

CLASSIC

**BATTLETECH**



# RECORD SHEETS 3050 UPGRADE



# CLAN & STAR LEAGUE

[WWW.BATTLECORPS.COM](http://WWW.BATTLECORPS.COM)

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## INTRODUCTION

### GAME NOTES

Many of the variants and configurations that are new in *Record Sheets: 3050 Upgrade, Clan and Star League* 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: *Chaparral* and its variants, *Kanga*, *Thor Artillery Vehicle* and its variants, and *Marksman*. 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).

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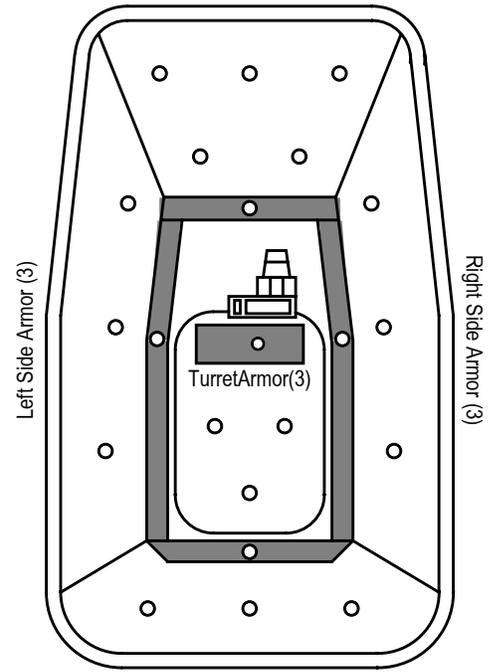
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# BATTLETECH®

## HOVERCRAFT RECORD SHEET

Type: <b>Gabriel</b>			<b>Weapons Inventory</b>			
Config: <b>Hovercraft</b>		Tons: <b>5</b>	# Type	Loc	Dmg	Min S M L
Technology Base: <b>Inner Sphere</b>		Cruising MP: <b>13</b>	1 Medium Laser	T	5	- 3 6 9
Crew:		Flank MP: <b>20</b>				
Gunnery Skill:	Driving Skill:					
Ammo						
<b>Critical Damage</b>			<b>Body Inventory</b>			
Airskirt Damaged	<input type="checkbox"/>	Engine Hit	25 Omni Fusion Engine			
Lift Fan Destroyed	<input type="checkbox"/>	Turret Locked	1 Crew Members			

Total Armor Pts = 17  
(Ferro-Fibrous)  
Front Armor (5)



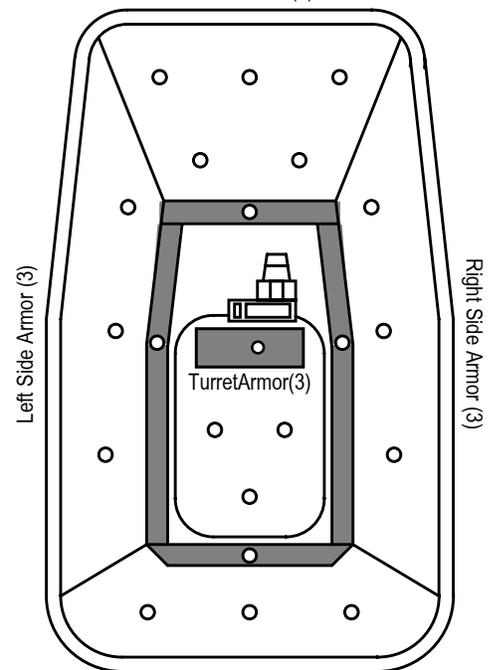
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# BATTLETECH®

## HOVERCRAFT RECORD SHEET

Type: <b>Gabriel (ERSL)</b>			<b>Weapons Inventory</b>			
Config: <b>Hovercraft</b>		Tons: <b>5</b>	# Type	Loc	Dmg	Min S M L
Technology Base: <b>Inner Sphere</b>		Cruising MP: <b>13</b>	2 ER Small Laser	T	3	- 2 4 5
Crew:		Flank MP: <b>20</b>				
Gunnery Skill:	Driving Skill:					
Ammo						
<b>Critical Damage</b>			<b>Body Inventory</b>			
Airskirt Damaged	<input type="checkbox"/>	Engine Hit	25 Omni Fusion Engine			
Lift Fan Destroyed	<input type="checkbox"/>	Turret Locked	1 Crew Members			

Total Armor Pts = 17  
(Ferro-Fibrous)  
Front Armor (5)



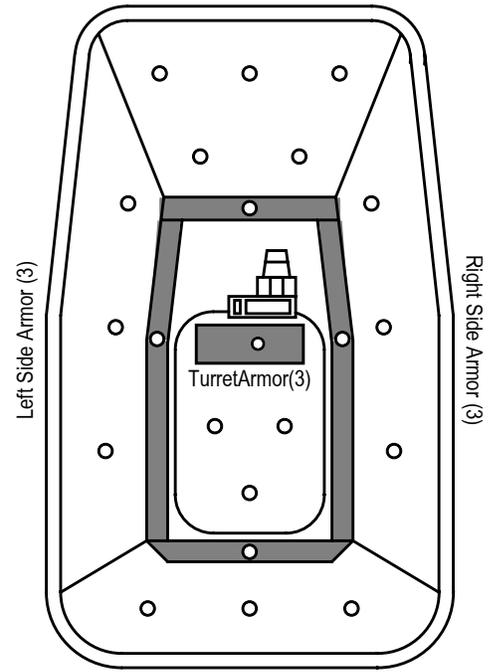
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# BATTLETECH®

## HOVERCRAFT RECORD SHEET

Type: <b>Gabriel (TDF)</b>			<b>Weapons Inventory</b>			
Config: <b>Hovercraft</b>		Tons: <b>5</b>	# Type	Loc	Dmg	Min S M L
Technology Base: <b>Inner Sphere</b>		Cruising MP: <b>13</b>	2 Rocket Launcher 10	T	1/hit	- 5 11 18
Crew:		Flank MP: <b>20</b>	<b>Body Inventory</b>			
Gunnery Skill:	Driving Skill:		25 Omni Fusion Engine			
Ammo			1 Crew Members			
<b>Critical Damage</b>						
Airskirt Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>			
Lift Fan Destroyed	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>			

Total Armor Pts = 17  
(Ferro-Fibrous)  
Front Armor (5)



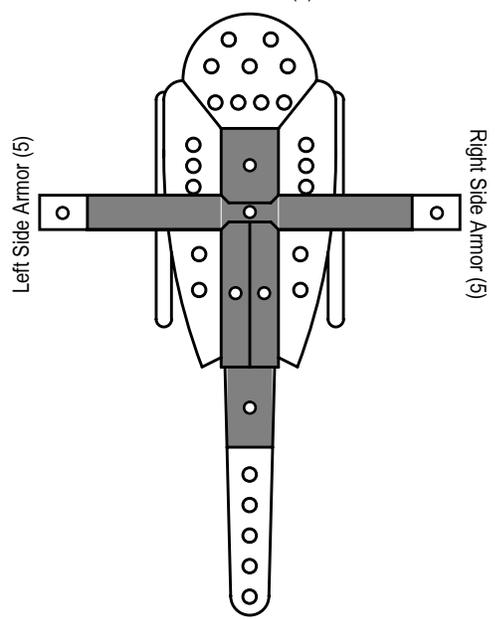
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# BATTLETECH®

## V.T.O.L. RECORD SHEET

Type: <b>Ripper</b>			<b>Weapons Inventory</b>			
Config: <b>V.T.O.L.</b>		Tons: <b>10</b>	# Type	Loc	Dmg	Min S M L
Technology Base: <b>Inner Sphere</b>		Cruising MP: <b>12</b>	1 Medium Laser	F	5	- 3 6 9
Crew:		Flank MP: <b>18</b>	1 Medium Laser	F	5	- 3 6 9
Gunnery Skill:	Piloting Skill:		<b>Fuselage Inventory</b>			
Ammo			70 Omni Fusion Engine			
<b>Critical Damage</b>			1 Crew Members			
Rotor Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>	1.00T Infantry Bay		
Rotor Destroyed	<input type="checkbox"/>					

Total Armor Pts = 26  
(Ferro-Fibrous)  
Front Armor (9)



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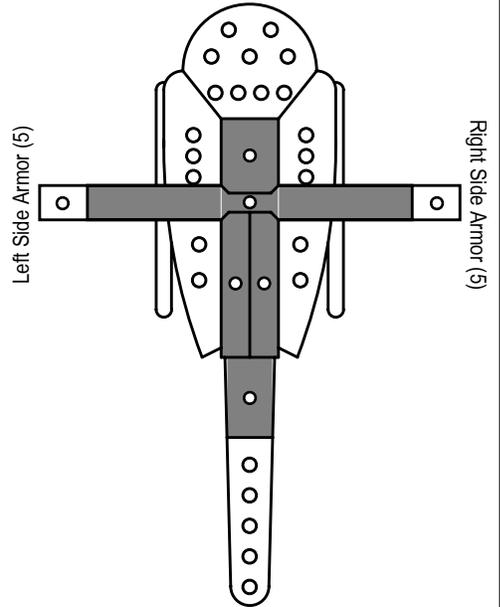
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## V.T.O.L. RECORD SHEET

Type: <b>Ripper (ERML)</b>			<b>Weapons Inventory</b>			
Config: <b>V.T.O.L.</b>		Tons: <b>10</b>	# Type	Loc	Dmg	Min S M L
Technology Base: <b>Inner Sphere</b>		Cruising MP: <b>12</b>	1 ER Medium Laser	F	5	- 4 8 12
		Flank MP: <b>18</b>	1 ER Medium Laser	F	5	- 4 8 12
Crew:						
Gunnery Skill:		Piloting Skill:				
Ammo						
<b>Critical Damage</b>						
Rotor Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>			
Rotor Destroyed	<input type="checkbox"/>					
<b>Fuselage Inventory</b>						
70 Omni Fusion Engine						
1 Crew Members						
1.00T Infantry Bay						

Total Armor Pts = 26  
(Ferro-Fibrous)

Front Armor (9)



Rear Armor (5)  
Rotor Type: Main/Tail Rotors

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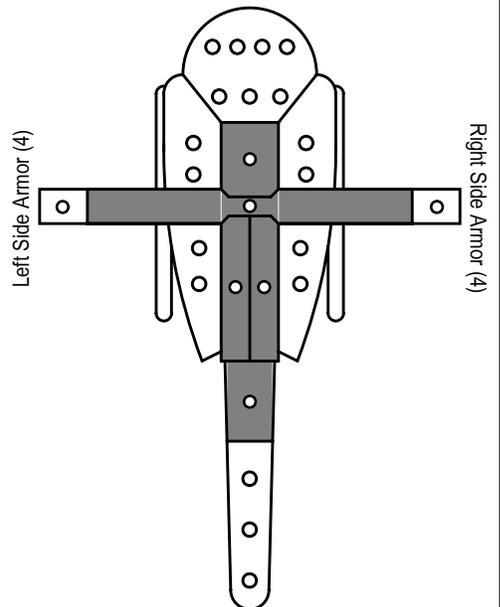
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## V.T.O.L. RECORD SHEET

Type: <b>Ripper (Infantry)</b>			<b>Weapons Inventory</b>			
Config: <b>V.T.O.L.</b>		Tons: <b>10</b>	# Type	Loc	Dmg	Min S M L
Technology Base: <b>Inner Sphere</b>		Cruising MP: <b>12</b>	1 Small Pulse Laser	F	3	- 1 2 3
		Flank MP: <b>18</b>				
Crew:						
Gunnery Skill:		Piloting Skill:				
Ammo						
<b>Critical Damage</b>						
Rotor Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>			
Rotor Destroyed	<input type="checkbox"/>					
<b>Fuselage Inventory</b>						
70 Omni XL Fusion Engine						
1 Crew Members						
4.00T Infantry Bay						

Total Armor Pts = 20  
(Hvy Ferro-Fibrous)

Front Armor (7)



Rear Armor (3)  
Rotor Type: Main/Tail Rotors

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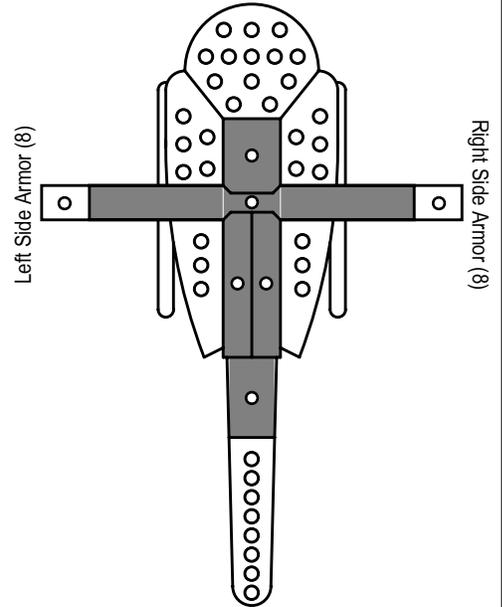
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## V.T.O.L. RECORD SHEET

Type: <b>Ripper (Light PPC)</b>			<b>Weapons Inventory</b>						
Config: <b>V.T.O.L.</b>		Tons: <b>10</b>	# Type	Loc	Dmg	Min	S	M	L
Technology Base: <b>Inner Sphere</b>		Cruising MP: <b>12</b>	1 Light PPC	F	5	3	6	12	18
Crew:		Flank MP: <b>18</b>	<b>Fuselage Inventory</b>						
Gunnery Skill:	Piloting Skill:		70 Omni XL Fusion Engine						
Ammo			1 Crew Members						
Critical Damage			1.00T Infantry Bay						
Rotor Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>						
Rotor Destroyed	<input type="checkbox"/>								

Total Armor Pts = 39  
(Hvy Ferro-Fibrous)

Front Armor (13)



Rear Armor (8)  
Rotor Type: Main/Tail Rotors

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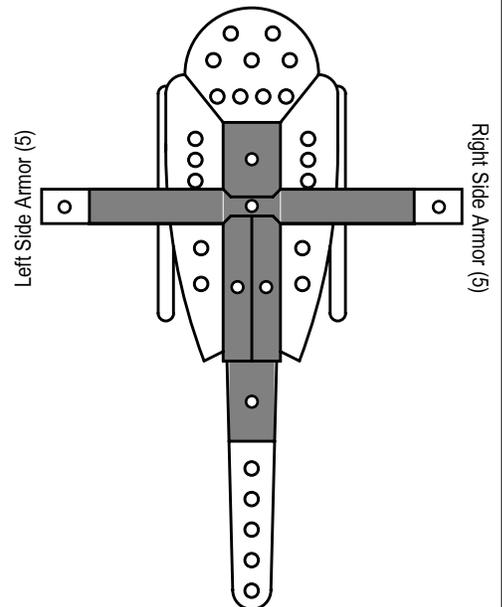
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## V.T.O.L. RECORD SHEET

Type: <b>Ripper (MG)</b>			<b>Weapons Inventory</b>						
Config: <b>V.T.O.L.</b>		Tons: <b>10</b>	# Type	Loc	Dmg	Min	S	M	L
Technology Base: <b>Inner Sphere</b>		Cruising MP: <b>12</b>	1 Machine Gun	F	2	-	1	2	3
Crew:		Flank MP: <b>18</b>	1 Machine Gun	F	2	-	1	2	3
Gunnery Skill:	Piloting Skill:		<b>Fuselage Inventory</b>						
Ammo			70 Omni Fusion Engine						
Ammo Type	Rounds		1 Crew Members						
Machine Gun	200		1.00T Infantry Bay						
Critical Damage			<input type="checkbox"/>						
Rotor Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>						
Rotor Destroyed	<input type="checkbox"/>								

Total Armor Pts = 26  
(Ferro-Fibrous)

Front Armor (9)



Rear Armor (5)  
Rotor Type: Main/Tail Rotors

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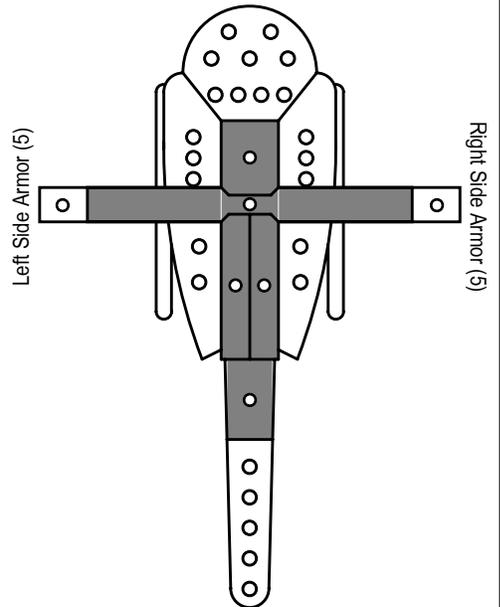
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## V.T.O.L. RECORD SHEET

Type: <b>Ripper (SPL)</b>			<b>Weapons Inventory</b>			
Config: <b>V.T.O.L.</b>		Tons: <b>10</b>	# Type	Loc	Dmg	Min S M L
Technology Base:		Cruising MP:	1 Small Pulse Laser	F	3	- 1 2 3
<b>Inner Sphere</b>		<b>12</b>	1 Small Pulse Laser	F	3	- 1 2 3
		Flank MP:				
		<b>18</b>				
Crew:						
Gunnery Skill:		Piloting Skill:				
<b>Ammo</b>						
<b>Critical Damage</b>						
Rotor Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>			
Rotor Destroyed	<input type="checkbox"/>					
<b>Fuselage Inventory</b>						
70 Omni Fusion Engine						
1 Crew Members						
1.00T Infantry Bay						

Total Armor Pts = 26  
(Ferro-Fibrous)

Front Armor (9)



Rear Armor (5)

Rotor Type: Main/Tail Rotors

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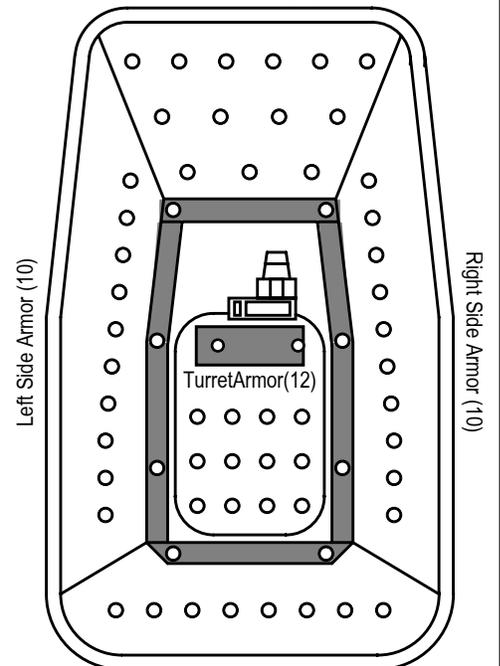
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## HOVERCRAFT RECORD SHEET

Type: <b>Beagle</b>			<b>Weapons Inventory</b>			
Config: <b>Hovercraft</b>		Tons: <b>15</b>	# Type	Loc	Dmg	Min S M L
Technology Base:		Cruising MP:	1 Beagle Active Probe	T	-	- - - 4
<b>Inner Sphere</b>		<b>12</b>	1 Medium Laser	T	5	- 3 6 9
		Flank MP:	1 Small Laser	F	3	- 1 2 3
		<b>18</b>				
Crew:						
Gunnery Skill:		Driving Skill:				
<b>Ammo</b>						
<b>Critical Damage</b>						
Airskirt Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>			
Lift Fan Destroyed	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>			
<b>Body Inventory</b>						
95 Nissan Fusion Engine						
1 Crew Members						

Total Armor Pts = 53  
(Ferro-Fibrous)

Front Armor (13)



Rear Armor (8)

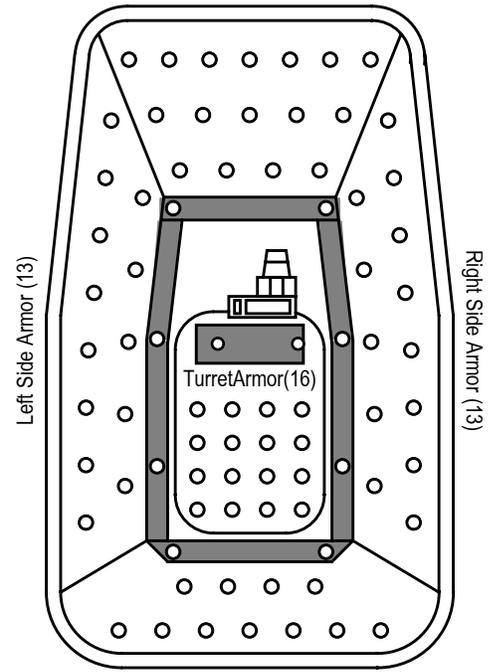
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## HOVERCRAFT RECORD SHEET

Type: <b>Beagle (C3i)</b>			<b>Weapons Inventory</b>			
Config: <b>Hovercraft</b>		Tons: <b>15</b>	# Type	Loc	Dmg	Min S M L
Technology Base: <b>Inner Sphere</b>		Cruising MP: <b>14</b>	1 Anti-Missile System	T	-	- - - - -
		Flank MP: <b>21</b>				
Crew:						
Gunnery Skill:		Driving Skill:				
<b>Ammo</b>						
Ammo Type	Rounds					
Anti-Missile System	12					
<b>Critical Damage</b>						
Airskirt Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>			
Lift Fan Destroyed	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>			
<b>Body Inventory</b>						
125 Nissan XL Fusion Engine						
1 Crew Members						
1 Improved C3 CPU      B						

Total Armor Pts = 69  
(Hvy Ferro-Fibrous)  
Front Armor (16)



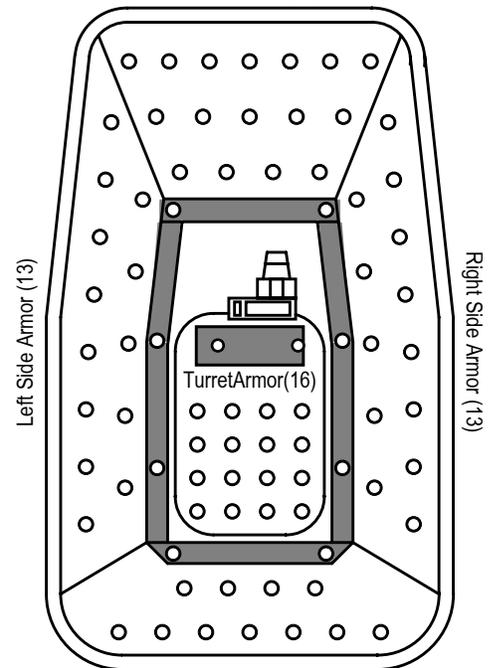
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## HOVERCRAFT RECORD SHEET

Type: <b>Beagle (TAG)</b>			<b>Weapons Inventory</b>			
Config: <b>Hovercraft</b>		Tons: <b>15</b>	# Type	Loc	Dmg	Min S M L
Technology Base: <b>Inner Sphere</b>		Cruising MP: <b>14</b>	1 Beagle Active Probe	T	-	- - - - 4
		Flank MP: <b>21</b>	1 TAG	T	-	- - 5 9 15
Crew:						
Gunnery Skill:		Driving Skill:				
<b>Ammo</b>						
<b>Critical Damage</b>						
Airskirt Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>			
Lift Fan Destroyed	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>			
<b>Body Inventory</b>						
125 Nissan XL Fusion Engine						
1 Crew Members						
1 Guardian ECM      B 0 - - - 6						

Total Armor Pts = 69  
(Hvy Ferro-Fibrous)  
Front Armor (16)

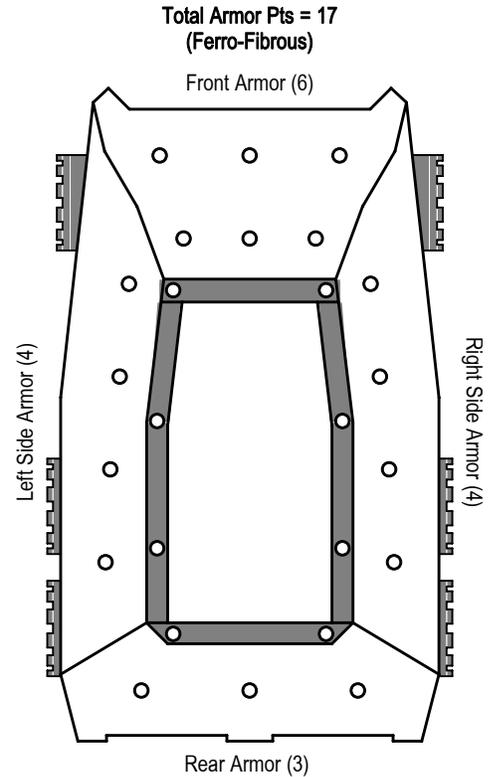


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## WHEELED VEHICLE RECORD SHEET

Type: <b>Rotunda</b>			<b>Weapons Inventory</b>			
Config: <b>Wheeled</b>		Tons: <b>20</b>	# Type	Loc	Dmg	Min S M L
Technology Base: <b>Inner Sphere</b>		Cruising MP: <b>9</b>	1 Large Laser	F	8	- 5 10 15
		Flank MP: <b>14</b>	1 SRM 2	F	2/hit	- 3 6 9
Crew:						
Gunnery Skill:		Driving Skill:				
<b>Ammo</b>						
Ammo Type	Rounds					
SRM 2	50					
<b>Critical Damage</b>						
Wheel Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>			
Axle Destroyed	<input type="checkbox"/>					
<b>Body Inventory</b>						
160 LTV Fusion Engine						
2 Crew Members						

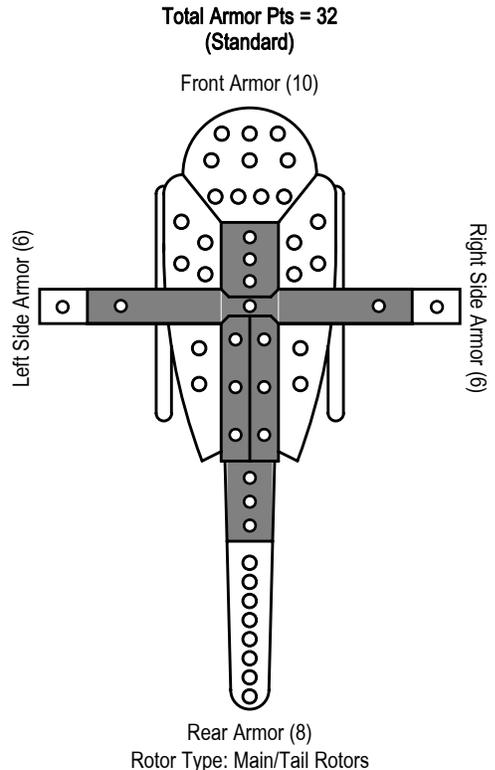


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## V.T.O.L. RECORD SHEET

Type: <b>Nightshade</b>			<b>Weapons Inventory</b>			
Config: <b>V.T.O.L.</b>		Tons: <b>25</b>	# Type	Loc	Dmg	Min S M L
Technology Base: <b>Inner Sphere</b>		Cruising MP: <b>14</b>	1 Medium Laser	F	5	- 3 6 9
		Flank MP: <b>21</b>				
Crew:						
Gunnery Skill:		Piloting Skill:				
<b>Ammo</b>						
<b>Critical Damage</b>						
Rotor Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>			
Rotor Destroyed	<input type="checkbox"/>					
<b>Fuselage Inventory</b>						
210 GM Fusion Engine						
2 Crew Members						
1 Guardian ECM						
0.50T Cargo Bay Capacity						



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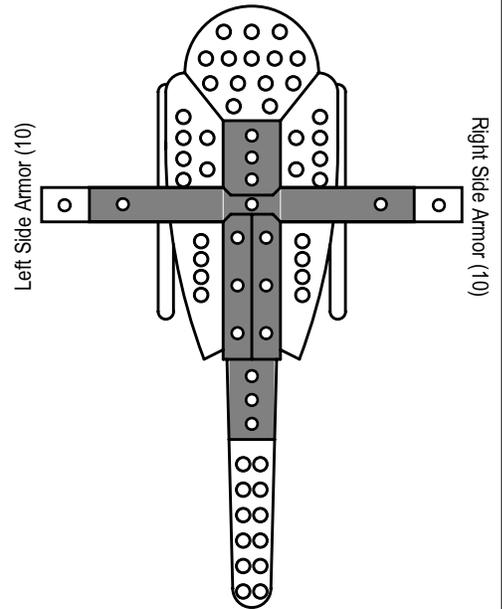
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## V.T.O.L. RECORD SHEET

Type: <b>Nightshade (Armor)</b>			<b>Weapons Inventory</b>			
Config: <b>V.T.O.L.</b>		Tons: <b>25</b>	# Type	Loc	Dmg	Min S M L
Technology Base: <b>Inner Sphere</b>		Cruising MP: <b>14</b>	1 Medium Laser	F	5	- 3 6 9
Crew:		Flank MP: <b>21</b>				
Gunnery Skill:		Piloting Skill:				
<b>Ammo</b>						
<b>Critical Damage</b>						
Rotor Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>			
Rotor Destroyed	<input type="checkbox"/>					
<b>Fuselage Inventory</b>						
210 GM Fusion Engine						
2 Crew Members						
1.00T Cargo Bay Capacity						

Total Armor Pts = 48  
(Standard)

Front Armor (14)



Rear Armor (12)

Rotor Type: Main/Tail Rotors

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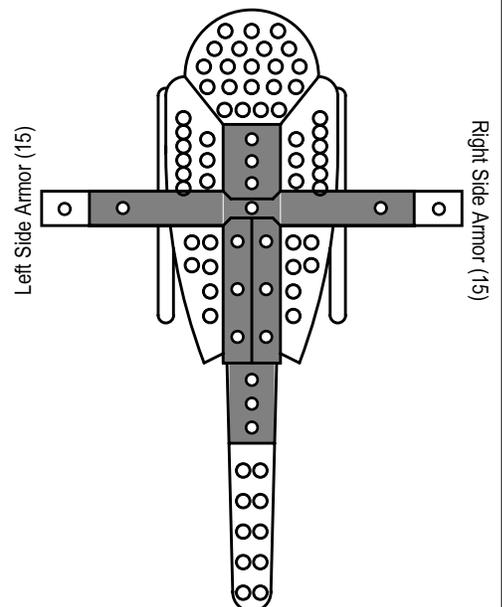
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## V.T.O.L. RECORD SHEET

Type: <b>Nightshade (LAC 2)</b>			<b>Weapons Inventory</b>			
Config: <b>V.T.O.L.</b>		Tons: <b>25</b>	# Type	Loc	Dmg	Min S M L
Technology Base: <b>Inner Sphere</b>		Cruising MP: <b>12</b>	1 Light AC/2	F	2	- 6 12 18
Crew:		Flank MP: <b>18</b>	1 TAG	F	-	- 5 9 15
Gunnery Skill:		Piloting Skill:				
<b>Ammo</b>						
Ammo Type	Rounds					
Light AC/2	45					
<b>Critical Damage</b>						
Rotor Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>			
Rotor Destroyed	<input type="checkbox"/>					
<b>Fuselage Inventory</b>						
160 LTV Fusion Engine						
2 Crew Members						

Total Armor Pts = 63  
(Ferro-Fibrous)

Front Armor (21)



Rear Armor (10)

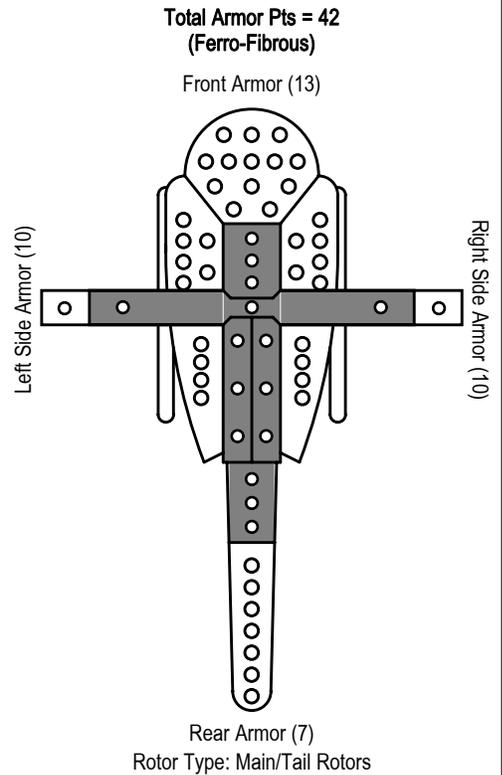
Rotor Type: Main/Tail Rotors

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## V.T.O.L. RECORD SHEET

Type: <b>Nightshade (Light PPC)</b>			<b>Weapons Inventory</b>			
Config: <b>V.T.O.L.</b>		Tons: <b>25</b>	# Type	Loc	Dmg	Min S M L
Technology Base: <b>Inner Sphere</b>		Cruising MP: <b>12</b>	1 Light PPC	F	5	3 6 12 18
Crew:			<b>Fuselage Inventory</b>			
Gunnery Skill:		Piloting Skill:	160 LTV Fusion Engine			
Ammo			2 Crew Members			
<b>Critical Damage</b>			1 Guardian ECM B 0 - - - 6			
Rotor Damaged	<input type="checkbox"/>	Engine Hit	1 Improved C3 CPU B			
Rotor Destroyed	<input type="checkbox"/>					

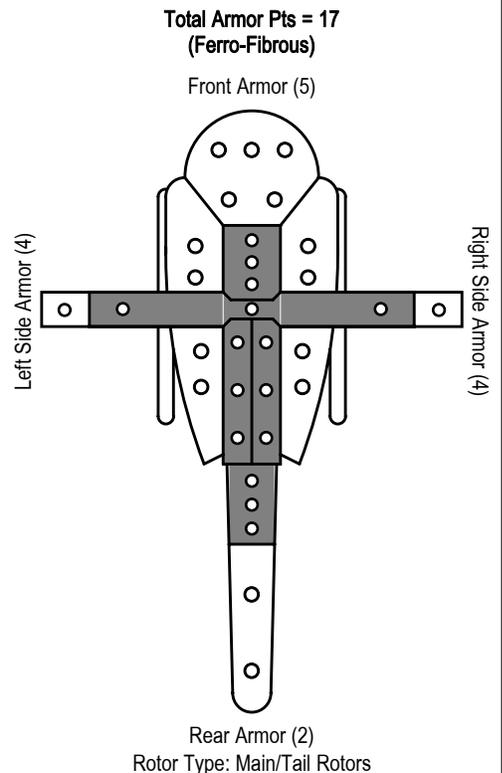


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# BATTLETECH®

## V.T.O.L. RECORD SHEET

Type: <b>Cyrano</b>			<b>Weapons Inventory</b>			
Config: <b>V.T.O.L.</b>		Tons: <b>30</b>	# Type	Loc	Dmg	Min S M L
Technology Base: <b>Inner Sphere</b>		Cruising MP: <b>12</b>	1 Large Laser	F	8	- 5 10 15
Crew:			1 Beagle Active Probe F - - - - 4			
Gunnery Skill:		Piloting Skill:	<b>Fuselage Inventory</b>			
Ammo			220 DAV Fusion Engine			
<b>Critical Damage</b>			2 Crew Members			
Rotor Damaged	<input type="checkbox"/>	Engine Hit				
Rotor Destroyed	<input type="checkbox"/>					



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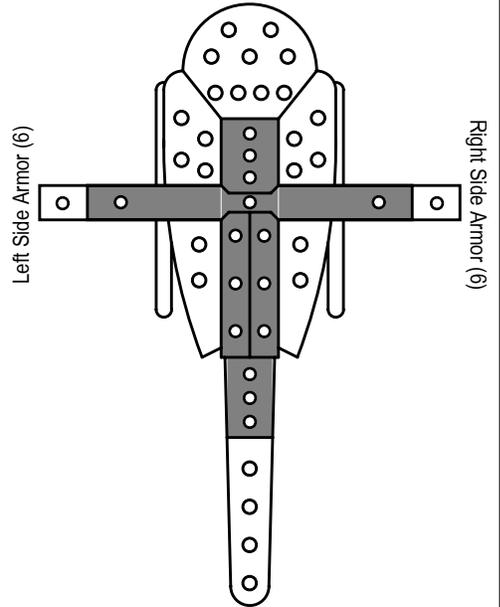
# BATTLETECH®

## V.T.O.L. RECORD SHEET

Type: <b>Cyrano (ML)</b>			<b>Weapons Inventory</b>			
Config: <b>V.T.O.L.</b>		Tons: <b>30</b>	# Type	Loc	Dmg	Min S M L
Technology Base: <b>Inner Sphere</b>		Cruising MP: <b>12</b>	2 Medium Laser	F	5	- 3 6 9
		Flank MP: <b>18</b>	1 Beagle Active Probe	F	-	- - - 4
Crew:			1 Rocket Launcher 10	F	1/hit	- 5 11 18
Gunnery Skill:		Piloting Skill:	1 Rocket Launcher 10	F	1/hit	- 5 11 18
			1 Rocket Launcher 10	F	1/hit	- 5 11 18
			1 Rocket Launcher 10	F	1/hit	- 5 11 18
<b>Ammo</b>			<b>Fuselage Inventory</b>			
<b>Critical Damage</b>			220 DAV Fusion Engine			
Rotor Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>			
Rotor Destroyed	<input type="checkbox"/>	2 Crew Members				

Total Armor Pts = 27  
(Ferro-Fibrous)

Front Armor (9)



Rear Armor (4)  
Rotor Type: Main/Tail Rotors

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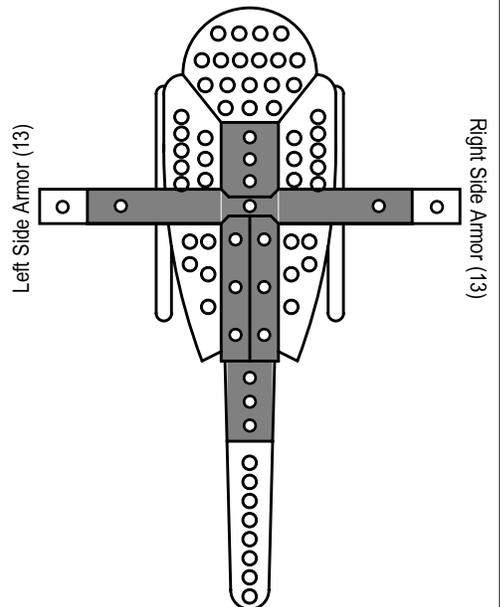
# BATTLETECH®

## V.T.O.L. RECORD SHEET

Type: <b>Cyrano (Plasma)</b>			<b>Weapons Inventory</b>			
Config: <b>V.T.O.L.</b>		Tons: <b>30</b>	# Type	Loc	Dmg	Min S M L
Technology Base: <b>Inner Sphere</b>		Cruising MP: <b>12</b>	1 Plasma Rifle	F	10	- 5 10 15
		Flank MP: <b>18</b>				
Crew:			<b>Fuselage Inventory</b>			
Gunnery Skill:		Piloting Skill:	220 DAV Light Fusion Engine			
			2 Crew Members			
<b>Ammo</b>						
Ammo Type	Rounds					
Plasma Rifle	20					
<b>Critical Damage</b>						
Rotor Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>			
Rotor Destroyed	<input type="checkbox"/>					

Total Armor Pts = 54  
(Ferro-Fibrous)

Front Armor (18)



Rear Armor (8)  
Rotor Type: Main/Tail Rotors

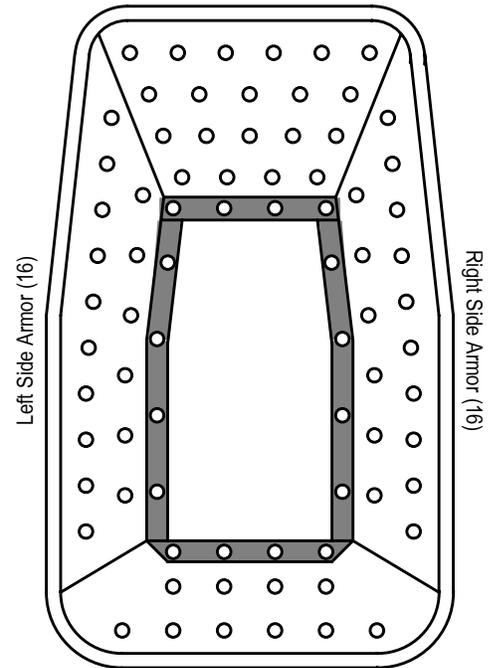
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# BATTLETECH®

## HOVERCRAFT RECORD SHEET

Type: <b>Lightning</b>			<b>Weapons Inventory</b>						
Config: <b>Hovercraft</b>		Tons: <b>35</b>	# Type	Loc	Dmg	Min	S	M	L
Technology Base: <b>Inner Sphere</b>		Cruising MP: <b>11</b>	1 Medium Pulse Laser	F	6	-	2	4	6
		Flank MP: <b>17</b>	1 Medium Pulse Laser	F	6	-	2	4	6
Crew:			1 SRM 4 (OS)	LS	2/hit	-	3	6	9
Gunnery Skill:		Driving Skill:	1 SRM 4 (OS)	RS	2/hit	-	3	6	9
Ammo			<b>Body Inventory</b>						
<b>Critical Damage</b>			210 GM Fusion Engine						
Airskirt Damaged	<input type="checkbox"/>	Engine Hit	3 Crew Members						
Lift Fan Destroyed	<input type="checkbox"/>								

Total Armor Pts = 62  
(Ferro-Fibrous)  
Front Armor (20)



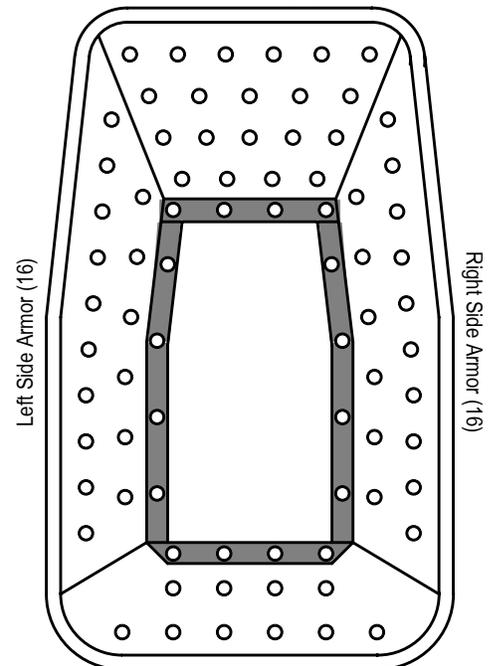
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# BATTLETECH®

## HOVERCRAFT RECORD SHEET

Type: <b>Lightning (ERML)</b>			<b>Weapons Inventory</b>						
Config: <b>Hovercraft</b>		Tons: <b>35</b>	# Type	Loc	Dmg	Min	S	M	L
Technology Base: <b>Inner Sphere</b>		Cruising MP: <b>11</b>	7 Rocket Launcher 15	F	1/hit	-	4	9	15
		Flank MP: <b>17</b>	2 ER Medium Laser	F	5	-	4	8	12
Crew:			<b>Body Inventory</b>						
Gunnery Skill:		Driving Skill:	210 GM Fusion Engine						
Ammo			3 Crew Members						
<b>Critical Damage</b>									
Airskirt Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>						
Lift Fan Destroyed	<input type="checkbox"/>								

Total Armor Pts = 62  
(Ferro-Fibrous)  
Front Armor (20)



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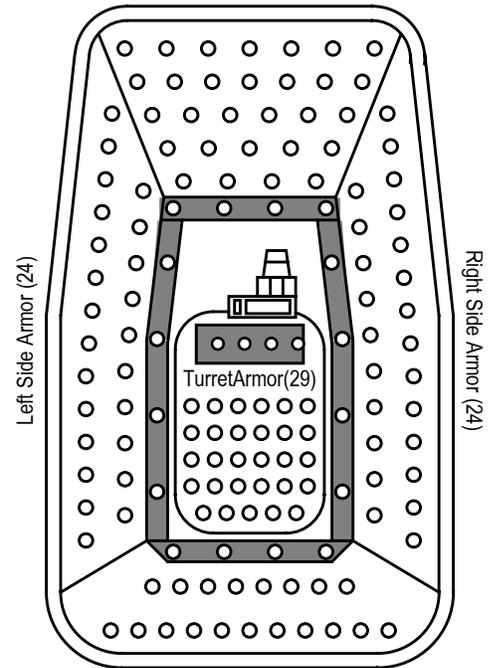
# BATTLETECH®

## HOVERCRAFT RECORD SHEET

Type: <b>Zephyr</b>			<b>Weapons Inventory</b>							
Config: <b>Hovercraft</b>		Tons: <b>40</b>		# Type	Loc	Dmg	Min	S	M	L
Technology Base: <b>Inner Sphere</b>		Cruising MP: <b>9</b>	Flank MP: <b>14</b>	1 Medium Laser	T	5	-	3	6	9
Crew:			1 Medium Laser	T	5	-	3	6	9	
Gunnery Skill:		Driving Skill:		1 Medium Laser	T	5	-	3	6	9
			1 TAG	T	-	-	5	9	15	
			1 SRM 6	F	2/hit	-	3	6	9	
			1 Small Laser	R	3	-	1	2	3	
			<b>Body Inventory</b>							
			185 GM Fusion Engine							
			3 Crew Members							
			1 Guardian ECM      B   0   -   -   -   6							
<b>Ammo</b>										
Ammo Type	Rounds									
SRM 6	30									
<b>Critical Damage</b>										
Airskirt Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>							
Lift Fan Destroyed	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>							

Total Armor Pts = 125  
(Ferro-Fibrous)

Front Armor (29)



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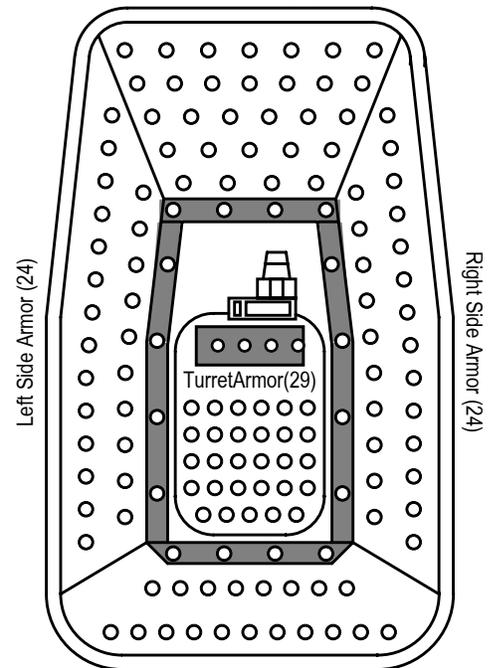
# BATTLETECH®

## HOVERCRAFT RECORD SHEET

Type: <b>Zephyr (C3i)</b>			<b>Weapons Inventory</b>							
Config: <b>Hovercraft</b>		Tons: <b>40</b>		# Type	Loc	Dmg	Min	S	M	L
Technology Base: <b>Inner Sphere</b>		Cruising MP: <b>9</b>	Flank MP: <b>14</b>	1 Medium Laser	T	5	-	3	6	9
Crew:			1 Medium Laser	T	5	-	3	6	9	
Gunnery Skill:		Driving Skill:		1 Medium Laser	T	5	-	3	6	9
			1 TAG	T	-	-	5	9	15	
			1 Streak SRM 2	F	2/hit	-	3	6	9	
			1 Small Laser	R	3	-	1	2	3	
			<b>Body Inventory</b>							
			185 GM Fusion Engine							
			3 Crew Members							
			1 Guardian ECM      B   0   -   -   -   6							
			1 Improved C³ CPU      B							
<b>Ammo</b>										
Ammo Type	Rounds									
Streak SRM 2	50									
<b>Critical Damage</b>										
Airskirt Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>							
Lift Fan Destroyed	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>							

Total Armor Pts = 125  
(Ferro-Fibrous)

Front Armor (29)



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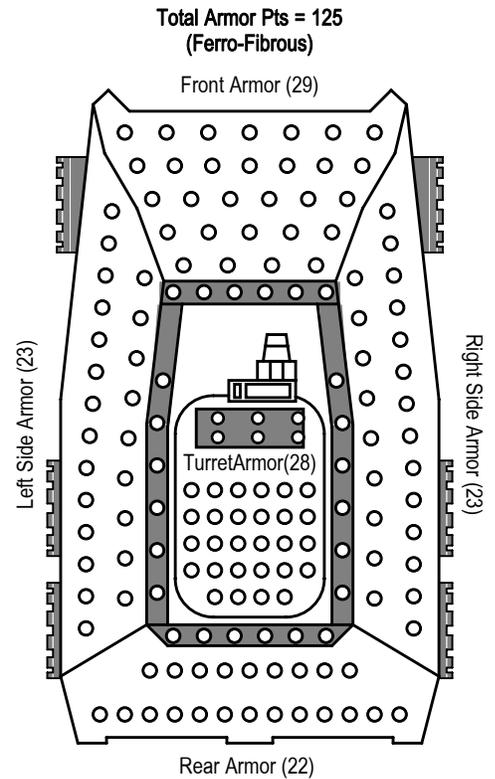




# BATTLETECH®

## WHEELED VEHICLE RECORD SHEET

Type: <b>Thor Artillery Vehicle</b>			<b>Weapons Inventory</b>			
Config: <b>Wheeled</b>		Tons: <b>55</b>	# Type	Loc	Dmg	Min S M L
Technology Base:		Cruising MP:	1 Thumper Artillery	F	5/2	- - - -
<b>Inner Sphere Advanced Rules</b>		<b>5</b>	1 Medium Laser	T	5	- 3 6 9
		Flank MP: <b>8</b>	1 Medium Laser	T	5	- 3 6 9
Crew:						
Gunnery Skill:		Driving Skill:				
<b>Ammo</b>						
Ammo Type	Rounds					
Thumper Artillery	40					
<b>Critical Damage</b>						
Wheel Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>			
Axle Destroyed	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>			
<b>Body Inventory</b>						
255 Strand Fusion Engine						
4 Crew Members						
1 CASE System						

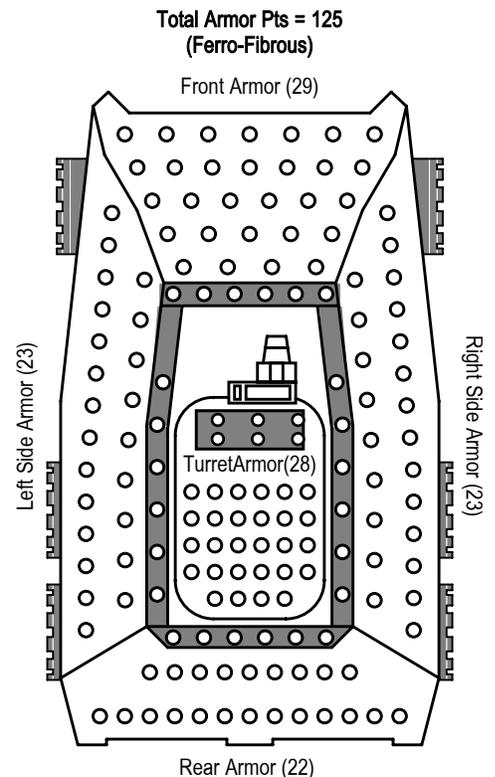


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# BATTLETECH®

## WHEELED VEHICLE RECORD SHEET

Type: <b>Thor Artillery Vehicle (C3i)</b>			<b>Weapons Inventory</b>			
Config: <b>Wheeled</b>		Tons: <b>55</b>	# Type	Loc	Dmg	Min S M L
Technology Base:		Cruising MP:	1 Thumper Artillery	F	5/2	- - - -
<b>Inner Sphere Advanced Rules</b>		<b>5</b>				
		Flank MP: <b>8</b>				
Crew:						
Gunnery Skill:		Driving Skill:				
<b>Ammo</b>						
Ammo Type	Rounds					
Thumper Artillery	40					
<b>Critical Damage</b>						
Wheel Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>			
Axle Destroyed	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>			
<b>Body Inventory</b>						
255 Strand Fusion Engine						
4 Crew Members						
1 Improved C3 CPU B						
1 CASE System						



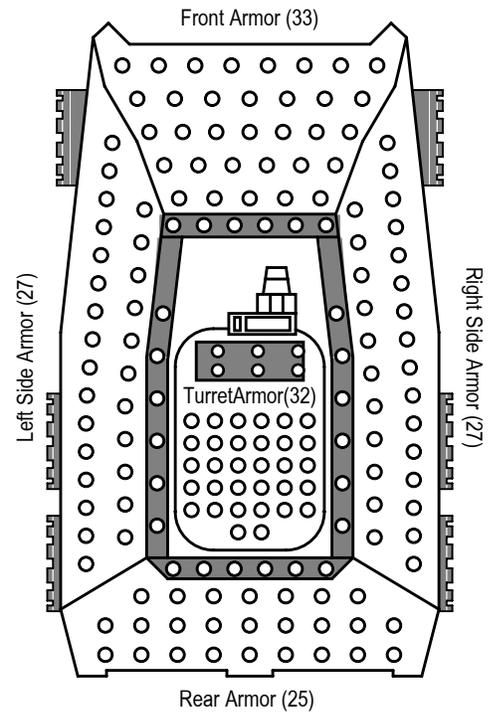
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# BATTLETECH®

## WHEELED VEHICLE RECORD SHEET

Type: <b>Thor Artillery Vehicle (Clan)</b>			<b>Weapons Inventory</b>			
Config: <b>Wheeled</b>		Tons: <b>55</b>	# Type	Loc	Dmg	Min S M L
Technology Base:		Cruising MP:	1 Thumper Artillery	F	5/2	- - - -
<b>Clan Advanced Rules</b>		Flank MP: <b>8</b>	1 ER Medium Laser	T	7	- 5 10 15
Crew:		<b>5</b>	1 ER Medium Laser	T	7	- 5 10 15
Gunnery Skill:	Driving Skill:					
<b>Ammo</b>						
Ammo Type	Rounds					
Thumper Artillery	40					
<b>Critical Damage</b>						
Wheel Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>			
Axle Destroyed	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>			
<b>Body Inventory</b>						
255 Fusion Engine						
4 Crew Members						
1 CASE System						

Total Armor Pts = 144  
(Ferro-Fibrous)



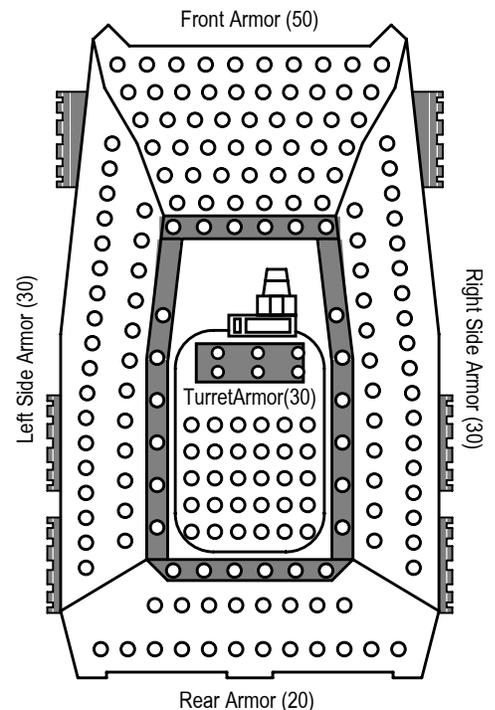
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# BATTLETECH®

## WHEELED VEHICLE RECORD SHEET

Type: <b>Demon</b>			<b>Weapons Inventory</b>			
Config: <b>Wheeled</b>		Tons: <b>60</b>	# Type	Loc	Dmg	Min S M L
Technology Base:		Cruising MP:	1 Gauss Rifle	T	15	2 7 15 22
<b>Inner Sphere</b>		Flank MP: <b>6</b>	1 Medium Laser	LS	5	- 3 6 9
Crew:		<b>4</b>	1 Medium Laser	RS	5	- 3 6 9
Gunnery Skill:	Driving Skill:		1 SRM 6	F	2/hit	- 3 6 9
<b>Ammo</b>						
Ammo Type	Rounds					
Gauss Rifle	16					
SRM 6	30					
<b>Critical Damage</b>						
Wheel Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>			
Axle Destroyed	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>			
<b>Body Inventory</b>						
220 DAV Fusion Engine						
4 Crew Members						
1 CASE System						

Total Armor Pts = 160  
(Standard)



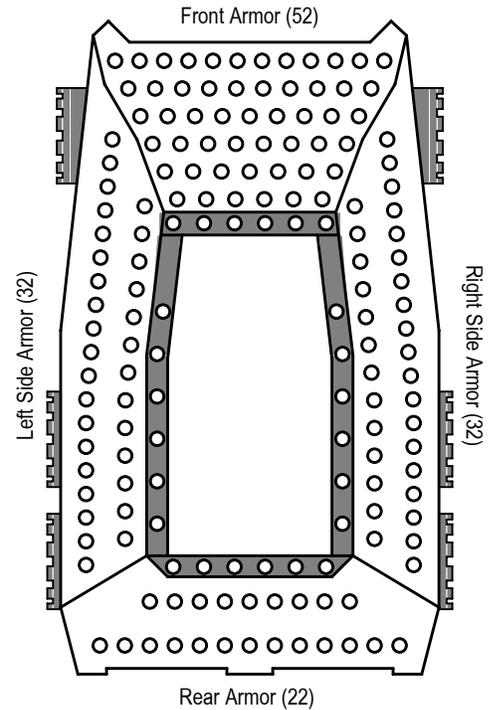
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# BATTLETECH®

## WHEELED VEHICLE RECORD SHEET

Type: <b>Demon (HGR)</b>			<b>Weapons Inventory</b>			
Config: <b>Wheeled</b>		Tons: <b>60</b>		# Type	Loc	Dmg Min S M L
Technology Base:		Cruising MP:	Flank MP:	1 Heavy Gauss Rifle	F	25/20/10 4 6 13 20
<b>Inner Sphere</b>		<b>4</b>	<b>6</b>	1 ER Medium Laser	LS	5 - 4 8 12
Crew:			1 ER Medium Laser	RS	5 - 4 8 12	
Gunnery Skill:		Driving Skill:		1 Streak SRM 6	F	2/hit - 3 6 9
<b>Ammo</b>			<b>Body Inventory</b>			
Ammo Type	Rounds		220 DAV XL Fusion Engine			
Heavy Gauss Rifle	12		4 Crew Members			
Streak SRM 6	15		1 Improved C <sup>3</sup> CPU B			
<b>Critical Damage</b>			1 CASE System			
Wheel Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>	1 Targeting Computer B		
Axle Destroyed	<input type="checkbox"/>					

Total Armor Pts = 138  
(Hvy Ferro-Fibrous)



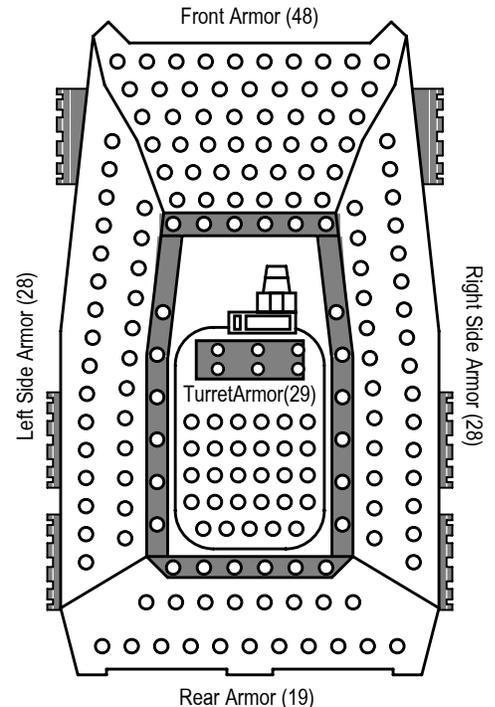
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# BATTLETECH®

## WHEELED VEHICLE RECORD SHEET

Type: <b>Demon (PPC)</b>			<b>Weapons Inventory</b>			
Config: <b>Wheeled</b>		Tons: <b>60</b>		# Type	Loc	Dmg Min S M L
Technology Base:		Cruising MP:	Flank MP:	1 PPC	T	10 3 6 12 18
<b>Inner Sphere</b>		<b>4</b>	<b>6</b>	1 PPC	T	10 3 6 12 18
Crew:			<b>Body Inventory</b>			
Gunnery Skill:		Driving Skill:		220 DAV Fusion Engine		
<b>Ammo</b>			4 Crew Members			
<b>Critical Damage</b>			1 CASE System			
Wheel Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>	0.50T Cargo Bay Capacity		
Axle Destroyed	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>			

Total Armor Pts = 152  
(Standard)



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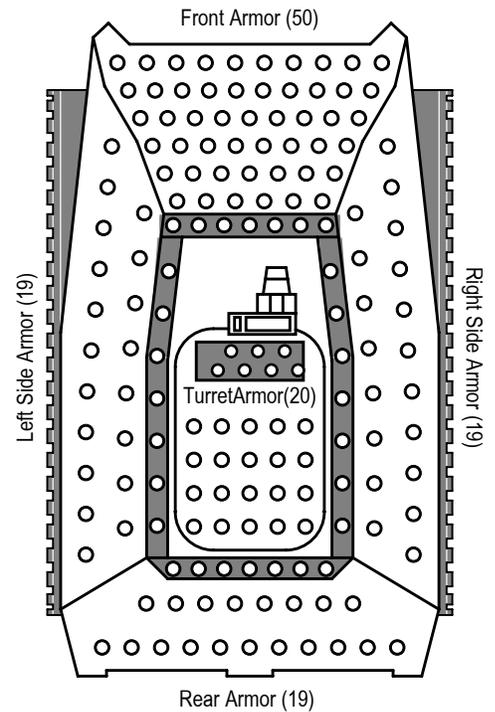


# BATTLETECH®

## TRACKED VEHICLE RECORD SHEET

Type: <b>Marksman (Light PPC)</b>			<b>Weapons Inventory</b>											
Config: <b>Tracked</b>		Tons: <b>65</b>		# Type	Loc	Dmg Min S M L								
Technology Base:		Cruising MP:	Flank MP:	1 Sniper Artillery	F	10/5 - - - -								
<b>Inner Sphere Advanced Rules</b>		<b>4</b>	<b>6</b>	1 Light PPC	T	5 3 6 12 18								
Crew:														
Gunnery Skill:		Driving Skill:												
<table border="1"> <tr> <th colspan="2">Ammo</th> </tr> <tr> <td>Ammo Type</td> <td>Rounds</td> </tr> <tr> <td>Sniper Artillery</td> <td>20</td> </tr> <tr> <td>Heavy Machine Gun</td> <td>200</td> </tr> </table>							Ammo		Ammo Type	Rounds	Sniper Artillery	20	Heavy Machine Gun	200
Ammo														
Ammo Type	Rounds													
Sniper Artillery	20													
Heavy Machine Gun	200													
<table border="1"> <tr> <th colspan="2">Critical Damage</th> </tr> <tr> <td>Drive Damaged</td> <td><input type="checkbox"/> Engine Hit <input type="checkbox"/></td> </tr> <tr> <td>Track Destroyed</td> <td><input type="checkbox"/> Turret Locked <input type="checkbox"/></td> </tr> </table>							Critical Damage		Drive Damaged	<input type="checkbox"/> Engine Hit <input type="checkbox"/>	Track Destroyed	<input type="checkbox"/> Turret Locked <input type="checkbox"/>		
Critical Damage														
Drive Damaged	<input type="checkbox"/> Engine Hit <input type="checkbox"/>													
Track Destroyed	<input type="checkbox"/> Turret Locked <input type="checkbox"/>													
				<b>Body Inventory</b>										
				260 Magna Light Fusion Engine										
				5 Crew Members										

Total Armor Pts = 127  
(Lt Ferro-Fibrous)



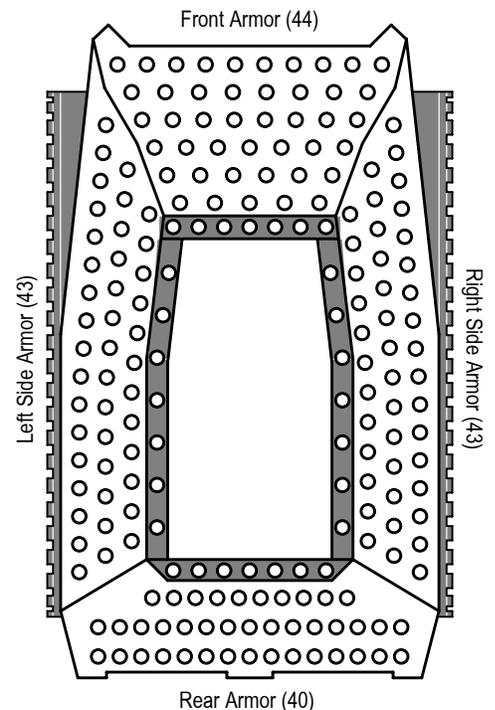
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## TRACKED VEHICLE RECORD SHEET

Type: <b>Magi</b>			<b>Weapons Inventory</b>									
Config: <b>Tracked</b>		Tons: <b>70</b>		# Type	Loc	Dmg Min S M L						
Technology Base:		Cruising MP:	Flank MP:	1 Medium Laser	F	5 - 3 6 9						
<b>Inner Sphere</b>		<b>5</b>	<b>8</b>	1 Medium Laser	RS	5 - 3 6 9						
Crew:												
Gunnery Skill:		Driving Skill:										
<table border="1"> <tr> <th colspan="2">Ammo</th> </tr> <tr> <td>Ammo Type</td> <td>Rounds</td> </tr> <tr> <td>Machine Gun</td> <td>200</td> </tr> </table>							Ammo		Ammo Type	Rounds	Machine Gun	200
Ammo												
Ammo Type	Rounds											
Machine Gun	200											
<table border="1"> <tr> <th colspan="2">Critical Damage</th> </tr> <tr> <td>Drive Damaged</td> <td><input type="checkbox"/> Engine Hit <input type="checkbox"/></td> </tr> <tr> <td>Track Destroyed</td> <td><input type="checkbox"/></td> </tr> </table>							Critical Damage		Drive Damaged	<input type="checkbox"/> Engine Hit <input type="checkbox"/>	Track Destroyed	<input type="checkbox"/>
Critical Damage												
Drive Damaged	<input type="checkbox"/> Engine Hit <input type="checkbox"/>											
Track Destroyed	<input type="checkbox"/>											
				<b>Body Inventory</b>								
				350 Magna Fusion Engine								
				5 Crew Members								
				1 CASE System								

Total Armor Pts = 170  
(Ferro-Fibrous)



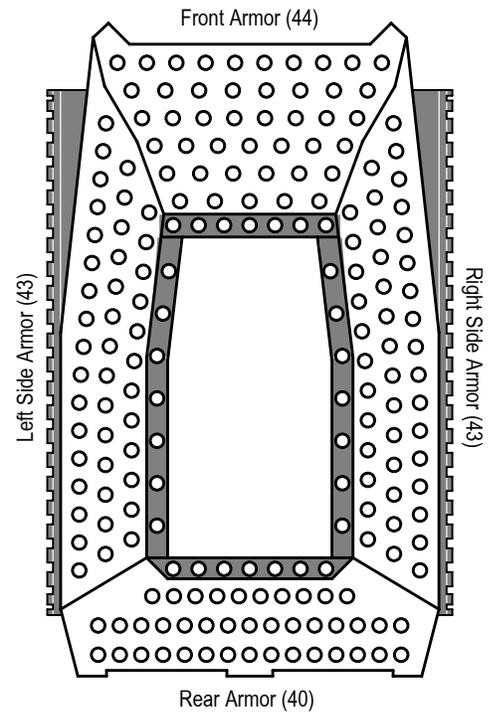
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# BATTLETECH®

## TRACKED VEHICLE RECORD SHEET

Type: <b>Magi (UCSV)</b>			<b>Weapons Inventory</b>						
Config: <b>Tracked</b>		Tons: <b>70</b>	# Type	Loc	Dmg	Min	S	M	L
Technology Base: <b>Inner Sphere</b>		Cruising MP: <b>5</b>	1 Medium Laser	F	5	-	3	6	9
		Flank MP: <b>8</b>	1 Medium Laser	RS	5	-	3	6	9
Crew:			1 Medium Laser	LS	5	-	3	6	9
Gunnery Skill:		Driving Skill:	4 Machine Gun	F	2	-	1	2	3
			1 Machine Gun Array	F	-	-	-	-	-
			<b>Body Inventory</b>						
<b>Ammo</b>			350 Magna Light Fusion Engine						
Ammo Type	Rounds		5 Crew Members						
Machine Gun	300		1 Improved C <sup>3</sup> CPU      B						
<b>Critical Damage</b>			1 CASE System						
Drive Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>						
Track Destroyed	<input type="checkbox"/>	6.00T Infantry Bay							

Total Armor Pts = 170  
(Ferro-Fibrous)



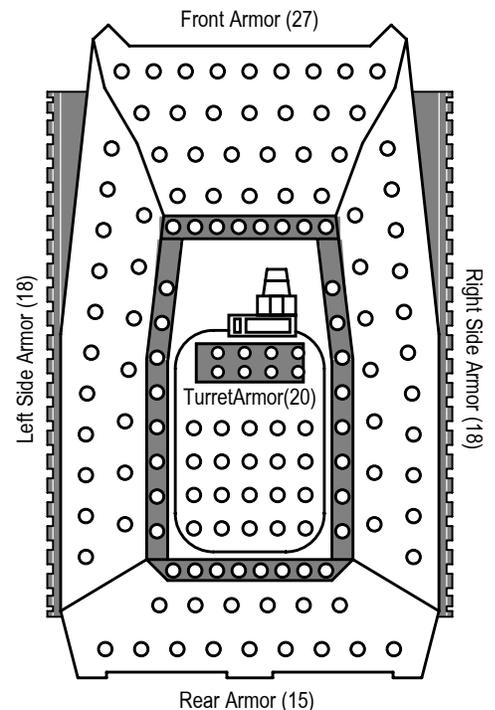
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# BATTLETECH®

## TRACKED VEHICLE RECORD SHEET

Type: <b>Burke</b>			<b>Weapons Inventory</b>						
Config: <b>Tracked</b>		Tons: <b>75</b>	# Type	Loc	Dmg	Min	S	M	L
Technology Base: <b>Inner Sphere</b>		Cruising MP: <b>2</b>	1 PPC	T	10	3	6	12	18
		Flank MP: <b>3</b>	1 PPC	T	10	3	6	12	18
Crew:			1 PPC	T	10	3	6	12	18
Gunnery Skill:		Driving Skill:	1 LRM 10	F	1/hit	6	7	14	21
			<b>Body Inventory</b>						
<b>Ammo</b>			150 Omni Fusion Engine						
Ammo Type	Rounds		5 Crew Members						
LRM 10	12		TurretArmor(20)						
<b>Critical Damage</b>			150 Omni Fusion Engine						
Drive Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>						
Track Destroyed	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>						

Total Armor Pts = 98  
(Ferro-Fibrous)

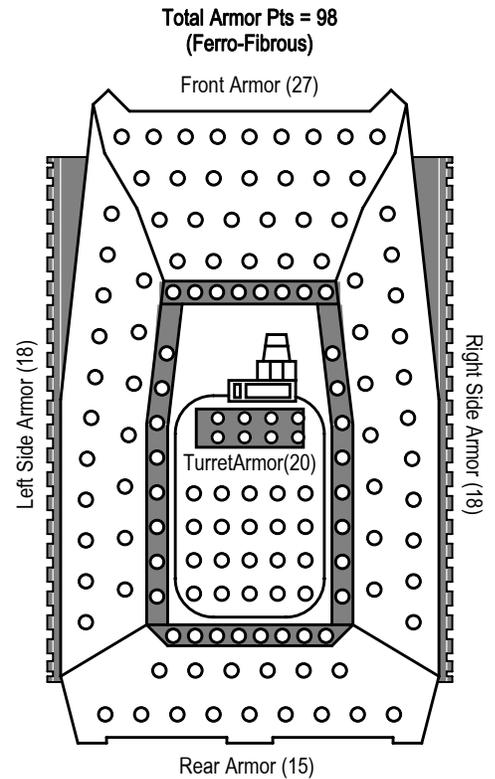


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# BATTLETECH®

## TRACKED VEHICLE RECORD SHEET

Type: <b>Burke (Heavy PPC)</b>			<b>Weapons Inventory</b>						
Config: <b>Tracked</b>		Tons: <b>75</b>	# Type	Loc	Dmg	Min	S	M	L
Technology Base: <b>Inner Sphere</b>		Cruising MP: <b>2</b>	1 Heavy PPC	T	15	3	6	12	18
		Flank MP: <b>3</b>	1 Heavy PPC	T	15	3	6	12	18
Crew:			1 Streak SRM 4	F	2/hit	-	3	6	9
Gunnery Skill:	Driving Skill:								
<b>Ammo</b>			<b>Body Inventory</b>						
Ammo Type	Rounds		150 Omni Fusion Engine						
Streak SRM 4	50		5 Crew Members						
			1 Improved C3 CPU B						
<b>Critical Damage</b>									
Drive Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>						
Track Destroyed	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>						

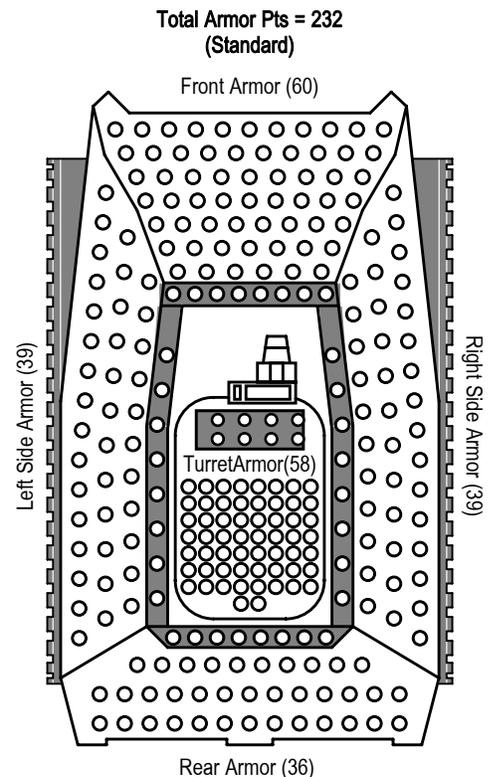


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# BATTLETECH®

## TRACKED VEHICLE RECORD SHEET

Type: <b>Fury</b>			<b>Weapons Inventory</b>						
Config: <b>Tracked</b>		Tons: <b>80</b>	# Type	Loc	Dmg	Min	S	M	L
Technology Base: <b>Inner Sphere</b>		Cruising MP: <b>4</b>	1 Gauss Rifle	T	15	2	7	15	22
		Flank MP: <b>6</b>							
Crew:									
Gunnery Skill:	Driving Skill:								
<b>Ammo</b>			<b>Body Inventory</b>						
Ammo Type	Rounds		320 Pitban Fusion Engine						
Gauss Rifle	16		6 Crew Members						
			1.00T Infantry Bay						
<b>Critical Damage</b>									
Drive Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>						
Track Destroyed	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>						



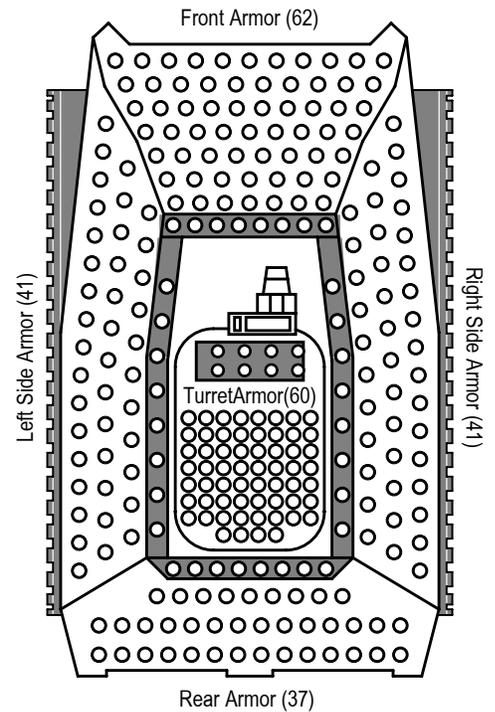
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# BATTLETECH®

## TRACKED VEHICLE RECORD SHEET

Type: <b>Fury (C3M)</b>			<b>Weapons Inventory</b>			
Config: <b>Tracked</b>		Tons: <b>80</b>	# Type	Loc	Dmg	Min S M L
Technology Base: <b>Inner Sphere</b>		Cruising MP: <b>4</b>	1 Plasma Rifle	T	10	- 5 10 15
		Flank MP: <b>6</b>	1 Rotary AC/5	T	5	- 5 10 15
Crew:						
Gunnery Skill:		Driving Skill:				
<b>Ammo</b>						
Ammo Type	Rounds					
Plasma Rifle	10					
Rotary AC/5	20					
<b>Critical Damage</b>						
Drive Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>			
Track Destroyed	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>			
			<b>Body Inventory</b>			
			320 Pitban Light Fusion Engine			
			6 Crew Members			
			1 C³ Master Computer B			
			4.00T Infantry Bay			

Total Armor Pts = 241  
(Ferro-Fibrous)



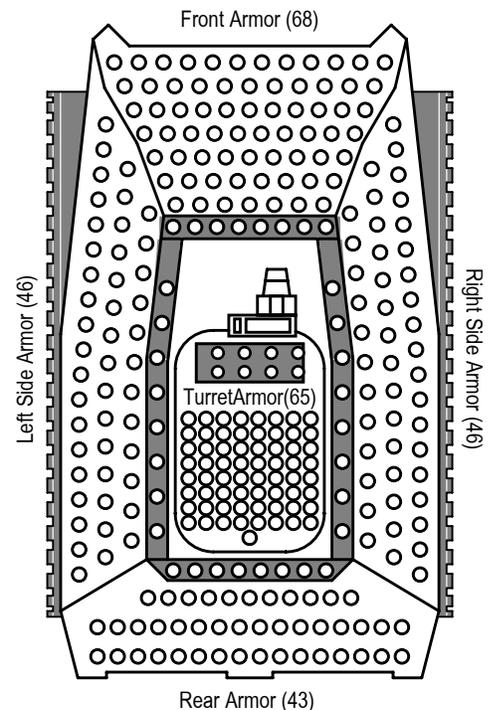
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# BATTLETECH®

## TRACKED VEHICLE RECORD SHEET

Type: <b>Fury (C3S)</b>			<b>Weapons Inventory</b>			
Config: <b>Tracked</b>		Tons: <b>80</b>	# Type	Loc	Dmg	Min S M L
Technology Base: <b>Inner Sphere</b>		Cruising MP: <b>4</b>	1 Gauss Rifle	T	15	2 7 15 22
		Flank MP: <b>6</b>	1 Light AC/5	F	5	- 5 10 15
Crew:						
Gunnery Skill:		Driving Skill:				
<b>Ammo</b>						
Ammo Type	Rounds					
Gauss Rifle	24					
Light AC/5	40					
<b>Critical Damage</b>						
Drive Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>			
Track Destroyed	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>			
			<b>Body Inventory</b>			
			320 Pitban Light Fusion Engine			
			6 Crew Members			
			1 C³ Slave Unit B			

Total Armor Pts = 268  
(Ferro-Fibrous)



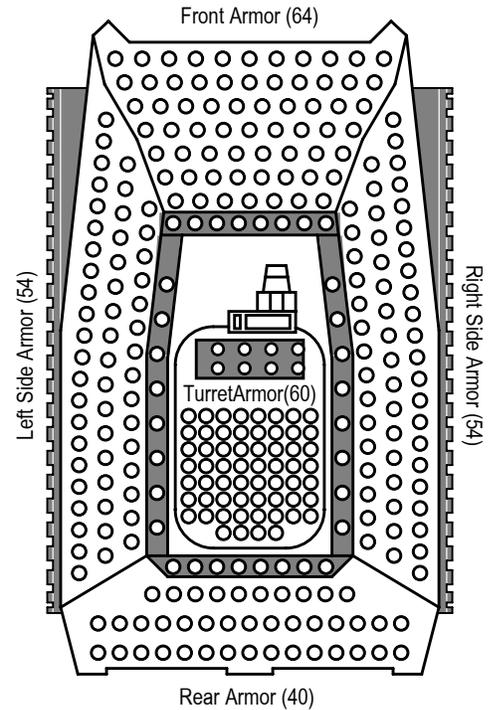
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# BATTLETECH®

## TRACKED VEHICLE RECORD SHEET

Type: <b>Rhino</b>			<b>Weapons Inventory</b>			
Config: <b>Tracked</b>		Tons: <b>80</b>	# Type	Loc	Dmg	Min S M L
Technology Base: <b>Inner Sphere</b>		Cruising MP: <b>3</b>	1 LRM 20	T	1/hit	6 7 14 21
		Flank MP: <b>5</b>	1 LRM 20	T	1/hit	6 7 14 21
Crew:			1 Medium Laser	T	5 -	3 6 9
Gunnery Skill:		Driving Skill:	1 Medium Laser	T	5 -	3 6 9
			1 LRM 10	F	1/hit	6 7 14 21
			<b>Body Inventory</b>			
<b>Ammo</b>			240 Pitban Fusion Engine			
Ammo Type	Rounds		6 Crew Members			
LRM 20	18					
LRM 10	12					
<b>Critical Damage</b>						
Drive Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>			
Track Destroyed	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>			

Total Armor Pts = 272  
(Standard)



