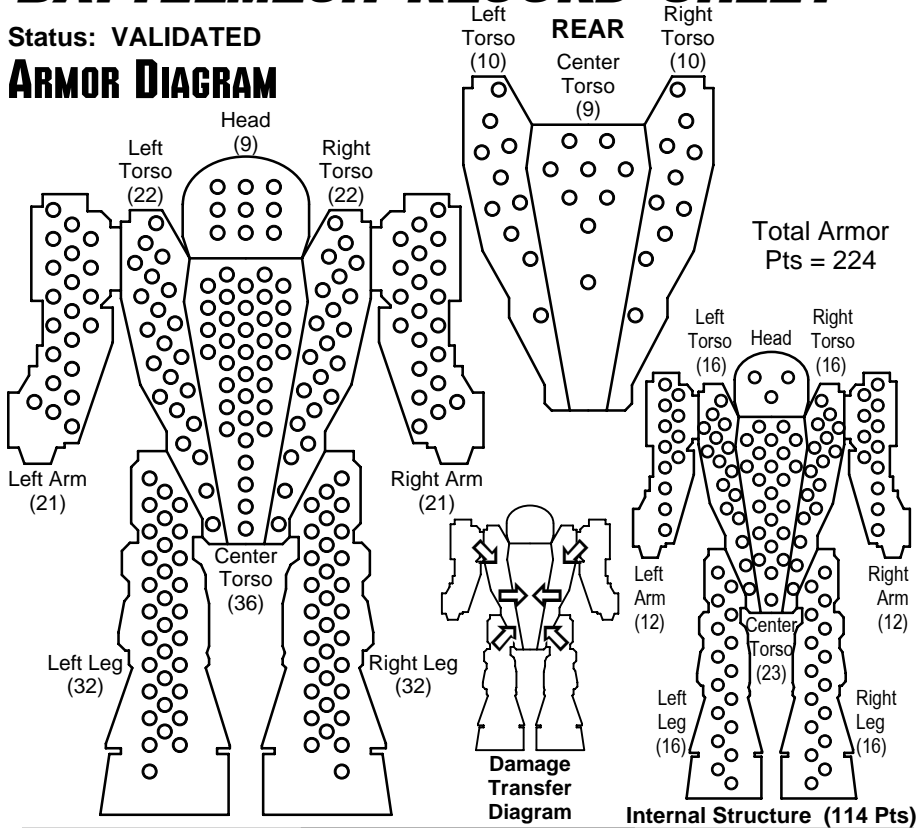
Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Orion ON1-M**
 Mass: **75 tons**

Movement Points: **Tech & Configuration:**
 Walking: **4** Inner Sphere
 Running: **6** Biped 'Mech
 Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5	-	3	6	9
1	LRM 20	LA	6	1/hit	6	7	14	21
1	Medium Laser	LA	3	5	-	3	6	9
1	LB 10-X AC	RT	2	10	-	6	12	18
1	SRM 4	LT	3	2/hit	-	3	6	9
1	Narc Missile Beacon	CT	0	-	-	3	6	9

Ammo Type: Rounds:
 LRM 20 12
 LB 10-X AC 20
 SRM 4 50
 Narc Missile Beacon 12

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

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

** Avoid Inferno explosion on..
 Shutdown

30
29
28
27
26
25
24
23
22
21
20
19
18
17
16
15
14
13
12
11
10
9
8
7
6
5
4
3
2
1
0

Ammo Explosion, avoid on 8+ (** 12+)

Shutdown, avoid on 10+
 -5 Movement Points
 +4 Modifier to Fire

Ammo Explosion, avoid on 6+ (** 10+)
 Shutdown, avoid on 8+
 -4 Movement Points
 Ammo Explosion, avoid on 4+ (** 8+)
 Shutdown, avoid on 6+
 +3 Modifier to Fire

-3 Movement Points
 Shutdown, avoid on 4+ (** 6+)
 +2 Modifier to Fire

-2 Movement Points (** 4+)

+1 Modifier to Fire

-1 Movement Point

WIZKIDS GAMES

CRITICAL HIT TABLE

Left Arm	Head	Right Arm
1. Shoulder	1. Life Support	1. Shoulder
2. Upper Arm Actuator	2. Sensors	2. Upper Arm Actuator
3. Lower Arm Actuator	3. Cockpit	3. Lower Arm Actuator
1-3	4. Roll Again	4. Medium Laser
4. LRM 20	5. Sensors	5. Roll Again
5. LRM 20	6. Life Support	6. Roll Again
6. LRM 20		
1. LRM 20		1. Roll Again
2. LRM 20		2. Roll Again
3. Medium Laser		3. Roll Again
4. Roll Again		4. Roll Again
5. Roll Again		5. Roll Again
6. Roll Again		6. Roll Again
1. XL Engine		1. XL Engine
2. XL Engine		2. XL Engine
3. XL Engine		3. XL Engine
1-3		4. LB 10-X AC
4. SRM 4		5. LB 10-X AC
5. Ammo (LRM 20) 6		6. LB 10-X AC
6. Ammo (LRM 20) 6		1. LB 10-X AC
1. Ammo (SRM 4) 25		2. LB 10-X AC
2. Ammo (SRM 4) 25		3. LB 10-X AC
3. Ammo (Narc Pods) 6		4. Ammo (LB 10-X) 10
4. Ammo (Narc Pods) 6		5. Ammo (LB 10-X) 10
5. CASE		6. CASE
6. Roll Again		
1. Hip		1. Hip
2. Upper Leg Actuator		2. Upper Leg Actuator
3. Lower Leg Actuator		3. Lower Leg Actuator
4. Foot Actuator		4. Foot Actuator
5. Roll Again		5. Roll Again
6. Roll Again		6. Roll Again

Center Torso

1. XL Engine	1. Gyro
2. XL Engine	2. XL Engine
3. XL Engine	3. XL Engine
4. Gyro	4. XL Engine
5. Gyro	5. Narc Missile Beacon
6. Gyro	6. Narc Missile Beacon

Left Torso

1. XL Engine	1. Gyro
2. XL Engine	2. XL Engine
3. XL Engine	3. XL Engine
4. SRM 4	4. XL Engine
5. Ammo (LRM 20) 6	5. Narc Missile Beacon
6. Ammo (LRM 20) 6	6. Narc Missile Beacon

Right Torso

1. XL Engine	1. Gyro
2. XL Engine	2. XL Engine
3. XL Engine	3. XL Engine
4. LB 10-X AC	4. XL Engine
5. LB 10-X AC	5. Narc Missile Beacon
6. LB 10-X AC	6. Narc Missile Beacon

Left Leg

1. Hip	1. Gyro
2. Upper Leg Actuator	2. XL Engine
3. Lower Leg Actuator	3. XL Engine
4. Foot Actuator	4. XL Engine
5. Roll Again	5. Narc Missile Beacon
6. Roll Again	6. Narc Missile Beacon

Right Leg

1. Hip	1. Gyro
2. Upper Leg Actuator	2. XL Engine
3. Lower Leg Actuator	3. XL Engine
4. Foot Actuator	4. XL Engine
5. Roll Again	5. Narc Missile Beacon
6. Roll Again	6. Narc Missile Beacon

Damage Transfer Diagram

Internal Structure (114 Pts)

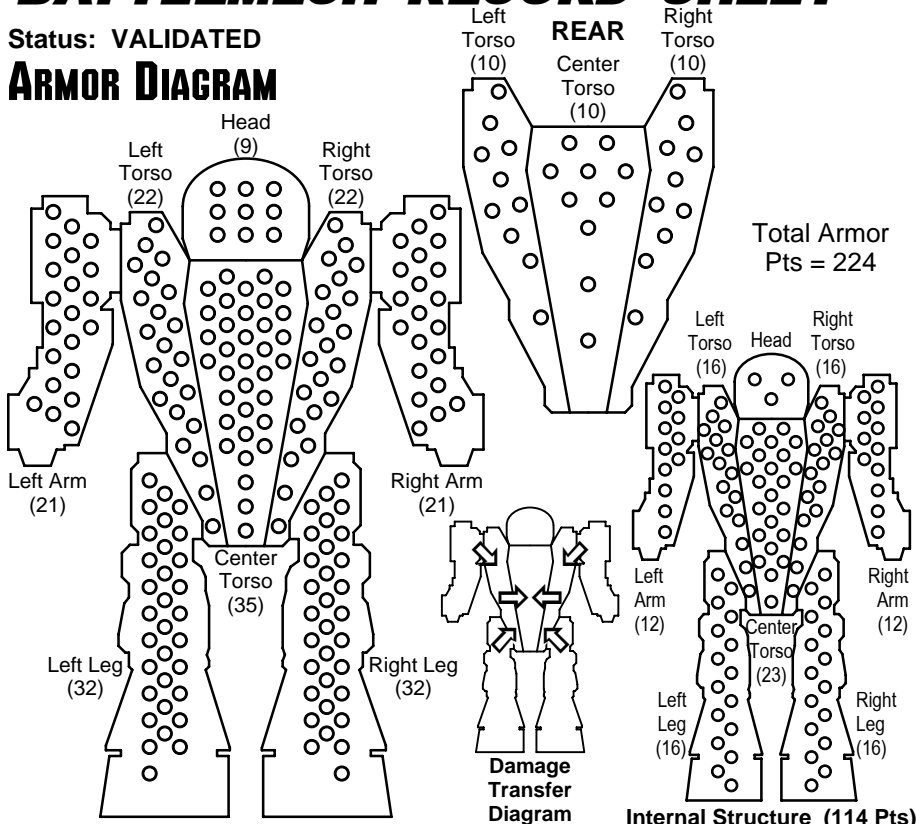
Engine Hits ○○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



MECH DATA

Type: **Orion ON2-M**
 Mass: **75 tons**
 Movement Points: **Tech & Configuration:**
 Walking: **4** Inner Sphere
 Running: **6** Biped 'Mech
 Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	RA	4	6	-	2	4	6
1	Medium Pulse Laser	LA	4	6	-	2	4	6
1	Gauss Rifle	RT	1	15	2	7	15	22
1	Medium Pulse Laser	LT	4	6	-	2	4	6
1	LRM 15 w/ Artemis IV	LT	5	1/hit	6	7	14	21

Ammo Type: **Rounds:**
 Gauss Rifle 16
 LRM 15 16

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

Auto Eject: **Weapon Heat:**
 Operational Disabled **(18)**

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WARGAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

- Medium Pulse Laser
- Endo Steel
- Endo Steel

4-6

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

Head

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

Right Arm

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

1-3

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

Left Torso

- Medium Pulse Laser
- LRM 15
- LRM 15
- LRM 15
- Artemis IV FCS
- Ammo (LRM 15) 8

1-3

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

4-6

Center Torso

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

1-3

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

4-6

Right Torso

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

1-3

- Gauss Rifle
- Ammo (Gauss) 8
- Ammo (Gauss) 8
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

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

Left Leg

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

Right Leg

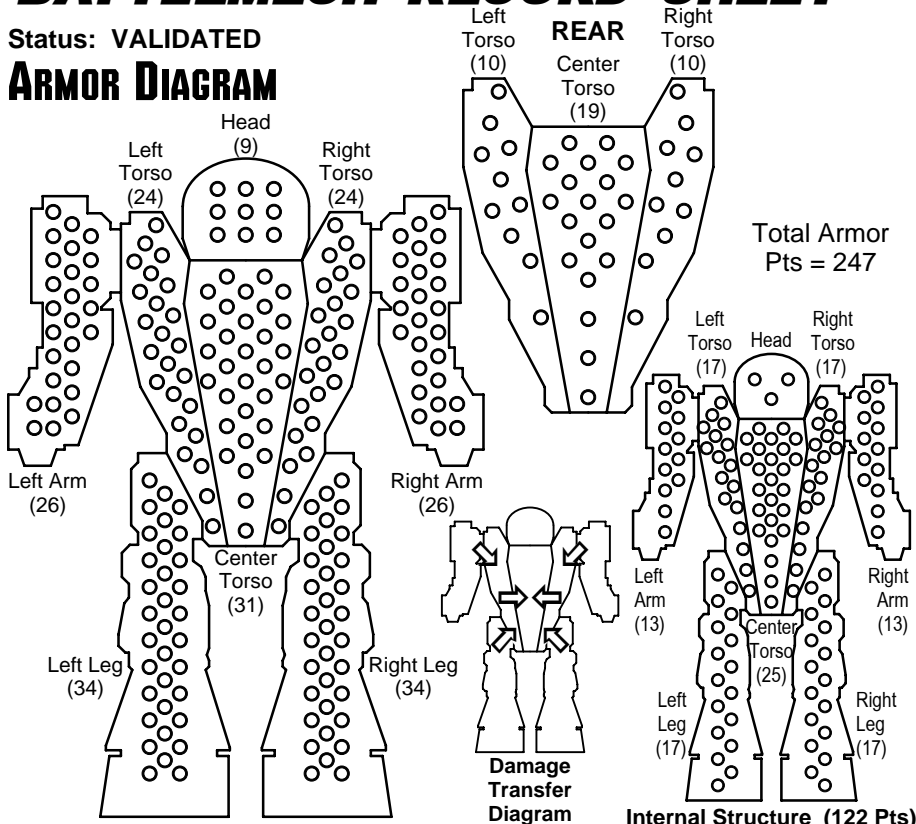
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Awesome AWS-9Q**
 Mass: **80 tons**
 Movement Points: **3** Tech & Configuration:
 Walking: **3** Inner Sphere
 Running: **5** Biped 'Mech
 Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RA	10	10	3	6	12	18
1	PPC	LA	10	10	3	6	12	18
1	PPC	RT	10	10	3	6	12	18
1	PPC	LT	10	10	3	6	12	18
1	Guardian ECM	CT	0	-	-	-	-	6
1	Small Laser	HD	1	3	-	1	2	3

Total Heat Sinks: **19 Double (38)**
 ○○○○○○○○○○○ ○○○○○○○○○○○

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

HEAT SCALE

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

WZGAMES

CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
Head	1. Life Support	2. Sensors	3. Cockpit	4. Small Laser	5. Sensors	6. Life Support
Center Torso	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
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
Right Torso	1. Double Heat Sink	2. Double Heat Sink	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
Left Leg	1. Double Heat Sink	2. Double Heat Sink	3. Double Heat Sink	4. PPC	5. PPC	6. PPC
Right Leg	1. Double Heat Sink	2. Double Heat Sink	3. Double Heat Sink	4. PPC	5. PPC	6. PPC
Damage Transfer	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again

Engine Hits ○○○○

Gyro Hits ○○

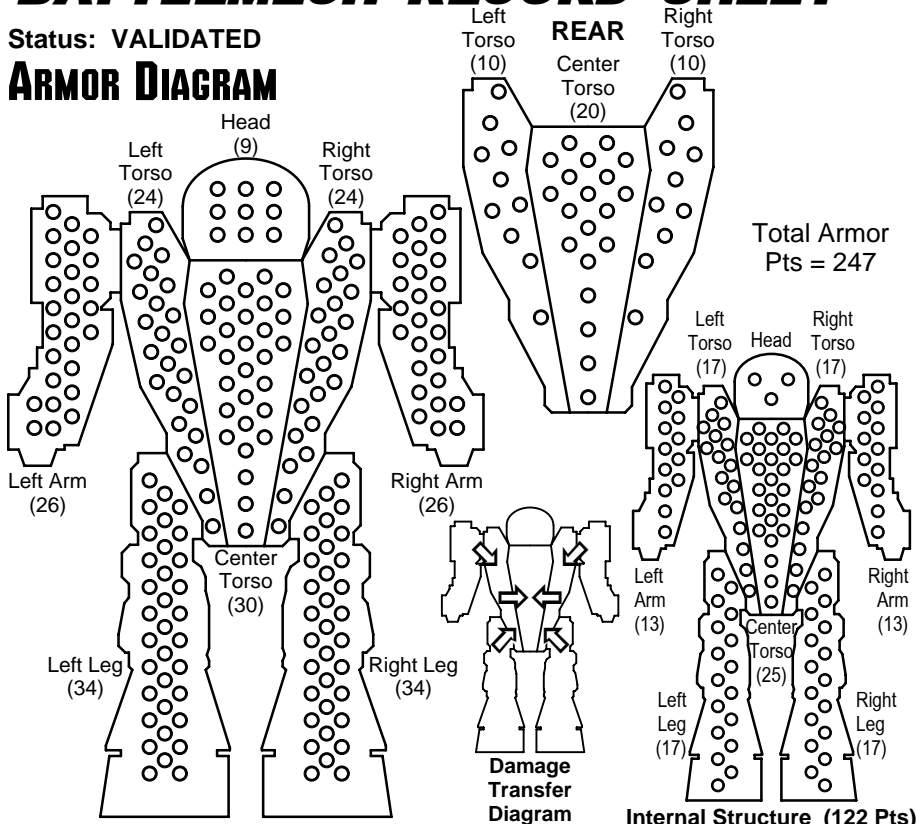
Sensor Hits ○○

Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Awesome AWS-10KM**
 Mass: **80 tons**
 Movement Points: **3** Tech & Configuration:
 Walking: **3** Inner Sphere
 Running: **5** Biped 'Mech
 Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Guardian ECM	RA	0	-	-	-	-	6
1	Heavy PPC	RT	15	15	3	6	12	18
1	Heavy PPC	LT	15	15	3	6	12	18
1	Snub-Nose PPC	CT	10	10/8/5	-	9	13	15

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

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 Point
4	
3	
2	
1	
0	

WIZKIDGAMES

CRITICAL HIT TABLE

Location	Hit 1-3	Hit 4-6
Left Arm	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 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. Endo Steel 6. Endo Steel
Right Arm	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 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. Guardian ECM 5. Guardian ECM 6. Endo Steel
Head	1. Life Support 2. Sensors 3. Cockpit 4. Endo Steel 5. Sensors 6. Life Support	
Center Torso	1. Compact Engine 2. Compact Engine 3. Compact Engine 4. Compact Gyro 5. Compact Gyro 6. Double Heat Sink	1. Double Heat Sink 2. Double Heat Sink 3. Snub-Nose PPC 4. Snub-Nose PPC 5. Endo Steel 6. Endo Steel
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. Heavy PPC 2. Heavy PPC 3. Heavy PPC 4. Heavy PPC 5. Endo Steel 6. Endo Steel
Right Torso	1. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 4. Double Heat Sink 5. Double Heat Sink 6. Double Heat Sink	1. Heavy PPC 2. Heavy PPC 3. Heavy PPC 4. Heavy PPC 5. Endo Steel 6. Endo Steel
Left Leg	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Endo Steel 6. Endo Steel	
Right Leg	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Endo Steel 6. Endo Steel	

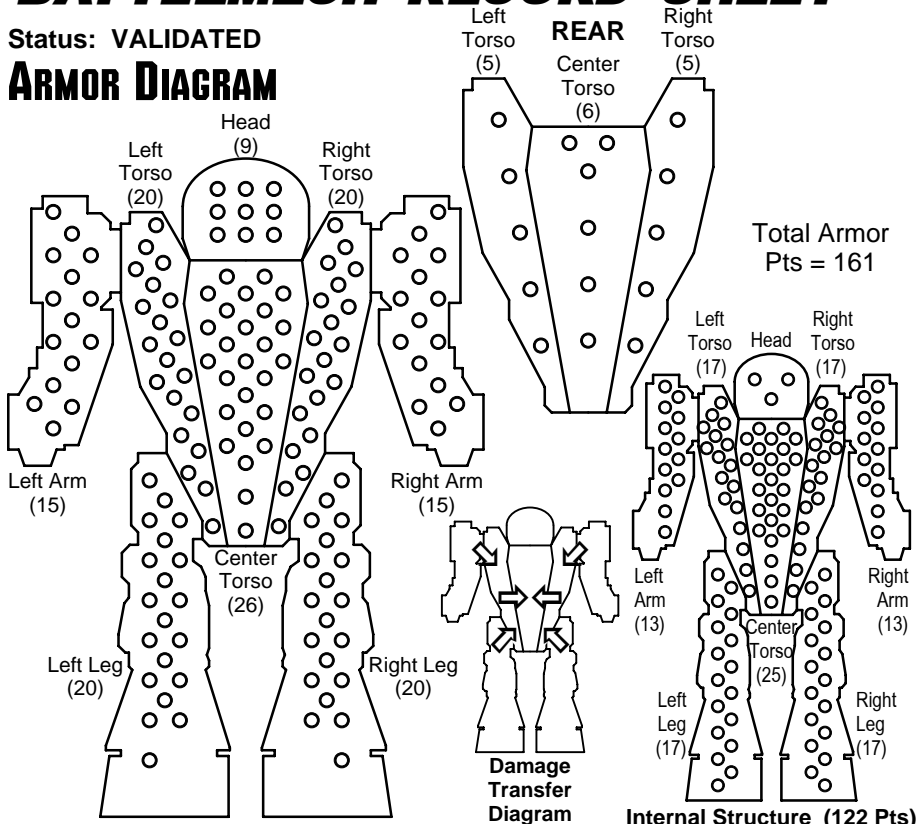
Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Charger CGR-2A2**
 Mass: **80 tons**
 Movement Points: **5** Tech & Configuration:
 Walking: **5** Inner Sphere
 Running: **8** Biped 'Mech
 Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5	-	3	6	9
1	Rocket Launcher 10 (OS)	LA	3	1/hit	-	5	11	18
2	Rocket Launcher 10 (OS)	RT	3	1/hit	-	5	11	18
2	Rocket Launcher 10 (OS)	LT	3	1/hit	-	5	11	18