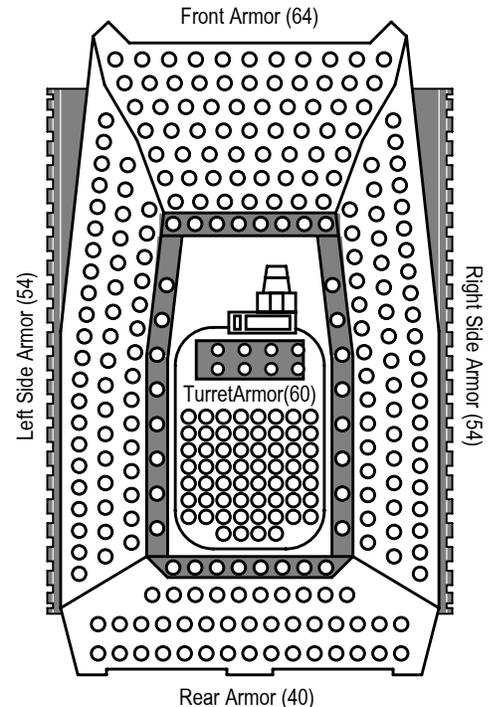
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# BATTLETECH®

## TRACKED VEHICLE RECORD SHEET

Type: <b>Rhino (Flamer)</b>			<b>Weapons Inventory</b>			
Config: <b>Tracked</b>		Tons: <b>80</b>	# Type	Loc	Dmg	Min S M L
Technology Base: <b>Inner Sphere</b>		Cruising MP: <b>3</b>	1 LRM 20	T	1/hit	6 7 14 21
		Flank MP: <b>5</b>	1 LRM 20	T	1/hit	6 7 14 21
Crew:			1 Medium Laser	T	5 -	3 6 9
Gunnery Skill:		Driving Skill:	1 Medium Laser	T	5 -	3 6 9
			1 SRM 6	F	2/hit	- 3 6 9
			2 Flamer (Vehicle)	F	2 -	1 2 3
<b>Ammo</b>			<b>Body Inventory</b>			
Ammo Type	Rounds		240 Pitban Fusion Engine			
LRM 20	18		6 Crew Members			
SRM 6	15					
Flamer (Vehicle)	20					
<b>Critical Damage</b>						
Drive Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>			
Track Destroyed	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>			

Total Armor Pts = 272  
(Standard)



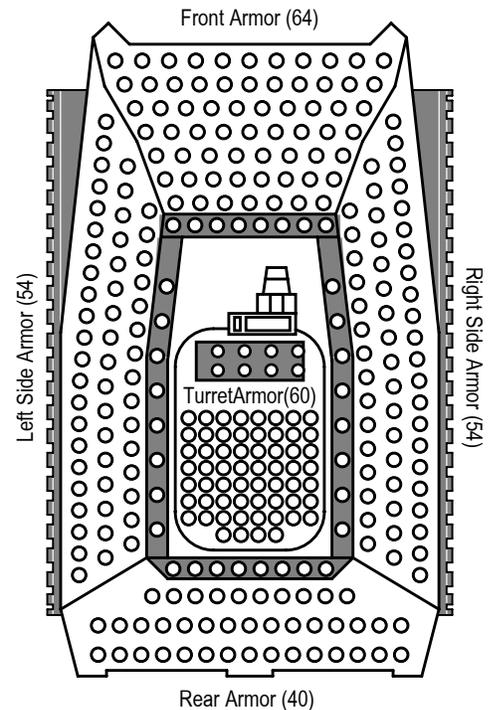
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# BATTLETECH®

## TRACKED VEHICLE RECORD SHEET

Type: <b>Rhino (MG)</b>			<b>Weapons Inventory</b>							
Config: <b>Tracked</b>		Tons: <b>80</b>		# Type	Loc	Dmg	Min	S	M	L
Technology Base: <b>Inner Sphere</b>		Cruising MP: <b>3</b>	Flank MP: <b>5</b>	1 LRM 20	T	1/hit	6	7	14	21
Crew:			1 LRM 20	T	1/hit	6	7	14	21	
Gunnery Skill:		Driving Skill:		1 Medium Laser	T	5	-	3	6	9
			1 Medium Laser	T	5	-	3	6	9	
			1 SRM 6	F	2/hit	-	3	6	9	
			3 Machine Gun	F	2	-	1	2	3	
			<b>Body Inventory</b>							
			240 Pitban Fusion Engine							
			6 Crew Members							
<b>Ammo</b>										
Ammo Type	Rounds									
LRM 20	18									
SRM 6	15									
Machine Gun	100									
<b>Critical Damage</b>										
Drive Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>							
Track Destroyed	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>							

Total Armor Pts = 272  
(Standard)



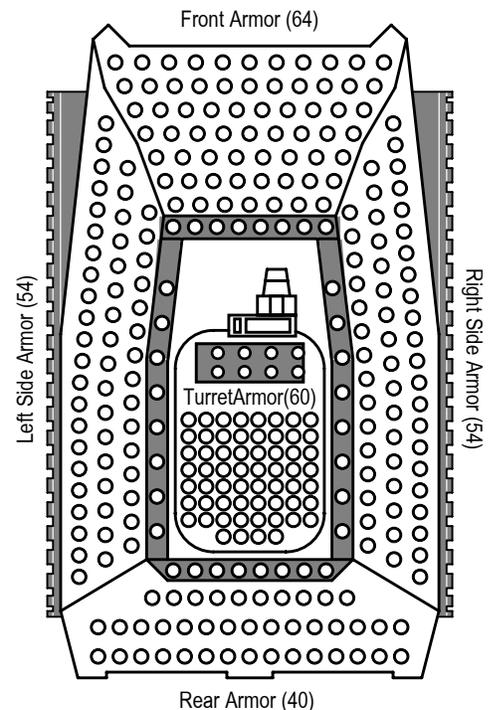
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# BATTLETECH®

## TRACKED VEHICLE RECORD SHEET

Type: <b>Rhino (ML)</b>			<b>Weapons Inventory</b>							
Config: <b>Tracked</b>		Tons: <b>80</b>		# Type	Loc	Dmg	Min	S	M	L
Technology Base: <b>Inner Sphere</b>		Cruising MP: <b>3</b>	Flank MP: <b>5</b>	1 LRM 20	T	1/hit	6	7	14	21
Crew:			1 LRM 20	T	1/hit	6	7	14	21	
Gunnery Skill:		Driving Skill:		1 Medium Laser	T	5	-	3	6	9
			1 Medium Laser	T	5	-	3	6	9	
			2 Medium Laser	F	5	-	3	6	9	
			1 SRM 2	F	2/hit	-	3	6	9	
			<b>Body Inventory</b>							
			240 Pitban Fusion Engine							
			6 Crew Members							
<b>Ammo</b>										
Ammo Type	Rounds									
LRM 20	18									
SRM 2	50									
<b>Critical Damage</b>										
Drive Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>							
Track Destroyed	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>							

Total Armor Pts = 272  
(Standard)



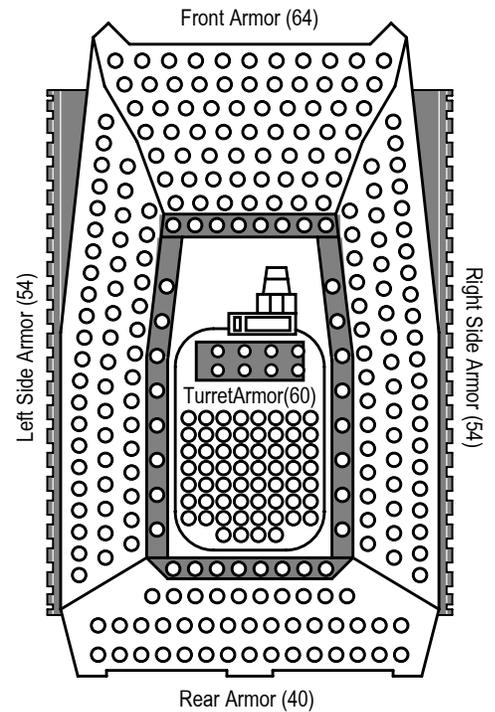
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# BATTLETECH®

## TRACKED VEHICLE RECORD SHEET

Type: <b>Rhino (SL)</b>			<b>Weapons Inventory</b>		
Config: <b>Tracked</b>		Tons: <b>80</b>	# Type	Loc Dmg	Min S M L
Technology Base: <b>Inner Sphere</b>		Cruising MP: <b>3</b>	1 LRM 20	T 1/hit	6 7 14 21
		Flank MP: <b>5</b>	1 LRM 20	T 1/hit	6 7 14 21
Crew:			1 Medium Laser	T 5 -	3 6 9
Gunnery Skill:		Driving Skill:	1 Medium Laser	T 5 -	3 6 9
			1 SRM 6	F 2/hit	- 3 6 9
			4 Small Laser	F 3 -	1 2 3
<b>Ammo</b>					
Ammo Type	Rounds				
LRM 20	18				
SRM 6	15				
<b>Critical Damage</b>			<b>Body Inventory</b>		
Drive Damaged	<input type="checkbox"/>	Engine Hit	240 Pitban Fusion Engine		
Track Destroyed	<input type="checkbox"/>	Turret Locked	6 Crew Members		

Total Armor Pts = 272  
(Standard)



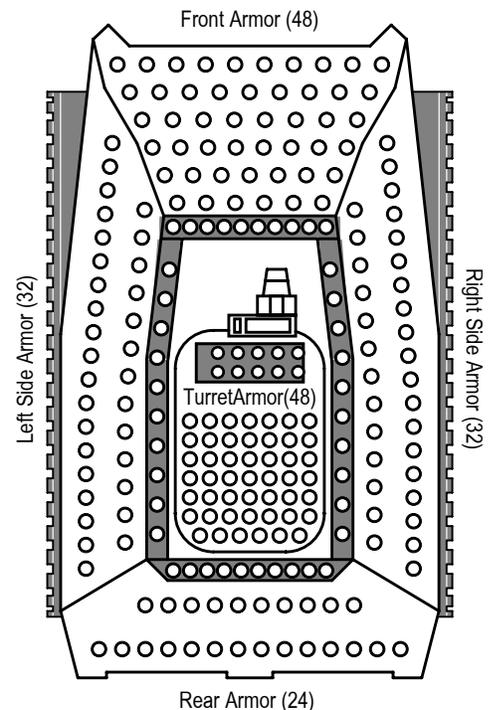
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# BATTLETECH®

## TRACKED VEHICLE RECORD SHEET

Type: <b>Puma Assault Tank PAT-005</b>			<b>Weapons Inventory</b>		
Config: <b>Tracked</b>		Tons: <b>95</b>	# Type	Loc Dmg	Min S M L
Technology Base: <b>Inner Sphere</b>		Cruising MP: <b>3</b>	1 LRM 20	RS 1/hit	6 7 14 21
		Flank MP: <b>5</b>	1 LRM 20	LS 1/hit	6 7 14 21
Crew:			1 PPC	T 10	3 6 12 18
Gunnery Skill:		Driving Skill:	1 Medium Laser	F 5 -	3 6 9
			1 Medium Laser	F 5 -	3 6 9
			1 SRM 4	F 2/hit	- 3 6 9
			1 Flamer (Vehicle)	R 2 -	1 2 3
			1 Small Laser	R 3 -	1 2 3
<b>Ammo</b>					
Ammo Type	Rounds				
LRM 20	12				
SRM 4	25				
Flamer (Vehicle)	20				
<b>Critical Damage</b>			<b>Body Inventory</b>		
Drive Damaged	<input type="checkbox"/>	Engine Hit	285 Pitban Fusion Engine		
Track Destroyed	<input type="checkbox"/>	Turret Locked	7 Crew Members		

Total Armor Pts = 184  
(Standard)



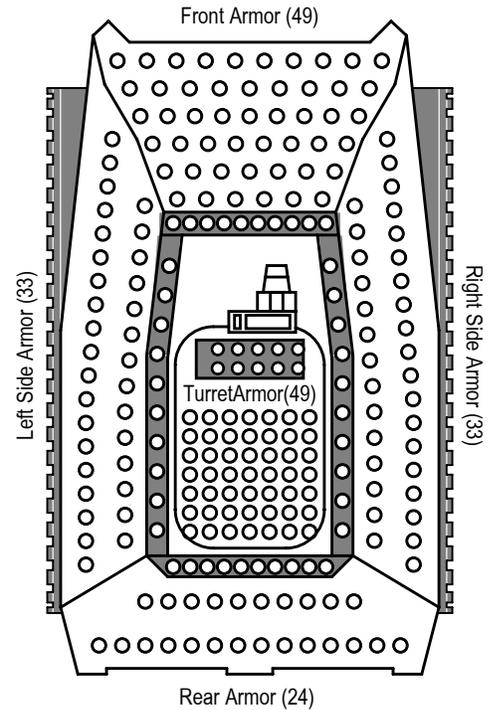
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# BATTLETECH®

## TRACKED VEHICLE RECORD SHEET

Type: <b>Puma Assault Tank PAT-007</b>			<b>Weapons Inventory</b>							
Config: <b>Tracked</b>		Tons: <b>95</b>		# Type	Loc	Dmg	Min	S	M	L
Technology Base: <b>Inner Sphere</b>		Cruising MP: <b>3</b>	Flank MP: <b>5</b>	1 MML 7	RS	-	-	-	-	-
Crew:			LRM (17 salvos/ton)	1/hit	6	7	14	21		
Gunnery Skill:		Driving Skill:		SRM (14 salvos/ton)	2/hit	-	3	6	9	
Ammo			1 MML 7	LS	-	-	-	-	-	
Ammo Type	Rounds		1 Heavy PPC	T	15	3	6	12	18	
MML 7			1 Medium Laser	F	5	-	3	6	9	
Flamer (Vehicle)	20		1 Medium Laser	F	5	-	3	6	9	
Machine Gun	200		1 MML 7	F	-	-	-	-	-	
Critical Damage			1 Flamer (Vehicle)	R	2	-	1	2	3	
Drive Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>	1 Small Laser	R	3	-	1	2	3
Track Destroyed	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>	1 B-Pod	F	**	-	-	-	
			1 Machine Gun	LS	2	-	1	2	3	
			1 Machine Gun Array	RS	-	-	-	-	-	
			2 Machine Gun	RS	2	-	1	2	3	
			1 Machine Gun Array	RS	-	-	-	-	-	
			<b>Body Inventory</b>							
			285 Pitban Light Fusion Engine							
			7 Crew Members							
			1 Improved C3 CPU B							

Total Armor Pts = 188  
(Hvy Ferro-Fibrous)



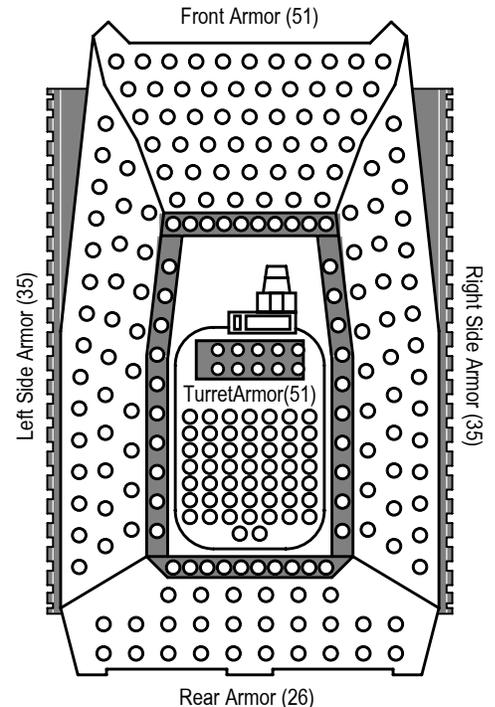
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# BATTLETECH®

## TRACKED VEHICLE RECORD SHEET

Type: <b>Puma Assault Tank PAT-008</b>			<b>Weapons Inventory</b>							
Config: <b>Tracked</b>		Tons: <b>95</b>		# Type	Loc	Dmg	Min	S	M	L
Technology Base: <b>Inner Sphere</b>		Cruising MP: <b>3</b>	Flank MP: <b>5</b>	1 MML 9 w/ Artemis IV	LS	-	-	-	-	-
Crew:			LRM (13 salvos/ton)	1/hit	6	7	14	21		
Gunnery Skill:		Driving Skill:		SRM (11 salvos/ton)	2/hit	-	3	6	9	
Ammo			1 MML 9 w/ Artemis IV	RS	-	-	-	-	-	
Ammo Type	Rounds		1 MML 9 w/ Artemis IV	F	-	-	-	-	-	
MML 9			1 ER PPC	T	10	-	7	14	23	
Anti-Missile System	60		1 B-Pod	F	**	-	-	-	-	
Critical Damage			1 B-Pod	LS	**	-	-	-	-	
Drive Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>	1 B-Pod	RS	**	-	-	-	
Track Destroyed	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>	1 Anti-Missile System	T	-	-	-	-	
			2 Anti-Missile System	F	-	-	-	-	-	
			1 Anti-Missile System	LS	-	-	-	-	-	
			1 Anti-Missile System	RS	-	-	-	-	-	
			1 Anti-Missile System	R	-	-	-	-	-	
			<b>Body Inventory</b>							
			285 Pitban Light Fusion Engine							
			7 Crew Members							
			1 Guardian ECM B 0 - - - 6							
			1 Targeting Computer B							

Total Armor Pts = 198  
(Hvy Ferro-Fibrous)



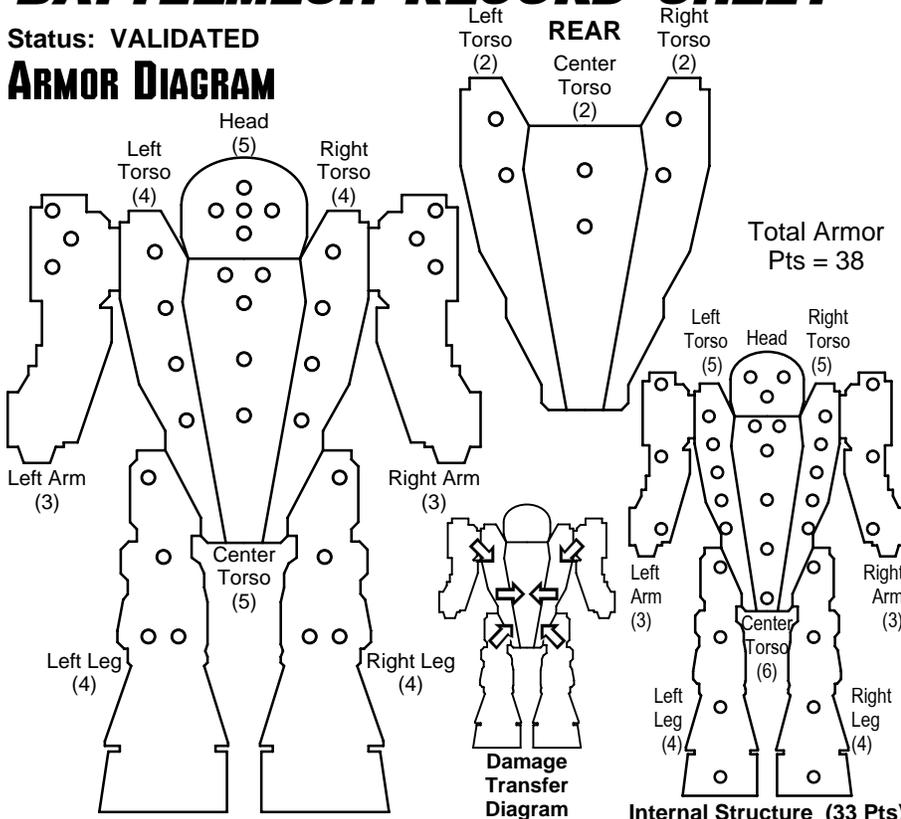
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# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MEGH DATA

Type: **Dasher Prime**  
 Mass: **20 tons**  
 Movement Points: Tech & Configuration:  
 Walking: **10** Clan  
 Running: **15 [20]** Biped OmniMech  
 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	ER Medium Laser	LA	5	7	-	5	10	15
1	SRM 4	RT	3	2/hit	-	3	6	9

---

Ammo Type: SRM 6: 15 rounds  
 SRM 4: 25 rounds

---

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

**WIZKIDSGAMES**

### CRITICAL HIT TABLE

#### Left Arm

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

- 1-3
- Endo Steel
  - Ferro-Fibrous
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

#### Left Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Endo Steel
- Ferro-Fibrous

- 1-3
- Ferro-Fibrous
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

#### Left Leg

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

#### Head

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

#### Center Torso

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

- 1-3
- Gyro
  - XL Engine
  - XL Engine
  - XL Engine
  - MASC
  - Endo Steel

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

#### Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- SRM 6
- Ammo (SRM 6) 15

- 1-3
- Endo Steel
  - Ferro-Fibrous
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

#### Right Torso (CASE)

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- SRM 4
- Ammo (SRM 4) 25

- 1-3
- Endo Steel
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Roll Again
  - Roll Again
  - Roll Again

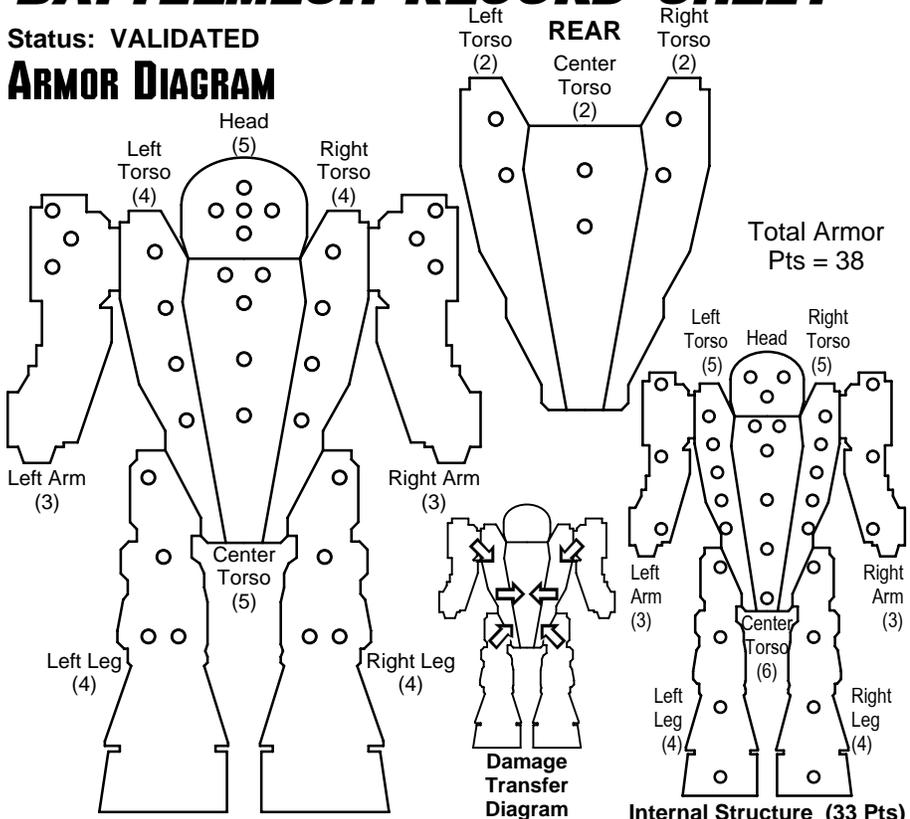
#### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**  
**ARMOR DIAGRAM**



### 'MEGH DATA

Type: **Dasher A**  
 Mass: **20 tons**  
 Movement Points: Tech & Configuration:  
 Walking: **10** Clan  
 Running: **15 [20]** Biped OmniMech  
 Jumping: **0**

**Weapons Inventory:** (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	TAG	RA	0	-	-	5	9	15
1	Active Probe	RA	0	-	-	-	-	5
1	Anti-Missile System	LA	1	-	-	-	-	-
1	Streak SRM 4	RT	3	2/hit	-	4	8	12

**Ammo Type:** Rounds:  
 Anti-Missile System 24  
 Streak SRM 4 25

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

**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	

**WIZKIDS GAMES**

### CRITICAL HIT TABLE

#### Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Anti-Missile System
- Ammo (AMS) 24

1-3

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

4-6

#### Head

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

1-3

#### Center Torso

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

1-3

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

4-6

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- TAG
- Active Probe

1-3

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

4-6

#### Left Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Endo Steel
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Roll Again

4-6

#### Right Torso (CASE)

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Streak SRM 4
- Ammo (Streak 4) 25

1-3

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

4-6

#### Left Leg

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

#### Right Leg

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

Engine Hits ○○○○

Gyro Hits ○○

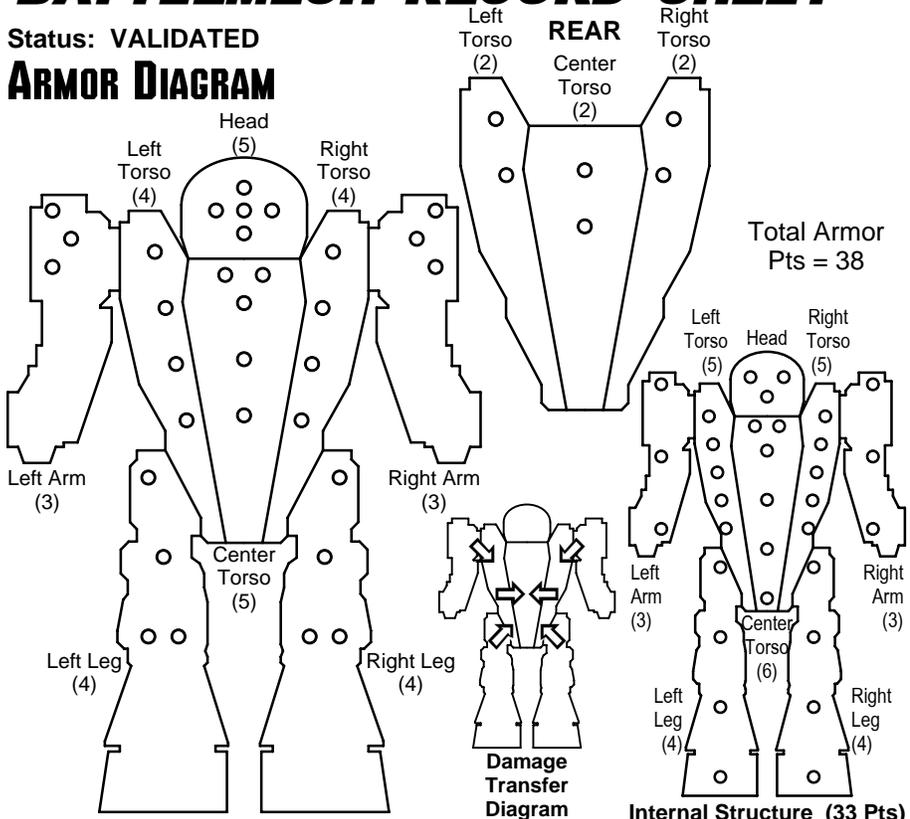
Sensor Hits ○○

Life Support ○

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**  
**ARMOR DIAGRAM**



### 'MECH DATA

Type: **Dasher B**  
 Mass: **20 tons**  
 Movement Points: Tech & Configuration:  
 Walking: **10** Clan  
 Running: **15 [20]** Biped OmniMech  
 Jumping: **0**

**Weapons Inventory:** (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ECM Suite	RA	0	-	-	-	-	6
2	Machine Gun	RA	0	2	-	1	2	3
1	Medium Pulse Laser	LA	4	7	-	4	8	12
1	Medium Pulse Laser	RT	4	7	-	4	8	12
1	Anti-Personnel Pod	RL	0	-	-	-	-	-

Ammo Type: Machine Gun      Rounds: 100

**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
- Hand Actuator
- Medium Pulse Laser
- Endo Steel

1-3

- Ferro-Fibrous
- Roll Again

4-6

#### Left Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Endo Steel
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Roll Again

4-6

#### Left Leg

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

#### Head

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

1-3

#### Center Torso

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

1-3

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

4-6

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○

#### Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ECM Suite
- Machine Gun

1-3

- Machine Gun
- Ammo (MG) 100
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

#### Right Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Medium Pulse Laser
- Endo Steel

1-3

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

4-6

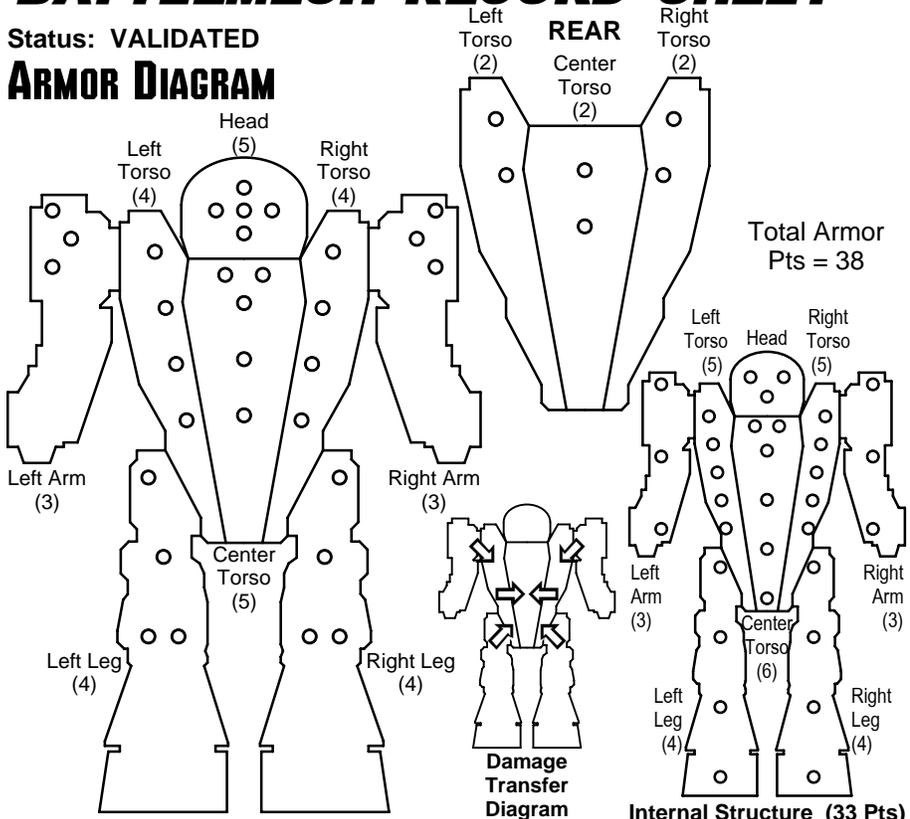
#### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**  
**ARMOR DIAGRAM**



### 'MECH DATA

Type: **Dasher C**  
 Mass: **20 tons**  
 Movement Points: Tech & Configuration:  
 Walking: **10** Clan  
 Running: **15 [20]** Biped OmniMech  
 Jumping: **0**

**Weapons Inventory:** (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 5	RA	2	1/hit	-	7	14	21
1	LRM 5	LA	2	1/hit	-	7	14	21
1	Anti-Missile System	RT	1	-	-	-	-	-

**Ammo Type:** Rounds:  
 LRM 5: 48  
 Anti-Missile System: 48

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

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

### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

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

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- LRM 5
- Ammo (LRM 5) 24

1-3

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

4-6

#### Left Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Endo Steel
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Roll Again

4-6

#### Left Leg

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

#### Head

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

#### Center Torso

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

1-3

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

4-6

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○

#### Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Ammo (LRM 5) 24
- LRM 5

1-3

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

4-6

#### Right Torso (CASE)

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Anti-Missile System
- Ammo (AMS) 24

1-3

- Ammo (AMS) 24
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

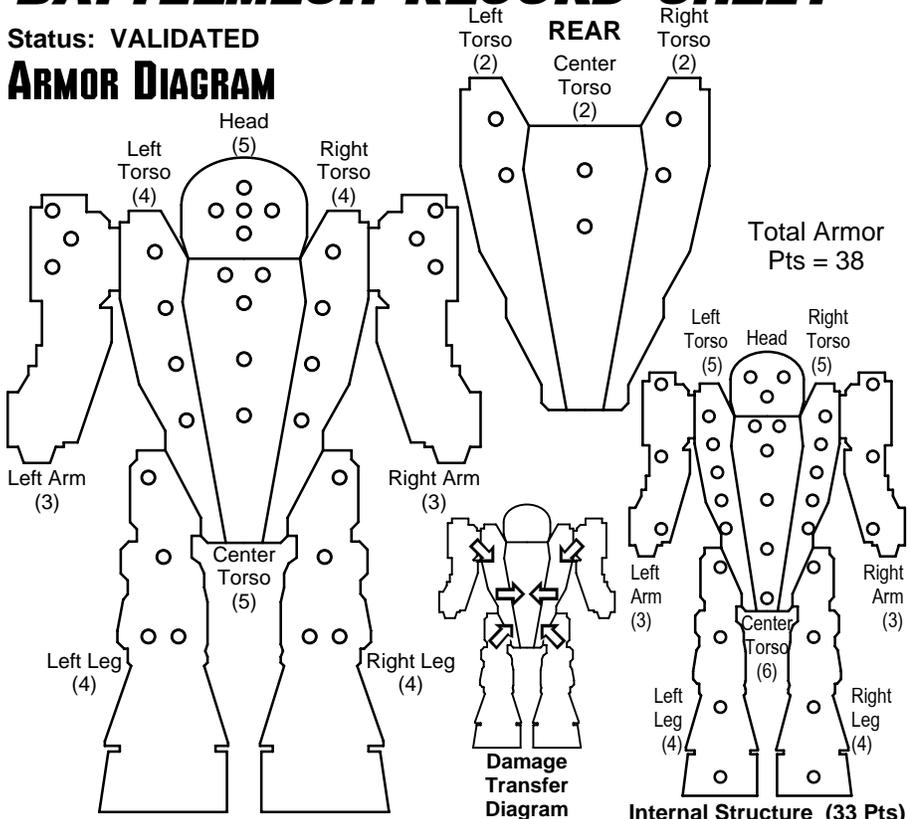
#### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**  
**ARMOR DIAGRAM**



### 'MECH DATA

Type: **Dasher D**  
 Mass: **20 tons**  
 Movement Points: Tech & Configuration:  
 Walking: **10** Clan  
 Running: **15 [20]** Biped OmniMech  
 Jumping: **0**

---

**Weapons Inventory:** (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	RA	5	7	-	5	10	15
2	ER Medium Laser	LA	5	7	-	5	10	15
1	ER Medium Laser	RT	5	7	-	5	10	15
1	Flamer	RT	3	2	-	1	2	3
1	Targeting Computer							

---

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

**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	

**WIZKIDGAMES**

### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. ER Medium Laser	6. ER Medium Laser
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. ER Medium Laser	6. ER Medium Laser
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. Ferro-Fibrous	5. Sensors	6. Life Support
<b>Center Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Engine	2. XL Engine	3. Double Heat Sink	4. Double Heat Sink	5. Endo Steel	6. Ferro-Fibrous
<b>Right Torso</b>	1. XL Engine	2. XL Engine	3. Double Heat Sink	4. Double Heat Sink	5. Targeting Computer	6. ER Medium Laser
<b>Left Leg</b>	1. Ferro-Fibrous	2. Roll Again	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Roll Again

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

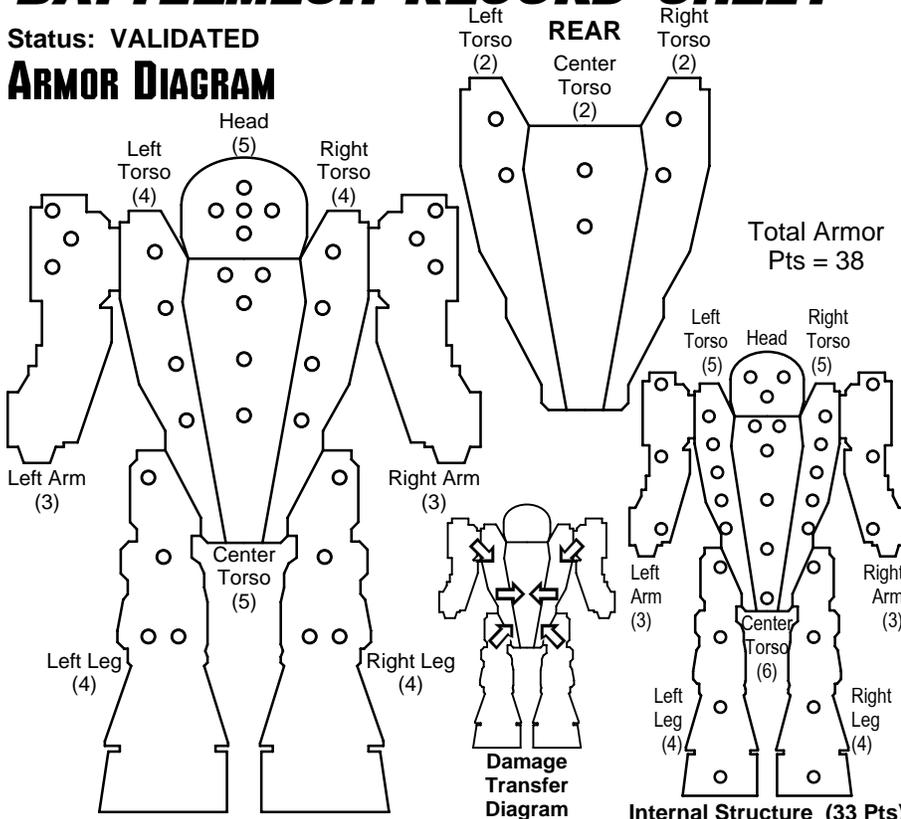
Life Support ○

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Dasher E**  
 Mass: **20 tons**  
 Movement Points: Tech & Configuration:  
 Walking: **10** Clan  
 Running: **15 [20]** Biped OmniMech  
 Jumping: **0**

---

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Adv. Tact. Msl. 6	RA	4	2/hit	4	5	10	15
	ER ATM Ammo			1/hit	4	9	18	27
	HE ATM Ammo			3/hit	-	3	6	9

---

Ammo Type: **Adv. Tact. Msl. 6** Rounds: **30**

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

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	

**WIZKIDS GAMES**

### CRITICAL HIT TABLE

#### Left Arm

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

- Roll Again
  - Roll Again
- 4-6

#### Left Torso

- XL Engine
  - XL Engine
  - Double Heat Sink
  - Double Heat Sink
  - Endo Steel
  - Ferro-Fibrous
- 1-3

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

#### Left Leg

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

#### Head

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

#### Center Torso

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

- Gyro
  - XL Engine
  - XL Engine
  - XL Engine
  - MASC
  - Endo Steel
- 4-6

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

#### Right Arm (CASE)

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Adv. Tact. Msl. 6
  - Adv. Tact. Msl. 6
- 1-3

- Adv. Tact. Msl. 6
  - Ammo (ATM 6) 10
  - Ammo (ATM 6) 10
  - Ammo (ATM 6) 10
  - Endo Steel
  - Ferro-Fibrous
- 4-6

#### Right Torso

- XL Engine
  - XL Engine
  - Double Heat Sink
  - Double Heat Sink
  - Endo Steel
  - Ferro-Fibrous
- 1-3

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

#### Right Leg

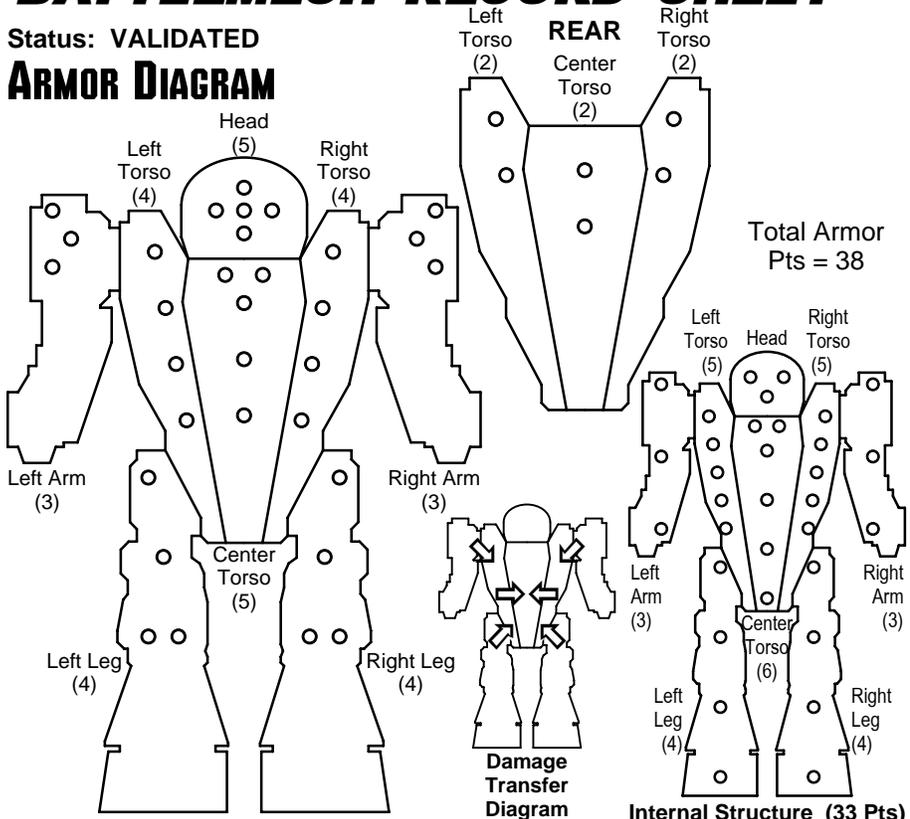
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Roll Again

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Dasher F**  
 Mass: **20 tons**  
 Movement Points: Tech & Configuration:  
 Walking: **10** Clan  
 Running: **15 [20]** Biped OmniMech  
 Jumping: **0**

---

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	AP Gauss Rifle	RA	1	3	-	3	6	9
3	ER Medium Laser	LA	5	7	-	5	10	15
1	Active Probe	LT	0	-	-	-	-	5

---

Ammo Type: AP Gauss Rifle      Rounds: 40

---

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	

**WIZKIDS GAMES**

### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. ER Medium Laser	6. ER Medium Laser
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. AP Gauss Rifle	4. AP Gauss Rifle	5. AP Gauss Rifle	6. Ammo (APGR) 40
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. Ferro-Fibrous	5. Sensors	6. Life Support
<b>Center Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Engine	2. XL Engine	3. Double Heat Sink	4. Double Heat Sink	5. Active Probe	6. Endo Steel
<b>Right Torso</b>	1. XL Engine	2. XL Engine	3. Double Heat Sink	4. Double Heat Sink	5. Endo Steel	6. Ferro-Fibrous
<b>Left Leg</b>	1. Ferro-Fibrous	2. Ferro-Fibrous	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Roll Again

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

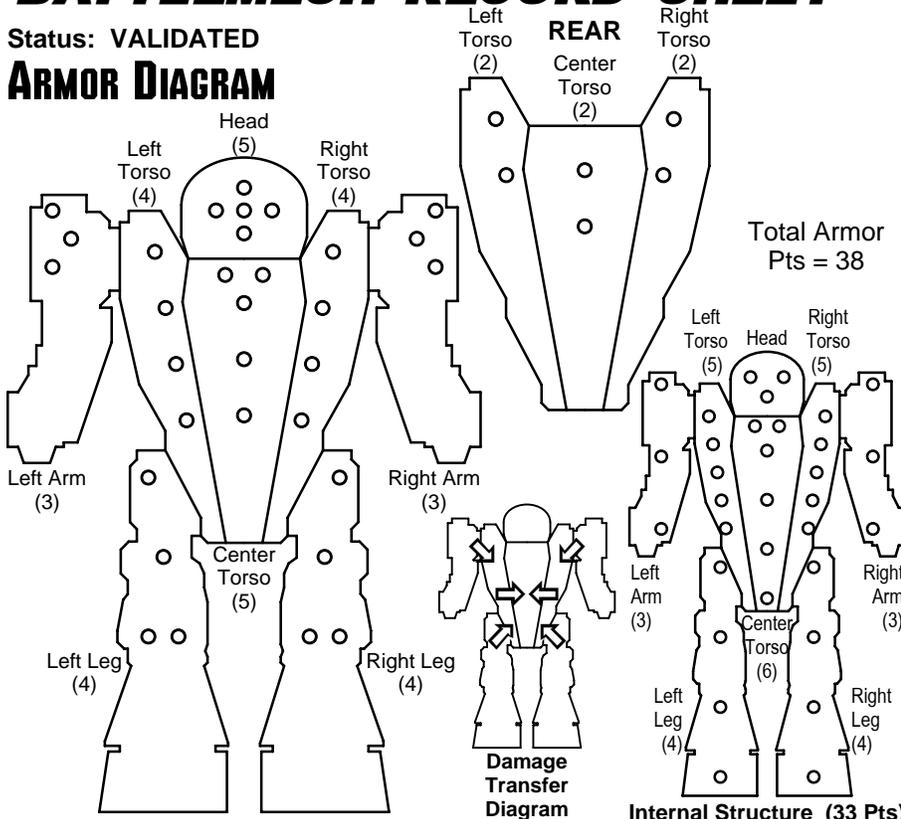
Life Support ○

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MEGH DATA

Type: **Dasher H**  
 Mass: **20 tons**  
 Movement Points: Tech & Configuration:  
 Walking: **10** Clan  
 Running: **15 [20]** Biped OmniMech  
 Jumping: **0**

---

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
5	Heavy Small Laser	RA	3	6	-	1	2	3
4	Heavy Small Laser	LA	3	6	-	1	2	3
1	Targeting Computer							

---

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

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
- Hand Actuator
- Heavy Small Laser
- Heavy Small Laser

1-3

- Heavy Small Laser
- Heavy Small Laser
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

#### Left Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Endo Steel
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Roll Again

4-6

#### Left Leg

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

#### Head

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

1-3

#### Center Torso

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

4-6

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

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Heavy Small Laser
- Heavy Small Laser

1-3

- Heavy Small Laser
- Heavy Small Laser
- Heavy Small Laser
- Endo Steel
- Ferro-Fibrous
- Roll Again

4-6

#### Right Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Targeting Computer
- Double Heat Sink

1-3

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

4-6

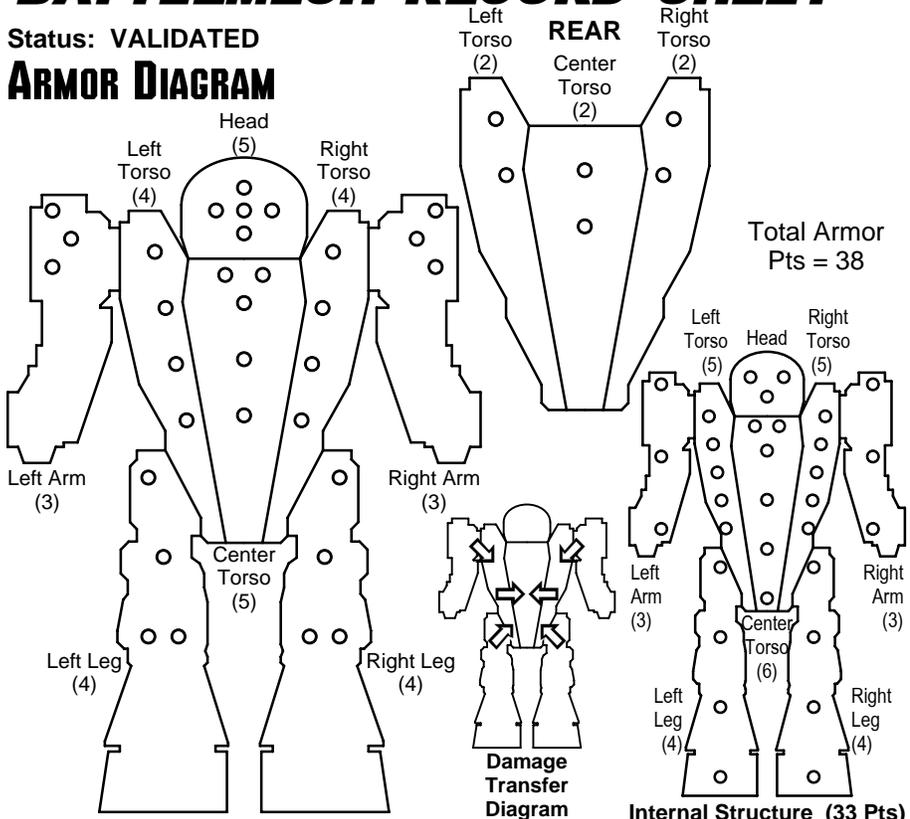
#### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**  
**ARMOR DIAGRAM**



### 'MEGH DATA

Type: **Dasher K**  
 Mass: **20 tons**  
 Movement Points: Tech & Configuration:  
 Walking: **10** Clan  
 Running: **15 [20]** Biped OmniMech  
 Jumping: **0**

**Weapons Inventory:** (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy Medium Laser	RA	7	10	-	3	6	9
3	Light Machine Gun	RA	0	1	-	2	4	6
1	Machine Gun Array	RA	0	-	-	-	-	-
1	Heavy Medium Laser	LA	7	10	-	3	6	9
3	Light Machine Gun	LA	0	1	-	2	4	6
1	Machine Gun Array	LA	0	-	-	-	-	-
1	B-Pod	LL	0	-	-	-	-	-
1	B-Pod	RL	0	-	-	-	-	-

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

**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

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Heavy Medium Laser	6. Heavy Medium Laser
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Heavy Medium Laser	6. Heavy Medium Laser
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. Ferro-Fibrous	5. Sensors	6. Life Support
<b>Center Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso (CASE)</b>	1. XL Engine	2. XL Engine	3. Double Heat Sink	4. Double Heat Sink	5. Ammo (LMG) 100	6. Endo Steel
<b>Right Torso</b>	1. XL Engine	2. XL Engine	3. Double Heat Sink	4. Double Heat Sink	5. Endo Steel	6. Ferro-Fibrous
<b>Left Leg</b>	1. Ferro-Fibrous	2. Ferro-Fibrous	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. B-Pod	6. Endo Steel

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

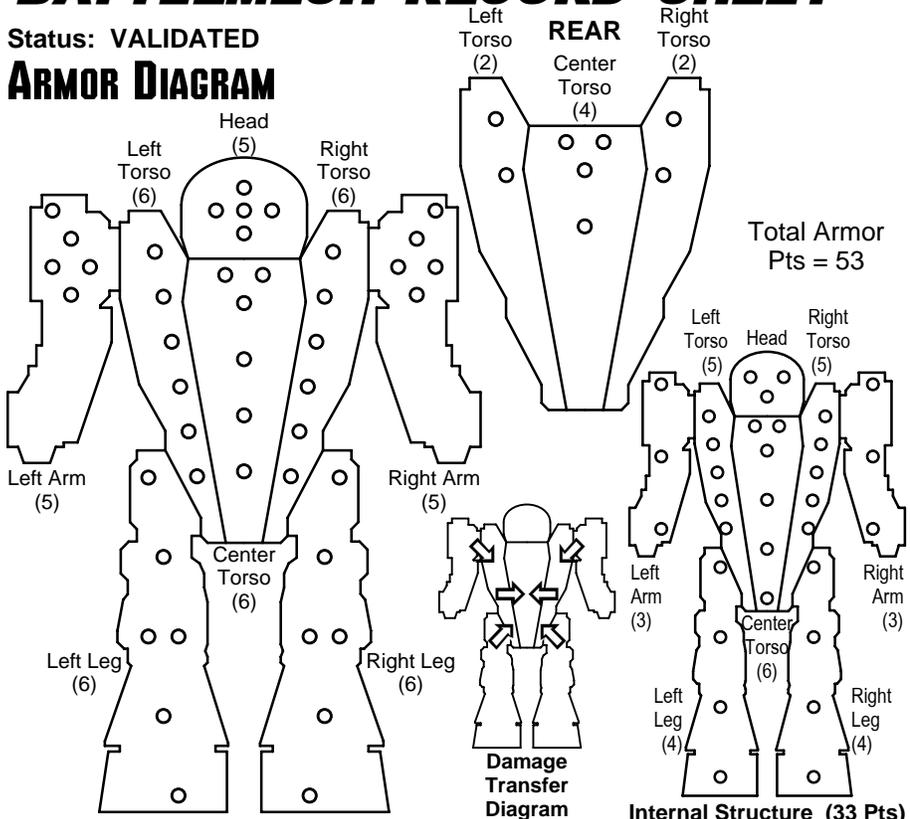
Life Support ○

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Mercury MCY-97**  
 Mass: **20 tons**  
 Movement Points: **Tech & Configuration:**  
 Walking: **8** Inner Sphere  
 Running: **12 [16]** 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	Beagle Active Probe	LT	0	-	-	-	-	4
1	Small Laser	CT	1	3	-	1	2	3

---

**Total Heat Sinks: 10 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	

**WARGAMES**

### CRITICAL HIT TABLE

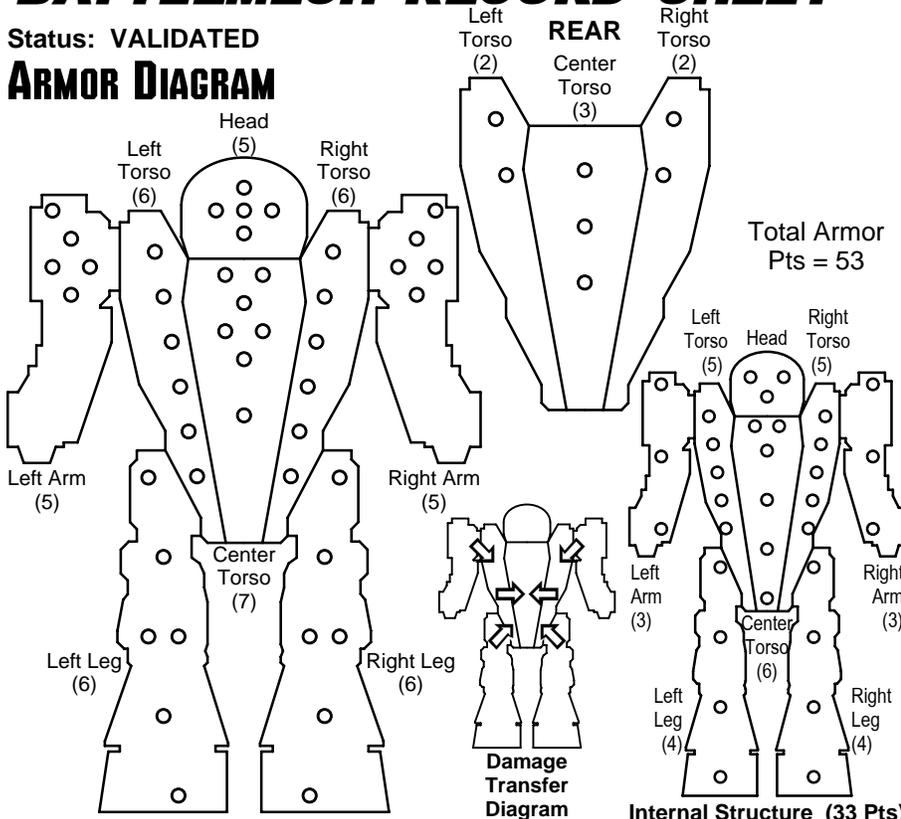
<h4>Left Arm</h4> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> <li>Hand Actuator</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p> <h4>Left Torso</h4> <ol style="list-style-type: none"> <li>Beagle Active Probe</li> <li>Beagle Active Probe</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p> <h4>Left Leg</h4> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Single Heat Sink</li> <li>Single Heat Sink</li> </ol>	<h4>Head</h4> <ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>Roll Again</li> <li>Sensors</li> <li>Life Support</li> </ol> <h4>Center Torso</h4> <ol style="list-style-type: none"> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Gyro</li> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>MASC</li> <li>Small Laser</li> </ol> <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>	<h4>Right Arm</h4> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> <li>Hand Actuator</li> <li>Medium Laser</li> <li>Roll Again</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p> <h4>Right Torso</h4> <ol style="list-style-type: none"> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Ferro-Fibrous</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p> <h4>Right Leg</h4> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Single Heat Sink</li> <li>Single Heat Sink</li> </ol>
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# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Mercury MCY-99**  
 Mass: **20 tons**  
 Movement Points: **Tech & Configuration:**  
 Walking: **8** Inner Sphere  
 Running: **12 [16]** 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	LT	3	5	-	3	6	9
1	Small Laser	CT	1	3	-	1	2	3
1	Small Laser	HD	1	3	-	1	2	3

---

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

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

### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

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

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

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

#### Left Torso

- 1. Medium Laser
  - 2. Ferro-Fibrous
  - 3. Ferro-Fibrous
  - 4. Ferro-Fibrous
  - 5. Ferro-Fibrous
  - 6. Ferro-Fibrous
- 1-3

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

#### Left Leg

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

#### Head

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

#### Center Torso

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

- 1. Gyro
  - 2. Fusion Engine
  - 3. Fusion Engine
  - 4. Fusion Engine
  - 5. MASC
  - 6. Small Laser
- 4-6

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

#### Right Arm

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

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

#### Right Torso

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

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

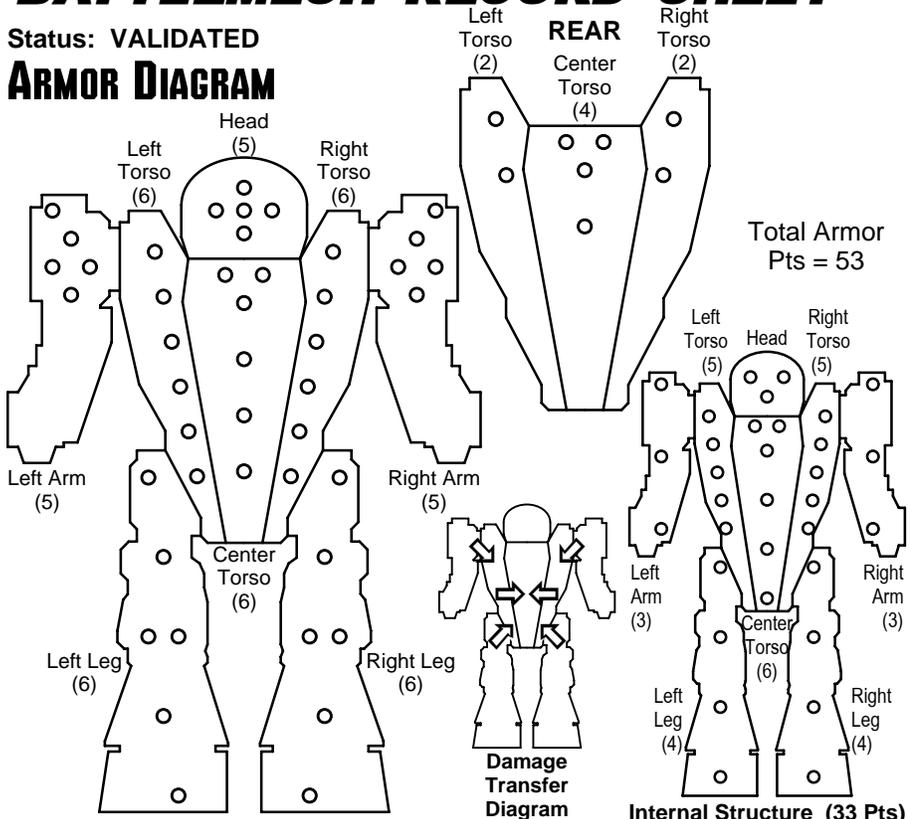
#### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**  
**ARMOR DIAGRAM**



### 'MECH DATA

Type: **Mercury MCY-102**  
 Mass: **20 tons**  
 Movement Points: **Tech & Configuration:**  
 Walking: **8** Inner Sphere  
 Running: **12 [16]** Biped 'Mech  
 Jumping: **0**

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**Weapons Inventory:** (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RA	5	5	-	4	8	12
1	Improved C³ CPU	LT	0	-	-	-	-	-
1	ER Small Laser	HD	2	3	-	2	4	5

---

**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	

**WIZKIDGAMES**

### CRITICAL HIT TABLE

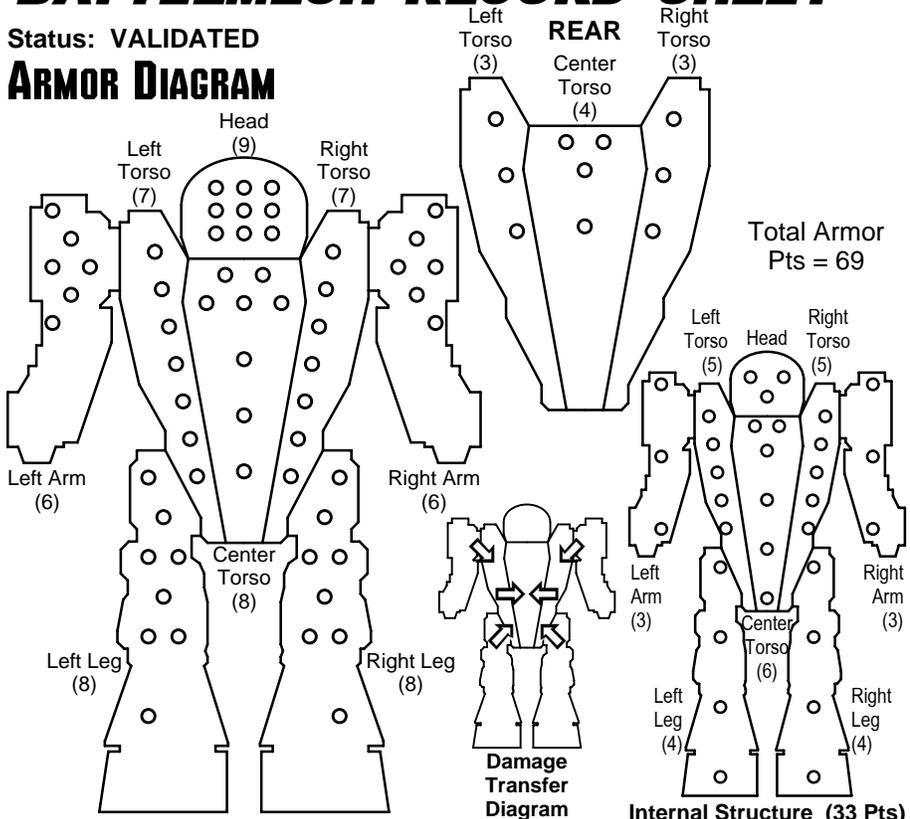
<p><b>Left Arm</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> <li>Hand Actuator</li> <li>Endo Steel</li> <li>Endo Steel</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Roll Again</li> </ol> <p>4-6</p> <p><b>Left Torso</b></p> <ol style="list-style-type: none"> <li>Improved C³ CPU</li> <li>Improved C³ CPU</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p> <p><b>Left Leg</b></p> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Single Heat Sink</li> <li>Single Heat Sink</li> </ol>	<p><b>Head</b></p> <ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>ER Small Laser</li> <li>Sensors</li> <li>Life Support</li> </ol> <p>1-3</p> <p><b>Center Torso</b></p> <ol style="list-style-type: none"> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Gyro</li> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>MASC</li> <li>Roll Again</li> </ol> <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><b>Right Arm</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> <li>Hand Actuator</li> <li>ER Medium Laser</li> <li>Endo Steel</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> </ol> <p>4-6</p> <p><b>Right Torso</b></p> <ol style="list-style-type: none"> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Ferro-Fibrous</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p> <p><b>Right Leg</b></p> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Single Heat Sink</li> <li>Single Heat Sink</li> </ol>
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# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Mercury MCY-104**  
 Mass: **20 tons**  
 Movement Points: **Tech & Configuration:**  
 Walking: **8** Inner Sphere  
 Running: **12 [16]** Biped 'Mech  
 Jumping: **0**

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#### Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	RA	5	5	-	4	8	12
1	Improved C³ CPU	LT	0	-	-	-	-	-
1	TAG	CT	0	*	-	5	9	15
1	ER Small Laser	HD	2	3	-	2	4	5

---

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	

**WZK GAMES**

### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

- Hand Actuator
- Endo Steel
- Endo Steel

4-6

- Endo Steel

#### Left Torso

- XL Engine
- XL Engine
- XL Engine

1-3

- Improved C³ CPU
- Improved C³ CPU
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Cockpit
- ER 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
- MASC
- TAG

4-6

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○

#### Right Arm

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

1-3

- Endo Steel

4-6

#### Right Torso

- XL Engine
- XL Engine
- XL Engine
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

1-3

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

4-6

#### Right Leg

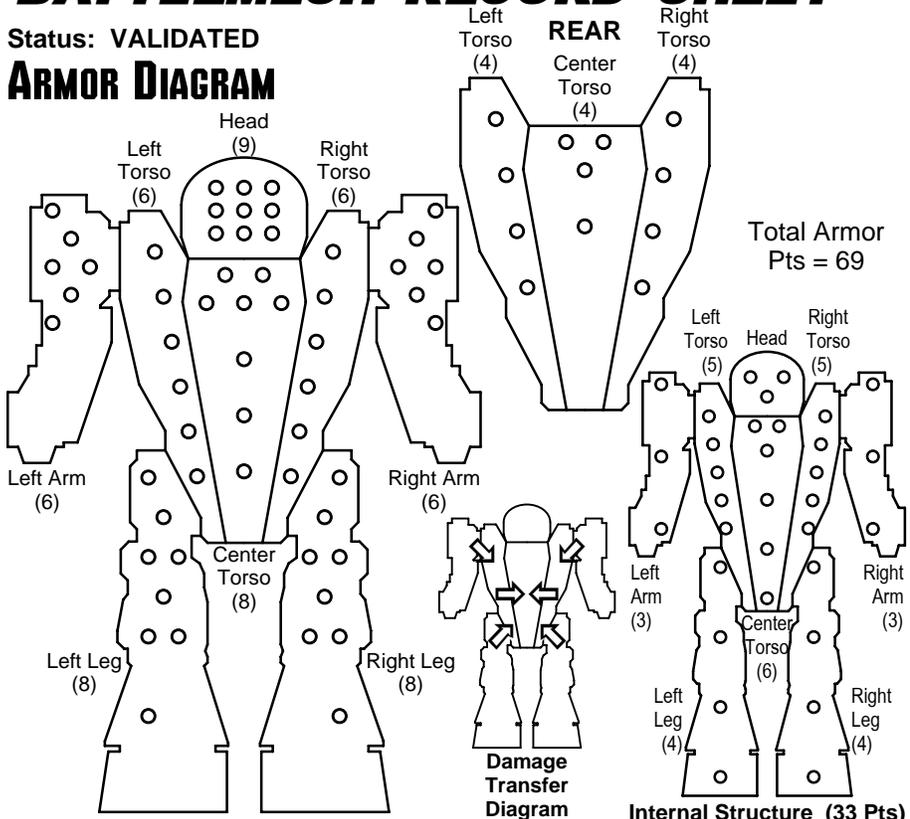
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Single Heat Sink

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Thorn THE-N**  
 Mass: **20 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	LRM 5	RA	2	1/hit	6	7	14	21
1	Medium Laser	LA	3	5	-	3	6	9
1	Medium Laser	HD	3	5	-	3	6	9

---

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

---

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	

**WIZ KIDS GAMES**

### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Medium Laser	6. Roll Again
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. LRM 5	4. Roll Again	5. Roll Again	6. Roll Again
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. Medium Laser	5. Sensors	6. Life Support
<b>Center Torso</b>	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. Single Heat Sink	2. Endo Steel	3. Endo Steel	4. Endo Steel	5. Endo Steel	6. Endo Steel
<b>Right Torso</b>	1. Single Heat Sink	2. Ammo (LRM 5) 24	3. Endo Steel	4. Endo Steel	5. Endo Steel	6. Endo Steel
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Single Heat Sink	6. Single Heat Sink
<b>Right Leg</b>	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 ○○

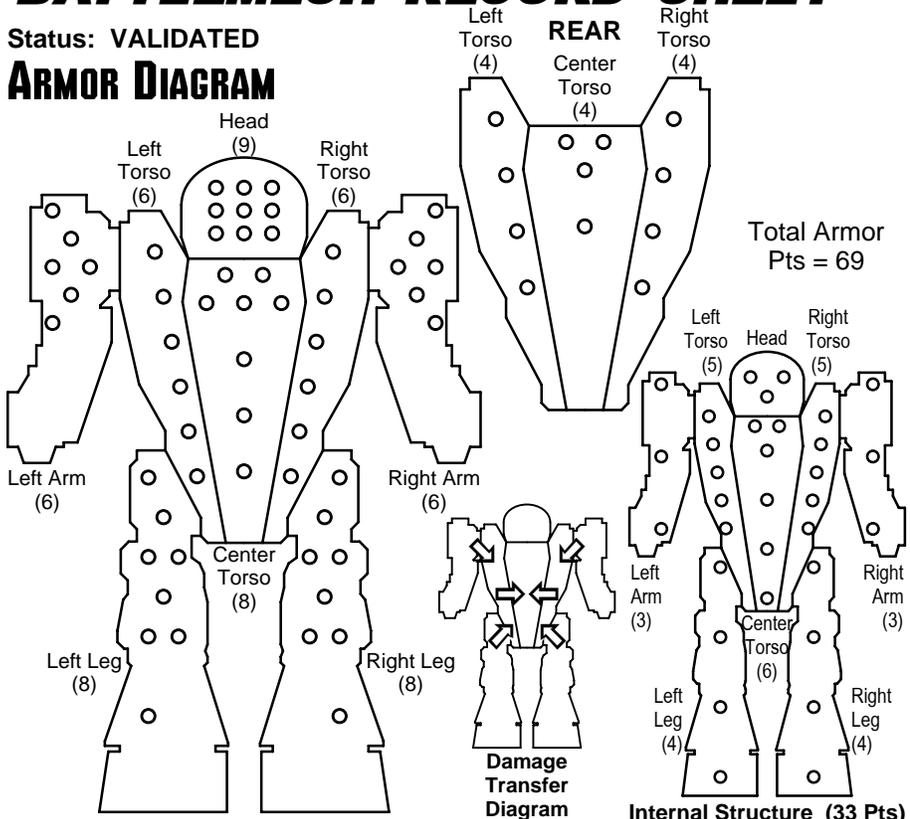
Life Support ○

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Thorn THE-N1**  
 Mass: **20 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	Small Laser	HD	1	3	-	1	2	3

---

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	

**WZK GAMES**

### CRITICAL HIT TABLE

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

Engine Hits ○○○○

Gyro Hits ○○

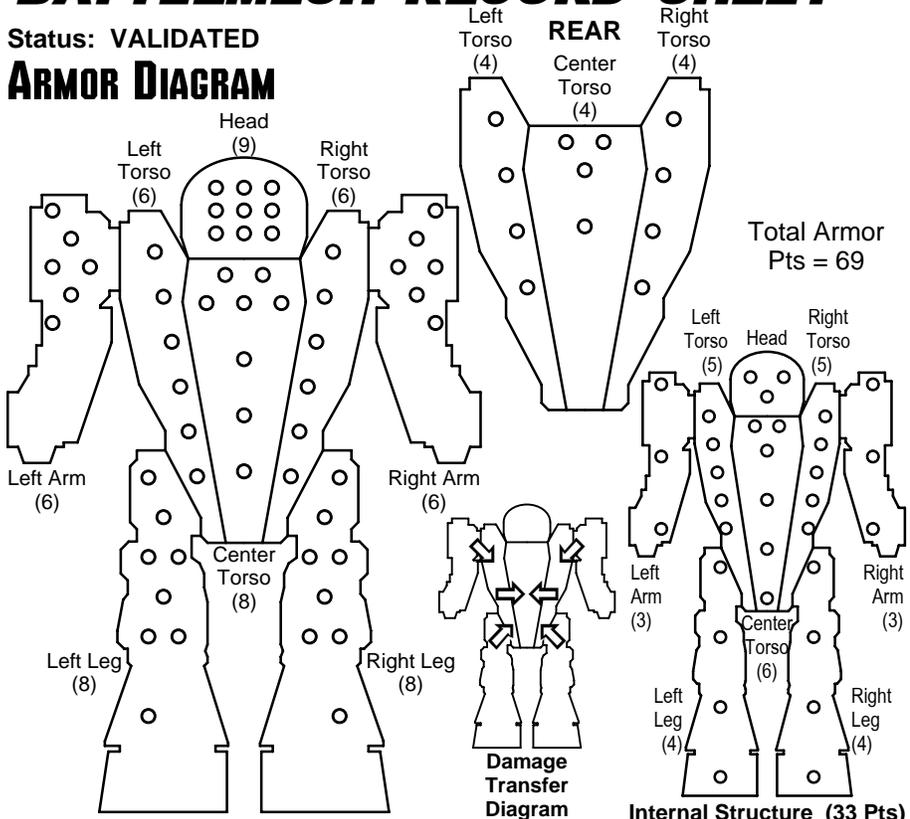
Sensor Hits ○○

Life Support ○

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**  
**ARMOR DIAGRAM**



### 'MECH DATA

Type: **Thorn THE-N2**  
 Mass: **20 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	MML 7	RA	4	-	-	-	-	-
	LRM (17 salvos/ton)			1/hit	6	7	14	21
	SRM (14 salvos/ton)			2/hit	-	3	6	9
1	ER Small Laser	HD	2	3	-	2	4	5

---

Ammo Type: **MML 7**      Rounds: \_\_\_\_\_

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

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Double Heat Sink	6. Double Heat Sink
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. MML 7	4. MML 7	5. MML 7	6. MML 7
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. ER Small Laser	5. Sensors	6. Life Support
<b>Center Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Right Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Roll Again
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Roll Again

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

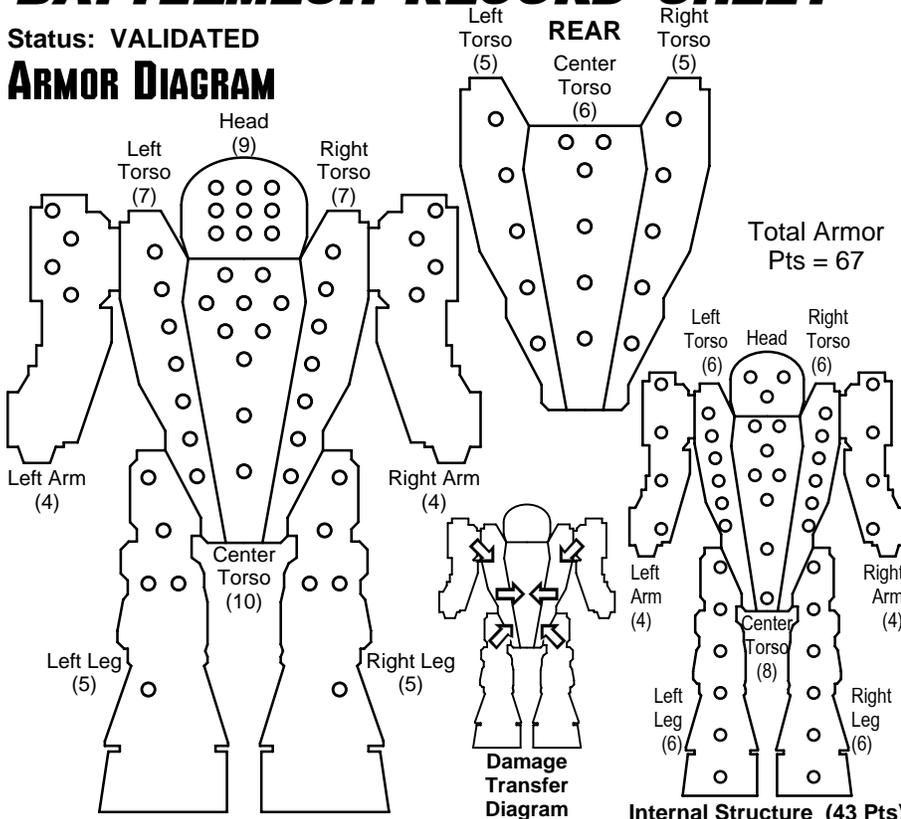
Life Support ○

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MEGH DATA

Type: **Koshi Prime**  
 Mass: **25 tons**  
 Movement Points: **7** Tech & Configuration:  
 Walking: **7** Clan  
 Running: **11** Biped OmniMech  
 Jumping: **6**

#### Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 4	RA	3	2/hit	-	4	8	12
2	Machine Gun	RA	0	2	-	1	2	3
1	LRM 10	LA	4	1/hit	-	7	14	21
1	Active Probe	HD	0	-	-	-	-	5

---

Ammo Type:                      Rounds:

Streak SRM 4	25
Machine Gun	100
LRM 10	12

---

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

Auto Eject:                      Weapon Heat:  
 Operational     Disabled                      (7)

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_      Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

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

**WZK GAMES**

### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm (CASE)</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. LRM 10	6. Ammo (LRM 10) 12
<b>1-3</b>						
<b>4-6</b>	1. Endo Steel	2. Ferro-Fibrous	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
<b>Left Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
<b>1-3</b>						
<b>4-6</b>	1. Jump Jet	2. Jump Jet	3. Jump Jet	4. Endo Steel	5. Ferro-Fibrous	6. Ferro-Fibrous
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Roll Again
<b>Right Arm (CASE)</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Streak SRM 4	6. Machine Gun
<b>1-3</b>						
<b>4-6</b>	1. Machine Gun	2. Ammo (Streak 4) 25	3. Ammo (MG) 100	4. Endo Steel	5. Ferro-Fibrous	6. Roll Again
<b>Right Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
<b>1-3</b>						
<b>4-6</b>	1. Jump Jet	2. Endo Steel	3. Ferro-Fibrous	4. Ferro-Fibrous	5. Roll Again	6. Roll Again
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Roll Again

**Head**

- Life Support
- Sensors
- Cockpit
- Active Probe
- Sensors
- Life Support

**Center Torso**

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

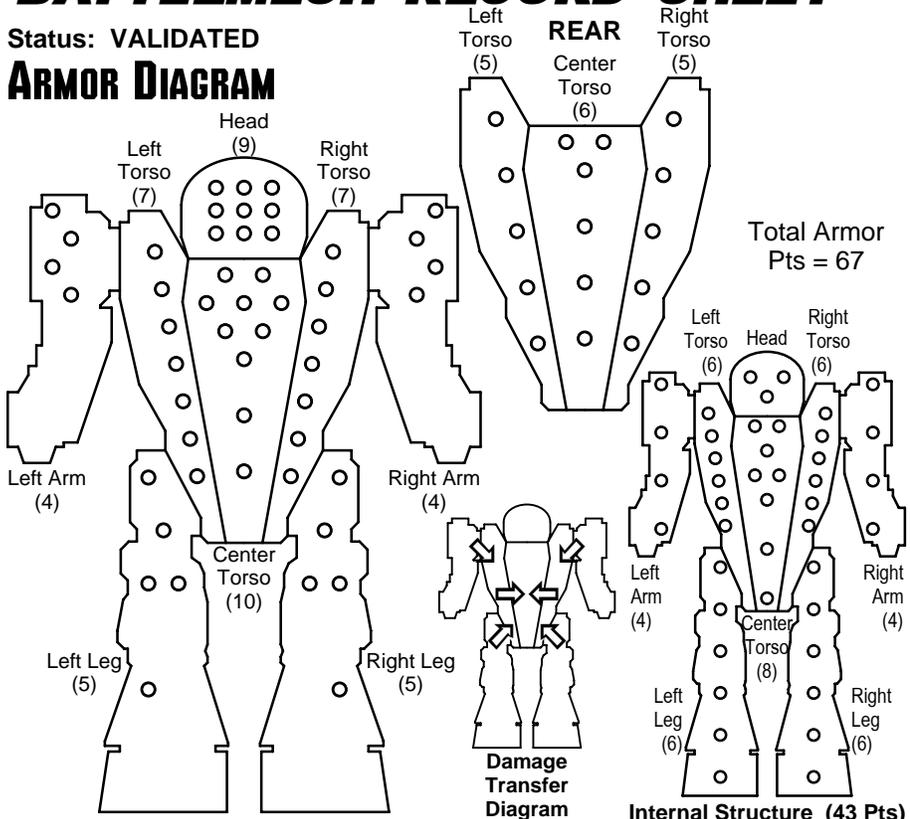
**Engine Hits** ○ ○ ○  
**Gyro Hits** ○ ○  
**Sensor Hits** ○ ○  
**Life Support** ○

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MEGH DATA

Type: **Koshi A**  
 Mass: **25 tons**  
 Movement Points: **7** Tech & Configuration:  
 Walking: **7** Clan  
 Running: **11** Biped OmniMech  
 Jumping: **6**

---

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	RA	3	2	-	1	2	3
2	Machine Gun	RA	0	2	-	1	2	3
1	TAG	LA	0	-	-	5	9	15
2	Anti-Missile System	LA	1	-	-	-	-	-
1	Active Probe	HD	0	-	-	-	-	5
1	Anti-Personnel Pod	LL	0	-	-	-	-	-
1	Anti-Personnel Pod	RL	0	-	-	-	-	-

---

Ammo Type: **Machine Gun** Rounds: **100**  
**Anti-Missile System** **72**

---

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

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

### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

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

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- TAG
- Anti-Missile System

1-3

- Anti-Missile System
- Ammo (AMS) 24
- Ammo (AMS) 24
- Ammo (AMS) 24
- Endo Steel
- Ferro-Fibrous

4-6

#### Left Torso

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

1-3

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Endo Steel
- Ferro-Fibrous

4-6

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Cockpit
- Active Probe
- Sensors
- Life Support

#### Center Torso

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

1-3

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Endo Steel
- Ferro-Fibrous

4-6

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○

#### Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Flamer
- Machine Gun

1-3

- Machine Gun
- Ammo (MG) 100
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