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

Auto Eject: Operational Disabled
 Weapon Heat: **(3)**

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WARGAMES

CRITICAL HIT TABLE

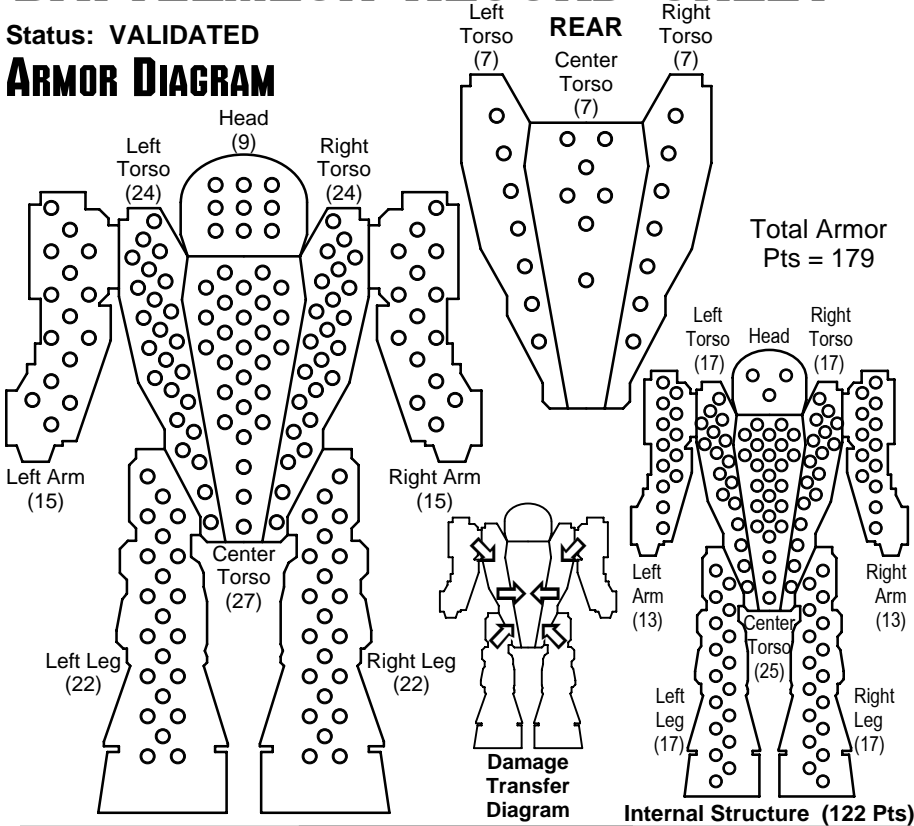
<h4>Left Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator <p>1-3 4. Rocket Launcher 10 (OS) 5. Roll Again 6. Roll Again</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again <p>4-6 4. Roll Again 5. Roll Again 6. Roll Again</p> <h4>Left Torso</h4> <ol style="list-style-type: none"> Rocket Launcher 10 (OS) Rocket Launcher 10 (OS) Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous <p>1-3 1. Roll Again 2. Roll Again 3. Roll Again</p> <p>4-6 4. Roll Again 5. Roll Again 6. Roll Again</p> <h4>Left Leg</h4> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Ferro-Fibrous Ferro-Fibrous 	<h4>Head</h4> <ol style="list-style-type: none"> Life Support Sensors Cockpit Roll Again Sensors Life Support <h4>Center Torso</h4> <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine Gyro Gyro Gyro <p>1-3 1. Gyro 2. Fusion Engine 3. Fusion Engine</p> <p>4-6 4. Fusion Engine 5. Ferro-Fibrous 6. Ferro-Fibrous</p> <div style="border: 1px solid black; padding: 5px; margin-top: 10px;"> <p>Engine Hits ○○○</p> <p>Gyro Hits ○○</p> <p>Sensor Hits ○○</p> <p>Life Support ○</p> </div>	<h4>Right Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Medium Laser Roll Again <p>1-3 1. Roll Again 2. Roll Again 3. Roll Again</p> <p>4-6 4. Roll Again 5. Roll Again 6. Roll Again</p> <h4>Right Torso</h4> <ol style="list-style-type: none"> Rocket Launcher 10 (OS) Rocket Launcher 10 (OS) Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous <p>1-3 1. Roll Again 2. Roll Again 3. Roll Again</p> <p>4-6 4. Roll Again 5. Roll Again 6. Roll Again</p> <h4>Right Leg</h4> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Ferro-Fibrous Ferro-Fibrous
--	---	--

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 179

'MECH DATA

Type: **Charger CGR-3K**

Mass: **80 tons**

Movement Points: **5** Tech & Configuration:

Walking: **5** Inner Sphere
 Running: **8** Biped 'Mech
 Jumping: **5**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser RA		4	6	-	2	4	6
1	Medium Pulse Laser LA		4	6	-	2	4	6
1	LRM 20 w/ Artemis IV RT		6	1/hit	6	7	14	21
1	Medium Pulse Laser RT		4	6	-	2	4	6
1	Medium Pulse Laser LT		4	6	-	2	4	6

Ammo Type: **LRM 20** Rounds: **12**

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

○○○○○○○○○○○○ ○○

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 Point
4	
3	
2	
1	
0	



CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Medium Pulse Laser
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6

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

Left Leg

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

Head

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

Center Torso

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

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

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

Right Arm

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

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

Right Torso

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

- LRM 20
- LRM 20
- Artemis IV FCS
- Medium Pulse Laser
- Roll Again
- Roll Again

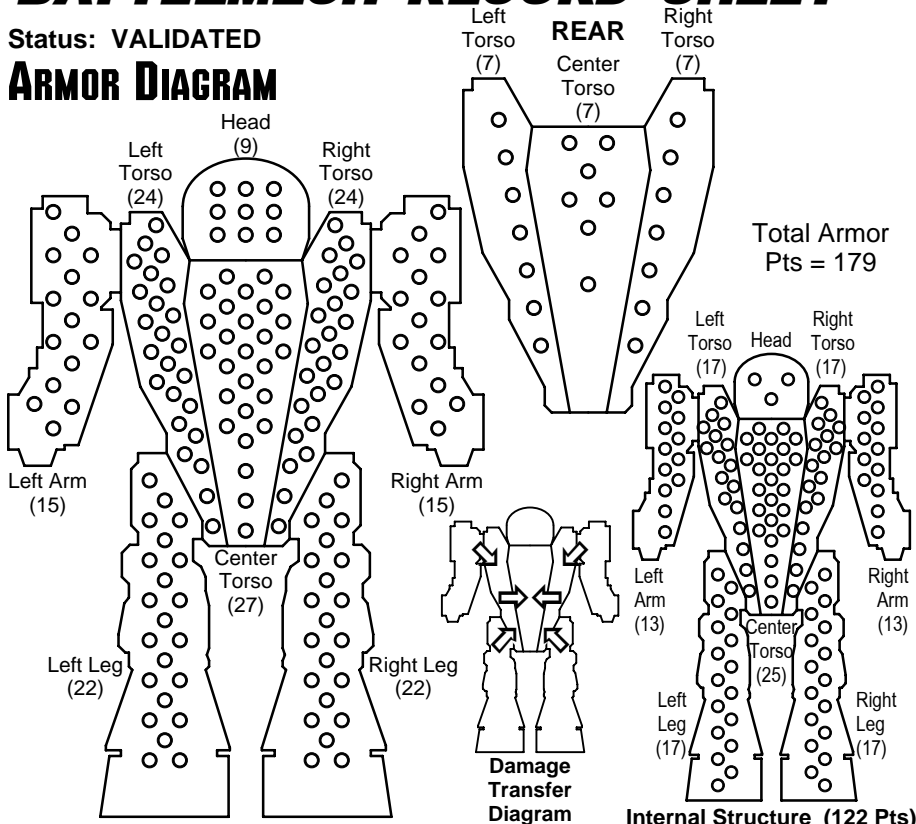
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Charger CGR-C**
 Mass: **80 tons**
 Movement Points: **5** Tech & Configuration:
 Walking: **5** Inner Sphere
 Running: **8** Biped 'Mech
 Jumping: **5**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser RA		4	6	-	2	4	6
1	Medium Pulse Laser LA		4	6	-	2	4	6
1	LRM 20 w/ Artemis IV RT		6	1/hit	6	7	14	21
1	C³ Slave Unit	RT	0	-	-	-	-	-
1	Medium Pulse Laser LT		4	6	-	2	4	6

Ammo Type: **LRM 20** Rounds: **18**

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

HEAT SCALE

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

WIZKIDS GAMES

CRITICAL HIT TABLE

Left Arm	Head	Right Arm
1. Shoulder	1. Life Support	1. Shoulder
2. Upper Arm Actuator	2. Sensors	2. Upper Arm Actuator
3. Lower Arm Actuator	3. Cockpit	3. Lower Arm Actuator
4. Medium Pulse Laser	4. Roll Again	4. Hand Actuator
5. Ferro-Fibrous	5. Sensors	5. Medium Pulse Laser
6. Ferro-Fibrous	6. Life Support	6. Ferro-Fibrous
1. Ferro-Fibrous		1. Ferro-Fibrous
2. Ferro-Fibrous		2. Ferro-Fibrous
3. Ferro-Fibrous		3. Ferro-Fibrous
4. Ferro-Fibrous		4. Ferro-Fibrous
5. Ferro-Fibrous		5. Ferro-Fibrous
6. Roll Again		6. Ferro-Fibrous
1. XL Engine		1. XL Engine
2. XL Engine		2. XL Engine
3. XL Engine		3. XL Engine
4. Medium Pulse Laser		4. LRM 20
5. Ammo (LRM 20) 6		5. LRM 20
6. Ammo (LRM 20) 6		6. LRM 20
1. Ammo (LRM 20) 6		1. LRM 20
2. CASE		2. LRM 20
3. Roll Again		3. Artemis IV FCS
4. Roll Again		4. C³ Slave Unit
5. Roll Again		5. Roll Again
6. Roll Again		6. Roll Again
1. Hip		1. Hip
2. Upper Leg Actuator		2. Upper Leg Actuator
3. Lower Leg Actuator		3. Lower Leg Actuator
4. Foot Actuator		4. Foot Actuator
5. Jump Jet		5. Jump Jet
6. Jump Jet		6. Jump Jet

Center Torso

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

Left Torso

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

Right Torso

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

Left Leg

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

Right Leg

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

Damage Transfer Diagram

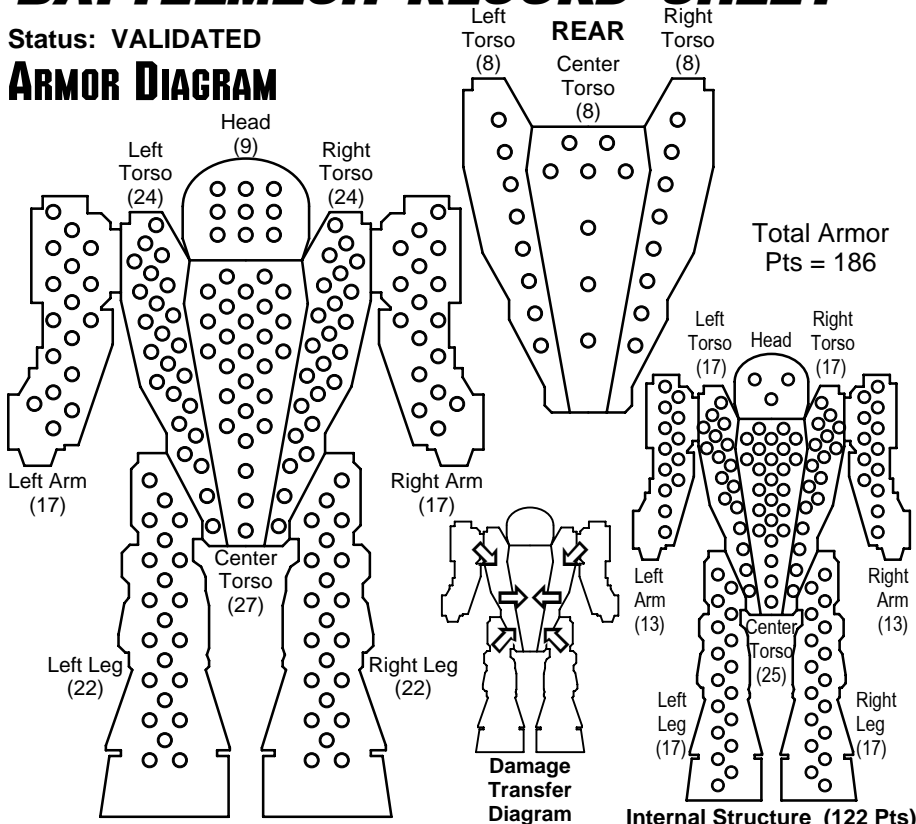
Engine Hits ○○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Charger CGR-KMZ**
 Mass: **80 tons**
 Movement Points: **4** Tech & Configuration:
 Walking: **4** **Inner Sphere**
 Running: **6** **Biped 'Mech**
 Jumping: **6**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Light PPC	LA	5	5	3	6	12	18
1	MML 9	RT	5	-	-	-	-	-
	LRM (13 salvos/ton)			1/hit	6	7	14	21
	SRM (11 salvos/ton)			2/hit	-	3	6	9
1	Heavy PPC	LT	15	15	3	6	12	18
1	Sword	RA	0	9				

Ammo Type: _____ Rounds: _____
 MML 9

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

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WZGAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- Light PPC
 - Light PPC
 - Light PPC
- 4-6
- Light PPC
 - Light Ferro-Fibrous
 - Light Ferro-Fibrous
 - Light Ferro-Fibrous
 - Light Ferro-Fibrous
 - Light Ferro-Fibrous

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
 - Improved Jump Jet
 - Improved Jump Jet
- 4-6

Left Torso

- XL Engine
 - XL Engine
 - XL Engine
- 1-3
- Improved Jump Jet
 - Improved Jump Jet
 - Improved Jump Jet
- 4-6
- Improved Jump Jet
 - Heavy PPC
 - Heavy PPC
 - Heavy PPC
 - Heavy PPC
 - Light Ferro-Fibrous

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Sword
 - Sword
- 1-3
- Sword
 - Sword
 - Sword
 - Sword
 - Ammo (MML9) 13/11
 - Ammo (MML9) 13/11
- 4-6

Right Torso

- XL Engine
 - XL Engine
 - XL Engine
- 1-3
- Improved Jump Jet
 - Improved Jump Jet
 - MML 9
 - MML 9
 - MML 9
 - MML 9
- 4-6
- CASE
 - Light Ferro-Fibrous

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

Left Leg

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

Right Leg

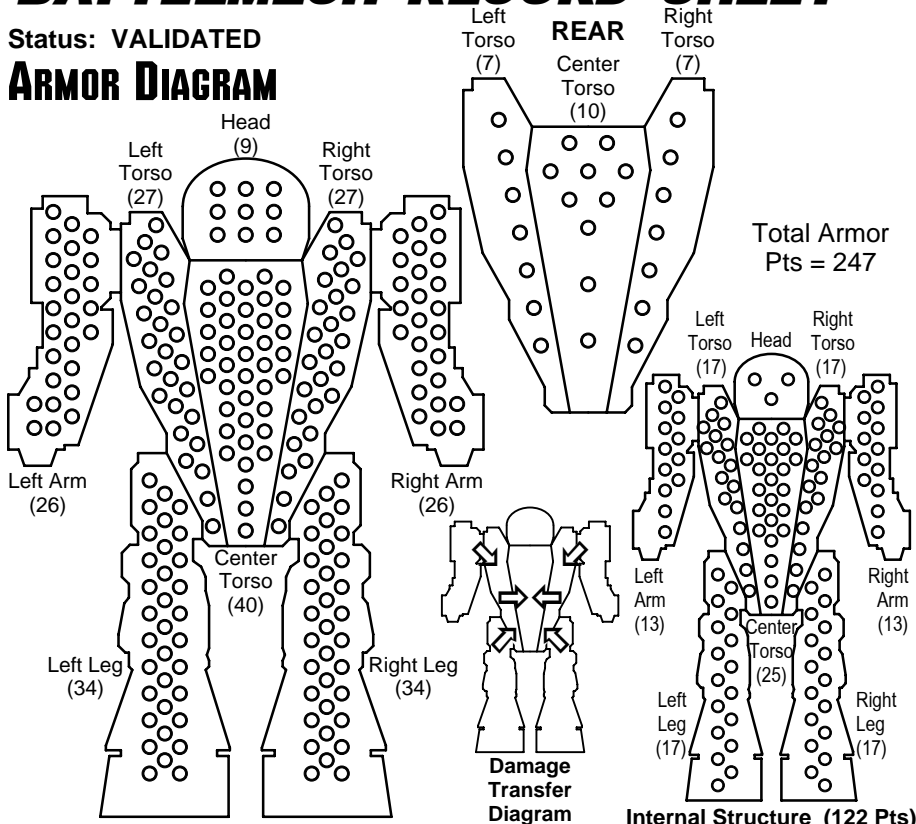
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Improved Jump Jet
- Improved Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Charger CGR-SA5**
 Mass: **80 tons**
 Movement Points: **4** Tech & Configuration:
 Walking: **4** Inner Sphere
 Running: **6 [8]** Biped 'Mech
 Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Streak SRM 6	LA	4	2/hit	-	3	6	9
1	ER Medium Laser	RT	5	5	-	4	8	12
1	ER Medium Laser	LT	5	5	-	4	8	12
1	LB 20-X AC	CT	6	20	-	4	8	12
1	ER Medium Laser	HD	5	5	-	4	8	12

Ammo Type: Rounds:
 Streak SRM 6 15
 LB 20-X AC 15

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

HEAT SCALE

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

WARGAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- Hand Actuator
 - Streak SRM 6
 - Streak SRM 6

- Streak SRM 6
 - Streak SRM 6
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Roll Again
- 4-6

Left Torso

- Light Fusion Engine
 - Light Fusion Engine
- 1-3
- MASC
 - MASC
 - MASC
 - MASC

- ER Medium Laser
 - Ammo (LB 20-X) 5
 - Ammo (LB 20-X) 5
 - Ammo (LB 20-X) 5
 - Ammo (Streak 6) 15
 - CASE
- 4-6

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

- Light Fusion Engine
 - Light Fusion Engine
 - Light Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Light Fusion Engine
 - Light Fusion Engine
 - Light Fusion Engine
 - LB 20-X AC
 - LB 20-X AC
- 4-6

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

Right Arm

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

- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Roll Again
- 4-6

Right Torso

- Light Fusion Engine
 - Light Fusion Engine
 - ER Medium Laser
 - 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)
 - LB 20-X AC (Cont)
 - LB 20-X AC (Cont)
 - LB 20-X AC (Cont)
 - LB 20-X AC (Cont)
- 4-6

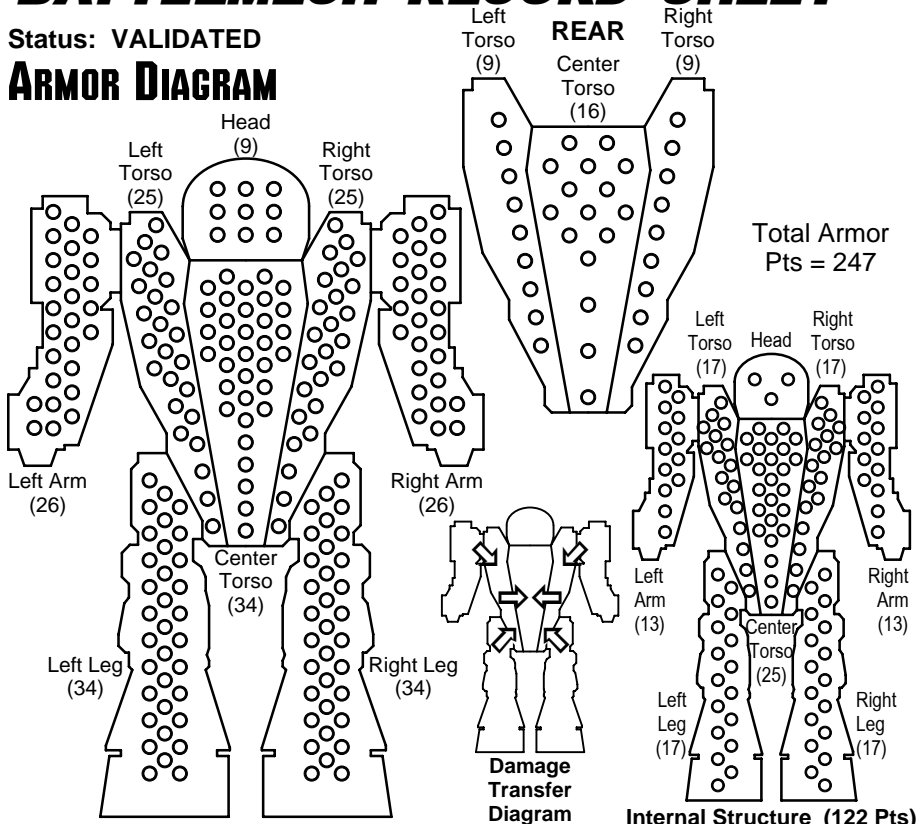
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Hatamoto-Hi HTM-27U**
 Mass: **80 tons**
 Movement Points: **4** Tech & Configuration:
 Walking: **4** Inner Sphere
 Running: **6** Biped 'Mech
 Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RA	10	10	3	6	12	18
1	PPC	LA	10	10	3	6	12	18
2	Medium Pulse Laser	RT	4	6	-	2	4	6
2	Medium Pulse Laser	LT	4	6	-	2	4	6

Total Heat Sinks: **19 Single**
 ○○○○○○○○○○○ ○○○○○○○○○○
 Auto Eject: Operational Disabled
 Weapon Heat: **(36)**

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WZGAMES

CRITICAL HIT TABLE

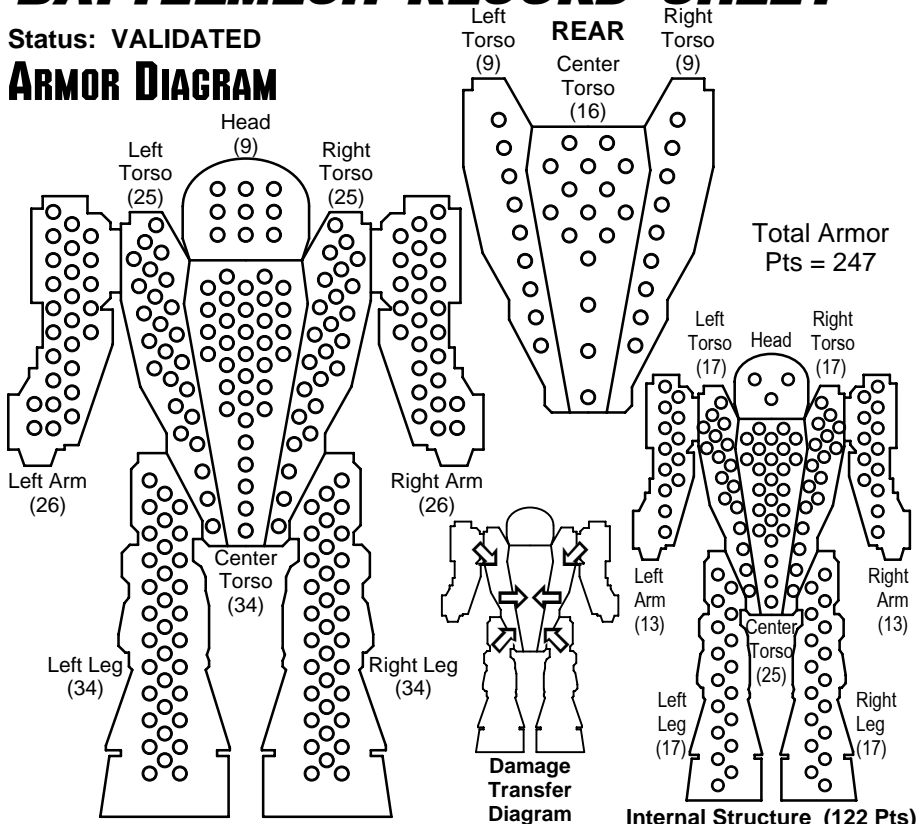
Left Arm	Head	Right Arm
1. Shoulder	1. Life Support	1. Shoulder
2. Upper Arm Actuator	2. Sensors	2. Upper Arm Actuator
3. Lower Arm Actuator	3. Cockpit	3. Lower Arm Actuator
1-3 4. PPC	4. Single Heat Sink	4. Hand Actuator
5. PPC	5. Sensors	5. PPC
6. PPC	6. Life Support	6. PPC
1. Roll Again		1. PPC
2. Roll Again		2. Roll Again
3. Roll Again		3. Roll Again
4-6 4. Roll Again		4. Roll Again
5. Roll Again		5. Roll Again
6. Roll Again		6. Roll Again
Left Torso	Center Torso	Right Torso
1. Medium Pulse Laser	1. Fusion Engine	1. Medium Pulse Laser
2. Medium Pulse Laser	2. Fusion Engine	2. Medium Pulse Laser
3. Endo Steel	3. Fusion Engine	3. Endo Steel
1-3 4. Endo Steel	4. Gyro	4. Endo Steel
5. Endo Steel	5. Gyro	5. Endo Steel
6. Endo Steel	6. Gyro	6. Endo Steel
1. Endo Steel	1. Gyro	1. Endo Steel
2. Endo Steel	2. Fusion Engine	2. Endo Steel
3. Endo Steel	3. Fusion Engine	3. Endo Steel
4-6 4. Roll Again	4. Fusion Engine	4. Roll Again
5. Roll Again	5. Single Heat Sink	5. Roll Again
6. Roll Again	6. Single Heat Sink	6. Roll Again
Left Leg	Right Leg	
1. Hip	1. Hip	
2. Upper Leg Actuator	2. Upper Leg Actuator	
3. Lower Leg Actuator	3. Lower Leg Actuator	
4. Foot Actuator	4. Foot Actuator	
5. Single Heat Sink	5. Single Heat Sink	
6. Single Heat Sink	6. Single Heat Sink	

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Hatamoto-Ku HTM-27W**
 Mass: **80 tons**
 Movement Points: **4** Tech & Configuration:
 Walking: **4** Inner Sphere
 Running: **6** Biped 'Mech
 Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RA	10	10	3	6	12	18
1	PPC	LA	10	10	3	6	12	18
1	Autocannon/5	RT	1	5	3	6	12	18

Ammo Type: Autocannon/5 **Rounds:** 20

Total Heat Sinks: 18 Single
 ○○○○○○○○○ ○○○○○○○○

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WKGAMES

CRITICAL HIT TABLE

Left Arm	Head	Right Arm
1. Shoulder	1. Life Support	1. Shoulder
2. Upper Arm Actuator	2. Sensors	2. Upper Arm Actuator
3. Lower Arm Actuator	3. Cockpit	3. Lower Arm Actuator
1-3 4. PPC	4. Endo Steel	4. Hand Actuator
5. PPC	5. Sensors	5. PPC
6. PPC	6. Life Support	6. PPC
1. Roll Again		1. PPC
2. Roll Again		2. Roll Again
3. Roll Again		3. Roll Again
4-6 4. Roll Again		4. Roll Again
5. Roll Again		5. Roll Again
6. Roll Again		6. Roll Again
Left Torso	Center Torso	Right Torso
1. Endo Steel	1. Fusion Engine	1. Autocannon/5
2. Endo Steel	2. Fusion Engine	2. Autocannon/5
3. Endo Steel	3. Fusion Engine	3. Autocannon/5
1-3 4. Endo Steel	4. Gyro	4. Autocannon/5
5. Endo Steel	5. Gyro	5. Ammo (AC/5) 20
6. Endo Steel	6. Gyro	6. Endo Steel
1. Roll Again	1. Gyro	1. Endo Steel
2. Roll Again	2. Fusion Engine	2. Endo Steel
3. Roll Again	3. Fusion Engine	3. Endo Steel
4-6 4. Roll Again	4. Fusion Engine	4. Endo Steel
5. Roll Again	5. Single Heat Sink	5. Endo Steel
6. Roll Again	6. Single Heat Sink	6. Endo Steel
Left Leg	Right Leg	
1. Hip	1. Hip	
2. Upper Leg Actuator	2. Upper Leg Actuator	
3. Lower Leg Actuator	3. Lower Leg Actuator	
4. Foot Actuator	4. Foot Actuator	
5. Single Heat Sink	5. Single Heat Sink	
6. Single Heat Sink	6. Single Heat Sink	

Engine Hits ○○○○

Gyro Hits ○○

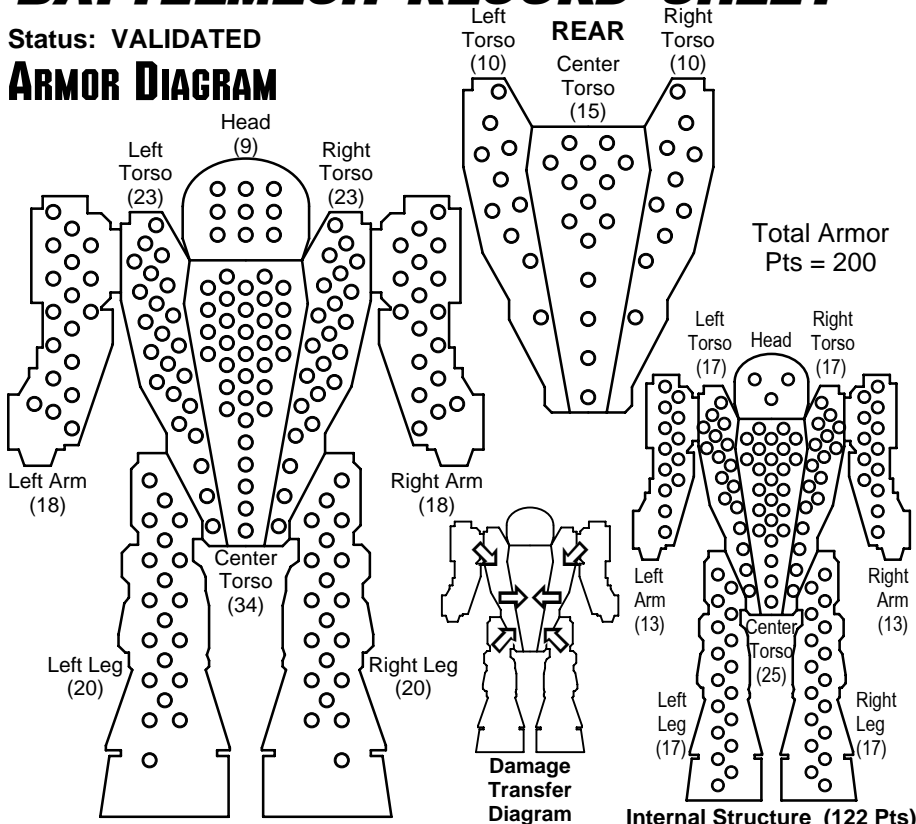
Sensor Hits ○○

Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Victor VTR-9K**
 Mass: **80 tons**
 Movement Points: **4** Tech & Configuration:
 Walking: **4** Inner Sphere
 Running: **6** Biped 'Mech
 Jumping: **4**

Weapons Inventory: (hexes)

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

Ammo Type: Gauss Rifle: 16
 SRM 4: 25

Total Heat Sinks: 15 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

HEAT SCALE

** Avoid Inferno explosion on..
 Shutdown

30
29
28
27
26
25
24
23
22
21
20
19
18
17
16
15
14
13
12
11
10
9
8
7
6
5
4
3
2
1
0

Ammo Explosion, avoid on 8+ (** 12+)
 Shutdown, avoid on 10+
 -5 Movement Points
 +4 Modifier to Fire

Ammo Explosion, avoid on 6+ (** 10+)
 Shutdown, avoid on 8+
 -4 Movement Points
 Ammo Explosion, avoid on 4+ (** 8+)
 Shutdown, avoid on 6+
 +3 Modifier to Fire

-3 Movement Points
 Shutdown, avoid on 4+ (** 6+)
 +2 Modifier to Fire

-2 Movement Points (** 4+)

+1 Modifier to Fire

-1 Movement Point

WARGAMES

CRITICAL HIT TABLE

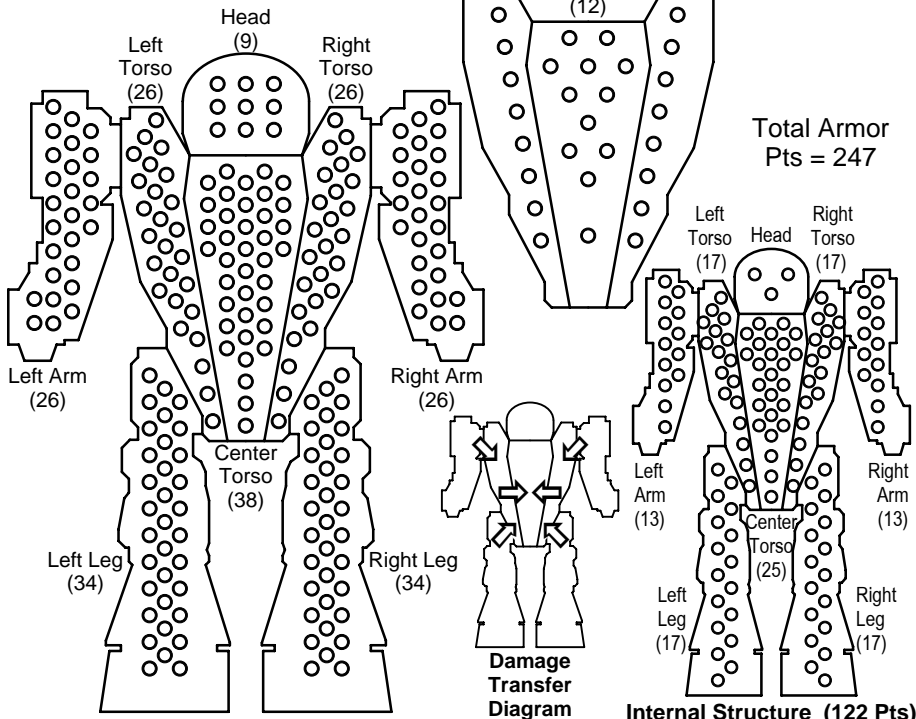
Left Arm	Head	Right Arm
1. Shoulder	1. Life Support	1. Shoulder
2. Upper Arm Actuator	2. Sensors	2. Upper Arm Actuator
3. Lower Arm Actuator	3. Cockpit	3. Lower Arm Actuator
4. Hand Actuator	4. Single Heat Sink	4. Gauss Rifle
5. Medium Pulse Laser	5. Sensors	5. Gauss Rifle
6. Medium Pulse Laser	6. Life Support	6. Gauss Rifle
1-3		1-3
1. Roll Again		4. Gauss Rifle
2. Roll Again		5. Roll Again
3. Roll Again		6. Roll Again
4-6		4-6
4. Roll Again		4. Gauss Rifle
5. Roll Again		5. Roll Again
6. Roll Again		6. Roll Again
Left Torso	Center Torso	Right Torso
1. SRM 4	1. Fusion Engine	1. Ammo (Gauss) 8
2. Ammo (SRM 4) 25	2. Fusion Engine	2. Ammo (Gauss) 8
3. Endo Steel	3. Fusion Engine	3. Endo Steel
4. Endo Steel	4. Gyro	4. Endo Steel
5. Endo Steel	5. Gyro	5. Endo Steel
6. Endo Steel	6. Gyro	6. Endo Steel
1-3	1-3	1-3
1. Endo Steel	1. Gyro	1. Endo Steel
2. Endo Steel	2. Fusion Engine	2. Endo Steel
3. Endo Steel	3. Fusion Engine	3. Endo Steel
4. CASE	4. Fusion Engine	4. CASE
5. Roll Again	5. Jump Jet	5. Roll Again
6. Roll Again	6. Jump Jet	6. Roll Again
4-6	4-6	4-6
1. Endo Steel		1. Endo Steel
2. Endo Steel		2. Endo Steel
3. Endo Steel		3. Endo Steel
4. CASE		4. CASE
5. Roll Again		5. Roll Again
6. Roll Again		6. Roll Again
Left Leg		Right Leg
1. Hip		1. Hip
2. Upper Leg Actuator		2. Upper Leg Actuator
3. Lower Leg Actuator		3. Lower Leg Actuator
4. Foot Actuator		4. Foot Actuator
5. Single Heat Sink		5. Single Heat Sink
6. Jump Jet		6. Jump Jet

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
STEALTH ARMOR



'MECH DATA

Type: **Victor VTR-10L**
 Mass: **80 tons**
 Movement Points: **4** Tech & Configuration:
 Walking: **4** Inner Sphere
 Running: **6** Biped 'Mech
 Jumping: **4**

Weapons Inventory: (hexes)

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

Ammo Type: Rounds:
 Gauss Rifle 24
 SRM 6 15

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

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

** Avoid Inferno explosion on..
 Shutdown

30
29
28
27
26
25
24
23
22
21
20
19
18
17
16
15
14
13
12
11
10
9
8
7
6
5
4
3
2
1
0

Ammo Explosion, avoid on 8+ (** 12+)
 Shutdown, avoid on 10+
 -5 Movement Points
 +4 Modifier to Fire
 Ammo Explosion, avoid on 6+ (** 10+)
 Shutdown, avoid on 8+
 -4 Movement Points
 Ammo Explosion, avoid on 4+ (** 8+)
 Shutdown, avoid on 6+
 +3 Modifier to Fire
 -3 Movement Points
 Shutdown, avoid on 4+ (** 6+)
 +2 Modifier to Fire
 -2 Movement Points (** 4+)
 +1 Modifier to Fire
 -1 Movement Point

WKGAMES

CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. ER Medium Laser	6. ER Medium Laser
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Gauss Rifle	4. Gauss Rifle	5. Gauss Rifle	6. Gauss Rifle
Head	1. Life Support	2. Sensors	3. Cockpit	4. Endo Steel	5. Sensors	6. Life Support
Center Torso	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. Jump Jet	2. Jump Jet	3. Guardian ECM	4. Guardian ECM	5. Endo Steel	6. Endo Steel
Right Torso	1. Jump Jet	2. Jump Jet	3. SRM 6	4. SRM 6	5. Ammo (SRM 6) 15	6. Ammo (Gauss) 8
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Stealth Armor	6. Stealth Armor
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Stealth Armor	6. Stealth Armor

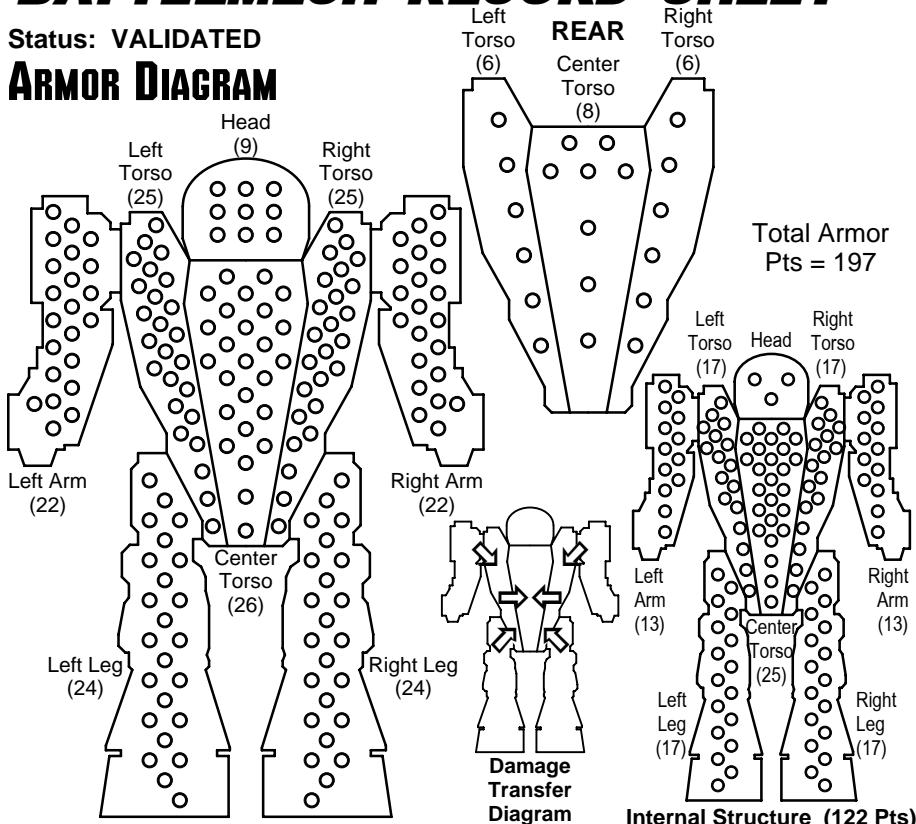
Engine Hits ○○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



MECH DATA

Type: **Zeus ZEU-9S**
 Mass: **80 tons**
 Movement Points: **Tech & Configuration:**
 Walking: **4** Inner Sphere
 Running: **6** Biped 'Mech
 Jumping: **0**

Weapons Inventory: (hexes)

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

Ammo Type: **Rounds:**
 LRM 15 8

Total Heat Sinks: 17 Double (34)
 ○○○○○○○○○○ ○○○○○○

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

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WARGAMES

CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. ER PPC	5. ER PPC	6. ER PPC
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. LRM 15	5. LRM 15	6. LRM 15
Head	1. Life Support	2. Sensors	3. Cockpit	4. Ferro-Fibrous	5. Sensors	6. Life Support
Center Torso	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
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
Right Torso	1. Double Heat Sink	2. Double Heat Sink	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
Left Leg	1. Double Heat Sink	2. Double Heat Sink	3. Double Heat Sink	4. ER Large Laser	5. ER Large Laser	6. Medium Pulse Laser (R)
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again

Engine Hits ○ ○ ○

Gyro Hits ○ ○

Sensor Hits ○ ○

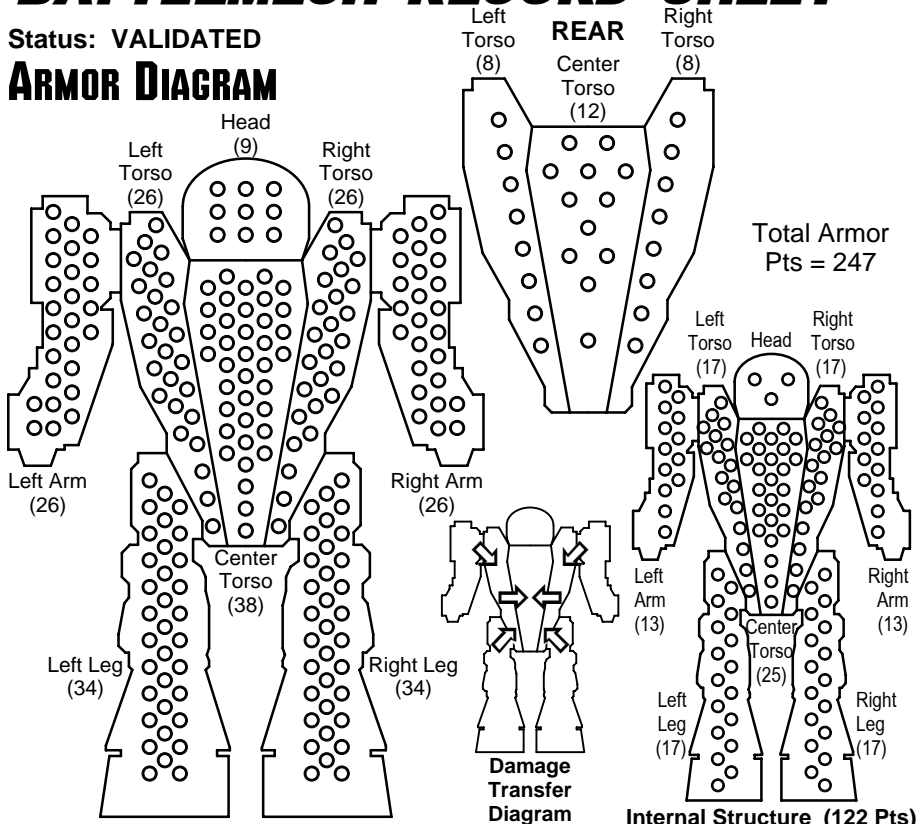
Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor
Pts = 247

Internal Structure (122 Pts)

'MECH DATA

Type: **Zeus ZEU-10WB**

Mass: **80 tons**

Movement Points: **Tech & Configuration:**

Walking: **4** Inner Sphere
Running: **6** Biped 'Mech
Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy PPC	RA	15	15	3	6	12	18
1	Heavy PPC	LA	15	15	3	6	12	18
1	ER Large Laser	RT	12	8	-	7	14	19
1	ER Medium Laser	RT	5	5	-	4	8	12
3	ER Medium Laser	LT	5	5	-	4	8	12
1	Small Laser	HD	1	3	-	1	2	3

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

○○○○○○○○○○○ ○

Auto Eject: Operational Disabled
Weapon Heat: **(63)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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



CRITICAL HIT TABLE

Left Arm

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

Left Torso

- ER Medium Laser
 - ER Medium Laser
 - ER Medium Laser
- 1-3
- Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
- Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
- 4-6
- Roll Again
 - Roll Again
 - Roll Again

Left Leg

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

Right Arm

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

Right Torso

- ER Large Laser
 - ER Large Laser
 - ER Medium Laser
- 1-3
- Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
- Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
- 4-6
- Roll Again
 - Roll Again
 - Roll Again