#### Right Torso

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

1-3

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Endo Steel
- Ferro-Fibrous

4-6

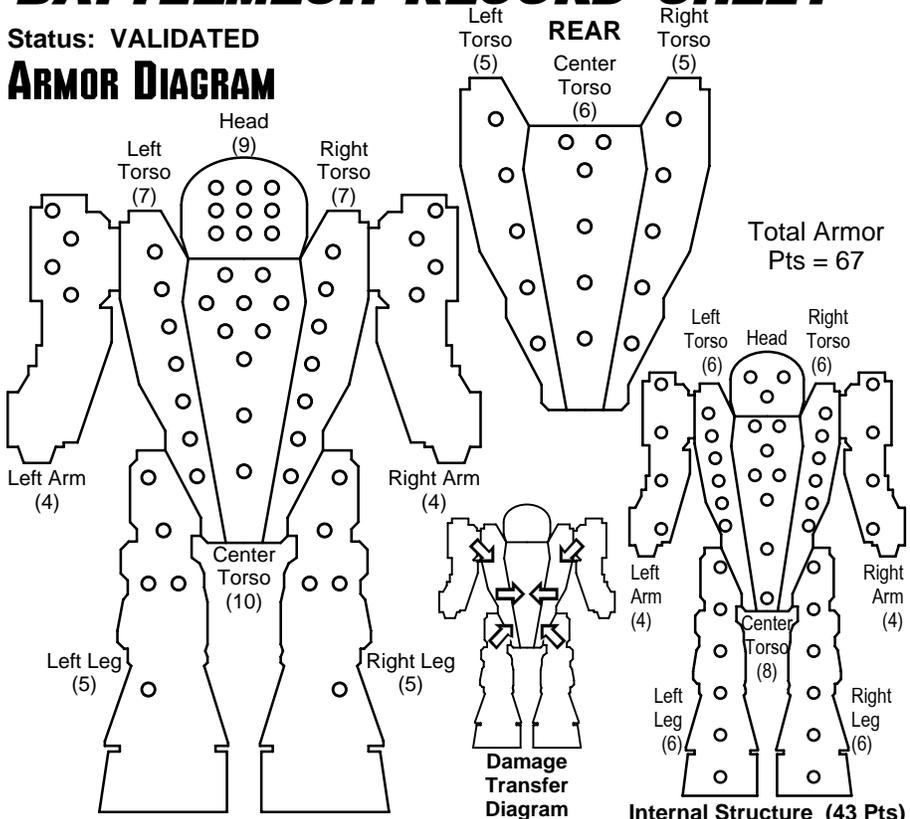
#### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**  
**ARMOR DIAGRAM**



### 'MECH DATA

Type: **Koshi B**  
 Mass: **25 tons**  
 Movement Points: **7** Tech & Configuration:  
 Walking: **7** Clan  
 Running: **11** **Biped OmniMech**  
 Jumping: **6**

---

**Weapons Inventory:** (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	SRM 6	RA	4	2/hit	-	3	6	9
1	ER Small Laser	RA	2	5	-	2	4	6
2	ER Medium Laser	LA	5	7	-	5	10	15
1	Active Probe	HD	0	-	-	-	-	5

---

Ammo Type: **SRM 6** 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

\*\* 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

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

1-3

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

4-6

#### Head

- Life Support
- Sensors
- Cockpit
- Active Probe
- Sensors
- Life Support

#### Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- SRM 6
- Ammo (SRM 6) 15

1-3

- Ammo (SRM 6) 15
- SRM 6
- ER Small Laser
- Endo Steel
- Ferro-Fibrous
- Roll Again

4-6

#### Left Torso

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

1-3

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Endo Steel
- Ferro-Fibrous

4-6

#### Center Torso

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

1-3

- XL Engine
- XL Engine
- XL Engine
- XL Engine
- Endo Steel
- Ferro-Fibrous

4-6

#### Right Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Jump Jet

1-3

- Jump Jet
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

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

#### Left Leg

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

#### Right Leg

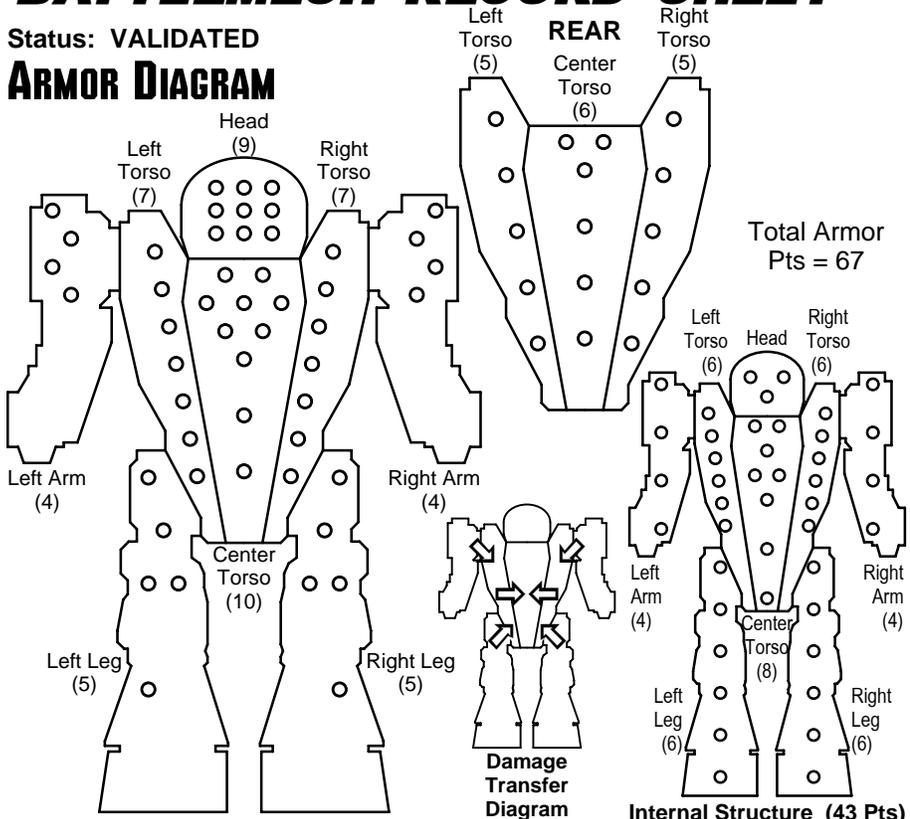
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Roll Again

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Koshi C**  
 Mass: **25 tons**  
 Movement Points: **7** Tech & Configuration:  
 Walking: **7** Clan  
 Running: **11** Biped OmniMech  
 Jumping: **6**

---

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	RA	12	10	-	8	15	25
1	ER Medium Laser	RA	5	7	-	5	10	15
1	ECM Suite	LA	0	-	-	-	-	6
1	Anti-Missile System	LA	1	-	-	-	-	-
1	Active Probe	HD	0	-	-	-	-	5

---

Ammo Type: **Anti-Missile System** Rounds: **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 (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ECM Suite
- Anti-Missile System

1-3

- Ammo (AMS) 24
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Torso

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

1-3

- Jump Jet
- Jump Jet
- Jump Jet
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Cockpit
- Active Probe
- Sensors
- Life Support

#### Center Torso

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

1-3

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Endo Steel
- Ferro-Fibrous

4-6

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○

#### Right Arm

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

1-3

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

4-6

#### Right Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Jump Jet

1-3

- Jump Jet
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

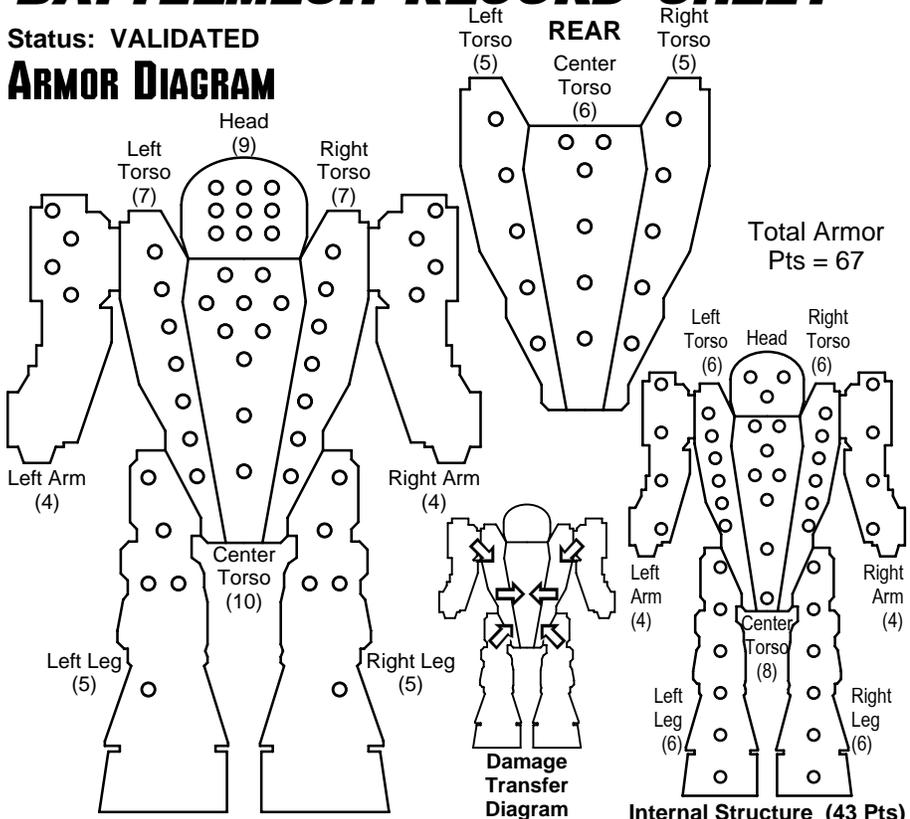
#### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**  
**ARMOR DIAGRAM**



### 'MECH DATA

Type: **Koshi D**  
 Mass: **25 tons**  
 Movement Points: **7** Tech & Configuration:  
 Walking: **7** Clan  
 Running: **11** Biped OmniMech  
 Jumping: **6**

---

**Weapons Inventory:** (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RA	5	7	-	5	10	15
1	ER Small Laser	RA	2	5	-	2	4	6
1	Ultra AC/2	LA	1	2	2	9	18	27
1	Active Probe	HD	0	-	-	-	-	5

---

Ammo Type: **Ultra AC/2** Rounds: **45**

---

**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

#### Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Ultra AC/2
- Ultra AC/2
- Ammo (Ult AC/2) 45
- Endo Steel

1-3

- Ferro-Fibrous
- Roll Again

4-6

#### Head

- Life Support
- Sensors
- Cockpit
- Active Probe
- Sensors
- Life Support

#### Right Arm

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

1-3

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

4-6

#### Left Torso

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

1-3

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Endo Steel
- Ferro-Fibrous

4-6

#### Center Torso

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

1-3

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Endo Steel
- Ferro-Fibrous

4-6

#### Right Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Jump Jet

1-3

- Jump Jet
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

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

#### Left Leg

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

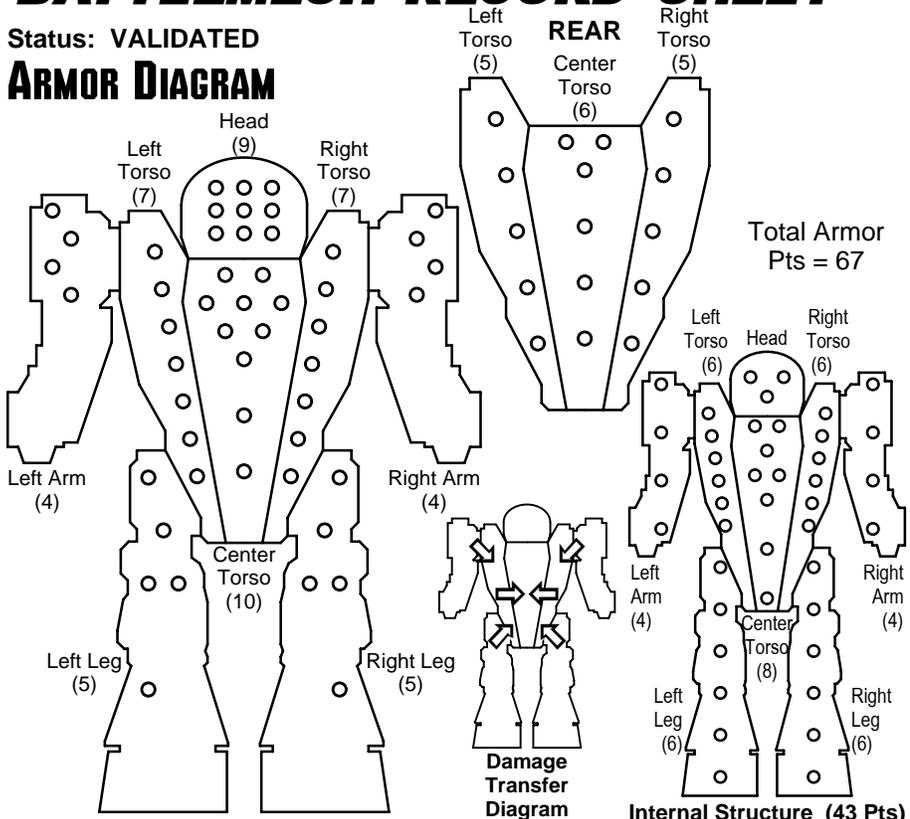
#### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**  
**ARMOR DIAGRAM**



### 'MECH DATA

Type: **Koshi E**  
 Mass: **25 tons**  
 Movement Points: **7** Tech & Configuration:  
 Walking: **7** Clan  
 Running: **11** Biped OmniMech  
 Jumping: **6**

---

**Weapons Inventory:** (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
4	ER Small Laser	RA	2	5	-	2	4	6
1	Adv. Tact. Msl. 6	LA	4	2/hit	4	5	10	15
	ER ATM Ammo			1/hit	4	9	18	27
	HE ATM Ammo			3/hit	-	3	6	9
1	Active Probe	HD	0	-	-	-	-	5

---

**Ammo Type:** **Adv. Tact. Msl. 6** **Rounds:** **20**

---

**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

#### Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Adv. Tact. Msl. 6
- Adv. Tact. Msl. 6

1-3

- Adv. Tact. Msl. 6
- Ammo (ATM 6) 10
- Ammo (ATM 6) 10
- Endo Steel
- Ferro-Fibrous
- Roll Again

4-6

#### Head

- Life Support
- Sensors
- Cockpit
- Active Probe
- Sensors
- Life Support

#### Right Arm

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

1-3

- ER Small Laser
- ER Small Laser
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

#### Left Torso

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

1-3

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Endo Steel
- Ferro-Fibrous

4-6

#### Center Torso

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

1-3

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Endo Steel
- Ferro-Fibrous

4-6

#### Right Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Jump Jet

1-3

- Jump Jet
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

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

#### Left Leg

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

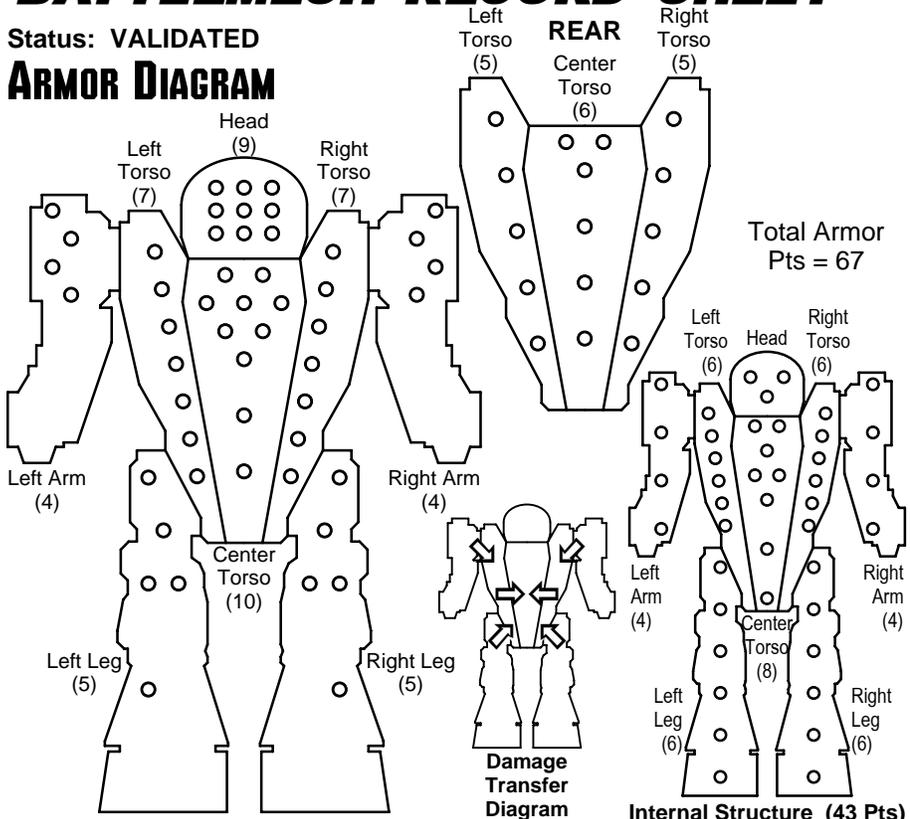
#### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**  
**ARMOR DIAGRAM**



### 'MECH DATA

Type: **Koshi F**  
 Mass: **25 tons**  
 Movement Points: **Tech & Configuration:**  
 Walking: **7** Clan  
 Running: **11** **Biped OmniMech**  
 Jumping: **6**

**Weapons Inventory:** (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Heavy Medium Laser	RA	7	10	-	3	6	9
2	Heavy Small Laser	RA	3	6	-	1	2	3
1	Heavy Medium Laser	LA	7	10	-	3	6	9
2	Heavy Small Laser	LA	3	6	-	1	2	3
1	Light TAG	LA	0	-	-	3	6	9
1	ECM Suite	RT	0	-	-	-	-	6
1	Active Probe	HD	0	-	-	-	-	5
1	Targeting Computer							

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

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

### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

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

**WKGAMES**

### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Heavy Medium Laser	6. Heavy Medium Laser
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Heavy Medium Laser	6. Heavy Medium Laser
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. Active Probe	5. Sensors	6. Life Support
<b>Center Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Engine	2. XL Engine	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Right Torso</b>	1. XL Engine	2. XL Engine	3. Double Heat Sink	4. Double Heat Sink	5. Jump Jet	6. Jump Jet
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Roll Again
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Roll Again

**Engine Hits** ○ ○ ○

**Gyro Hits** ○ ○

**Sensor Hits** ○ ○

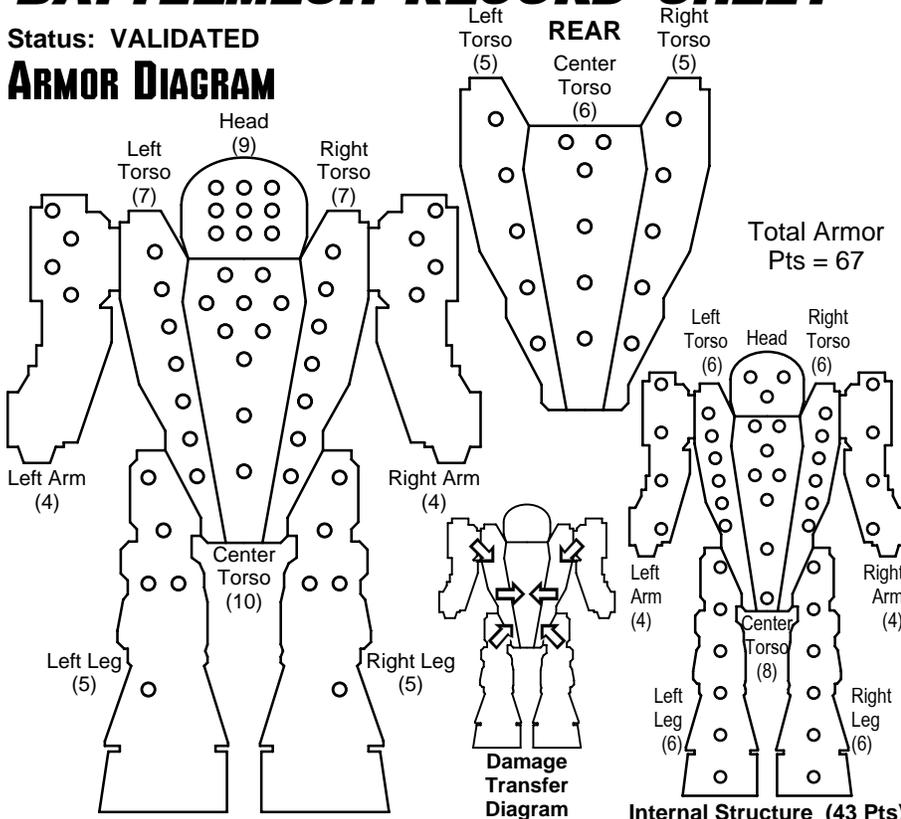
**Life Support** ○

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Koshi G**  
 Mass: **25 tons**  
 Movement Points: **7** Tech & Configuration:  
 Walking: **7** Clan  
 Running: **11** Biped OmniMech  
 Jumping: **6**

#### Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	RA	2	5	-	2	4	6
4	Heavy Machine Gun	RA	0	3	-	1	2	-
1	Machine Gun Array	RA	0	-	-	-	-	-
1	ER Small Laser	LA	2	5	-	2	4	6
4	Heavy Machine Gun	LA	0	3	-	1	2	-
1	Machine Gun Array	LA	0	-	-	-	-	-
1	Active Probe	HD	0	-	-	-	-	5
1	ER Small Laser	LL	2	5	-	2	4	6
1	ER Small Laser	RL	2	5	-	2	4	6

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

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	

**WIZKIDS GAMES**

### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. ER Small Laser	6. Heavy Machine Gun
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. ER Small Laser	6. Heavy Machine Gun
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. Active Probe	5. Sensors	6. Life Support
<b>Center Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Engine	2. XL Engine	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Right Torso (CASE)</b>	1. XL Engine	2. XL Engine	3. Double Heat Sink	4. Double Heat Sink	5. Jump Jet	6. Jump Jet
<b>Left Leg</b>	1. Jump Jet	2. Jump Jet	3. Jump Jet	4. Endo Steel	5. Ferro-Fibrous	6. Ferro-Fibrous
<b>Right Leg</b>	1. Jump Jet	2. Ammo (HMG) 100	3. Endo Steel	4. Ferro-Fibrous	5. Ferro-Fibrous	6. Roll Again

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

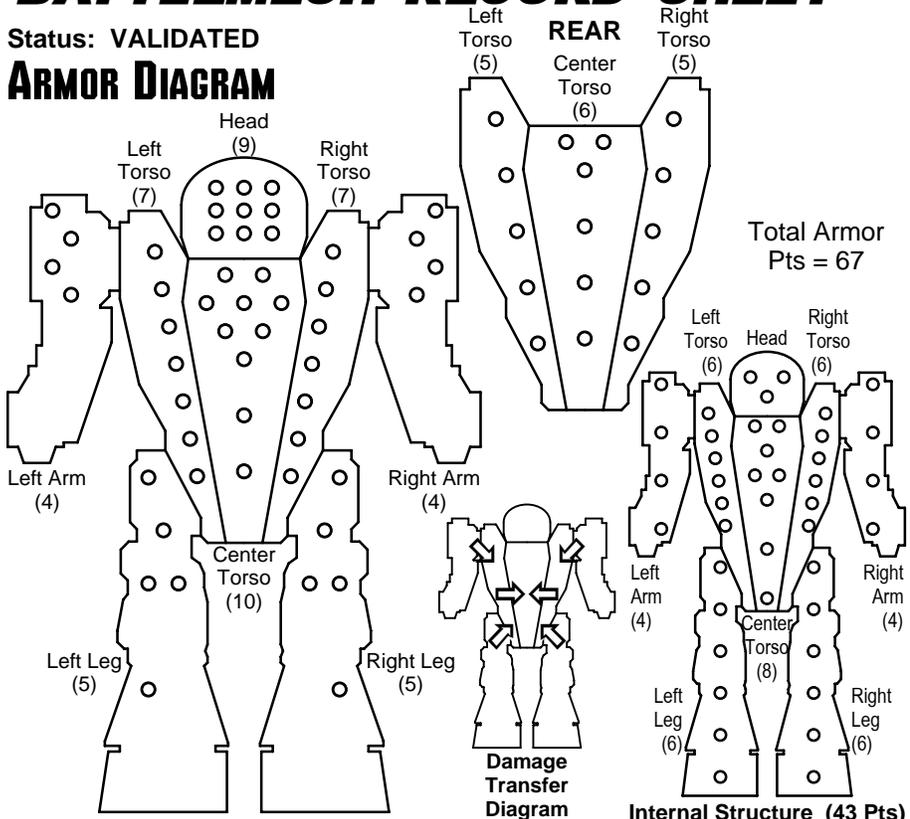
Life Support ○

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Koshi H**  
 Mass: **25 tons**  
 Movement Points: **7** Tech & Configuration:  
 Walking: **7** Clan  
 Running: **11** **Biped OmniMech**  
 Jumping: **6**

---

**Weapons Inventory:** (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Heavy Small Laser	RA	3	6	-	1	2	3
1	Heavy Medium Laser	RA	7	10	-	3	6	9
1	Streak SRM 6	LA	4	2/hit	-	4	8	12
1	Anti-Missile System	LA	1	-	-	-	-	-
1	Active Probe	HD	0	-	-	-	-	5

---

**Ammo Type:** **Streak SRM 6** **Rounds:** **15**  
**Anti-Missile System** **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 (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Streak SRM 6
- Streak SRM 6

1-3

- Anti-Missile System
- Ammo (Streak 6) 15
- Ammo (AMS) 24
- Endo Steel
- Ferro-Fibrous
- Roll Again

4-6

#### Left Torso

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

1-3

- Jump Jet
- Jump Jet
- Jump Jet
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Cockpit
- Active Probe
- Sensors
- Life Support

#### Center Torso

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

1-3

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Endo Steel
- Ferro-Fibrous

4-6

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Heavy Small Laser
- Heavy Small Laser

1-3

- Heavy Medium Laser
- Heavy Medium Laser
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

#### Right Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Jump Jet

1-3

- Jump Jet
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

#### Right Leg

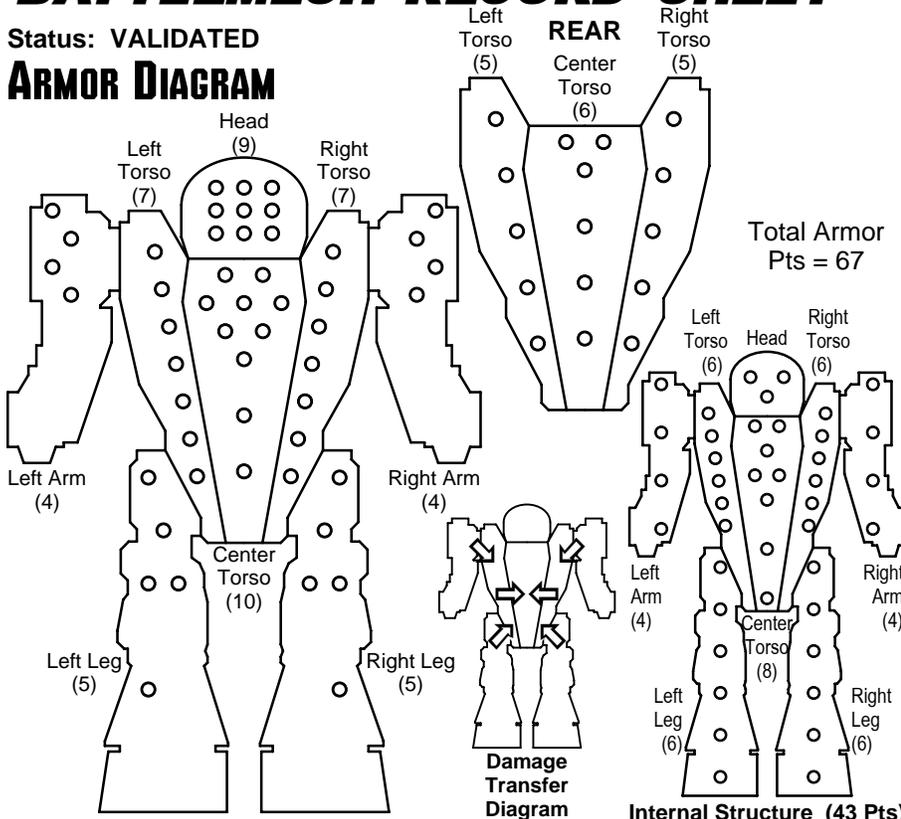
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Roll Again

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Koshi P**  
 Mass: **25 tons**  
 Movement Points: **7** Tech & Configuration:  
 Walking: **7** Clan  
 Running: **11** Biped OmniMech  
 Jumping: **6**

#### Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Micro Pulse Laser	RA	1	3	-	1	2	3
2	ER Micro Laser	RA	1	2	-	1	2	4
1	ER Large Laser	RA	12	10	-	8	15	25
2	ER Micro Laser	LA	1	2	-	1	2	4
2	Micro Pulse Laser	LA	1	3	-	1	2	3
1	Active Probe	HD	0	-	-	-	-	5

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

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	

**WKGAMES**

### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. ER Micro Laser	6. ER Micro Laser
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Micro Pulse Laser	6. ER Micro Laser
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. Active Probe	5. Sensors	6. Life Support
<b>Center Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Engine	2. XL Engine	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Right Torso</b>	1. XL Engine	2. XL Engine	3. Double Heat Sink	4. Double Heat Sink	5. Jump Jet	6. Jump Jet
<b>Left Leg</b>	1. Jump Jet	2. Jump Jet	3. Jump Jet	4. Endo Steel	5. Ferro-Fibrous	6. Ferro-Fibrous
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Roll Again

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

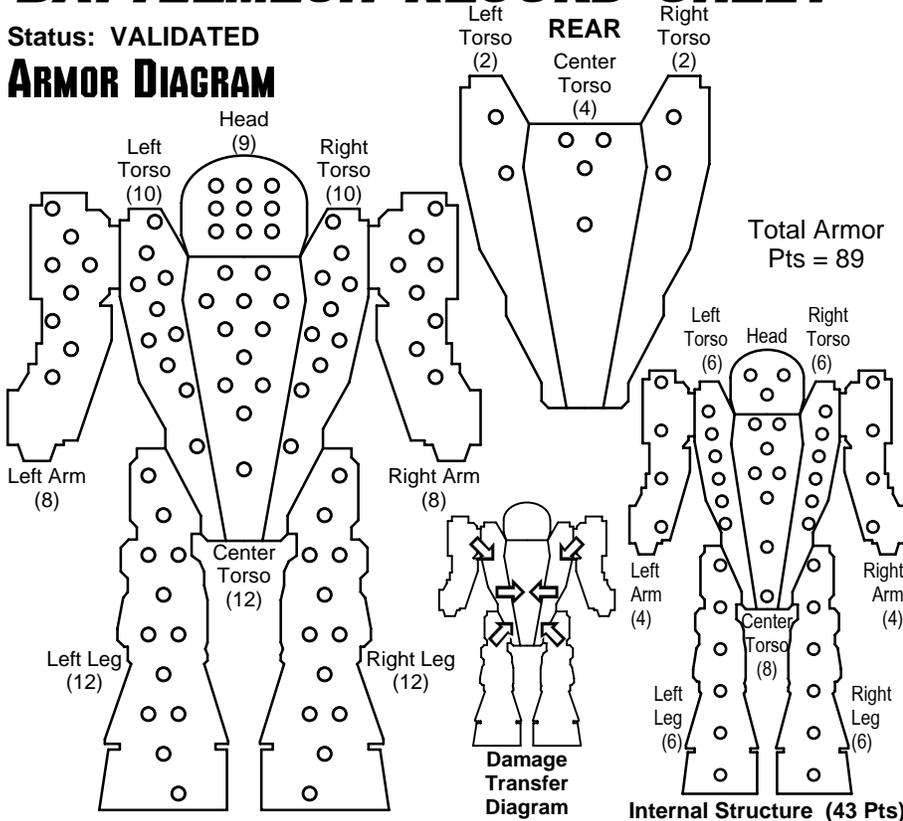
Life Support ○

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



Total Armor  
Pts = 89

Internal Structure (43 Pts)

### 'MECH DATA

Type: **Mongoose MON-66**

Mass: **25 tons**

Movement Points: **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	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	Beagle Active Probe	LT	0	-	-	-	-	4
1	Medium Laser	CT	3	5	-	3	6	9
1	Small Laser	HD	1	3	-	1	2	3

Total Heat Sinks: **10 Single**

○○○○○○○○○○

Auto Eject:

Operational  Disabled

Weapon Heat:

(10)

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

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

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

#### Left Torso

- Beagle Active Probe
  - Beagle Active Probe
  - Endo Steel
- 1-3
- Endo Steel
  - Endo Steel
  - Endo Steel

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

#### Left Leg

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

#### Head

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

#### Center Torso

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

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

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

#### Right Arm

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

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

#### Right Torso

- Endo Steel
  - Endo Steel
- 1-3

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

#### Right Leg

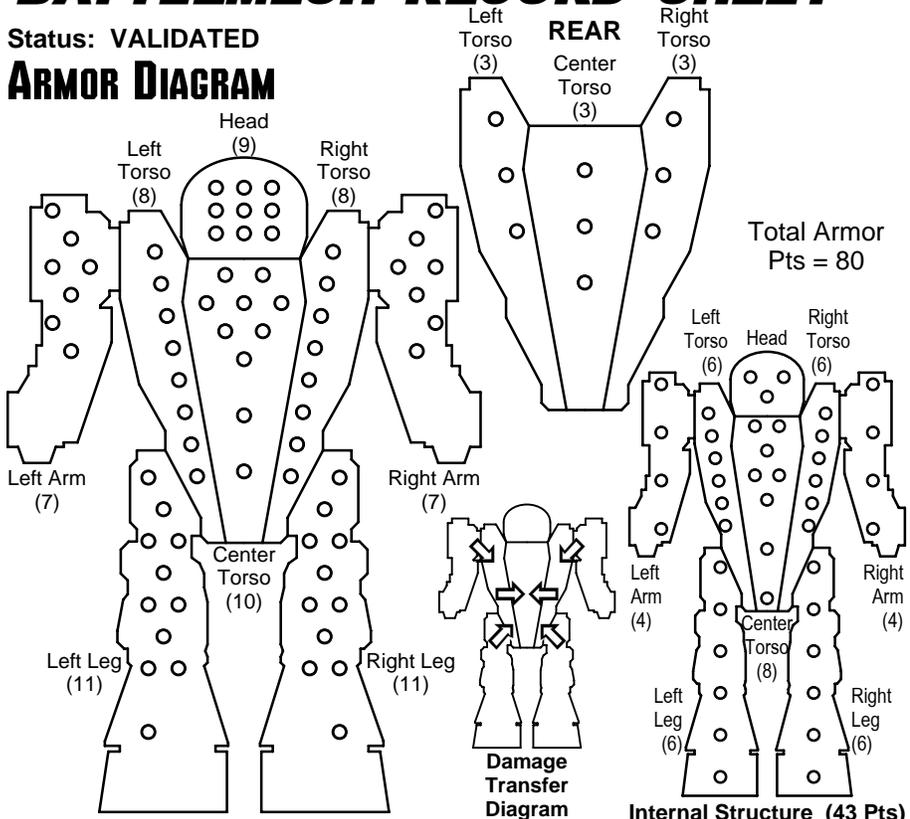
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Roll Again

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Mongoose MON-68**  
 Mass: **25 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	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	SRM 2	LT	2	2/hit	-	3	6	9
1	Medium Laser	CT	3	5	-	3	6	9
1	Small Laser	HD	1	3	-	1	2	3

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

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

**WARGAMES**

### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

- Hand Actuator
- Medium Laser
- Ferro-Fibrous

4-6

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

#### Right 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

- Endo Steel

#### Head

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

#### Left Torso

- SRM 2
- Ammo (SRM 2) 50
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- 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
- Medium Laser
- Roll Again

4-6

#### Right Torso

- Endo Steel

1-3

- Endo Steel
- 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

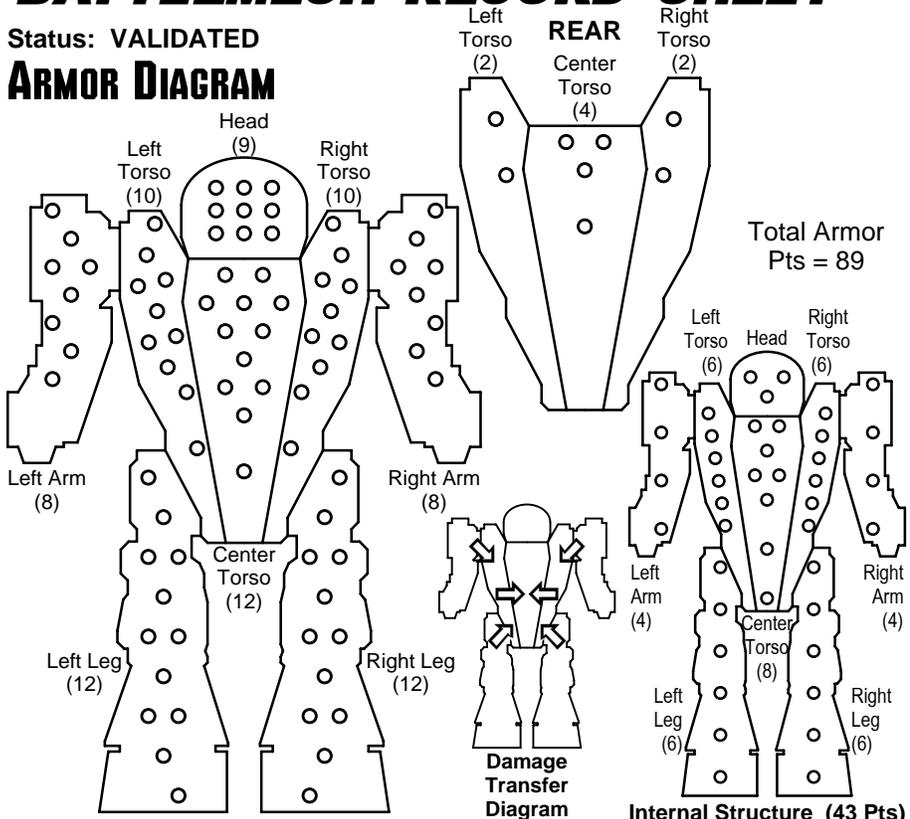
#### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**  
**ARMOR DIAGRAM**



### 'MECH DATA

Type: **Mongoose MON-70**  
 Mass: **25 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	RA	3	5	-	3	6	9
1	Flamer	RA	3	2	-	1	2	3
1	Medium Laser	LA	3	5	-	3	6	9
1	Flamer	LA	3	2	-	1	2	3
1	Medium Laser	CT	3	5	-	3	6	9

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

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

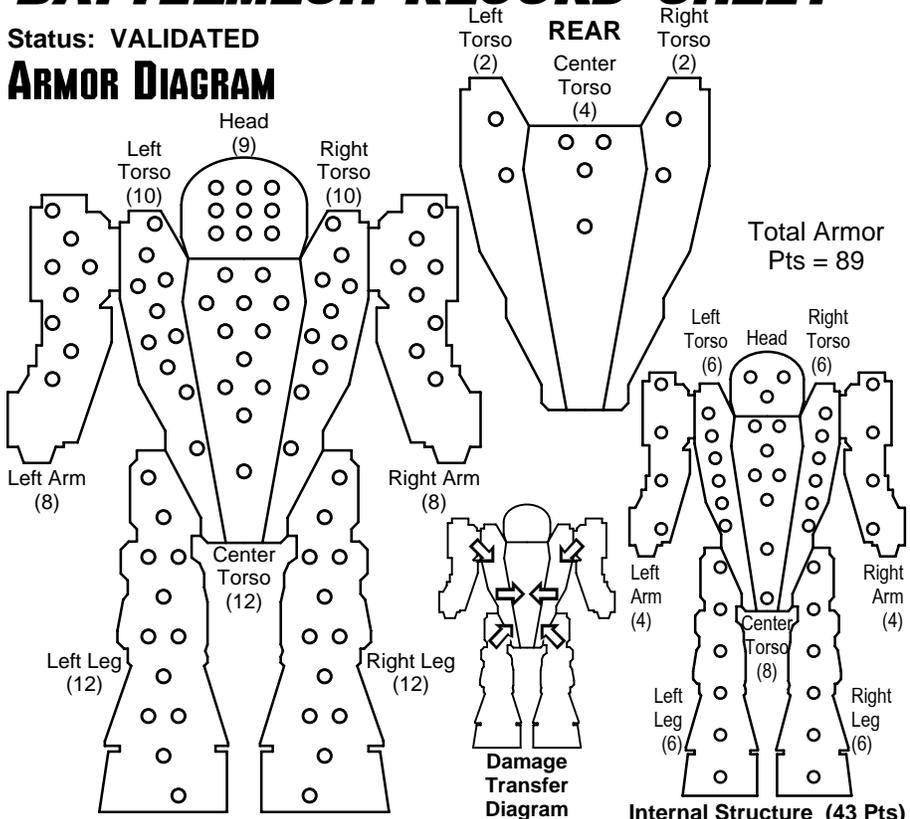
### CRITICAL HIT TABLE

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**  
**ARMOR DIAGRAM**



### MECH DATA

Type: **Mongoose MON-76**  
 Mass: **25 tons**  
 Movement Points: **Tech & Configuration:**  
 Walking: **8** Inner Sphere  
 Running: **12 [16]** 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	Guardian ECM	LT	0	-	-	-	-	6
1	Medium Pulse Laser	CT	4	6	-	2	4	6
1	Small Laser	HD	1	3	-	1	2	3

---

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

**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

#### Left Arm

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

1-3

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

4-6

#### Left Torso

- XL Engine
- XL Engine
- XL Engine
- Guardian ECM
- Guardian ECM
- Double Heat Sink

1-3

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

4-6

#### Left Leg

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

#### Head

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

4-6

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○

#### Right Arm

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

1-3

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

4-6

#### Right Torso

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

1-3

- Endo Steel

4-6

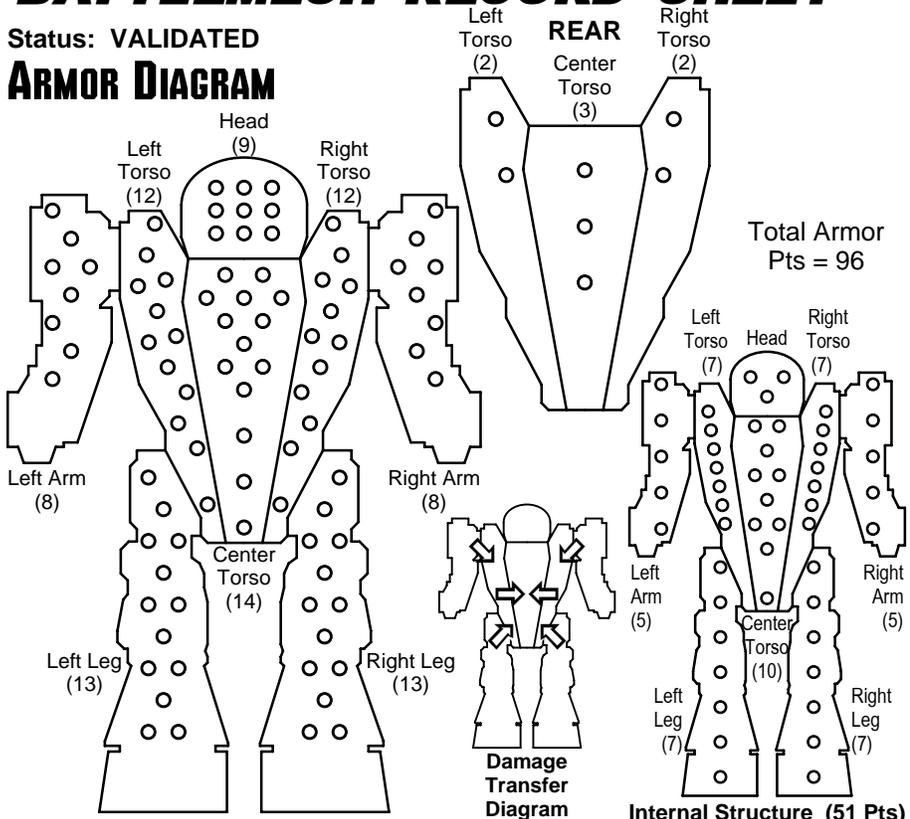
#### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**  
**ARMOR DIAGRAM**



### 'MECH DATA

Type: **Falcon FLC-6C**  
 Mass: **30 tons**  
 Movement Points: **6** 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:** Anti-Missile System **Rounds:** 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

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

- Hand Actuator
- ER Small Laser
- Ferro-Fibrous

4-6

- Ferro-Fibrous
- Roll Again

#### Head

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

#### Right Arm

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

1-3

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

4-6

#### Left Torso

- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Jump Jet
- Anti-Missile System
- Ferro-Fibrous

1-3

- Roll Again

4-6

#### Right Torso (CASE)

- Jump Jet
- Jump Jet
- Targeting Computer
- Ammo (AMS) 24
- Ferro-Fibrous
- Roll Again

1-3

- Roll Again

4-6

#### Left Leg

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

#### Right Leg

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

**Engine Hits** ○○○○

**Gyro Hits** ○○

**Sensor Hits** ○○

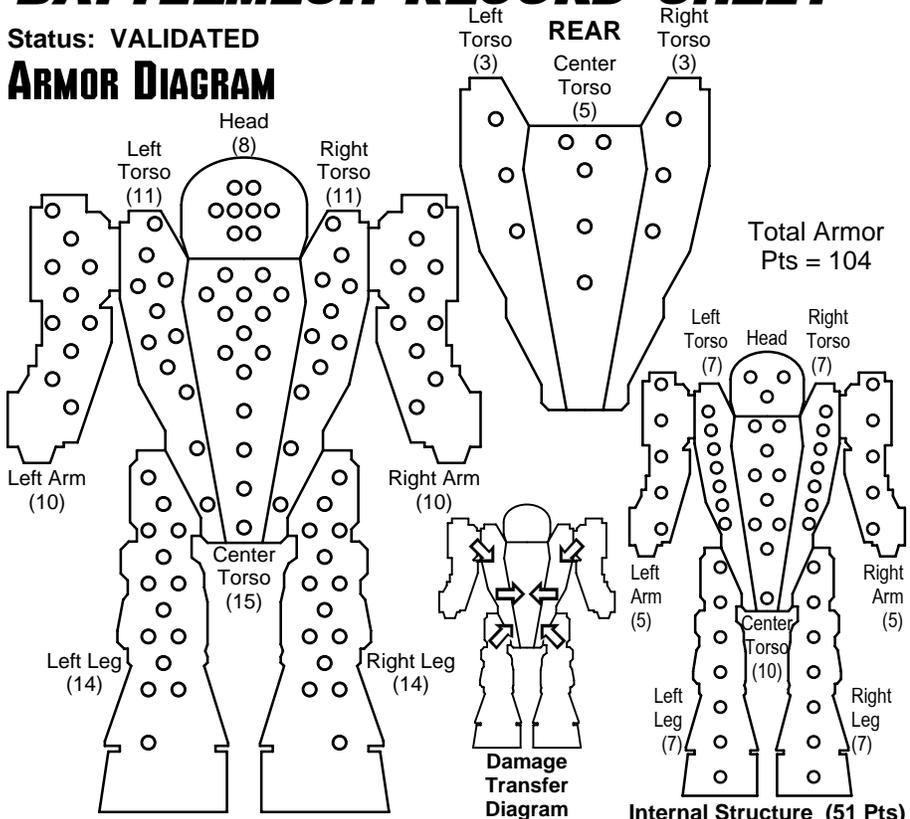
**Life Support** ○

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

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

**Weapons Inventory:** (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	RA	2	5	-	2	4	6
1	ER Small Laser	LA	2	5	-	2	4	6
1	Medium Pulse Laser	RT	4	7	-	4	8	12
1	SRM 2	RT	2	2/hit	-	3	6	9
1	ER Small Laser	LT	2	5	-	2	4	6
1	Medium Pulse Laser	LT	4	7	-	4	8	12
1	Medium Pulse Laser	CT	4	7	-	4	8	12
1	ER Small Laser	CT	2	5	-	2	4	6

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

**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

\*\* 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
- ER Small Laser
- Double Heat Sink
- Double Heat Sink
- Endo Steel

1-3

- Endo Steel
- Roll Again

4-6

#### Right Arm

- Shoulder
- Upper Arm Actuator
- ER Small Laser
- Double Heat Sink
- Double Heat Sink
- Endo Steel

1-3

- Endo Steel
- Roll Again

4-6

#### Head

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

1-3

- Life Support
- Sensors
- Sensors
- Life Support

4-6

#### Left Torso

- ER Small Laser
- Medium Pulse Laser
- Double Heat Sink
- Double Heat Sink
- Endo Steel
- Roll Again

1-3

- Roll Again

4-6

#### Center Torso

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

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Medium Pulse Laser
- ER Small Laser

4-6

#### Right Torso (CASE)

- Double Heat Sink
- Double Heat Sink
- Medium Pulse Laser
- SRM 2
- Ammo (SRM 2) 50
- Endo Steel

1-3

- 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

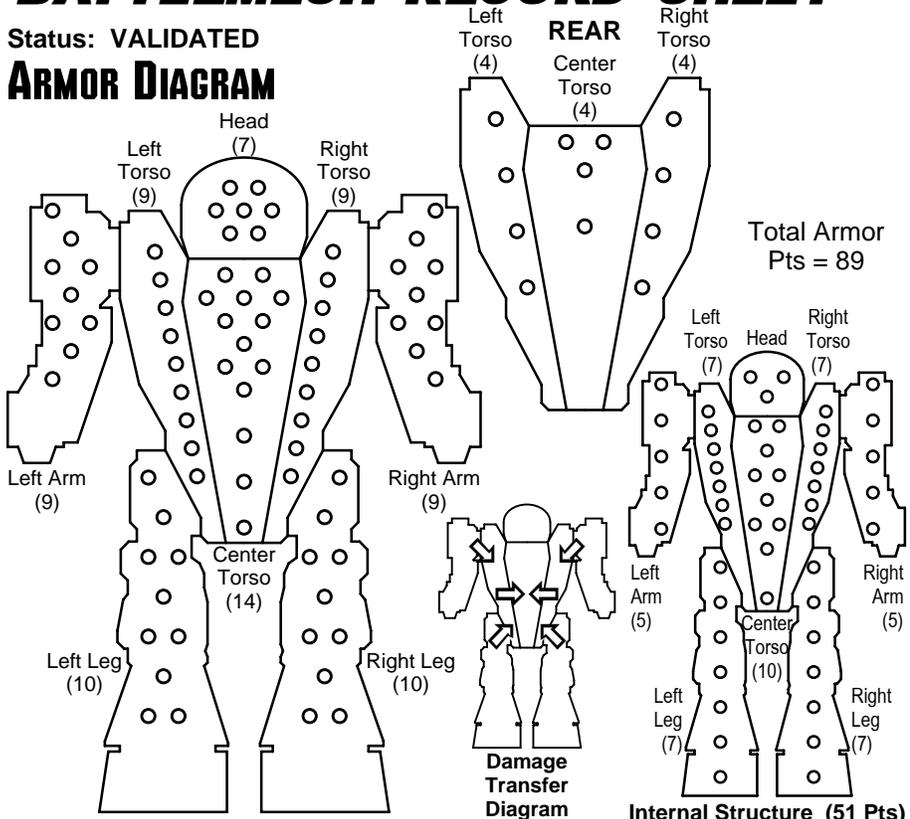
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Hermes HER-1S**  
 Mass: **30 tons**  
 Movement Points: **9**    Tech & Configuration:  
 Walking: **9**    Inner Sphere  
 Running: **14**    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	Flamer	LA	3	2	-	1	2	3
1	Medium Laser	CT	3	5	-	3	6	9

---

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

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

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_    Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid 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
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Flamer	5. Ferro-Fibrous	6. Ferro-Fibrous
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Medium Laser	6. Ferro-Fibrous
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support
<b>Center Torso</b>	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. Endo Steel	2. Endo Steel	3. Endo Steel	4. Endo Steel	5. Endo Steel	6. Endo Steel
<b>Right Torso</b>	1. Endo Steel	2. Endo Steel	3. Endo Steel	4. Endo Steel	5. Endo Steel	6. Endo Steel
<b>Left Leg</b>	1. Endo Steel	2. Roll Again	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again

Engine Hits ○○○○

Gyro Hits ○○

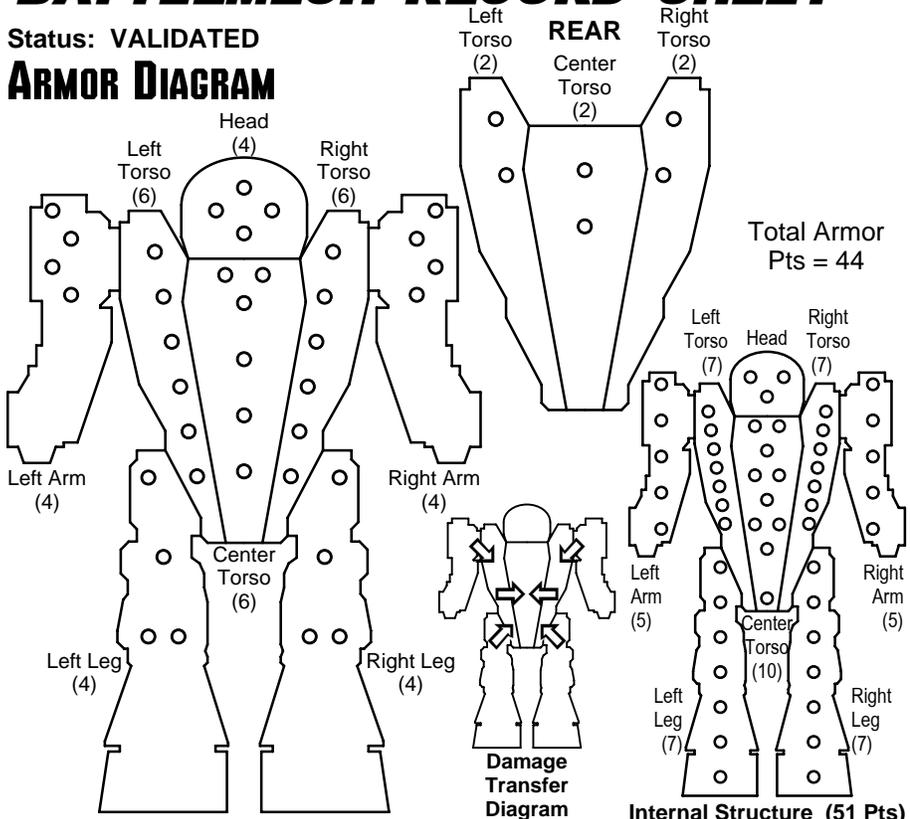
Sensor Hits ○○

Life Support ○

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**  
**ARMOR DIAGRAM**



### 'MECH DATA

Type: **Hermes HER-3S**  
 Mass: **30 tons**  
 Movement Points: **Tech & Configuration:**  
 Walking: **9** Inner Sphere  
 Running: **14 [18]** 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	Beagle Active Probe	RT	0	-	-	-	-	4

---

**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

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Medium Laser	5. Ferro-Fibrous	6. Ferro-Fibrous
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Medium Laser	6. Ferro-Fibrous
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support
<b>Center Torso</b>	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. MASC	2. MASC	3. Endo Steel	4. Endo Steel	5. Endo Steel	6. Endo Steel
<b>Right Torso</b>	1. Beagle Active Probe	2. Beagle Active Probe	3. Endo Steel	4. Endo Steel	5. Endo Steel	6. Endo Steel
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again

**Engine Hits** ○ ○ ○

**Gyro Hits** ○ ○

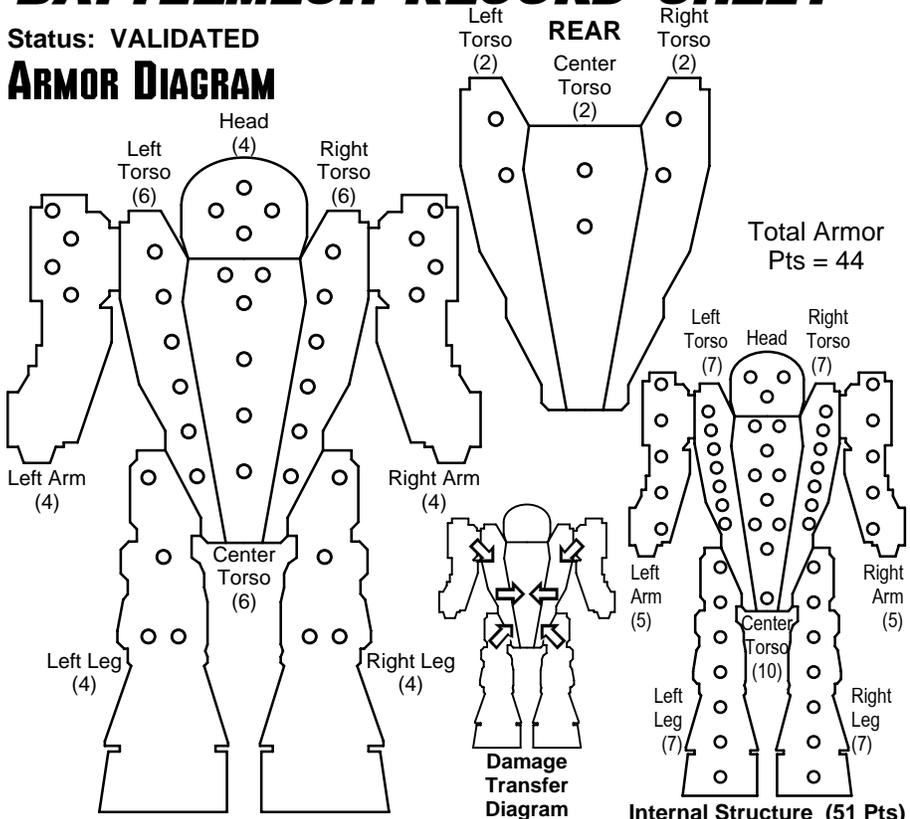
**Sensor Hits** ○ ○

**Life Support** ○

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**  
**ARMOR DIAGRAM**



### 'MECH DATA

Type: **Hermes HER-3S1**  
 Mass: **30 tons**  
 Movement Points: **Tech & Configuration:**  
 Walking: **9** Inner Sphere  
 Running: **14 [18]** 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	Guardian ECM	RT	0	-	-	-	-	6

---

**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

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Medium Laser	5. Ferro-Fibrous	6. Ferro-Fibrous
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Medium Laser	6. Ferro-Fibrous
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support
<b>Center Torso</b>	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. MASC	2. MASC	3. Endo Steel	4. Endo Steel	5. Endo Steel	6. Endo Steel
<b>Right Torso</b>	1. Guardian ECM	2. Guardian ECM	3. Endo Steel	4. Endo Steel	5. Endo Steel	6. Endo Steel
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again
<b>Right Leg</b>	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** ○ ○

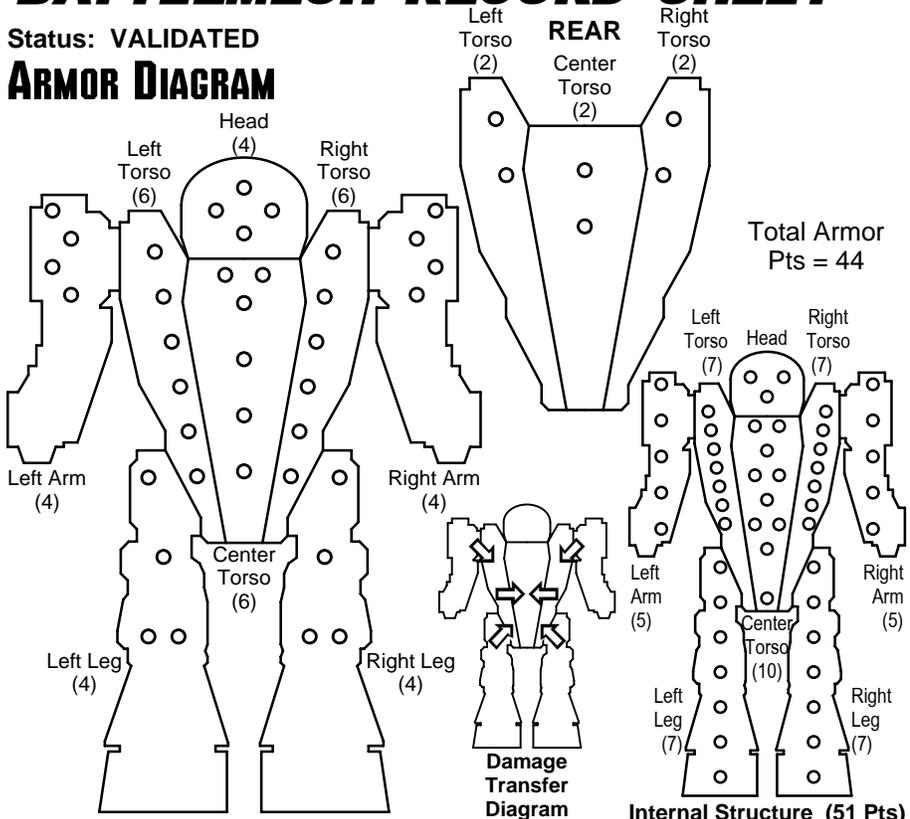
**Life Support** ○

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Hermes HER-3S2**  
 Mass: **30 tons**  
 Movement Points: **Tech & Configuration:**  
 Walking: **9** Inner Sphere  
 Running: **14 [18]** 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	Guardian ECM	RT	0	-	-	-	-	6
1	TAG	LT	0	*	-	5	9	15

---

**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	

**WZK GAMES**

### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 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

#### Left Torso

- MASC
  - MASC
  - TAG
  - Endo Steel
  - Endo Steel
  - Endo Steel
- 1-3

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

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- 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
  - Medium Laser
  - Ferro-Fibrous
- 1-3

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

#### Right Torso

- Guardian ECM
  - Guardian ECM
  - 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

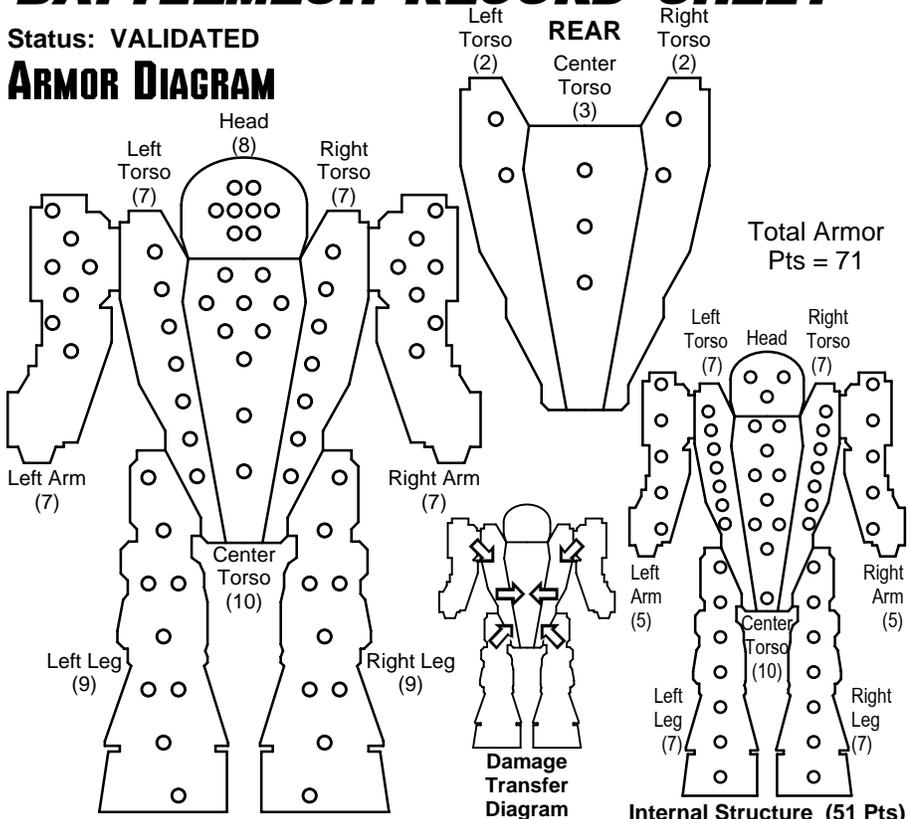
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Hermes HER-4K**  
 Mass: **30 tons**  
 Movement Points: **Tech & Configuration:**  
 Walking: **9** Inner Sphere  
 Running: **14 [18]** 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
2	ER Medium Laser	LA	5	5	-	4	8	12
1	ER Small Laser	RT	2	3	-	2	4	5
1	Guardian ECM	RT	0	-	-	-	-	6
1	C³ Slave Unit	LT	0	-	-	-	-	-
2	ER Medium Laser	CT	5	5	-	4	8	12

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	

**WARGAMES**

### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. ER Medium Laser	5. ER Medium Laser	6. Ferro-Fibrous
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. ER Medium Laser	6. ER Medium Laser
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. Ferro-Fibrous	5. Sensors	6. Life Support
<b>Center Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. MASC	5. MASC	6. C³ Slave Unit
<b>Right Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. ER Small Laser	5. Guardian ECM	6. Guardian ECM
<b>Left Leg</b>	1. Endo Steel	2. Endo Steel	3. Endo Steel	4. Endo Steel	5. Endo Steel	6. Endo Steel
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Roll Again

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

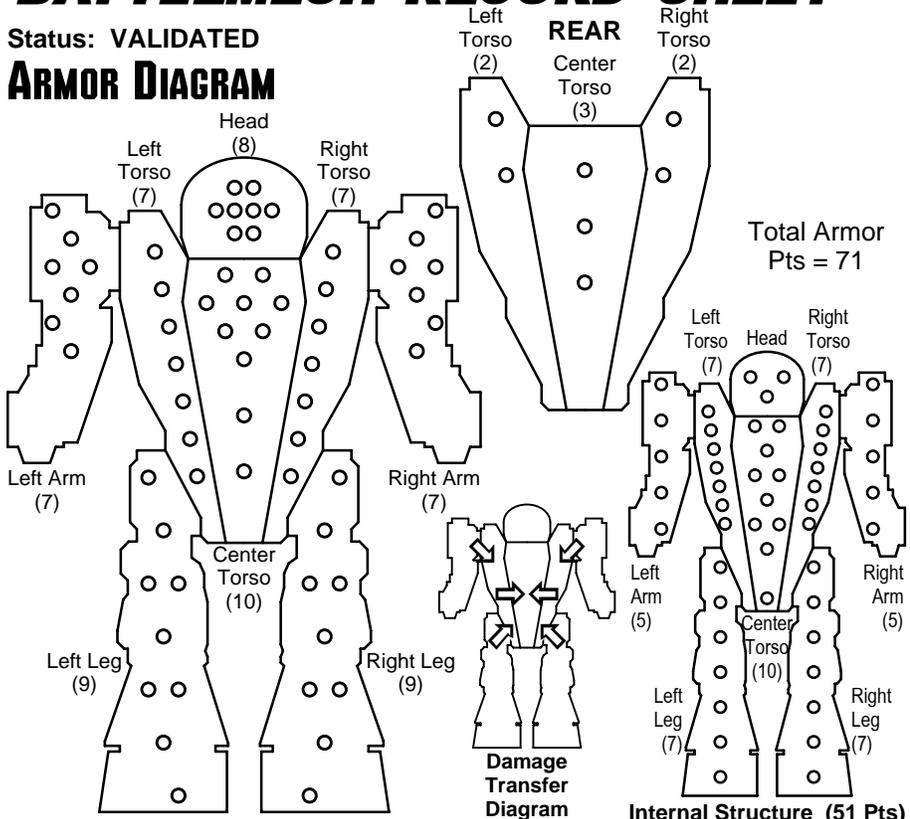
Life Support ○

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Hermes HER-4M**  
 Mass: **30 tons**  
 Movement Points: **Tech & Configuration:**  
 Walking: **9** Inner Sphere  
 Running: **14 [18]** 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
2	ER Medium Laser	LA	5	5	-	4	8	12
1	ER Medium Laser	RT	5	5	-	4	8	12
1	Guardian ECM	RT	0	-	-	-	-	6
1	Improved C³ CPU	CT	0	-	-	-	-	-

---

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	

**WIZKIDGAMES**

### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

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

4-6

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

#### Head

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

#### Right Arm

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

1-3

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

4-6

#### Left Torso

- XL Engine
- XL Engine
- XL Engine

1-3

- MASC
- MASC
- Endo Steel

4-6

- Endo Steel

#### Center Torso

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

1-3

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Improved C³ CPU
- Improved C³ CPU

4-6

#### Right Torso

- XL Engine
- XL Engine
- XL Engine
- ER Medium Laser
- Guardian ECM
- Guardian ECM

1-3

- Endo Steel

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

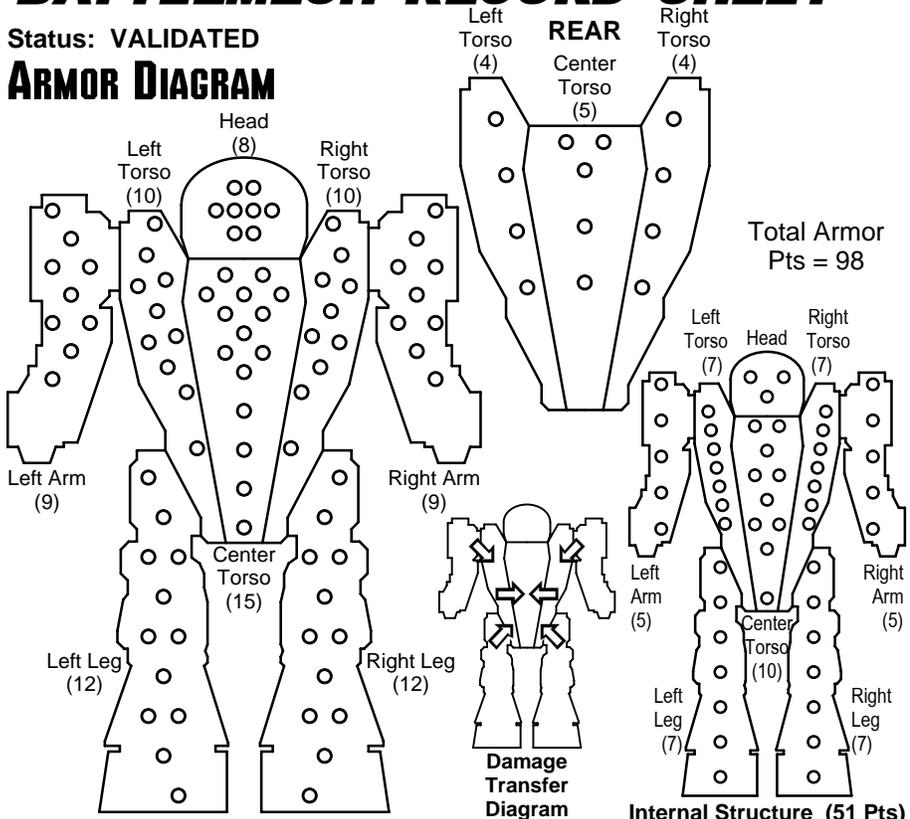
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Roll Again

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Hermes HER-4S**  
 Mass: **30 tons**  
 Movement Points: **Tech & Configuration:**  
 Walking: **9** Inner Sphere  
 Running: **14 [18]** 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	Guardian ECM RT		0	-	-	-	-	6
1	Medium Pulse Laser CT		4	6	-	2	4	6

**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
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  
 4. Medium Pulse Laser  
 5. Ferro-Fibrous  
 6. Ferro-Fibrous

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

#### Left Torso

- XL Engine
  - XL Engine
  - XL Engine
  - MASC
  - MASC
  - Endo Steel
- 1-3

- Endo Steel
  - Endo Steel
- 4-6

#### Left Leg

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

#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Medium Pulse Laser
  - Ferro-Fibrous
- 1-3  
 4-6

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

#### Right Torso

- XL Engine
  - XL Engine
  - XL Engine
  - Guardian ECM
  - Guardian ECM
  - Endo Steel
- 1-3  
 4-6

- Endo Steel

#### 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

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

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Medium Pulse Laser
- Roll Again

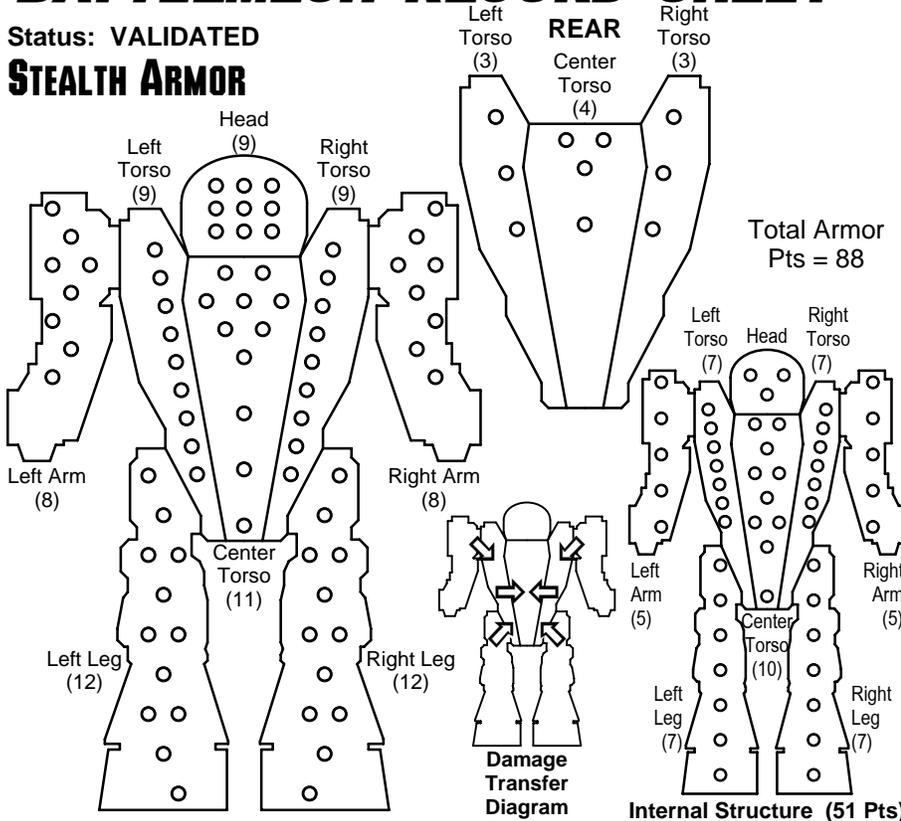
Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○



# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**  
**STEALTH ARMOR**



### 'MECH DATA

Type: **Hermes HER-4WB**  
 Mass: **30 tons**  
 Movement Points: **Tech & Configuration:**  
 Walking: **9** Inner Sphere  
 Running: **14 [18]** 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	Guardian ECM	RT	0	-	-	-	-	6
1	Medium Pulse Laser CT		4	6	-	2	4	6

---

**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	

**WZK GAMES**

### CRITICAL HIT TABLE

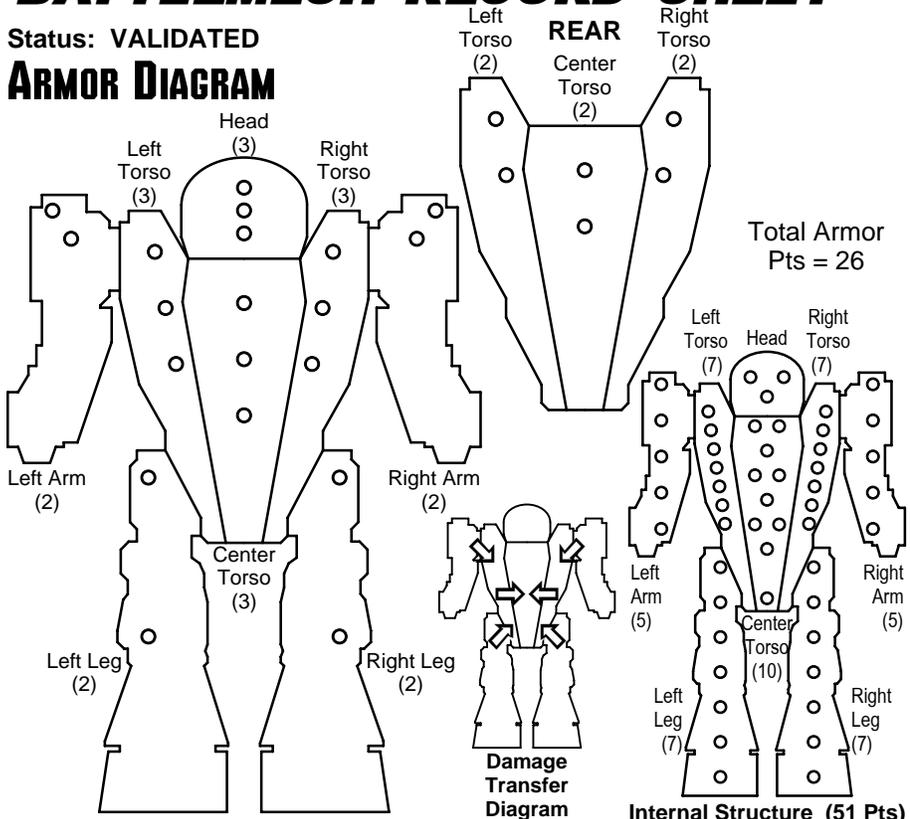
Location	Hit 1-3	Hit 4-6
<b>Left Arm</b>	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Medium Pulse Laser 5. Endo Steel 6. Endo Steel	1. Stealth Armor 2. Stealth Armor 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
<b>Right Arm</b>	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Medium Pulse Laser 6. Endo Steel	1. Endo Steel 2. Stealth Armor 3. Stealth Armor 4. Roll Again 5. Roll Again 6. Roll Again
<b>Head</b>	1. Life Support 2. Sensors 3. Cockpit 4. Roll Again 5. Sensors 6. Life Support	
<b>Center Torso</b>	1. XL Engine 2. XL Engine 3. XL Engine 4. Gyro 5. Gyro 6. Gyro	1. XL Engine 2. XL Engine 3. XL Engine 4. XL Engine 5. Medium Pulse Laser 6. Roll Again
<b>Left Torso</b>	1. XL Engine 2. XL Engine 3. XL Engine 4. MASC 5. MASC 6. Endo Steel	1. Endo Steel 2. Endo Steel 3. Endo Steel 4. Endo Steel 5. Stealth Armor 6. Stealth Armor
<b>Right Torso</b>	1. XL Engine 2. XL Engine 3. XL Engine 4. Guardian ECM 5. Guardian ECM 6. Endo Steel	1. Endo Steel 2. Endo Steel 3. Endo Steel 4. Endo Steel 5. Stealth Armor 6. Stealth Armor
<b>Left Leg</b>	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Stealth Armor 6. Stealth Armor	
<b>Right Leg</b>	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: **Hussar HSR-200-D**  
 Mass: **30 tons**  
 Movement Points: **9** Tech & Configuration:  
 Walking: **9** Inner Sphere  
 Running: **14** Biped 'Mech  
 Jumping: **0**

---

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	

**WIZKIDS GAMES**

### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

- Hand Actuator
- Roll Again
- Roll Again

4-6

- Roll Again

#### Head

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

#### Right Arm

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

1-3

- Roll Again

4-6

#### Left Torso

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

1-3

- Ferro-Fibrous
- Roll Again

4-6

#### Center Torso

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

1-3

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

4-6

#### Right Torso

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

1-3

- Ferro-Fibrous
- 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

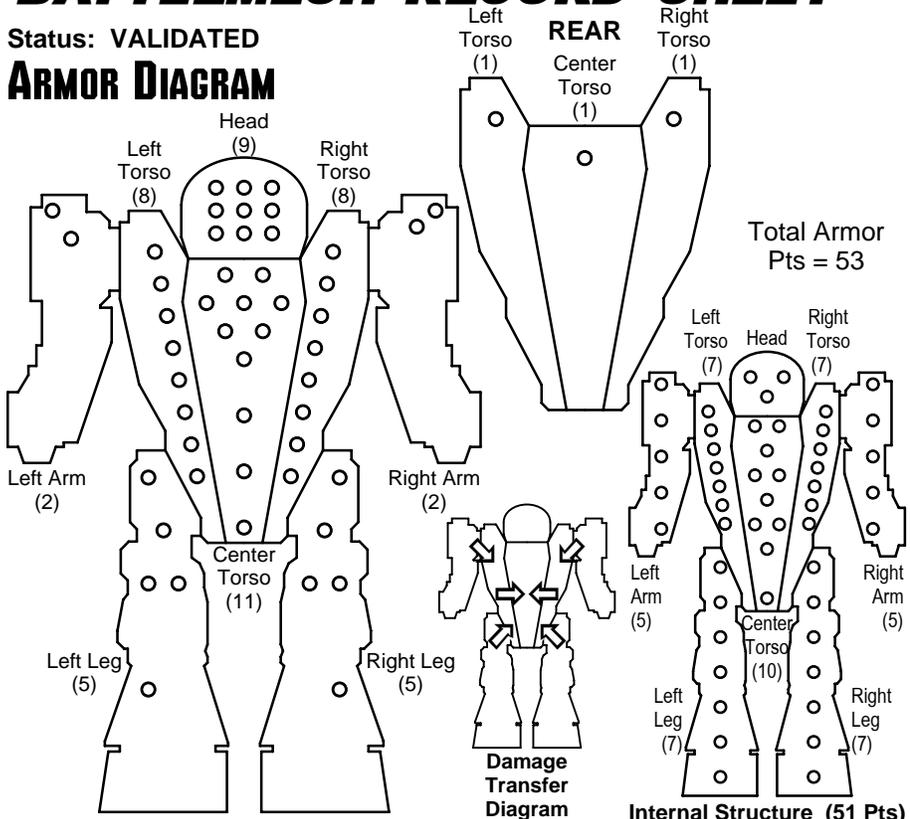
#### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**  
**ARMOR DIAGRAM**



### 'MECH DATA

Type: **Hussar HSR-400-D**  
 Mass: **30 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	LB 10-X AC	LT	2	10	-	6	12	18

---

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

---

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

Auto Eject:  Operational  Disabled  
 Weapon Heat: **(2)**

### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

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

**WZK GAMES**

### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Roll Again	6. Roll Again
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Roll Again	6. Roll Again
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support
<b>Center Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. LB 10-X AC	5. LB 10-X AC	6. LB 10-X AC
<b>Right Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. Ferro-Fibrous	5. Ferro-Fibrous	6. Ferro-Fibrous
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Single Heat Sink	6. Roll Again
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Ferro-Fibrous	6. Roll Again

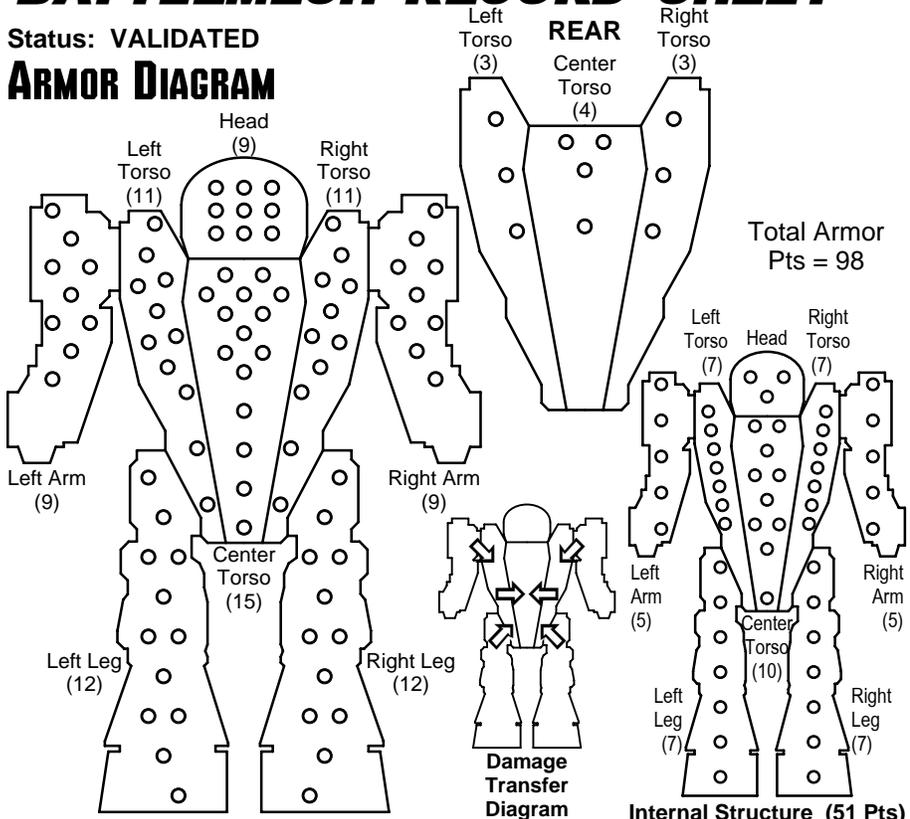
Engine Hits ○○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Hussar HSR-500-D**  
 Mass: **30 tons**  
 Movement Points: **9**    Tech & Configuration:  
 Walking: **9**    Inner Sphere  
 Running: **14**    Biped 'Mech  
 Jumping: **0**

---

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LT	15	10	-	7	14	23
1	Improved C³ CPU	CT	0	-	-	-	-	-

---

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	

**WIZKIDGAMES**

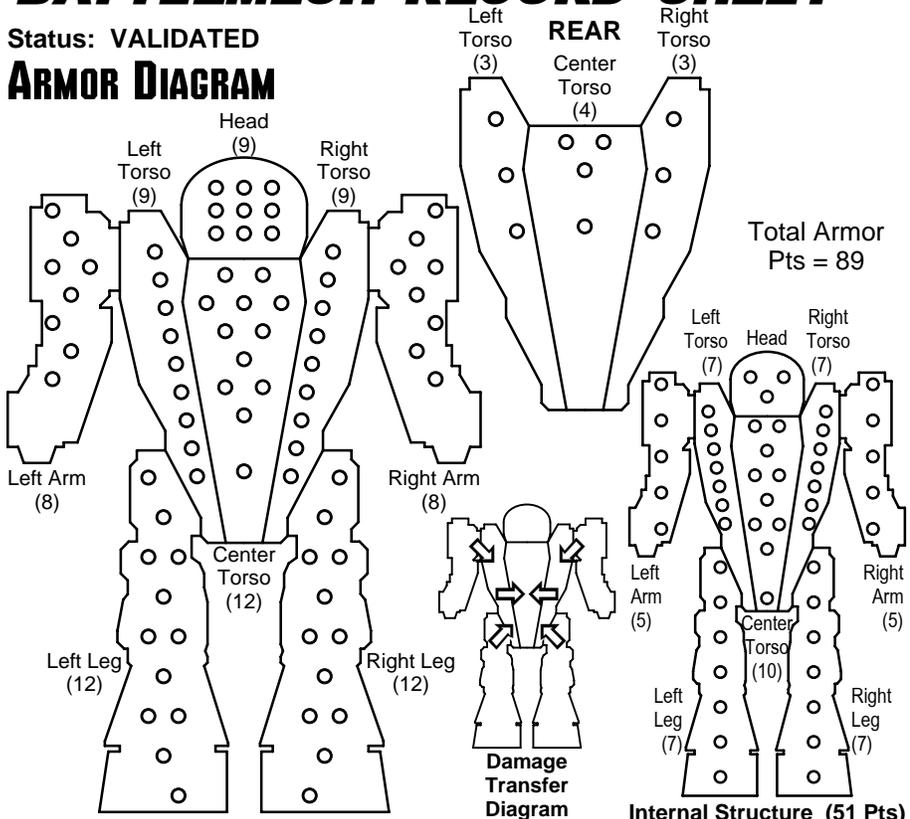
### CRITICAL HIT TABLE

<h4>Left Arm</h4> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Hand Actuator</li> <li>Endo Steel</li> <li>Endo Steel</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <h4>Left Torso</h4> <ol style="list-style-type: none"> <li>XL Engine</li> <li>XL Engine</li> <li>XL Engine</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>ER PPC</li> <li>ER PPC</li> <li>ER PPC</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> </ol> <h4>Left Leg</h4> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Endo Steel</li> <li>Endo Steel</li> </ol>	<h4>Head</h4> <ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>Roll Again</li> <li>Sensors</li> <li>Life Support</li> </ol> <h4>Center Torso</h4> <ol style="list-style-type: none"> <li>XL Engine</li> <li>XL Engine</li> <li>XL Engine</li> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Gyro</li> <li>XL Engine</li> <li>XL Engine</li> <li>XL Engine</li> <li>Improved C³ CPU</li> <li>Improved C³ CPU</li> </ol> <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"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Hand Actuator</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Ferro-Fibrous</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <h4>Right Torso</h4> <ol style="list-style-type: none"> <li>XL Engine</li> <li>XL Engine</li> <li>XL Engine</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> </ol> <h4>Right Leg</h4> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> </ol>
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# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**  
**ARMOR DIAGRAM**



### 'MECH DATA

Type: **Hussar HSR-900-D**  
 Mass: **30 tons**  
 Movement Points: **Tech & Configuration:**  
 Walking: **9** Inner Sphere  
 Running: **14** Biped 'Mech  
 Jumping: **0**

---

Weapons Inventory: (hexes)  
 Qty Type Loc Ht Dmg Min Sht Med Lng  
 1 Light AC/2 CT 1 2 - 6 12 18

---

Ammo Type: **Light AC/2** Rounds: **45**

---

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	

**WARGAMES**

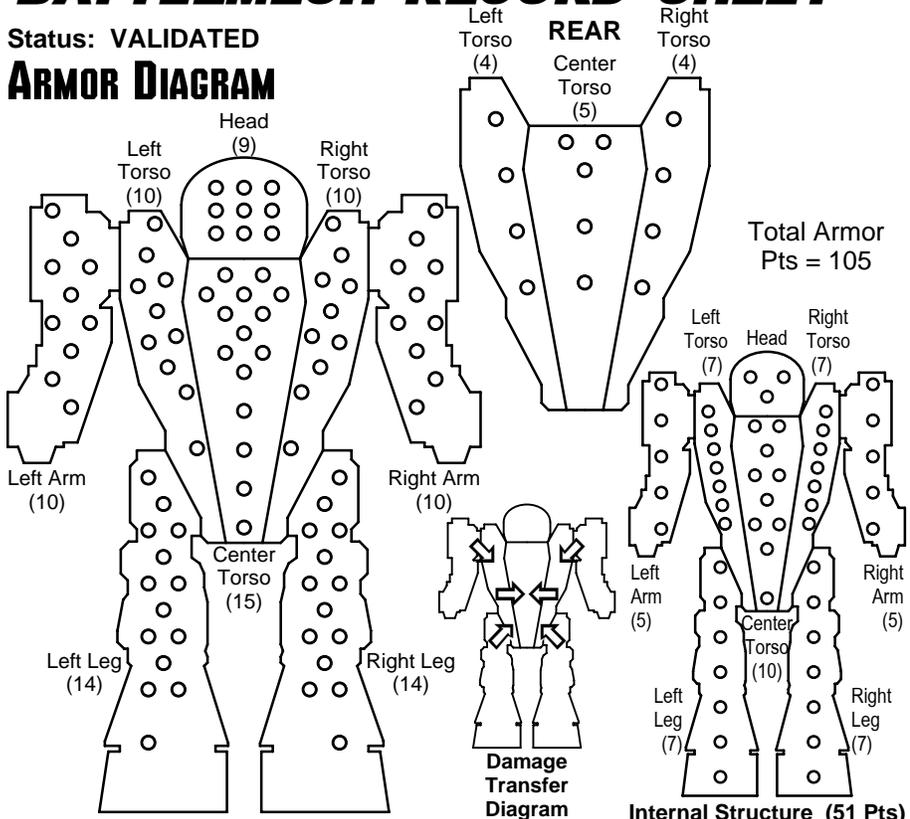
### CRITICAL HIT TABLE

<p><b>Left Arm</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> <li>Hand Actuator</li> <li>Heavy Ferro-Fibrous</li> <li>Heavy Ferro-Fibrous</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Heavy Ferro-Fibrous</li> <li>Heavy Ferro-Fibrous</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p> <p><b>Left Torso</b></p> <ol style="list-style-type: none"> <li>Light Fusion Engine</li> <li>Light Fusion Engine</li> <li>Heavy Ferro-Fibrous</li> <li>Heavy Ferro-Fibrous</li> <li>Heavy Ferro-Fibrous</li> <li>Heavy Ferro-Fibrous</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p> <p><b>Left Leg</b></p> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Heavy Ferro-Fibrous</li> <li>Heavy Ferro-Fibrous</li> </ol>	<p><b>Head</b></p> <ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>Heavy Ferro-Fibrous</li> <li>Sensors</li> <li>Life Support</li> </ol> <p>1-3</p> <p><b>Center Torso</b></p> <ol style="list-style-type: none"> <li>Light Fusion Engine</li> <li>Light Fusion Engine</li> <li>Light Fusion Engine</li> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Gyro</li> <li>Light Fusion Engine</li> <li>Light Fusion Engine</li> <li>Light Fusion Engine</li> <li>Light AC/2</li> <li>Heavy Ferro-Fibrous</li> </ol> <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><b>Right Arm</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> <li>Hand Actuator</li> <li>Heavy Ferro-Fibrous</li> <li>Heavy Ferro-Fibrous</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Heavy Ferro-Fibrous</li> <li>Heavy Ferro-Fibrous</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p> <p><b>Right Torso</b></p> <ol style="list-style-type: none"> <li>Light Fusion Engine</li> <li>Light Fusion Engine</li> <li>Ammo (LAC/2) 45</li> <li>CASE</li> <li>Heavy Ferro-Fibrous</li> <li>Heavy Ferro-Fibrous</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Heavy Ferro-Fibrous</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p> <p><b>Right Leg</b></p> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Heavy Ferro-Fibrous</li> <li>Heavy Ferro-Fibrous</li> </ol>
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# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**  
**ARMOR DIAGRAM**



### 'MECH DATA

Type: **Hussar HSR-950-D**  
 Mass: **30 tons**  
 Movement Points: **9**    Tech & Configuration:  
 Walking: **9**    Inner Sphere  
 Running: **14**    Biped 'Mech  
 Jumping: **0**

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**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	Snub-Nose PPC	CT	10	10/8/5	-	9	13	15

---

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

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

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_    Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

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

**WZGAMES**

### CRITICAL HIT TABLE

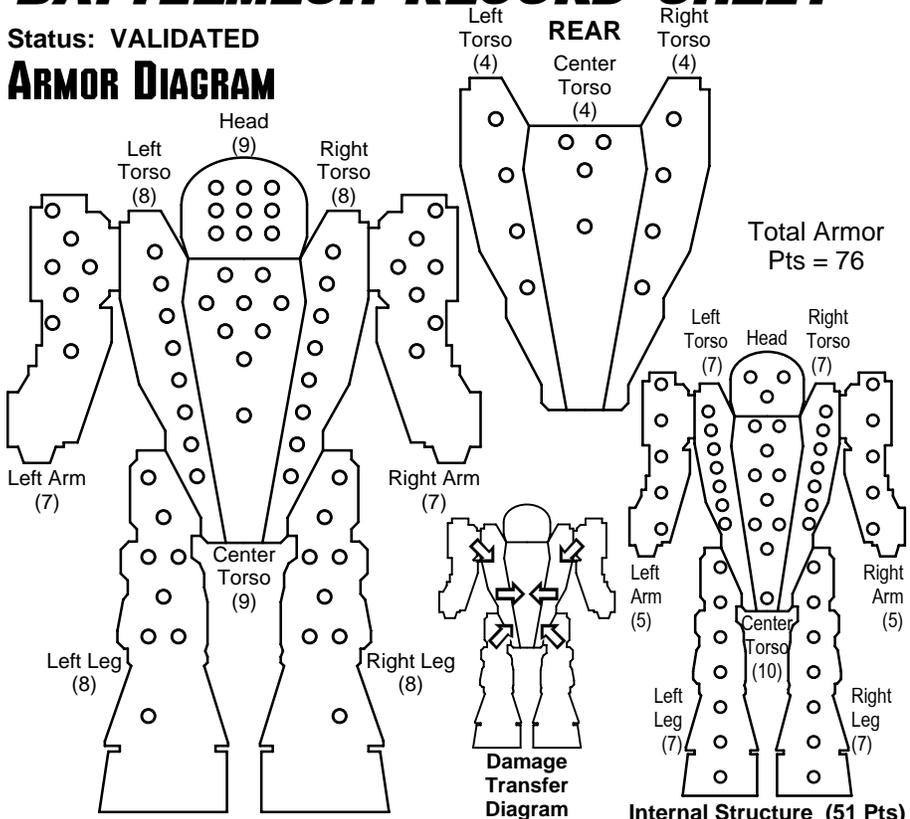
<p><b>Left Arm</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> <li>Hand Actuator</li> <li>ER Medium Laser</li> <li>Heavy Ferro-Fibrous</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Heavy Ferro-Fibrous</li> <li>Heavy Ferro-Fibrous</li> <li>Heavy Ferro-Fibrous</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p> <p><b>Left Torso</b></p> <ol style="list-style-type: none"> <li>XL Engine</li> <li>XL Engine</li> <li>XL Engine</li> <li>Heavy Ferro-Fibrous</li> <li>Heavy Ferro-Fibrous</li> <li>Heavy Ferro-Fibrous</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Heavy Ferro-Fibrous</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p> <p><b>Left Leg</b></p> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Heavy Ferro-Fibrous</li> <li>Heavy Ferro-Fibrous</li> </ol>	<p><b>Head</b></p> <ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>Heavy Ferro-Fibrous</li> <li>Sensors</li> <li>Life Support</li> </ol> <p>1-3</p> <p><b>Center Torso</b></p> <ol style="list-style-type: none"> <li>XL Engine</li> <li>XL Engine</li> <li>XL Engine</li> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Gyro</li> <li>XL Engine</li> <li>XL Engine</li> <li>XL Engine</li> <li>Snub-Nose PPC</li> <li>Snub-Nose PPC</li> </ol> <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><b>Right Arm</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> <li>Hand Actuator</li> <li>ER Medium Laser</li> <li>Heavy Ferro-Fibrous</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Heavy Ferro-Fibrous</li> <li>Heavy Ferro-Fibrous</li> <li>Heavy Ferro-Fibrous</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p> <p><b>Right Torso</b></p> <ol style="list-style-type: none"> <li>XL Engine</li> <li>XL Engine</li> <li>XL Engine</li> <li>Heavy Ferro-Fibrous</li> <li>Heavy Ferro-Fibrous</li> <li>Heavy Ferro-Fibrous</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Heavy Ferro-Fibrous</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p> <p><b>Right Leg</b></p> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Heavy Ferro-Fibrous</li> <li>Heavy Ferro-Fibrous</li> </ol>
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# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Uller Prime**  
 Mass: **30 tons**  
 Movement Points: **Tech & Configuration:**  
 Walking: **6** Clan  
 Running: **9** **Biped OmniMech**  
 Jumping: **0**

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**Weapons Inventory:** (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 4	RA	3	2/hit	-	4	8	12
1	LB 5-X AC	RA	1	5	3	8	15	24
1	ER Large Laser	LA	12	10	-	8	15	25
1	Small Pulse Laser	LA	2	3	-	2	4	6

---

**Ammo Type:** **Rounds:**  
 Streak SRM 4: 25  
 LB 5-X AC: 20

---

**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	

**WZGAMES**

### CRITICAL HIT TABLE

#### Left Arm

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

1-3

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

4-6

#### Left Torso

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

1-3

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

4-6

#### Left Leg

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

#### Head

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

1-3

#### Center Torso

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

4-6

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

#### Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Streak SRM 4
- LB 5-X AC
- LB 5-X AC
- LB 5-X AC

1-3

- LB 5-X AC
- Ammo (Streak 4) 25
- Ammo (LB 5-X) 20
- Endo Steel
- Ferro-Fibrous
- Roll Again

4-6

#### Right Torso

- XL Engine
- XL Engine
- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Roll Again

4-6

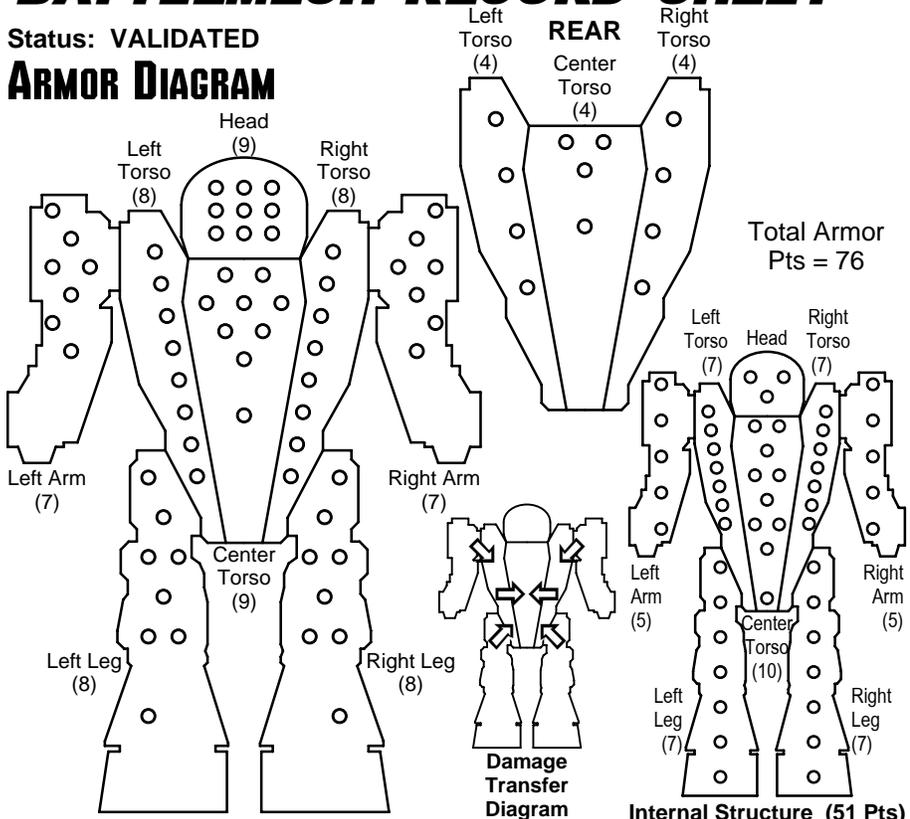
#### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**  
**ARMOR DIAGRAM**



### 'MECH DATA

Type: **Uller A**  
 Mass: **30 tons**  
 Movement Points: **6** Tech & Configuration:  
 Walking: **6** Clan  
 Running: **9** Biped OmniMech  
 Jumping: **0**

---

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	RA	1	15	2	7	15	22
2	ER Medium Laser	LA	5	7	-	5	10	15

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Ammo Type: **Gauss Rifle** Rounds: **16**

---

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

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	

**WIZKIDS GAMES**

### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. ER Medium Laser	6. ER Medium Laser
<b>Right Arm (CASE)</b>	1. Shoulder	2. Upper Arm Actuator	3. Gauss Rifle	4. Gauss Rifle	5. Gauss Rifle	6. Gauss Rifle
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. Ferro-Fibrous	5. Sensors	6. Life Support
<b>Center Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Engine	2. XL Engine	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Right Torso</b>	1. XL Engine	2. XL Engine	3. Endo Steel	4. Endo Steel	5. Endo Steel	6. Ferro-Fibrous
<b>Left Leg</b>	1. Endo Steel	2. Endo Steel	3. Ferro-Fibrous	4. Ferro-Fibrous	5. Roll Again	6. Roll Again
<b>Right Leg</b>	1. Ferro-Fibrous	2. Roll Again	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again

Engine Hits ○○○○

Gyro Hits ○○

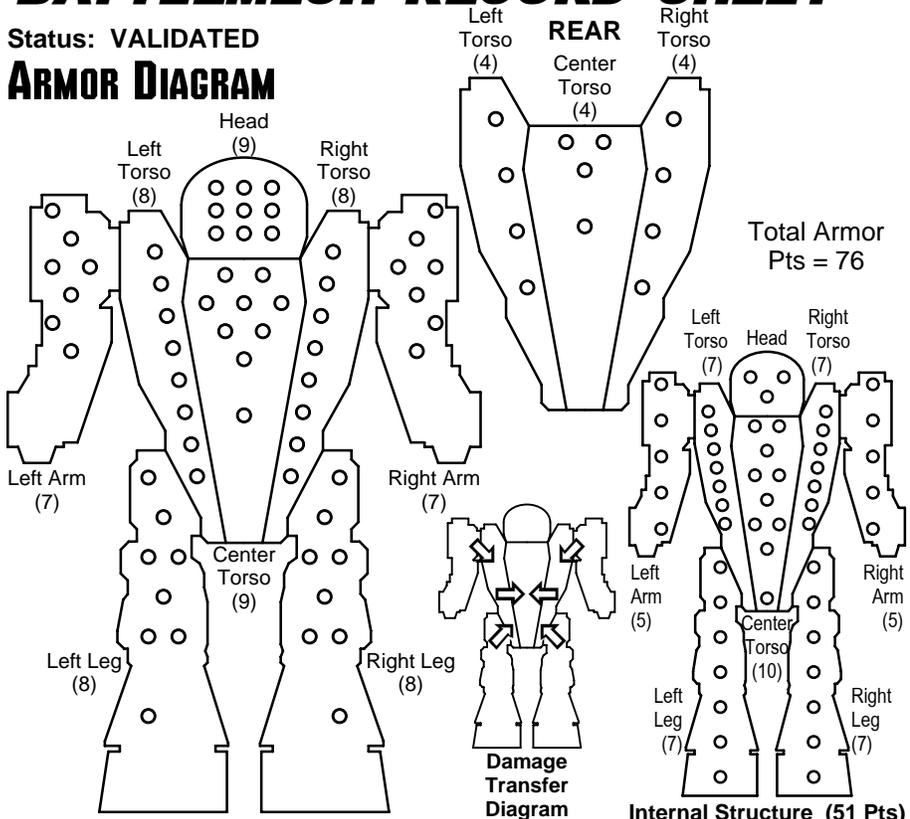
Sensor Hits ○○

Life Support ○

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**  
**ARMOR DIAGRAM**



### 'MECH DATA

Type: **Uller B**  
 Mass: **30 tons**  
 Movement Points: **Tech & Configuration:**  
 Walking: **6** Clan  
 Running: **9** Biped OmniMech  
 Jumping: **0**

**Weapons Inventory:** (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/10	RA	3	10	-	6	12	18
1	SRM 6	RA	4	2/hit	-	3	6	9
1	ER Medium Laser	LA	5	7	-	5	10	15
1	ER Small Laser	LA	2	5	-	2	4	6

**Ammo Type:** Ultra AC/10: 20, SRM 6: 15  
**Rounds:** Ultra AC/10: 20, SRM 6: 15

**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

**WIZKID GAMES**

### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. ER Medium Laser	6. ER Small Laser
<b>Right Arm (CASE)</b>	1. Shoulder	2. Upper Arm Actuator	3. Ultra AC/10	4. Ultra AC/10	5. Ultra AC/10	6. Ultra AC/10
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. Ferro-Fibrous	5. Sensors	6. Life Support
<b>Center Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Engine	2. XL Engine	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Right Torso (CASE)</b>	1. XL Engine	2. XL Engine	3. Ammo (Ult AC/10) 10	4. Ammo (Ult AC/10) 10	5. Endo Steel	6. Endo Steel
<b>Left Arm (4-6)</b>	1. Endo Steel	2. Ferro-Fibrous	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
<b>Right Arm (4-6)</b>	1. SRM 6	2. Ammo (SRM 6) 15	3. Endo Steel	4. Ferro-Fibrous	5. Roll Again	6. Roll Again
<b>Left Torso (1-3)</b>	1. Endo Steel	2. Endo Steel	3. Ferro-Fibrous	4. Ferro-Fibrous	5. Roll Again	6. Roll Again
<b>Right Torso (1-3)</b>	1. Endo Steel	2. Ferro-Fibrous	3. Ferro-Fibrous	4. Roll Again	5. Roll Again	6. Roll Again
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again

**Damage Transfer Diagram**

**Internal Structure (51 Pts)**

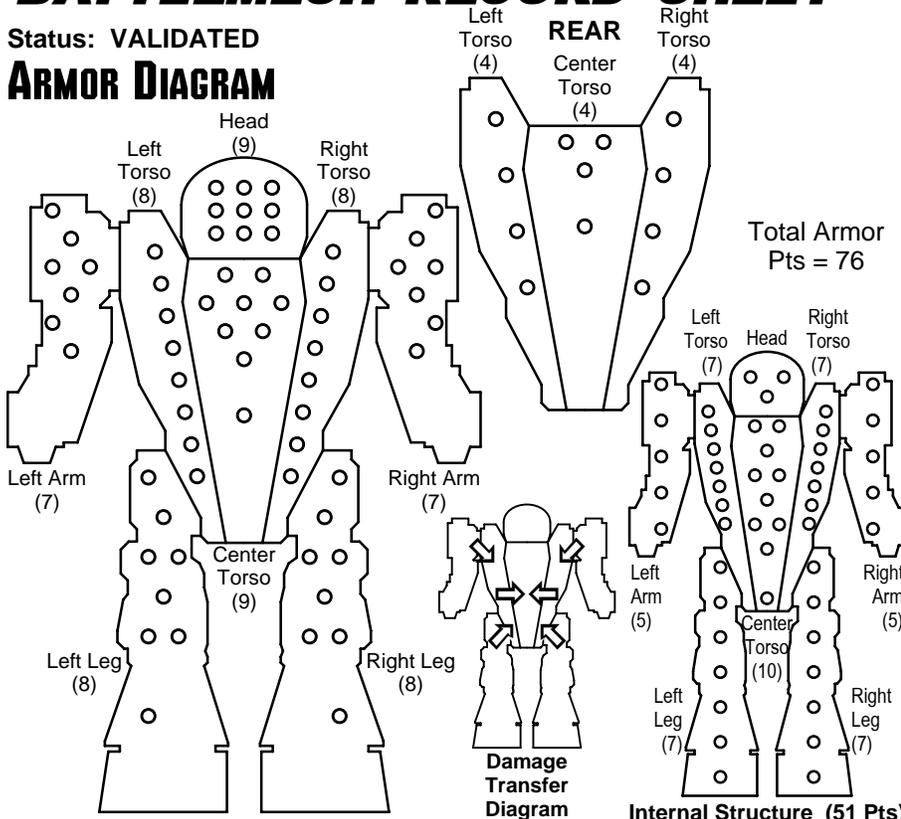
Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



Total Armor  
Pts = 76

Internal Structure (51 Pts)

### 'MECH DATA

Type: **Uller C**  
 Mass: **30 tons**  
 Movement Points: **Tech & Configuration:**  
 Walking: **6** Clan  
 Running: **9** **Biped OmniMech**  
 Jumping: **0**

**Weapons Inventory:** (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	Anti-Missile System	RA	1	-	-	-	-	-
1	ECM Suite	RA	0	-	-	-	-	6
1	TAG	RA	0	-	-	5	9	15
1	Active Probe	RA	0	-	-	-	-	5
1	ER Large Laser	LA	12	10	-	8	15	25
2	Machine Gun	LA	0	2	-	1	2	3
1	Small Pulse Laser	LA	2	3	-	2	4	6
1	Anti-Personnel Pod	LL	0	-	-	-	-	-
1	Anti-Personnel Pod	RL	0	-	-	-	-	-

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

Anti-Missile System	96
Machine Gun	200

**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

### CRITICAL HIT TABLE

#### Left Arm

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

- 1. Machine Gun
- 2. Small Pulse Laser
- 3. Endo Steel
- 4. Ferro-Fibrous
- 5. Roll Again
- 6. Roll Again

#### Left Torso (CASE)

- 1. XL Engine
- 2. XL Engine
- 3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Double Heat Sink

- 1. Ammo (MG) 200
- 2. Endo Steel
- 3. Endo Steel
- 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. Anti-Personnel Pod
- 6. Roll Again

#### Head

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

#### Center Torso

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

- 1. Gyro
- 2. XL Engine
- 3. XL Engine
- 4. XL Engine
- 5. Double Heat Sink
- 6. Double Heat Sink

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

#### Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Hand Actuator
- 5. Anti-Missile System
- 6. Anti-Missile System

- 1. Anti-Missile System
- 2. ECM Suite
- 3. TAG
- 4. Active Probe
- 5. Endo Steel
- 6. Ferro-Fibrous

#### Right Torso (CASE)

- 1. XL Engine
- 2. XL Engine
- 3. Ammo (AMS) 24
- 4. Ammo (AMS) 24
- 5. Ammo (AMS) 24
- 6. Ammo (AMS) 24

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

#### Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Anti-Personnel Pod
- 6. Roll Again

### HEAT SCALE

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

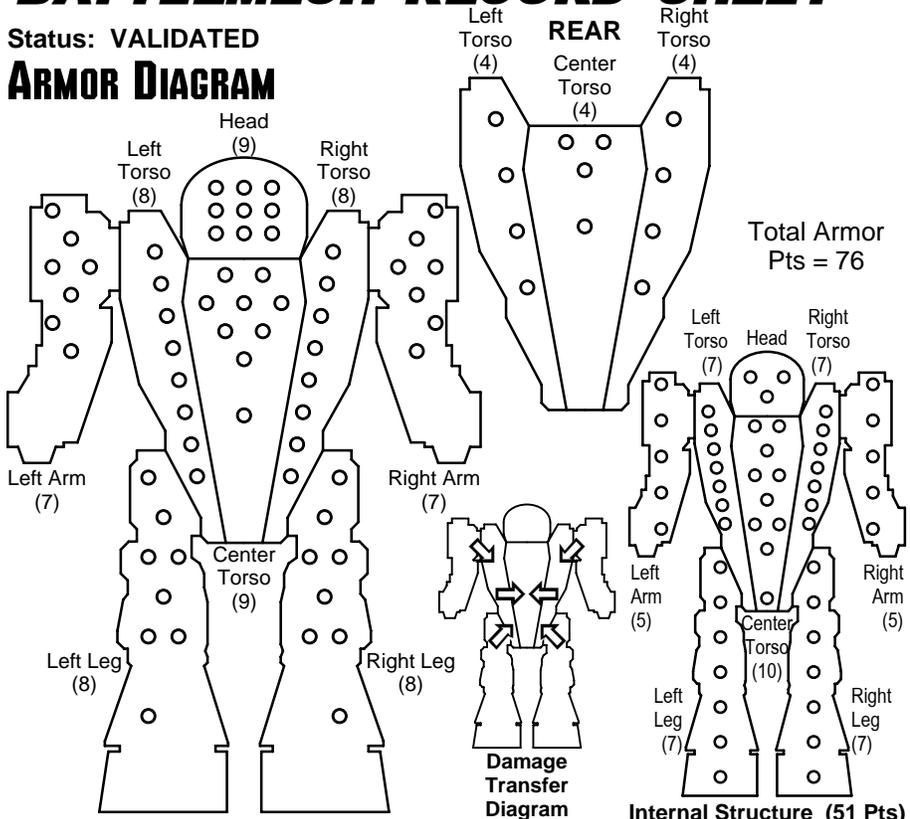


# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MEGH DATA

Type: **Uller D**  
 Mass: **30 tons**  
 Movement Points: **Tech & Configuration:**  
 Walking: **6** Clan  
 Running: **9** Biped OmniMech  
 Jumping: **0**

---

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	RA	5	1/hit	-	7	14	21
1	Narc Missile Beacon	RA	0	-	-	4	8	12
1	LRM 15	LA	5	1/hit	-	7	14	21
1	LRM 5	LA	2	1/hit	-	7	14	21

---

Ammo Type:                      Rounds:

LRM 15                              32

Narc Missile Beacon              6

LRM 5                                24

---

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	

**WARGAMES**

### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm (CASE)</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. LRM 15	6. LRM 15
<b>1-3</b>						
<b>4-6</b>	1. LRM 5	2. Ammo (LRM 15) 8	3. Ammo (LRM 15) 8	4. Endo Steel	5. Ferro-Fibrous	6. Roll Again
<b>Left Torso (CASE)</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
<b>1-3</b>						
<b>4-6</b>	1. Gyro	2. XL Engine	3. XL Engine	4. XL Engine	5. Double Heat Sink	6. Double Heat Sink
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. LRM 15	6. LRM 15
<b>1-3</b>						
<b>4-6</b>	1. Narc Missile Beacon	2. Endo Steel	3. Ferro-Fibrous	4. Roll Again	5. Roll Again	6. Roll Again
<b>Right Torso (CASE)</b>	1. XL Engine	2. XL Engine	3. Ammo (LRM 15) 8	4. Ammo (LRM 15) 8	5. Ammo (Narc Pods) 6	6. Endo Steel
<b>1-3</b>						
<b>4-6</b>	1. Endo Steel	2. Endo Steel	3. Ferro-Fibrous	4. Ferro-Fibrous	5. Roll Again	6. Roll Again
<b>Right Leg</b>	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** ○ ○

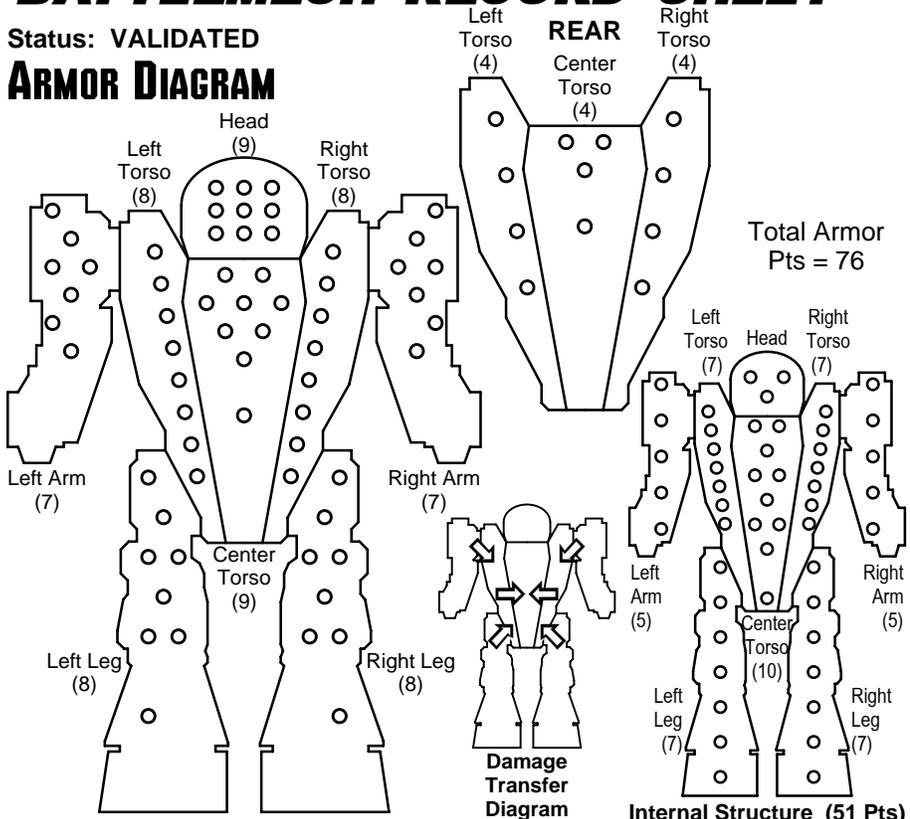
**Life Support** ○



# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**  
**ARMOR DIAGRAM**



### 'MECH DATA

Type: **Uller F**  
 Mass: **30 tons**  
 Movement Points: **Tech & Configuration:**  
 Walking: **6** Clan  
 Running: **9** **Biped OmniMech**  
 Jumping: **0**

---

**Weapons Inventory:** (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	HAG 20	RA	4	20	2	8	16	24
2	Medium Pulse Laser	LA	4	7	-	4	8	12

---

**Ammo Type:** HAG 20      **Rounds:** 12

---

**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

<p><b>Left Arm</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> <li>Hand Actuator</li> <li>Medium Pulse Laser</li> <li>Medium Pulse Laser</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Endo Steel</li> <li>Ferro-Fibrous</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p>	<p><b>Head</b></p> <ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>Ferro-Fibrous</li> <li>Sensors</li> <li>Life Support</li> </ol> <p>1-3</p>	<p><b>Right Arm</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>HAG 20</li> <li>HAG 20</li> <li>HAG 20</li> <li>HAG 20</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>HAG 20</li> <li>HAG 20</li> <li>Ammo (HAG20) 6</li> <li>Ammo (HAG20) 6</li> <li>Endo Steel</li> <li>Ferro-Fibrous</li> </ol> <p>4-6</p>
<p><b>Left Torso</b></p> <ol style="list-style-type: none"> <li>XL Engine</li> <li>XL Engine</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Endo Steel</li> <li>Endo Steel</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p>	<p><b>Center Torso</b></p> <ol style="list-style-type: none"> <li>XL Engine</li> <li>XL Engine</li> <li>XL Engine</li> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Gyro</li> <li>XL Engine</li> <li>XL Engine</li> <li>XL Engine</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> </ol> <p>4-6</p>	<p><b>Right Torso</b></p> <ol style="list-style-type: none"> <li>XL Engine</li> <li>XL Engine</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Ferro-Fibrous</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Ferro-Fibrous</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p>

**Engine Hits** ○ ○ ○

**Gyro Hits** ○ ○

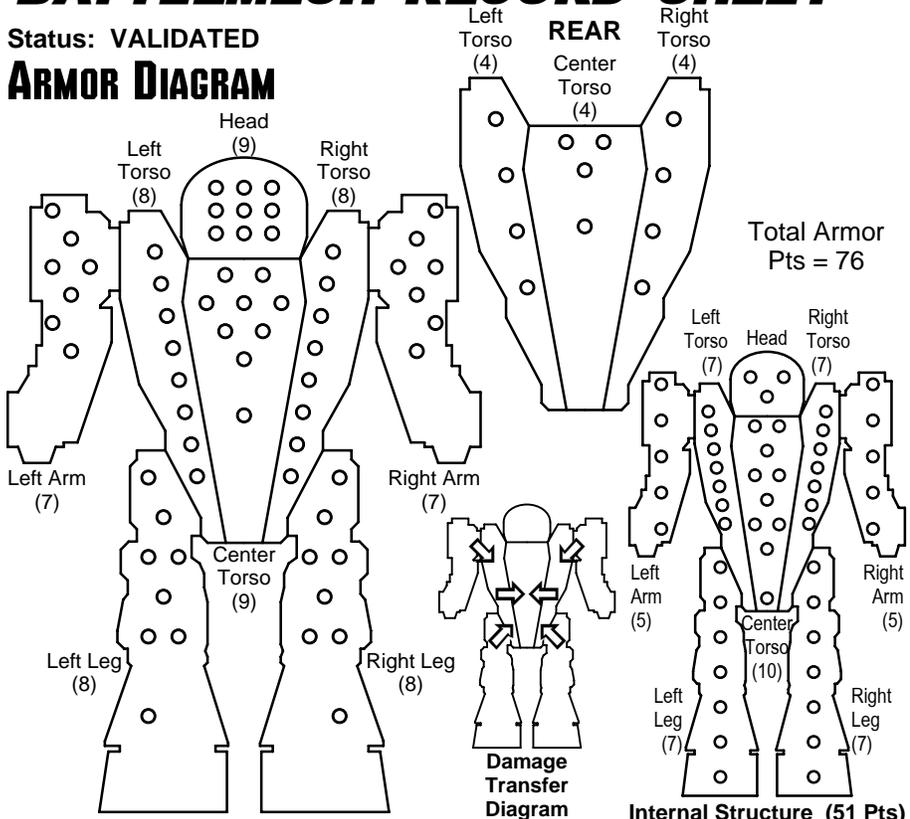
**Sensor Hits** ○ ○

**Life Support** ○

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**  
**ARMOR DIAGRAM**



### 'MECH DATA

Type: **Uller H**  
 Mass: **30 tons**  
 Movement Points: **Tech & Configuration:**  
 Walking: **6** Clan  
 Running: **9** **Biped OmniMech**  
 Jumping: **0**

---

**Weapons Inventory:** (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	RA	1	15	2	7	15	22
2	Heavy Medium Laser	LA	7	10	-	3	6	9

---

**Ammo Type:** Gauss Rifle  
**Rounds:** 16

---

**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

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Heavy Medium Laser	6. Heavy Medium Laser
<b>Right Arm (CASE)</b>	1. Shoulder	2. Upper Arm Actuator	3. Gauss Rifle	4. Gauss Rifle	5. Gauss Rifle	6. Gauss Rifle
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. Ferro-Fibrous	5. Sensors	6. Life Support
<b>Center Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Engine	2. XL Engine	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Right Torso</b>	1. XL Engine	2. XL Engine	3. Endo Steel	4. Endo Steel	5. Endo Steel	6. Ferro-Fibrous
<b>Left Leg</b>	1. Endo Steel	2. Endo Steel	3. Ferro-Fibrous	4. Ferro-Fibrous	5. Roll Again	6. Roll Again
<b>Right Leg</b>	1. Ferro-Fibrous	2. Roll Again	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again

**Engine Hits** ○ ○ ○

**Gyro Hits** ○ ○

**Sensor Hits** ○ ○

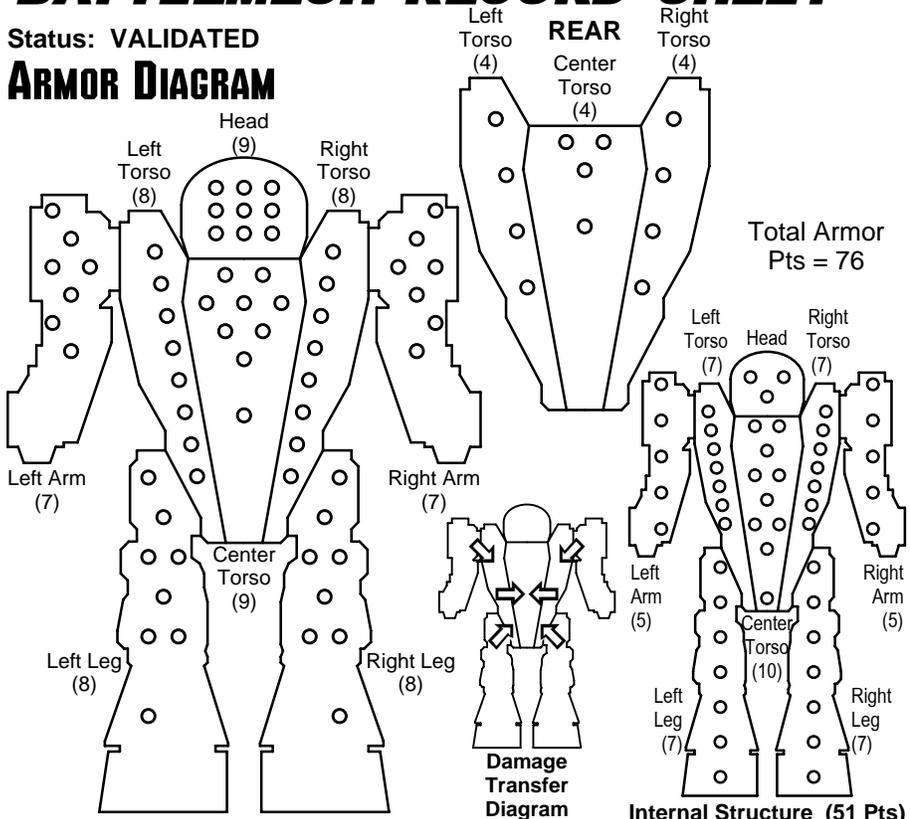
**Life Support** ○

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MEGH DATA

Type: **Uller S**  
 Mass: **30 tons**  
 Movement Points: **6** Tech & Configuration:  
 Walking: **6** Clan  
 Running: **9** Biped OmniMech  
 Jumping: **6**

---

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	RA	10	10	-	6	14	20
1	Small Pulse Laser	RA	2	3	-	2	4	6
1	Medium Pulse Laser	LA	4	7	-	4	8	12
1	Streak SRM 4	LA	3	2/hit	-	4	8	12
1	Machine Gun	RT	0	2	-	1	2	3
1	Machine Gun	LT	0	2	-	1	2	3

---

Ammo Type: Streak SRM 4 (25)  
 Machine Gun (100)

---

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	

**WARGAMES**

### CRITICAL HIT TABLE

#### Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Pulse Laser
- Streak SRM 4

1-3

- Ammo (Streak 4) 25
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Torso

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

1-3

- Jump Jet
- Machine Gun
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Left Leg

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

#### Head

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

#### Center Torso

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

1-3

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

4-6

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Large Pulse Laser
- Large Pulse Laser
- Small Pulse Laser
- Endo Steel

1-3

- Ferro-Fibrous
- Roll Again

4-6

#### Right Torso (CASE)

- XL Engine
- XL Engine
- Jump Jet
- Machine Gun
- Ammo (MG) 100
- Endo Steel

1-3

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

4-6

#### Right Leg

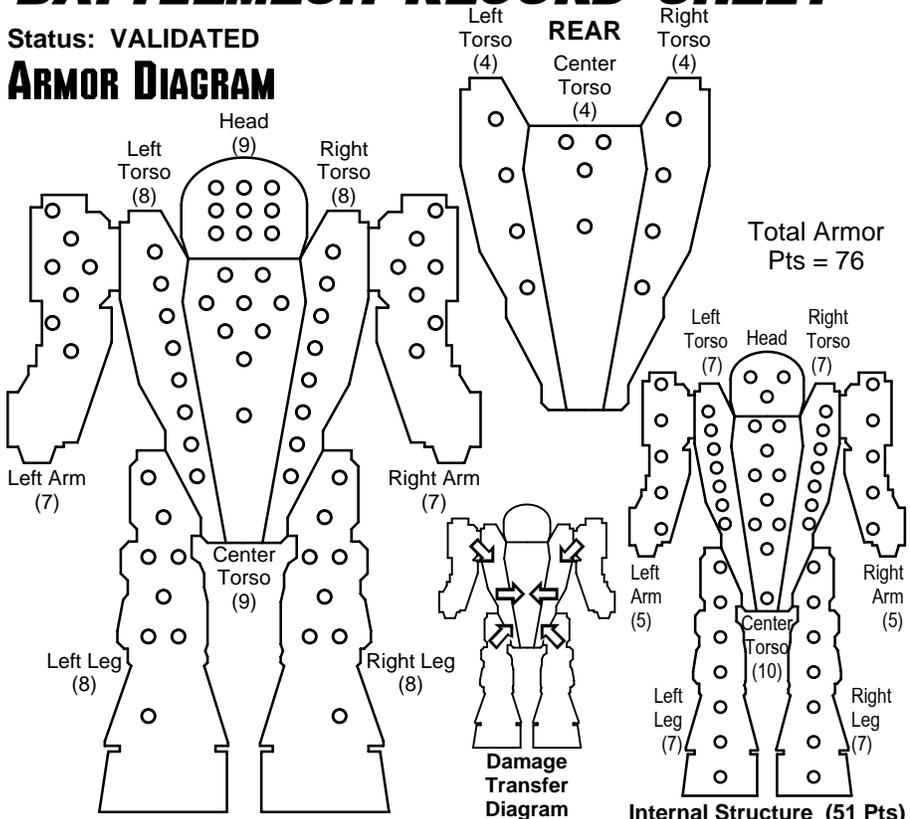
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Uller W**  
 Mass: **30 tons**  
 Movement Points: **Tech & Configuration:**  
 Walking: **6** Clan  
 Running: **9** **Biped OmniMech**  
 Jumping: **0**

---

#### Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	RA	10	10	-	6	14	20
1	Medium Pulse Laser	RA	4	7	-	4	8	12
1	Large Pulse Laser	LA	10	10	-	6	14	20
1	Medium Pulse Laser	LA	4	7	-	4	8	12

---

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

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	

**WIZKIDGAMES**

### CRITICAL HIT TABLE

#### Left Arm

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

1-3

- Medium Pulse Laser
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

#### Head

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

#### Right Arm

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

1-3

- Medium Pulse Laser
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Torso

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

1-3

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

4-6

#### Center Torso

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

1-3

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

4-6

#### Right Torso

- XL Engine
- XL Engine
- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- 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

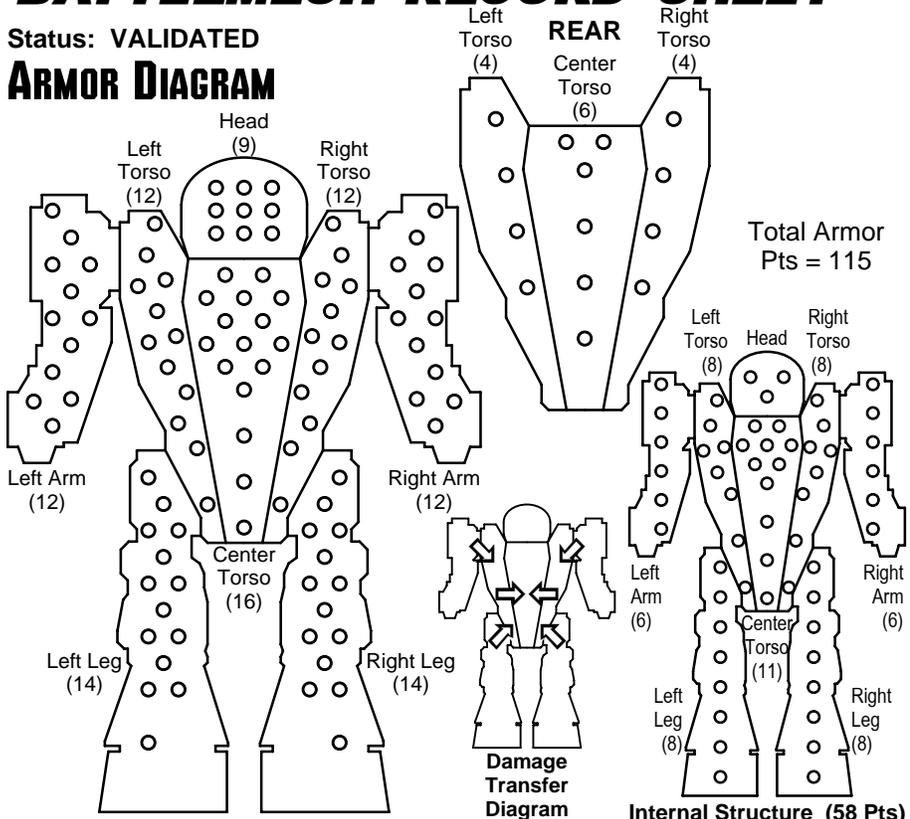
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MEGH DATA

Type: **Puma Prime**  
 Mass: **35 tons**  
 Movement Points: **6** Tech & Configuration:  
 Walking: **6** Clan  
 Running: **9** **Biped OmniMech**  
 Jumping: **0**

---

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	15	-	7	14	23
1	ER PPC	LA	15	15	-	7	14	23
1	Flamer	CT	3	2	-	1	2	3
1	Targeting Computer							

---

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

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

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

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

**WARGAMES**

### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. ER PPC	4. ER PPC	5. Ferro-Fibrous	6. Roll Again
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. ER PPC	4. ER PPC	5. Ferro-Fibrous	6. Roll Again
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. Ferro-Fibrous	5. Sensors	6. Life Support
<b>Center Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Engine	2. XL Engine	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Right Torso</b>	1. XL Engine	2. XL Engine	3. Double Heat Sink	4. Double Heat Sink	5. Targeting Computer	6. Targeting Computer
<b>Left Leg</b>	1. Endo Steel	2. Ferro-Fibrous	3. Ferro-Fibrous	4. Roll Again	5. Roll Again	6. Roll Again
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel

Engine Hits ○○○○

Gyro Hits ○○

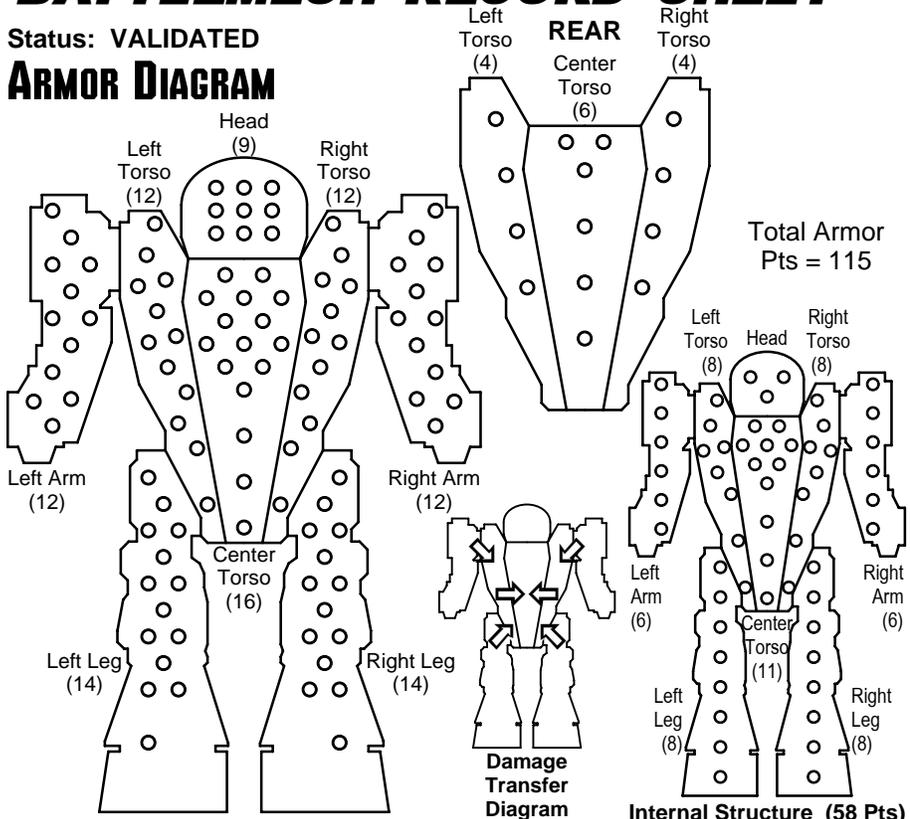
Sensor Hits ○○

Life Support ○

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**  
**ARMOR DIAGRAM**



### 'MECH DATA

Type: **Puma A**  
 Mass: **35 tons**  
 Movement Points: **Tech & Configuration:**  
 Walking: **6** Clan  
 Running: **9** **Biped OmniMech**  
 Jumping: **0**

---

**Weapons Inventory:** (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20	RA	6	1/hit	-	7	14	21
1	LRM 20	LA	6	1/hit	-	7	14	21
1	Small Pulse Laser	RT	2	3	-	2	4	6
1	Small Pulse Laser	LT	2	3	-	2	4	6
1	Flamer	CT	3	2	-	1	2	3

---

Ammo Type: **LRM 20**      Rounds: **24**

---

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	

**WIZKIDS GAMES**

### CRITICAL HIT TABLE

#### Left Arm (CASE)

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

1-3

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

4-6

#### Head

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

1-3

#### Center Torso

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

1-3

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

4-6

#### Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6

1-3

- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Ferro-Fibrous
- Roll Again

4-6

#### Left Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Small Pulse Laser
- Endo Steel

1-3

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

4-6

#### Right Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Small Pulse Laser
- Endo Steel

1-3

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

4-6

#### Left Leg

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

#### Right Leg

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

Engine Hits ○○○○

Gyro Hits ○○

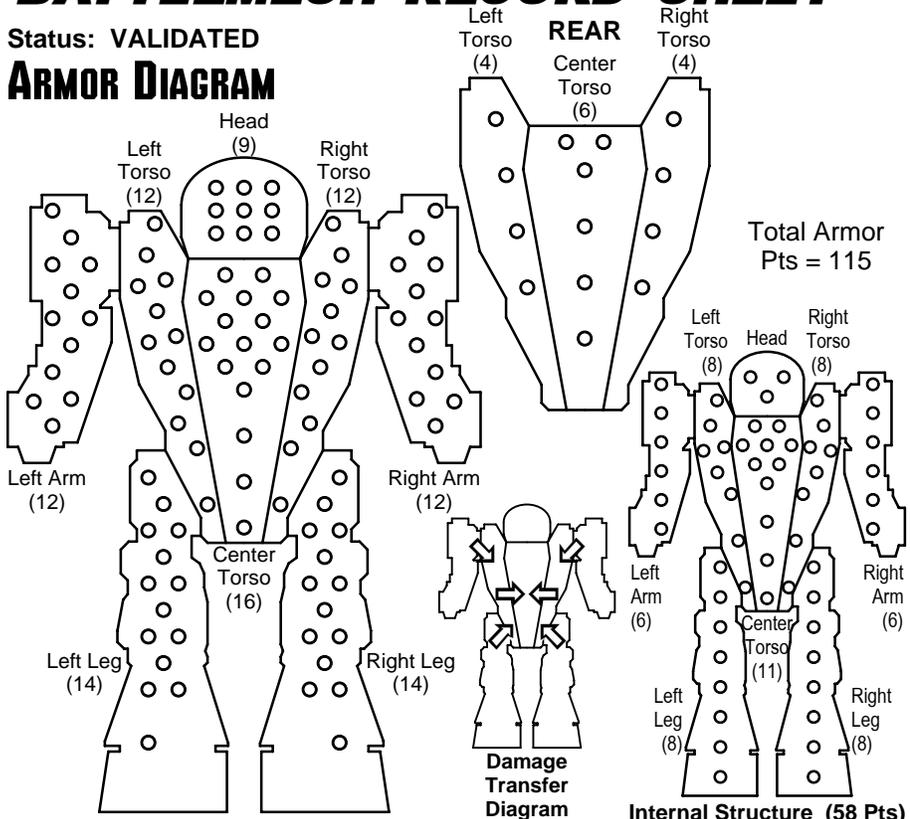
Sensor Hits ○○

Life Support ○

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**  
**ARMOR DIAGRAM**



### 'MECH DATA

Type: **Puma B**  
 Mass: **35 tons**  
 Movement Points: **Tech & Configuration:**  
 Walking: **6** Clan  
 Running: **9** **Biped OmniMech**  
 Jumping: **0**

**Weapons Inventory:** (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	RA	10	10	-	6	14	20
1	LB 5-X AC	LA	1	5	3	8	15	24
1	ER Medium Laser	RT	5	7	-	5	10	15
1	ER Medium Laser	LT	5	7	-	5	10	15
1	Flamer	CT	3	2	-	1	2	3

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

**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	

**WKGAMES**

### CRITICAL HIT TABLE

Part	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm (CASE)</b>	1. Shoulder	2. Upper Arm Actuator	3. LB 5-X AC	4. LB 5-X AC	5. LB 5-X AC	6. LB 5-X AC
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. Ferro-Fibrous	5. Sensors	6. Life Support
<b>Center Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Engine	2. XL Engine	3. Double Heat Sink	4. Double Heat Sink	5. ER Medium Laser	6. Endo Steel
<b>Right Torso</b>	1. XL Engine	2. XL Engine	3. Double Heat Sink	4. Double Heat Sink	5. ER Medium Laser	6. Endo Steel
<b>Left Leg</b>	1. Ferro-Fibrous	2. Ferro-Fibrous	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel

**Damage Transfer Diagram**

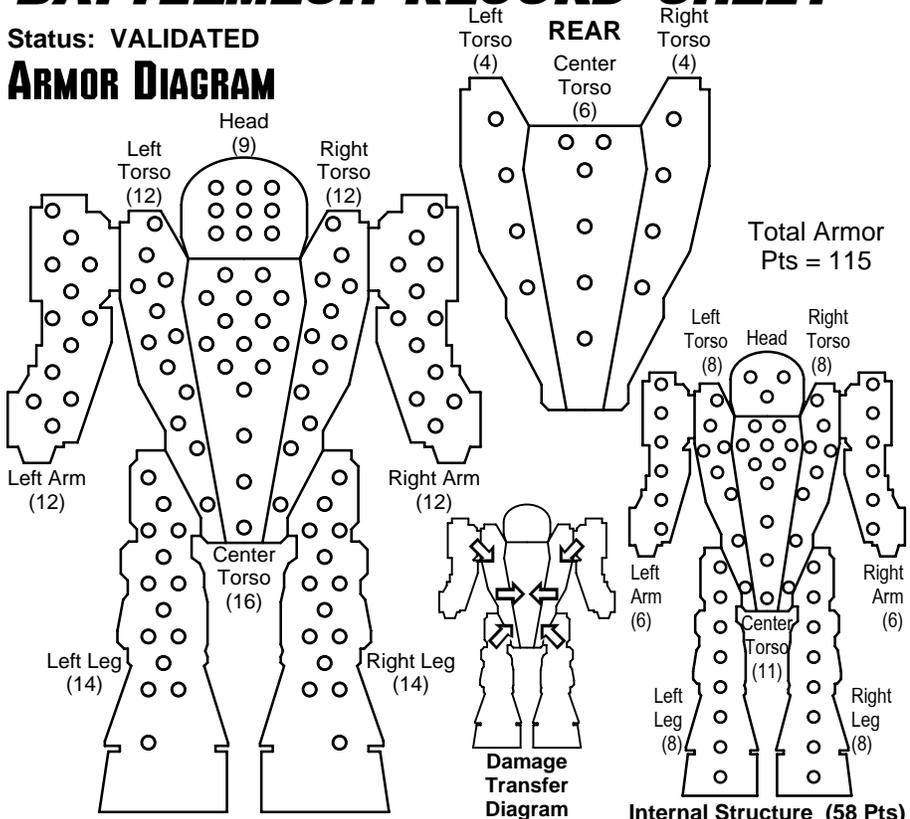
**Internal Structure (58 Pts)**

**Legend:**  
 Engine Hits ○○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**  
**ARMOR DIAGRAM**



### 'MECH DATA

Type: **Puma C**  
 Mass: **35 tons**  
 Movement Points: **Tech & Configuration:**  
 Walking: **6** Clan  
 Running: **9** **Biped OmniMech**  
 Jumping: **0**

**Weapons Inventory:** (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	RA	5	1/hit	-	7	14	21
1	LRM 15	LA	5	1/hit	-	7	14	21
1	Narc Missile Beacon	RT	0	-	-	4	8	12
1	Medium Pulse Laser	LT	4	7	-	4	8	12
1	Flamer	CT	3	2	-	1	2	3

**Ammo Type:** **Rounds:**  
 LRM 15: 32  
 Narc Missile Beacon: 6

**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

#### Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

- LRM 15
- LRM 15
- Ammo (LRM 15) 8

4-6

- Ammo (LRM 15) 8
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Head

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

#### Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Ammo (LRM 15) 8
- Ammo (LRM 15) 8

1-3

- LRM 15
- LRM 15
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

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

#### Center Torso

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

1-3

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

4-6

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○

#### Left Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Medium Pulse Laser
- Endo Steel

1-3

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

4-6

#### Right Torso (CASE)

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Narc Missile Beacon
- Ammo (Narc Pods) 6

1-3

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

4-6

#### Left Leg

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

#### Right Leg

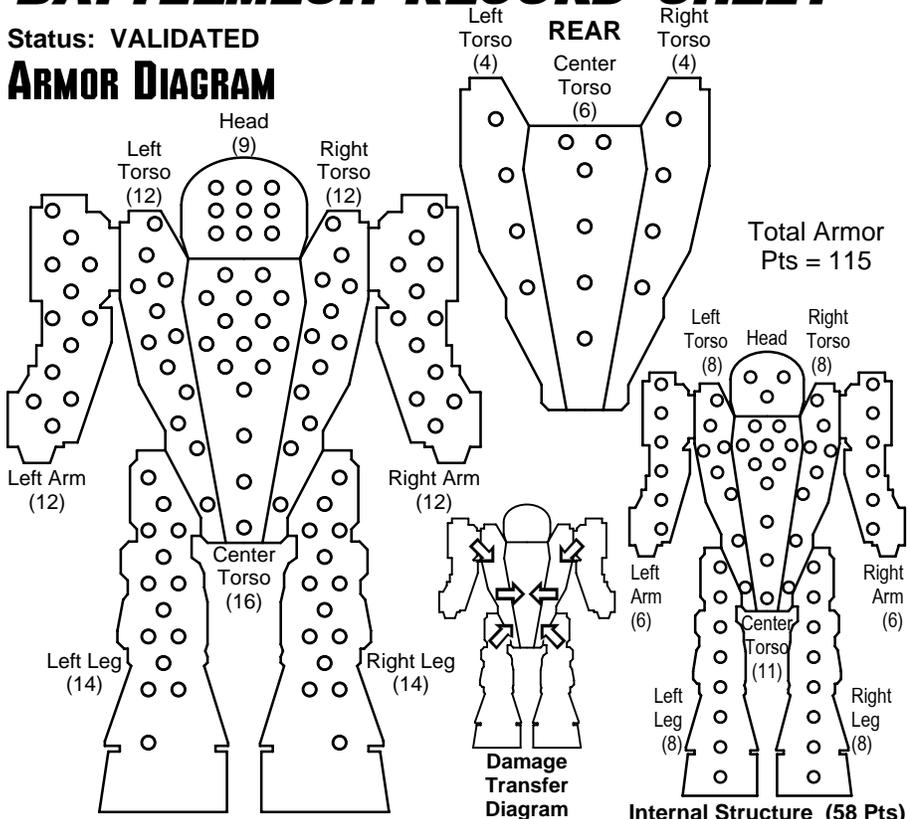
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Puma D**  
 Mass: **35 tons**  
 Movement Points: **Tech & Configuration:**  
 Walking: **6** Clan  
 Running: **9** **Biped OmniMech**  
 Jumping: **0**

---

**Weapons Inventory:** (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/5	RA	1	5	-	7	14	21
1	ER Large Laser	LA	12	10	-	8	15	25
1	Streak SRM 2	RT	2	2/hit	-	4	8	12
1	Streak SRM 2	LT	2	2/hit	-	4	8	12
1	Flamer	CT	3	2	-	1	2	3

---

**Ammo Type:** **Rounds:**  
 Ultra AC/5: **20**  
 Streak SRM 2: **100**

---

**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
- ER Large Laser
- Ferro-Fibrous

4-6

- Roll Again

#### Head

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

#### Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Ultra AC/5
- Ultra AC/5
- Ultra AC/5
- Ammo (Ult AC/5) 20

1-3

- Ferro-Fibrous
- Roll Again

4-6

#### Left Torso (CASE)

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

1-3

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

4-6

#### Center Torso

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

#### Right Torso (CASE)

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Streak SRM 2
- Ammo (Streak 2) 50

1-3

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

4-6

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

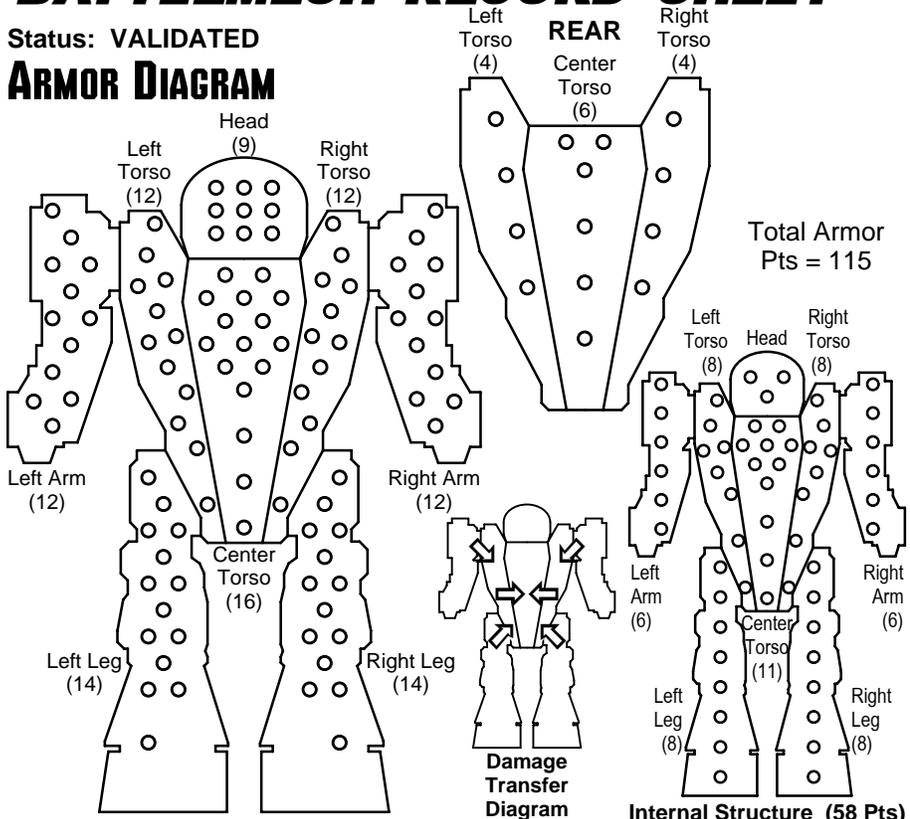
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MEGH DATA

Type: **Puma E**  
 Mass: **35 tons**  
 Movement Points: **Tech & Configuration:**  
 Walking: **6** Clan  
 Running: **9** **Biped OmniMech**  
 Jumping: **0**

---

**Weapons Inventory:** (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Adv. Tact. Msl. 9	RA	6	2/hit	4	5	10	15
	ER ATM Ammo			1/hit	4	9	18	27
	HE ATM Ammo			3/hit	-	3	6	9
1	Adv. Tact. Msl. 9	LA	6	2/hit	4	5	10	15
2	Micro Pulse Laser	RT	1	3	-	1	2	3
2	Micro Pulse Laser	LT	1	3	-	1	2	3
1	Flamer	CT	3	2	-	1	2	3

---

**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

#### Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Adv. Tact. Msl. 9
- Adv. Tact. Msl. 9

1-3

- Adv. Tact. Msl. 9
- Adv. Tact. Msl. 9
- Ammo (ATM 9) 7
- Ammo (ATM 9) 7
- Ferro-Fibrous
- Roll Again

4-6

#### Left Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Micro Pulse Laser
- Micro Pulse Laser

1-3

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

4-6

#### Left Leg

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

#### Head

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

#### Center Torso

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

1-3

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

4-6

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○

#### Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Adv. Tact. Msl. 9
- Adv. Tact. Msl. 9

1-3

- Adv. Tact. Msl. 9
- Adv. Tact. Msl. 9
- Ammo (ATM 9) 7
- Ammo (ATM 9) 7
- Ferro-Fibrous
- Roll Again

4-6

#### Right Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Micro Pulse Laser
- Micro Pulse Laser

1-3

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

4-6

#### Right Leg

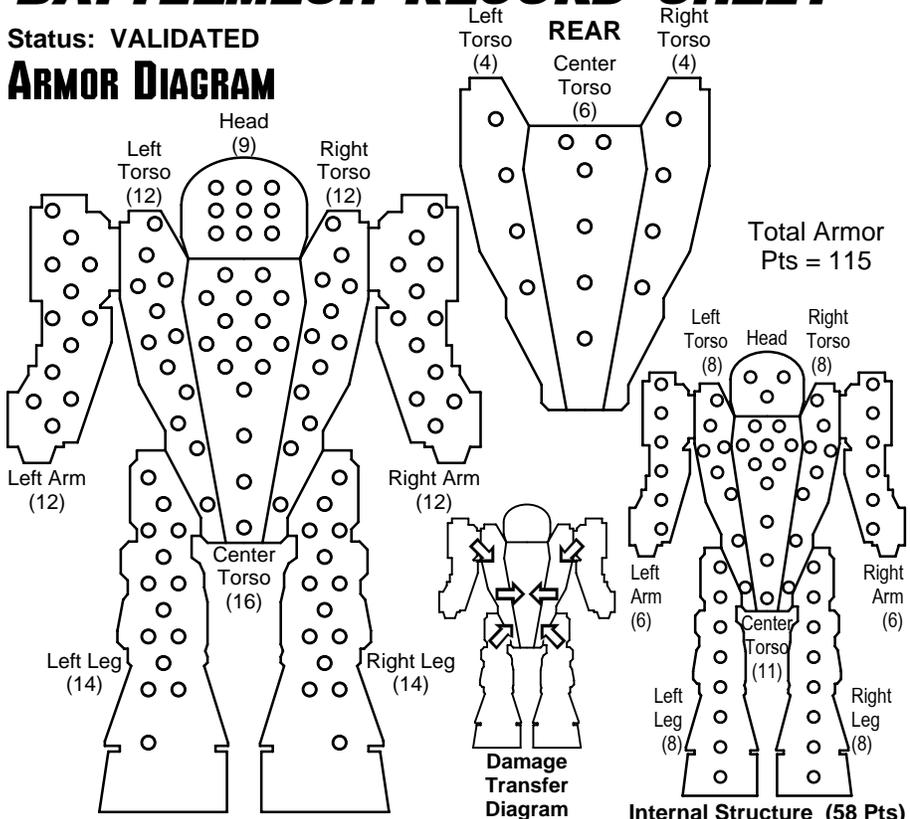
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel



# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**  
**ARMOR DIAGRAM**



### 'MECH DATA

Type: **Puma J**  
 Mass: **35 tons**  
 Movement Points: **Tech & Configuration:**  
 Walking: **6** Clan  
 Running: **9** **Biped OmniMech**  
 Jumping: **0**

---

**Weapons Inventory:** (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	HAG 20	RA	4	20	2	8	16	24
4	AP Gauss Rifle	LA	1	3	-	3	6	9
1	Flamer	CT	3	2	-	1	2	3

---

**Ammo Type:** **Rounds:**  
 HAG 20: 18  
 AP Gauss Rifle: 40

---

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

**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	

**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. AP Gauss Rifle	3. Cockpit	3. HAG 20
4. AP Gauss Rifle	4. Ferro-Fibrous	4. HAG 20
5. AP Gauss Rifle	5. Sensors	5. HAG 20
6. AP Gauss Rifle	6. Life Support	6. HAG 20
1. Ammo (APGR) 40		1. HAG 20
2. Roll Again		2. HAG 20
3. Roll Again		3. Ammo (HAG20) 6
4. Roll Again		4. Ammo (HAG20) 6
5. Roll Again		5. Ammo (HAG20) 6
6. Ferro-Fibrous		6. Ferro-Fibrous
1. XL Engine		1. XL Engine
2. XL Engine		2. XL Engine
3. XL Engine		3. Double Heat Sink
4. Gyro		4. Double Heat Sink
5. Gyro		5. Roll Again
6. Gyro		6. Roll Again
1. Gyro		1. Roll Again
2. XL Engine		2. Roll Again
3. XL Engine		3. Roll Again
4. XL Engine		4. Endo Steel
5. Flamer		5. Ferro-Fibrous
6. Endo Steel		6. Ferro-Fibrous
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. Endo Steel		5. Endo Steel
6. Endo Steel		6. Endo Steel

Engine Hits ○○○○

Gyro Hits ○○

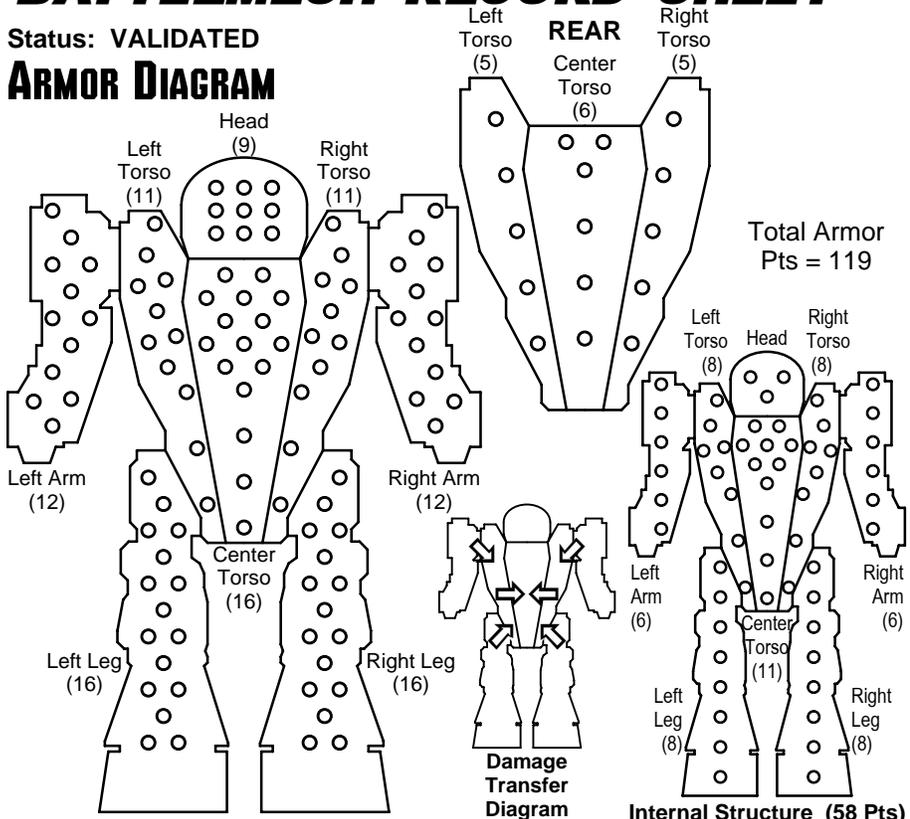
Sensor Hits ○○

Life Support ○

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**  
**ARMOR DIAGRAM**



### 'MECH DATA

Type: **Wolfhound IIC**  
 Mass: **35 tons**  
 Movement Points: Tech & Configuration:  
 Walking: **6** Clan  
 Running: **9** Biped 'Mech  
 Jumping: **0**

#### Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	RA	12	10	-	8	15	25
1	Medium Pulse Laser	RT	4	7	-	4	8	12
1	Medium Pulse Laser	LT	4	7	-	4	8	12
1	Medium Pulse Laser	CT	4	7	-	4	8	12
1	ER Medium Laser	CT(R)	5	7	-	5	10	15
1	ECM Suite	HD	0	-	-	-	-	6

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

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	

**WARGAMES**

### CRITICAL HIT TABLE

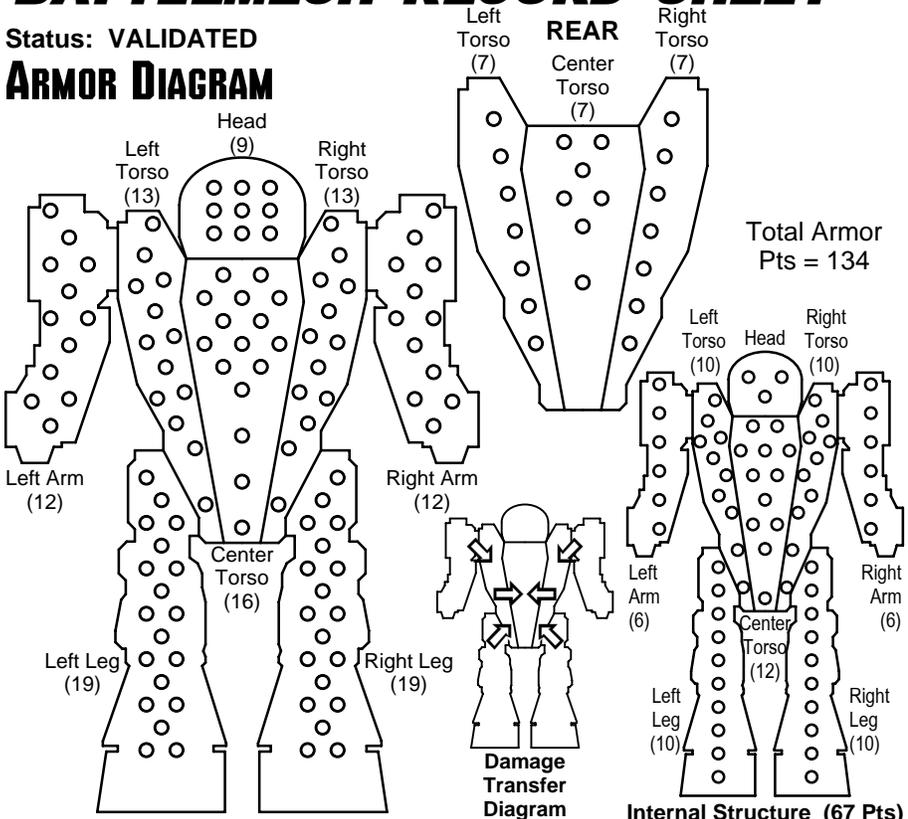
<h4>Left Arm</h4> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> <li>Hand Actuator</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p> <h4>Left Torso</h4> <ol style="list-style-type: none"> <li>XL Engine</li> <li>XL Engine</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Medium Pulse Laser</li> <li>Endo Steel</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> </ol> <p>4-6</p> <h4>Left Leg</h4> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> </ol>	<h4>Head</h4> <ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>ECM Suite</li> <li>Sensors</li> <li>Life Support</li> </ol> <h4>Center Torso</h4> <ol style="list-style-type: none"> <li>XL Engine</li> <li>XL Engine</li> <li>XL Engine</li> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Gyro</li> <li>XL Engine</li> <li>XL Engine</li> <li>XL Engine</li> <li>Medium Pulse Laser</li> <li>ER Medium Laser (R)</li> </ol> <p>4-6</p> <div style="border: 1px solid black; padding: 5px; margin: 10px 0;"> <p>Engine Hits ○○○</p> <p>Gyro Hits ○○</p> <p>Sensor Hits ○○</p> <p>Life Support ○</p> </div> <h4>Right Arm</h4> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>ER Large Laser</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p> <h4>Right Torso</h4> <ol style="list-style-type: none"> <li>XL Engine</li> <li>XL Engine</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Medium Pulse Laser</li> <li>Ferro-Fibrous</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> </ol> <p>4-6</p> <h4>Right Leg</h4> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> </ol>
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# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