Right Leg

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

Head

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

Center Torso

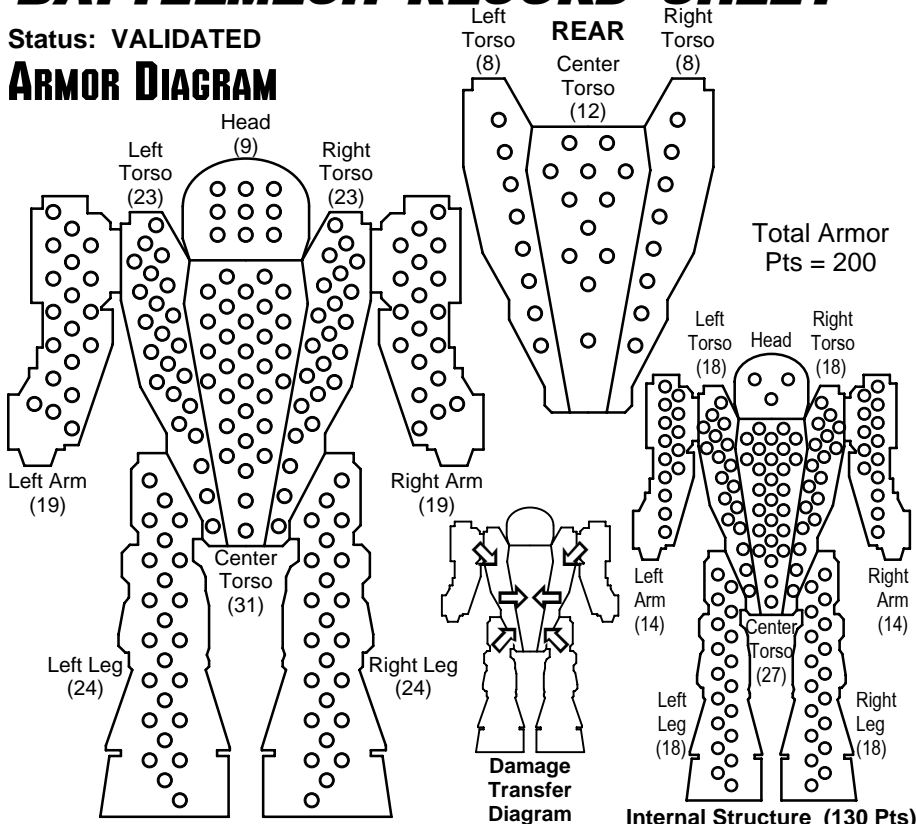
- Fusion Engine
 - Fusion Engine
 - Fusion Engine
- 1-3
- XL Gyro
 - XL Gyro
 - XL Gyro
- XL Gyro
 - XL Gyro
 - XL Gyro
- 4-6
- Fusion Engine
 - Fusion Engine
 - Fusion Engine

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Katana CRK-5003-2**
 Mass: **85 tons**
 Movement Points: **Tech & Configuration:**
 Walking: **3** Inner Sphere
 Running: **5** Biped 'Mech
 Jumping: **3**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8	-	5	10	15
1	Small Laser	RA	1	3	-	1	2	3
1	Large Laser	LA	8	8	-	5	10	15
1	Small Laser	LA	1	3	-	1	2	3
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

Ammo Type: Rounds:

SRM 6	30
LB 10-X AC	20

Total Heat Sinks: 20 Single

○○○○○○○○○○ ○○○○○○○○○

Auto Eject: Operational Disabled

Weapon Heat: (28)

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

** Avoid Inferno explosion on..
 Shutdown

30
29
28
27
26
25
24
23
22
21
20
19
18
17
16
15
14
13
12
11
10
9
8
7
6
5
4
3
2
1
0

Ammo Explosion, avoid on 8+ (** 12+)
 Shutdown, avoid on 10+
 -5 Movement Points
 +4 Modifier to Fire

Ammo Explosion, avoid on 6+ (** 10+)
 Shutdown, avoid on 8+
 -4 Movement Points
 Ammo Explosion, avoid on 4+ (** 8+)
 Shutdown, avoid on 6+
 +3 Modifier to Fire

-3 Movement Points
 Shutdown, avoid on 4+ (** 6+)
 +2 Modifier to Fire

-2 Movement Points (** 4+)

+1 Modifier to Fire

-1 Movement Point

WKGAMES

CRITICAL HIT TABLE

Left Arm	Head	Right Arm
1. Shoulder	1. Life Support	1. Shoulder
2. Upper Arm Actuator	2. Sensors	2. Upper Arm Actuator
3. Lower Arm Actuator	3. Cockpit	3. Lower Arm Actuator
1-3 4. Large Laser	4. Roll Again	4. Large Laser
5. Large Laser	5. Sensors	5. Large Laser
6. Small Laser	6. Life Support	6. Small Laser
1. Roll Again		1. Roll Again
2. Roll Again		2. Roll Again
3. Roll Again		3. Roll Again
4-6 4. Roll Again		4. Roll Again
5. Roll Again		5. Roll Again
6. Roll Again		6. Roll Again

Left Torso	Center Torso	Right Torso
1. Single Heat Sink	1. Fusion Engine	1. Single Heat Sink
2. Single Heat Sink	2. Fusion Engine	2. Single Heat Sink
3. Single Heat Sink	3. Fusion Engine	3. Single Heat Sink
1-3 4. Single Heat Sink	4. Gyro	4. Single Heat Sink
5. SRM 6	5. Gyro	5. SRM 6
6. SRM 6	6. Gyro	6. SRM 6
1. LB 10-X AC	1. Gyro	1. Ammo (SRM 6) 15
2. LB 10-X AC	2. Fusion Engine	2. Ammo (SRM 6) 15
3. LB 10-X AC	3. Fusion Engine	3. Ammo (LB 10-X) 10
4. LB 10-X AC	4. Fusion Engine	4. Ammo (LB 10-X) 10
5. LB 10-X AC	5. Jump Jet	5. Roll Again
6. LB 10-X AC	6. Roll Again	6. Roll Again

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

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

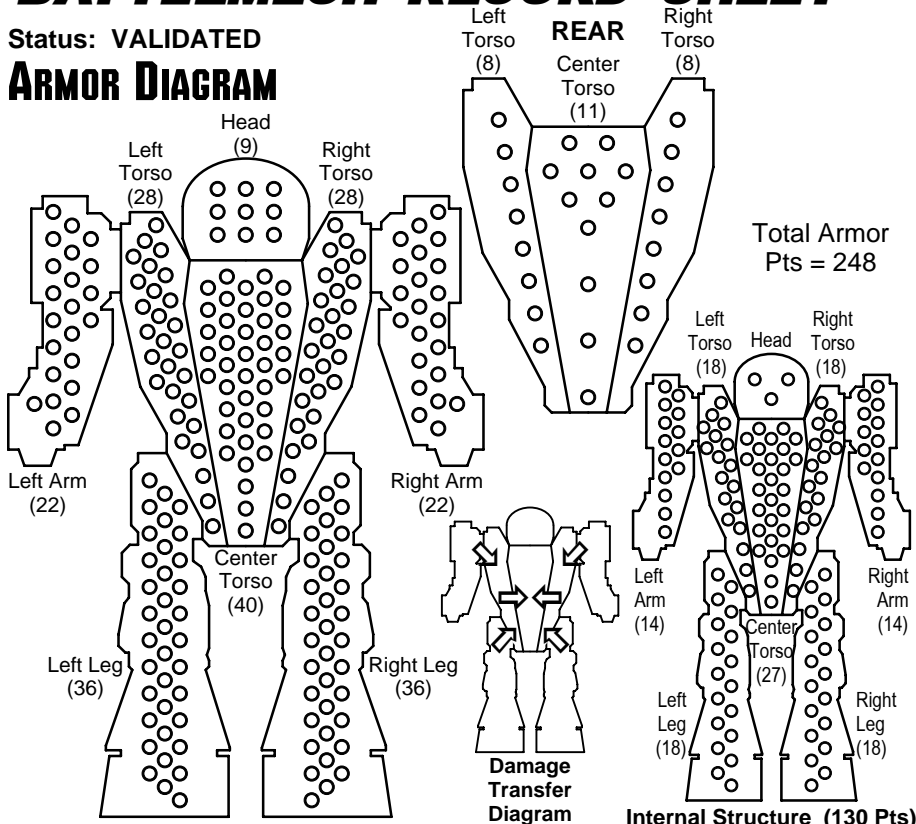
Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Shogun SHG-2E**
 Mass: **85 tons**
 Movement Points: **3** Tech & Configuration:
 Walking: **3** Inner Sphere
 Running: **5** Biped 'Mech
 Jumping: **3**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	RA	5	1/hit	6	7	14	21
1	LRM 15	LA	5	1/hit	6	7	14	21
1	SRM 6	RT	4	2/hit	-	3	6	9
1	PPC	RT	10	10	3	6	12	18
1	SRM 6	LT	4	2/hit	-	3	6	9

Ammo Type: Rounds:
 LRM 15 16
 SRM 6 30

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

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

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

** Avoid Inferno explosion on..
 Shutdown

30
29
28
27
26
25
24
23
22
21
20
19
18
17
16
15
14
13
12
11
10
9
8
7
6
5
4
3
2
1
0

Ammo Explosion, avoid on 8+ (** 12+)
 Shutdown, avoid on 10+
 -5 Movement Points
 +4 Modifier to Fire
 Ammo Explosion, avoid on 6+ (** 10+)
 Shutdown, avoid on 8+
 -4 Movement Points
 Ammo Explosion, avoid on 4+ (** 8+)
 Shutdown, avoid on 6+
 +3 Modifier to Fire
 -3 Movement Points
 Shutdown, avoid on 4+ (** 6+)
 +2 Modifier to Fire
 -2 Movement Points (** 4+)
 +1 Modifier to Fire
 -1 Movement Point

WARGAMES

CRITICAL HIT TABLE

Left Arm	Head	Right Arm
1. Shoulder	1. Life Support	1. Shoulder
2. Upper Arm Actuator	2. Sensors	2. Upper Arm Actuator
3. Lower Arm Actuator	3. Cockpit	3. Lower Arm Actuator
1-3	4. Single Heat Sink	4. LRM 15
4. LRM 15	5. Sensors	5. LRM 15
5. LRM 15	6. Life Support	6. LRM 15
6. LRM 15		
1. Roll Again		1. Roll Again
2. Roll Again		2. Roll Again
3. Roll Again		3. Roll Again
4-6		4. Roll Again
4. Roll Again		5. Roll Again
5. Roll Again		6. Roll Again
6. Roll Again		
Left Torso	Center Torso	Right Torso
1. Single Heat Sink	1. Fusion Engine	1. SRM 6
2. Single Heat Sink	2. Fusion Engine	2. SRM 6
3. Single Heat Sink	3. Fusion Engine	3. PPC
1-3	4. Gyro	4. PPC
4. SRM 6	5. Gyro	5. PPC
5. SRM 6	6. Gyro	6. Ammo (SRM 6) 15
6. Ammo (SRM 6) 15		
1. Ammo (LRM 15) 8		1. Ammo (LRM 15) 8
2. CASE		2. CASE
3. Roll Again		3. Roll Again
4. Roll Again		4. Roll Again
5. Roll Again		5. Roll Again
6. Roll Again		6. Roll Again
Left Leg	Right Leg	
1. Hip	1. Hip	
2. Upper Leg Actuator	2. Upper Leg Actuator	
3. Lower Leg Actuator	3. Lower Leg Actuator	
4. Foot Actuator	4. Foot Actuator	
5. Single Heat Sink	5. Single Heat Sink	
6. Jump Jet	6. Jump Jet	

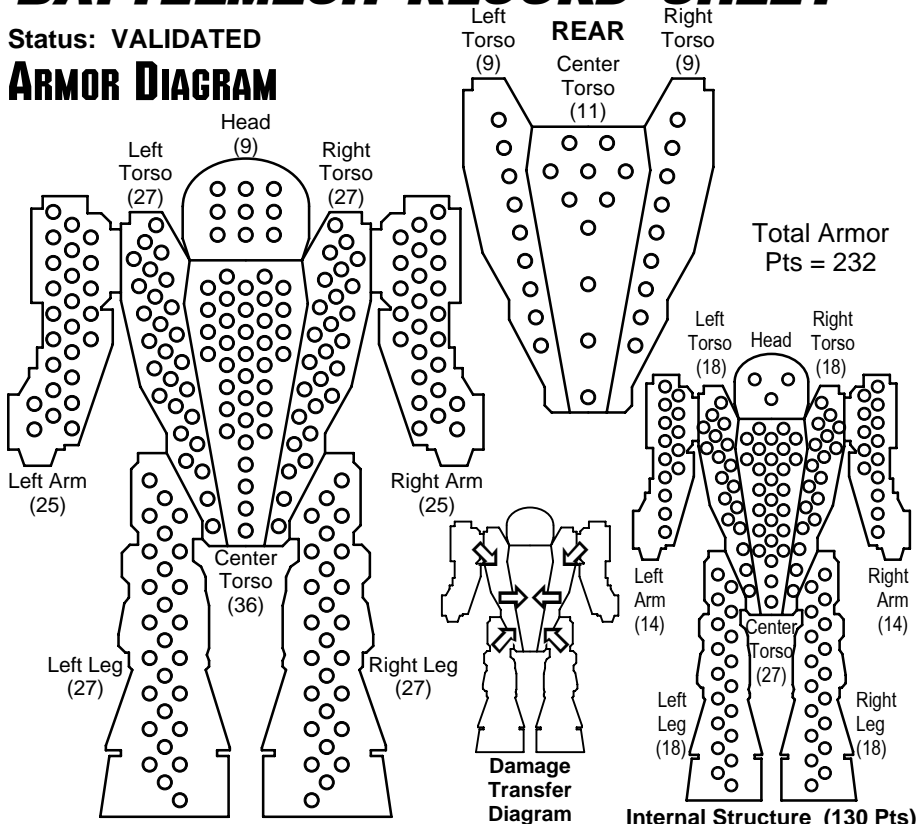
Engine Hits ○○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Stalker STK-5M**

Mass: **85 tons**

Movement Points: **Tech & Configuration:**

Walking: **3** Inner Sphere
 Running: **5** Biped 'Mech
 Jumping: **0**

Weapons Inventory:

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

Ammo Type:	Rounds:
LRM 10	48
SRM 6	30
Narc Missile Beacon	12

Total Heat Sinks: 17 Double (34)



Auto Eject:

Weapon Heat:

Operational Disabled

(40)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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



Left Arm

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

Left Torso

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

Left Leg

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

CRITICAL HIT TABLE

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
- ER Large Laser
- ER Large Laser

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

Right Arm

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

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
- SRM 6
- SRM 6
- Ammo (SRM 6) 15

Right Leg

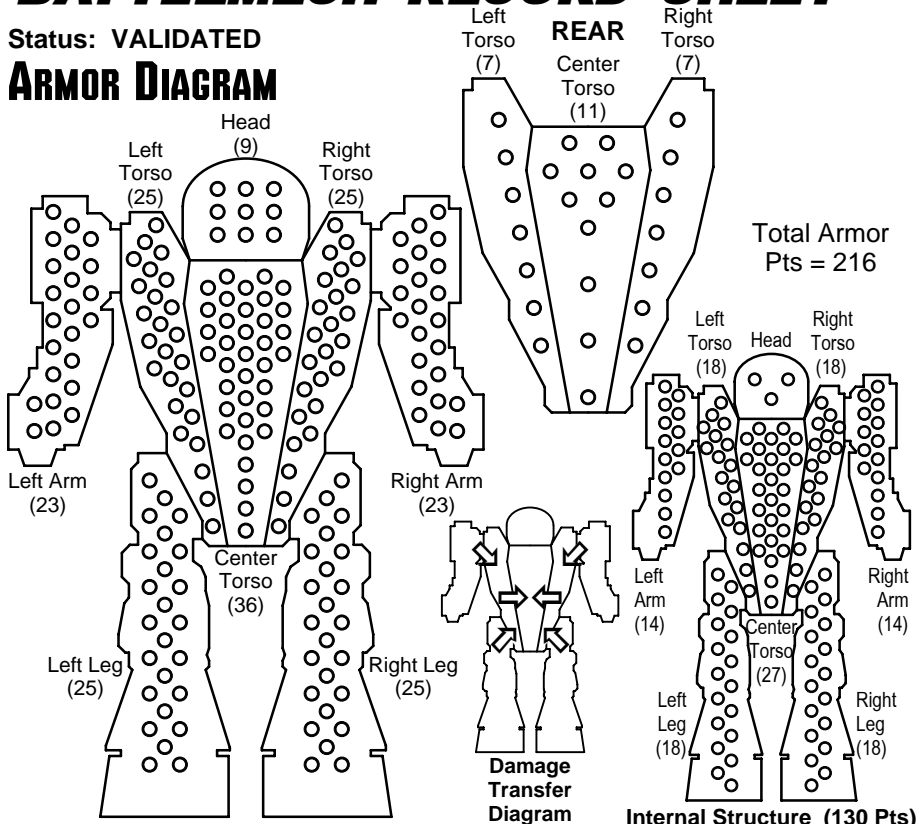
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Stalker STK-7D**
 Mass: **85 tons**
 Movement Points: **Tech & Configuration:**
 Walking: **3** Inner Sphere
 Running: **5** Biped 'Mech
 Jumping: **0**

Weapons Inventory: (hexes)

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

Ammo Type: **Streak SRM 4** Rounds: **25**

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

Auto Eject: Operational Disabled **Weapon Heat: (53)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WARGAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Streak SRM 4

4-6

Left Torso

- ER PPC
- ER PPC
- ER PPC
- Medium Pulse Laser
- Targeting Computer
- Targeting Computer

1-3

- Targeting Computer
- Targeting Computer
- Targeting Computer
- Targeting Computer
- Roll Again
- Roll Again

4-6

Left Leg

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

Head

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

Center Torso

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

1-3

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

4-6

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○

Right Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Streak SRM 4

4-6

Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- ER PPC
- ER PPC
- ER PPC
- Medium Pulse Laser
- Ammo (Streak 4) 25
- CASE

4-6

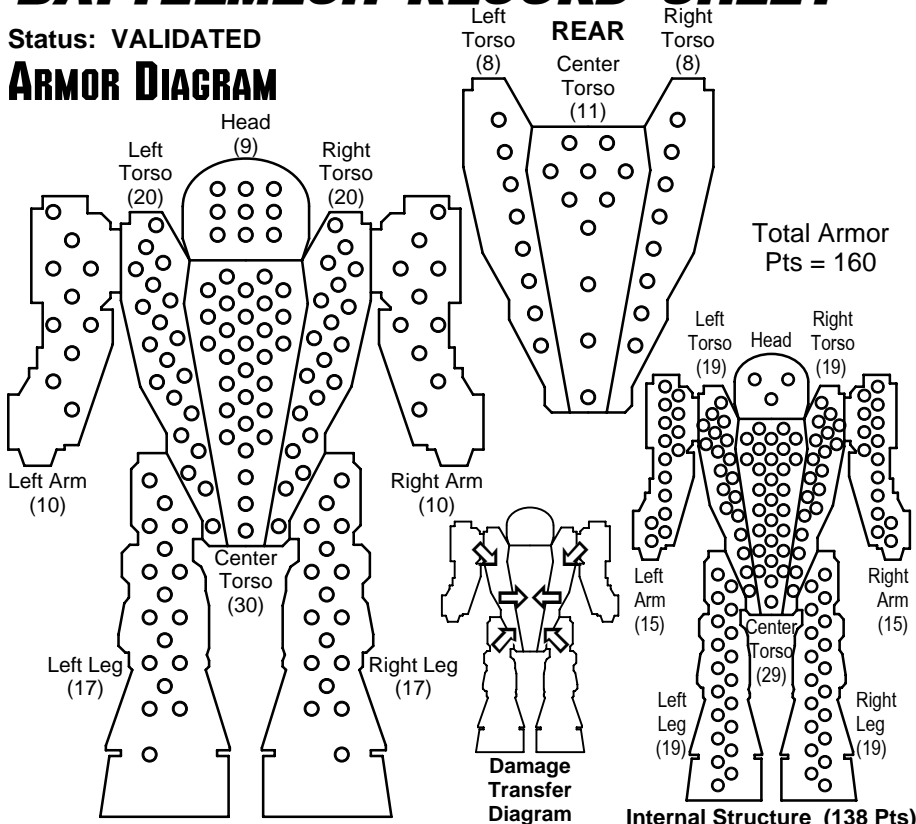
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



Total Armor
Pts = 160

'MECH DATA

Type: **Cyclops CP-11-A**
 Mass: **90 tons**
 Movement Points: **4** Tech & Configuration:
 Walking: **4** Inner Sphere
 Running: **6** Biped 'Mech
 Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	RA	3	5	-	3	6	9
1	Gauss Rifle	RT	1	15	2	7	15	22
1	LRM 10	LT	4	1/hit	6	7	14	21
1	SRM 4	CT	3	2/hit	-	3	6	9

Ammo Type: **Rounds:**

Gauss Rifle	16
LRM 10	24
SRM 4	25

Total Heat Sinks: 12 Single
 ○○○○○○○○○○○○ ○○
Auto Eject: **Weapon Heat:**
 Operational Disabled **(14)**

WARRIOR DATA

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

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

 Consciousness #

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

CRITICAL HIT TABLE

Left Arm

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

Left Torso

- LRM 10
 - LRM 10
- 1-3
 3. Ammo (LRM 10) 12
 4. Ammo (LRM 10) 12
 5. Roll Again
 6. Roll Again
- Roll Again
 - Roll Again
 - Roll Again
- 4-6
 4. Roll Again
 5. Roll Again
 6. Roll Again

Left Leg

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

Right Arm

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

Right Torso

- Gauss Rifle
 - Gauss Rifle
- 1-3
 3. Gauss Rifle
 4. Gauss Rifle
 5. Gauss Rifle
 6. Gauss Rifle
- Gauss Rifle
 - Ammo (Gauss) 8
 - Ammo (Gauss) 8
- 4-6
 4. Roll Again
 5. Roll Again
 6. Roll Again

Right Leg

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

Head

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

Center Torso

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

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

HEAT SCALE

** Avoid Inferno explosion on..
 Shutdown

30
29
28
27
26
25
24
23
22
21
20
19
18
17
16
15
14
13
12
11
10
9
8
7
6
5
4
3
2
1
0

Ammo Explosion, avoid on 8+ (** 12+)
 Shutdown, avoid on 10+
 -5 Movement Points
 +4 Modifier to Fire
 Ammo Explosion, avoid on 6+ (** 10+)
 Shutdown, avoid on 8+
 -4 Movement Points
 Ammo Explosion, avoid on 4+ (** 8+)
 Shutdown, avoid on 6+
 +3 Modifier to Fire
 -3 Movement Points
 Shutdown, avoid on 4+ (** 6+)
 +2 Modifier to Fire
 -2 Movement Points (** 4+)
 +1 Modifier to Fire
 -1 Movement Point

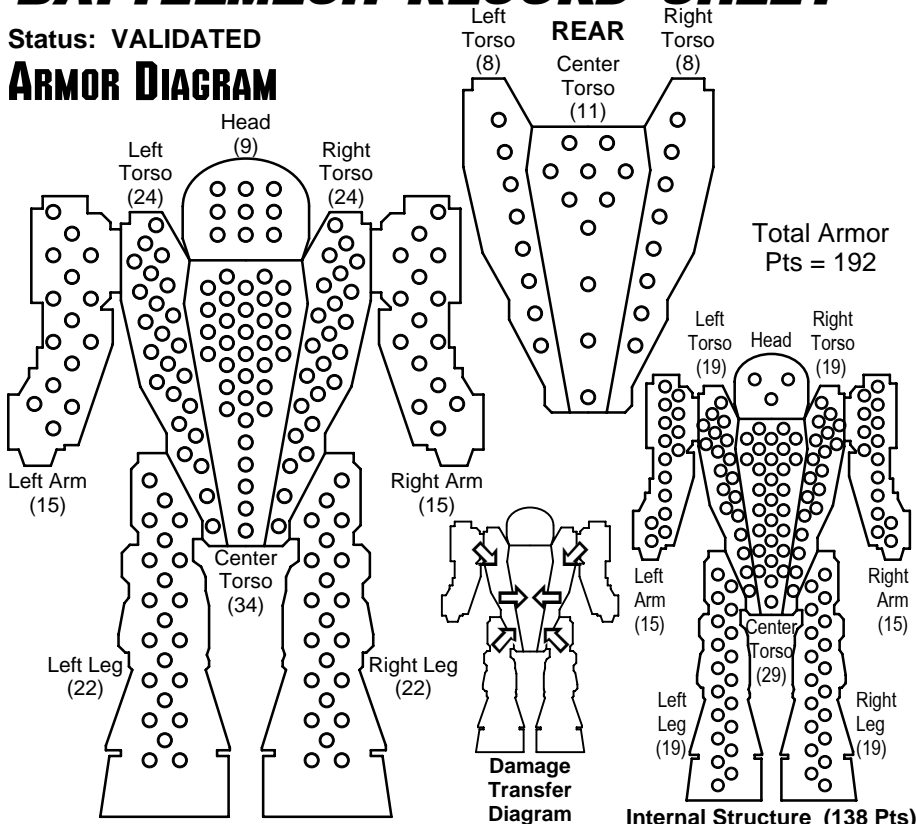


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Cyclops CP-11-C**
 Mass: **90 tons**
 Movement Points: **4** Tech & Configuration:
 Walking: **4** Inner Sphere
 Running: **6** Biped 'Mech
 Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	RA	3	5	-	3	6	9
1	Gauss Rifle	RT	1	15	2	7	15	22
1	C³ Master Computer	LT	0	-	-	-	-	-
1	SRM 4	CT	3	2/hit	-	3	6	9

Ammo Type: Rounds:
 Gauss Rifle 16
 SRM 4 25

Total Heat Sinks: **12 Single**
 ○○○○○○○○○○○○ ○○

Auto Eject: Weapon Heat:
 Operational Disabled (10)

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

** Avoid Inferno explosion on..
 Shutdown

30
29
28
27
26
25
24
23
22
21
20
19
18
17
16
15
14
13
12
11
10
9
8
7
6
5
4
3
2
1
0

Ammo Explosion, avoid on 8+ (** 12+)
 Shutdown, avoid on 10+
 -5 Movement Points
 +4 Modifier to Fire
 Ammo Explosion, avoid on 6+ (** 10+)
 Shutdown, avoid on 8+
 -4 Movement Points
 Ammo Explosion, avoid on 4+ (** 8+)
 Shutdown, avoid on 6+
 +3 Modifier to Fire
 -3 Movement Points
 Shutdown, avoid on 4+ (** 6+)
 +2 Modifier to Fire
 -2 Movement Points (** 4+)
 +1 Modifier to Fire
 -1 Movement Point

WARGAMES

CRITICAL HIT TABLE

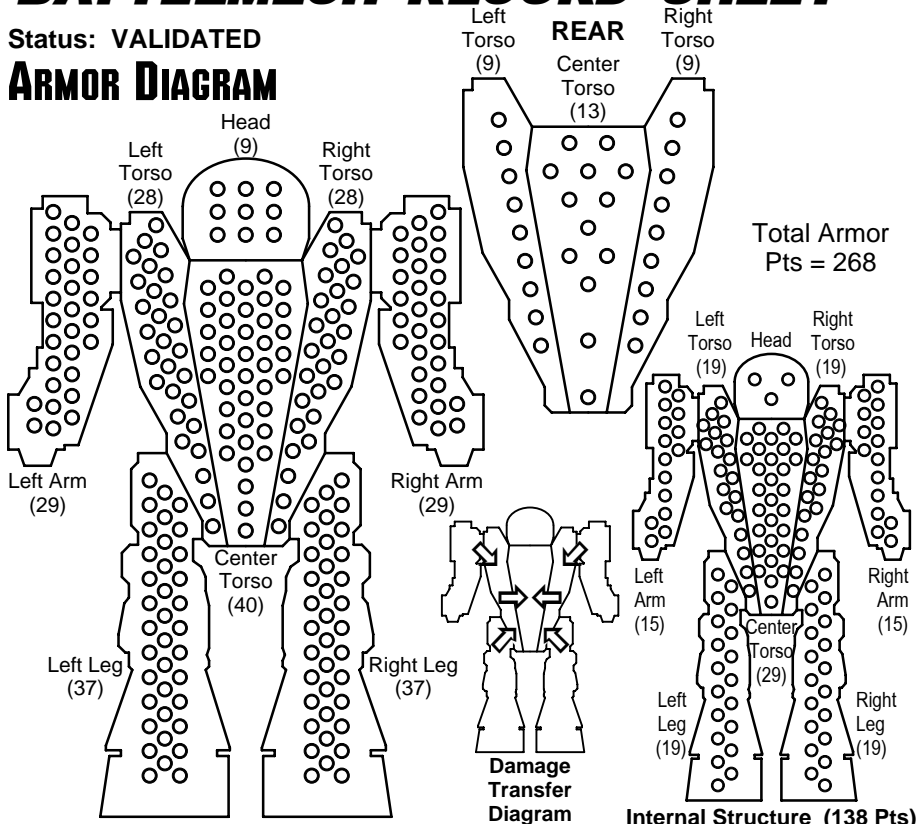
<h4>Left Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator <p>1-3</p> <ol style="list-style-type: none"> Hand Actuator Roll Again Roll Again <p>4-6</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again 	<h4>Head</h4> <ol style="list-style-type: none"> Life Support Sensors Cockpit Roll Again Sensors Life Support 	<h4>Right Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Medium Laser Medium Laser <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p>	<h4>Center Torso</h4> <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro Fusion Engine Fusion Engine Fusion Engine SRM 4 Ammo (SRM 4) 25 <p>4-6</p>	<h4>Left Torso</h4> <ol style="list-style-type: none"> C³ Master Computer C³ Master Computer C³ Master Computer C³ Master Computer C³ Master Computer 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>	<h4>Right Torso</h4> <ol style="list-style-type: none"> Gauss Rifle Gauss Rifle Gauss Rifle Gauss Rifle Gauss Rifle Gauss Rifle <p>1-3</p> <ol style="list-style-type: none"> Gauss Rifle Ammo (Gauss) 8 Ammo (Gauss) 8 Roll Again Roll Again Roll Again <p>4-6</p>	<h4>Left Leg</h4> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Roll Again Roll Again 	<h4>Right Leg</h4> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Roll Again Roll Again
---	---	---	---	---	---	--	---

Engine Hits ○○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Cyclops CP-11-G**
 Mass: **90 tons**
 Movement Points: **4** Tech & Configuration:
 Walking: **4** **Inner Sphere**
 Running: **6** **Biped 'Mech**
 Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	RA	5	5	-	4	8	12
1	Gauss Rifle	RT	1	15	2	7	15	22
1	LRM 10	LT	4	1/hit	6	7	14	21
1	Streak SRM 4	CT	3	2/hit	-	3	6	9

Ammo Type: **Rounds:**

Gauss Rifle	16
LRM 10	12
Streak SRM 4	25

Total Heat Sinks: 11 Double (22)
 ○○○○○○○○○○ ○

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 Point
4	
3	
2	
1	
0	

WIZKIDGAMES

CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Ferro-Fibrous	6. Ferro-Fibrous
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. ER Medium Laser	6. ER Medium Laser
Head	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support
Center Torso	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. LRM 10	2. LRM 10	3. Ferro-Fibrous	4. Ferro-Fibrous	5. Ferro-Fibrous	6. Ferro-Fibrous
Right Torso	1. Gauss Rifle	2. Gauss Rifle	3. Gauss Rifle	4. Gauss Rifle	5. Gauss Rifle	6. Gauss Rifle
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

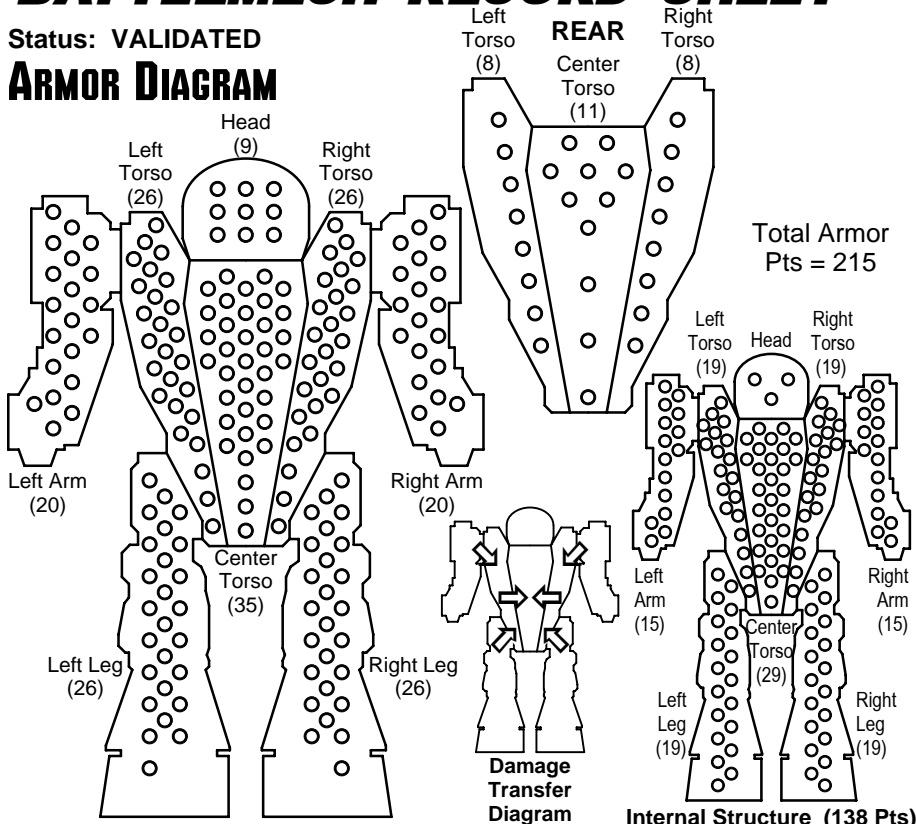
Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Cyclops CP-11-H**
 Mass: **90 tons**
 Movement Points: **4** Tech & Configuration:
 Walking: **4** Inner Sphere
 Running: **6** Biped 'Mech
 Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5	-	3	6	9
1	Rocket Launcher 20 (OS)	RA	5	1/hit	-	3	7	12
1	Medium Laser	LA	3	5	-	3	6	9
1	Rocket Launcher 20 (OS)	LA	5	1/hit	-	3	7	12
1	Autocannon/20	RT	7	20	-	3	6	9
4	Rocket Launcher 20 (OS)	LT	5	1/hit	-	3	7	12

Ammo Type: **Rounds:**
 Autocannon/20 10

Total Heat Sinks: 12 Double (24)
 ○○○○○○○○○○○○ ○○

Auto Eject: **Weapon Heat:**
 Operational Disabled (13)

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

WARGAMES

CRITICAL HIT TABLE

<h4>Left Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator <p>1-3</p> <ol style="list-style-type: none"> Hand Actuator Medium Laser Rocket Launcher 20 (OS) <p>4-6</p> <ol style="list-style-type: none"> Rocket Launcher 20 (OS) Rocket Launcher 20 (OS) Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous <h4>Left Torso</h4> <ol style="list-style-type: none"> Rocket Launcher 20 (OS) Rocket Launcher 20 (OS) Rocket Launcher 20 (OS) Rocket Launcher 20 (OS) Rocket Launcher 20 (OS) Rocket Launcher 20 (OS) <p>1-3</p> <ol style="list-style-type: none"> Rocket Launcher 20 (OS) Rocket Launcher 20 (OS) Rocket Launcher 20 (OS) Rocket Launcher 20 (OS) Rocket Launcher 20 (OS) Rocket Launcher 20 (OS) <p>4-6</p> <h4>Left Leg</h4> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Ferro-Fibrous Ferro-Fibrous 	<h4>Head</h4> <ol style="list-style-type: none"> Life Support Sensors Cockpit Roll Again Sensors Life Support <h4>Center Torso</h4> <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro Fusion Engine Fusion Engine Fusion Engine Ferro-Fibrous Ferro-Fibrous 	<h4>Right Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Medium Laser Rocket Launcher 20 (OS) <p>1-3</p> <ol style="list-style-type: none"> Rocket Launcher 20 (OS) Rocket Launcher 20 (OS) Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous <h4>Right Torso</h4> <ol style="list-style-type: none"> Autocannon/20 Autocannon/20 Autocannon/20 Autocannon/20 Autocannon/20 Autocannon/20 <p>1-3</p> <ol style="list-style-type: none"> Autocannon/20 Autocannon/20 Autocannon/20 Autocannon/20 Ammo (AC/20) 5 Ammo (AC/20) 5 <h4>Right Leg</h4> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Ferro-Fibrous Ferro-Fibrous
---	--	---

Engine Hits ○○○

Gyro Hits ○○

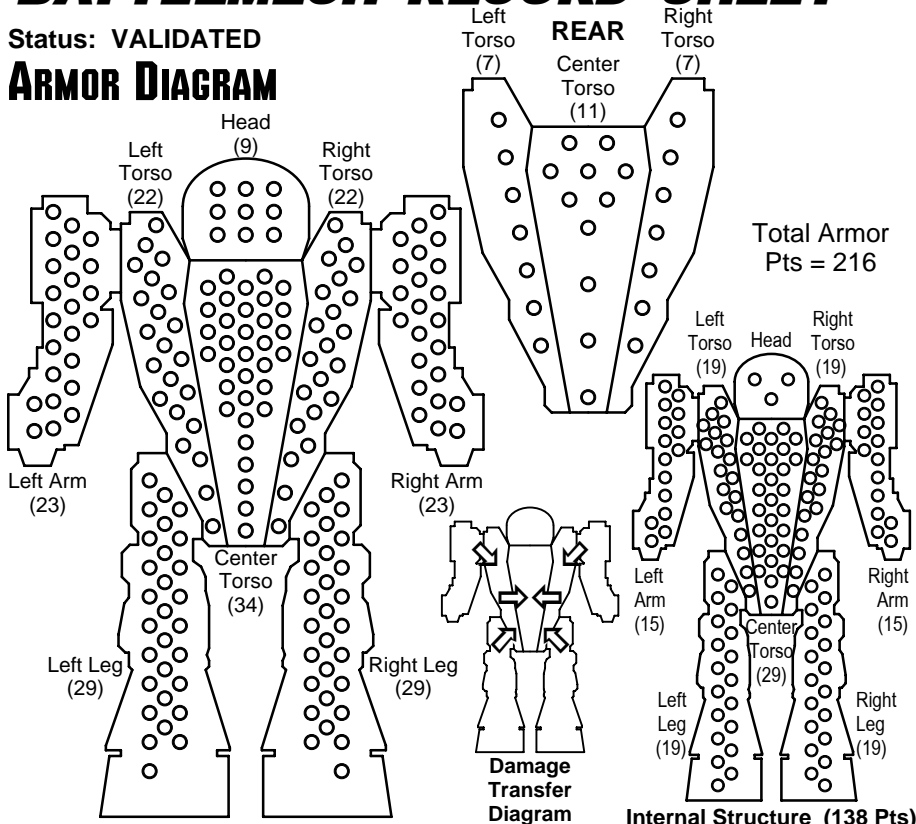
Sensor Hits ○○

Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Cyclops CP-12-K**
 Mass: **90 tons**
 Movement Points: **4** Tech & Configuration:
 Walking: **4** Inner Sphere
 Running: **6** Biped 'Mech
 Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	RA	5	5	-	4	8	12
1	Ultra AC/10	RT	4	10	-	6	12	18
1	MRM 20	LT	6	1/hit	-	3	8	15
1	Streak SRM 4	CT	3	2/hit	-	3	6	9

Ammo Type: **Rounds:**

Ultra AC/10	20
MRM 20	12
Streak SRM 4	25

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
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

WARGAMES

CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Endo Steel	6. Endo Steel
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. ER Medium Laser	6. ER Medium Laser
Head	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support
Center Torso	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. MRM 20	2. MRM 20	3. MRM 20	4. Ammo (MRM 20) 12	5. Ammo (Streak 4) 25	6. CASE
Right Torso	1. Ultra AC/10	2. Ultra AC/10	3. Ultra AC/10	4. Ultra AC/10	5. Ultra AC/10	6. Ultra AC/10
Left Leg	1. Roll Again	2. Roll Again	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel

Engine Hits ○ ○ ○

Gyro Hits ○ ○

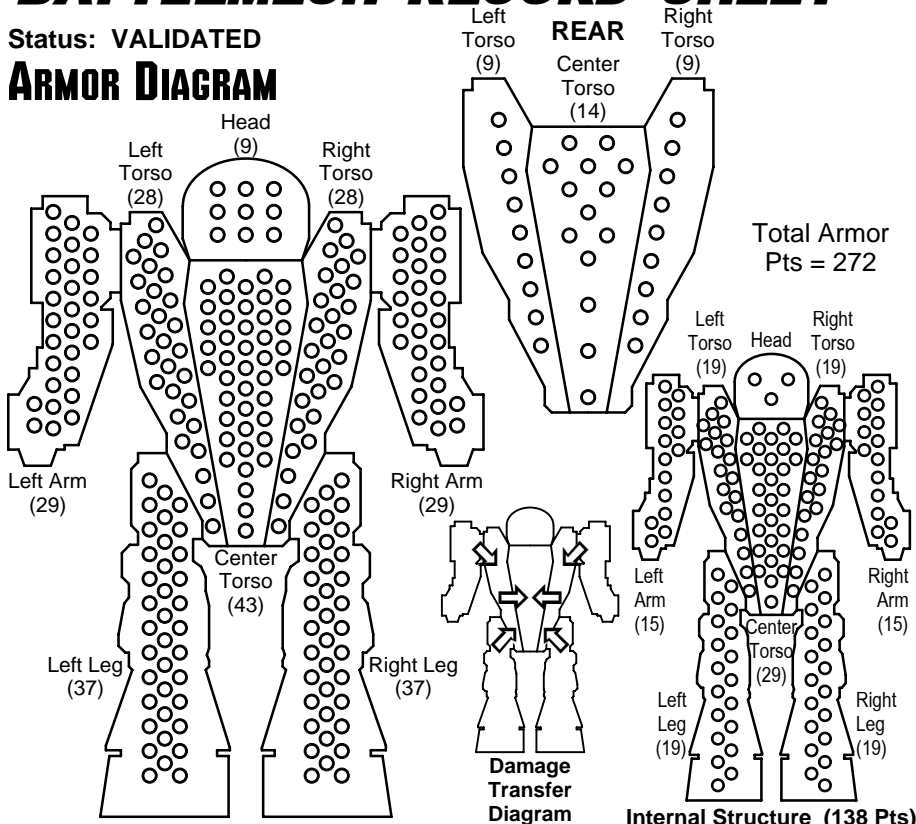
Sensor Hits ○ ○

Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Mauler MAL-1K**
 Mass: **90 tons**
 Movement Points: Tech & Configuration:
 Walking: **3** Inner Sphere
 Running: **5** Biped 'Mech
 Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Snub-Nose PPC	RA	10	10/8/5	-	9	13	15
1	Snub-Nose PPC	LA	10	10/8/5	-	9	13	15
1	LRM 15	RT	5	1/hit	6	7	14	21
2	Light AC/5	RT	1	5	-	5	10	15
1	LRM 15	LT	5	1/hit	6	7	14	21
2	Light AC/5	LT	1	5	-	5	10	15

Ammo Type: Rounds:
 LRM 15 32
 Light AC/5 80

Total Heat Sinks: **12 Double (24)**
 ○○○○○○○○○○○○ ○○

Auto Eject: Weapon Heat:
 Operational Disabled **(34)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____ +1

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

WARGAMES

CRITICAL HIT TABLE

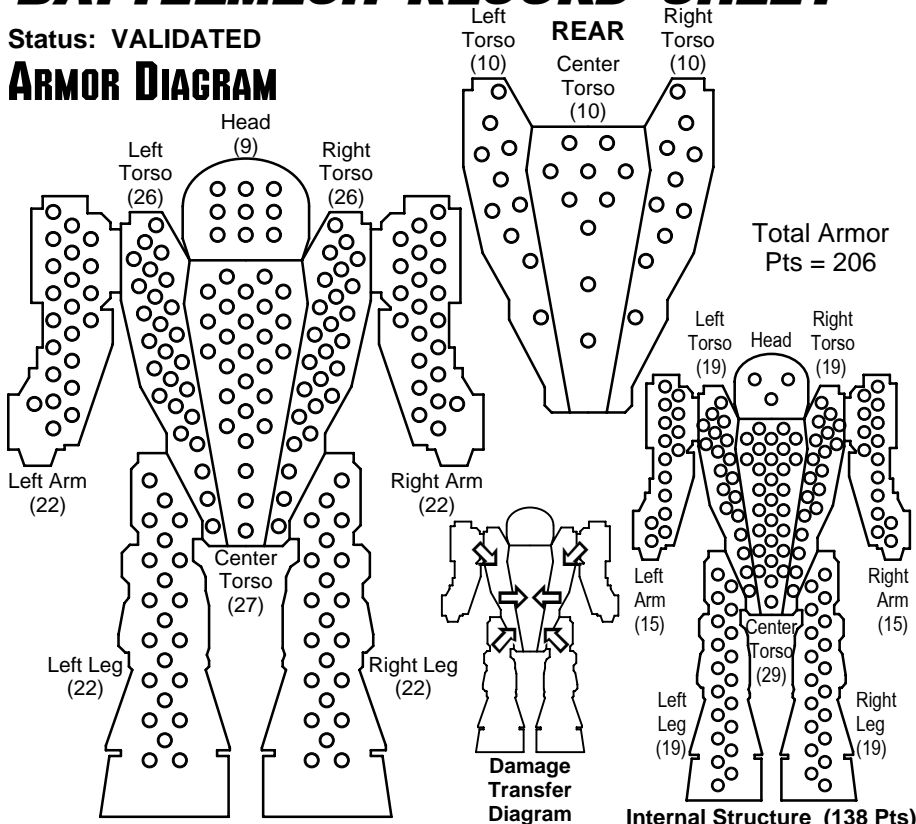
Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Snub-Nose PPC
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Snub-Nose PPC
Head	1. Life Support	2. Sensors	3. Small Cockpit	4. Sensors	5. Endo Steel	6. Endo Steel
Center Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. LRM 15	5. LRM 15	6. LRM 15
Right Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. LRM 15	5. LRM 15	6. LRM 15
Left Leg	1. Light AC/5	2. Light AC/5	3. Light AC/5	4. Light AC/5	5. Ammo (LRM 15) 8	6. Ammo (LRM 15) 8
Right Leg	1. Light AC/5	2. Light AC/5	3. Light AC/5	4. Light AC/5	5. Ammo (LRM 15) 8	6. Ammo (LRM 15) 8