Total Armor Pts = 134

### 'MECH DATA

Type: **Dragonfly Prime**  
 Mass: **40 tons**  
 Movement Points: Tech & Configuration:  
 Walking: **8** Clan  
 Running: **12** Biped OmniMech  
 Jumping: **8**

**Weapons Inventory:** (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Pulse Laser	RA	4	7	-	4	8	12
1	SRM 4	LA	3	2/hit	-	3	6	9
2	Machine Gun	RT	0	2	-	1	2	3
1	Anti-Missile System	LT	1	-	-	-	-	-

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

SRM 4	25
Machine Gun	100
Anti-Missile System	24

**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

\*\* 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 (CASE)

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

#### Left Torso (CASE)

- XL Engine
  - XL Engine
  - Jump Jet
  - Jump Jet
  - Anti-Missile System
  - Ammo (AMS) 24
- 1-3
- Endo Steel
  - Endo Steel
  - Endo Steel
  - Ferro-Fibrous
  - Roll Again
  - Roll Again
- 4-6

#### Left Leg

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

#### Head

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

#### Center Torso

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

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

#### Right Arm

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

#### Right Torso (CASE)

- XL Engine
  - XL Engine
  - Jump Jet
  - Jump Jet
  - Machine Gun
  - Machine Gun
- 1-3
- Ammo (MG) 100
  - Endo Steel
  - Endo Steel
  - Endo Steel
  - Ferro-Fibrous
  - Roll Again
- 4-6

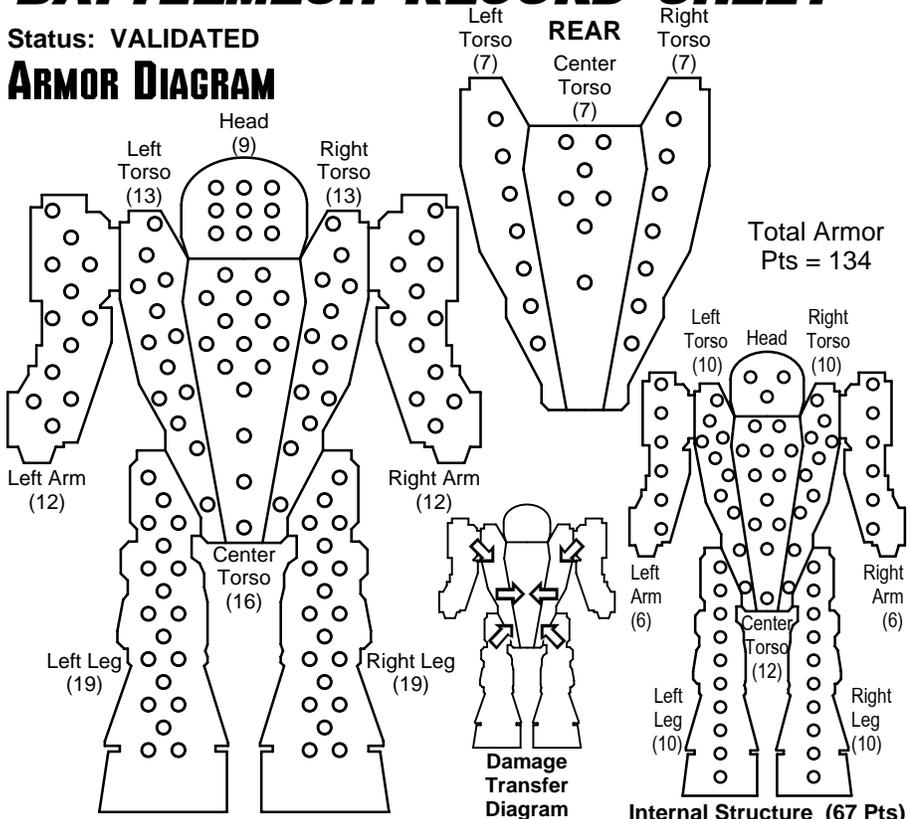
#### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**  
**ARMOR DIAGRAM**



### 'MECH DATA

Type: **Dragonfly A**  
 Mass: **40 tons**  
 Movement Points: **8** Tech & Configuration:  
 Walking: **8** Clan  
 Running: **12** Biped OmniMech  
 Jumping: **8**

---

**Weapons Inventory:** (hexes)

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

---

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

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**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

\*\* 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

#### Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- SRM 6
- Artemis IV FCS

1-3

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

4-6

#### Head

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

1-3

#### Center Torso

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

1-3

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Endo Steel
- Roll Again

4-6

#### Right Arm

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

1-3

- Ferro-Fibrous
- Roll Again

4-6

#### Left Torso

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

1-3

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

4-6

#### Right Torso

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

1-3

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

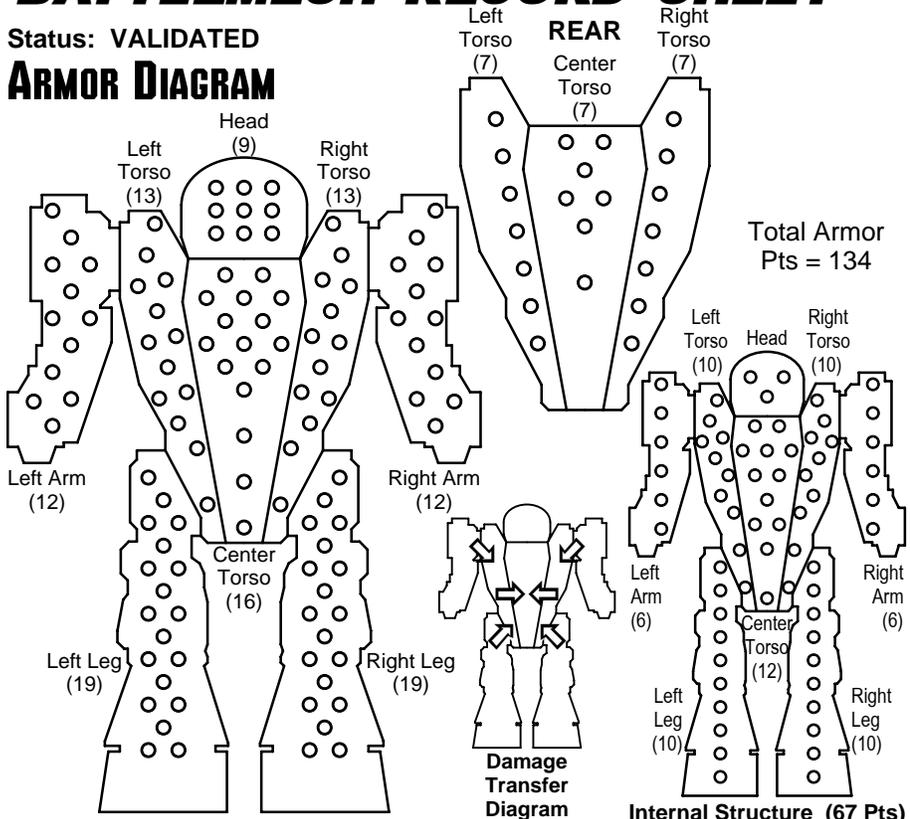
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Dragonfly B**  
 Mass: **40 tons**  
 Movement Points: **8** Tech & Configuration:  
 Walking: **8** Clan  
 Running: **12** Biped OmniMech  
 Jumping: **8**

---

#### Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Pulse Laser	RA	2	3	-	2	4	6
1	ER PPC	LA	15	15	-	7	14	23
1	Flamer	RT	3	2	-	1	2	3
1	Small Pulse Laser	LT	2	3	-	2	4	6

---

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	

**WZK GAMES**

### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. ER PPC	4. ER PPC	5. Ferro-Fibrous	6. Ferro-Fibrous
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Small Pulse Laser	6. Ferro-Fibrous
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. Ferro-Fibrous	5. Sensors	6. Life Support
<b>Center Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Engine	2. XL Engine	3. Jump Jet	4. Jump Jet	5. Small Pulse Laser	6. Endo Steel
<b>Right Torso</b>	1. XL Engine	2. XL Engine	3. Jump Jet	4. Jump Jet	5. Flamer	6. Endo Steel
<b>Left Leg</b>	1. Endo Steel	2. Endo Steel	3. Ferro-Fibrous	4. Roll Again	5. Roll Again	6. Roll Again
<b>Right Leg</b>	1. Endo Steel	2. Endo Steel	3. Ferro-Fibrous	4. Roll Again	5. Roll Again	6. Roll Again
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Jump Jet
<b>Right Leg</b>	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 ○○

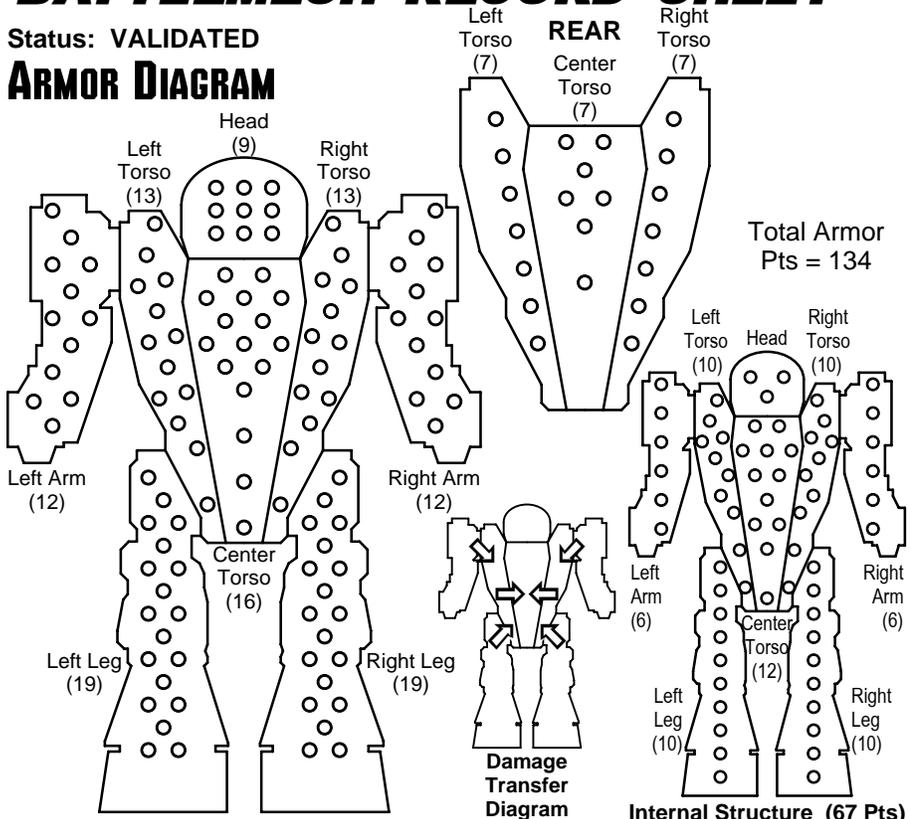
Life Support ○

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Dragonfly C**  
 Mass: **40 tons**  
 Movement Points: **8** Tech & Configuration:  
 Walking: **8** Clan  
 Running: **12** Biped OmniMech  
 Jumping: **8**

---

#### Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Flamer	RA	3	2	-	1	2	3
2	ER Medium Laser	LA	5	7	-	5	10	15
1	Active Probe	LA	0	-	-	-	-	5
2	Machine Gun	RT	0	2	-	1	2	3
2	Machine Gun	LT	0	2	-	1	2	3
1	Flamer	CT	3	2	-	1	2	3

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Ammo Type: **Machine Gun** Rounds: **600**

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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	

**WARGAMES**

### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. ER Medium Laser	6. ER Medium Laser
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Flamer	6. Flamer
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. Ferro-Fibrous	5. Sensors	6. Life Support
<b>Center Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso (CASE)</b>	1. XL Engine	2. XL Engine	3. Jump Jet	4. Jump Jet	5. Machine Gun	6. Machine Gun
<b>Right Torso (CASE)</b>	1. XL Engine	2. XL Engine	3. Jump Jet	4. Jump Jet	5. Machine Gun	6. Machine Gun
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Jump Jet
<b>Right Leg</b>	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 ○○

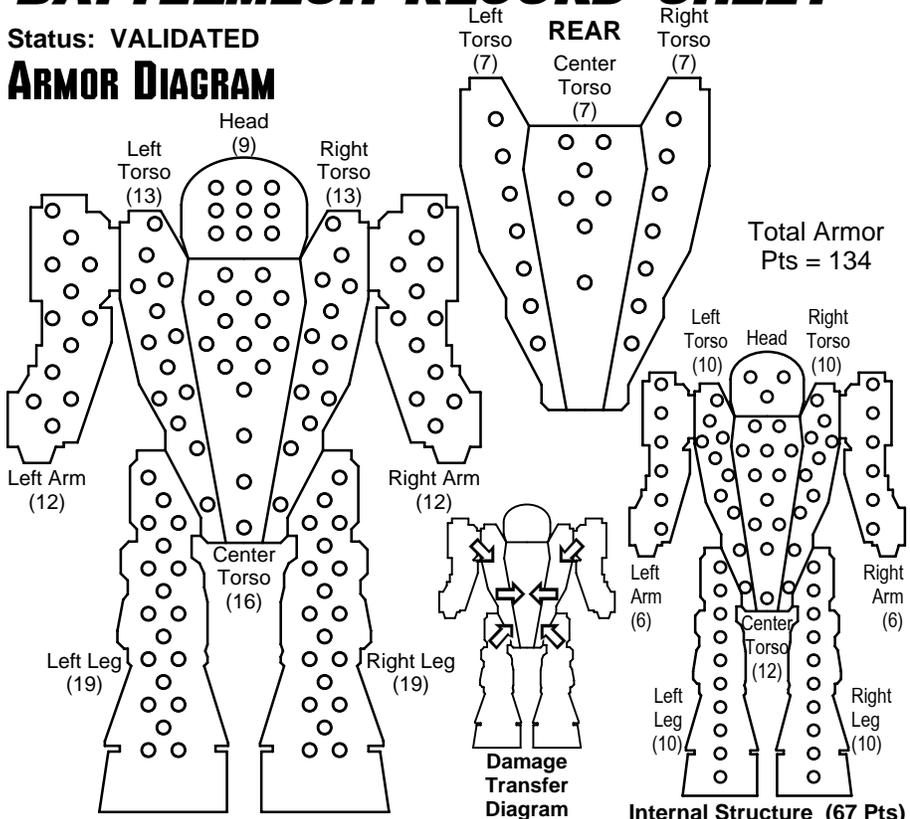
Life Support ○

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MEGH DATA

Type: **Dragonfly D**  
 Mass: **40 tons**  
 Movement Points: Tech & Configuration:  
 Walking: **8** Clan  
 Running: **12** Biped OmniMech  
 Jumping: **8**

---

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	RA	5	7	-	5	10	15
1	Streak SRM 6	LA	4	2/hit	-	4	8	12
1	LRM 5	RT	2	1/hit	-	7	14	21
1	ER Small Laser	LT	2	5	-	2	4	6

---

Ammo Type: Rounds:  
 Streak SRM 6: 15  
 LRM 5: 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

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Streak SRM 6	6. Streak SRM 6
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. ER Medium Laser	6. ER Medium Laser
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. Ferro-Fibrous	5. Sensors	6. Life Support
<b>Center Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso (CASE)</b>	1. XL Engine	2. XL Engine	3. Jump Jet	4. Jump Jet	5. ER Small Laser	6. Ammo (Streak 6) 15
<b>Right Torso (CASE)</b>	1. XL Engine	2. XL Engine	3. Jump Jet	4. Jump Jet	5. LRM 5	6. Ammo (LRM 5) 24
<b>Left Leg</b>	1. Endo Steel	2. Endo Steel	3. Endo Steel	4. Ferro-Fibrous	5. Roll Again	6. Roll Again
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Jump Jet

Engine Hits ○○○○

Gyro Hits ○○

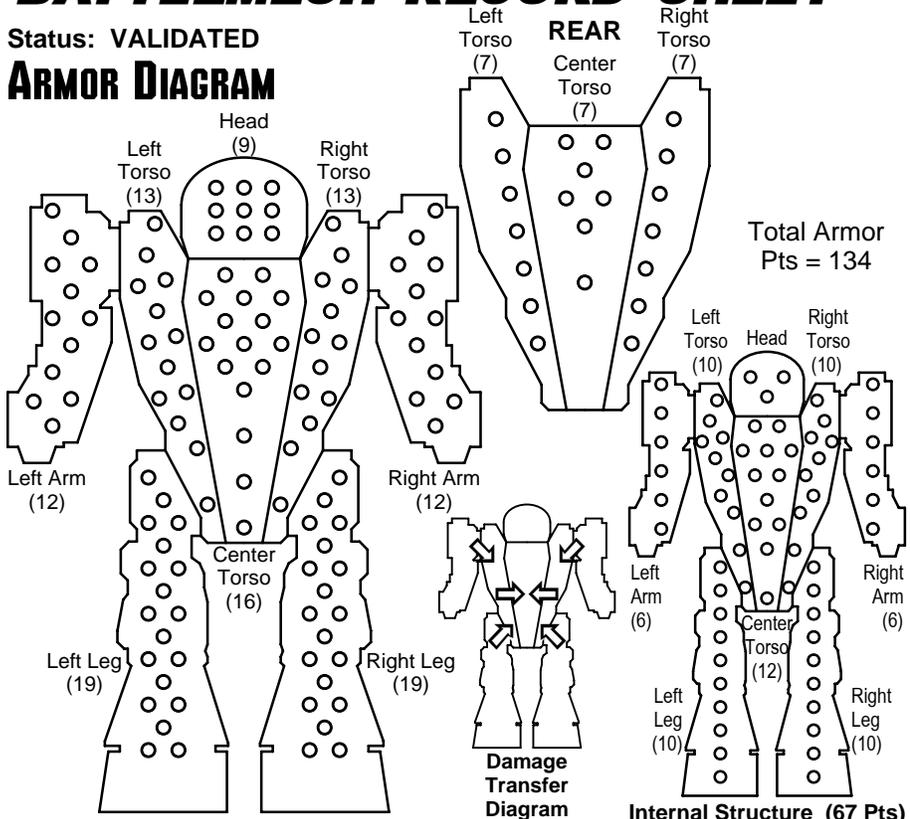
Sensor Hits ○○

Life Support ○

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**  
**ARMOR DIAGRAM**



### 'MEGH DATA

Type: **Dragonfly E**  
 Mass: **40 tons**  
 Movement Points: **8** Tech & Configuration:  
 Walking: **8** Clan  
 Running: **12** Biped OmniMech  
 Jumping: **8**

**Weapons Inventory:** (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RA	5	7	-	5	10	15
1	Adv. Tact. Msl. 6	LA	4	2/hit	4	5	10	15
	ER ATM Ammo			1/hit	4	9	18	27
	HE ATM Ammo			3/hit	-	3	6	9
1	ER Small Laser	RT	2	5	-	2	4	6
1	ER Small Laser	LT	2	5	-	2	4	6

**Ammo Type:** **Adv. Tact. Msl. 6** **Rounds:** **30**

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

**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	

**WKGAMES**

### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm (CASE)</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Adv. Tact. Msl. 6	6. Adv. Tact. Msl. 6
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. ER Medium Laser	6. Ferro-Fibrous
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. Ferro-Fibrous	5. Sensors	6. Life Support
<b>Center Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Engine	2. XL Engine	3. Jump Jet	4. Jump Jet	5. ER Small Laser	6. Endo Steel
<b>Right Torso</b>	1. XL Engine	2. XL Engine	3. Jump Jet	4. Jump Jet	5. ER Small Laser	6. Endo Steel
<b>Left Leg</b>	1. Endo Steel	2. Endo Steel	3. Ferro-Fibrous	4. Roll Again	5. Roll Again	6. Roll Again
<b>Right Leg</b>	1. Endo Steel	2. Endo Steel	3. Ferro-Fibrous	4. Roll Again	5. Roll Again	6. Roll Again

**Engine Hits** ○ ○ ○

**Gyro Hits** ○ ○

**Sensor Hits** ○ ○

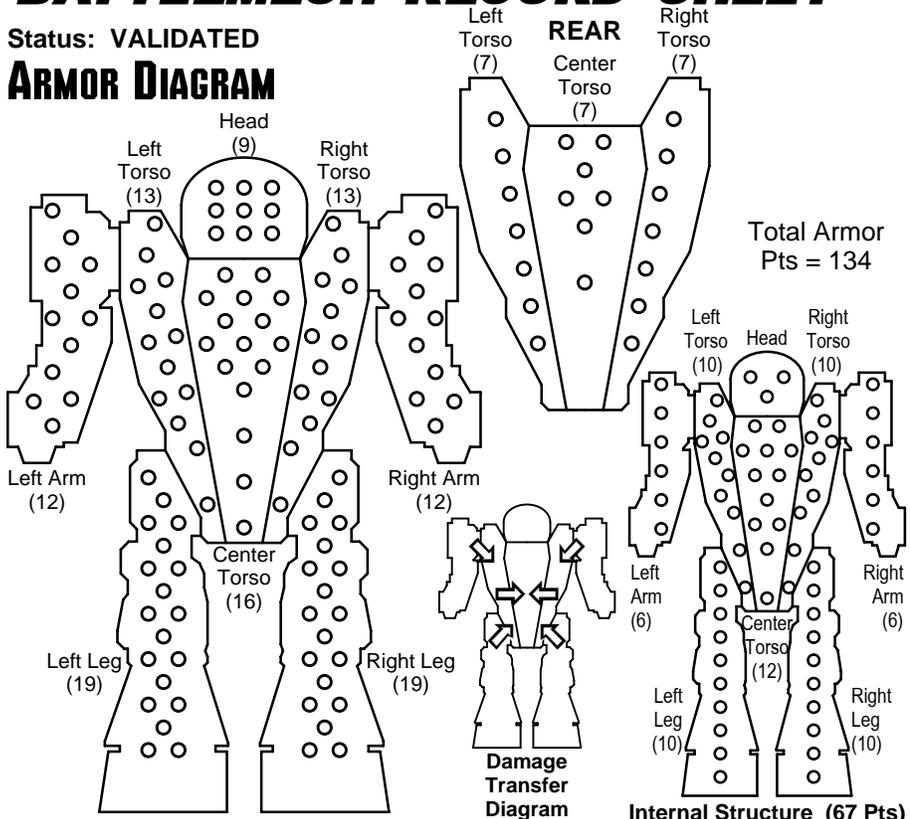
**Life Support** ○

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MEGH DATA

Type: **Dragonfly F**  
 Mass: **40 tons**  
 Movement Points: Tech & Configuration:  
 Walking: **8** Clan  
 Running: **12** Biped OmniMech  
 Jumping: **8**

---

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
4	Heavy Machine Gun	RA	0	3	-	1	2	-
1	Machine Gun Array	RA	0	-	-	-	-	-
4	Heavy Machine Gun	LA	0	3	-	1	2	-
1	Machine Gun Array	LA	0	-	-	-	-	-
1	ER Medium Laser	RT	5	7	-	5	10	15
1	ER Medium Laser	LT	5	7	-	5	10	15
1	ER Medium Laser	CT	5	7	-	5	10	15

---

Ammo Type: Heavy Machine Gun      Rounds: 100

---

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

#### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Heavy Machine Gun
  - Heavy Machine Gun
- 1-3
- Heavy Machine Gun
  - Heavy Machine Gun
  - Machine Gun Array
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Roll Again
- 4-6

#### Left Torso

- XL Engine
  - XL Engine
  - Jump Jet
  - Jump Jet
  - ER Medium Laser
  - Endo Steel
- 1-3
- Endo Steel
  - Endo Steel
  - Ferro-Fibrous
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

#### Left Leg

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

#### Head

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

#### Center Torso

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

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

#### Right Arm (CASE)

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Heavy Machine Gun
  - Heavy Machine Gun
- 1-3
- Heavy Machine Gun
  - Heavy Machine Gun
  - Machine Gun Array
  - Ammo (HMG) 100
  - Ferro-Fibrous
  - Ferro-Fibrous
- 4-6

#### Right Torso

- XL Engine
  - XL Engine
  - Jump Jet
  - Jump Jet
  - ER Medium Laser
  - Endo Steel
- 1-3
- Endo Steel
  - Endo Steel
  - Ferro-Fibrous
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

#### Right Leg

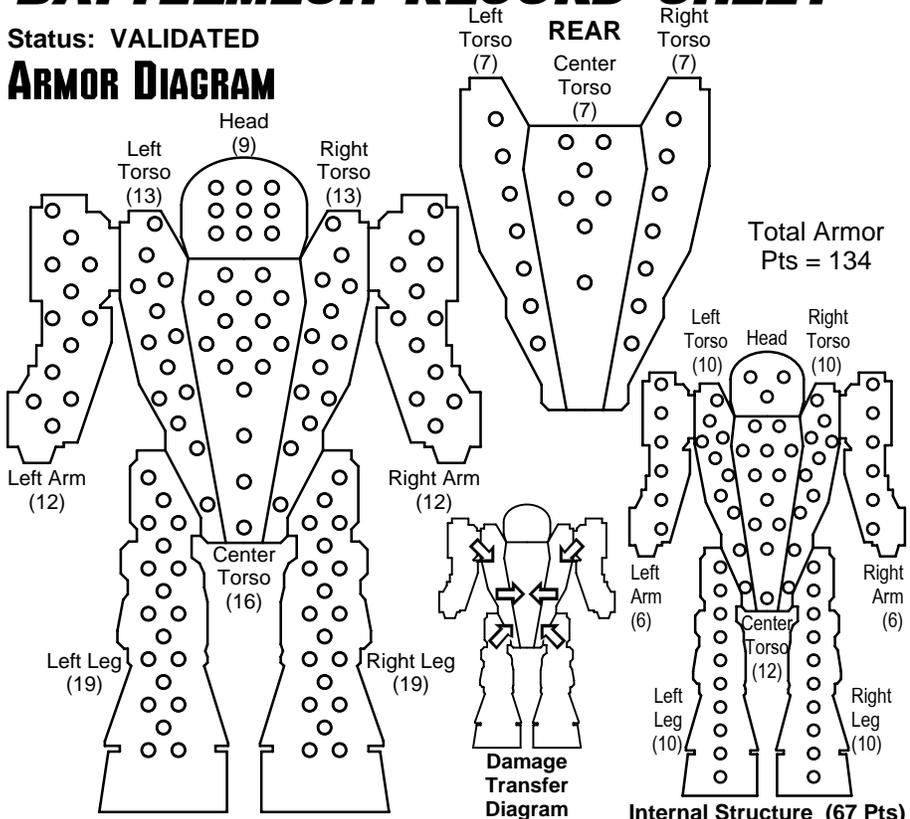
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Dragonfly G**  
 Mass: **40 tons**  
 Movement Points: Tech & Configuration:  
 Walking: **8** Clan  
 Running: **12** Biped OmniMech  
 Jumping: **8**

---

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
4	AP Gauss Rifle	RA	1	3	-	3	6	9
1	Plasma Cannon	LA	7	-	-	6	12	18
1	Heavy Medium Laser	LT	7	10	-	3	6	9
1	Light Active Probe	CT	0	-	-	-	-	3

---

Ammo Type: Rounds:  
 AP Gauss Rifle 40  
 Plasma Cannon 10

---

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	

**WZK GAMES**

### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

- Hand Actuator
- Plasma Cannon
- Ammo (PC) 10

4-6

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

#### Head

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

#### Right Arm

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

1-3

- Ammo (APGR) 40
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Torso

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

1-3

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Light Active Probe
- Endo Steel

4-6

#### Center Torso

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

1-3

- XL Engine
- XL Engine
- XL Engine
- XL Engine
- Light Active Probe
- Endo Steel

4-6

#### Right Torso

- XL Engine
- XL Engine
- Jump Jet
- Jump Jet
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Ferro-Fibrous
- 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

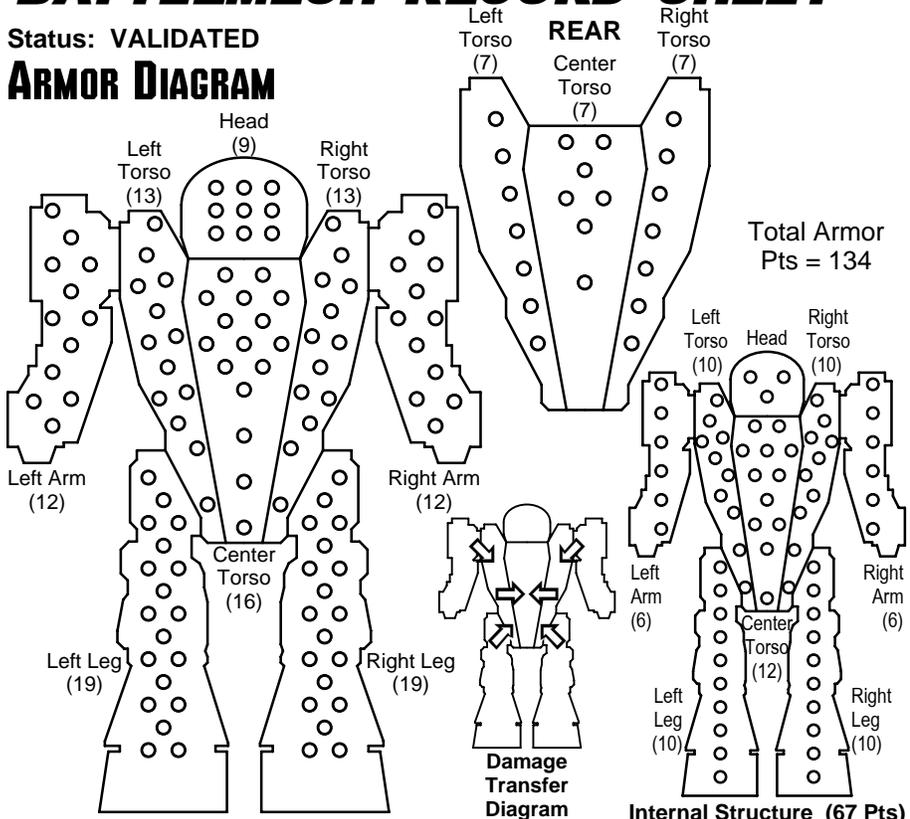
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MEGH DATA

Type: **Dragonfly H**  
 Mass: **40 tons**  
 Movement Points: Tech & Configuration:  
 Walking: **8** Clan  
 Running: **12** Biped OmniMech  
 Jumping: **8**

---

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy Medium Laser	RA	7	10	-	3	6	9
1	Heavy Medium Laser	LA	7	10	-	3	6	9
1	ER Medium Laser	RT	5	7	-	5	10	15
1	Small Pulse Laser	RT	2	3	-	2	4	6
1	Anti-Missile System	LT	1	-	-	-	-	-
1	ER Medium Laser	LT	5	7	-	5	10	15
1	Small Pulse Laser	LT	2	3	-	2	4	6

---

Ammo Type: Rounds:  
 Anti-Missile System 24

---

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

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

### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

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

**WARGAMES**

### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Heavy Medium Laser	6. Heavy Medium Laser
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Heavy Medium Laser	6. Heavy Medium Laser
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. Ferro-Fibrous	5. Sensors	6. Life Support
<b>Center Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso (CASE)</b>	1. XL Engine	2. XL Engine	3. Jump Jet	4. Jump Jet	5. Anti-Missile System	6. ER Medium Laser
<b>Right Torso</b>	1. XL Engine	2. XL Engine	3. Jump Jet	4. Jump Jet	5. ER Medium Laser	6. Small Pulse Laser
<b>Left Leg</b>	1. Small Pulse Laser	2. Ammo (AMS) 24	3. Endo Steel	4. Endo Steel	5. Endo Steel	6. Ferro-Fibrous
<b>Right Leg</b>	1. Double Heat Sink	2. Double Heat Sink	3. Endo Steel	4. Endo Steel	5. Endo Steel	6. Ferro-Fibrous

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

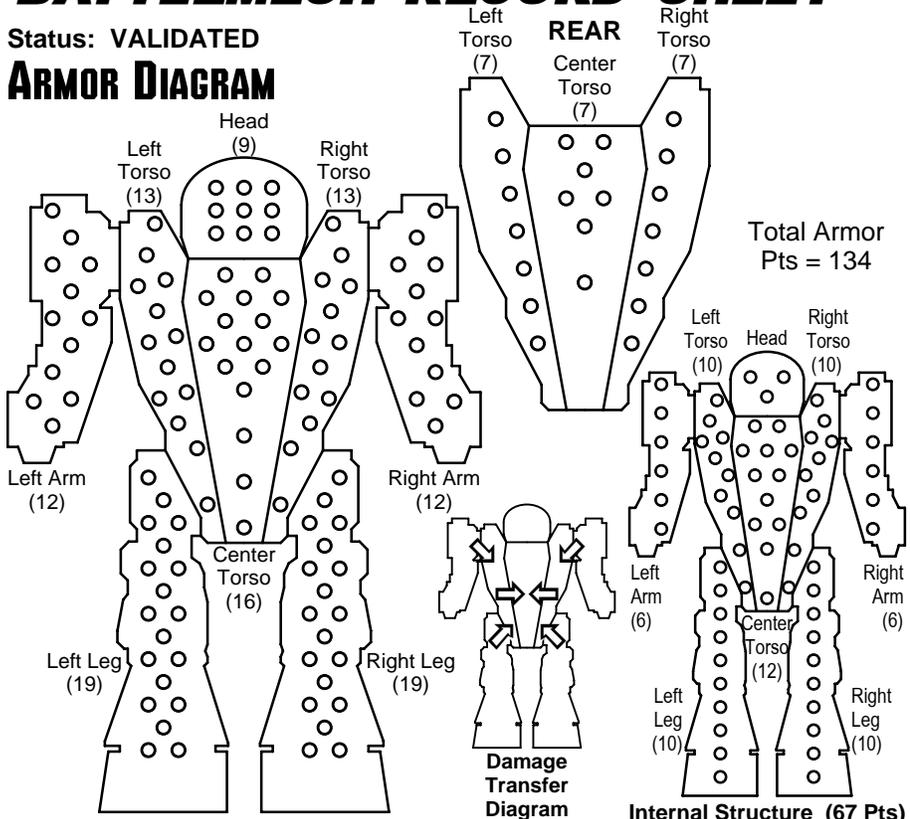
Life Support ○

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Dragonfly I**  
 Mass: **40 tons**  
 Movement Points: **8** Tech & Configuration:  
 Walking: **8** Clan  
 Running: **12** Biped OmniMech  
 Jumping: **8**

---

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy Medium Laser RA	7	10	-	3	6	9	
1	Heavy Medium Laser LA	7	10	-	3	6	9	
1	Adv. Tact. Msl. 3	LA	2	2/hit	4	5	10	15
	ER ATM Ammo			1/hit	4	9	18	27
	HE ATM Ammo			3/hit	-	3	6	9
1	Heavy Medium Laser RT	7	10	-	3	6	9	
1	Light Active Probe RT	0	-	-	-	-	-	3
1	Anti-Missile System LT	1	-	-	-	-	-	-
1	Targeting Computer							

---

Ammo Type: **Adv. Tact. Msl. 3** Rounds: **20**  
**Anti-Missile System** **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 (CASE)

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

1-3

- Adv. Tact. Msl. 3
- Adv. Tact. Msl. 3
- Ammo (ATM 3) 20
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

#### Head

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

#### Right Arm

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

1-3

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

4-6

#### Left Torso (CASE)

- XL Engine
- XL Engine
- Jump Jet
- Jump Jet
- Anti-Missile System
- Ammo (AMS) 24

1-3

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

4-6

#### Right Torso

- XL Engine
- XL Engine
- Jump Jet
- Jump Jet
- Heavy Medium Laser
- Heavy Medium Laser

1-3

- Light Active Probe
- Targeting Computer
- Endo Steel
- Endo Steel
- Endo Steel
- 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

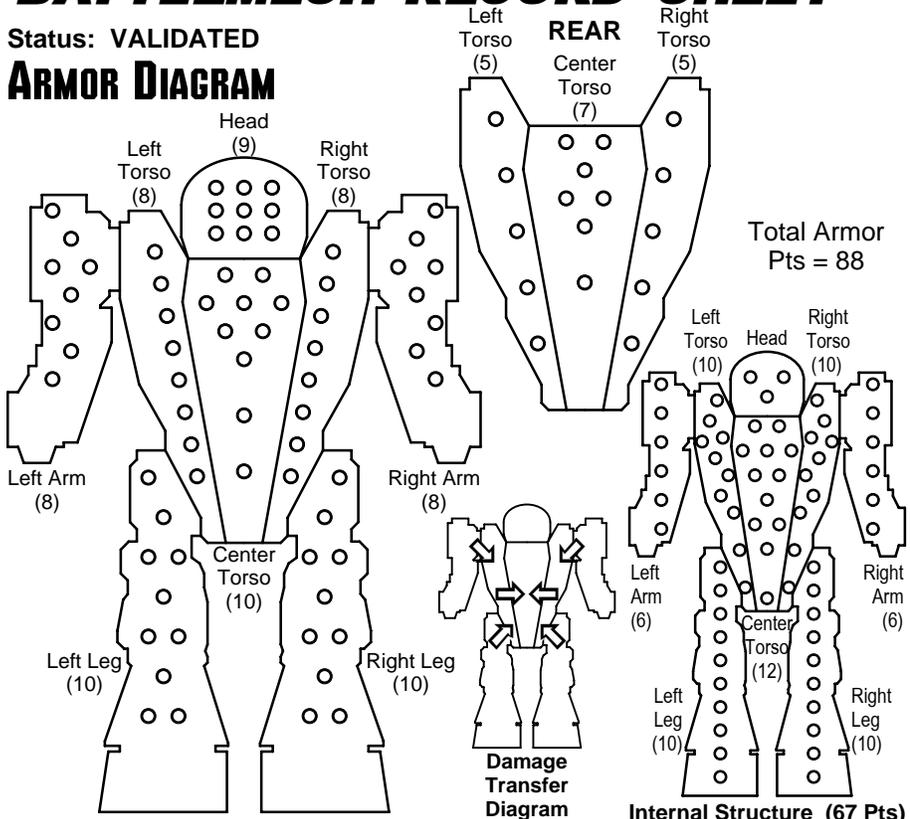
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet



# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**  
**ARMOR DIAGRAM**



### 'MECH DATA

Type: **Sentinel STN-3M**  
 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	Ultra AC/5	LA	1	5	2	6	13	20
1	SRM 2	RT	2	2/hit	-	3	6	9
1	Medium Laser	RT	3	5	-	3	6	9

---

**Ammo Type:**                    **Rounds:**  
 Ultra AC/5                        20  
 SRM 2                              50

---

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

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

### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_    Piloting Skill: \_\_\_\_\_

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

### 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

#### Left Arm

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

1-3

- Ultra AC/5
- Roll Again

4-6

#### Left Torso

- Ammo (Ult AC/5) 20
- Roll Again

1-3

- Roll Again

4-6

#### Left Leg

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

#### Head

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

#### Center Torso

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

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

4-6

#### Right Torso

- SRM 2
- Medium Laser
- Ammo (SRM 2) 50
- Roll Again
- Roll Again
- Roll Again

1-3

- Roll Again

4-6

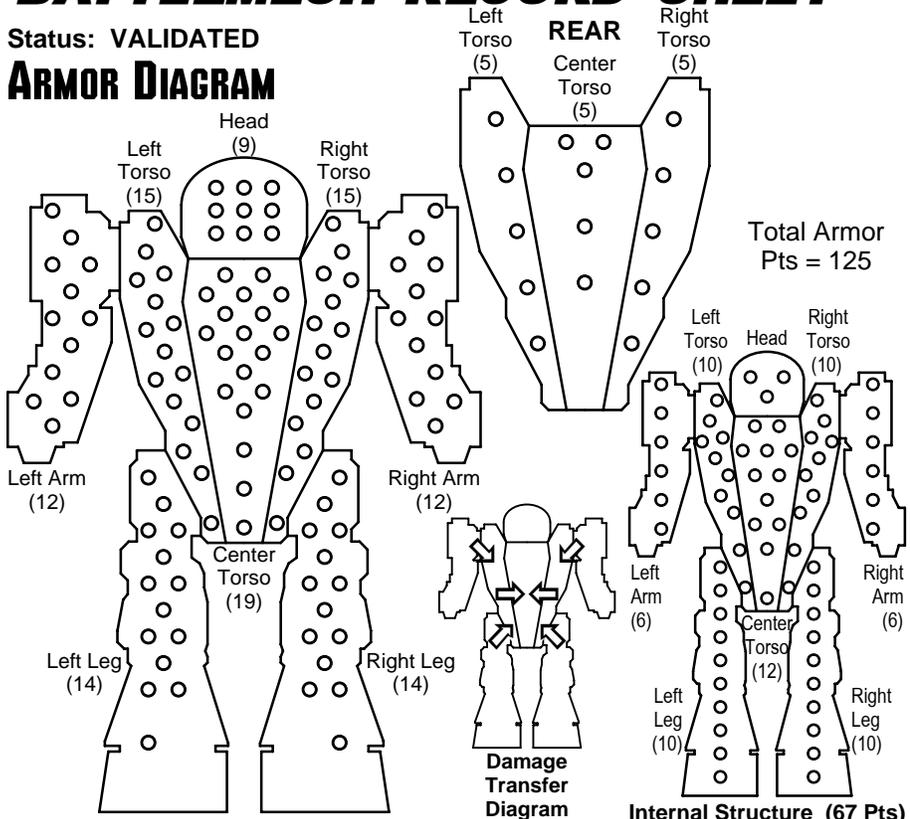
#### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**  
**ARMOR DIAGRAM**



### 'MECH DATA

Type: **Sentinel STN-4D**  
 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	Rotary AC/5	LA	1	5	-	5	10	15
1	ER Medium Laser	RT	5	5	-	4	8	12

---

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

---

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

**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	

**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. Rotary AC/5	3. Cockpit	3. Lower Arm Actuator
4. Rotary AC/5	4. Roll Again	4. Hand Actuator
5. Rotary AC/5	5. Sensors	5. Endo Steel
6. Rotary AC/5	6. Life Support	6. Endo Steel
1. Rotary AC/5		1. Ferro-Fibrous
2. Rotary AC/5		2. Ferro-Fibrous
3. Endo Steel		3. Roll Again
4. Endo Steel		4. Roll Again
5. Ferro-Fibrous		5. Roll Again
6. Ferro-Fibrous		6. Roll Again
Left Torso	Center Torso	Right Torso
1. Double Heat Sink	1. Fusion Engine	1. ER Medium Laser
2. Double Heat Sink	2. Fusion Engine	2. Endo Steel
3. Double Heat Sink	3. Fusion Engine	3. Endo Steel
4. Ammo (RAC/5) 20	4. Gyro	4. Endo Steel
5. Ammo (RAC/5) 20	5. Gyro	5. Endo Steel
6. CASE	6. Gyro	6. Ferro-Fibrous
1. Endo Steel	1. Gyro	1. Ferro-Fibrous
2. Endo Steel	2. Fusion Engine	2. Ferro-Fibrous
3. Endo Steel	3. Fusion Engine	3. Ferro-Fibrous
4. Ferro-Fibrous	4. Fusion Engine	4. Roll Again
5. Ferro-Fibrous	5. Endo Steel	5. Roll Again
6. Ferro-Fibrous	6. Ferro-Fibrous	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. Endo Steel	5. Endo Steel	
6. Ferro-Fibrous	6. Ferro-Fibrous	

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

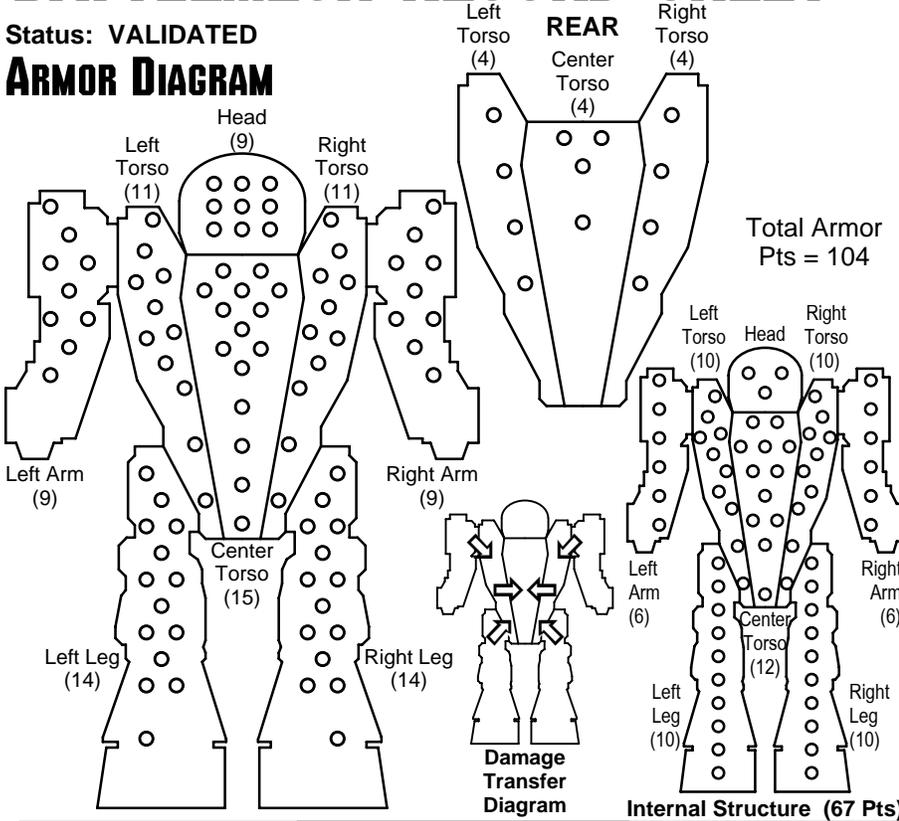
Life Support ○

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Sentinel STN-5WB**  
 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
2	Light AC/5	LA	1	5	-	5	10	15
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

---

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

---

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	

**WZGAMES**

### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator

1-3

- Light AC/5
- Light AC/5
- Light AC/5
- Light AC/5

4-6

- Roll Again

#### Head

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

#### Right Arm

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

1-3

- Roll Again

4-6

- Roll Again

#### Left Torso

- Light Fusion Engine
- Light Fusion Engine
- ER Medium Laser
- Ammo (LAC/5) 20
- CASE
- Roll Again

1-3

- Roll Again

4-6

- Roll Again

#### 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
- Roll Again

4-6

#### Right Torso

- Light Fusion Engine
- Light Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Medium Laser

1-3

- Roll Again

4-6

- Roll Again

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

#### Left Leg

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

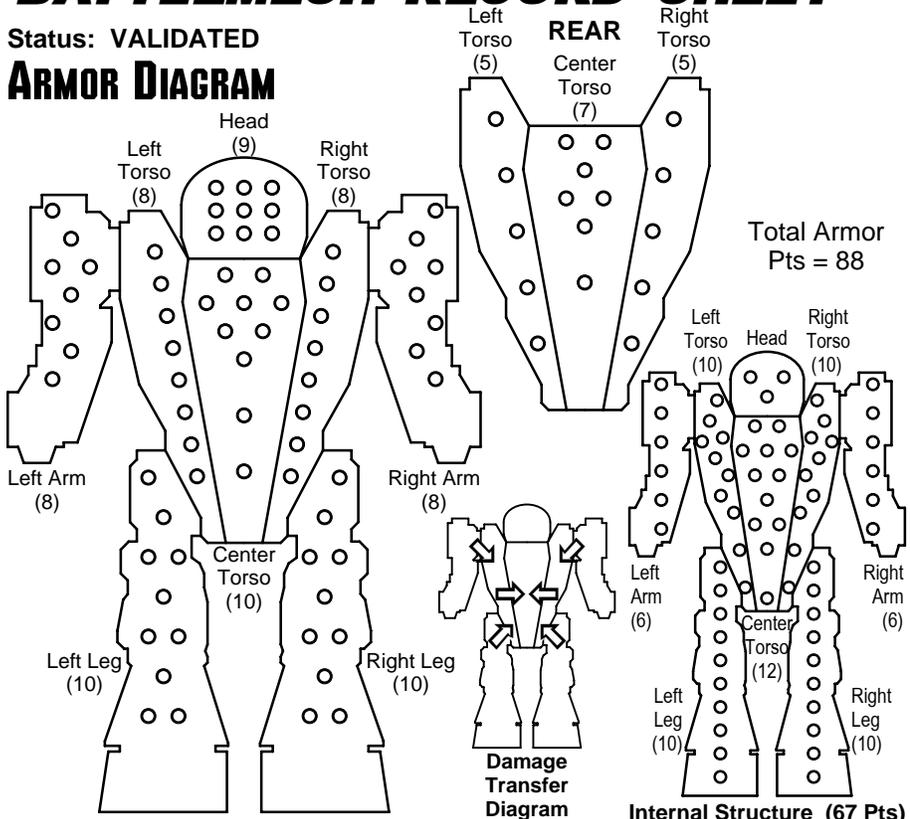
#### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**  
**ARMOR DIAGRAM**



### 'MECH DATA

Type: **Sentinel STN-C**  
 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	Ultra AC/5	LA	1	5	2	6	13	20
1	SRM 2	RT	2	2/hit	-	3	6	9
1	C³ Slave Unit	CT	0	-	-	-	-	-

---

**Ammo Type:**                      **Rounds:**  
 Ultra AC/5                          20  
 SRM 2                                  50

---

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

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

### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_    Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

\*\* 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

**WZGAMES**

### CRITICAL HIT TABLE

#### Left Arm

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

1-3

- Ultra AC/5
- Roll Again

4-6

#### Left Torso

- Ammo (Ult AC/5) 20
- Roll Again

1-3

- Roll Again

4-6

#### Left Leg

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

#### Head

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

#### Center Torso

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

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- C³ Slave Unit
- Roll Again

4-6

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○

#### Right Leg

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

#### Right Arm

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

1-3

- Roll Again

4-6

#### Right Torso

- SRM 2
- Ammo (SRM 2) 50
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

- Roll Again

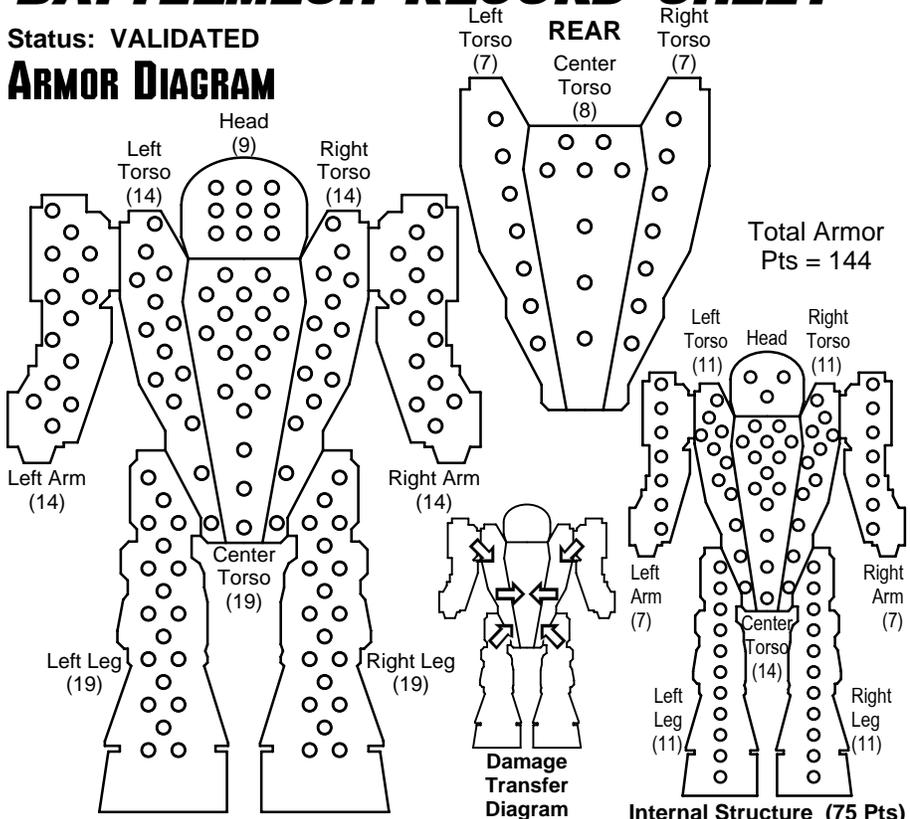
4-6

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Fenris Prime**  
 Mass: **45 tons**  
 Movement Points: **Tech & Configuration:**  
 Walking: **8** Clan  
 Running: **12** **Biped OmniMech**  
 Jumping: **0**

---

**Weapons Inventory:** (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 2	RA	2	2/hit	-	4	8	12
1	ER PPC	LA	15	15	-	7	14	23
1	ER Small Laser	LA	2	5	-	2	4	6
1	Active Probe	CT	0	-	-	-	-	5

---

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

---

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

**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

#### Left Arm

- Shoulder
- Upper Arm Actuator
- ER PPC
- ER PPC
- ER Small Laser
- Ferro-Fibrous

- 1-3
- Roll Again
  - Roll Again

#### Left Torso

- XL Engine
- XL Engine
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

- 1-3
- Roll Again
  - Roll Again

#### Left Leg

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

#### Head

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

#### Center Torso

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

- 1-3
- Gyro
  - XL Engine
  - XL Engine
  - XL Engine
  - Active Probe
  - Endo Steel

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

#### Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Streak SRM 2
- Ammo (Streak 2) 50

- 1-3
- Ferro-Fibrous
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

#### Right Torso

- XL Engine
- XL Engine
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

- 1-3
- Roll Again
  - Roll Again

#### Right Leg

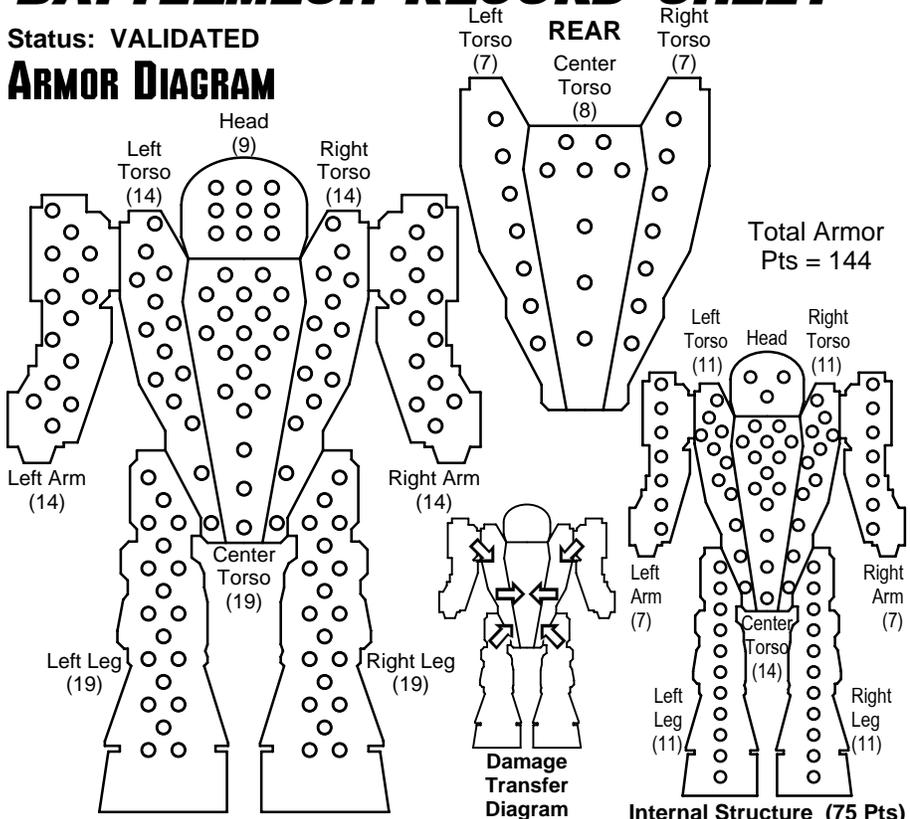
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MEGH DATA

Type: **Fenris A**  
 Mass: **45 tons**  
 Movement Points: **8** Tech & Configuration:  
 Walking: **8** Clan  
 Running: **12** Biped OmniMech  
 Jumping: **0**

---

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RA	5	7	-	5	10	15
1	Anti-Missile System	RA	1	-	-	-	-	-
1	LB 2-X AC	LA	1	2	4	10	20	30
1	ER Medium Laser	CT	5	7	-	5	10	15

---

Ammo Type:                      Rounds:  
 Anti-Missile System            24  
 LB 2-X AC                        45

---

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

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

#### Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- LB 2-X AC
- LB 2-X AC
- LB 2-X AC
- Ammo (LB 2-X) 45

1-3

- Ferro-Fibrous
- Roll Again

4-6

#### Head

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

1-3

#### Center Torso

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

1-3

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

4-6

#### Right Arm (CASE)

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

1-3

- Ammo (AMS) 24
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

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

#### Left Torso

- XL Engine
- XL Engine
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

1-3

- Roll Again

4-6

#### Right Torso

- XL Engine
- XL Engine
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

1-3

- Roll Again

4-6

#### Left Leg

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

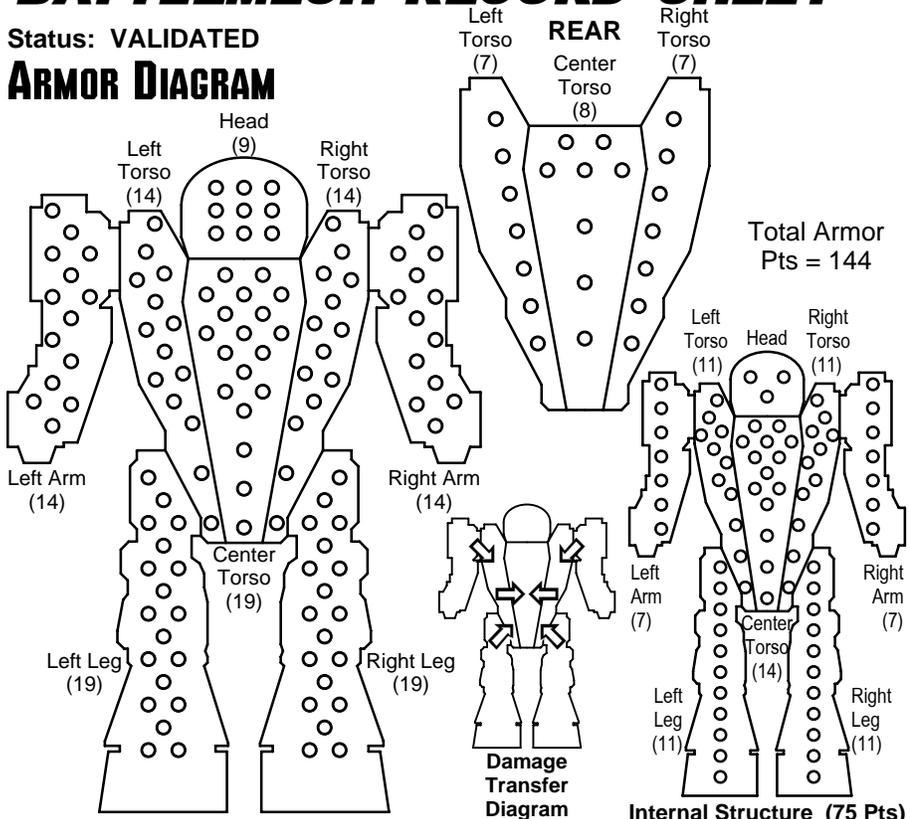
#### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**  
**ARMOR DIAGRAM**



### 'MECH DATA

Type: **Fenris B**  
 Mass: **45 tons**  
 Movement Points: **Tech & Configuration:**  
 Walking: **8** Clan  
 Running: **12** **Biped OmniMech**  
 Jumping: **0**

---

**Weapons Inventory:** (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	RA	4	2/hit	-	3	6	9
1	SRM 4	LA	3	2/hit	-	3	6	9
1	ER Large Laser	LA	12	10	-	8	15	25
1	Small Pulse Laser	CT	2	3	-	2	4	6

---

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

SRM 6                                      15

SRM 4                                      25

---

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

○○○○○○○○○○○○ ○○

**Auto Eject:**                      **Weapon Heat:**

Operational     Disabled                      **(21)**

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_      Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

\*\* 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 (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- SRM 4
- ER Large Laser

1-3

- Ammo (SRM 4) 25
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Head

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

1-3

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

4-6

#### Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- SRM 6
- Ammo (SRM 6) 15

1-3

- Ferro-Fibrous
- Roll Again

4-6

#### Left Torso

- XL Engine
- XL Engine
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

1-3

- Roll Again

4-6

#### Center Torso

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

1-3

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Small Pulse Laser
- Endo Steel

4-6

#### Right Torso

- XL Engine
- XL Engine
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

1-3

- Roll Again

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

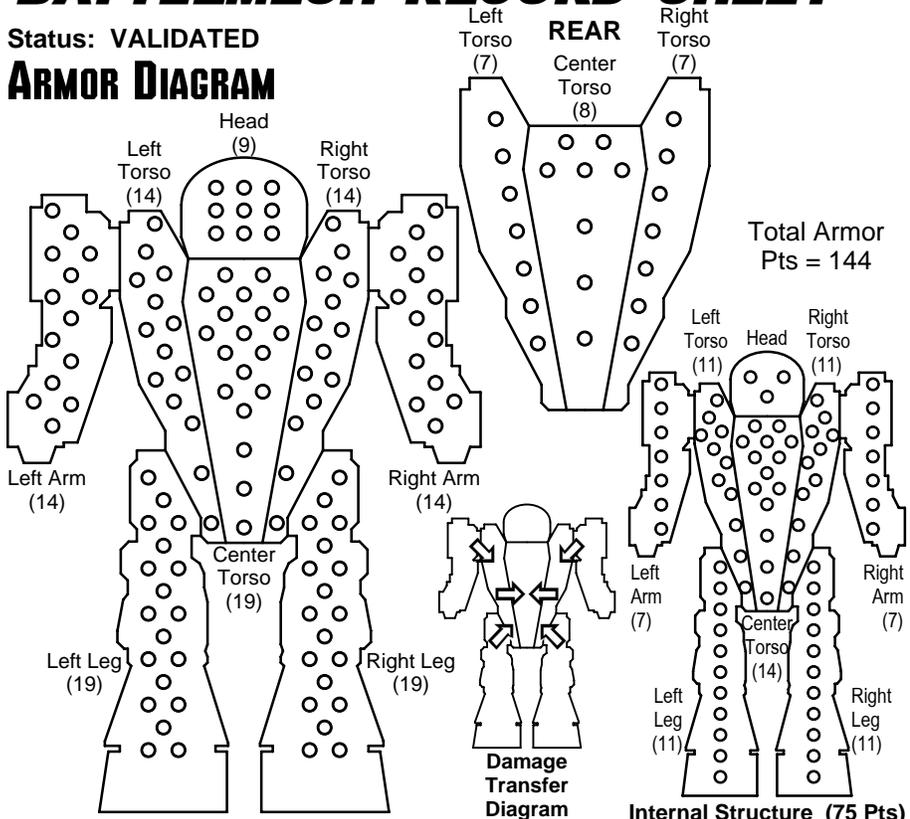
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Fenris C**  
 Mass: **45 tons**  
 Movement Points: Tech & Configuration:  
 Walking: **8** Clan  
 Running: **12** Biped OmniMech  
 Jumping: **0**

---

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 5 w/ Artemis IV RA	2	1/hit	-	7	14	21	
1	LRM 5 w/ Artemis IV LA	2	1/hit	-	7	14	21	
1	LRM 5 w/ Artemis IV LT	2	1/hit	-	7	14	21	
1	ER Small Laser	CT	2	5	-	2	4	6

---

Ammo Type: LRM 5      Rounds: 72

---

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

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	

**WARGAMES**

### CRITICAL HIT TABLE

<p><b>Left Arm (CASE)</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> <li>Hand Actuator</li> <li>LRM 5</li> <li>Artemis IV FCS</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Ammo (LRM 5) 24</li> <li>Ferro-Fibrous</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p> <p><b>Left Torso (CASE)</b></p> <ol style="list-style-type: none"> <li>XL Engine</li> <li>XL Engine</li> <li>LRM 5</li> <li>Artemis IV FCS</li> <li>Ammo (LRM 5) 24</li> <li>Endo Steel</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p> <p><b>Left Leg</b></p> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Endo Steel</li> <li>Endo Steel</li> </ol>	<p><b>Head</b></p> <ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>Ferro-Fibrous</li> <li>Sensors</li> <li>Life Support</li> </ol> <p><b>Center Torso</b></p> <ol style="list-style-type: none"> <li>XL Engine</li> <li>XL Engine</li> <li>XL Engine</li> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Gyro</li> <li>XL Engine</li> <li>XL Engine</li> <li>XL Engine</li> <li>ER Small Laser</li> <li>Endo Steel</li> </ol> <p>4-6</p>	<p><b>Right Arm (CASE)</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> <li>Hand Actuator</li> <li>LRM 5</li> <li>Artemis IV FCS</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Ammo (LRM 5) 24</li> <li>Ferro-Fibrous</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p> <p><b>Right Torso</b></p> <ol style="list-style-type: none"> <li>XL Engine</li> <li>XL Engine</li> <li>Endo Steel</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Roll Again</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p> <p><b>Right Leg</b></p> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Endo Steel</li> <li>Endo Steel</li> </ol>
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Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

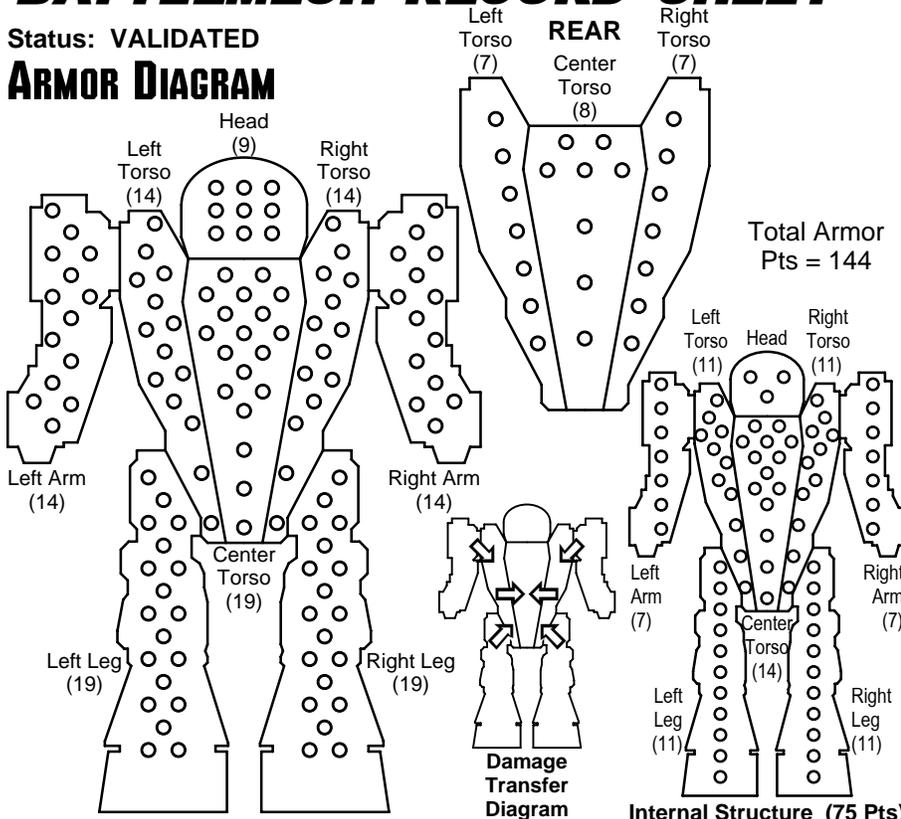
Life Support ○

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Fenris D**  
 Mass: **45 tons**  
 Movement Points: Tech & Configuration:  
 Walking: **8** Clan  
 Running: **12** Biped OmniMech  
 Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Pulse Laser	RA	4	7	-	4	8	12
1	Anti-Missile System	LA	1	-	-	-	-	-
1	Medium Pulse Laser	LA	4	7	-	4	8	12
1	Medium Pulse Laser	CT	4	7	-	4	8	12

Ammo Type: Rounds:  
 Anti-Missile System 24

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

Auto Eject:  Operational  Disabled  
 Weapon Heat: (17)

### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken

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

Consciousness #

### HEAT SCALE

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



### Left Arm (CASE)

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

- 1-3
- Ammo (AMS) 24
  - Ferro-Fibrous
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

### Left Torso

- XL Engine
- XL Engine
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

- 1-3
- Roll Again
  - Roll Again

### Left Leg

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

### CRITICAL HIT TABLE

#### Head

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

#### Center Torso

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



### Right Arm

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

- 1-3
- Ferro-Fibrous
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

### Right Torso

- XL Engine
- XL Engine
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

- 1-3
- Roll Again
  - Roll Again

### Right Leg

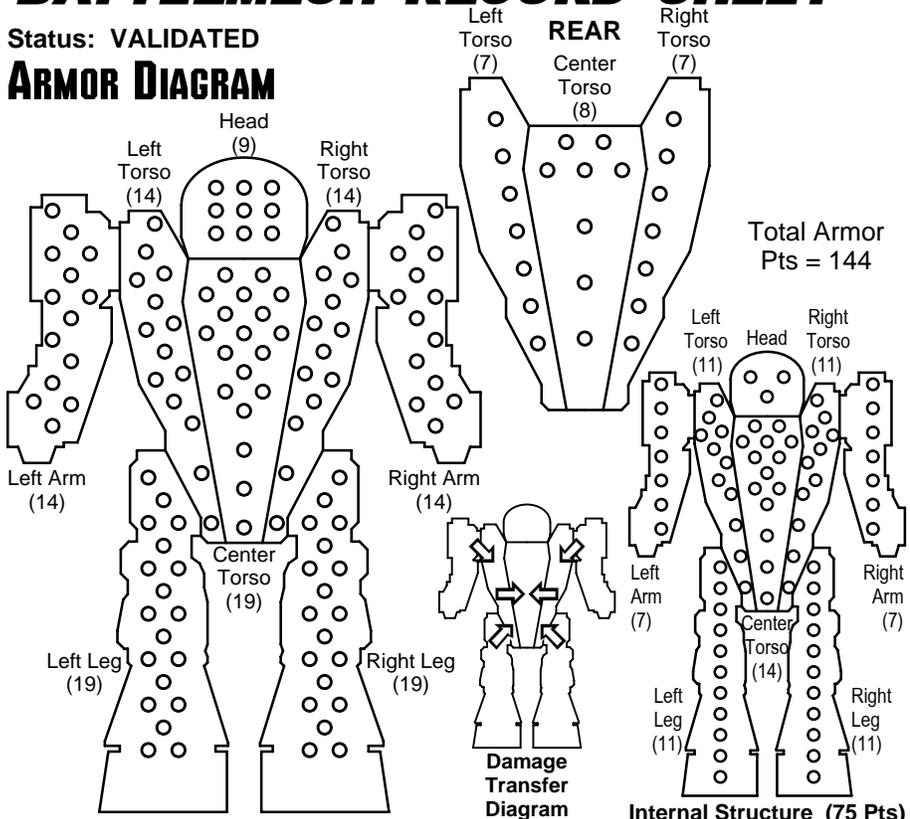
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Fenris E**  
 Mass: **45 tons**  
 Movement Points: **8** Tech & Configuration:  
 Walking: **8** Clan  
 Running: **12** Biped OmniMech  
 Jumping: **0**

---

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RA	5	7	-	5	10	15
1	ER Small Laser	RA	2	5	-	2	4	6
1	Adv. Tact. Msl. 9	LA	6	2/hit	4	5	10	15
	ER ATM Ammo			1/hit	4	9	18	27
	HE ATM Ammo			3/hit	-	3	6	9

---

Ammo Type: **Adv. Tact. Msl. 9** Rounds: **21**

---

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

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
<b>Left Arm (CASE)</b>	1. Shoulder	2. Upper Arm Actuator	3. Adv. Tact. Msl. 9	4. Adv. Tact. Msl. 9	5. Adv. Tact. Msl. 9	6. Adv. Tact. Msl. 9
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. ER Medium Laser	6. ER Small Laser
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. Ferro-Fibrous	5. Sensors	6. Life Support
<b>Center Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Engine	2. XL Engine	3. Endo Steel	4. Ferro-Fibrous	5. Ferro-Fibrous	6. Roll Again
<b>Right Torso</b>	1. XL Engine	2. XL Engine	3. Endo Steel	4. Ferro-Fibrous	5. Ferro-Fibrous	6. Roll Again
<b>Left Leg</b>	1. Roll Again	2. Roll Again	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
<b>Right Leg</b>	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 ○○

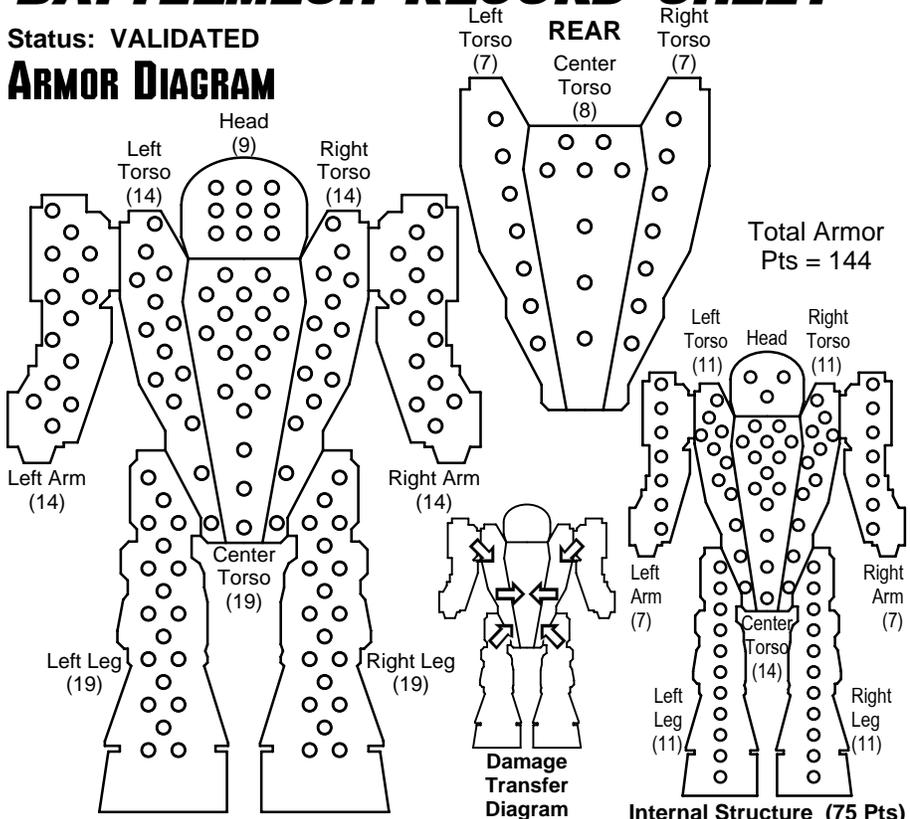
Life Support ○

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Fenris H**  
 Mass: **45 tons**  
 Movement Points: **8** Tech & Configuration:  
 Walking: **8** Clan  
 Running: **12** Biped OmniMech  
 Jumping: **0**

---

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Heavy Medium Laser	RA	7	10	-	3	6	9
1	ER Large Laser	LA	12	10	-	8	15	25
1	SRM 6	LA	4	2/hit	-	3	6	9

---

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

---

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

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

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

\*\* Avoid Inferno explosion on..