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Mauler MAL-1R**
 Mass: **90 tons**
 Movement Points: **3** Tech & Configuration:
 Walking: **3** Inner Sphere
 Running: **5** Biped 'Mech
 Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	RA	12	8	-	7	14	19
1	ER Large Laser	LA	12	8	-	7	14	19
1	LRM 15	RT	5	1/hit	6	7	14	21
2	Autocannon/2	RT	1	2	4	8	16	24
1	LRM 15	LT	5	1/hit	6	7	14	21
2	Autocannon/2	LT	1	2	4	8	16	24

Ammo Type: LRM 15: 32 rounds
 Autocannon/2: 90 rounds

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 Point
4	
3	
2	
1	
0	

WARGAMES

CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. ER Large Laser	5. ER Large Laser	6. Ferro-Fibrous
Head	1. Life Support	2. Sensors	3. Cockpit	4. Ferro-Fibrous	5. Sensors	6. Life Support
Center Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. LRM 15	5. LRM 15	6. LRM 15
Right Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. LRM 15	5. LRM 15	6. LRM 15
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Ferro-Fibrous	6. Roll Again
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Ferro-Fibrous	6. Roll Again

Engine Hits ○○○○

Gyro Hits ○○

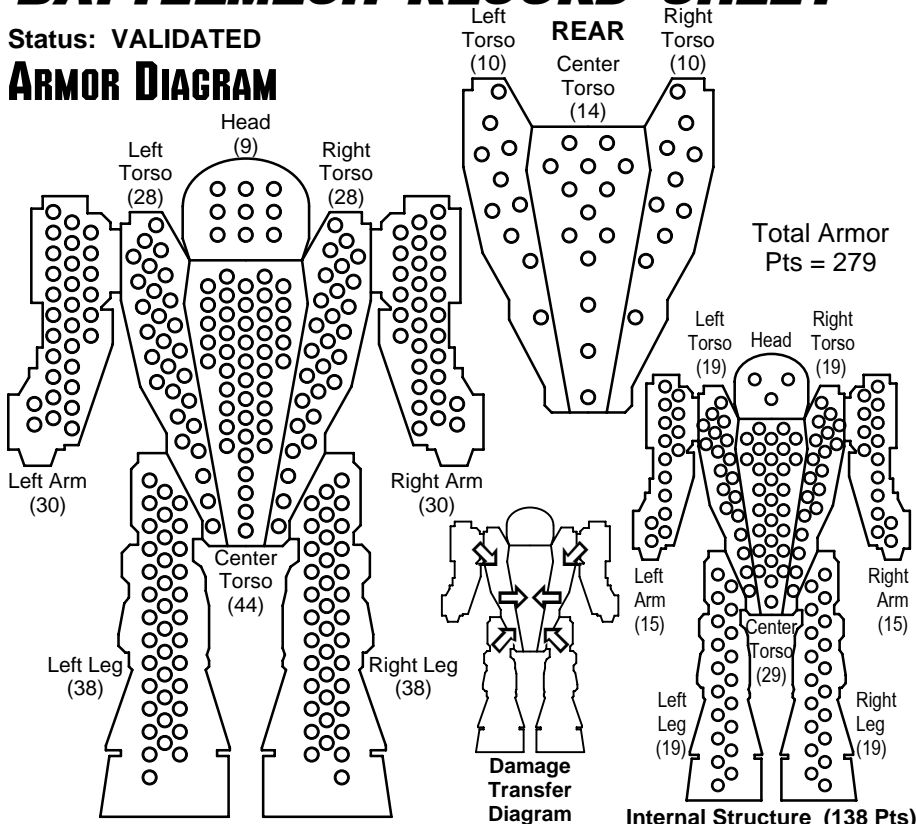
Sensor Hits ○○

Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Mauler MAL-3R**
 Mass: **90 tons**
 Movement Points: **3** Tech & Configuration:
 Walking: **3** Inner Sphere
 Running: **5** Biped 'Mech
 Jumping: **3**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	RA	2	10	-	6	12	18
1	LB 10-X AC	LA	2	10	-	6	12	18
1	LRM 15	RT	5	1/hit	6	7	14	21
1	LRM 15	LT	5	1/hit	6	7	14	21
1	C³ Slave Unit	CT	0	-	-	-	-	-
1	Small Laser	HD	1	3	-	1	2	3

Ammo Type: **Rounds:**
 LB 10-X AC: 40
 LRM 15: 32

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

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

WIZKIDS GAMES

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

4-6

- LB 10-X AC
- LB 10-X AC
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Left Torso

- XL Engine
- XL Engine
- XL Engine

1-3

- LRM 15
- LRM 15
- LRM 15

4-6

- Jump Jet
- Ammo (LB 10-X) 10
- Ammo (LB 10-X) 10
- Ammo (LRM 15) 8
- Ammo (LRM 15) 8
- Ferro-Fibrous

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

Head

- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Jump Jet
- C³ Slave Unit

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○

Right Arm

- Shoulder
- Upper Arm Actuator

1-3

- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC

4-6

- LB 10-X AC
- LB 10-X AC
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Right Torso

- XL Engine
- XL Engine
- XL Engine

1-3

- LRM 15
- LRM 15
- LRM 15

4-6

- Jump Jet
- Ammo (LB 10-X) 10
- Ammo (LB 10-X) 10
- Ammo (LRM 15) 8
- Ammo (LRM 15) 8
- Ferro-Fibrous

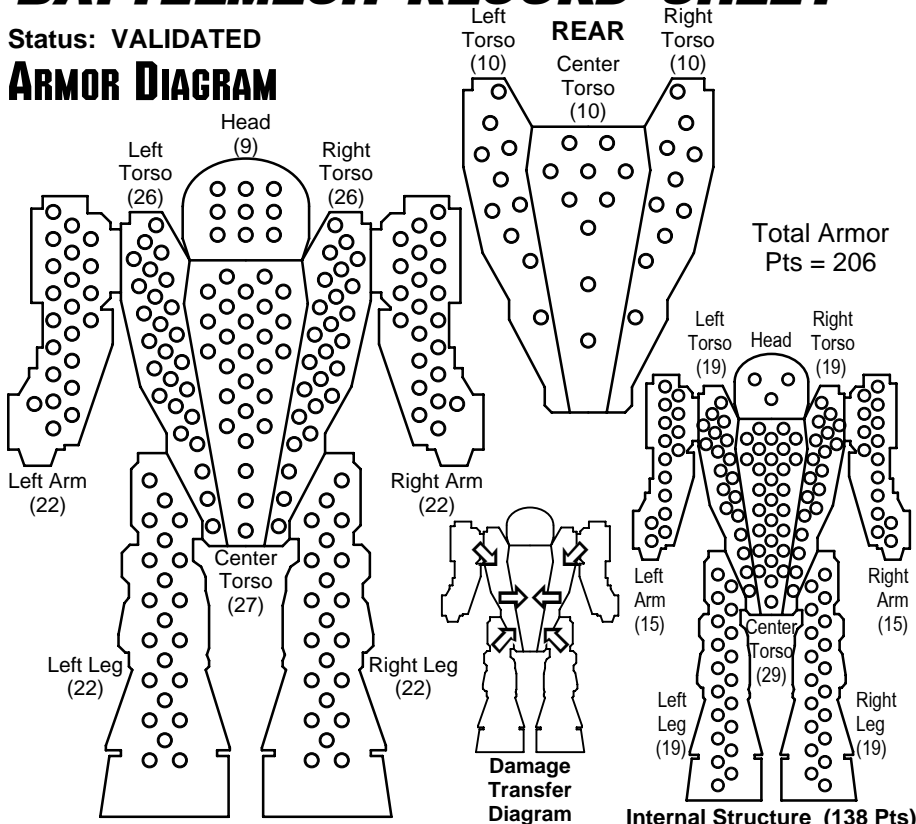
Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Mauler MAL-C**
 Mass: **90 tons**
 Movement Points: **Tech & Configuration:**
 Walking: **3** Inner Sphere
 Running: **5** Biped 'Mech
 Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	RA	12	8	-	7	14	19
1	ER Large Laser	LA	12	8	-	7	14	19
1	LRM 15	RT	5	1/hit	6	7	14	21
2	Autocannon/2	RT	1	2	4	8	16	24
1	LRM 15	LT	5	1/hit	6	7	14	21
2	Autocannon/2	LT	1	2	4	8	16	24
1	C³ Slave Unit	LT	0	-	-	-	-	-

Ammo Type: **LRM 15** Rounds: **32**
Autocannon/2 Rounds: **45**

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 Point
4	
3	
2	
1	
0	

WARGAMES

CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. ER Large Laser	5. ER Large Laser	6. Ferro-Fibrous
Head	1. Life Support	2. Sensors	3. Cockpit	4. Ferro-Fibrous	5. Sensors	6. Life Support
Center Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. LRM 15	5. LRM 15	6. LRM 15
Right Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. LRM 15	5. LRM 15	6. LRM 15
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Ferro-Fibrous	6. Roll Again
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Ferro-Fibrous	6. Roll Again

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

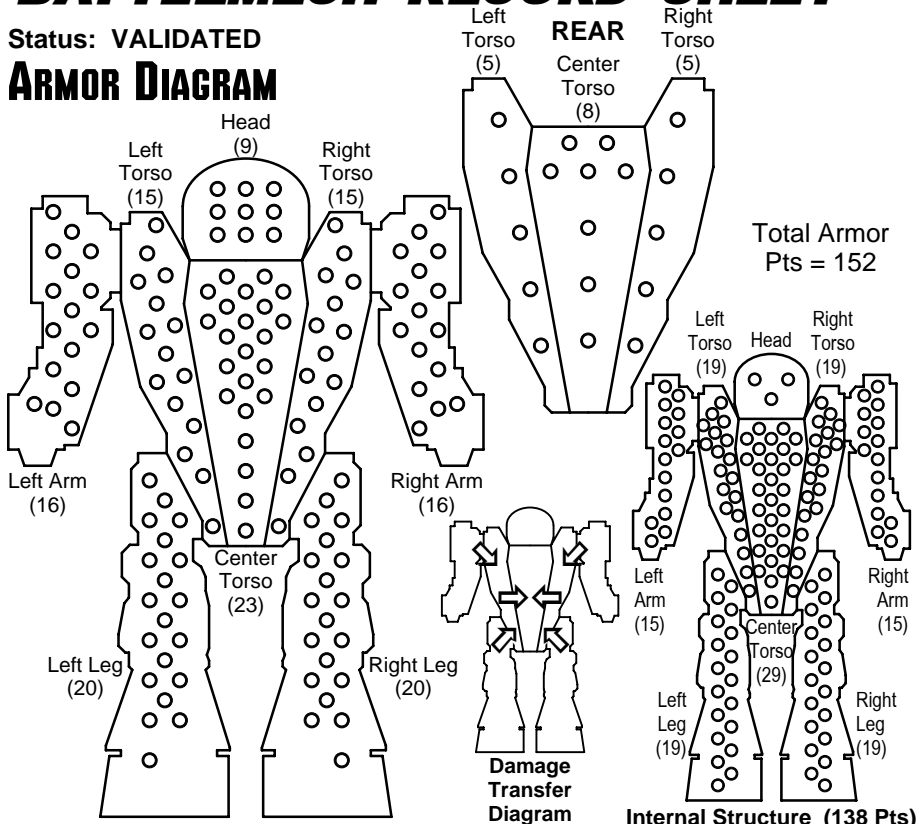
Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Daboku DCMS-MX90-D**
 Mass: **90 tons**
 Movement Points: **3** Tech & Configuration:
 Walking: **3** Inner Sphere
 Running: **5** Biped 'Mech
 Jumping: **0**

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	LRM 10	RT	4	1/hit	6	7	14	21
2	Autocannon/2	RT	1	2	4	8	16	24
1	LRM 10	LT	4	1/hit	6	7	14	21
2	Autocannon/2	LT	1	2	4	8	16	24

Ammo Type: **LRM 10** Rounds: **24**
Autocannon/2 **90**

Total Heat Sinks: **12 Single**
 ○○○○○○○○○○○○ ○○

Auto Eject: Operational Disabled **Weapon Heat: (28)**

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

WZGAMES

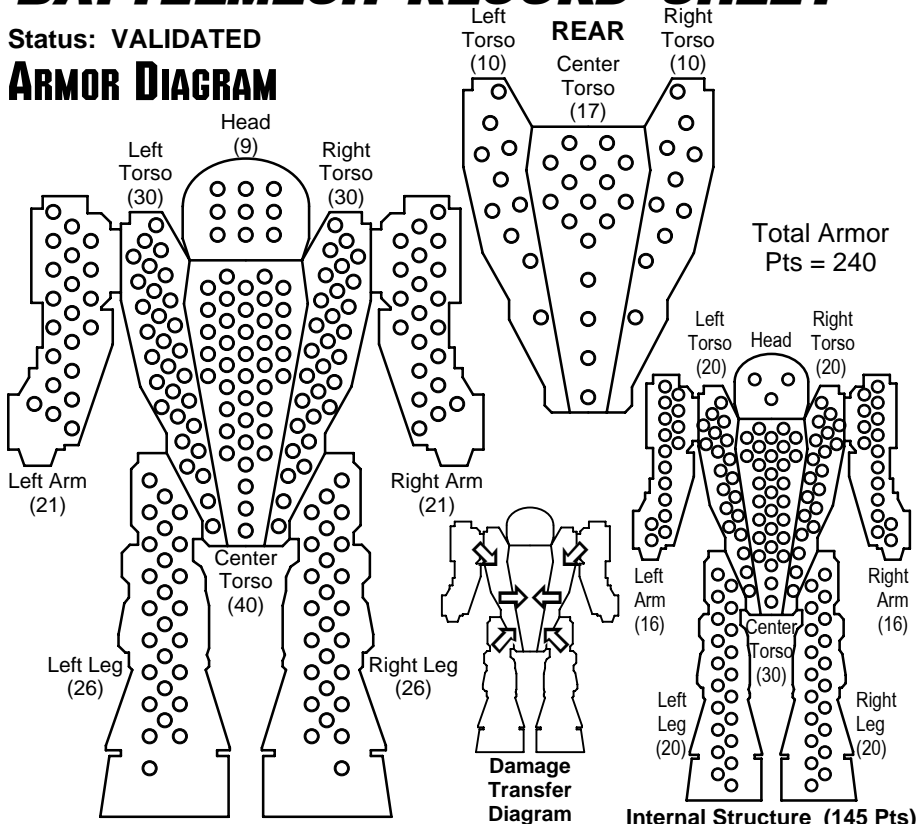
CRITICAL HIT TABLE

<h4>Left Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator <p>1-3</p> <ol style="list-style-type: none"> Large Laser Large Laser Roll Again <p>4-6</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again 	<h4>Head</h4> <ol style="list-style-type: none"> Life Support Sensors Cockpit Roll Again Sensors Life Support 	<h4>Right Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator <p>1-3</p> <ol style="list-style-type: none"> Large Laser Large Laser Roll Again <p>4-6</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again
<h4>Left Torso</h4> <ol style="list-style-type: none"> Single Heat Sink LRM 10 LRM 10 <p>1-3</p> <ol style="list-style-type: none"> Autocannon/2 Autocannon/2 Ammo (AC/2) 45 <p>4-6</p> <ol style="list-style-type: none"> Ammo (LRM 10) 12 CASE Roll Again Roll Again Roll Again Roll Again 	<h4>Center Torso</h4> <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro Fusion Engine Fusion Engine Fusion Engine Roll Again Roll Again <p>4-6</p>	<h4>Right Torso</h4> <ol style="list-style-type: none"> Single Heat Sink LRM 10 LRM 10 <p>1-3</p> <ol style="list-style-type: none"> Autocannon/2 Autocannon/2 Ammo (AC/2) 45 <p>4-6</p> <ol style="list-style-type: none"> Ammo (LRM 10) 12 CASE Roll Again Roll Again Roll Again Roll Again
<h4>Left Leg</h4> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Roll Again Roll Again 	<div style="border: 1px solid black; padding: 5px; margin-bottom: 10px;"> <p>Engine Hits ○○○○</p> <p>Gyro Hits ○○</p> <p>Sensor Hits ○○</p> <p>Life Support ○</p> </div> <h4>Right Leg</h4> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Roll Again Roll Again 	

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Banshee BNC-5S**
 Mass: **95 tons**
 Movement Points: **4** Tech & Configuration:
 Walking: **4** Inner Sphere
 Running: **6** Biped 'Mech
 Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	RA	4	2/hit	-	3	6	9
2	Medium Laser	LA	3	5	-	3	6	9
2	ER PPC	RT	15	10	-	7	14	23
1	Medium Laser	RT(R)	3	5	-	3	6	9
1	Gauss Rifle	LT	1	15	2	7	15	22
1	Medium Laser	LT(R)	3	5	-	3	6	9
1	Small Laser	CT	1	3	-	1	2	3
1	Small Laser	HD	1	3	-	1	2	3

Ammo Type: SRM 6 (15 rounds), Gauss Rifle (8 rounds)

Total Heat Sinks: 14 Double (28)

Auto Eject: Operational Disabled
 Weapon Heat: (49)

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

** Avoid Inferno explosion on.. Shutdown

30	Ammo Explosion, avoid on 8+ (** 12+)
29	
28	
27	Shutdown, avoid on 10+
26	-5 Movement Points
25	+4 Modifier to Fire
24	Ammo Explosion, avoid on 6+ (** 10+)
23	Shutdown, avoid on 8+
22	
21	-4 Movement Points
20	Ammo Explosion, avoid on 4+ (** 8+)
19	Shutdown, avoid on 6+
18	+3 Modifier to Fire
17	
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+ (** 6+)
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points (** 4+)
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

WARGAMES

CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Medium Laser	5. Medium Laser	6. Roll Again
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. SRM 6	6. SRM 6
Head	1. Life Support	2. Sensors	3. Cockpit	4. Small Laser	5. Sensors	6. Life Support
Center Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Gauss Rifle	5. Gauss Rifle	6. Gauss Rifle
Right Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. ER PPC	5. ER PPC	6. ER PPC
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again

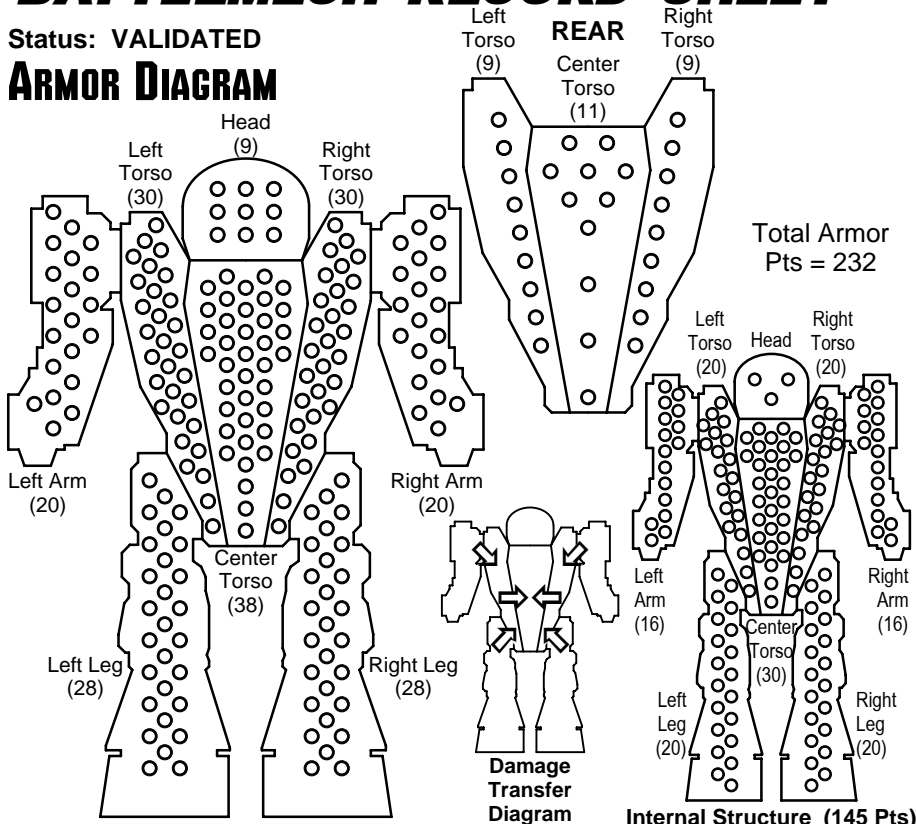
Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Banshee BNC-6S**
 Mass: **95 tons**
 Movement Points: **4** Tech & Configuration:
 Walking: **4** Inner Sphere
 Running: **6** Biped 'Mech
 Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	RT	2	10	-	6	12	18
1	Heavy Gauss Rifle	CT	2	25/20/10	4	6	13	20
1	Small Laser	HD	1	3	-	1	2	3

Ammo Type: Rounds:
 LB 10-X AC 20
 Heavy Gauss Rifle 20

Total Heat Sinks: **10 Double (20)**
 ○○○○○○○○○○

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 Point
4	
3	
2	
1	
0	

WARGAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- Hand Actuator
 - Endo Steel
 - Endo Steel

- 4-6
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Roll Again

Left Torso

- Light Fusion Engine
 - Light Fusion Engine
 - Heavy Gauss Rifle (Cont)
 - Heavy Gauss Rifle (Cont)
 - Heavy Gauss Rifle (Cont)
 - Heavy Gauss Rifle (Cont)
- 1-3

- 4-6
- Heavy Gauss Rifle (Cont)
 - Heavy Gauss Rifle (Cont)
 - Heavy Gauss Rifle (Cont)
 - Heavy Gauss Rifle (Cont)
 - Heavy Gauss Rifle (Cont)
 - CASE

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ammo (Hvy Gauss) 4
- Ammo (Hvy Gauss) 4

Head

- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

Center Torso

- Light Fusion Engine
 - Light Fusion Engine
 - Light Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3

- 4-6
- Gyro
 - Light Fusion Engine
 - Light Fusion Engine
 - Light Fusion Engine
 - Heavy Gauss Rifle
 - Heavy Gauss Rifle

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Endo Steel
 - Endo Steel
- 1-3