30	Shutdown
29	Shutdown
28	Ammo Explosion, avoid on 8+ (** 12+)
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	-4 Movement Points
21	Ammo Explosion, avoid on 4+ (** 8+)
20	Shutdown, avoid on 6+
19	+3 Modifier to Fire
18	-3 Movement Points
17	Shutdown, avoid on 4+ (** 6+)
16	+2 Modifier to Fire
15	-2 Movement Points (** 4+)
14	Shutdown, avoid on 4+ (** 6+)
13	+2 Modifier to Fire
12	-1 Movement Point
11	
10	
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
<b>Left Arm (CASE)</b>	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. ER Large Laser 6. SRM 6	1. Ammo (SRM 6) 15 2. Ferro-Fibrous 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
<b>Right Arm</b>	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Heavy Medium Laser 6. Heavy Medium Laser	1. Heavy Medium Laser 2. Heavy Medium Laser 3. Ferro-Fibrous 4. Roll Again 5. Roll Again 6. Roll Again
<b>Head</b>	1. Life Support 2. Sensors 3. Cockpit 4. Ferro-Fibrous 5. Sensors 6. Life Support	
<b>Center Torso</b>	1. XL Engine 2. XL Engine 3. XL Engine 4. Gyro 5. Gyro 6. Gyro	1. XL Engine 2. XL Engine 3. XL Engine 4. Gyro 5. Gyro 6. Gyro
<b>Left Torso</b>	1. XL Engine 2. XL Engine 3. Endo Steel 4. Ferro-Fibrous 5. Ferro-Fibrous 6. Roll Again	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
<b>Right Torso</b>	1. XL Engine 2. XL Engine 3. Double Heat Sink 4. Double Heat Sink 5. Endo Steel 6. Ferro-Fibrous	1. Ferro-Fibrous 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
<b>Left Leg</b>	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Endo Steel 6. Endo Steel	
<b>Right Leg</b>	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 ○○

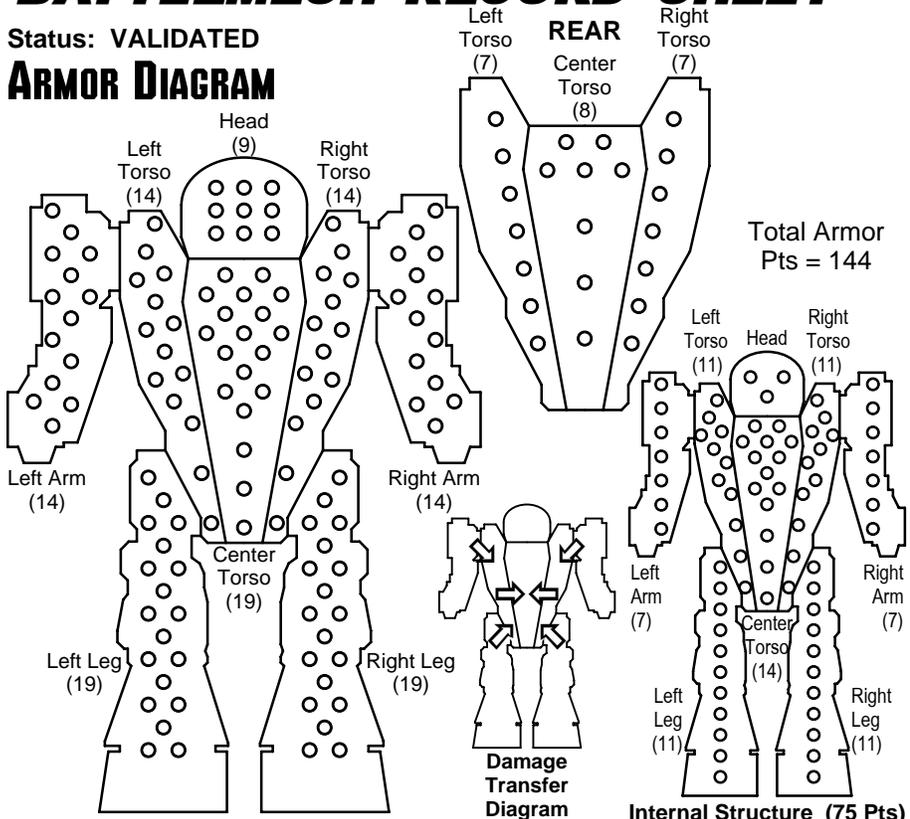
Life Support ○

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Fenris L**  
 Mass: **45 tons**  
 Movement Points: Tech & Configuration:  
 Walking: **8** Clan  
 Running: **12** Biped OmniMech  
 Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Plasma Cannon	RA	7	-	-	6	12	18
3	AP Gauss Rifle	LA	1	3	-	3	6	9
1	Targeting Computer							

Ammo Type: Rounds:

Plasma Cannon	20
AP Gauss Rifle	80

Total Heat Sinks: **12 Double (24)**  
 ○○○○○○○○○○○○ ○○  
 Auto Eject:  Operational  Disabled  
 Weapon Heat: **(10)**

### 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
  - AP Gauss Rifle
  - AP Gauss Rifle
  - AP Gauss Rifle
  - Ammo (APGR) 40
- 1-3
- Ammo (APGR) 40
  - Ferro-Fibrous
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

#### Left Torso

- XL Engine
  - XL Engine
  - Endo Steel
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Roll Again
- 1-3
- Roll Again
  - Roll Again
- 4-6

#### Left Leg

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

#### Head

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

#### Center Torso

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

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

#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Plasma Cannon
  - Ammo (PC) 10
- 1-3
- Ammo (PC) 10
  - Ferro-Fibrous
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

#### Right Torso

- XL Engine
  - XL Engine
  - Endo Steel
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Roll Again
- 1-3
- Roll Again
  - Roll Again
- 4-6

#### Right Leg

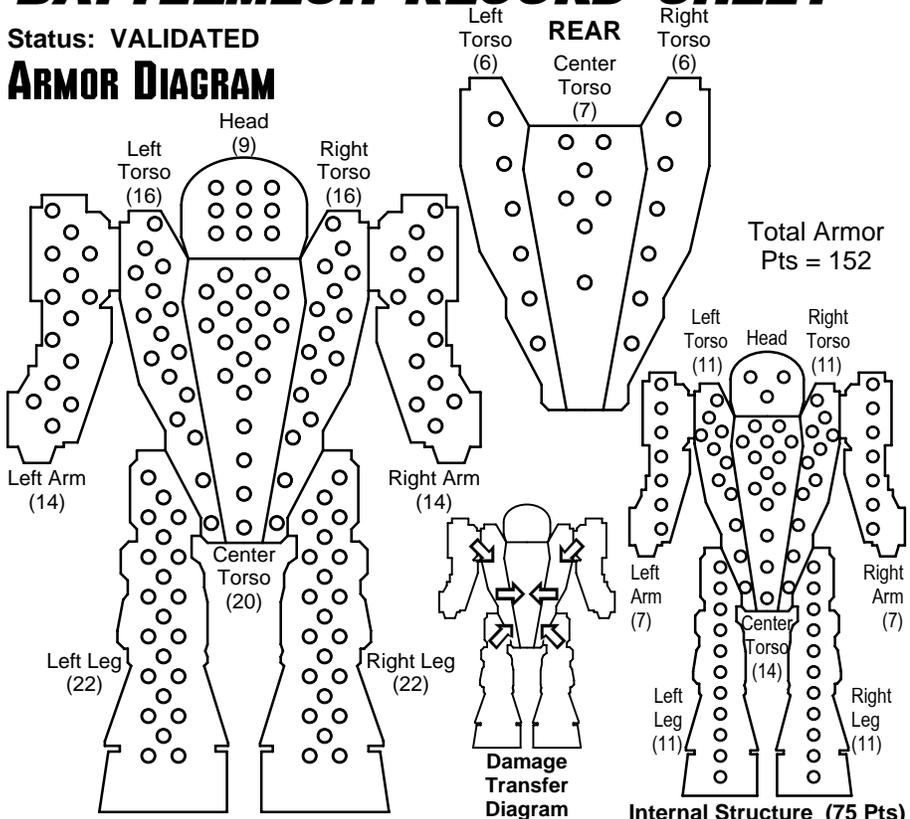
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Wyvern WVE-5N**  
 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	Large Laser	RA	8	8	-	5	10	15
2	Small Laser	RA	1	3	-	1	2	3
1	SRM 6	RT	4	2/hit	-	3	6	9
1	LRM 10	CT	4	1/hit	6	7	14	21

---

**Ammo Type:**                    **Rounds:**  
 SRM 6                                15  
 LRM 10                                12

---

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

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

### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_    Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

\*\* 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**

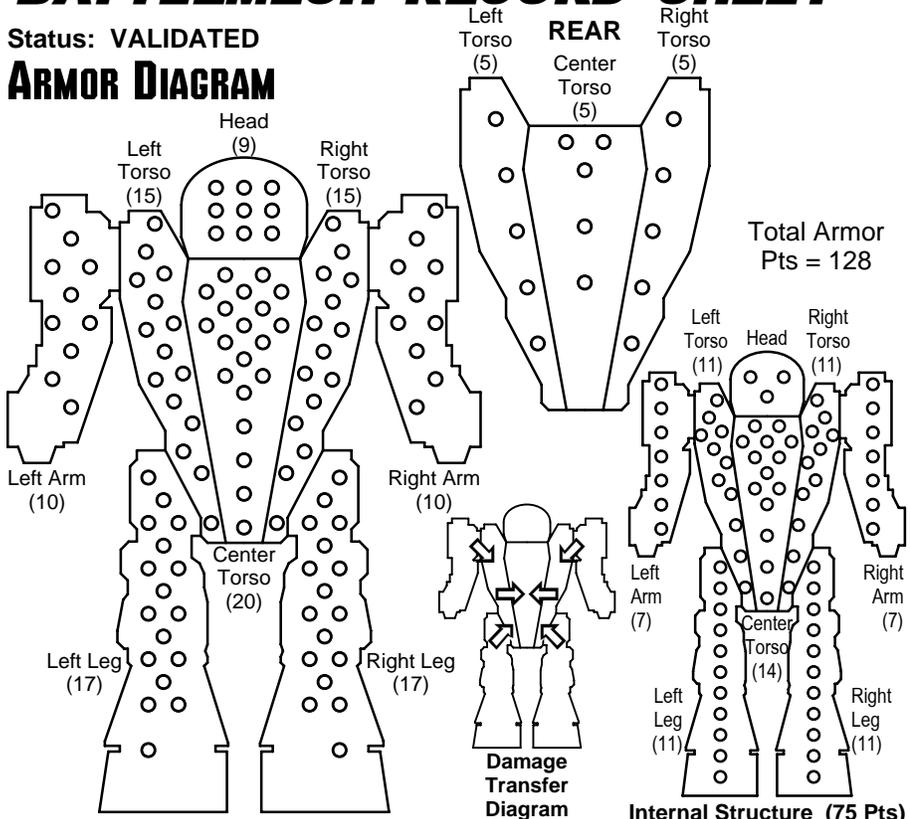
### CRITICAL HIT TABLE

<h4>Left Arm</h4> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Hand Actuator</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <h4>Left Torso</h4> <ol style="list-style-type: none"> <li>Single Heat Sink</li> <li>Single Heat Sink</li> <li>Jump Jet</li> <li>Ammo (LRM 10) 12</li> <li>CASE</li> <li>Endo Steel</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> </ol> <p>4-6</p> <h4>Left Leg</h4> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Jump Jet</li> <li>Endo Steel</li> </ol>	<h4>Head</h4> <ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>Single Heat Sink</li> <li>Sensors</li> <li>Life Support</li> </ol> <h4>Center Torso</h4> <ol style="list-style-type: none"> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Gyro</li> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>LRM 10</li> <li>LRM 10</li> </ol> <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"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> <li>Hand Actuator</li> <li>Large Laser</li> <li>Large Laser</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Small Laser</li> <li>Small Laser</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p> <h4>Right Torso</h4> <ol style="list-style-type: none"> <li>Single Heat Sink</li> <li>Single Heat Sink</li> <li>Jump Jet</li> <li>SRM 6</li> <li>SRM 6</li> <li>Ammo (SRM 6) 15</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>CASE</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> </ol> <p>4-6</p> <h4>Right Leg</h4> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Jump Jet</li> <li>Endo Steel</li> </ol>
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# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**  
**ARMOR DIAGRAM**



### 'MECH DATA

Type: **Wyvern WVE-9N**  
 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	Large Pulse Laser	RA	10	9	-	3	7	10
2	Medium Pulse Laser	RA	4	6	-	2	4	6
1	Streak SRM 2	RT	2	2/hit	-	3	6	9
1	LRM 10	CT	4	1/hit	6	7	14	21

**Ammo Type:** Streak SRM 2: 50 rounds  
 LRM 10: 12 rounds

**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	

**WKGAMES**

### CRITICAL HIT TABLE

Part	Hit 1-3	Hit 4-6
<b>Left Arm</b>	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Endo Steel 6. Endo Steel	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
<b>Right Arm</b>	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Large Pulse Laser 6. Large Pulse Laser	1. Medium Pulse Laser 2. Medium Pulse Laser 3. Endo Steel 4. Endo Steel 5. Roll Again 6. Roll Again
<b>Head</b>	1. Life Support 2. Sensors 3. Cockpit 4. Roll Again 5. Sensors 6. Life Support	
<b>Center Torso</b>	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. LRM 10 6. LRM 10
<b>Left Torso</b>	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. Jump Jet 2. Ammo (LRM 10) 12 3. CASE 4. Endo Steel 5. Endo Steel 6. Endo Steel
<b>Right Torso</b>	1. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 4. Jump Jet 5. Streak SRM 2 6. Ammo (Streak 2) 50	1. CASE 2. Endo Steel 3. Endo Steel 4. Endo Steel 5. Endo Steel 6. Endo Steel
<b>Left Leg</b>	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Jump Jet 6. Endo Steel	
<b>Right Leg</b>	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Jump Jet 6. Endo Steel	

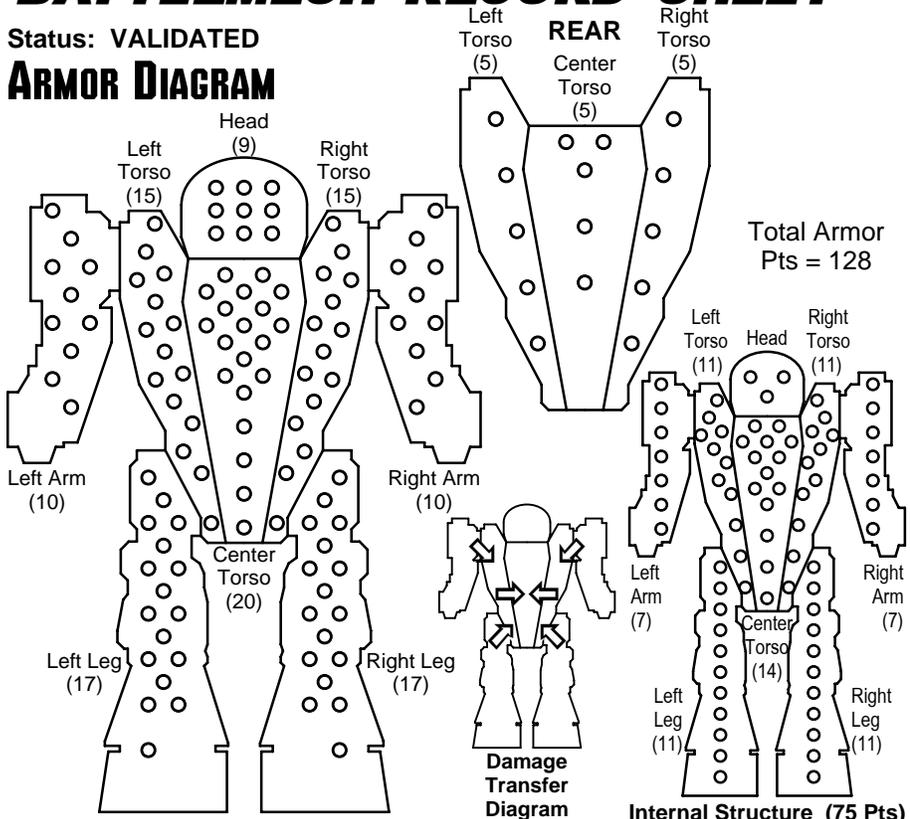
**Engine Hits** ○ ○ ○  
**Gyro Hits** ○ ○  
**Sensor Hits** ○ ○  
**Life Support** ○

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Wyvern WVE-10N**  
 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 PPC	RA	15	10	-	7	14	23
1	Medium Pulse Laser	RA	4	6	-	2	4	6
1	Guardian ECM	RT	0	-	-	-	-	6
1	Improved C³ CPU	RT	0	-	-	-	-	-
1	LRM 10	CT	4	1/hit	6	7	14	21

**Ammo Type:**                    **Rounds:**  
 LRM 10                            12

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

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

### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_    Piloting Skill: \_\_\_\_\_

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

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

#### Left Torso

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

#### Left Leg

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

#### Head

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

#### Center Torso

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

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
  - Medium Pulse Laser
  - Endo Steel
  - Endo Steel
  - Endo Steel
  - Roll Again
- 4-6

#### Right Torso

- Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Jump Jet
  - Guardian ECM
  - Guardian ECM
- 1-3
- Improved C³ CPU
  - Improved C³ CPU
  - Endo Steel
  - Endo Steel
  - Endo Steel
  - Roll Again
- 4-6

#### Right Leg

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

### HEAT SCALE

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







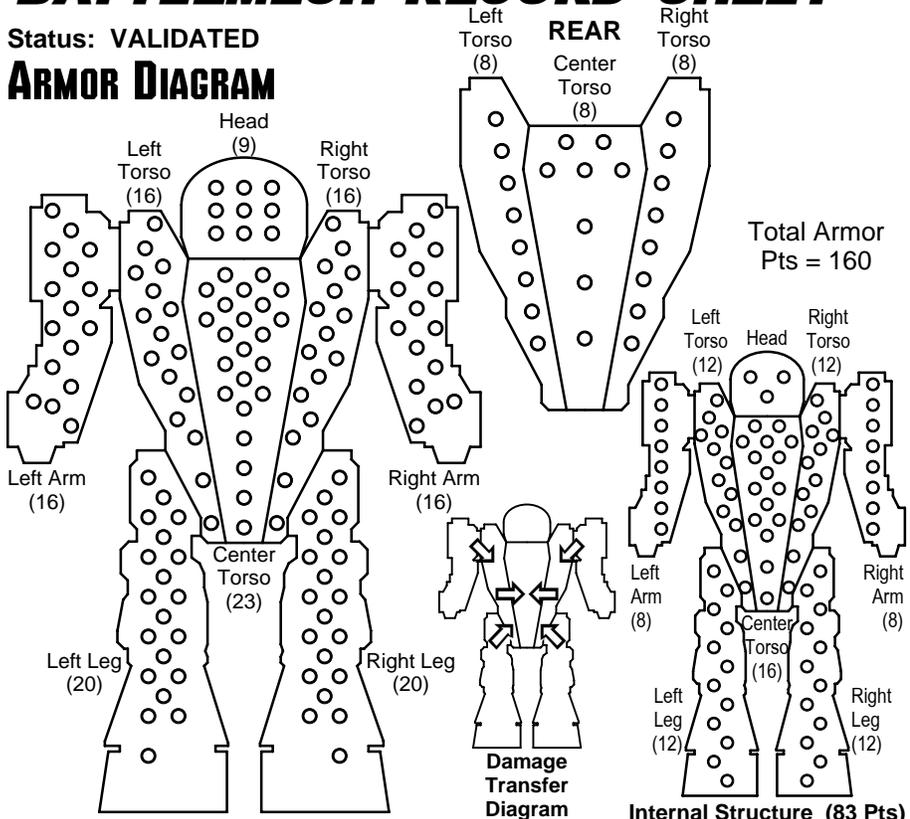




# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**  
**ARMOR DIAGRAM**



### 'MEGH DATA

Type: **Black Hawk D**  
 Mass: **50 tons**  
 Movement Points: **5** Tech & Configuration:  
 Walking: **5** Clan  
 Running: **8** Biped OmniMech  
 Jumping: **5**

---

**Weapons Inventory:** (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20	RA	6	1/hit	-	7	14	21
1	LB 5-X AC	LA	1	5	3	8	15	24

---

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

LRM 20	12
LB 5-X AC	40

---

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

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

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_      Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

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

**WIZKIDS GAMES**

### CRITICAL HIT TABLE

Left Arm (CASE)	Head	Right Arm (CASE)
1. Shoulder	1. Life Support	1. Shoulder
2. Upper Arm Actuator	2. Sensors	2. Upper Arm Actuator
3. LB 5-X AC	3. Cockpit	3. Lower Arm Actuator
4. LB 5-X AC	4. Roll Again	4. Hand Actuator
5. LB 5-X AC	5. Sensors	5. LRM 20
6. LB 5-X AC	6. Life Support	6. LRM 20
1. Ammo (LB 5-X) 20		1. LRM 20
2. Ammo (LB 5-X) 20		2. LRM 20
3. Roll Again		3. Ammo (LRM 20) 6
4. Roll Again		4. Ammo (LRM 20) 6
5. Roll Again		5. Roll Again
6. Roll Again		6. Roll Again
1. XL Engine		
2. XL Engine		
3. XL Engine		
4. Gyro		
5. Gyro		
6. Gyro		
1. Gyro		
2. XL Engine		
3. XL Engine		
4. XL Engine		
5. Jump Jet		
6. Roll Again		
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** ○

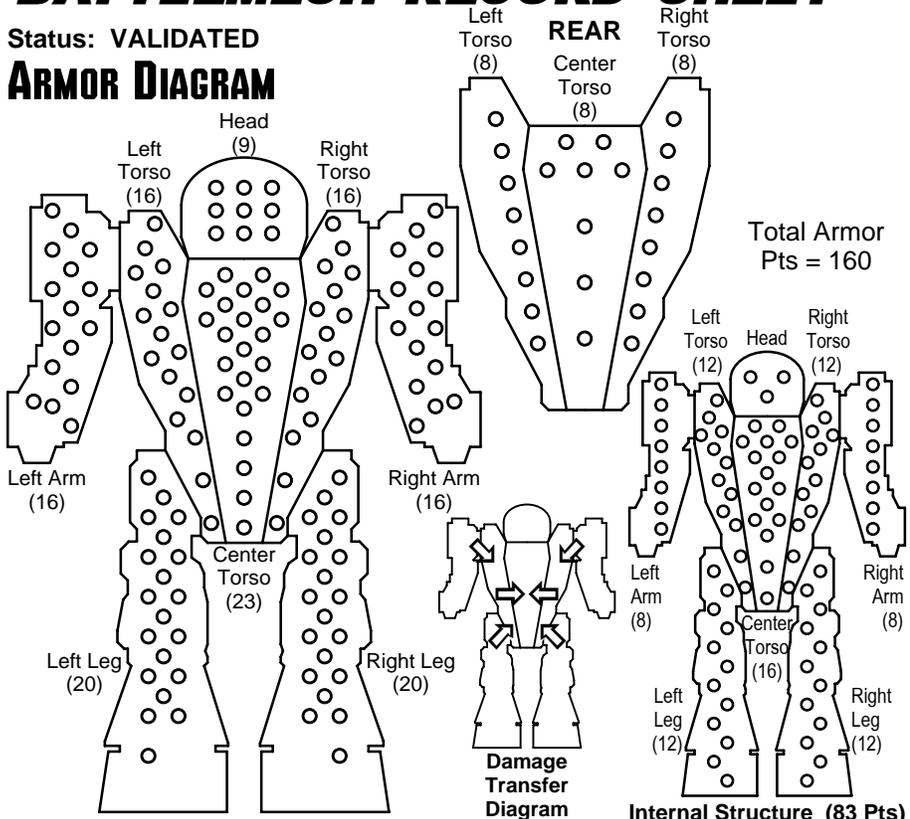


# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Black Hawk F**  
 Mass: **50 tons**  
 Movement Points: **5** Tech & Configuration:  
 Walking: **5** Clan  
 Running: **8** Biped OmniMech  
 Jumping: **5**

---

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	HAG 20	RA	4	20	2	8	16	24
3	ER Medium Laser	LA	5	7	-	5	10	15

---

Ammo Type: **HAG 20** Rounds: **18**

---

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

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

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. ER Medium Laser	6. ER Medium Laser
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. HAG 20	4. HAG 20	5. HAG 20	6. HAG 20
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support
<b>Center Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Engine	2. XL Engine	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Right Torso</b>	1. XL Engine	2. XL Engine	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Left Leg</b>	1. Roll Again	2. Roll Again	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Jump Jet

Engine Hits ○ ○ ○

Gyro Hits ○ ○

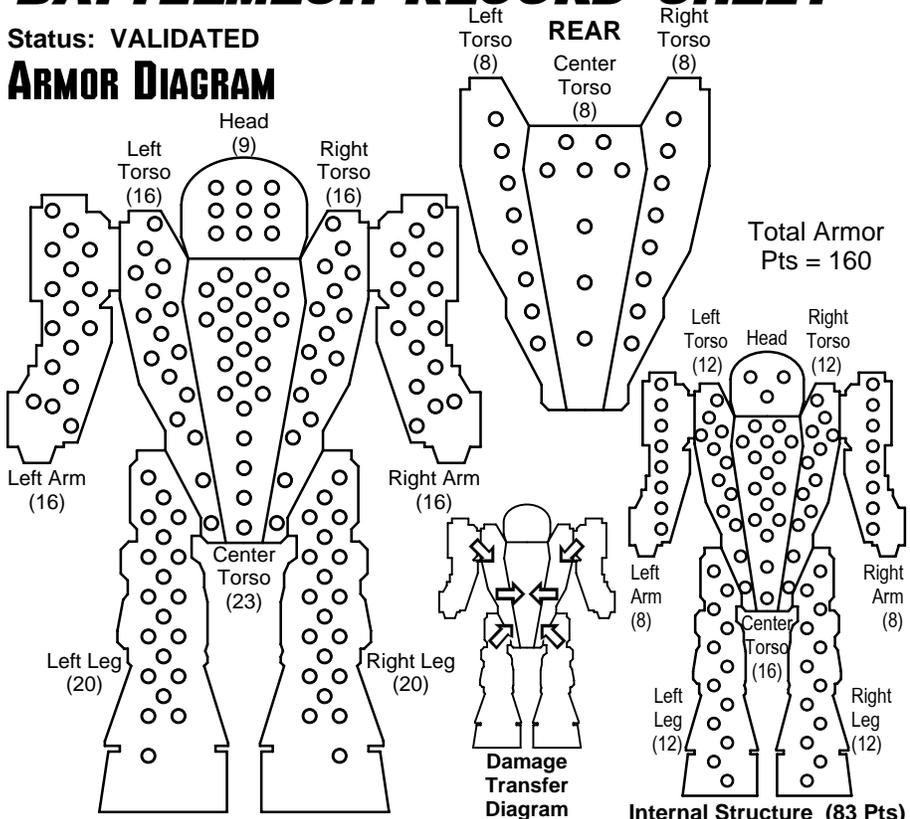
Sensor Hits ○ ○

Life Support ○

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**  
**ARMOR DIAGRAM**



### 'MECH DATA

Type: **Black Hawk H**  
 Mass: **50 tons**  
 Movement Points: **5** Tech & Configuration:  
 Walking: **5** Clan  
 Running: **8** Biped OmniMech  
 Jumping: **5**

---

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
5	Heavy Medium Laser	RA	7	10	-	3	6	9
5	Heavy Medium Laser	LA	7	10	-	3	6	9

---

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

Auto Eject:  Operational  Disabled  
 Weapon Heat: **(70)**

### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

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

**WARGAMES**

### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Heavy Medium Laser
- Heavy Medium Laser
- Heavy Medium Laser
- Heavy Medium Laser

1-3

- Heavy Medium Laser

4-6

#### Left Torso

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

1-3

- Double Heat Sink

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
- Heavy Medium Laser
- Heavy Medium Laser
- Heavy Medium Laser
- Heavy Medium Laser

1-3

- Heavy Medium Laser

4-6

#### Right Torso

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

1-3

- Double Heat Sink

4-6

#### Right Leg

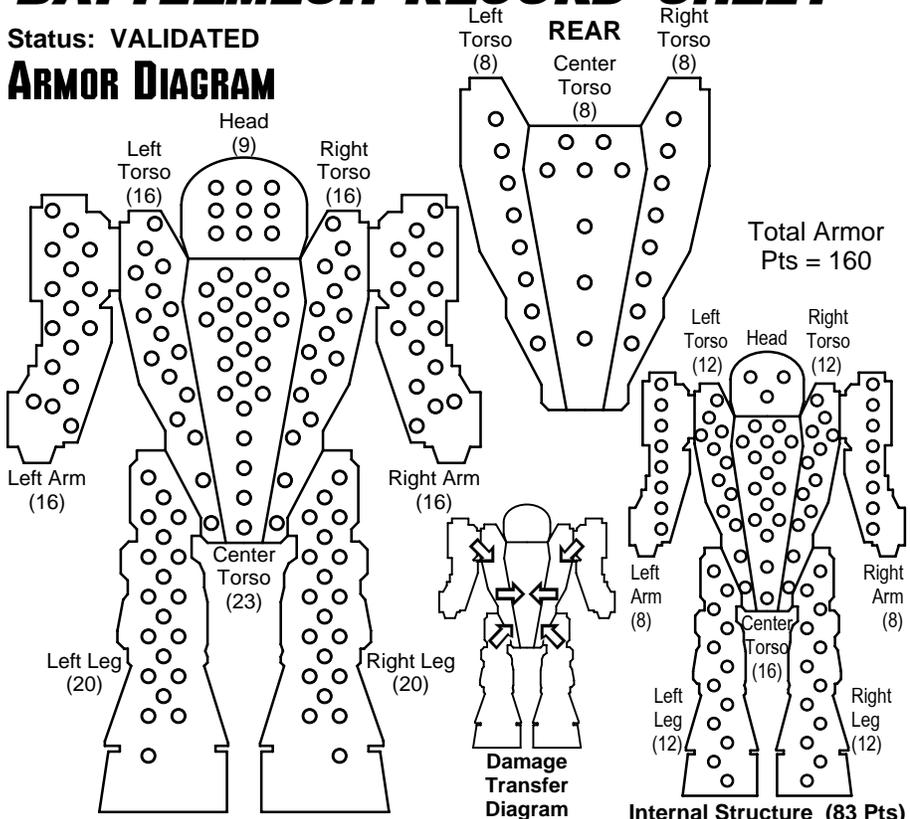
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Black Hawk S**  
 Mass: **50 tons**  
 Movement Points: Tech & Configuration:  
 Walking: **5** Clan  
 Running: **8** Biped OmniMech  
 Jumping: **5**

---

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	Medium Pulse Laser	RA	4	7	-	4	8	12
3	Medium Pulse Laser	LA	4	7	-	4	8	12
2	Machine Gun	RT	0	2	-	1	2	3
2	Machine Gun	LT	0	2	-	1	2	3
1	Anti-Missile System	CT	1	-	-	-	-	-
1	Active Probe	HD	0	-	-	-	-	5

---

Ammo Type: Rounds:  
 Machine Gun 100  
 Anti-Missile System 24

---

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

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	

**WARGAMES**

### CRITICAL HIT TABLE

#### Left Arm

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

1-3

- Medium Pulse Laser
- Roll Again

4-6

#### Left Torso (CASE)

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

1-3

- Machine Gun
- Machine Gun
- Ammo (MG) 100
- 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
- Active Probe
- Sensors
- Life Support

#### Center Torso

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

1-3

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Jump Jet
- Anti-Missile System

4-6

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○

#### Right Arm

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

1-3

- Medium Pulse Laser
- Roll Again

4-6

#### Right Torso (CASE)

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

1-3

- Machine Gun
- Machine Gun
- Ammo (AMS) 24
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

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



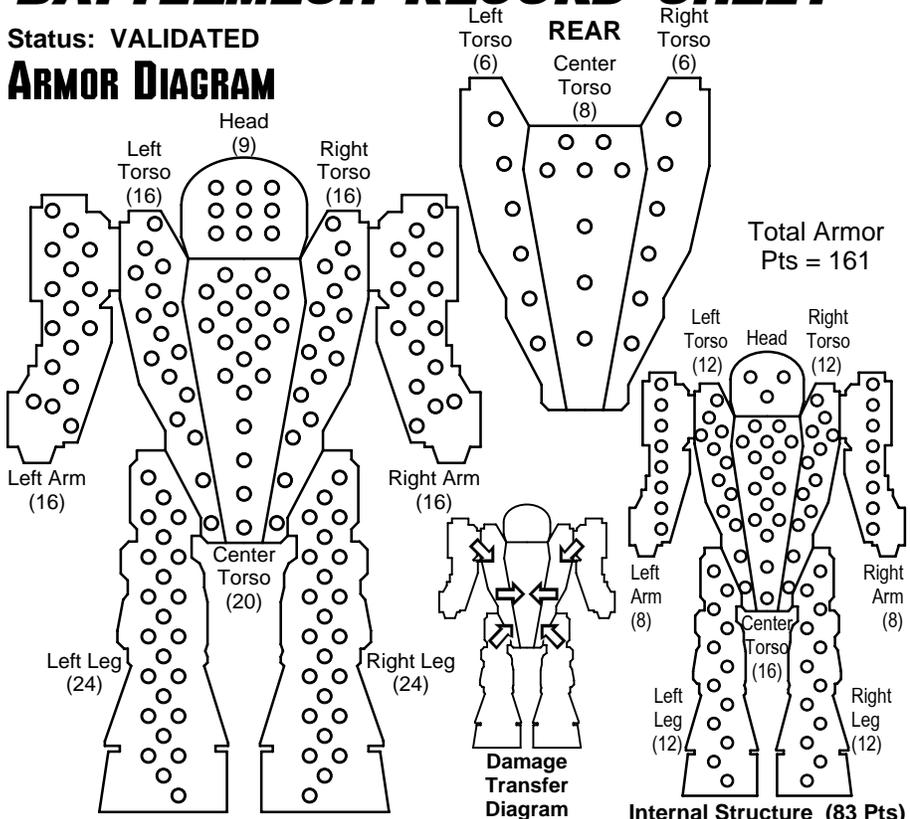




# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**  
**ARMOR DIAGRAM**



### 'MECH DATA

Type: **Crab CRB-C**  
 Mass: **50 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	Large Laser	RA	8	8	-	5	10	15
1	Large Laser	LA	8	8	-	5	10	15
1	C³ Slave Unit	CT	0	-	-	-	-	-
1	Small Laser	HD	1	3	-	1	2	3

---

**Total Heat Sinks: 16 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

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Large Laser	6. Large Laser
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Large Laser	5. Large Laser	6. Roll Again
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. Small Laser	5. Sensors	6. Life Support
<b>Center Torso</b>	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. Single Heat Sink	2. Ferro-Fibrous	3. Ferro-Fibrous	4. Ferro-Fibrous	5. Ferro-Fibrous	6. Ferro-Fibrous
<b>Right Torso</b>	1. Single Heat Sink	2. Ferro-Fibrous	3. Ferro-Fibrous	4. Ferro-Fibrous	5. Ferro-Fibrous	6. Ferro-Fibrous
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Single Heat Sink	6. Single Heat Sink
<b>Right Leg</b>	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 ○○

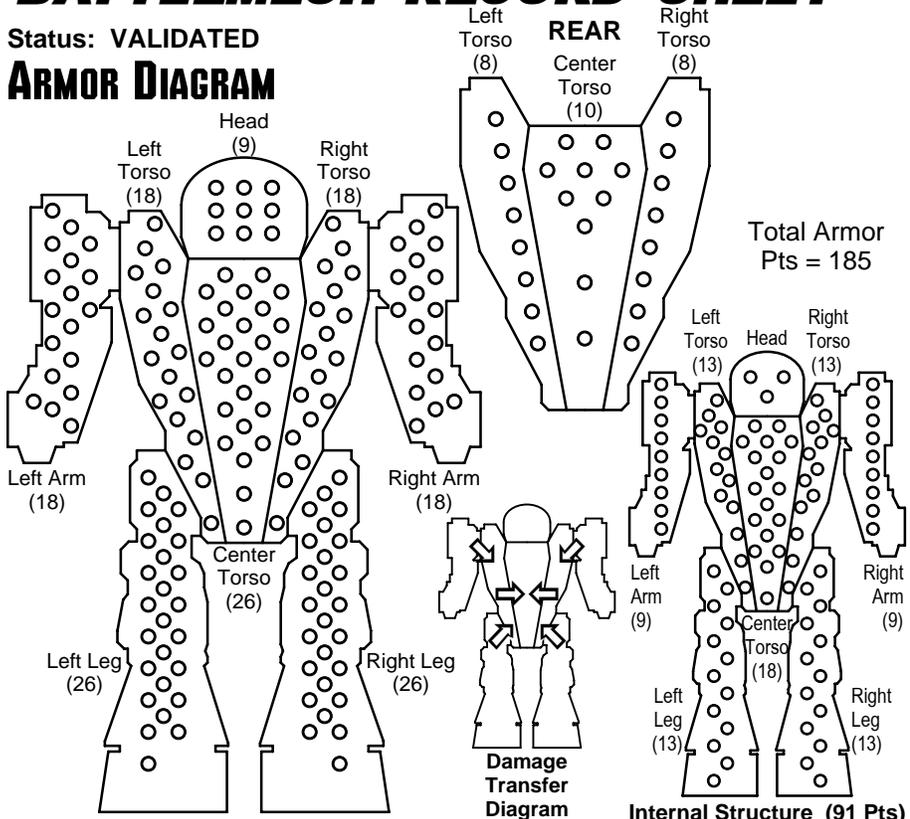
Life Support ○

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Hoplite C**  
 Mass: **55 tons**  
 Movement Points: **Tech & Configuration:**  
 Walking: **4** Clan  
 Running: **6** Biped 'Mech  
 Jumping: **0**

---

**Weapons Inventory:** (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/10	RA	3	10	-	6	12	18
1	LRM 15	LA	5	1/hit	-	7	14	21
2	Medium Pulse Laser	LT	4	7	-	4	8	12
1	ER Medium Laser	CT	5	7	-	5	10	15

---

**Ammo Type:**                      **Rounds:**  
 Ultra AC/10                      30  
 LRM 15                              16

---

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

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

### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_      Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

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

**WIZKIDS GAMES**

### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- LRM 15
- LRM 15
- Ferro-Fibrous
- Ferro-Fibrous

- Roll Again

#### Left Torso

- Double Heat Sink
- Double Heat Sink
- Medium Pulse Laser
- Medium Pulse Laser
- Ferro-Fibrous
- Ferro-Fibrous

- Ferro-Fibrous
- 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
  - ER Medium Laser
  - Roll Again

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

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

#### Right Torso (CASE)

- Double Heat Sink
- Double Heat Sink
- Ammo (Ult AC/10) 10
- Ammo (Ult AC/10) 10
- Ammo (Ult AC/10) 10
- Ammo (LRM 15) 8

- Ammo (LRM 15) 8
- Roll Again

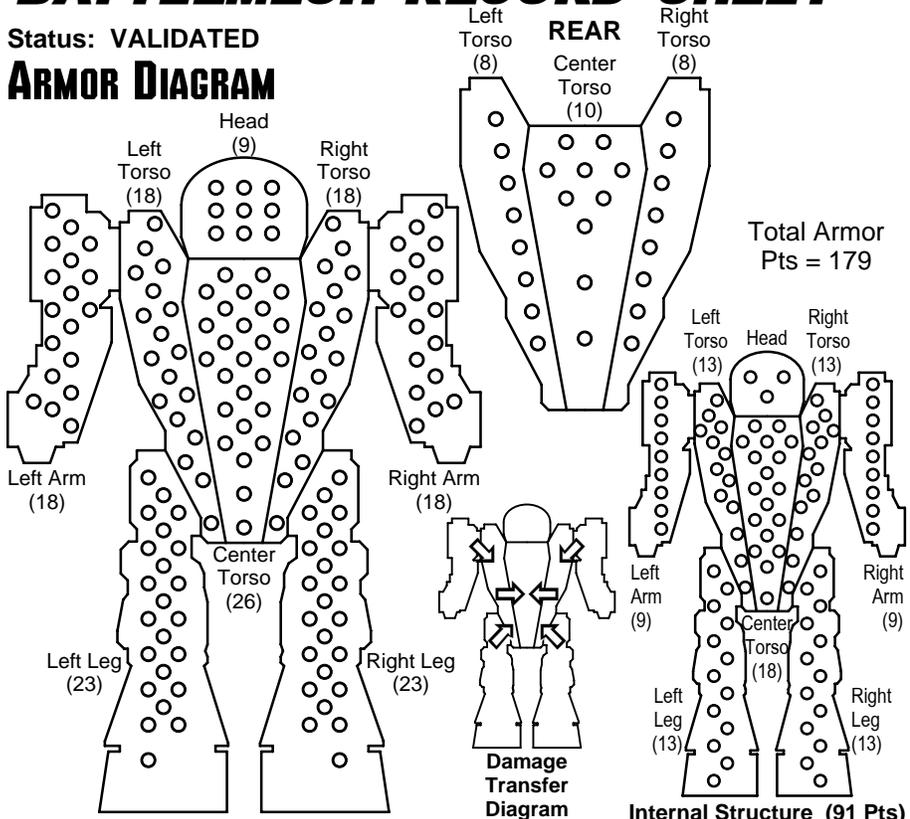
#### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**  
**ARMOR DIAGRAM**



### 'MECH DATA

Type: **Kintaro KTO-19**  
 Mass: **55 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	LRM 5	LA	2	1/hit	6	7	14	21
1	SRM 6	LA	4	2/hit	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	SRM 6	RT	4	2/hit	-	3	6	9
1	Narc Missile Beacon	CT	0	-	-	3	6	9

**Ammo Type:**    **Rounds:**

LRM 5	24
SRM 6	30
Narc Missile Beacon	12

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

**Auto Eject:**    **Weapon Heat:**  
 Operational     Disabled    **(16)**

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_    Piloting Skill: \_\_\_\_\_

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

### 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
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. LRM 5	6. SRM 6
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Medium Laser	6. Roll Again
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support
<b>Center Torso</b>	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. Ammo (LRM 5) 24	2. Ammo (SRM 6) 15	3. Ferro-Fibrous	4. Ferro-Fibrous	5. Ferro-Fibrous	6. Ferro-Fibrous
<b>Right Torso</b>	1. SRM 6	2. SRM 6	3. Ammo (SRM 6) 15	4. Ammo (Narc Pods) 6	5. Ammo (Narc Pods) 6	6. Ferro-Fibrous
<b>Left Leg</b>	1. Ferro-Fibrous	2. Ferro-Fibrous	3. Ferro-Fibrous	4. Ferro-Fibrous	5. Ferro-Fibrous	6. Roll Again
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again

**Damage Transfer Diagram**

**Internal Structure (91 Pts)**

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

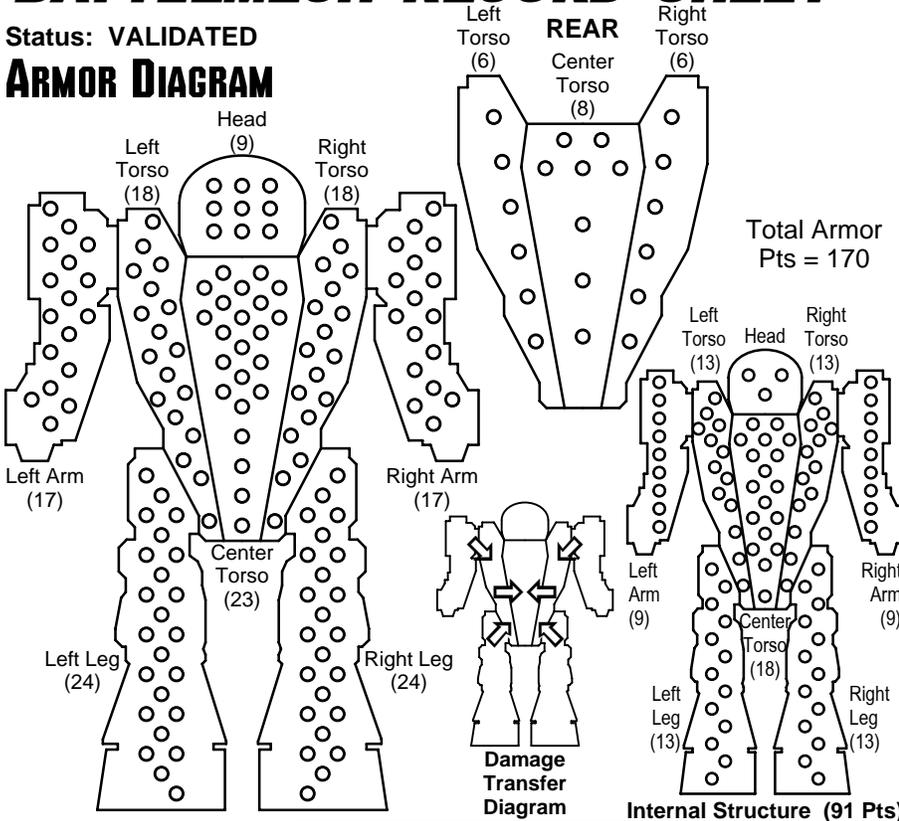


# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Kintaro KTO-21**  
 Mass: **55 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
2	ER Medium Laser	RA	5	5	-	4	8	12
1	SRM 6	LA	4	2/hit	-	3	6	9
1	SRM 6	RT	4	2/hit	-	3	6	9
1	Improved Narc	LT	0	-	-	4	9	15
1	Improved C³ CPU	CT	0	-	-	-	-	-

---

Ammo Type: SRM 6      Rounds: 30  
 Improved Narc      12

---

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

\*\* 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 1-3	Hit 4-6
<b>Left Arm</b>	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. SRM 6 6. SRM 6	1. Ferro-Fibrous 2. Ferro-Fibrous 3. Ferro-Fibrous 4. Endo Steel 5. Endo Steel 6. Roll Again
<b>Right Arm</b>	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. ER Medium Laser 6. ER Medium Laser	1. Endo Steel 2. Endo Steel 3. Endo Steel 4. Endo Steel 5. Endo Steel 6. Endo Steel
<b>Head</b>	1. Life Support 2. Sensors 3. Cockpit 4. Roll Again 5. Sensors 6. Life Support	
<b>Center Torso</b>	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. Improved C³ CPU 6. Improved C³ CPU
<b>Left Torso</b>	1. Improved Narc 2. Improved Narc 3. Improved Narc 4. Ferro-Fibrous 5. Ferro-Fibrous 6. Ferro-Fibrous	1. Ferro-Fibrous 2. Ferro-Fibrous 3. Ferro-Fibrous 4. Ferro-Fibrous 5. Ferro-Fibrous 6. Ferro-Fibrous
<b>Right Torso</b>	1. SRM 6 2. SRM 6 3. Ammo (iNarc) 4 4. Ammo (iNarc) 4 5. Ammo (iNarc) 4 6. Ammo (SRM 6) 15	1. Ammo (SRM 6) 15 2. Endo Steel 3. Endo Steel 4. Endo Steel 5. Endo Steel 6. CASE
<b>Left Leg</b>	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Ferro-Fibrous 6. Ferro-Fibrous	
<b>Right Leg</b>	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Endo Steel 6. Endo Steel	

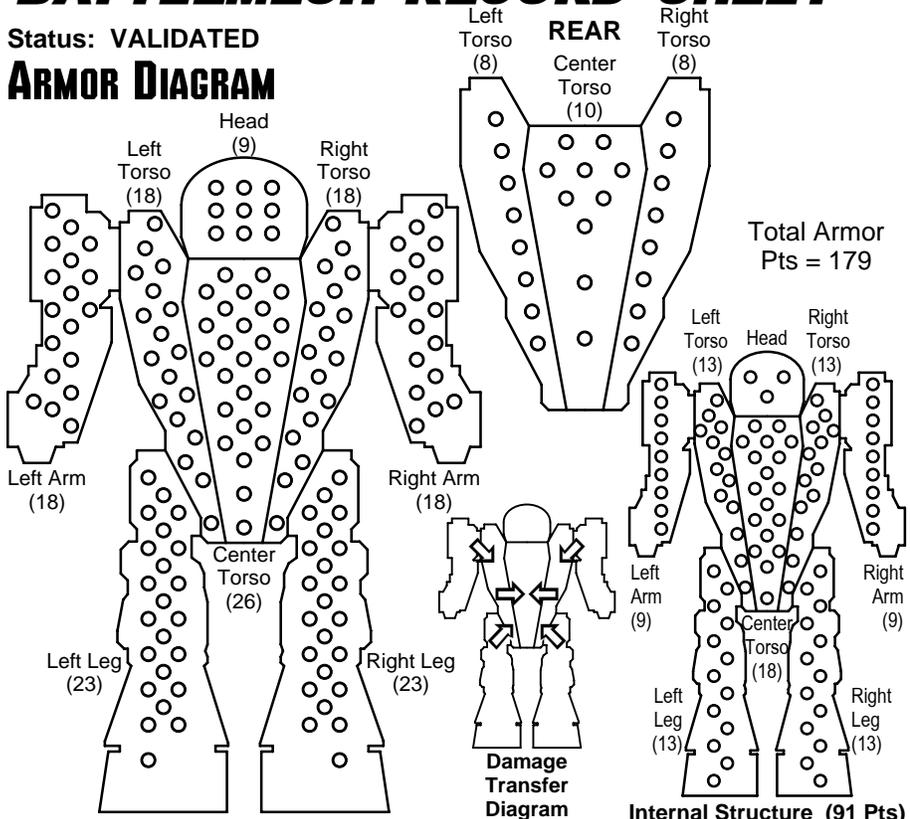
Engine Hits ○○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



Total Armor Pts = 179

Internal Structure (91 Pts)

### 'MECH DATA

Type: **Kintaro KTO-C**

Mass: **55 tons**

Movement Points: **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	SRM 6	LA	4	2/hit	-	3	6	9
1	LRM 5	RT	2	1/hit	6	7	14	21
1	SRM 6	RT	4	2/hit	-	3	6	9
1	C³ Slave Unit	RT	0	-	-	-	-	-
1	Large Laser	CT	8	8	-	5	10	15

Ammo Type:	Rounds:
SRM 6	30
LRM 5	24

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	** 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	



### CRITICAL HIT TABLE

#### Left Arm

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

#### Left Torso

- Ammo (LRM 5) 24
  - Ammo (SRM 6) 15
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
- 1-3
- Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

#### Left Leg

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

#### Head

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

#### Center Torso

- Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3
- Gyro
  - Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Large Laser
  - Large Laser
- 4-6

#### Right Arm

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

#### Right Torso

- LRM 5
  - SRM 6
  - SRM 6
  - C³ Slave Unit
  - Ammo (SRM 6) 15
  - Ferro-Fibrous
- 1-3
- Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
- 4-6

#### Right Leg

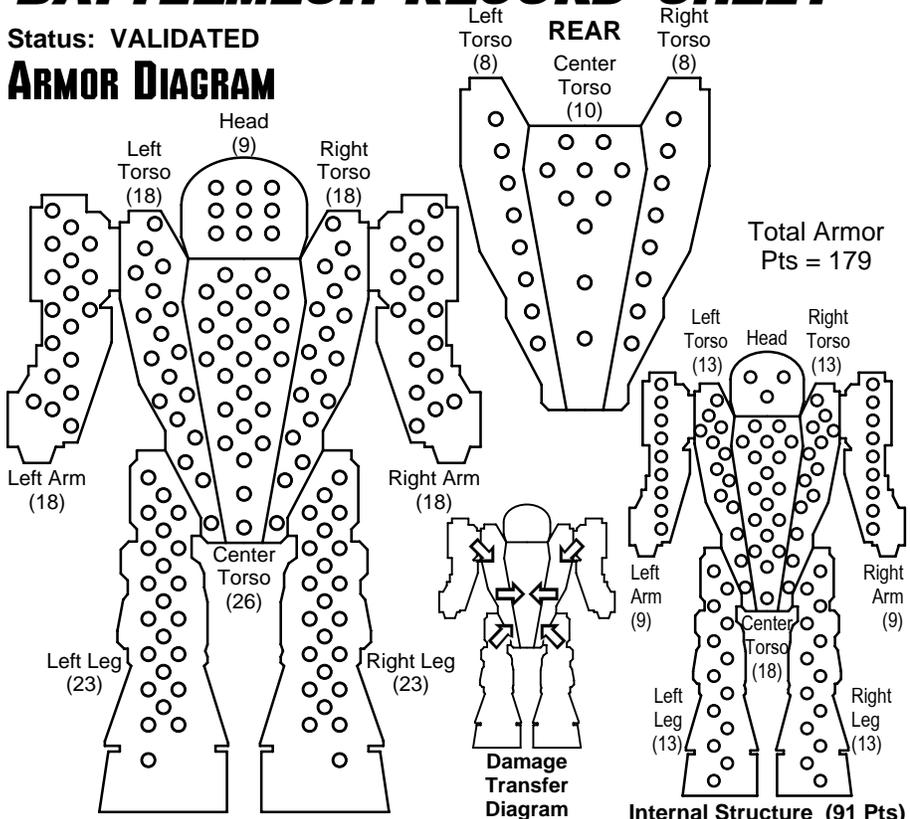
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**  
**ARMOR DIAGRAM**



### 'MECH DATA

Type: **Kintaro KTO-K**  
 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
3	ER Medium Laser	RA	5	5	-	4	8	12
1	Streak SRM 6	LA	4	2/hit	-	3	6	9
1	Streak SRM 6	RT	4	2/hit	-	3	6	9
1	C³ Slave Unit	HD	0	-	-	-	-	-

---

**Ammo Type:** Streak SRM 6      **Rounds:** 30

---

**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	

**WARGAMES**

### CRITICAL HIT TABLE

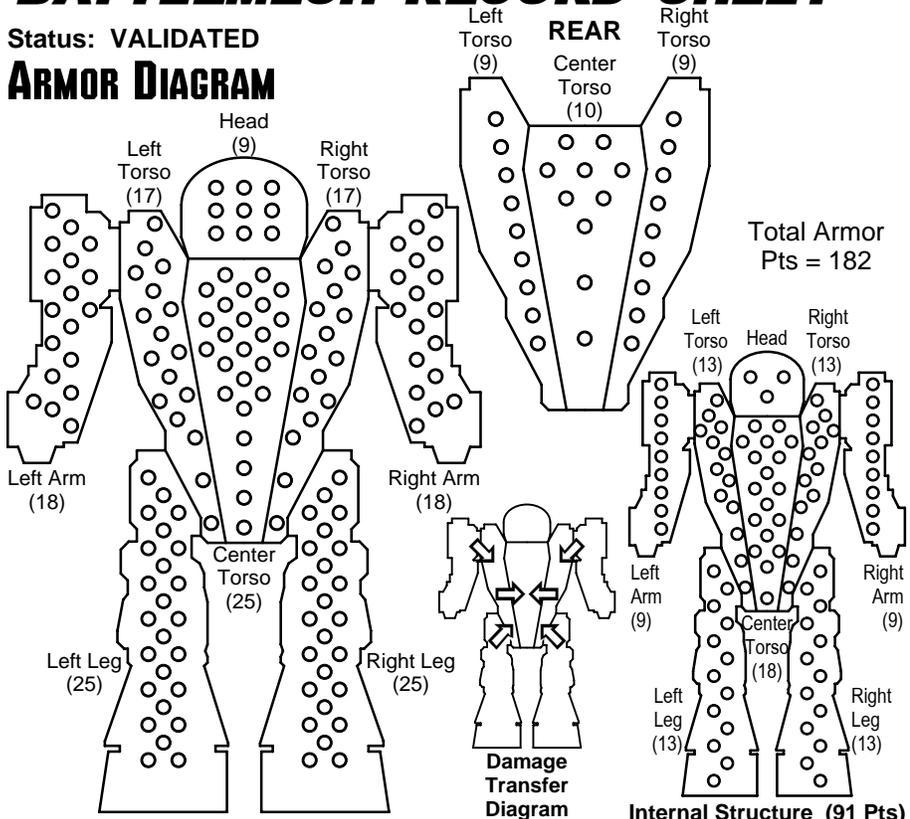
<p><b>Left Arm</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> <li>Hand Actuator</li> <li>Streak SRM 6</li> <li>Streak SRM 6</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p> <p><b>Left Torso</b></p> <ol style="list-style-type: none"> <li>Ammo (Streak 6) 15</li> <li>Ammo (Streak 6) 15</li> <li>CASE</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p> <p><b>Left Leg</b></p> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Jump Jet</li> <li>Jump Jet</li> </ol>	<p><b>Head</b></p> <ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>C³ Slave Unit</li> <li>Sensors</li> <li>Life Support</li> </ol> <p>1-3</p> <p><b>Center Torso</b></p> <ol style="list-style-type: none"> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Gyro</li> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Jump Jet</li> <li>Roll Again</li> </ol> <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><b>Right Arm</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> <li>Hand Actuator</li> <li>ER Medium Laser</li> <li>ER Medium Laser</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>ER Medium Laser</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p> <p><b>Right Torso</b></p> <ol style="list-style-type: none"> <li>Streak SRM 6</li> <li>Streak SRM 6</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p> <p><b>Right Leg</b></p> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Jump Jet</li> <li>Jump Jet</li> </ol>
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# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**  
**ARMOR DIAGRAM**



### 'MEGH DATA

Type: **Ryoken A**  
 Mass: **55 tons**  
 Movement Points: **Tech & Configuration:**  
 Walking: **6** Clan  
 Running: **9** **Biped OmniMech**  
 Jumping: **0**

---

**Weapons Inventory:** (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20	RA	6	1/hit	-	7	14	21
4	Medium Pulse Laser	LA	4	7	-	4	8	12
1	Streak SRM 6	RT	4	2/hit	-	4	8	12
1	Streak SRM 6	LT	4	2/hit	-	4	8	12

---

**Ammo Type:** **Rounds:**  
 LRM 20: 12  
 Streak SRM 6: 30

---

**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	

**WARGAMES**

### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

- Hand Actuator
- Medium Pulse Laser
- Medium Pulse Laser

4-6

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

#### Head

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

#### Right Arm (CASE)

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

1-3

- LRM 20
- LRM 20

4-6

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

#### Left Torso (CASE)

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

1-3

- Ammo (Streak 6) 15
- Endo Steel

4-6

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

4-6

#### Right Torso (CASE)

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

1-3

- Ammo (Streak 6) 15
- Endo Steel

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
- Endo Steel
- Endo Steel

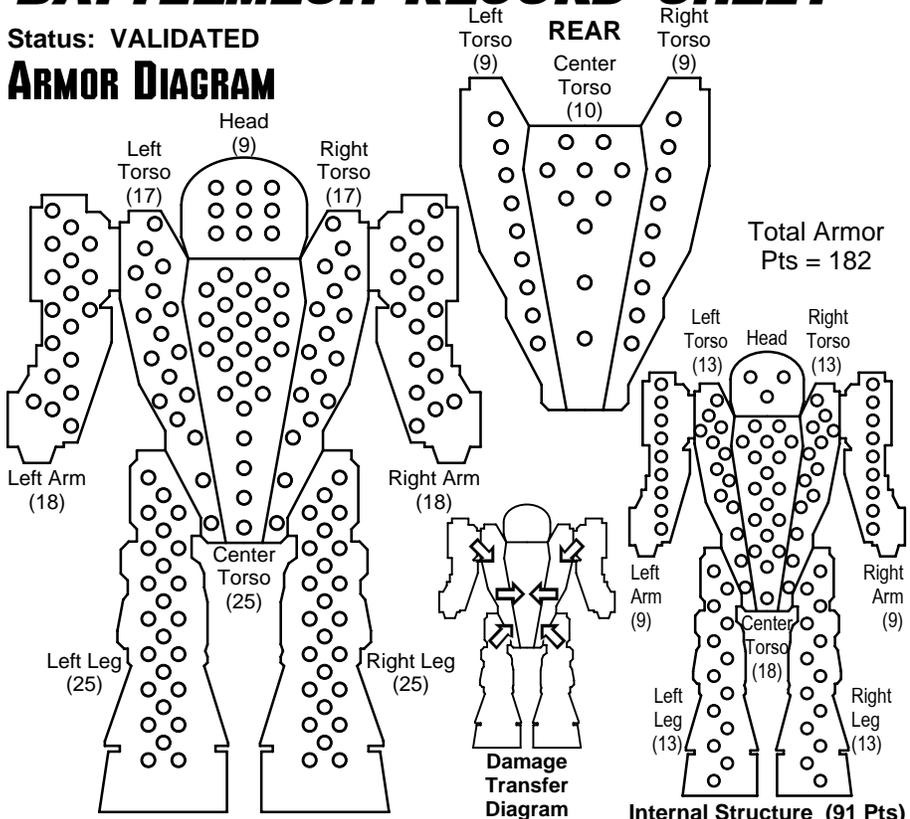
#### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**  
**ARMOR DIAGRAM**



### 'MECH DATA

Type: **Ryoken B**  
 Mass: **55 tons**  
 Movement Points: **Tech & Configuration:**  
 Walking: **6** Clan  
 Running: **9** Biped OmniMech  
 Jumping: **0**

---

**Weapons Inventory:** (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
6	ER Medium Laser	RA	5	7	-	5	10	15
1	Ultra AC/20	LA	7	20	-	4	8	12

---

**Ammo Type:** Ultra AC/20      **Rounds:** 10

---

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

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

### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_      Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

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

**WARGAMES**

### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Ultra AC/20	4. Ultra AC/20	5. Ultra AC/20	6. Ultra AC/20
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. ER Medium Laser	6. ER Medium Laser
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support
<b>Center Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso (CASE)</b>	1. XL Engine	2. XL Engine	3. Ammo (Ult AC/20) 5	4. Ammo (Ult AC/20) 5	5. Endo Steel	6. Ferro-Fibrous
<b>Right Torso</b>	1. XL Engine	2. XL Engine	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Left Leg</b>	1. Ferro-Fibrous	2. Ferro-Fibrous	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
<b>Right Leg</b>	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** ○○

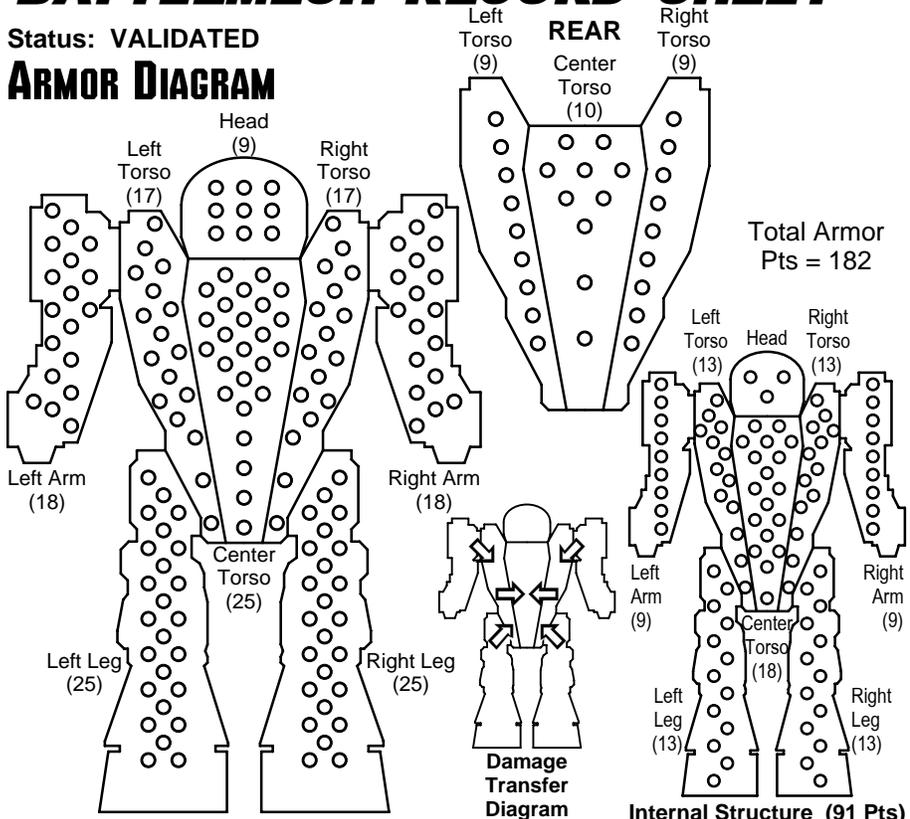
**Life Support** ○

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Ryoken C**  
 Mass: **55 tons**  
 Movement Points: **Tech & Configuration:**  
 Walking: **6** Clan  
 Running: **9** **Biped OmniMech**  
 Jumping: **0**

---

**Weapons Inventory:** (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	RA	10	10	-	6	14	20
1	LB 10-X AC	LA	2	10	-	6	12	18
1	Medium Pulse Laser	RT	4	7	-	4	8	12
1	Medium Pulse Laser	LT	4	7	-	4	8	12

---

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

**WARGAMES**

### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm (CASE)</b>	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
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Large Pulse Laser	6. Large Pulse Laser
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support
<b>Center Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Engine	2. XL Engine	3. Medium Pulse Laser	4. Endo Steel	5. Ferro-Fibrous	6. Ferro-Fibrous
<b>Right Torso</b>	1. XL Engine	2. XL Engine	3. Medium Pulse Laser	4. Endo Steel	5. Ferro-Fibrous	6. Ferro-Fibrous
<b>Left Leg</b>	1. Ferro-Fibrous	2. Roll Again	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
<b>Right Leg</b>	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** ○ ○

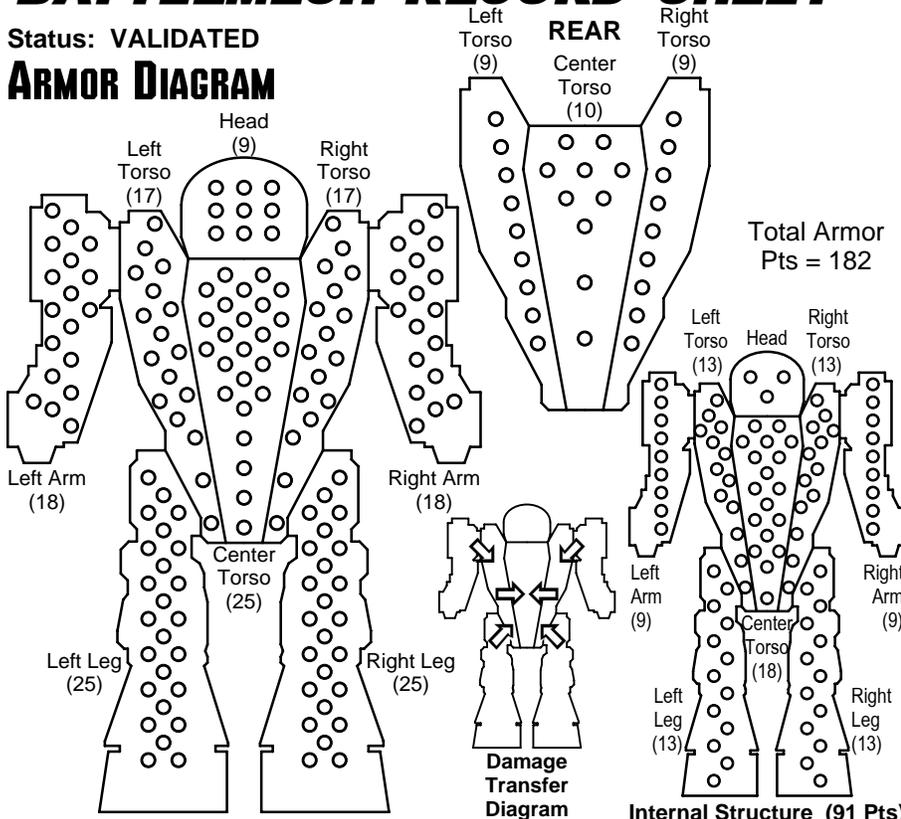
**Life Support** ○

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Ryoken D**  
 Mass: **55 tons**  
 Movement Points: **Tech & Configuration:**  
 Walking: **6** Clan  
 Running: **9** Biped OmniMech  
 Jumping: **0**

---

**Weapons Inventory:** (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20	RA	6	1/hit	-	7	14	21
1	LRM 20	LA	6	1/hit	-	7	14	21
1	Narc Missile Beacon	RT	0	-	-	4	8	12
2	SRM 2	LT	2	2/hit	-	3	6	9

---

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

LRM 20	36
Narc Missile Beacon	12
SRM 2	100

---

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

**Auto Eject:**                      **Weapon Heat:**  
 Operational     Disabled                      **(16)**

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_      Piloting Skill: \_\_\_\_\_

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

### 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 (CASE)

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - LRM 20
  - LRM 20
- 1-3
- LRM 20
  - LRM 20
  - Ammo (LRM 20) 6
  - Ammo (LRM 20) 6
  - Ammo (LRM 20) 6
  - Roll Again
- 4-6

#### Head

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

#### Center Torso

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

#### Left Torso (CASE)

- XL Engine
  - XL Engine
  - SRM 2
  - SRM 2
  - Ammo (SRM 2) 50
  - Ammo (SRM 2) 50
- 1-3
- Endo Steel
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Roll Again
  - Roll Again
- 4-6

#### Right Arm (CASE)

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - LRM 20
  - LRM 20
- 1-3
- LRM 20
  - LRM 20
  - Ammo (LRM 20) 6
  - Ammo (LRM 20) 6
  - Ammo (LRM 20) 6
  - Roll Again
- 4-6

#### Right Torso (CASE)

- XL Engine
  - XL Engine
  - Narc Missile Beacon
  - Ammo (Narc Pods) 6
  - Ammo (Narc Pods) 6
  - Endo Steel
- 1-3
- Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

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

#### Left Leg

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

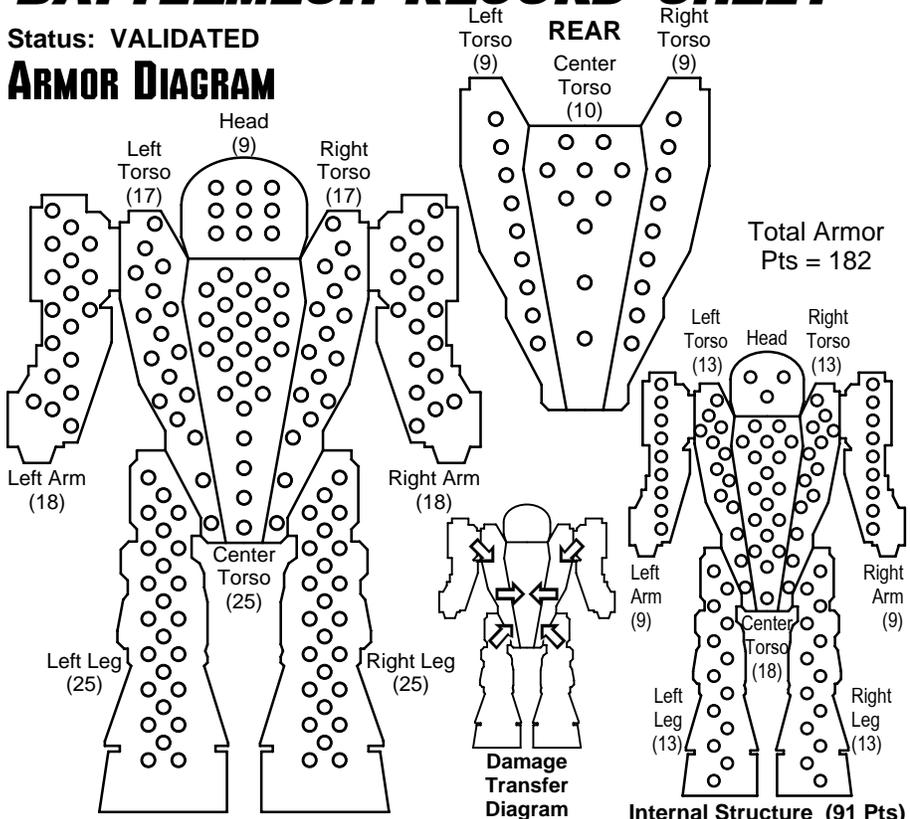
#### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**  
**ARMOR DIAGRAM**



### 'MEGH DATA

Type: **Ryoken E**  
 Mass: **55 tons**  
 Movement Points: **Tech & Configuration:**  
 Walking: **6** Clan  
 Running: **9** Biped OmniMech  
 Jumping: **0**

**Weapons Inventory:** (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Adv. Tact. Msl. 9	RA	6	2/hit	4	5	10	15
	ER ATM Ammo			1/hit	4	9	18	27
	HE ATM Ammo			3/hit	-	3	6	9
1	ER Medium Laser	RA	5	7	-	5	10	15
1	Adv. Tact. Msl. 9	LA	6	2/hit	4	5	10	15
1	ER Medium Laser	LA	5	7	-	5	10	15
2	ER Small Laser	RT	2	5	-	2	4	6
2	ER Small Laser	LT	2	5	-	2	4	6
1	Active Probe	HD	0	-	-	-	-	5

**Ammo Type:** Adv. Tact. Msl. 9  
**Rounds:** 42

**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	

**WIZKIDS GAMES**

### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm (CASE)</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Adv. Tact. Msl. 9	6. Adv. Tact. Msl. 9
<b>Right Arm (CASE)</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Adv. Tact. Msl. 9	6. Adv. Tact. Msl. 9
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. Active Probe	5. Sensors	6. Life Support
<b>Center Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Engine	2. XL Engine	3. ER Small Laser	4. ER Small Laser	5. Double Heat Sink	6. Double Heat Sink
<b>Right Torso</b>	1. XL Engine	2. XL Engine	3. ER Small Laser	4. ER Small Laser	5. Double Heat Sink	6. Double Heat Sink
<b>Left Leg</b>	1. Endo Steel	2. Ferro-Fibrous	3. Ferro-Fibrous	4. Ferro-Fibrous	5. Roll Again	6. Roll Again
<b>Right Leg</b>	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** ○○

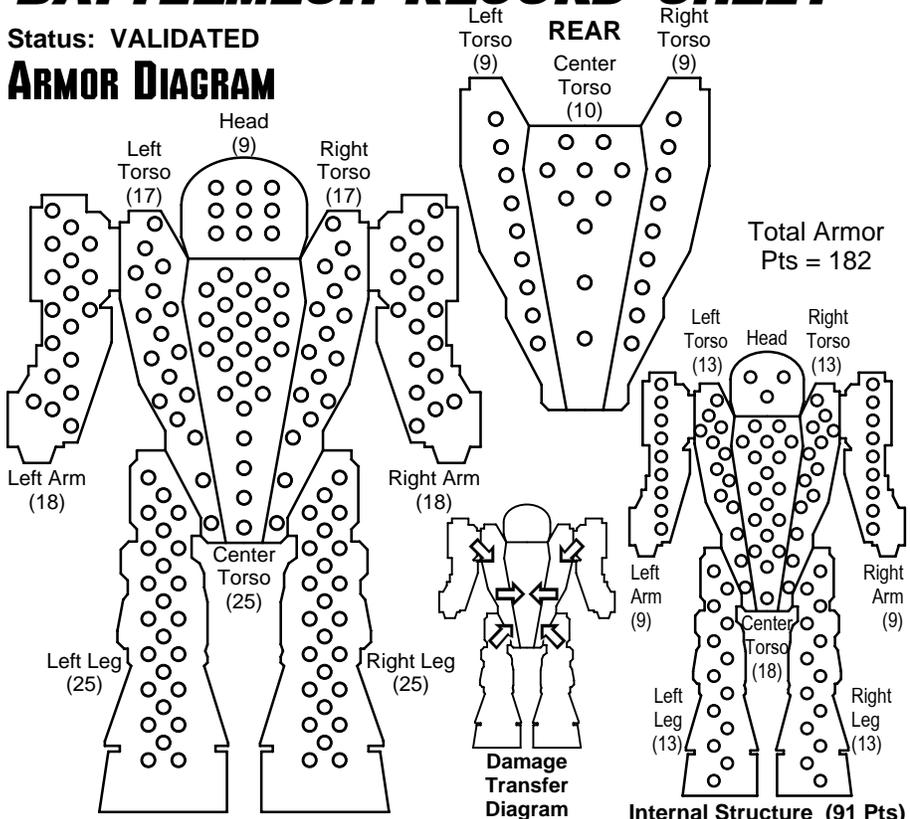
**Life Support** ○

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Ryoken F**  
 Mass: **55 tons**  
 Movement Points: **Tech & Configuration:**  
 Walking: **6** Clan  
 Running: **9** **Biped OmniMech**  
 Jumping: **0**

---

**Weapons Inventory:** (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Plasma Cannon	RA	7	-	-	6	12	18
2	AP Gauss Rifle	RA	1	3	-	3	6	9
1	Plasma Cannon	LA	7	-	-	6	12	18
2	AP Gauss Rifle	LA	1	3	-	3	6	9
2	ER Medium Laser	RT	5	7	-	5	10	15
1	ER Small Laser	RT	2	5	-	2	4	6
2	ER Medium Laser	LT	5	7	-	5	10	15
1	ER Small Laser	LT	2	5	-	2	4	6

---

**Ammo Type:** Rounds:  
 Plasma Cannon: 60  
 AP Gauss Rifle: 80

---

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

**Auto Eject:**  Operational  Disabled  
**Weapon Heat: (42)**

### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

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

**WARGAMES**

### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Plasma Cannon
- AP Gauss Rifle
- AP Gauss Rifle
- Ammo (PC) 10

1-3

- Ammo (PC) 10
- Ammo (PC) 10
- Ammo (APGR) 40
- Roll Again
- Roll Again
- Roll Again

4-6

#### Head

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Plasma Cannon
- AP Gauss Rifle
- AP Gauss Rifle
- Ammo (PC) 10

1-3

- Ammo (PC) 10
- Ammo (PC) 10
- Ammo (APGR) 40
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Torso

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

1-3

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Endo Steel
- Ferro-Fibrous

4-6

#### Center Torso

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

1-3

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Endo Steel
- Ferro-Fibrous

4-6

#### Right Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- ER Medium Laser
- ER Medium Laser

1-3

- ER Small Laser
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

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

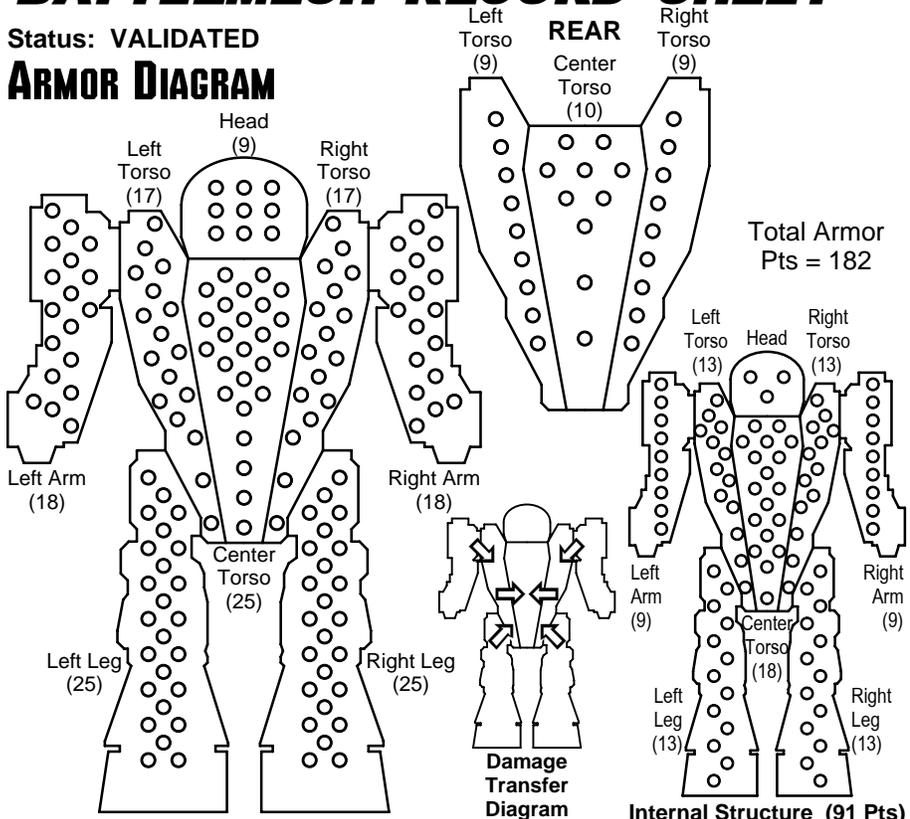
#### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**  
**ARMOR DIAGRAM**



### 'MECH DATA

Type: **Ryoken G**  
 Mass: **55 tons**  
 Movement Points: **Tech & Configuration:**  
 Walking: **6** Clan  
 Running: **9** **Biped OmniMech**  
 Jumping: **0**

---

**Weapons Inventory:** (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
5	ER Medium Laser	RA	5	7	-	5	10	15
1	HAG 20	LA	4	20	2	8	16	24

---

**Ammo Type:** HAG 20      **Rounds:** 12

---

**Total Heat Sinks: 16 Double (32)**  
 ○○○○○○○○○○○○○○○○○○○

**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	

**WIZKIDGAMES**

### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator

1-3

- HAG 20
- HAG 20
- HAG 20
- HAG 20

- HAG 20
- HAG 20

4-6

- Ammo (HAG20) 6
- Ammo (HAG20) 6
- 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
- ER Medium Laser
- ER Medium Laser

1-3

- ER Medium Laser
- ER Medium Laser
- ER Medium Laser

4-6

- Roll Again
- Roll Again
- Roll Again

#### Left Torso

- XL Engine
- XL Engine

1-3

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

4-6

- Double Heat Sink
- Double Heat Sink
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

#### Center Torso

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

1-3

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Endo Steel
- Ferro-Fibrous

4-6

#### Right Torso

- XL Engine
- XL Engine

1-3

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

4-6

- Double Heat Sink
- Double Heat Sink
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

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

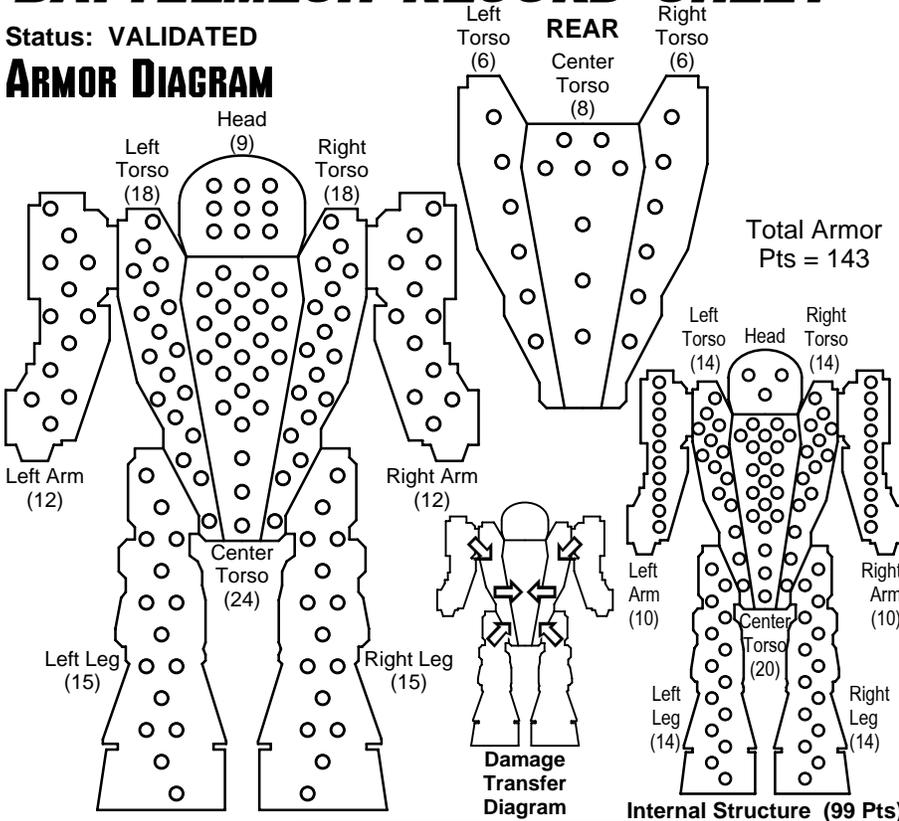


# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Champion CHP-1N**  
 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	LB 10-X AC	RT	2	10	-	6	12	18
1	SRM 6 w/ Artemis IV	LT	4	2/hit	-	3	6	9
2	Medium Laser	LT	3	5	-	3	6	9
2	Small Laser	CT	1	3	-	1	2	3

---

Ammo Type: **LB 10-X AC** Rounds: **20**  
**SRM 6** **15**

---

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

\*\* 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

**WZGAMES**

### CRITICAL HIT TABLE

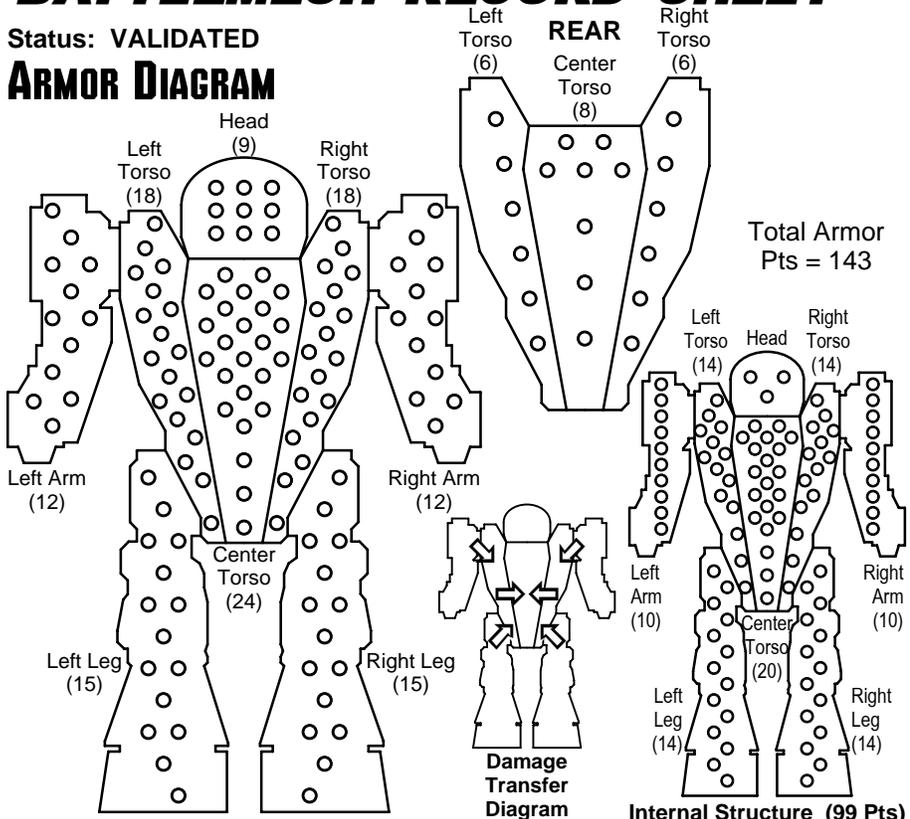
Left Arm	Head	Right Arm
1. Shoulder	1. Life Support	1. Shoulder
2. Upper Arm Actuator	2. Sensors	2. Upper Arm Actuator
3. Roll Again	3. Cockpit	3. Roll Again
4. Roll Again	4. Roll Again	4. Roll Again
5. Roll Again	5. Sensors	5. Roll Again
6. Roll Again	6. Life Support	6. Roll Again
1. Roll Again		1. 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. SRM 6	1. Fusion Engine	1. LB 10-X AC
2. SRM 6	2. Fusion Engine	2. LB 10-X AC
3. Artemis IV FCS	3. Fusion Engine	3. LB 10-X AC
4. Medium Laser	4. Gyro	4. LB 10-X AC
5. Medium Laser	5. Gyro	5. LB 10-X AC
6. Ammo (SRM 6) 15	6. Gyro	6. LB 10-X AC
1. Ferro-Fibrous	1. Gyro	1. Ammo (LB 10-X) 10
2. Ferro-Fibrous	2. Fusion Engine	2. Ammo (LB 10-X) 10
3. Ferro-Fibrous	3. Fusion Engine	3. Ferro-Fibrous
4. Ferro-Fibrous	4. Fusion Engine	4. Ferro-Fibrous
5. Ferro-Fibrous	5. Small Laser	5. Ferro-Fibrous
6. Ferro-Fibrous	6. Small Laser	6. Ferro-Fibrous
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. Ferro-Fibrous	5. Ferro-Fibrous	
6. Ferro-Fibrous	6. Ferro-Fibrous	

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**  
**ARMOR DIAGRAM**



### 'MECH DATA

Type: **Champion CHP-1N2**  
 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	LB 10-X AC	RT	2	10	-	6	12	18
1	SRM 6 w/ Artemis IV	LT	4	2/hit	-	3	6	9
2	Medium Laser	LT	3	5	-	3	6	9
2	Small Laser	CT	1	3	-	1	2	3

---

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

LB 10-X AC                      20

SRM 6                                15

---

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

**Auto Eject:**                      **Weapon Heat:**  
 Operational     Disabled                      **(14)**

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_      Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

\*\* 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

<p><b>Left Arm</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>Left Torso</b></p> <ol style="list-style-type: none"> <li>SRM 6</li> <li>SRM 6</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Artemis IV FCS</li> <li>Medium Laser</li> <li>Medium Laser</li> <li>Ammo (SRM 6) 15</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> </ol> <p><b>Left Leg</b></p> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> </ol>	<p><b>Head</b></p> <ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>Roll Again</li> <li>Sensors</li> <li>Life Support</li> </ol> <p><b>Center Torso</b></p> <ol style="list-style-type: none"> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Gyro</li> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Small Laser</li> <li>Small Laser</li> </ol> <p>4-6</p>	<p><b>Right Arm</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>Right Torso</b></p> <ol style="list-style-type: none"> <li>LB 10-X AC</li> <li>LB 10-X AC</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>LB 10-X AC</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Ammo (LB 10-X) 10</li> <li>Ammo (LB 10-X) 10</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> </ol> <p><b>Right Leg</b></p> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> </ol>
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Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

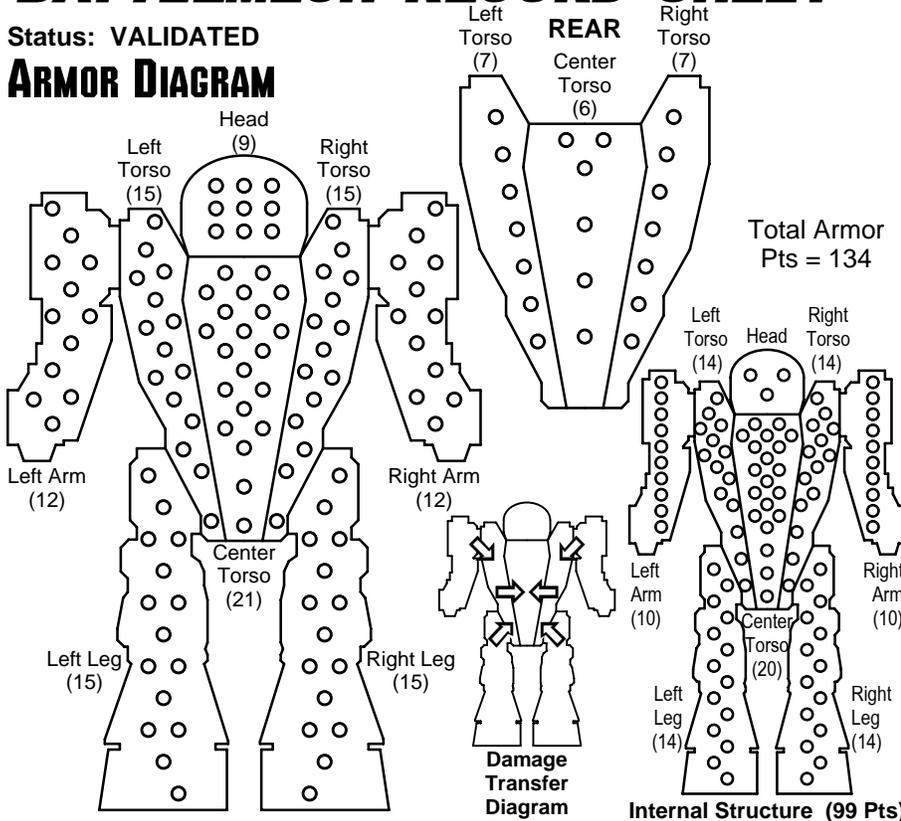
Life Support ○

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Champion CHP-3N**  
 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	Large Laser	RA	8	8	-	5	10	15
1	Large Laser	LA	8	8	-	5	10	15
1	LB 10-X AC	RT	2	10	-	6	12	18
1	SRM 6 w/ Artemis IV	LT	4	2/hit	-	3	6	9
2	Medium Laser	LT	3	5	-	3	6	9
2	Small Laser	CT	1	3	-	1	2	3

Ammo Type: **LB 10-X AC** Rounds: **20**  
**SRM 6** **15**

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

\*\* 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

**WZGAMES**

### CRITICAL HIT TABLE

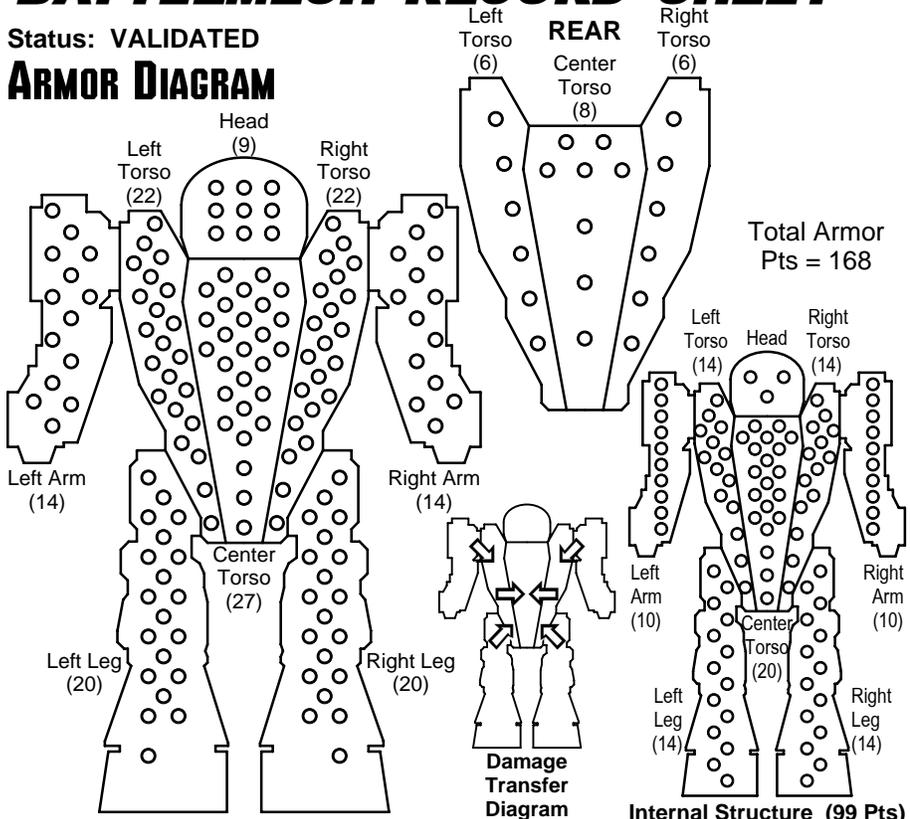
Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Large Laser	4. Large Laser	5. Ferro-Fibrous	6. Ferro-Fibrous
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Large Laser	4. Large Laser	5. Ferro-Fibrous	6. Ferro-Fibrous
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support
<b>Center Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. SRM 6	5. SRM 6	6. Artemis IV FCS
<b>Right Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. LB 10-X AC	5. LB 10-X AC	6. LB 10-X AC
<b>Left Leg</b>	1. Medium Laser	2. Medium Laser	3. Ammo (SRM 6) 15	4. Ferro-Fibrous	5. Ferro-Fibrous	6. Ferro-Fibrous
<b>Right Leg</b>	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: **Champion CHP-3P**  
 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
2	ER Medium Laser	RA	5	5	-	4	8	12
2	ER Medium Laser	LA	5	5	-	4	8	12
1	Ultra AC/10	RT	4	10	-	6	12	18
1	Improved Narc	LT	0	-	-	4	9	15
1	Improved C³ CPU	CT	0	-	-	-	-	-

**Ammo Type:** Ultra AC/10 (30), Improved Narc (8)  
**Rounds:** 30, 8

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

**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
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. ER Medium Laser	4. ER Medium Laser	5. Endo Steel	6. Endo Steel
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. ER Medium Laser	4. ER Medium Laser	5. Endo Steel	6. Endo Steel
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support
<b>Center Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. Improved Narc	5. Improved Narc	6. Improved Narc
<b>Right Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. Ultra AC/10	5. Ultra AC/10	6. Ultra AC/10
<b>Left Leg</b>	1. Ammo (iNarc) 4	2. Ammo (iNarc) 4	3. Ammo (Ult AC/10) 10	4. Ammo (Ult AC/10) 10	5. Ammo (Ult AC/10) 10	6. CASE
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel

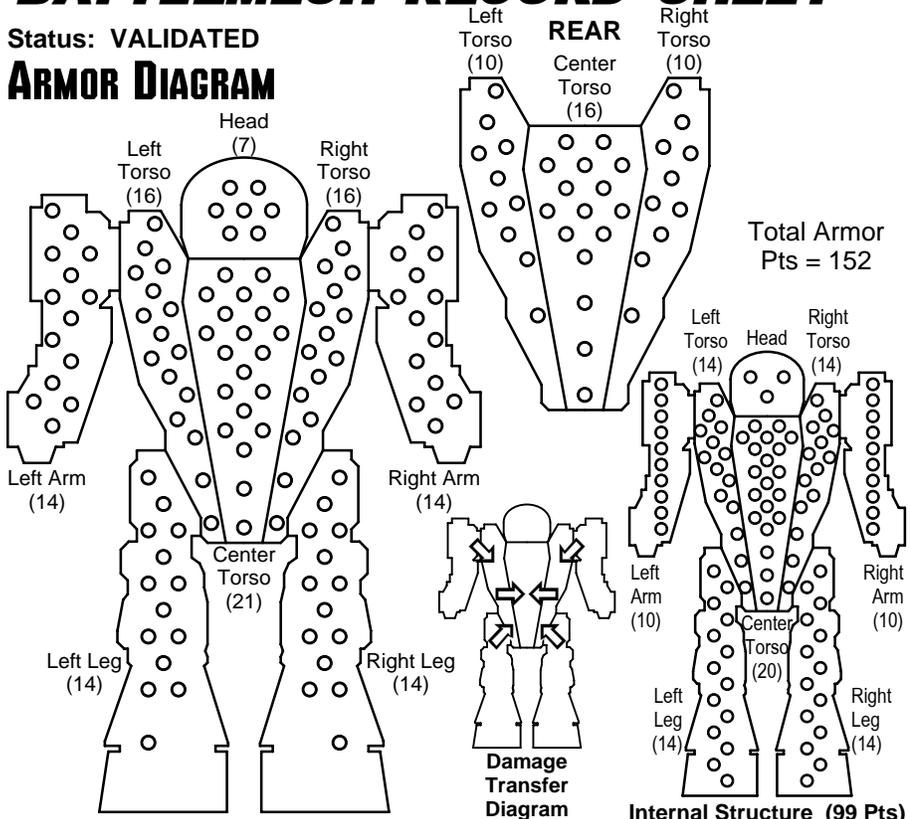
Engine Hits ○○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○



# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**  
**ARMOR DIAGRAM**



### 'MECH DATA

Type: **Lancelot LNC25-01**  
 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	Large Laser	RA	8	8	-	5	10	15
1	Large Laser	LA	8	8	-	5	10	15
1	PPC	RT	10	10	3	6	12	18
1	Medium Laser	CT	3	5	-	3	6	9

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

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	

**WIZKIDS GAMES**

### CRITICAL HIT TABLE

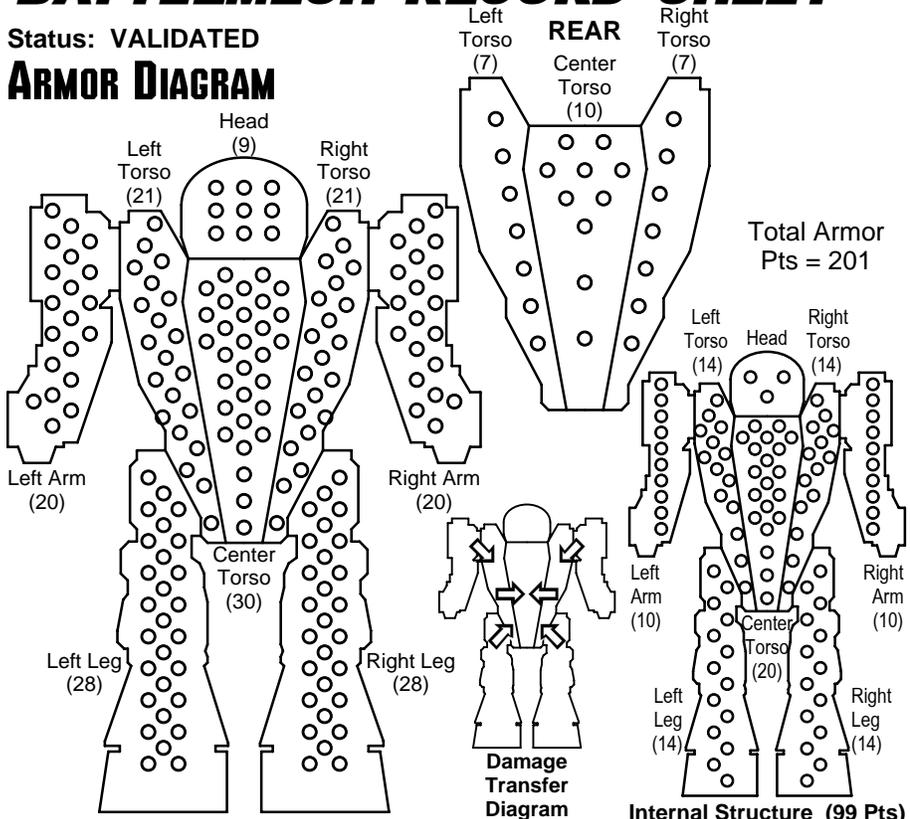
Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Large Laser	4. Large Laser	5. Roll Again	6. Roll Again
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Large Laser	4. Large Laser	5. Roll Again	6. Roll Again
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support
<b>Center Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. Roll Again	5. Roll Again	6. Roll Again
<b>Right Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. PPC	5. PPC	6. PPC
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again
<b>Right Leg</b>	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: **Lancelot LNC25-03**  
 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	Autocannon/5	RA	1	5	3	6	12	18
1	Autocannon/5	LA	1	5	3	6	12	18
1	PPC	RT	10	10	3	6	12	18
1	Medium Laser	CT	3	5	-	3	6	9

---

**Ammo Type:** Autocannon/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

<p><b>Left Arm</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Autocannon/5</li> <li>Autocannon/5</li> <li>Autocannon/5</li> <li>Autocannon/5</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p> <p><b>Left Torso</b></p> <ol style="list-style-type: none"> <li>XL Engine</li> <li>XL Engine</li> <li>XL Engine</li> <li>Ammo (AC/5) 20</li> <li>CASE</li> <li>Roll Again</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p> <p><b>Left Leg</b></p> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Roll Again</li> <li>Roll Again</li> </ol>	<p><b>Head</b></p> <ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>Roll Again</li> <li>Sensors</li> <li>Life Support</li> </ol> <p>1-3</p> <p><b>Center Torso</b></p> <ol style="list-style-type: none"> <li>XL Engine</li> <li>XL Engine</li> <li>XL Engine</li> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Gyro</li> <li>XL Engine</li> <li>XL Engine</li> <li>XL Engine</li> <li>Medium Laser</li> <li>Roll Again</li> </ol> <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><b>Right Arm</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Autocannon/5</li> <li>Autocannon/5</li> <li>Autocannon/5</li> <li>Autocannon/5</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p> <p><b>Right Torso</b></p> <ol style="list-style-type: none"> <li>XL Engine</li> <li>XL Engine</li> <li>XL Engine</li> <li>PPC</li> <li>PPC</li> <li>PPC</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p> <p><b>Right Leg</b></p> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Roll Again</li> <li>Roll Again</li> </ol>
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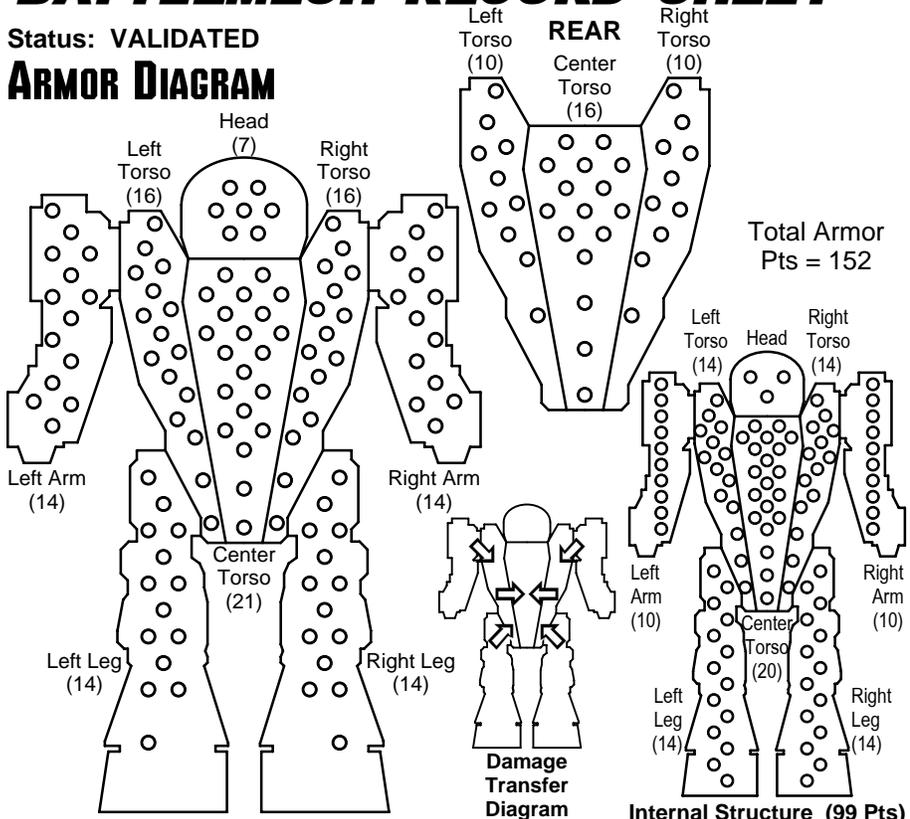


# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Lancelot LNC25-05**  
 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	Large Laser	RA	8	8	-	5	10	15
2	Machine Gun	RA	0	2	-	1	2	3
1	Large Laser	LA	8	8	-	5	10	15
2	Machine Gun	LA	0	2	-	1	2	3
1	PPC	RT	10	10	3	6	12	18

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

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

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	

**WZK GAMES**

### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Large Laser	4. Large Laser	5. Machine Gun	6. Machine Gun
	1. Roll Again	2. Roll Again	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Large Laser	4. Large Laser	5. Machine Gun	6. Machine Gun
	1. Roll Again	2. Roll Again	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support
<b>Center Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
	1. Gyro	2. XL Engine	3. XL Engine	4. XL Engine	5. Ammo (MG) 200	6. Roll Again
<b>Left Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. Roll Again	5. Roll Again	6. Roll Again
	1. Roll Again	2. Roll Again	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
<b>Right Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. PPC	5. PPC	6. PPC
	1. Roll Again	2. Roll Again	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again
<b>Right Leg</b>	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 ○○

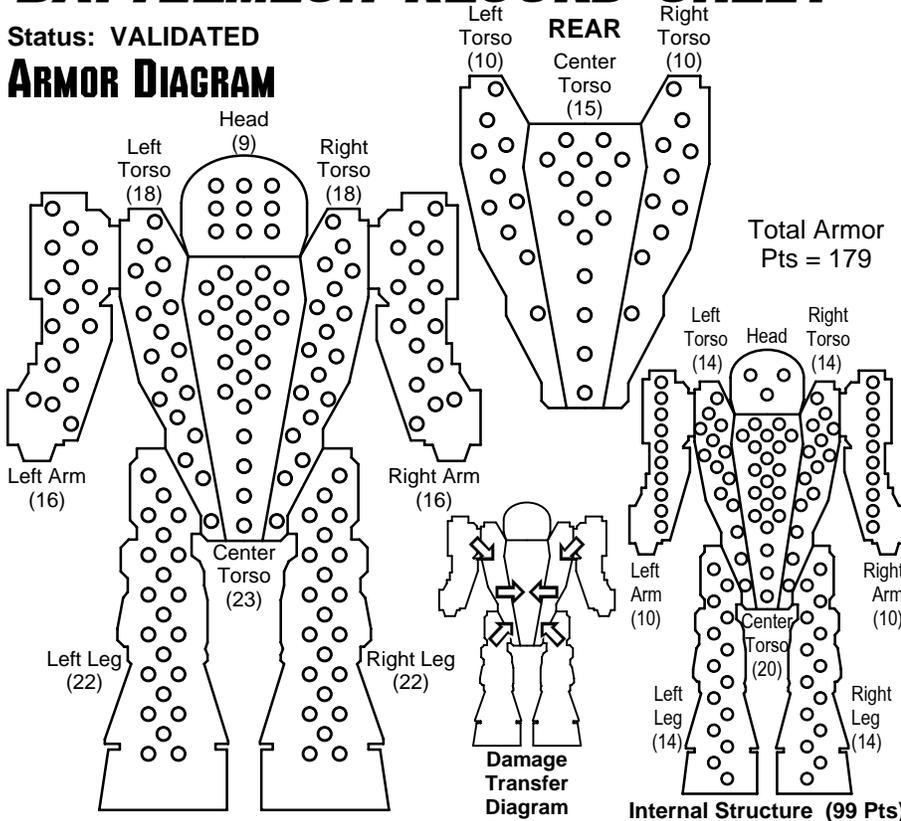
Life Support ○

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Lancelot LNC25-06**  
 Mass: **60 tons**  
 Movement Points: **6** Tech & Configuration:  
 Walking: **6** Inner Sphere  
 Running: **9** Biped 'Mech  
 Jumping: **0**

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#### 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	PPC	RT	10	10	3	6	12	18
1	Improved C³ CPU	HD	0	-	-	-	-	-
1	Targeting Computer							

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

Auto Eject:  Operational  Disabled      Weapon Heat: **(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	

**WIZKIDGAMES**

### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- ER Large Laser
- ER Large Laser
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Roll Again

4-6

#### Head

- Life Support
- Sensors
- Small Cockpit
- Sensors
- Improved C³ CPU
- Improved C³ CPU

1-3

#### 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 Arm

- Shoulder
- Upper Arm Actuator
- ER Large Laser
- ER Large Laser
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Roll Again

4-6

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

#### Left Torso

- XL Engine
- XL Engine
- XL Engine
- Targeting Computer
- Targeting Computer
- Targeting Computer

1-3

- Targeting Computer
- Targeting Computer
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Right Torso

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

1-3

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

4-6

#### Left Leg

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

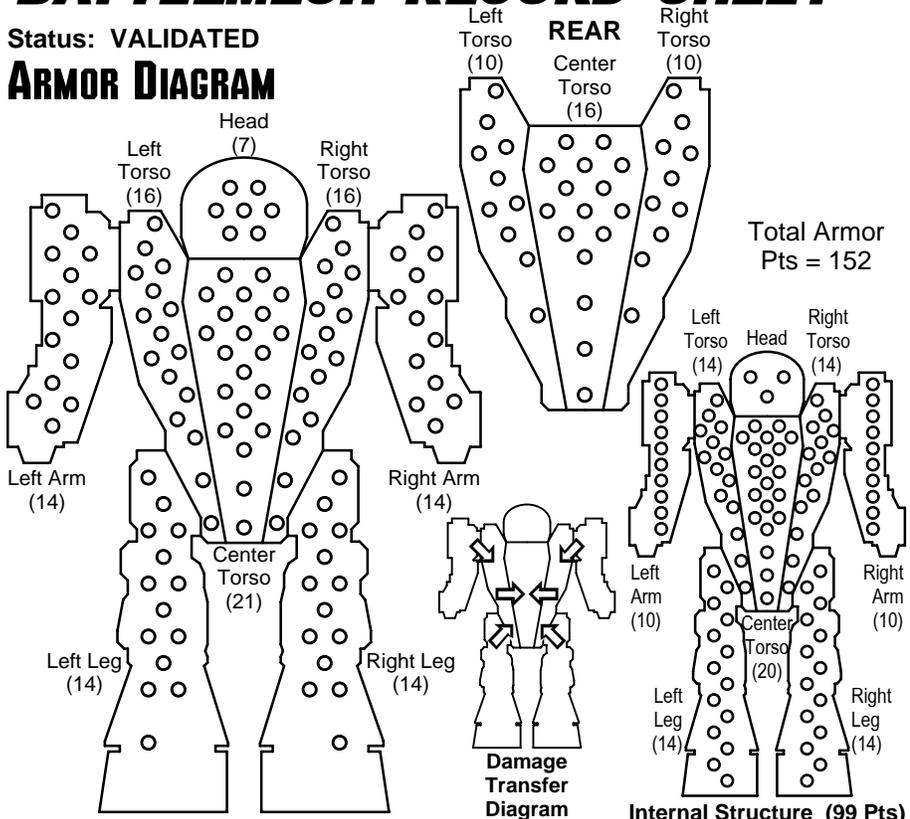
#### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**  
**ARMOR DIAGRAM**



### 'MECH DATA

Type: **Lancelot LNC25-07**  
 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	Large Laser	RA	8	8	-	5	10	15
1	Large Laser	LA	8	8	-	5	10	15
1	PPC	RT	10	10	3	6	12	18
1	Medium Laser	CT	3	5	-	3	6	9

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

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	

**WIZKIDS GAMES**

### CRITICAL HIT TABLE

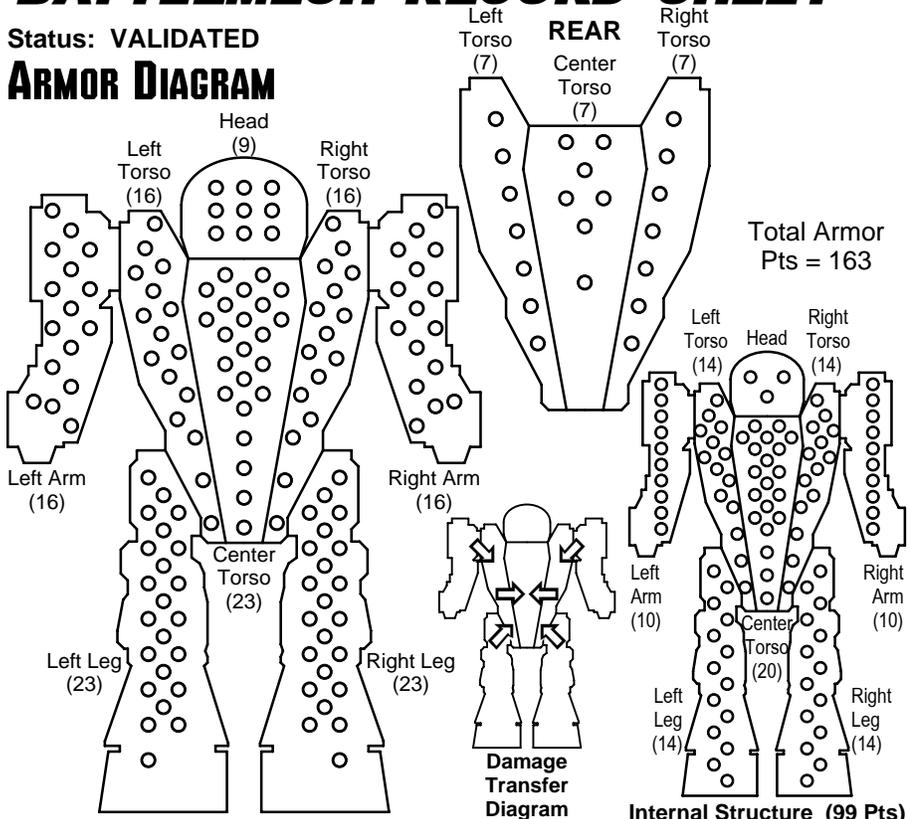
Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Large Laser	4. Large Laser	5. Roll Again	6. Roll Again
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Large Laser	4. Large Laser	5. Roll Again	6. Roll Again
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support
<b>Center Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. Roll Again	5. Roll Again	6. Roll Again
<b>Right Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. PPC	5. PPC	6. PPC
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again
<b>Right Leg</b>	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: **Vulture Prime**  
 Mass: **60 tons**  
 Movement Points: **5** Tech & Configuration:  
 Walking: **5** Clan  
 Running: **8** Biped OmniMech  
 Jumping: **0**

**Weapons Inventory:** (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	RA	10	10	-	6	14	20
1	Medium Pulse Laser	RA	4	7	-	4	8	12
1	Large Pulse Laser	LA	10	10	-	6	14	20
1	Medium Pulse Laser	LA	4	7	-	4	8	12
1	LRM 20	RT	6	1/hit	-	7	14	21
1	LRM 20	LT	6	1/hit	-	7	14	21

Ammo Type: **LRM 20** Rounds: **12**

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

**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 1-3	Hit 4-6
<b>Left Arm</b>	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Large Pulse Laser 5. Large Pulse Laser 6. Medium Pulse Laser	1. Ferro-Fibrous 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
<b>Right Arm</b>	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Large Pulse Laser 5. Large Pulse Laser 6. Medium Pulse Laser	1. Ferro-Fibrous 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
<b>Head</b>	1. Life Support 2. Sensors 3. Cockpit 4. Ferro-Fibrous 5. Sensors 6. Life Support	
<b>Center Torso</b>	1. XL Engine 2. XL Engine 3. XL Engine 4. Gyro 5. Gyro 6. Gyro	1. Gyro 2. XL Engine 3. XL Engine 4. XL Engine 5. Roll Again 6. Roll Again
<b>Left Torso (CASE)</b>	1. XL Engine 2. XL Engine 3. LRM 20 4. LRM 20 5. LRM 20 6. LRM 20	1. Ammo (LRM 20) 6 2. Ferro-Fibrous 3. Ferro-Fibrous 4. Roll Again 5. Roll Again 6. Roll Again
<b>Right Torso (CASE)</b>	1. XL Engine 2. XL Engine 3. Ammo (LRM 20) 6 4. LRM 20 5. LRM 20 6. LRM 20	1. LRM 20 2. Ferro-Fibrous 3. Ferro-Fibrous 4. Roll Again 5. Roll Again 6. Roll Again
<b>Left Leg</b>	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Roll Again 6. Roll Again	
<b>Right Leg</b>	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Roll Again 6. Roll Again	

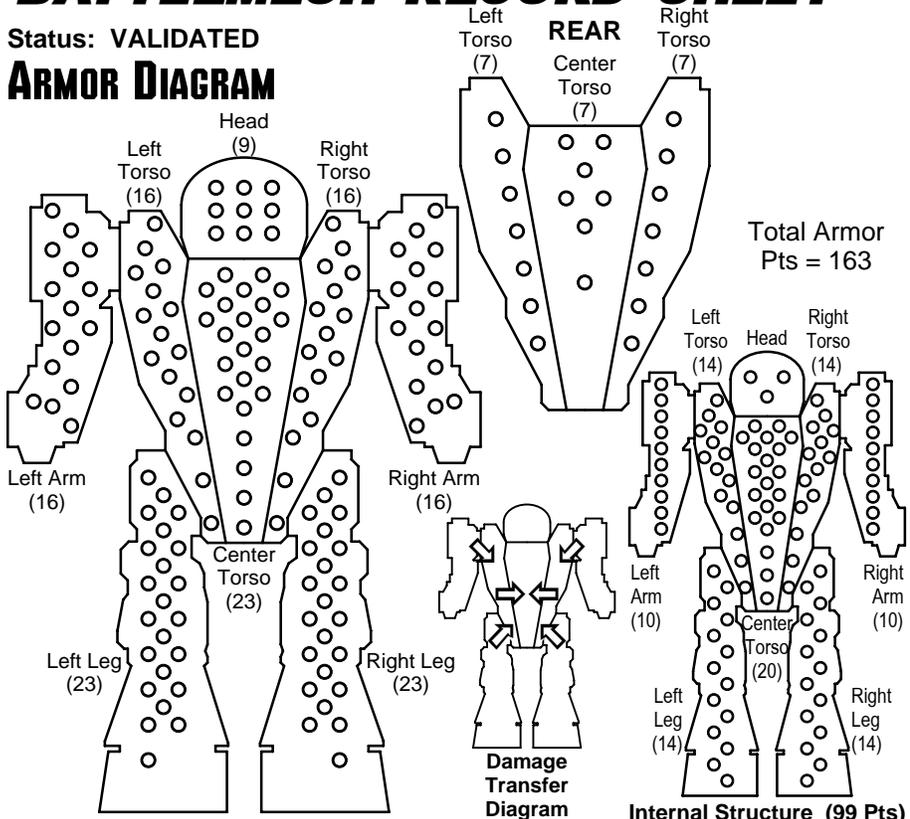
Engine Hits ○○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MEGH DATA

Type: **Vulture A**  
 Mass: **60 tons**  
 Movement Points: **5** Tech & Configuration:  
 Walking: **5** Clan  
 Running: **8** Biped OmniMech  
 Jumping: **0**

---

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	15	-	7	14	23
1	LB 5-X AC	LA	1	5	3	8	15	24
3	SRM 6	RT	4	2/hit	-	3	6	9
3	SRM 6	LT	4	2/hit	-	3	6	9

---

Ammo Type: **LB 5-X AC** Rounds: **40**  
**SRM 6** **60**

---

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

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

\*\* 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

Left Arm (CASE)	Head	Right Arm
1-3	1-3	1-3
4-6	4-6	4-6
1-3	1-3	1-3
4-6	4-6	4-6
1-3	1-3	1-3
4-6	4-6	4-6
1-3	1-3	1-3
4-6	4-6	4-6
1-3	1-3	1-3
4-6	4-6	4-6

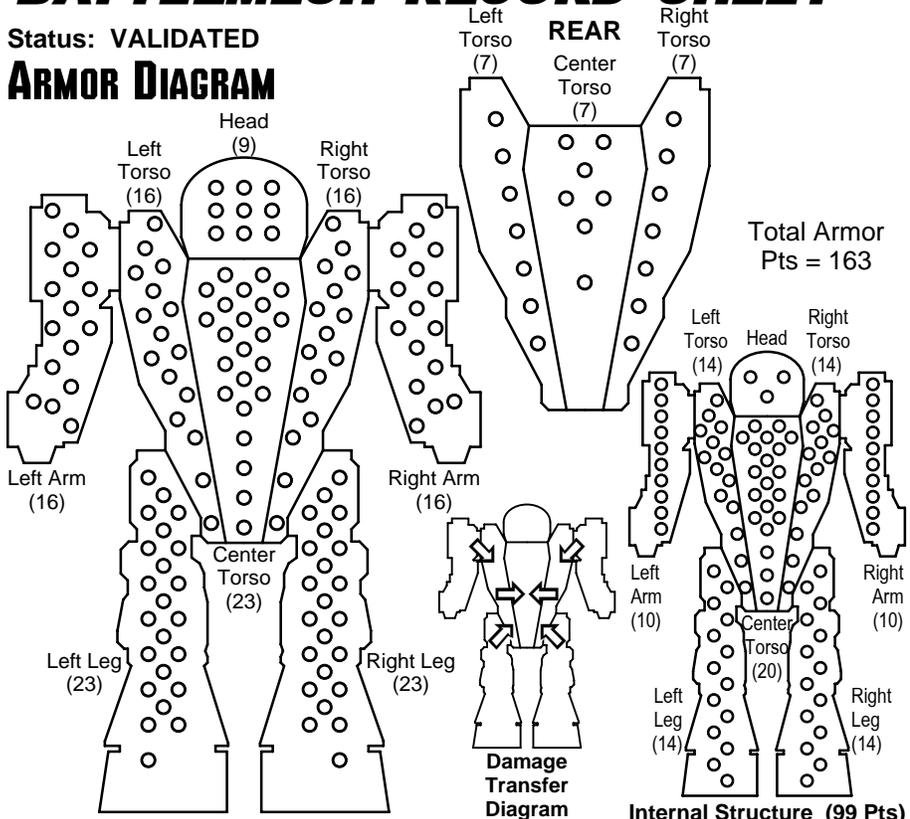
Engine Hits ○○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



Total Armor Pts = 163

### 'MEGH DATA

Type: **Vulture B**  
 Mass: **60 tons**  
 Movement Points: Tech & Configuration:  
 Walking: **5** Clan  
 Running: **8** Biped OmniMech  
 Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	Medium Pulse Laser	RA	4	7	-	4	8	12
2	ER Large Laser	LA	12	10	-	8	15	25
2	Streak SRM 6	RT	4	2/hit	-	4	8	12
1	LRM 20 w/ Artemis IV	LT	6	1/hit	-	7	14	21

Ammo Type: Rounds:

Streak SRM 6	15
LRM 20	6

Total Heat Sinks: 12 Double (24)

○○○○○○○○○○ ○○

Auto Eject:  Operational  Disabled  
 Weapon Heat: (50)

### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

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



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- Hand Actuator
  - ER Large Laser
  - ER Large Laser

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

#### Left Torso (CASE)

- XL Engine
  - XL Engine
  - LRM 20
  - LRM 20
  - LRM 20
  - LRM 20
- 1-3

- Artemis IV FCS
  - Ammo (LRM 20) 6
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Roll Again
  - Roll Again
- 4-6

#### Left Leg

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

#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Medium Pulse Laser
  - Medium Pulse Laser
- 1-3

- Medium Pulse Laser
  - Ferro-Fibrous
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

#### Right Torso (CASE)

- XL Engine
  - XL Engine
  - Streak SRM 6
  - Streak SRM 6
  - Streak SRM 6
  - Streak SRM 6
- 1-3

- Ammo (Streak 6) 15
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

#### Right Leg

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

#### Head

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

#### Center Torso

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

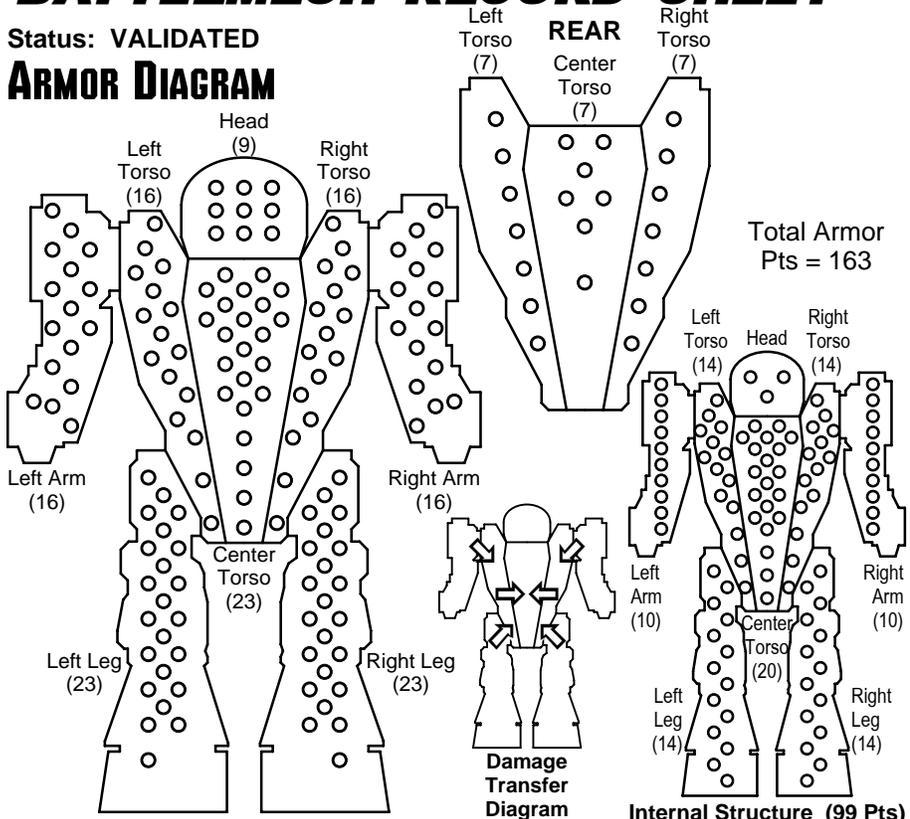
- Gyro
  - XL Engine
  - XL Engine
  - XL Engine
  - Roll Again
  - Roll Again
- 4-6

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**  
**ARMOR DIAGRAM**



### 'MECH DATA

Type: **Vulture C**  
 Mass: **60 tons**  
 Movement Points: **5** Tech & Configuration:  
 Walking: **5** Clan  
 Running: **8** Biped OmniMech  
 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

---

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

---

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

Auto Eject:  Operational  Disabled **Weapon Heat: (2)**

### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

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

**WIZ KIDS GAMES**

### CRITICAL HIT TABLE

#### Left Arm (CASE)

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

1-3

- Gauss Rifle
- Gauss Rifle
- Ammo (Gauss) 8
- Ammo (Gauss) 8
- Ferro-Fibrous
- Roll Again

4-6

#### Head

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

#### Right Arm (CASE)

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

1-3

- Gauss Rifle
- Gauss Rifle
- Ammo (Gauss) 8
- Ammo (Gauss) 8
- Ferro-Fibrous
- Roll Again

4-6

#### Left Torso

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

1-3

- Roll Again

4-6

#### Center Torso

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

1-3

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

4-6

#### Right Torso

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

1-3

- 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

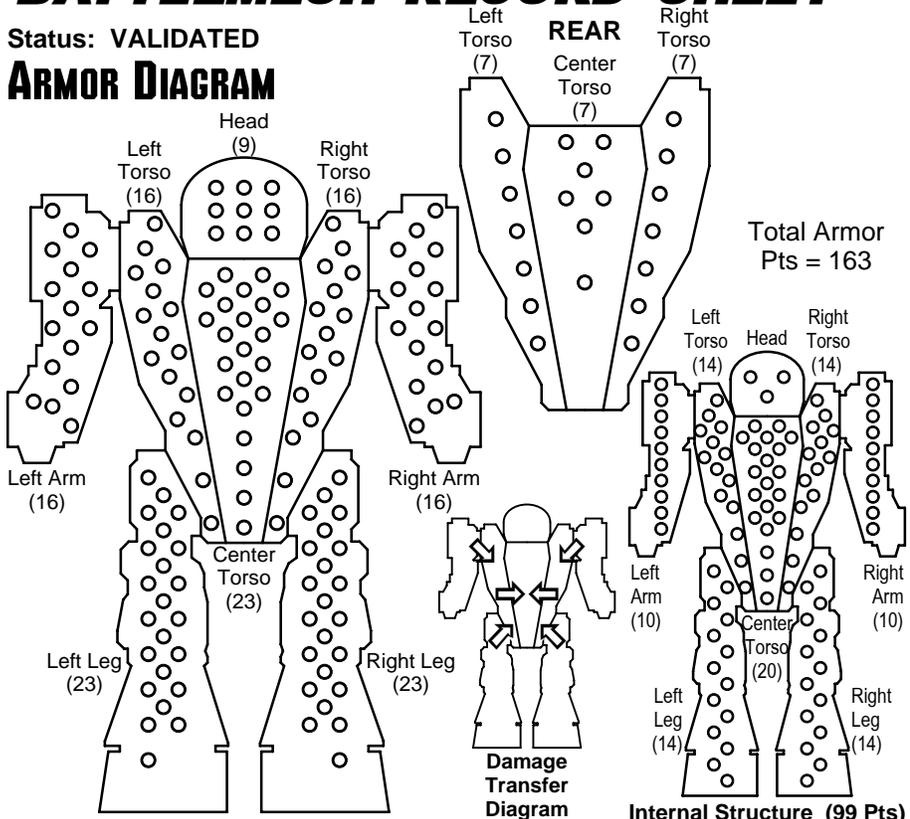
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again



# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**  
**ARMOR DIAGRAM**



### 'MECH DATA

Type: **Vulture E**  
 Mass: **60 tons**  
 Movement Points: **5** Tech & Configuration:  
 Walking: **5** Clan  
 Running: **8** Biped OmniMech  
 Jumping: **0**

---

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	HAG 30	RA	6	30	2	8	16	24
1	HAG 30	LA	6	30	2	8	16	24

---

Ammo Type: **HAG 30** Rounds: **8**

---

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

Left Arm	Head	Right Arm
1. Shoulder	1. Life Support	1. Shoulder
2. Upper Arm Actuator	2. Sensors	2. Upper Arm Actuator
3. HAG 30	3. Cockpit	3. HAG 30
4. HAG 30	4. Ferro-Fibrous	4. HAG 30
5. HAG 30	5. Sensors	5. HAG 30
6. HAG 30	6. Life Support	6. HAG 30
1-3		1-3
1. HAG 30		1. HAG 30
2. HAG 30		2. HAG 30
3. HAG 30		3. HAG 30
4. HAG 30		4. HAG 30
5. Ferro-Fibrous		5. Ferro-Fibrous
6. Roll Again		6. Roll Again
4-6		4-6
1. HAG 30		1. HAG 30
2. HAG 30		2. HAG 30
3. HAG 30		3. HAG 30
4. HAG 30		4. HAG 30
5. Ferro-Fibrous		5. Ferro-Fibrous
6. Roll Again		6. Roll Again
1-3		1-3
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
4-6		4-6
1. Gyro		1. XL Engine
2. XL Engine		2. XL Engine
3. XL Engine		3. Ammo (HAG30) 4
4. XL Engine		4. Ferro-Fibrous
5. Roll Again		5. Ferro-Fibrous
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. 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 ○○

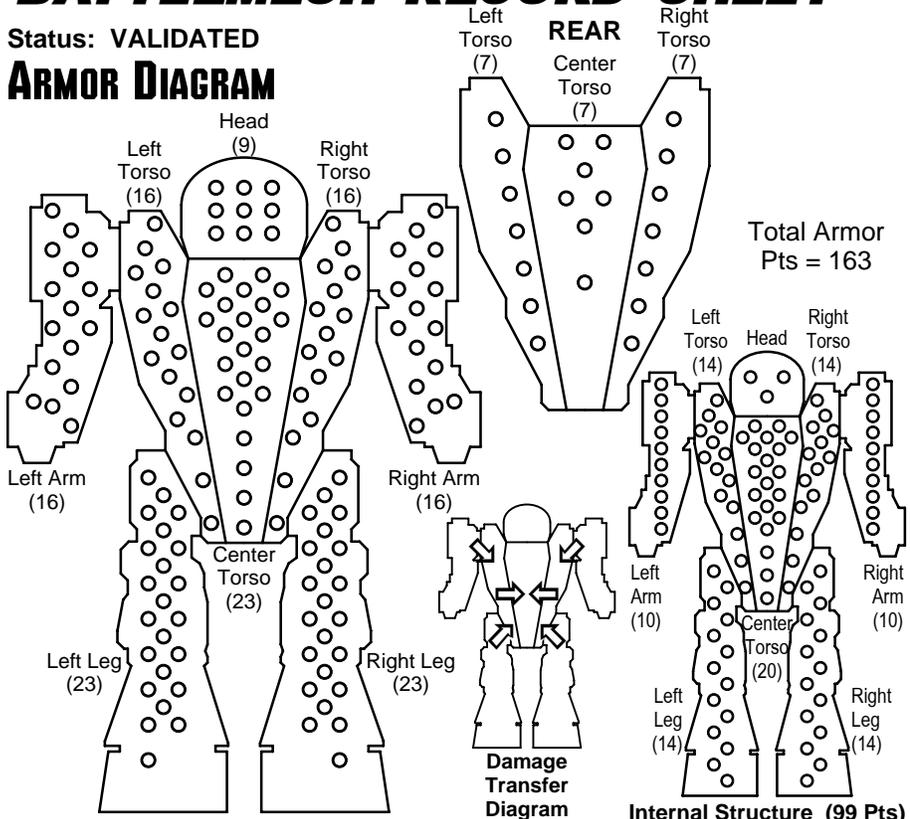
Life Support ○

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Vulture F**  
 Mass: **60 tons**  
 Movement Points: **5** Tech & Configuration:  
 Walking: **5** Clan  
 Running: **8** Biped OmniMech  
 Jumping: **0**

---

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	HAG 20	RA	4	20	2	8	16	24
1	HAG 20	LA	4	20	2	8	16	24
2	ER Medium Laser	RT	5	7	-	5	10	15
2	ER Medium Laser	LT	5	7	-	5	10	15

---

Ammo Type: **HAG 20**      Rounds: **24**

---

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	

**WARGAMES**

### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. HAG 20	4. HAG 20	5. HAG 20	6. HAG 20
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. HAG 20	4. HAG 20	5. HAG 20	6. HAG 20
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. Ferro-Fibrous	5. Sensors	6. Life Support
<b>Center Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Engine	2. XL Engine	3. ER Medium Laser	4. ER Medium Laser	5. Ammo (HAG20) 6	6. Ammo (HAG20) 6
<b>Right Torso</b>	1. XL Engine	2. XL Engine	3. ER Medium Laser	4. ER Medium Laser	5. Ammo (HAG20) 6	6. Ammo (HAG20) 6
<b>Left Leg</b>	1. Ferro-Fibrous	2. Ferro-Fibrous	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again

Engine Hits ○○○○

Gyro Hits ○○

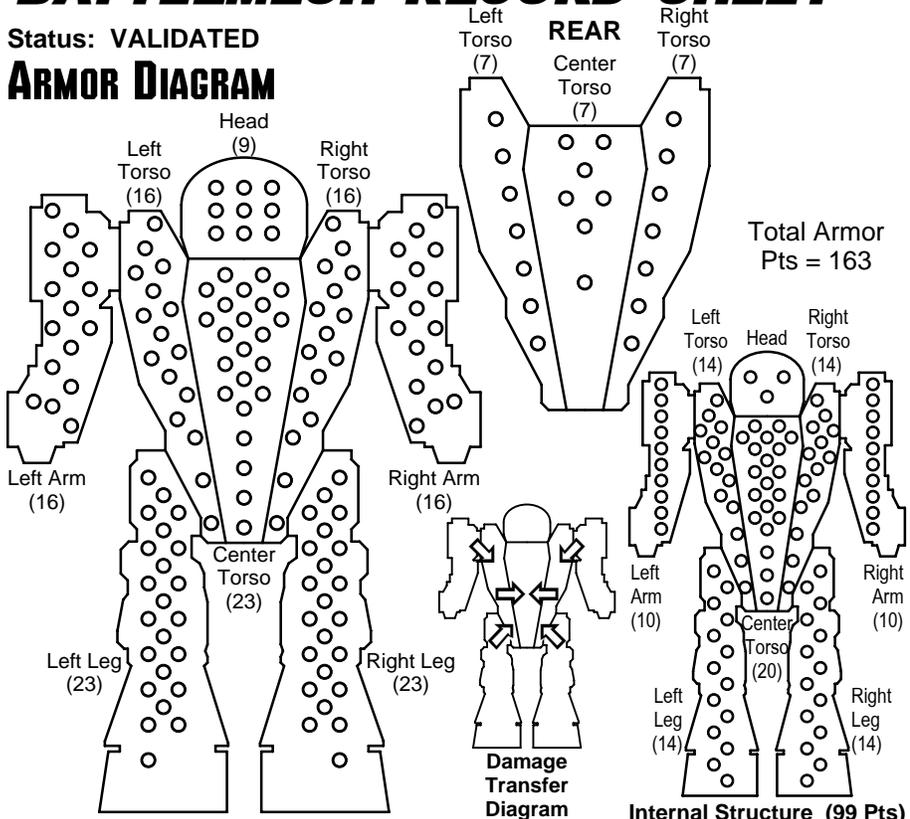
Sensor Hits ○○

Life Support ○

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**  
**ARMOR DIAGRAM**



### 'MECH DATA

Type: **Vulture H**  
 Mass: **60 tons**  
 Movement Points: **Tech & Configuration:**  
 Walking: **5** Clan  
 Running: **8** Biped OmniMech  
 Jumping: **0**

**Weapons Inventory:** (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy Large Laser	RA	18	16	-	5	10	15
3	Heavy Medium Laser	LA	7	10	-	3	6	9
1	LRM 15 w/ Artemis IV	RT	5	1/hit	-	7	14	21
1	LRM 15 w/ Artemis IV	LT	5	1/hit	-	7	14	21

**Ammo Type:** LRM 15      **Rounds:** 32

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

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

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_      Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

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

**WIZKIDS GAMES**

### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Heavy Medium Laser	5. Heavy Medium Laser	6. Heavy Medium Laser
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Heavy Large Laser	4. Heavy Large Laser	5. Heavy Large Laser	6. Double Heat Sink
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. Ferro-Fibrous	5. Sensors	6. Life Support
<b>Left Torso (CASE)</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
<b>Right Torso (CASE)</b>	1. XL Engine	2. XL Engine	3. LRM 15	4. LRM 15	5. Artemis IV FCS	6. Ammo (LRM 15) 8
<b>Center Torso</b>	1. Gyro	2. XL Engine	3. XL Engine	4. XL Engine	5. Roll Again	6. Roll Again
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Double Heat Sink	6. Double Heat Sink
<b>Right Leg</b>	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** ○ ○

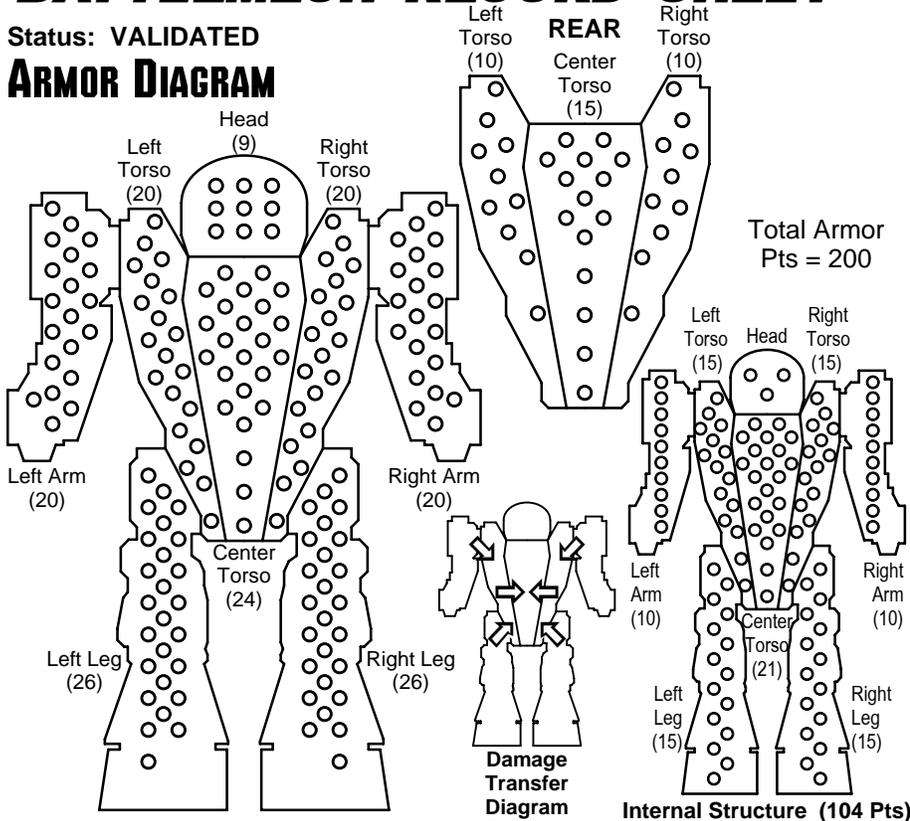
**Life Support** ○

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Bombardier BMB-12D**  
 Mass: **65 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	SRM 4	RA	3	2/hit	-	3	6	9
1	LRM 20	RT	6	1/hit	6	7	14	21
1	LRM 20	LT	6	1/hit	6	7	14	21
1	Anti-Missile System	CT	1	-	-	-	-	-

---

Ammo Type: SRM 4, LRM 20, Anti-Missile System  
 Rounds: 25, 12, 12

---

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

\*\* 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
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Roll Again	6. Roll Again
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. SRM 4	6. Ammo (SRM 4) 25
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support
<b>Center Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. LRM 20	5. LRM 20	6. LRM 20
<b>Right Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. LRM 20	5. LRM 20	6. LRM 20
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again

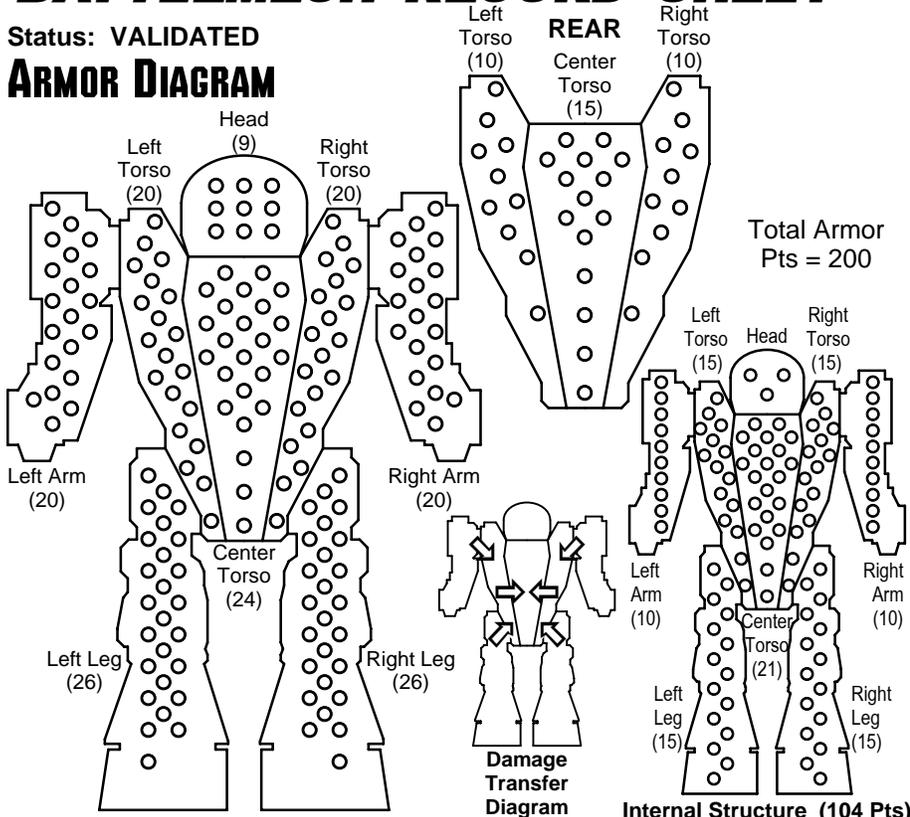
Engine Hits ○○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Bombardier BMB-05A**  
 Mass: **65 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
3	Rocket Launcher 20 (OS)	RA	5	1/hit	-	3	7	12
1	Arrow IV System	LA	10	20/10	-	*	*	-
1	Small Laser	LT	1	3	-	1	2	3
1	Anti-Missile System	HD	1	-	-	-	-	-

---

Ammo Type:                      Rounds:  
 Arrow IV System                      20  
 Anti-Missile System                      24

---

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

#### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Arrow IV System
  - Arrow IV System
  - Arrow IV System
  - Arrow IV System
- 1-3
- Arrow IV System
  - Arrow IV System
- 4-6

#### Left Torso

- XL Engine
  - XL Engine
  - XL Engine
  - Arrow IV System (Cont)
  - Arrow IV System (Cont)
  - Arrow IV System (Cont)
- 1-3
- Arrow IV System (Cont)
  - Arrow IV System (Cont)
  - Small Laser
  - 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
- Anti-Missile System
- Sensors
- Life Support

#### Center Torso

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

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

#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Rocket Launcher 20 (OS)
  - Rocket Launcher 20 (OS)
  - Rocket Launcher 20 (OS)
- 1-3
- Rocket Launcher 20 (OS)
  - Rocket Launcher 20 (OS)
- 4-6

#### Right Torso

- XL Engine
  - XL Engine
  - XL Engine
  - Ammo (Arrow IV) 5
  - Ammo (Arrow IV) 5
  - Ammo (Arrow IV) 5
- 1-3
- Ammo (Arrow IV) 5
  - Ammo (AMS) 12
  - Ammo (AMS) 12
  - CASE
  - Roll Again
  - Roll Again
- 4-6

#### Right Leg

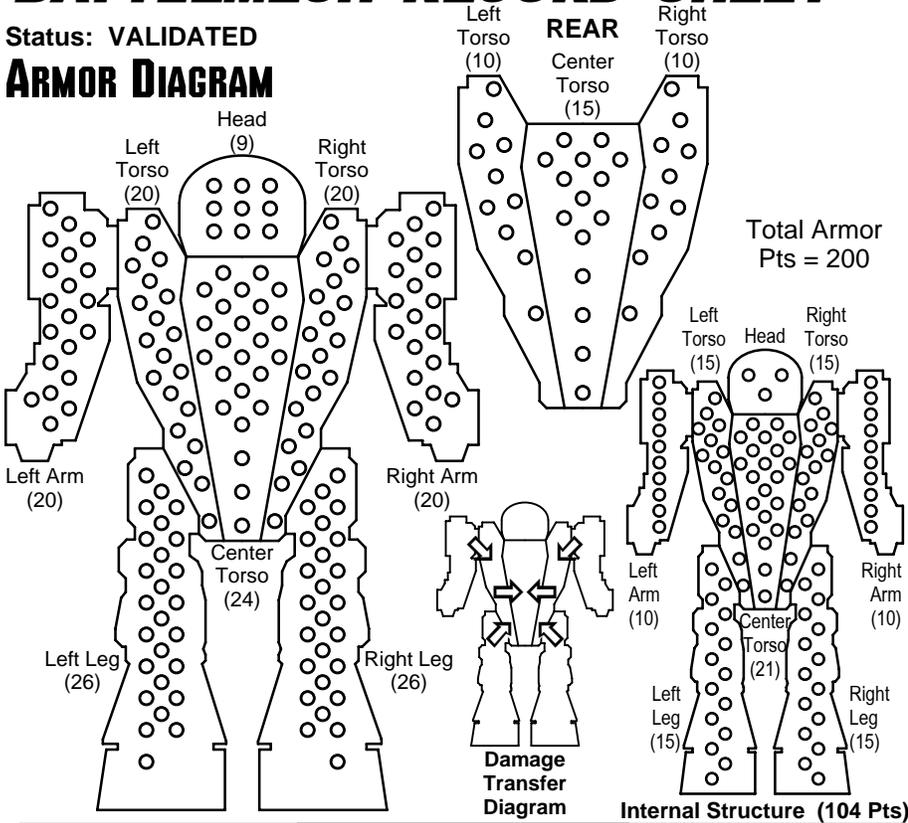
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Bombardier BMB-14C**  
 Mass: **65 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	LRM 20 w/ Artemis IV RT	6	1/hit	6	7	14	21	
1	LRM 20 w/ Artemis IV LT	6	1/hit	6	7	14	21	
1	Improved C³ CPU	CT	0	-	-	-	-	-
1	ER Small Laser	HD	2	3	-	2	4	5

---

**Ammo Type:** LRM 20      **Rounds:** 24

---

**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	

**WZK GAMES**

### CRITICAL HIT TABLE

Part	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Endo Steel	6. Endo Steel
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Endo Steel	6. Endo Steel
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. ER Small Laser	5. Sensors	6. Life Support
<b>Center Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. LRM 20	5. LRM 20	6. LRM 20
<b>Right Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. LRM 20	5. LRM 20	6. LRM 20
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Roll Again
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Roll Again

**Engine Hits** ○ ○ ○

**Gyro Hits** ○ ○

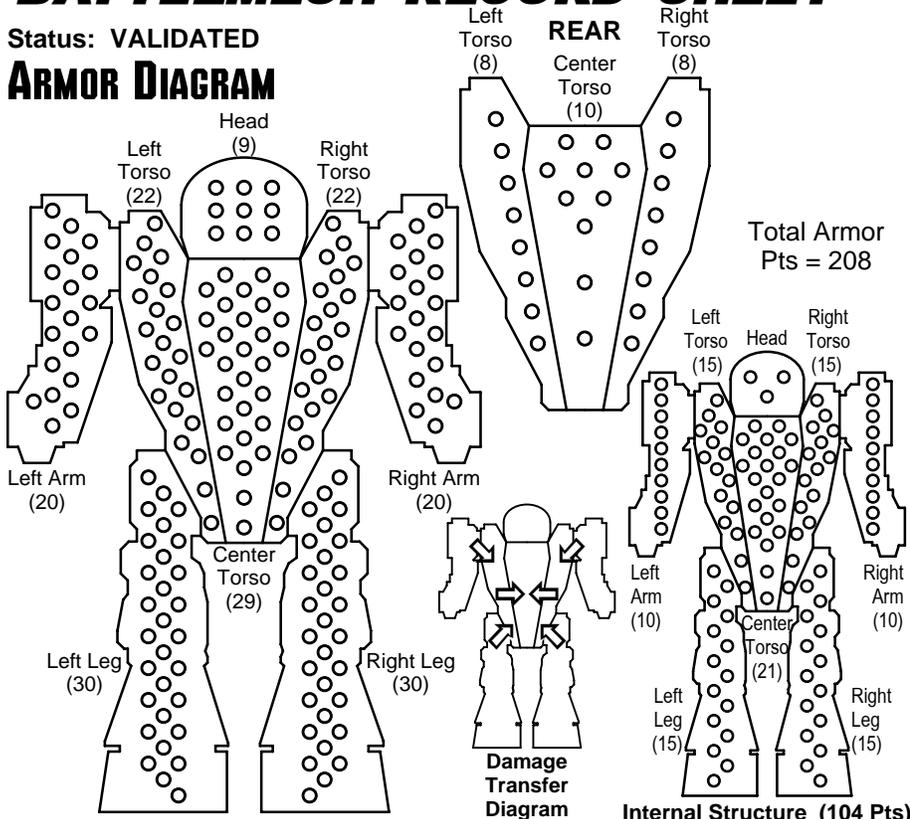
**Sensor Hits** ○ ○

**Life Support** ○

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**  
**ARMOR DIAGRAM**



### 'MECH DATA

Type: **Bombardier BMB-14K**  
 Mass: **65 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
3	Machine Gun	RA	0	2	-	1	2	3
1	Machine Gun Array	RA	0	-	-	-	-	-
2	MML 7	RT	4	-	-	-	-	-
	LRM (17 salvos/ton)			1/hit	6	7	14	21
	SRM (14 salvos/ton)			2/hit	-	3	6	9
2	MML 7	LT	4	-	-	-	-	-
1	C³ Slave Unit	HD	0	-	-	-	-	-

---

Ammo Type: Machine Gun 100 Rounds:  
 MML 7

---

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	

**WZK GAMES**

### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

- Hand Actuator
- Ammo (MML7) 17/14
- Ammo (MML7) 17/14

4-6

- Ammo (MML7) 17/14
- Ammo (MML7) 17/14
- Ammo (MML7) 17/14
- Roll Again
- Roll Again
- Roll Again

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

- Hand Actuator
- Machine Gun
- Machine Gun

4-6

- Machine Gun
- Machine Gun Array
- Ammo (MG) 100
- Roll Again
- Roll Again
- Roll Again

#### Head

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

#### Left Torso

- XL Engine
- XL Engine
- XL Engine

1-3

- MML 7
- MML 7
- MML 7

4-6

- MML 7
- Roll Again

#### Center Torso

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

1-3

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

4-6

#### Right Torso

- XL Engine
- XL Engine
- XL Engine

1-3

- MML 7
- MML 7
- MML 7

4-6

- MML 7
- Roll Again

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

#### Left Leg

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

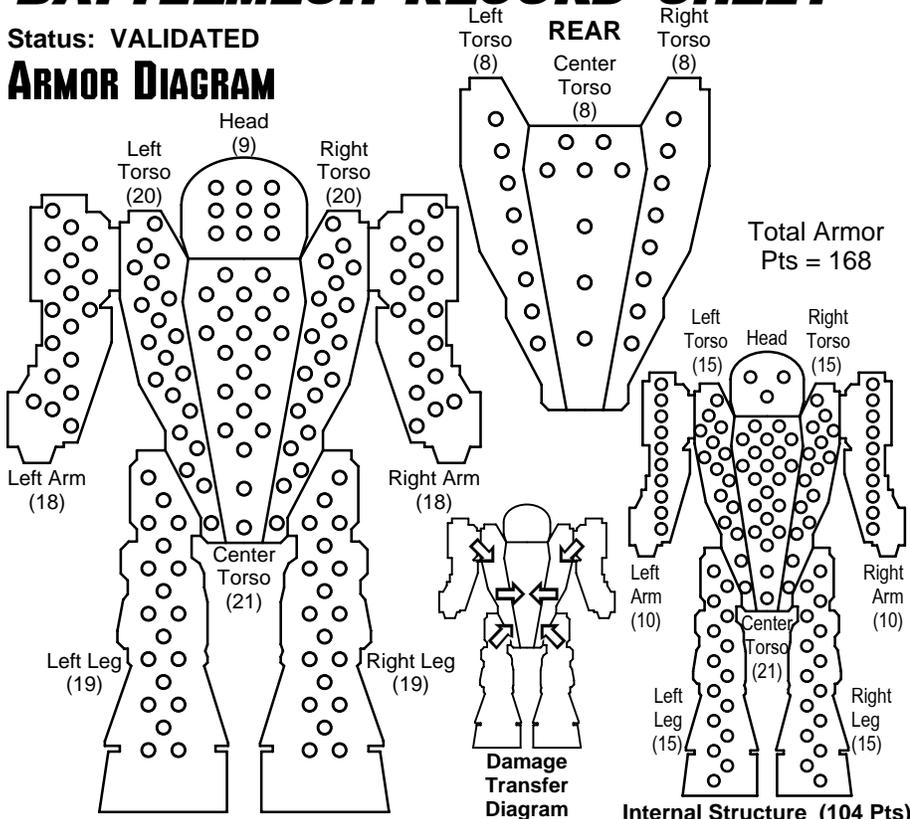
#### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**  
**ARMOR DIAGRAM**



### MECH DATA

Type: **Exterminator EXT-4D**  
 Mass: **65 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
2	Medium Laser	RA	3	5	-	3	6	9
2	Medium Laser	LA	3	5	-	3	6	9
1	Anti-Missile System	RT	1	-	-	-	-	-
1	LRM 10	LT	4	1/hit	6	7	14	21
1	Small Laser	HD	1	3	-	1	2	3

**Ammo Type:**                      **Rounds:**  
 Anti-Missile System              12  
 LRM 10                                      12

**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	

**WIZKIDS GAMES**

### CRITICAL HIT TABLE

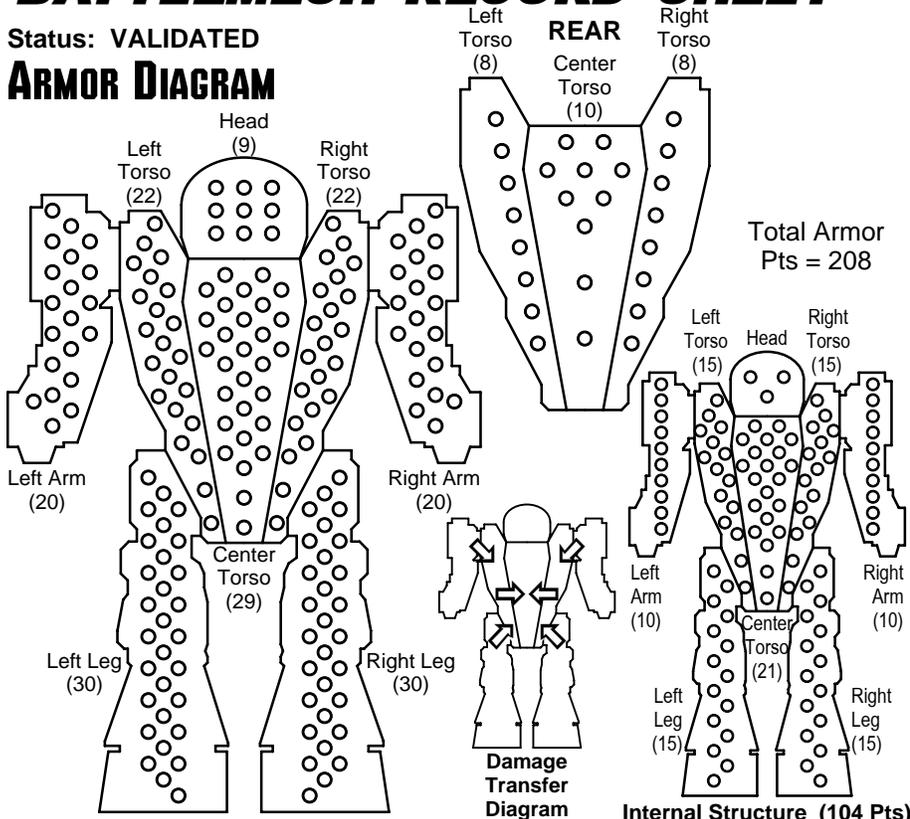
<p><b>Left Arm</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Hand Actuator</li> <li>Medium Laser</li> <li>Medium Laser</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>Left Torso</b></p> <ol style="list-style-type: none"> <li>XL Engine</li> <li>XL Engine</li> <li>XL Engine</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Jump Jet</li> <li>Jump Jet</li> <li>Jump Jet</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>LRM 10</li> <li>LRM 10</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>Left Leg</b></p> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Roll Again</li> <li>Roll Again</li> </ol>	<p><b>Head</b></p> <ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>Small Laser</li> <li>Sensors</li> <li>Life Support</li> </ol> <p><b>Center Torso</b></p> <ol style="list-style-type: none"> <li>XL Engine</li> <li>XL Engine</li> <li>XL Engine</li> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Gyro</li> <li>XL Engine</li> <li>XL Engine</li> <li>XL Engine</li> <li>Ammo (LRM 10) 12</li> <li>Roll Again</li> </ol>	<p><b>Right Arm</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Hand Actuator</li> <li>Medium Laser</li> <li>Medium Laser</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>Right Torso</b></p> <ol style="list-style-type: none"> <li>XL Engine</li> <li>XL Engine</li> <li>XL Engine</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Jump Jet</li> <li>Jump Jet</li> <li>Jump Jet</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Anti-Missile System</li> <li>Ammo (AMS) 12</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>Right Leg</b></p> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Roll Again</li> <li>Roll Again</li> </ol>
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Engine Hits    ○ ○ ○  
 Gyro Hits     ○ ○  
 Sensor Hits    ○ ○  
 Life Support    ○

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**  
**ARMOR DIAGRAM**



### 'MECH DATA

Type: **Extremator EXT-5E**  
 Mass: **65 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
2	ER Medium Laser	RA	5	5	-	4	8	12
2	ER Medium Laser	LA	5	5	-	4	8	12
1	Improved Narc	LT	0	-	-	4	9	15
1	Improved C³ CPU	CT	0	-	-	-	-	-

---

**Ammo Type:** Improved Narc      **Rounds:** 16

---

**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

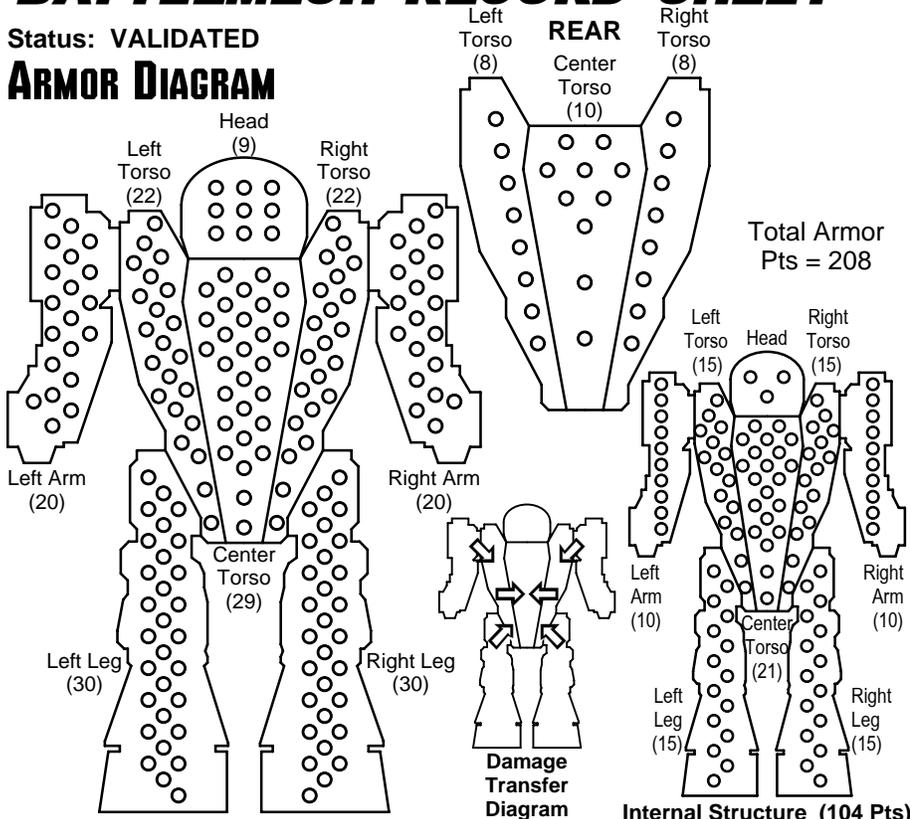
<p><b>Left Arm</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> <li>Hand Actuator</li> <li>ER Medium Laser</li> <li>ER Medium Laser</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Endo Steel</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p> <p><b>Left Torso</b></p> <ol style="list-style-type: none"> <li>XL Engine</li> <li>XL Engine</li> <li>XL Engine</li> <li>Improved Narc</li> <li>Improved Narc</li> <li>Improved Narc</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> </ol> <p>4-6</p> <p><b>Left Leg</b></p> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Endo Steel</li> <li>Endo Steel</li> </ol>	<p><b>Head</b></p> <ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>Roll Again</li> <li>Sensors</li> <li>Life Support</li> </ol> <p>1-3</p> <p><b>Center Torso</b></p> <ol style="list-style-type: none"> <li>XL Engine</li> <li>XL Engine</li> <li>XL Engine</li> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Gyro</li> <li>XL Engine</li> <li>XL Engine</li> <li>XL Engine</li> <li>Improved C³ CPU</li> <li>Improved C³ CPU</li> </ol> <p>4-6</p> <div style="border: 1px solid black; padding: 5px; margin: 10px 0;"> <p>Engine Hits ○○○</p> <p>Gyro Hits ○○</p> <p>Sensor Hits ○○</p> <p>Life Support ○</p> </div>	<p><b>Right Arm</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> <li>Hand Actuator</li> <li>ER Medium Laser</li> <li>ER Medium Laser</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Endo Steel</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p> <p><b>Right Torso</b></p> <ol style="list-style-type: none"> <li>XL Engine</li> <li>XL Engine</li> <li>XL Engine</li> <li>Ammo (iNarc) 4</li> <li>Ammo (iNarc) 4</li> <li>Ammo (iNarc) 4</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Ammo (iNarc) 4</li> <li>MASC</li> <li>MASC</li> <li>MASC</li> <li>Endo Steel</li> <li>Endo Steel</li> </ol> <p>4-6</p> <p><b>Right Leg</b></p> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Endo Steel</li> <li>Endo Steel</li> </ol>
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# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Exterminator EXT-5F**  
 Mass: **65 tons**  
 Movement Points: **Tech & Configuration:**  
 Walking: **6** Inner Sphere  
 Running: **9 [12]** Biped 'Mech  
 Jumping: **0**

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Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light PPC	RA	5	5	3	6	12	18
1	Light PPC	LA	5	5	3	6	12	18
1	MML 7	LT	4	-	-	-	-	-
	LRM (17 salvos/ton)			1/hit	6	7	14	21
	SRM (14 salvos/ton)			2/hit	-	3	6	9
1	Improved C³ CPU	CT	0	-	-	-	-	-
1	ER Small Laser	HD	2	3	-	2	4	5