- 4-6
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Roll Again

Right Torso

- Light Fusion Engine
 - Light Fusion Engine
 - LB 10-X AC
 - LB 10-X AC
 - LB 10-X AC
 - LB 10-X AC
- 1-3

- 4-6
- LB 10-X AC
 - LB 10-X AC
 - Ammo (LB 10-X) 10
 - Ammo (LB 10-X) 10
 - Ammo (Hvy Gauss) 4
 - CASE

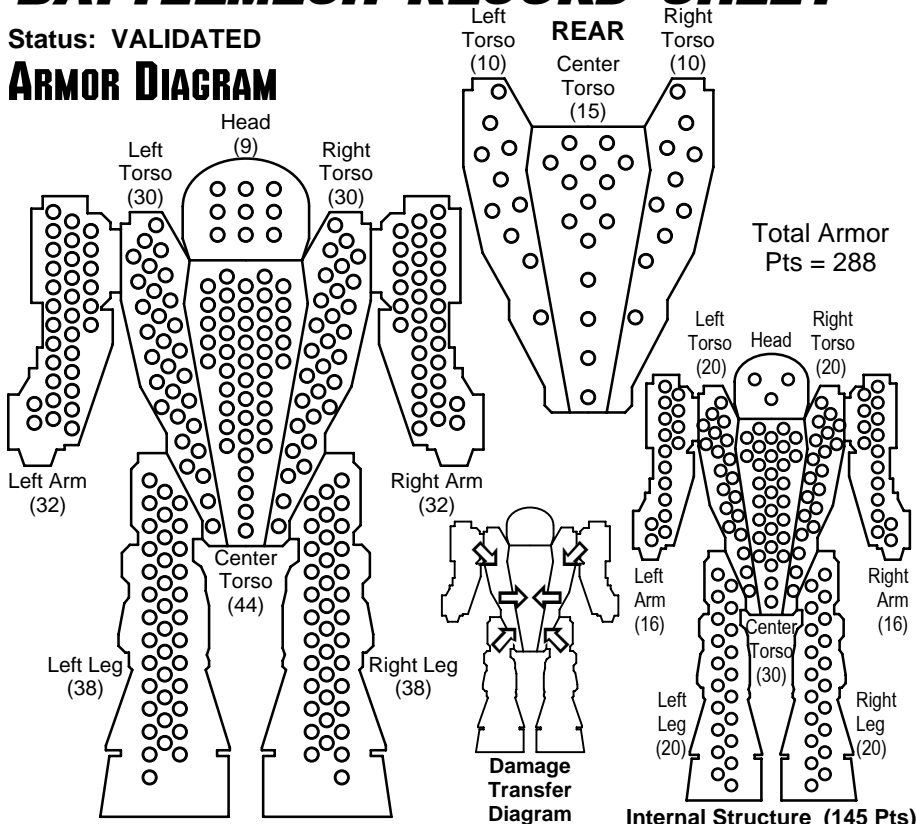
Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ammo (Hvy Gauss) 4
- Ammo (Hvy Gauss) 4

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Banshee BNC-8S**
 Mass: **95 tons**
 Movement Points: **4 [5]** Tech & Configuration:
 Walking: **4 [5]** Inner Sphere
 Running: **6 [8]** Biped 'Mech
 Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RA	5	5	-	4	8	12
1	Snub-nose PPC	RA	10	10	-	9	13	15
1	C³ Slave Unit	LA	0	-	-	-	-	-
1	ER Large Laser	RT	12	8	-	7	14	19
1	Guardian ECM	RT	0	-	-	-	-	6
2	Medium Laser	RT	3	5	-	3	6	9
1	ER Small Laser	RT	2	3	-	2	4	5
1	ER Medium Laser	RT	5	5	-	4	8	12
1	LB 10-X AC	LT	2	10	-	6	12	18
1	Small Laser	HD	1	3	-	1	2	3
1	Hatchet	LA	0	19	-	-	-	-

Ammo Type: **LB 10-X AC** Rounds: **20**

Total Heat Sinks: **13 Double (26)**
 ○○○○○○○○○○○ ○○○

Auto Eject: Weapon Heat: **(43)**
 Operational Disabled

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points (-4 MP with TSM)
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points (-3 MP with TSM)
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points (-2 MP with TSM)
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points (-1 MP with TSM)
9	TSM Activates, +1 Movement Point
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

WKGAMES

CRITICAL HIT TABLE

Left Arm	Head	Right Arm
1. Shoulder	1. Life Support	1. Shoulder
2. Upper Arm Actuator	2. Sensors	2. Upper Arm Actuator
3. Lower Arm Actuator	3. Cockpit	3. Lower Arm Actuator
4. Hand Actuator	4. Small Laser	4. Hand Actuator
5. Hatchet	5. Sensors	5. ER Medium Laser
6. Hatchet	6. Life Support	6. Snub-nose PPC
1-3		1-3
1. Hatchet		1. Snub-nose PPC
2. Hatchet		2. Triple Strength
3. Hatchet		3. Triple Strength
4. Hatchet		4. Roll Again
5. Hatchet		5. Roll Again
6. C³ Slave Unit		6. Roll Again
4-6		4-6
1. C³ Slave Unit		1. XL Engine
		2. XL Engine
		3. XL Engine
		4. XL Gyro
		5. XL Gyro
		6. XL Gyro
		1-3
		1. XL Gyro
		2. XL Gyro
		3. XL Gyro
		4. XL Engine
		5. XL Engine
		6. XL Engine
		4-6
		1. Guardian ECM
		2. Medium Laser
		3. ER Small Laser
		4. Medium Laser
		5. ER Medium Laser
		6. Triple Strength
		4-6
		1. Hip
		2. Upper Leg Actuator
		3. Lower Leg Actuator
		4. Foot Actuator
		5. Triple Strength
		6. Triple Strength

Left Torso	Center Torso	Right Torso
1. XL Engine	1. XL Engine	1. XL Engine
2. XL Engine	2. XL Engine	2. XL Engine
3. XL Engine	3. XL Gyro	3. XL Engine
4. CASE	4. XL Gyro	4. ER Large Laser
5. LB 10-X AC	5. XL Gyro	5. ER Large Laser
6. LB 10-X AC	6. XL Gyro	6. Guardian ECM
1-3		1-3
1. LB 10-X AC		1. Guardian ECM
2. LB 10-X AC		2. Medium Laser
3. LB 10-X AC		3. ER Small Laser
4. LB 10-X AC		4. Medium Laser
5. Ammo (LB 10-X) 10		5. ER Medium Laser
6. Ammo (LB 10-X) 10		6. Triple Strength
4-6		4-6

Left Leg	Right Leg
1. Hip	1. Hip
2. Upper Leg Actuator	2. Upper Leg Actuator
3. Lower Leg Actuator	3. Lower Leg Actuator
4. Foot Actuator	4. Foot Actuator
5. Triple Strength	5. Triple Strength
6. Triple Strength	6. Roll Again

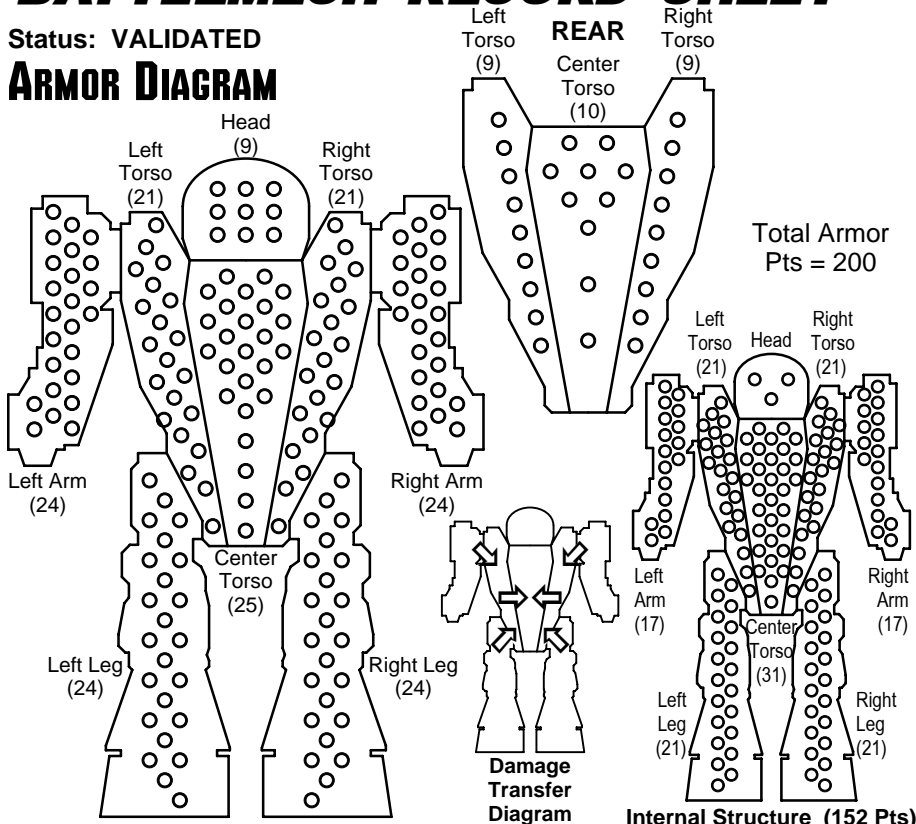
Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Annihilator ANH-2A**
 Mass: **100 tons**
 Movement Points: **Tech & Configuration:**
 Walking: **2** Inner Sphere
 Running: **3** Biped 'Mech
 Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	RA	2	10	-	6	12	18
1	Medium Pulse Laser	RA	4	6	-	2	4	6
1	LB 10-X AC	LA	2	10	-	6	12	18
1	Medium Pulse Laser	LA	4	6	-	2	4	6
1	LB 10-X AC	RT	2	10	-	6	12	18
1	LB 10-X AC	LT	2	10	-	6	12	18
2	Medium Pulse Laser	CT	4	6	-	2	4	6

Ammo Type: **LB 10-X AC** Rounds: **40**

Total Heat Sinks: **17 Single**
 ○○○○○○○○○○○ ○○○○○○○○

Auto Eject: Operational Disabled **Weapon Heat: (24)**

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

WARGAMES

CRITICAL HIT TABLE

Left Arm	Head	Right Arm	Center Torso	Left Torso	Right Torso	Left Leg	Right Leg
1. Shoulder	1. Life Support	1. Shoulder	1. Fusion Engine	1. Single Heat Sink	1. Single Heat Sink	1. Hip	1. Hip
2. Upper Arm Actuator	2. Sensors	2. Upper Arm Actuator	2. Fusion Engine	2. Single Heat Sink	2. Single Heat Sink	2. Upper Leg Actuator	2. Upper Leg Actuator
3. Lower Arm Actuator	3. Cockpit	3. Lower Arm Actuator	3. Fusion Engine	3. LB 10-X AC	3. LB 10-X AC	3. Lower Leg Actuator	3. Lower Leg Actuator
4. LB 10-X AC	4. Single Heat Sink	4. LB 10-X AC	4. Gyro	4. LB 10-X AC	4. LB 10-X AC	4. Foot Actuator	4. Foot Actuator
5. LB 10-X AC	5. Sensors	5. LB 10-X AC	5. Gyro	5. LB 10-X AC	5. LB 10-X AC	5. Single Heat Sink	5. Single Heat Sink
6. LB 10-X AC	6. Life Support	6. LB 10-X AC	6. Gyro	6. LB 10-X AC	6. LB 10-X AC	6. Single Heat Sink	6. Single Heat Sink
1. LB 10-X AC		1. LB 10-X AC	1. Fusion Engine	1. LB 10-X AC	1. LB 10-X AC		
2. LB 10-X AC		2. LB 10-X AC	2. Fusion Engine	2. LB 10-X AC	2. LB 10-X AC		
3. LB 10-X AC		3. LB 10-X AC	3. Fusion Engine	3. Ammo (LB 10-X) 10	3. Ammo (LB 10-X) 10		
4. Medium Pulse Laser		4. Medium Pulse Laser	4. Gyro	4. Ammo (LB 10-X) 10	4. Ammo (LB 10-X) 10		
5. Roll Again		5. Roll Again	5. Fusion Engine	5. CASE	5. CASE		
6. Roll Again		6. Roll Again	6. Fusion Engine	6. Roll Again	6. Roll Again		

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

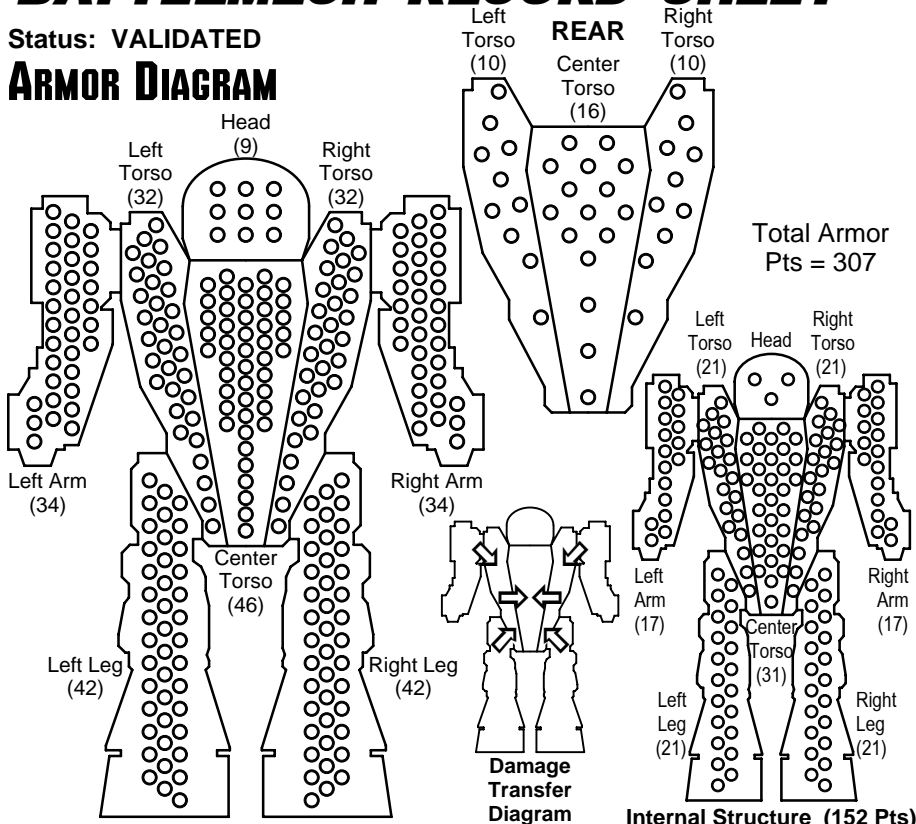
Life Support ○

BATTLETECH®

BATTLEMech RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Annihilator ANH-3A**
 Mass: **100 tons**
 Movement Points: **Tech & Configuration:**
 Walking: **2** Inner Sphere
 Running: **3** Biped 'Mech
 Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RA	5	5	-	4	8	12
2	Light AC/2	RA	1	2	-	6	12	18
1	ER Medium Laser	LA	5	5	-	4	8	12
2	Light AC/2	LA	1	2	-	6	12	18
1	ER Medium Laser	RT	5	5	-	4	8	12
2	Light AC/2	RT	1	2	-	6	12	18
1	ER Medium Laser	LT	5	5	-	4	8	12
2	Light AC/2	LT	1	2	-	6	12	18
1	Targeting Computer							

Ammo Type: **Light AC/2** Rounds: **360**

Total Heat Sinks: **14 Double (28)**
 ○○○○○○○○○○ ○○○○

Auto Eject: Operational Disabled **Weapon Heat: (28)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

WARGAMES

CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
Head	1. Life Support	2. Sensors	3. Cockpit	4. Ammo (LAC/2) 45	5. Sensors	6. Life Support
Center Torso	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. Double Heat Sink	2. Double Heat Sink	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
Right Torso	1. ER Medium Laser	2. Light AC/2	3. Light AC/2	4. Targeting Computer	5. Targeting Computer	6. Targeting Computer
Left Leg	1. ER Medium Laser	2. Light AC/2	3. Light AC/2	4. Ammo (LAC/2) 45	5. Ammo (LAC/2) 45	6. Ammo (LAC/2) 45
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Ammo (LAC/2) 45	6. Roll Again

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

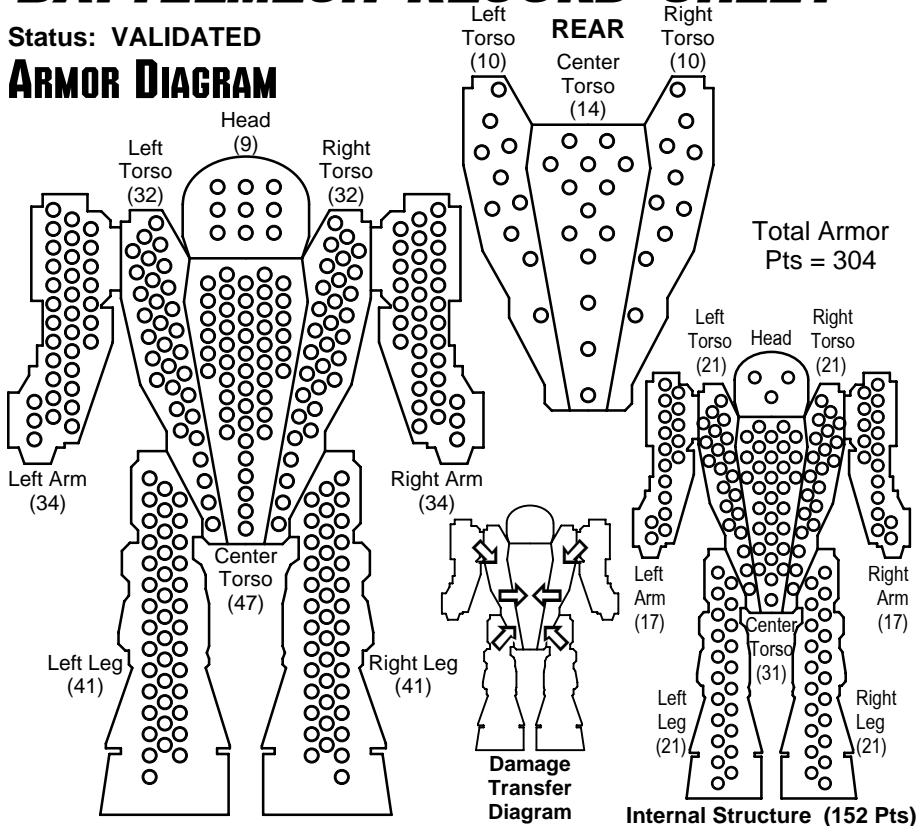
Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Atlas AS7-C**
 Mass: **100 tons**
 Movement Points: **Tech & Configuration:**
 Walking: **3** Inner Sphere
 Running: **5** Biped 'Mech
 Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	RA	12	8	-	7	14	19
1	ER Large Laser	LA	12	8	-	7	14	19
1	Anti-Missile System	LA	1	-	-	-	-	-
1	Gauss Rifle	RT	1	15	2	7	15	22
1	LRM 20	LT	6	1/hit	6	7	14	21
1	Medium Pulse Laser	CT(R)	4	6	-	2	4	6
1	C³ Slave Unit	HD	0	-	-	-	-	-

Ammo Type: Rounds:

Anti-Missile System	12
Gauss Rifle	16
LRM 20	12

Total Heat Sinks: 21 Single

○○○○○○○○○○ ○○○○○○○○○○
○

Auto Eject: Operational Disabled
 Weapon Heat: **(36)**

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

WZGAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

- Hand Actuator
- Single Heat Sink
- Single Heat Sink

4-6

- ER Large Laser
- ER Large Laser
- Anti-Missile System
- Roll Again
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- C³ Slave Unit
- Sensors
- Life Support

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

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

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Single Heat Sink
- Medium Pulse Laser (R)

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

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Single Heat Sink

Right Leg

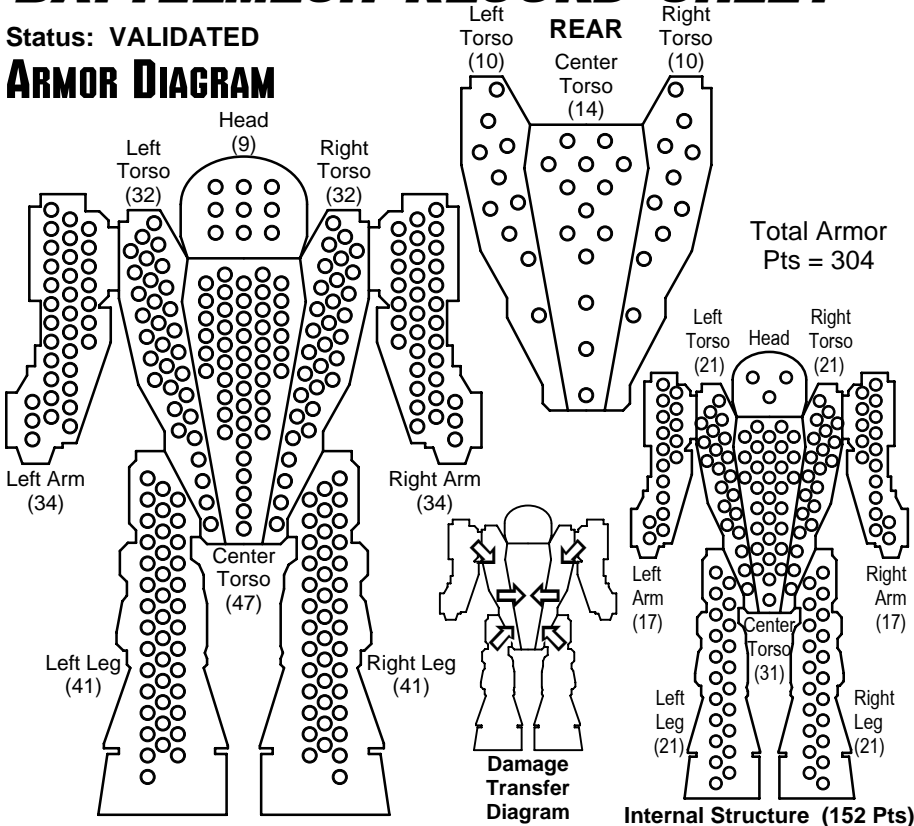
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Single Heat Sink

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Atlas AS7-CM**
 Mass: **100 tons**
 Movement Points: **3** Tech & Configuration:
 Walking: **3** Inner Sphere
 Running: **5** Biped 'Mech
 Jumping: **0**

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	LA	1	-	-	-	-	-
1	C³ Master Computer	LA	0	-	-	-	-	-
1	Gauss Rifle	RT	1	15	2	7	15	22
1	LRM 20	LT	6	1/hit	6	7	14	21
2	Medium Pulse Laser	CT(R)	4	6	-	2	4	6

Ammo Type: Rounds:

Anti-Missile System	12
Gauss Rifle	16
LRM 20	12

Total Heat Sinks: 20 Single

○○○○○○○○○○ ○○○○○○○○○

Auto Eject: Operational Disabled Weapon Heat: **(28)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

WIZKIDS GAMES

CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Single Heat Sink	6. Single Heat Sink
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Single Heat Sink	6. Single Heat Sink
Head	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support
Center Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. LRM 20	5. LRM 20	6. LRM 20
Right Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Gauss Rifle	5. Gauss Rifle	6. Gauss Rifle
Left Leg	1. LRM 20	2. LRM 20	3. Ammo (LRM 20) 6	4. Ammo (LRM 20) 6	5. Ammo (AMS) 12	6. CASE
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Single Heat Sink	6. Single Heat Sink

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

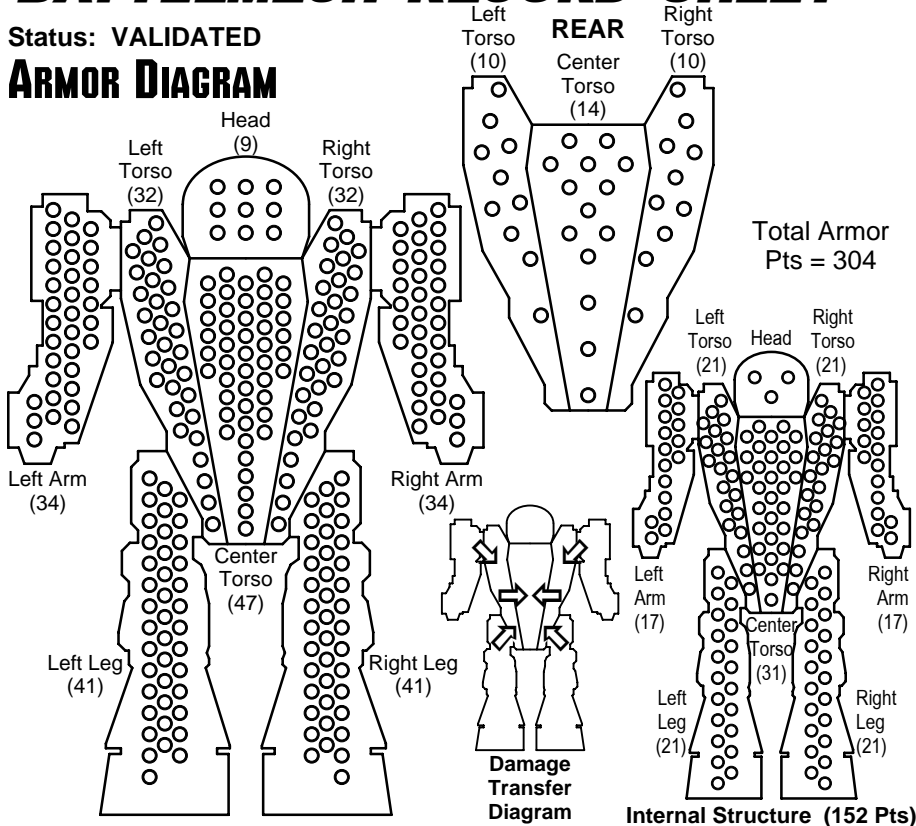
Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Atlas AS7-S**
 Mass: **100 tons**
 Movement Points: **Tech & Configuration:**
 Walking: **3** Inner Sphere
 Running: **5** Biped 'Mech
 Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	Autocannon/20	RT	7	20	-	3	6	9
1	LRM 20	LT	6	1/hit	6	7	14	21
1	SRM 6	LT	4	2/hit	-	3	6	9
2	Streak SRM 2	LT	2	2/hit	-	3	6	9
2	Medium Laser	CT(R)	3	5	-	3	6	9

Ammo Type: Rounds:

Autocannon/20	15
LRM 20	12
SRM 6	15
Streak SRM 2	50

Total Heat Sinks: **15 Double (30)**
 ○○○○○○○○○○○ ○○○○○

Auto Eject: Operational Disabled
 Weapon Heat: **(33)**

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

** Avoid Inferno explosion on..
 Shutdown

30
29
28
27
26
25
24
23
22
21
20
19
18
17
16
15
14
13
12
11
10
9
8
7
6
5
4
3
2
1
0

Ammo Explosion, avoid on 8+ (** 12+)
 Shutdown, avoid on 10+
 -5 Movement Points
 +4 Modifier to Fire

Ammo Explosion, avoid on 6+ (** 10+)
 Shutdown, avoid on 8+
 -4 Movement Points
 Ammo Explosion, avoid on 4+ (** 8+)
 Shutdown, avoid on 6+
 +3 Modifier to Fire

-3 Movement Points
 Shutdown, avoid on 4+ (** 6+)
 +2 Modifier to Fire

-2 Movement Points (** 4+)

+1 Modifier to Fire

-1 Movement Point

WARGAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Medium Laser
- Roll Again

4-6

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Left Torso

- LRM 20
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- SRM 6

1-3

- SRM 6
- Streak SRM 2 (R)
- Streak SRM 2 (R)
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- Ammo (SRM 6) 15

4-6

Right Torso

- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20

1-3

- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20
- Ammo (AC/20) 5
- Ammo (AC/20) 5

4-6

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Medium Laser (R)
- Medium Laser (R)

4-6

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ammo (Streak 2) 50
- Roll Again

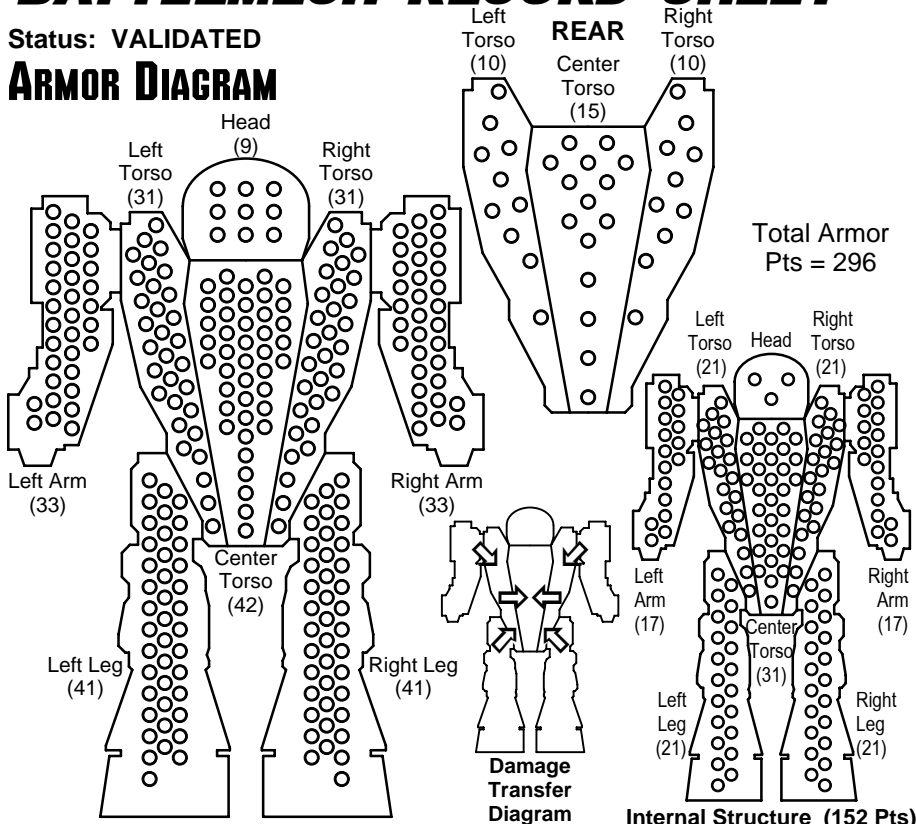
Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ammo (AC/20) 5
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Imp IMP-4E**
 Mass: **100 tons**
 Movement Points: **Tech & Configuration:**
 Walking: **3** Inner Sphere
 Running: **5** Biped 'Mech
 Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20 w/ Artemis IV RA	RA	6	1/hit	6	7	14	21
1	ER Medium Laser	RA	5	5	-	4	8	12
1	ER Medium Laser	LA	5	5	-	4	8	12
1	ER PPC	RT	15	10	-	7	14	23
1	ER PPC	LT	15	10	-	7	14	23
2	Medium Pulse Laser	CT	4	6	-	2	4	6
1	ER Medium Laser	HD	5	5	-	4	8	12
1	ER Small Laser	LL	2	3	-	2	4	5
1	ER Small Laser	RL	2	3	-	2	4	5

Ammo Type: **LRM 20** Rounds: **12**

Total Heat Sinks: 21 Double (42)
 ○○○○○○○○○○ ○○○○○○○○○○
 ○

Auto Eject: **Weapon Heat:**
 Operational Disabled **(63)**

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

WARGAMES

CRITICAL HIT TABLE

Left Arm	Head	Right Arm
1. Shoulder	1. Life Support	1. Shoulder
2. Upper Arm Actuator	2. Sensors	2. Upper Arm Actuator
3. Double Heat Sink	3. Cockpit	3. Double Heat Sink
4. Double Heat Sink	4. ER Medium Laser	4. Double Heat Sink
5. Double Heat Sink	5. Sensors	5. Double Heat Sink
6. Double Heat Sink	6. Life Support	6. LRM 20
1-3		1-3
1. Double Heat Sink		4. LRM 20
2. Double Heat Sink		5. Artemis IV FCS
3. Double Heat Sink		6. ER Medium Laser
4. Double Heat Sink		4-6
5. Double Heat Sink		1. LRM 20
6. ER Medium Laser		2. LRM 20
4-6		3. LRM 20
1. Double Heat Sink		4. LRM 20
2. Double Heat Sink		5. Artemis IV FCS
3. Double Heat Sink		6. ER Medium Laser
4. Double Heat Sink		4-6
5. Double Heat Sink		1. Double Heat Sink
6. ER Medium Laser		2. Double Heat Sink
1-3		3. Double Heat Sink
1. Double Heat Sink		4. Double Heat Sink
2. Double Heat Sink		5. Double Heat Sink
3. Double Heat Sink		6. Double Heat Sink
4. Double Heat Sink		1-3
5. Double Heat Sink		1. Double Heat Sink
6. Double Heat Sink		2. Double Heat Sink
1-3		3. Double Heat Sink
1. ER PPC		4. Double Heat Sink
2. ER PPC		5. Double Heat Sink
3. ER PPC		6. Double Heat Sink
4-6		1-3
4. Ammo (LRM 20) 6		1. Double Heat Sink
5. Ammo (LRM 20) 6		2. Double Heat Sink
6. CASE		3. Double Heat Sink
1-3		4. ER PPC
1. Fusion Engine		5. ER PPC
2. Fusion Engine		6. ER PPC
3. Fusion Engine		1-3
4. Gyro		1. Double Heat Sink
5. Gyro		2. Double Heat Sink
6. Gyro		3. Double Heat Sink
1-3		4. Double Heat Sink
1. Gyro		5. Double Heat Sink
2. Fusion Engine		6. Double Heat Sink
3. Fusion Engine		1-3
4. Fusion Engine		1. Double Heat Sink
5. Medium Pulse Laser		2. Double Heat Sink
6. Medium Pulse Laser		3. Double Heat Sink
4-6		4. ER PPC
1. Fusion Engine		5. ER PPC
2. Fusion Engine		6. ER PPC
3. Fusion Engine		1-3
4. Gyro		1. Double Heat Sink
5. Gyro		2. Double Heat Sink
6. Gyro		3. Double Heat Sink
1-3		4. Double Heat Sink
1. Gyro		5. Double Heat Sink
2. Fusion Engine		6. Double Heat Sink
3. Fusion Engine		1-3
4. Fusion Engine		1. Double Heat Sink
5. Medium Pulse Laser		2. Double Heat Sink
6. Medium Pulse Laser		3. Double Heat Sink
4-6		4. ER PPC
1. Fusion Engine		5. ER PPC
2. Fusion Engine		6. ER PPC
3. Fusion Engine		1-3
4. Gyro		1. Double Heat Sink
5. Gyro		2. Double Heat Sink
6. Gyro		3. Double Heat Sink
1-3		4. Double Heat Sink
1. Gyro		5. Double Heat Sink
2. Fusion Engine		6. Double Heat Sink
3. Fusion Engine		1-3
4. Fusion Engine		1. Double Heat Sink
5. Medium Pulse Laser		2. Double Heat Sink
6. Medium Pulse Laser		3. Double Heat Sink
4-6		4. ER PPC
1. Fusion Engine		5. ER PPC
2. Fusion Engine		6. ER PPC
3. Fusion Engine		1-3
4. Gyro		1. Double Heat Sink
5. Gyro		2. Double Heat Sink
6. Gyro		3. Double Heat Sink
1-3		4. Double Heat Sink
1. Gyro		5. Double Heat Sink
2. Fusion Engine		6. Double Heat Sink
3. Fusion Engine		1-3
4. Fusion Engine		1. Double Heat Sink
5. Medium Pulse Laser		2. Double Heat Sink
6. Medium Pulse Laser		3. Double Heat Sink
4-6		4. ER PPC
1. Fusion Engine		5. ER PPC
2. Fusion Engine		6. ER PPC
3. Fusion Engine		1-3
4. Gyro		1. Double Heat Sink
5. Gyro		2. Double Heat Sink
6. Gyro		3. Double Heat Sink
1-3		4. Double Heat Sink
1. Gyro		5. Double Heat Sink
2. Fusion Engine		6. Double Heat Sink
3. Fusion Engine		1-3
4. Fusion Engine		1. Double Heat Sink
5. Medium Pulse Laser		2. Double Heat Sink
6. Medium Pulse Laser		3. Double Heat Sink
4-6		4. ER PPC
1. Fusion Engine		5. ER PPC
2. Fusion Engine		6. ER PPC
3. Fusion Engine		1-3
4. Gyro		1. Double Heat Sink
5. Gyro		2. Double Heat Sink
6. Gyro		3. Double Heat Sink
1-3		4. Double Heat Sink
1. Gyro		5. Double Heat Sink
2. Fusion Engine		6. Double Heat Sink
3. Fusion Engine		1-3
4. Fusion Engine		1. Double Heat Sink
5. Medium Pulse Laser		2. Double Heat Sink
6. Medium Pulse Laser		3. Double Heat Sink
4-6		4. ER PPC
1. Fusion Engine		5. ER PPC
2. Fusion Engine		6. ER PPC
3. Fusion Engine		1-3
4. Gyro		1. Double Heat Sink
5. Gyro		2. Double Heat Sink
6. Gyro		3. Double Heat Sink
1-3		4. Double Heat Sink
1. Gyro		5. Double Heat Sink
2. Fusion Engine		6. Double Heat Sink
3. Fusion Engine		1-3
4. Fusion Engine		1. Double Heat Sink
5. Medium Pulse Laser		2. Double Heat Sink
6. Medium Pulse Laser		3. Double Heat Sink
4-6		4. ER PPC
1. Fusion Engine		5. ER PPC
2. Fusion Engine		6. ER PPC
3. Fusion Engine		1-3
4. Gyro		1. Double Heat Sink
5. Gyro		2. Double Heat Sink
6. Gyro		3. Double Heat Sink
1-3		4. Double Heat Sink
1. Gyro		5. Double Heat Sink
2. Fusion Engine		6. Double Heat Sink
3. Fusion Engine		1-3
4. Fusion Engine		1. Double Heat Sink
5. Medium Pulse Laser		2. Double Heat Sink
6. Medium Pulse Laser		3. Double Heat Sink
4-6		4. ER PPC
1. Fusion Engine		5. ER PPC
2. Fusion Engine		6. ER PPC
3. Fusion Engine		1-3
4. Gyro		1. Double Heat Sink
5. Gyro		2. Double Heat Sink
6. Gyro		3. Double Heat Sink
1-3		4. Double Heat Sink
1. Gyro		5. Double Heat Sink
2. Fusion Engine		6. Double Heat Sink
3. Fusion Engine		1-3
4. Fusion Engine		1. Double Heat Sink
5. Medium Pulse Laser		2. Double Heat Sink
6. Medium Pulse Laser		3. Double Heat Sink
4-6		4. ER PPC
1. Fusion Engine		5. ER PPC
2. Fusion Engine		6. ER PPC
3. Fusion Engine		1-3
4. Gyro		1. Double Heat Sink
5. Gyro		2. Double Heat Sink
6. Gyro		3. Double Heat Sink
1-3		4. Double Heat Sink
1. Gyro		5. Double Heat Sink
2. Fusion Engine		6. Double Heat Sink
3. Fusion Engine		1-3
4. Fusion Engine		1. Double Heat Sink
5. Medium Pulse Laser		2. Double Heat Sink
6. Medium Pulse Laser		3. Double Heat Sink
4-6		4. ER PPC
1. Fusion Engine		5. ER PPC
2. Fusion Engine		6. ER PPC
3. Fusion Engine		1-3
4. Gyro		1. Double Heat Sink
5. Gyro		2. Double Heat Sink
6. Gyro		3. Double Heat Sink
1-3		4. Double Heat Sink
1. Gyro		5. Double Heat Sink
2. Fusion Engine		6. Double Heat Sink
3. Fusion Engine		1-3
4. Fusion Engine		1. Double Heat Sink
5. Medium Pulse Laser		2. Double Heat Sink
6. Medium Pulse Laser		3. Double Heat Sink
4-6		4. ER PPC
1. Fusion Engine		5. ER PPC
2. Fusion Engine		6. ER PPC
3. Fusion Engine		1-3
4. Gyro		1. Double Heat Sink
5. Gyro		2. Double Heat Sink
6. Gyro		3. Double Heat Sink
1-3		4. Double Heat Sink
1. Gyro		5. Double Heat Sink
2. Fusion Engine		6. Double Heat Sink
3. Fusion Engine		1-3
4. Fusion Engine		1. Double Heat Sink
5. Medium Pulse Laser		2. Double Heat Sink
6. Medium Pulse Laser		3. Double Heat Sink
4-6		4. ER PPC
1. Fusion Engine		5. ER PPC
2. Fusion Engine		6. ER PPC
3. Fusion Engine		1-3
4. Gyro		1. Double Heat Sink
5. Gyro		2. Double Heat Sink
6. Gyro		3. Double Heat Sink
1-3		4. Double Heat Sink
1. Gyro		5. Double Heat Sink
2. Fusion Engine		6. Double Heat Sink
3. Fusion Engine		1-3
4. Fusion Engine		1. Double Heat Sink
5. Medium Pulse Laser		2. Double Heat Sink
6. Medium Pulse Laser		3. Double Heat Sink
4-6		4. ER PPC
1. Fusion Engine		5. ER PPC
2. Fusion Engine		6. ER PPC
3. Fusion Engine		1-3
4. Gyro		1. Double Heat Sink
5. Gyro		2. Double Heat Sink
6. Gyro		3. Double Heat Sink
1-3		4. Double Heat Sink
1. Gyro		5. Double Heat Sink
2. Fusion Engine		6. Double Heat Sink
3. Fusion Engine		1-3
4. Fusion Engine		1. Double Heat Sink
5. Medium Pulse Laser		2. Double Heat Sink
6. Medium Pulse Laser		3. Double Heat Sink
4-6		4. ER PPC
1. Fusion Engine		5. ER PPC
2. Fusion Engine		6. ER PPC
3. Fusion Engine		1-3
4. Gyro		1. Double Heat Sink
5. Gyro		2. Double Heat Sink
6. Gyro		3. Double Heat Sink
1-3		4. Double Heat Sink
1. Gyro		5. Double Heat Sink
2. Fusion Engine		6. Double Heat Sink
3. Fusion Engine		1-3
4. Fusion Engine		1. Double Heat Sink
5. Medium Pulse Laser		2. Double Heat Sink
6. Medium Pulse Laser		3. Double Heat Sink
4-6		4. ER PPC
1. Fusion Engine		5. ER PPC
2. Fusion Engine		6. ER PPC
3. Fusion Engine		1-3
4. Gyro		1. Double Heat Sink
5. Gyro		2. Double Heat Sink
6. Gyro		3. Double Heat Sink
1-3		4. Double Heat Sink
1. Gyro		5. Double Heat Sink
2. Fusion Engine		6. Double Heat Sink
3. Fusion Engine		1-3
4. Fusion Engine		1. Double Heat Sink
5. Medium Pulse Laser		2. Double Heat Sink
6. Medium Pulse Laser		3. Double Heat Sink
4-6		4. ER PPC
1. Fusion Engine		5. ER PPC
2. Fusion Engine		6. ER PPC
3. Fusion Engine		1-3
4. Gyro		1. Double Heat Sink
5. Gyro		2. Double Heat Sink
6. Gyro		3. Double Heat Sink
1-3		4. Double Heat Sink
1. Gyro		5. Double Heat Sink
2. Fusion Engine		6. Double Heat Sink
3. Fusion Engine		1-3
4. Fusion Engine		1. Double Heat Sink
5. Medium Pulse Laser		2. Double Heat Sink
6. Medium Pulse Laser		3. Double Heat Sink
4-6		4. ER PPC
1. Fusion Engine		5. ER PPC
2. Fusion Engine		6. ER PPC
3. Fusion Engine		1-3
4. Gyro		1. Double Heat Sink
5. Gyro		2. Double Heat Sink
6. Gyro		3. Double Heat Sink
1-3		4. Double Heat Sink
1. Gyro		5. Double Heat Sink
2. Fusion Engine		6. Double Heat Sink
3. Fusion Engine		1-3
4. Fusion Engine		1. Double Heat Sink
5. Medium Pulse Laser		2. Double Heat Sink
6. Medium Pulse Laser		3. Double Heat Sink
4-6		4. ER PPC
1. Fusion Engine		5. ER PPC
2. Fusion Engine		6. ER PPC
3. Fusion Engine		1-3
4. Gyro		1. Double Heat Sink
5. Gyro		2. Double Heat Sink
6. Gyro		3. Double Heat Sink
1-3		4. Double Heat Sink
1. Gyro		5. Double Heat Sink
2. Fusion Engine		6. Double Heat Sink
3. Fusion Engine		1-3
4. Fusion Engine		1. Double Heat Sink
5. Medium Pulse Laser		2. Double Heat Sink
6. Medium Pulse Laser		3. Double Heat Sink
4-6		4. ER PPC
1. Fusion Engine		5. ER PPC
2. Fusion Engine		6. ER PPC
3. Fusion Engine		1-3
4. Gyro		1. Double Heat Sink
5. Gyro		2. Double Heat Sink
6. Gyro		3. Double Heat Sink