Ammo Type: **MML 7**      Rounds: \_\_\_\_\_

---

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	

**WIZKIDGAMES**

### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Light PPC	6. Light PPC
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Light PPC	6. Light PPC
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. ER Small Laser	5. Sensors	6. Life Support
<b>Center Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. MML 7	5. MML 7	6. MML 7
<b>Right Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. MASC	5. MASC	6. MASC
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel
<b>Right Leg</b>	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 ○○

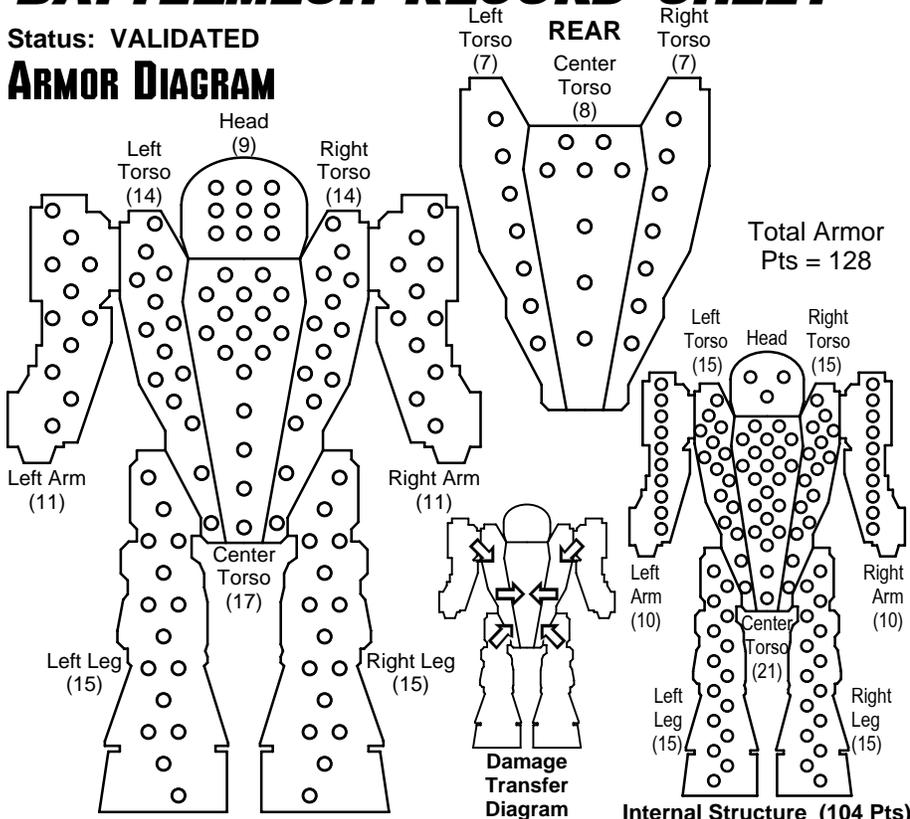
Life Support ○

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Loki Prime**  
 Mass: **65 tons**  
 Movement Points: **Tech & Configuration:**  
 Walking: **5** Clan  
 Running: **8** Biped OmniMech  
 Jumping: **0**

#### Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	15	-	7	14	23
1	ER PPC	LA	15	15	-	7	14	23
1	Streak SRM 6	RT	4	2/hit	-	4	8	12
2	Machine Gun	RT	0	2	-	1	2	3
1	ECM Suite	LT	0	-	-	-	-	6
1	Active Probe	LT	0	-	-	-	-	5
3	ER Medium Laser	LT	5	7	-	5	10	15
1	Anti-Missile System	HD	1	-	-	-	-	-
2	Anti-Personnel Pod	LL	0	-	-	-	-	-
2	Anti-Personnel Pod	RL	0	-	-	-	-	-
1	Targeting Computer							

#### Ammo Type: Rounds:

Streak SRM 6	15
Machine Gun	100
Anti-Missile System	24

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

Auto Eject:  Operational  Disabled  
 Weapon Heat: **(50)**

### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

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

**WARGAMES**

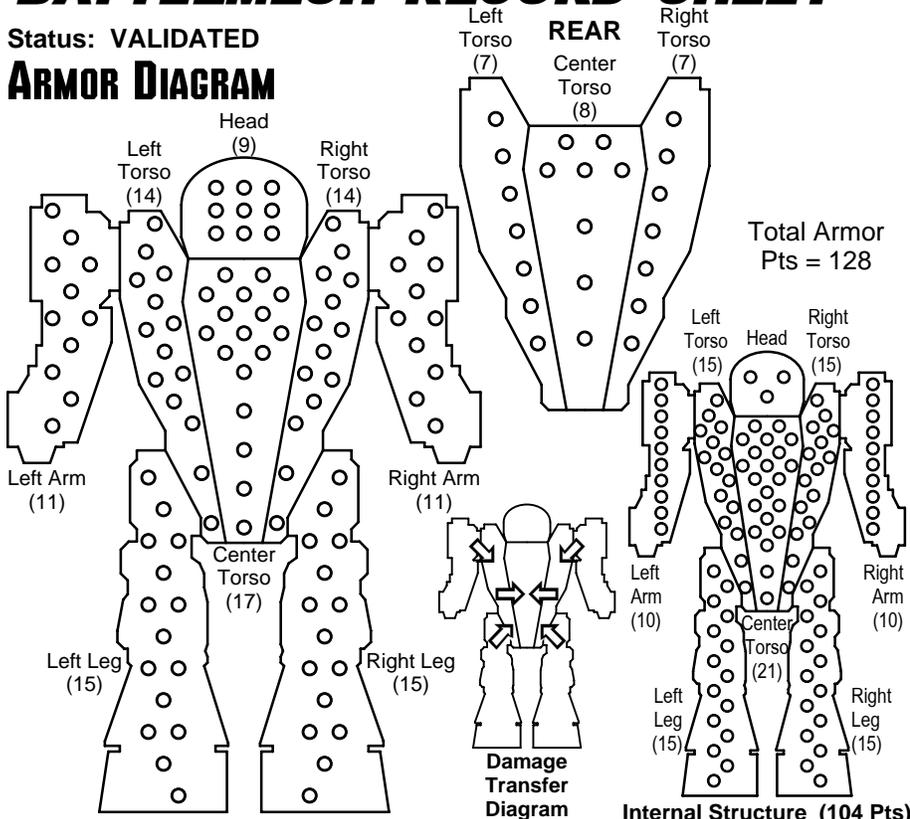
### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. ER PPC	4. ER PPC	5. Roll Again	6. Roll Again
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. ER PPC	4. ER PPC	5. Roll Again	6. Roll Again
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. Anti-Missile System	5. Sensors	6. Life Support
<b>Center Torso (CASE)</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Engine	2. XL Engine	3. Targeting Computer	4. Targeting Computer	5. Targeting Computer	6. ECM Suite
<b>Right Torso (CASE)</b>	1. XL Engine	2. XL Engine	3. Streak SRM 6	4. Streak SRM 6	5. Machine Gun	6. Machine Gun
<b>Left Leg</b>	1. Active Probe	2. ER Medium Laser	3. ER Medium Laser	4. ER Medium Laser	5. Roll Again	6. Roll Again
<b>Right Leg</b>	1. Ammo (Streak 6) 15	2. Ammo (MG) 100	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
<b>Damage Diagram</b>	Engine Hits ○○○	Gyro Hits ○○	Sensor Hits ○○	Life Support ○		

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**  
**ARMOR DIAGRAM**



Total Armor  
Pts = 128

### 'MECH DATA

Type: **Loki A**  
 Mass: **65 tons**  
 Movement Points: **5** Tech & Configuration:  
 Walking: **5** Clan  
 Running: **8** Biped OmniMech  
 Jumping: **0**

**Weapons Inventory:** (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/5	RA	1	5	-	7	14	21
2	ER Large Laser	LA	12	10	-	8	15	25
1	LRM 20	RT	6	1/hit	-	7	14	21
2	Machine Gun	RT	0	2	-	1	2	3
1	Narc Missile Beacon	LT	0	-	-	4	8	12
1	Active Probe	LT	0	-	-	-	-	5
1	ER Medium Laser	HD	5	7	-	5	10	15

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

Ultra AC/5	20
LRM 20	6
Machine Gun	200
Narc Missile Beacon	6

**Total Heat Sinks: 13 Double (26)**  
 ○○○○○○○○○○○ ○○○  
**Auto Eject:**                      **Weapon Heat:**  
 Operational     Disabled                      **(37)**

### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_      Piloting Skill: \_\_\_\_\_  
 Hits Taken    

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

  
 Consciousness #    

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

### CRITICAL HIT TABLE

#### Left Arm

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

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

#### Left Torso (CASE)

- XL Engine
  - XL Engine
  - XL Engine
- 1-3  
 4. Narc Missile Beacon  
 5. Active Probe  
 6. Ammo (Narc Pods) 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

#### Head

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

#### Center Torso (CASE)

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

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Ammo (MG) 200
- Roll Again

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

#### Right Arm (CASE)

- Shoulder
  - Upper Arm Actuator
  - Ultra AC/5
  - Ultra AC/5
  - Ultra AC/5
  - Ammo (Ult AC/5) 20
- 1-3

- Roll Again
  - Roll Again
- 4-6

#### Right Torso (CASE)

- XL Engine
  - XL Engine
  - LRM 20
  - LRM 20
  - LRM 20
  - LRM 20
- 1-3

- Machine Gun
  - Machine Gun
  - Ammo (LRM 20) 6
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

#### Right Leg

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

### HEAT SCALE

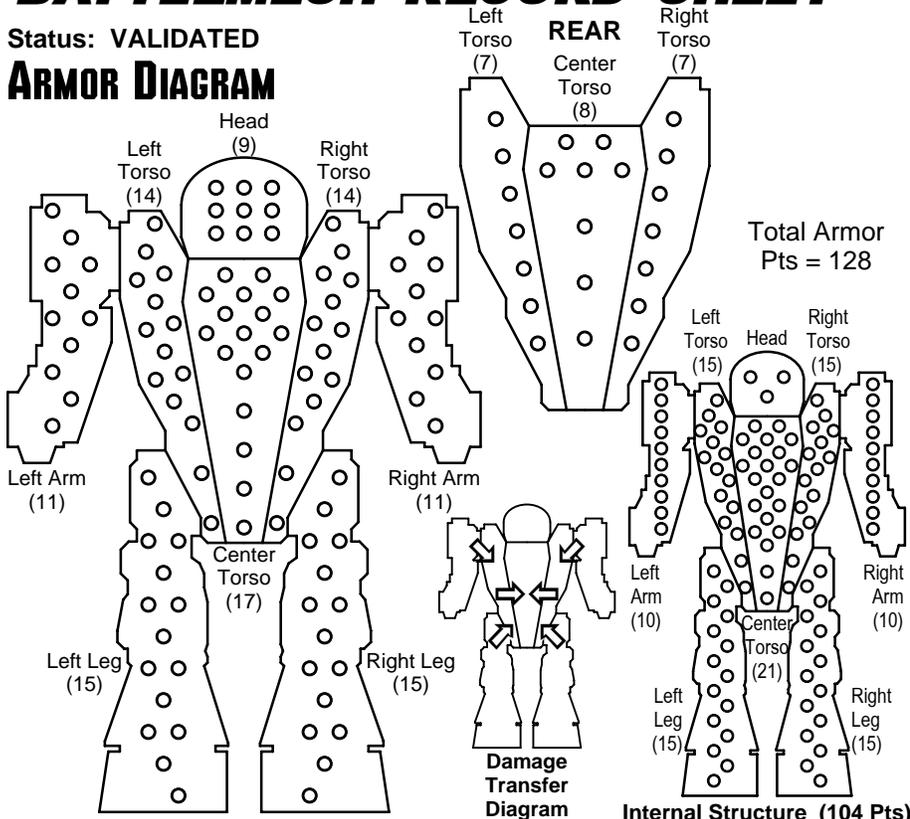
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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



# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**  
**ARMOR DIAGRAM**



### 'MECH DATA

Type: **Loki B**  
 Mass: **65 tons**  
 Movement Points: **Tech & Configuration:**  
 Walking: **5** Clan  
 Running: **8** **Biped OmniMech**  
 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	LB 5-X AC	LA	1	5	3	8	15	24
2	SRM 6 w/ Artemis IV RT		4	2/hit	-	3	6	9
1	ER Small Laser	LT	2	5	-	2	4	6

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

Gauss Rifle	8
LB 5-X AC	20
SRM 6	30

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

**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

\*\* 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

Left Arm (CASE)	Head	Right Arm (CASE)
1. Shoulder	1. Life Support	1. Shoulder
2. Upper Arm Actuator	2. Sensors	2. Upper Arm Actuator
3. LB 5-X AC	3. Cockpit	3. Gauss Rifle
4. LB 5-X AC	4. Roll Again	4. Gauss Rifle
5. LB 5-X AC	5. Sensors	5. Gauss Rifle
6. LB 5-X AC	6. Life Support	6. Gauss Rifle
1-3		1-3
1. Ammo (LB 5-X) 20		4. Roll Again
2. Roll Again		5. Roll Again
3. Roll Again		6. Roll Again
4-6		4-6
4. Roll Again		1. Gauss Rifle
5. Roll Again		2. Gauss Rifle
6. Roll Again		3. Ammo (Gauss) 8
		4. Roll Again
		5. Roll Again
		6. Roll Again
		4-6
		1. XL Engine
		2. XL Engine
		3. XL Engine
		4. Gyro
		5. Gyro
		6. Gyro
		1-3
		1. Gyro
		2. XL Engine
		3. XL Engine
		4. XL Engine
		5. Roll Again
		6. Roll Again
		4-6
		1. Ammo (SRM 6) 15
		2. Ammo (SRM 6) 15
		3. Roll Again
		4. Roll Again
		5. Roll Again
		6. Roll Again
		4-6
		1. Hip
		2. Upper Leg Actuator
		3. Lower Leg Actuator
		4. Foot Actuator
		5. Roll Again
		6. Roll Again

Center Torso	Right Torso (CASE)
1. XL Engine	1. XL Engine
2. XL Engine	2. XL Engine
3. XL Engine	3. SRM 6
4. Gyro	4. Artemis IV FCS
5. Gyro	5. SRM 6
6. Gyro	6. Artemis IV FCS
1-3	1-3
1. Gyro	1. Ammo (SRM 6) 15
2. XL Engine	2. Ammo (SRM 6) 15
3. XL Engine	3. Roll Again
4. XL Engine	4. Roll Again
5. Roll Again	5. Roll Again
6. Roll Again	6. Roll Again
4-6	4-6
1. XL Engine	1. Hip
2. XL Engine	2. Upper Leg Actuator
3. XL Engine	3. Lower Leg Actuator
4. Gyro	4. Foot Actuator
5. Gyro	5. Roll Again
6. Gyro	6. Roll Again

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

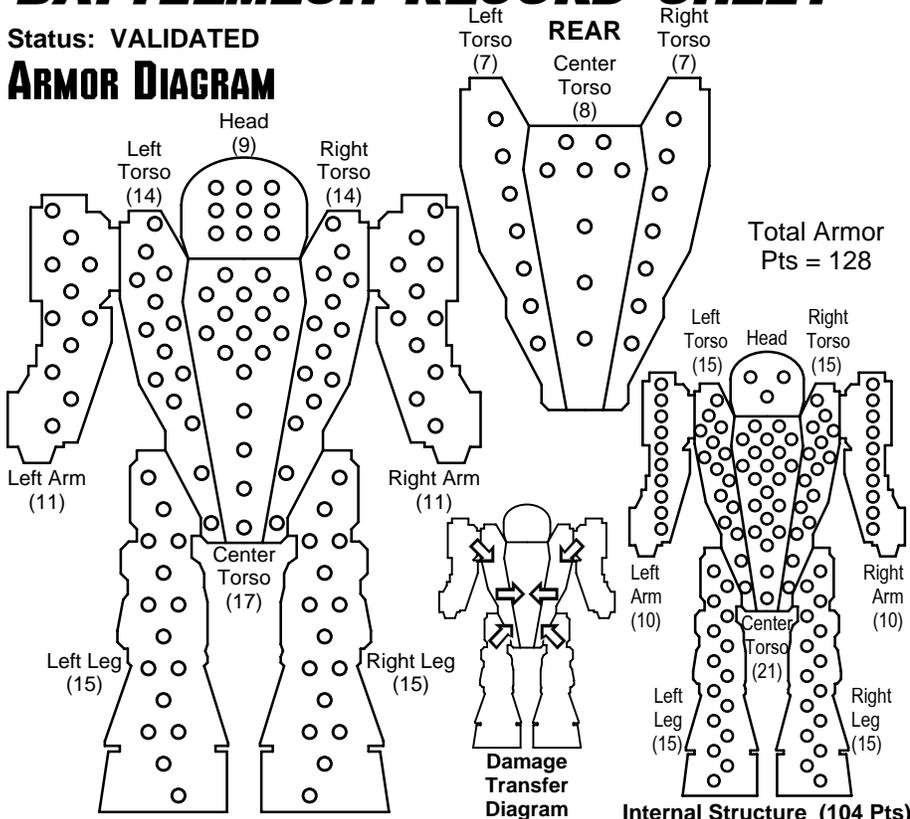
  

Left Leg	Right Leg
1. Hip	1. Hip
2. Upper Leg Actuator	2. Upper Leg Actuator
3. Lower Leg Actuator	3. Lower Leg Actuator
4. Foot Actuator	4. Foot Actuator
5. Roll Again	5. Roll Again
6. Roll Again	6. Roll Again

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**  
**ARMOR DIAGRAM**



### 'MECH DATA

Type: **Loki C**  
 Mass: **65 tons**  
 Movement Points: **Tech & Configuration:**  
 Walking: **5** Clan  
 Running: **8** Biped OmniMech  
 Jumping: **0**

**Weapons Inventory:** (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Adv. Tact. Msl. 6	RA	4	2/hit	4	5	10	15
	ER ATM Ammo			1/hit	4	9	18	27
	HE ATM Ammo			3/hit	-	3	6	9
1	ER Large Laser	LA	12	10	-	8	15	25
2	ER Small Laser	LA	2	5	-	2	4	6
1	LB 20-X AC	RT	6	20	-	4	8	12
2	ER Medium Laser	LT	5	7	-	5	10	15

**Ammo Type:** **Rounds:**  
 Adv. Tact. Msl. 6 30  
 LB 20-X AC 15

**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	

**WARGAMES**

### CRITICAL HIT TABLE

Part	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. ER Large Laser	6. ER Small Laser
<b>Right Arm (CASE)</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Adv. Tact. Msl. 6	6. Adv. Tact. Msl. 6
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support
<b>Center Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso (CASE)</b>	1. XL Engine	2. XL Engine	3. ER Medium Laser	4. ER Medium Laser	5. Ammo (LB 20-X) 5	6. Ammo (LB 20-X) 5
<b>Right Torso (CASE)</b>	1. XL Engine	2. XL Engine	3. LB 20-X AC	4. LB 20-X AC	5. LB 20-X AC	6. LB 20-X AC
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again
<b>Right Leg</b>	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** ○○

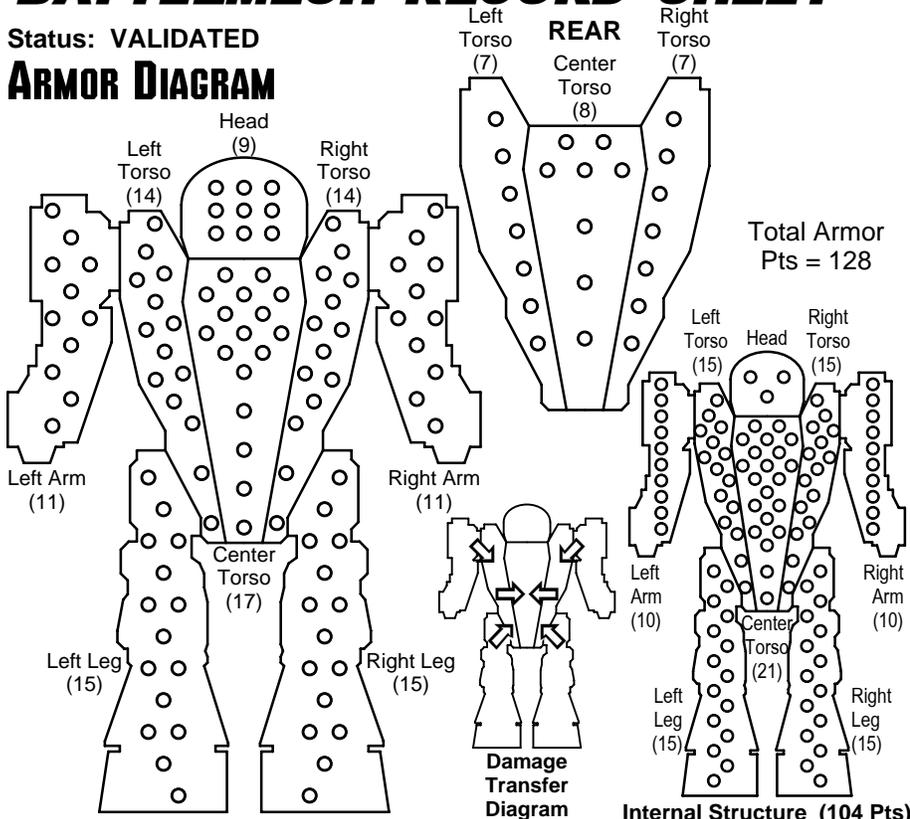
**Life Support** ○

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Loki D**  
 Mass: **65 tons**  
 Movement Points: **5** Tech & Configuration:  
 Walking: **5** Clan  
 Running: **8** Biped OmniMech  
 Jumping: **0**

---

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Plasma Cannon	RA	7	-	-	6	12	18
2	Plasma Cannon	LA	7	-	-	6	12	18
2	Medium Pulse Laser	RT	4	7	-	4	8	12
2	Medium Pulse Laser	LT	4	7	-	4	8	12
1	Micro Pulse Laser	HD	1	3	-	1	2	3
2	B-Pod	LL	0	-	-	-	-	-
2	B-Pod	RL	0	-	-	-	-	-

---

Ammo Type: Plasma Cannon      Rounds: 40

---

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

Auto Eject:  Operational     Disabled      Weapon Heat: (45)

### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_      Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

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

**WARGAMES**

### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Plasma Cannon	5. Plasma Cannon	6. Ammo (PC) 10
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Plasma Cannon	5. Plasma Cannon	6. Ammo (PC) 10
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. Micro Pulse Laser	5. Sensors	6. Life Support
<b>Center Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Engine	2. XL Engine	3. Medium Pulse Laser	4. Medium Pulse Laser	5. Roll Again	6. Roll Again
<b>Right Torso</b>	1. XL Engine	2. XL Engine	3. Medium Pulse Laser	4. Medium Pulse Laser	5. Roll Again	6. Roll Again
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. B-Pod	6. B-Pod
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. B-Pod	6. B-Pod

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

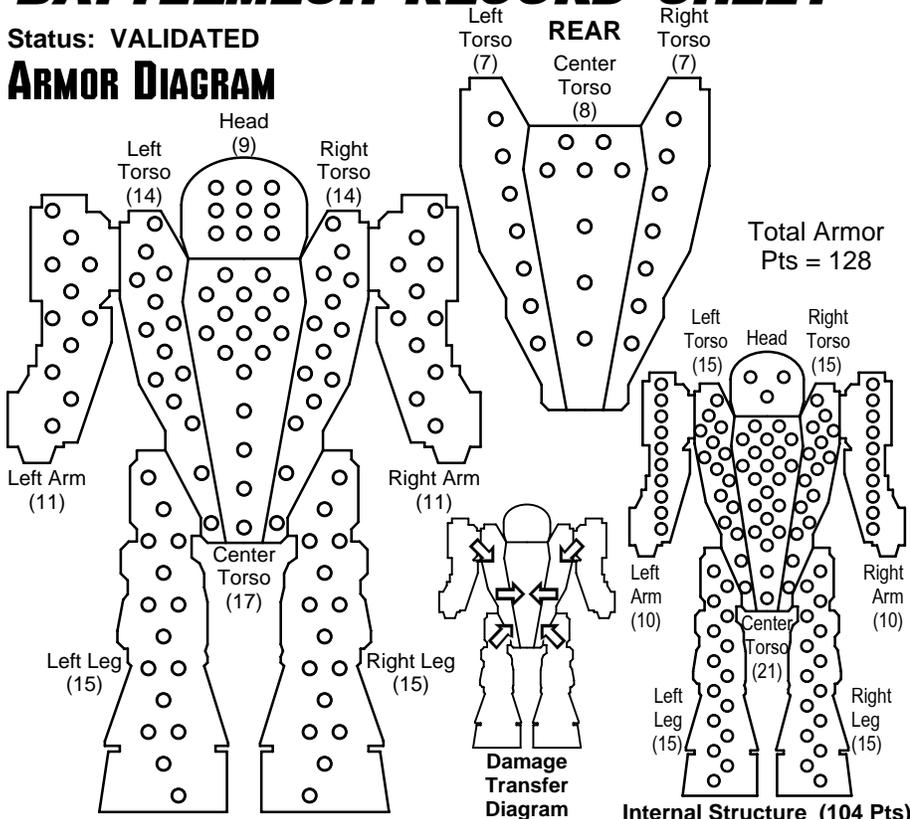
Life Support ○

# BATTLETECH®

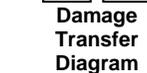
## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



Total Armor Pts = 128



Internal Structure (104 Pts)

### 'MECH DATA

Type: **Loki E**  
 Mass: **65 tons**  
 Movement Points: **5** Tech & Configuration:  
 Walking: **5** Clan  
 Running: **8** **Biped OmniMech**  
 Jumping: **5**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Large Laser	RA	12	10	-	8	15	25
1	HAG 20	LA	4	20	2	8	16	24
1	LRM 10	RT	4	1/hit	-	7	14	21

Ammo Type: Rounds:

HAG 20	12
LRM 10	12

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
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
  - HAG 20
  - HAG 20
  - HAG 20
  - HAG 20
- 1-3
- HAG 20
  - HAG 20
  - Ammo (HAG20) 6
  - Ammo (HAG20) 6
  - Roll Again
  - Roll Again
- 4-6

#### Left Torso

- XL Engine
  - XL Engine
  - Jump Jet
  - Jump Jet
  - Roll Again
  - Roll Again
- 1-3
- Roll Again
  - Roll Again
- 4-6

#### Left Leg

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

#### Right Arm

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

#### Right Torso (CASE)

- XL Engine
  - XL Engine
  - Jump Jet
  - Jump Jet
  - LRM 10
  - Ammo (LRM 10) 12
- 1-3
- Roll Again
  - Roll Again
- 4-6

#### 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

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

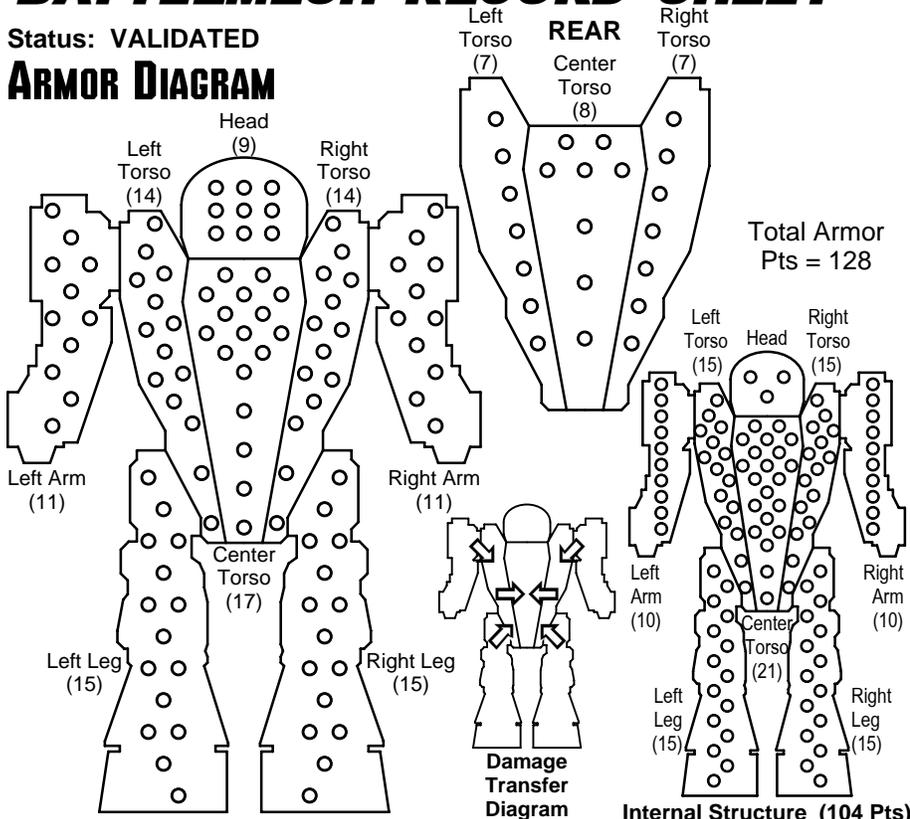
Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Loki H**  
 Mass: **65 tons**  
 Movement Points: **Tech & Configuration:**  
 Walking: **5** Clan  
 Running: **8** **Biped OmniMech**  
 Jumping: **0**

**Weapons Inventory:** (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	15	-	7	14	23
1	Heavy Large Laser	LA	18	16	-	5	10	15
1	Ultra AC/5	RT	1	5	-	7	14	21
4	Heavy Small Laser	LT	3	6	-	1	2	3
1	Active Probe	LT	0	-	-	-	-	5
1	LRM 15	LT	5	1/hit	-	7	14	21
1	Anti-Personnel Pod	LL	0	-	-	-	-	-
1	Anti-Personnel Pod	RL	0	-	-	-	-	-

**Ammo Type:** Ultra AC/5: 40, LRM 15: 16  
**Rounds:** 40, 16

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

**Auto Eject:**  Operational  Disabled  
**Weapon Heat:** (52)

### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

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

**WARGAMES**

### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Heavy Large Laser	4. Heavy Large Laser	5. Heavy Large Laser	6. Roll Again
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. ER PPC	4. ER PPC	5. Roll Again	6. Roll Again
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support
<b>Center Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso (CASE)</b>	1. XL Engine	2. XL Engine	3. Heavy Small Laser	4. Heavy Small Laser	5. Heavy Small Laser	6. Heavy Small Laser
<b>Right Torso (CASE)</b>	1. XL Engine	2. XL Engine	3. Ultra AC/5	4. Ultra AC/5	5. Ultra AC/5	6. Ammo (Ult AC/5) 20
<b>Left Leg</b>	1. Active Probe	2. LRM 15	3. LRM 15	4. Ammo (LRM 15) 8	5. Ammo (LRM 15) 8	6. Roll Again
<b>Right Leg</b>	1. Ammo (Ult AC/5) 20	2. Roll Again	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Anti-Personnel Pod	6. Roll Again
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Anti-Personnel Pod	6. Roll Again

**Engine Hits** ○○○○

**Gyro Hits** ○○

**Sensor Hits** ○○

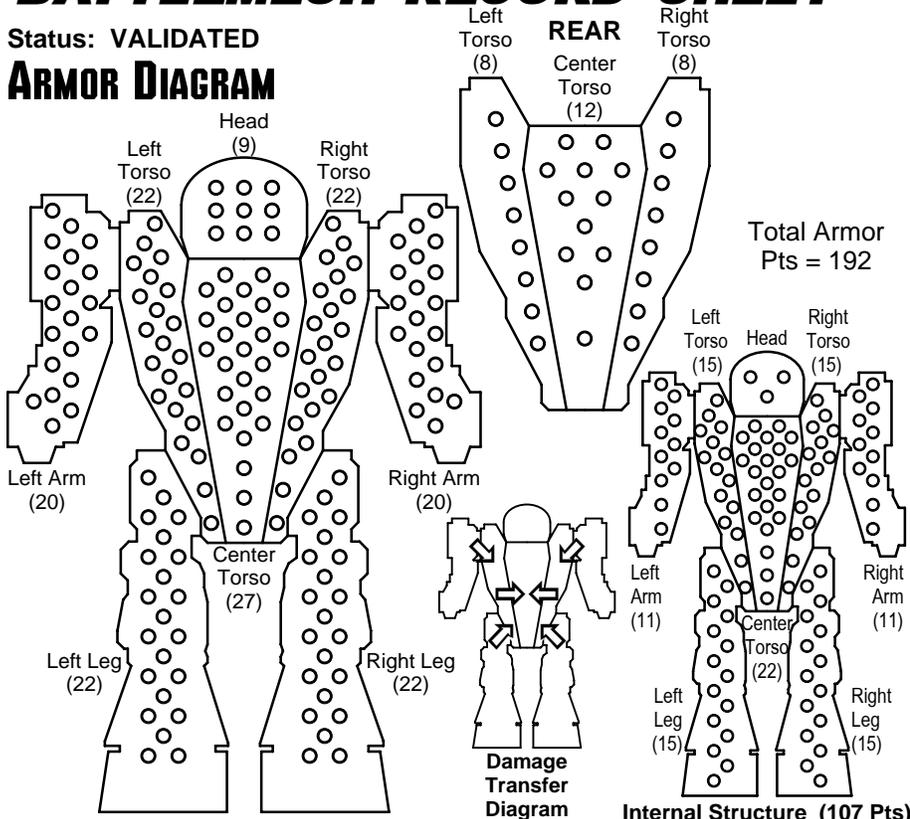
**Life Support** ○

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Guillotine GLT-3N**  
 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
2	Medium Laser	RA	3	5	-	3	6	9
1	Large Laser	LA	8	8	-	5	10	15
1	Medium Laser	RT	3	5	-	3	6	9
1	Medium Laser	LT	3	5	-	3	6	9
1	SRM 6	CT	4	2/hit	-	3	6	9

---

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

---

**Total Heat Sinks: 25 Single**

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 ○○○○

**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

**WKGAMES**

### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Large Laser
- Large Laser
- Endo Steel
- Endo Steel

1-3

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

4-6

#### Left Torso

- Single Heat Sink

1-3

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

4-6

#### Left Leg

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

#### Head

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

#### Center Torso

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

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- 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
- Medium Laser
- Medium Laser
- Endo Steel

1-3

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

4-6

#### Right Torso

- Single Heat Sink
- Jump Jet

1-3

- Medium Laser
- Ammo (SRM 6) 15
- CASE
- Endo Steel
- Endo Steel
- Endo Steel

4-6

#### Right Leg

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

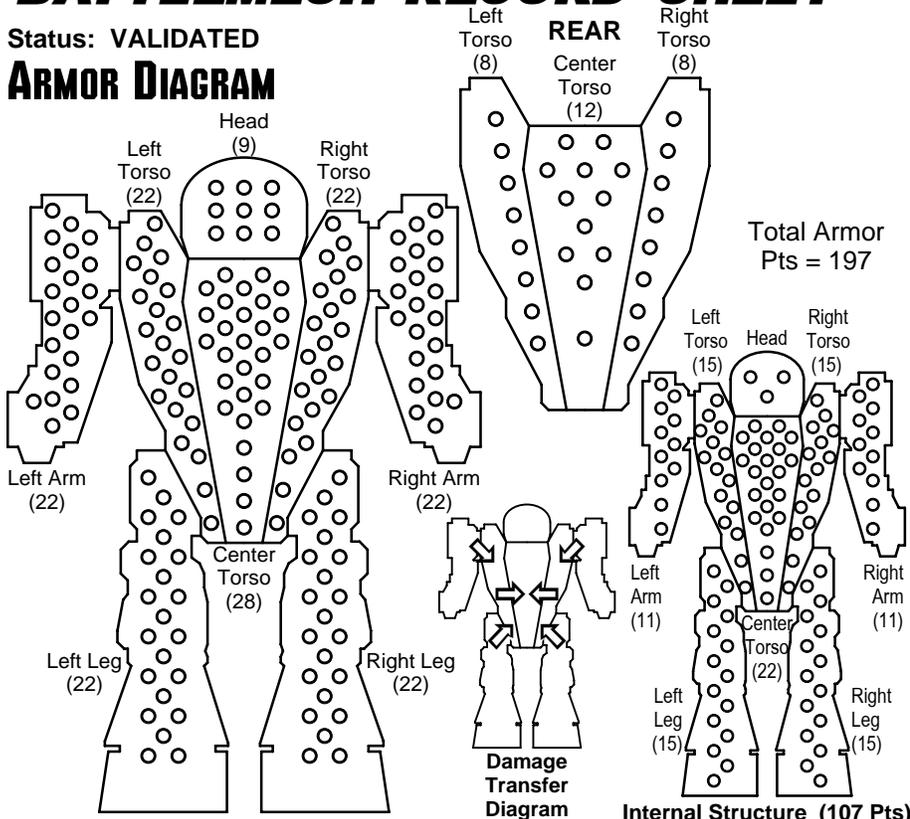


# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Guillotine GLT-6WB**  
 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
2	ER Medium Laser	RA	5	5	-	4	8	12
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	LRM 15	CT	5	1/hit	6	7	14	21
1	Improved C³ CPU	HD	0	-	-	-	-	-

---

Ammo Type: **LRM 15**      Rounds: **8**

---

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

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

### 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
  - Heavy PPC
  - Heavy PPC
  - Heavy PPC
  - Heavy PPC
- 1-3

- Roll Again
  - Roll Again
- 4-6

#### Left Torso

- Jump Jet
  - ER Medium Laser
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
- 1-3

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

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Small Cockpit
- Sensors
- Improved C³ CPU
- Improved C³ CPU

#### Center Torso

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

- Fusion Engine
  - Fusion Engine
  - LRM 15
  - LRM 15
  - LRM 15
  - Roll Again
- 4-6

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

#### Right Arm

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

- Roll Again
  - Roll Again
- 4-6

#### Right Torso

- Jump Jet
  - ER Medium Laser
  - Ammo (LRM 15) 8
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
- 1-3

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

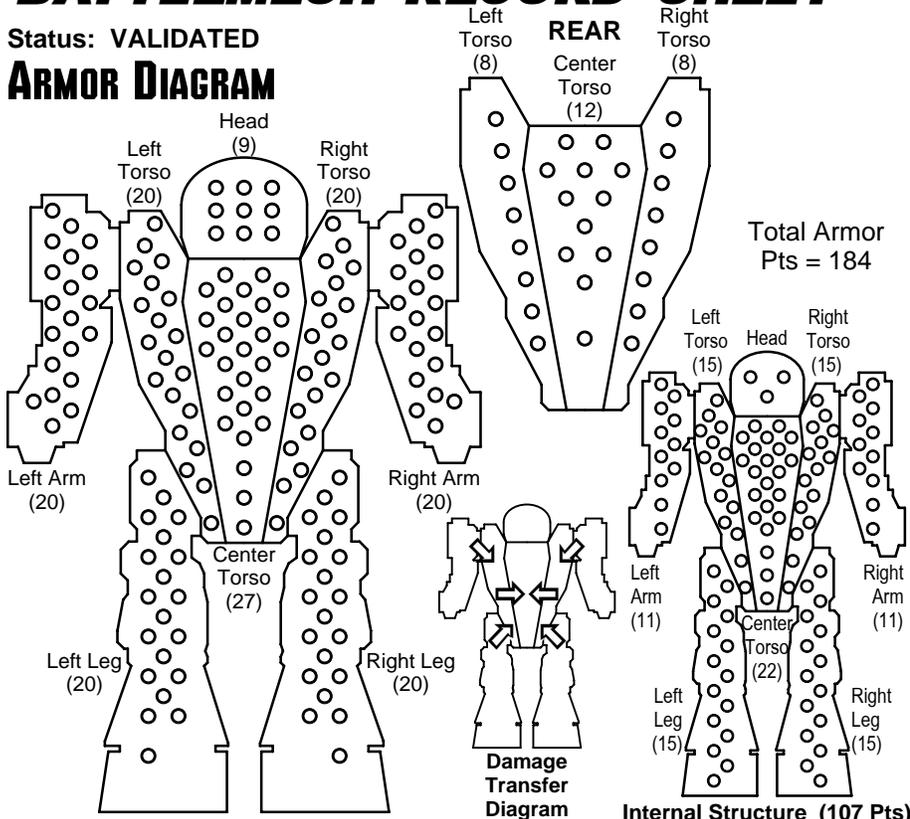
#### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**  
**ARMOR DIAGRAM**



### 'MECH DATA

Type: **Guillotine GLT-6WB2**  
 Mass: **70 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	RA	5	5	3	6	12	18
1	Light Gauss Rifle	LA	1	8	3	8	17	25
1	ER Medium Laser	RT	5	5	-	4	8	12
1	ER Medium Laser	LT	5	5	-	4	8	12
1	LRM 5 w/ Artemis IV	CT	2	1/hit	6	7	14	21
1	Improved C³ CPU	CT	0	-	-	-	-	-

---

**Ammo Type:**                    **Rounds:**  
 Light Gauss Rifle                16  
 LRM 5                                24

---

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

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

### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_    Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

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

**WARGAMES**

### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Light Gauss Rifle	4. Light Gauss Rifle	5. Light Gauss Rifle	6. Light Gauss Rifle
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Light PPC	5. Light PPC	6. Light PPC
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support
<b>Center Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. Compact Gyro	5. Compact Gyro	6. XL Engine
<b>Left Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. Improved Jump Jet	5. Improved Jump Jet	6. Improved Jump Jet
<b>Right Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. Improved Jump Jet	5. Improved Jump Jet	6. Improved Jump Jet
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Improved Jump Jet	6. Improved Jump Jet
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Improved Jump Jet	6. Improved Jump Jet

**Engine Hits** ○ ○ ○

**Gyro Hits** ○ ○

**Sensor Hits** ○ ○

**Life Support** ○

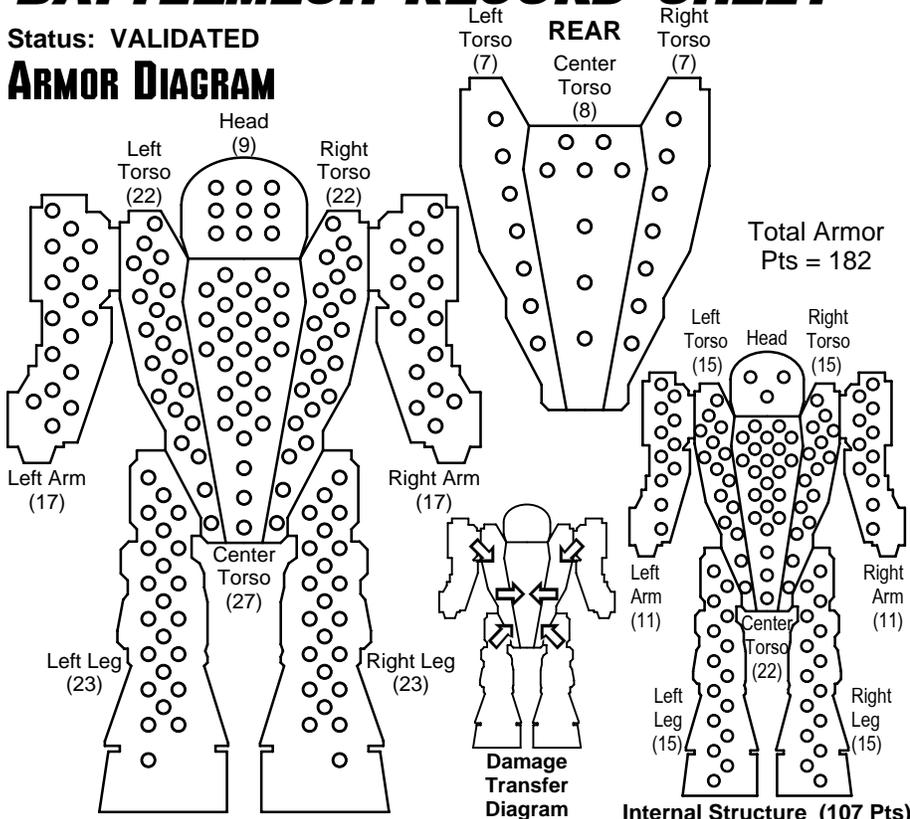


# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MEGH DATA

Type: **Thor Prime**  
 Mass: **70 tons**  
 Movement Points: **5** Tech & Configuration:  
 Walking: **5** Clan  
 Running: **8** Biped OmniMech  
 Jumping: **5**

---

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	15	-	7	14	23
1	LB 10-X AC	LA	2	10	-	6	12	18
1	LRM 15	LT	5	1/hit	-	7	14	21

---

Ammo Type: **LB 10-X AC** Rounds: **10**  
**LRM 15** **16**

---

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

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
<b>Left Arm (CASE)</b>	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
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. ER PPC	4. ER PPC	5. Ferro-Fibrous	6. Roll Again
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. Ferro-Fibrous	5. Sensors	6. Life Support
<b>Center Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso (CASE)</b>	1. XL Engine	2. XL Engine	3. LRM 15	4. LRM 15	5. Ammo (LRM 15) 8	6. Ammo (LRM 15) 8
<b>Right Torso</b>	1. XL Engine	2. XL Engine	3. Ferro-Fibrous	4. Ferro-Fibrous	5. Roll Again	6. Roll Again
<b>Left Leg</b>	1. Ferro-Fibrous	2. Ferro-Fibrous	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
<b>Right Leg</b>	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 ○○

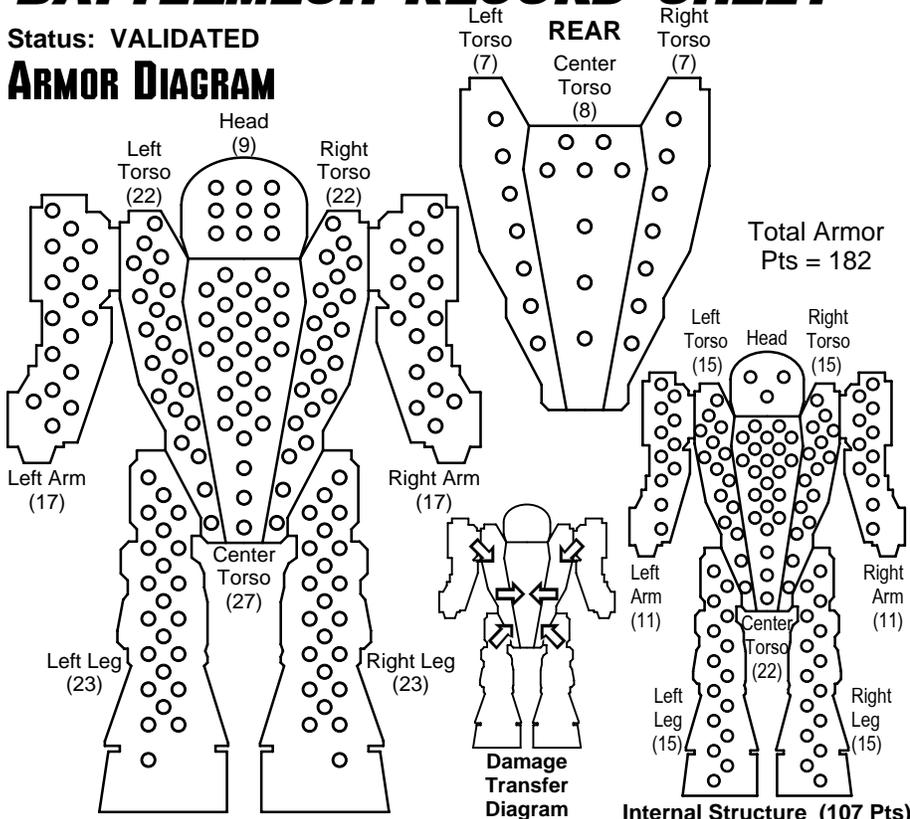
Life Support ○



# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**  
**ARMOR DIAGRAM**



### 'MECH DATA

Type: **Thor B**  
 Mass: **70 tons**  
 Movement Points: **5** Tech & Configuration:  
 Walking: **5** Clan  
 Running: **8** Biped OmniMech  
 Jumping: **5**

**Weapons Inventory:** (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20	RA	6	1/hit	-	7	14	21
1	SRM 4	RA	3	2/hit	-	3	6	9
1	LRM 20	LA	6	1/hit	-	7	14	21
1	SRM 4	LA	3	2/hit	-	3	6	9
1	Anti-Missile System	LT	1	-	-	-	-	-
1	Narc Missile Beacon	LT	0	-	-	4	8	12

**Ammo Type:**                      **Rounds:**  
 LRM 20                              24  
 SRM 4                                50  
 Anti-Missile System              24  
 Narc Missile Beacon               6

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

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

### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_      Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

\*\* 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**

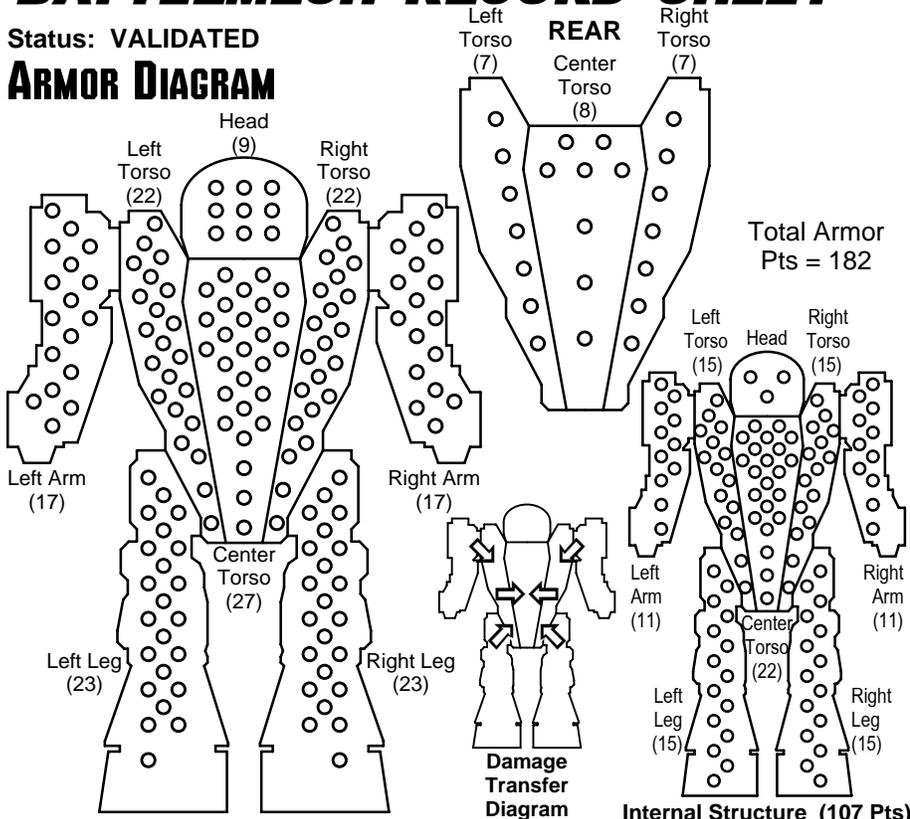
### CRITICAL HIT TABLE

<p><b>Left Arm (CASE)</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>LRM 20</li> <li>LRM 20</li> <li>LRM 20</li> </ol> <ol style="list-style-type: none"> <li>LRM 20</li> <li>SRM 4</li> <li>Ammo (LRM 20) 6</li> <li>Ammo (LRM 20) 6</li> <li>Ammo (SRM 4) 25</li> <li>Ferro-Fibrous</li> </ol> <p>4-6</p>	<p><b>Head</b></p> <ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>Ferro-Fibrous</li> <li>Sensors</li> <li>Life Support</li> </ol>	<p><b>Right Arm (CASE)</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>LRM 20</li> <li>LRM 20</li> <li>LRM 20</li> </ol> <ol style="list-style-type: none"> <li>LRM 20</li> <li>SRM 4</li> <li>Ammo (LRM 20) 6</li> <li>Ammo (LRM 20) 6</li> <li>Ammo (SRM 4) 25</li> <li>Ferro-Fibrous</li> </ol> <p>4-6</p>								
<p><b>Left Torso (CASE)</b></p> <ol style="list-style-type: none"> <li>XL Engine</li> <li>XL Engine</li> <li>Anti-Missile System</li> <li>Narc Missile Beacon</li> <li>Ammo (AMS) 24</li> <li>Ammo (Narc Pods) 6</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p>	<p><b>Center Torso</b></p> <ol style="list-style-type: none"> <li>XL Engine</li> <li>XL Engine</li> <li>XL Engine</li> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol> <ol style="list-style-type: none"> <li>Gyro</li> <li>XL Engine</li> <li>XL Engine</li> <li>XL Engine</li> <li>Jump Jet</li> <li>Roll Again</li> </ol>	<p><b>Right Torso</b></p> <ol style="list-style-type: none"> <li>XL Engine</li> <li>XL Engine</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p>								
<p><b>Left Leg</b></p> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Jump Jet</li> <li>Jump Jet</li> </ol>	<table border="1"> <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	○	<p><b>Right Leg</b></p> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Jump Jet</li> <li>Jump Jet</li> </ol>
Engine Hits	○○○									
Gyro Hits	○○									
Sensor Hits	○○									
Life Support	○									

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**  
**ARMOR DIAGRAM**



Total Armor  
Pts = 182

### 'MECH DATA

Type: **Thor C**  
 Mass: **70 tons**  
 Movement Points: **5** Tech & Configuration:  
 Walking: **5** Clan  
 Running: **8** Biped OmniMech  
 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	Ultra AC/20	LA	7	20	-	4	8	12
1	Streak SRM 6	LT	4	2/hit	-	4	8	12

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

Ultra AC/20	10
Streak SRM 6	15

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

**Auto Eject:**                      **Weapon Heat:**  
 Operational     Disabled                      **(32)**

### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_      Piloting Skill: \_\_\_\_\_

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

### CRITICAL HIT TABLE

#### Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 1-3 3. Ultra AC/20
- 4. Ultra AC/20
- 5. Ultra AC/20
- 6. Ultra AC/20
- 1. Ultra AC/20
- 2. Ultra AC/20
- 3. Ultra AC/20
- 4-6 4. Ultra AC/20
- 5. Ferro-Fibrous
- 6. Roll Again

#### Left Torso (CASE)

- 1. XL Engine
- 2. XL Engine
- 1-3 3. Streak SRM 6
- 4. Streak SRM 6
- 5. Ammo (Ult AC/20) 5
- 6. Ammo (Ult AC/20) 5
- 1. Ammo (Streak 6) 15
- 2. Ferro-Fibrous
- 3. Ferro-Fibrous
- 4-6 4. Roll Again
- 5. Roll Again
- 6. Roll Again

#### Left Leg

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

#### Head

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

#### Center Torso

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

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

#### Right Arm

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

#### Right Torso

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

#### Right Leg

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

### HEAT SCALE

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







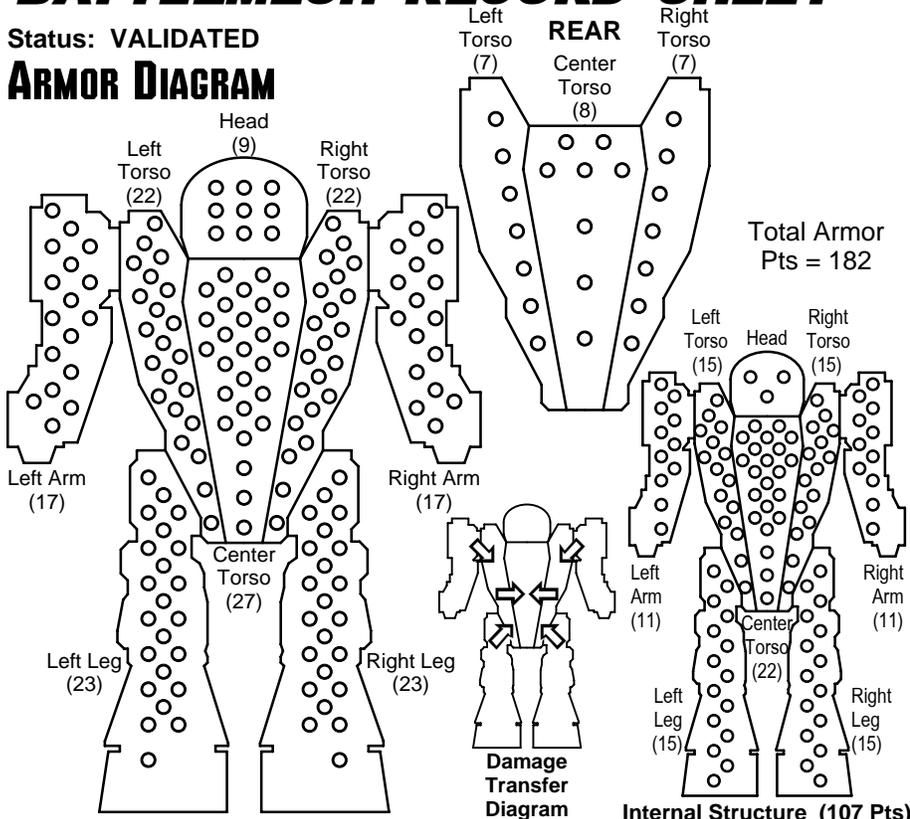


# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Thor H**  
 Mass: **70 tons**  
 Movement Points: **5** Tech & Configuration:  
 Walking: **5** Clan  
 Running: **8** Biped OmniMech  
 Jumping: **5**

---

**Weapons Inventory:** (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy Large Laser	RA	18	16	-	5	10	15
1	ER Medium Laser	RA	5	7	-	5	10	15
1	Heavy Large Laser	LA	18	16	-	5	10	15
1	ER Medium Laser	LA	5	7	-	5	10	15
1	Anti-Missile System	LT	1	-	-	-	-	-
1	Targeting Computer							

---

**Ammo Type:** Anti-Missile System      **Rounds:** 24

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**Total Heat Sinks: 23 Double (46)**

○○○○○○○○○○ ○○○○○○○○○  
 ○○○

**Auto Eject:**  Operational     Disabled      **Weapon Heat: (47)**

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_      Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

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

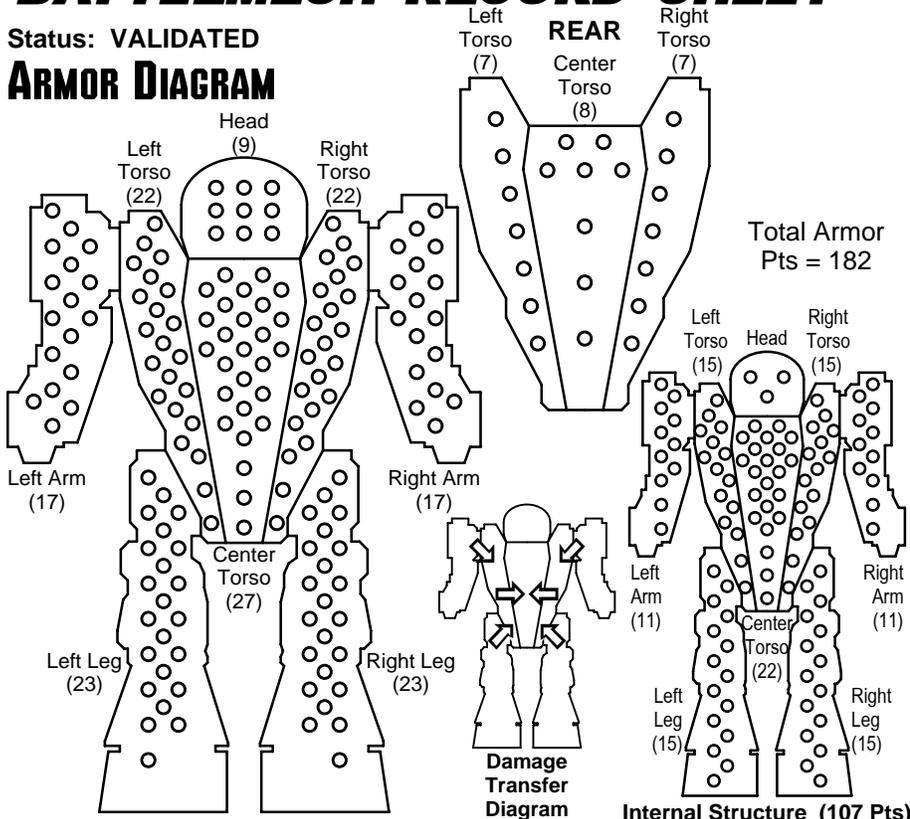
### CRITICAL HIT TABLE

<h4>Left Arm</h4> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Double Heat Sink</li> <li>Heavy Large Laser</li> <li>Heavy Large Laser</li> <li>Heavy Large Laser</li> <li>ER Medium Laser</li> <li>Ferro-Fibrous</li> </ol>	<h4>Head</h4> <ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>Ferro-Fibrous</li> <li>Sensors</li> <li>Life Support</li> </ol>	<h4>Right Arm</h4> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Double Heat Sink</li> <li>Heavy Large Laser</li> <li>Heavy Large Laser</li> <li>Heavy Large Laser</li> <li>ER Medium Laser</li> <li>Ferro-Fibrous</li> </ol>								
<h4>Left Torso (CASE)</h4> <ol style="list-style-type: none"> <li>XL Engine</li> <li>XL Engine</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Anti-Missile System</li> <li>Ammo (AMS) 24</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> </ol>	<h4>Center Torso</h4> <ol style="list-style-type: none"> <li>XL Engine</li> <li>XL Engine</li> <li>XL Engine</li> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Gyro</li> <li>XL Engine</li> <li>XL Engine</li> <li>XL Engine</li> <li>Jump Jet</li> <li>Roll Again</li> </ol>	<h4>Right Torso</h4> <ol style="list-style-type: none"> <li>XL Engine</li> <li>XL Engine</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Double Heat Sink</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Targeting Computer</li> <li>Targeting Computer</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Roll Again</li> <li>Roll Again</li> </ol>								
<h4>Left Leg</h4> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Jump Jet</li> <li>Jump Jet</li> </ol>	<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"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Jump Jet</li> <li>Jump Jet</li> </ol>
Engine Hits	○○○									
Gyro Hits	○○									
Sensor Hits	○○									
Life Support	○									

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**  
**ARMOR DIAGRAM**



### 'MECH DATA

Type: **Thor HH**  
 Mass: **70 tons**  
 Movement Points: **5** Tech & Configuration:  
 Walking: **5** Clan  
 Running: **8** Biped OmniMech  
 Jumping: **5**

**Weapons Inventory:** (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	HAG 20	RA	4	20	2	8	16	24
1	ER Medium Laser	LA	5	7	-	5	10	15
1	AP Gauss Rifle	LA	1	3	-	3	6	9
1	Heavy Medium Laser RT	RT	7	10	-	3	6	9
1	Plasma Cannon	LT	7	-	-	6	12	18
1	ER Medium Laser	CT	5	7	-	5	10	15

**Ammo Type:** Rounds:  
 HAG 20: 18  
 AP Gauss Rifle: 40  
 Plasma Cannon: 20

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

**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	

**WARGAMES**

### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. ER Medium Laser	4. AP Gauss Rifle	5. Ammo (APGR) 40	6. Ferro-Fibrous
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. HAG 20	4. HAG 20	5. HAG 20	6. HAG 20
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. Ferro-Fibrous	5. Sensors	6. Life Support
<b>Center Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Engine	2. XL Engine	3. Plasma Cannon	4. Ammo (PC) 10	5. Ammo (PC) 10	6. Ferro-Fibrous
<b>Right Torso</b>	1. XL Engine	2. XL Engine	3. Heavy Medium Laser	4. Heavy Medium Laser	5. Ferro-Fibrous	6. Ferro-Fibrous
<b>Left Leg</b>	1. Ferro-Fibrous	2. Roll Again	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Jump Jet

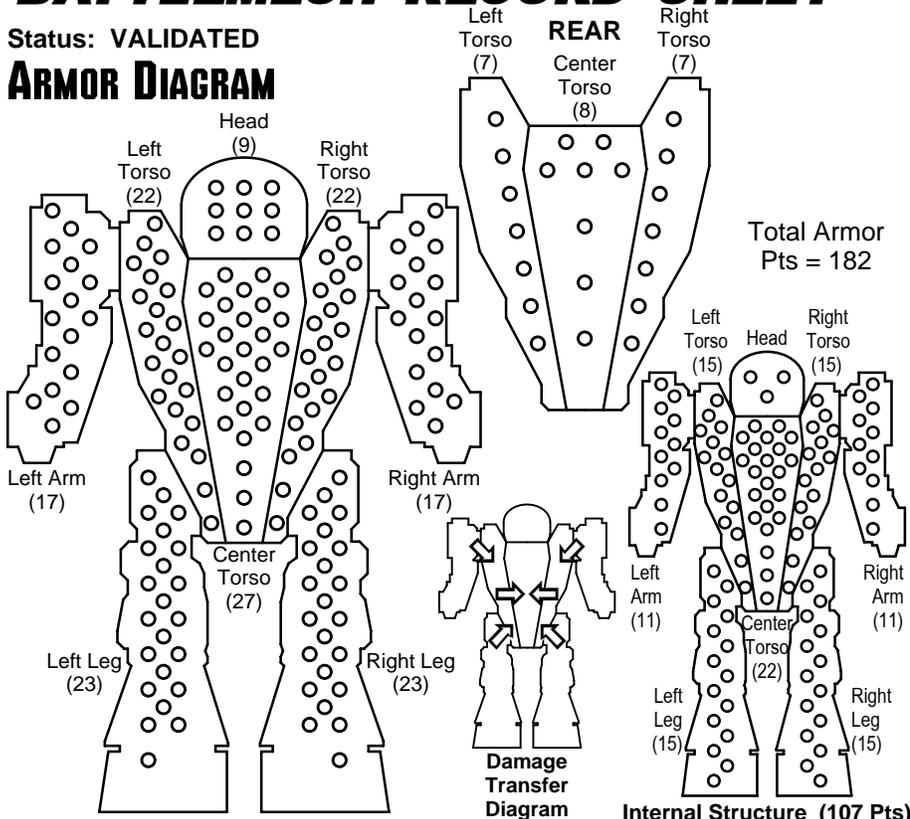
Engine Hits ○○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Thor M**  
 Mass: **70 tons**  
 Movement Points: **5** Tech & Configuration:  
 Walking: **5** Clan  
 Running: **8** Biped OmniMech  
 Jumping: **5**

---

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	15	-	7	14	23
1	LB 10-X AC	LA	2	10	-	6	12	18
1	Streak SRM 6	LT	4	2/hit	-	4	8	12
1	ER Small Laser	LT	2	5	-	2	4	6

---

Ammo Type: **LB 10-X AC** Rounds: **10**  
**Streak SRM 6** **30**

---

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

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	

**WARGAMES**

### CRITICAL HIT TABLE

#### Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC

1-3

- LB 10-X AC
- Ammo (LB 10-X) 10
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

#### Head

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- ER PPC
- ER PPC
- Ferro-Fibrous
- Roll Again

1-3

- Roll Again

4-6

#### Left Torso

- XL Engine
- XL Engine
- Streak SRM 6
- Streak SRM 6
- ER Small Laser
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- 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

#### Right Torso (CASE)

- XL Engine
- XL Engine
- Ammo (Streak 6) 15
- Ammo (Streak 6) 15
- Ferro-Fibrous
- Ferro-Fibrous

1-3

- 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



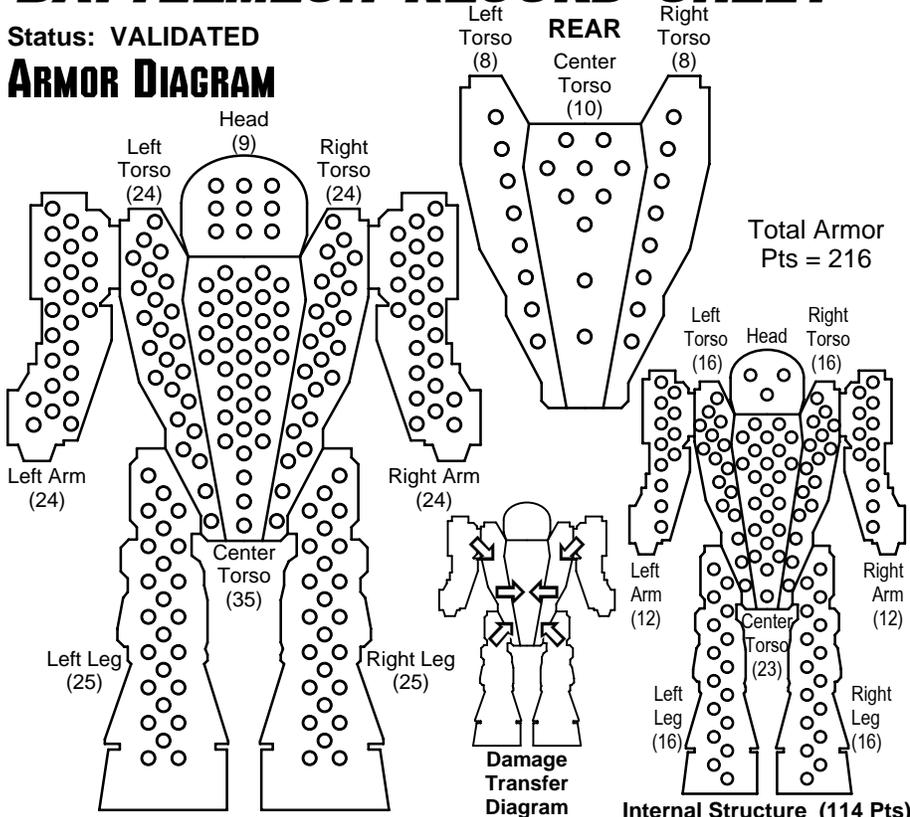


# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Black Knight BL-9-KNT**  
 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	ER PPC	RA	15	10	-	7	14	23
1	Medium Pulse Laser	RA	4	6	-	2	4	6
1	Medium Pulse Laser	LA	4	6	-	2	4	6
1	Large Laser	RT	8	8	-	5	10	15
1	Medium Pulse Laser	RT	4	6	-	2	4	6
1	Large Laser	LT	8	8	-	5	10	15
1	Medium Pulse Laser	LT	4	6	-	2	4	6
1	Large Pulse Laser	CT	10	9	-	3	7	10
1	Hatchet	LA	0	15				

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

Auto Eject:  Operational  Disabled  
 Weapon Heat: **(57)**

### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

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

**WKGAMES**

### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Medium Pulse Laser	6. Hatchet
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Double Heat Sink	6. Double Heat Sink
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. Endo Steel	5. Sensors	6. Life Support
<b>Center Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Right Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Left Leg</b>	1. Large Laser	2. Large Laser	3. Medium Pulse Laser	4. Endo Steel	5. Endo Steel	6. Endo Steel
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel

Engine Hits ○○○○

Gyro Hits ○○

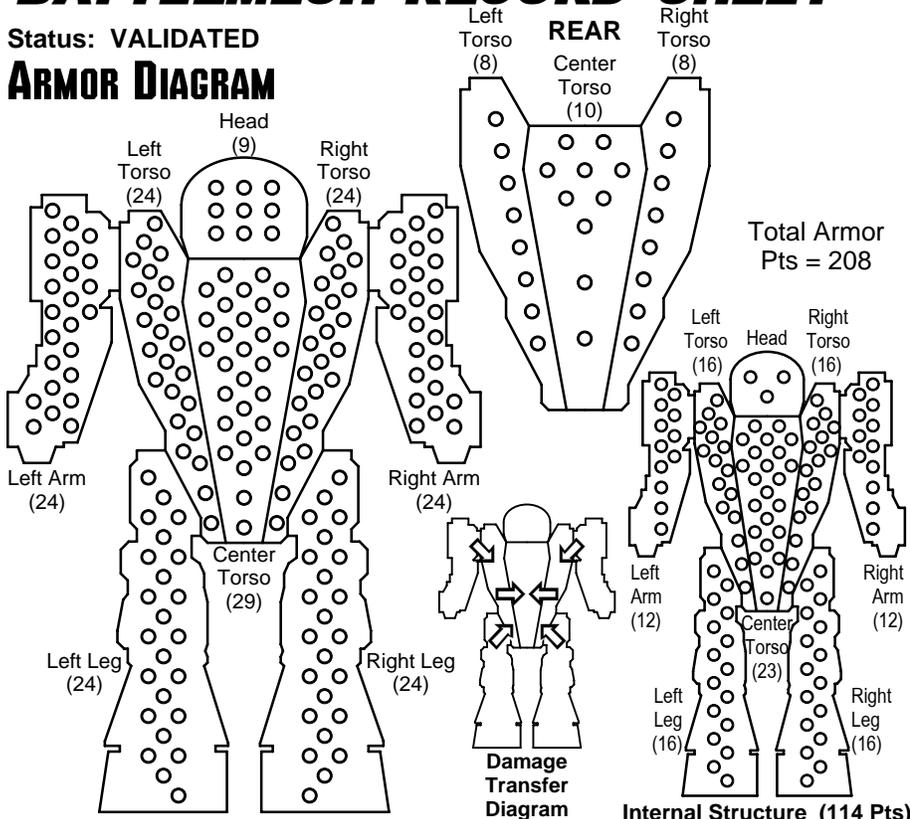
Sensor Hits ○○

Life Support ○

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**  
**ARMOR DIAGRAM**



### 'MECH DATA

Type: **Black Knight BL-12-KNT**  
 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	ER PPC	RA	15	10	-	7	14	23
1	ER Medium Laser	RA	5	5	-	4	8	12
1	ER Medium Laser	LA	5	5	-	4	8	12
1	Large Laser	RT	8	8	-	5	10	15
1	ER Medium Laser	RT	5	5	-	4	8	12
1	Large Laser	LT	8	8	-	5	10	15
1	ER Medium Laser	LT	5	5	-	4	8	12
1	Targeting Computer							

Total Heat Sinks: **16 Double (32)**  
 ○○○○○○○○○ ○○○○○○

Auto Eject:  Operational  Disabled  
 Weapon Heat: **(51)**

### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

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

**WKGAMES**

### CRITICAL HIT TABLE

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

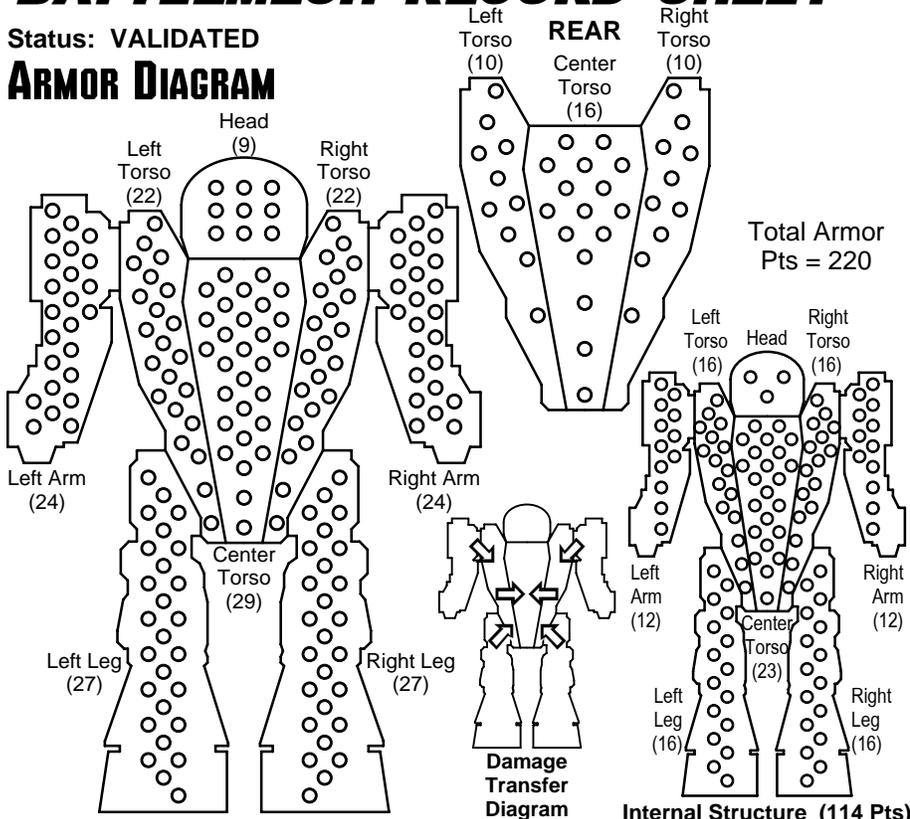


# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Flashman FLS-9B**  
 Mass: **75 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	ER Large Laser	RA	12	8	-	7	14	19
1	Medium Pulse Laser	RA	4	6	-	2	4	6
1	ER Large Laser	LA	12	8	-	7	14	19
1	Medium Pulse Laser	LA	4	6	-	2	4	6
1	ER Medium Laser	RT	5	5	-	4	8	12
1	ER Medium Laser	LT	5	5	-	4	8	12
1	ER Small Laser	CT	2	3	-	2	4	5
1	Improved C³ CPU	HD	0	-	-	-	-	-

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

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

### 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

<h4>Left Arm</h4> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>ER Large Laser</li> <li>ER Large Laser</li> <li>Medium Pulse Laser</li> </ol> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol>	<h4>Head</h4> <ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Small Cockpit</li> <li>Sensors</li> <li>Improved C³ CPU</li> <li>Improved C³ CPU</li> </ol>	<h4>Right Arm</h4> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>ER Large Laser</li> <li>ER Large Laser</li> <li>Medium Pulse Laser</li> </ol> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol>								
<h4>Left Torso</h4> <ol style="list-style-type: none"> <li>Light Fusion Engine</li> <li>Light Fusion Engine</li> <li>ER Medium Laser</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Light Ferro-Fibrous</li> <li>Light Ferro-Fibrous</li> </ol>	<h4>Center Torso</h4> <ol style="list-style-type: none"> <li>Light Fusion Engine</li> <li>Light Fusion Engine</li> <li>Light Fusion Engine</li> <li>Compact Gyro</li> <li>Compact Gyro</li> <li>Light Fusion Engine</li> </ol> <ol style="list-style-type: none"> <li>Light Fusion Engine</li> <li>Light Fusion Engine</li> <li>ER Small Laser</li> <li>Light Ferro-Fibrous</li> <li>Light Ferro-Fibrous</li> <li>Light Ferro-Fibrous</li> </ol>	<h4>Right Torso</h4> <ol style="list-style-type: none"> <li>Light Fusion Engine</li> <li>Light Fusion Engine</li> <li>ER Medium Laser</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Light Ferro-Fibrous</li> <li>Light Ferro-Fibrous</li> </ol>								
<h4>Left Leg</h4> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> </ol>	<table border="1"> <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"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> </ol>
Engine Hits	○○○									
Gyro Hits	○○									
Sensor Hits	○○									
Life Support	○									







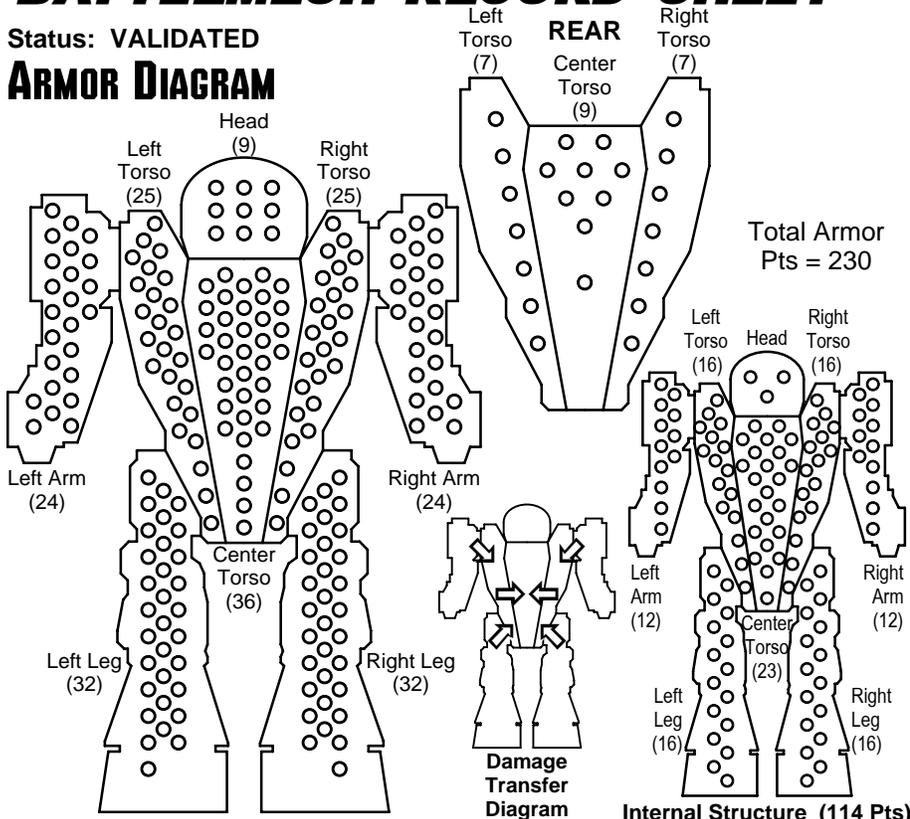




# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**  
**ARMOR DIAGRAM**



### 'MECH DATA

Type: **Mad Cat B**  
 Mass: **75 tons**  
 Movement Points: **Tech & Configuration:**  
 Walking: **5** Clan  
 Running: **8** Biped OmniMech  
 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	Large Pulse Laser	LA	10	10	-	6	14	20
1	Small Pulse Laser	LA	2	3	-	2	4	6
1	SRM 4 w/ Artemis IV RT	3	2/hit	-	3	6	9	
1	LRM 10 w/ Artemis IV LT	4	1/hit	-	7	14	21	

**Ammo Type:**      **Rounds:**

Gauss Rifle	8
SRM 4	25
LRM 10	12

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

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

### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_      Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

\*\* 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

Part	Hit 1-3	Hit 4-6
<b>Left Arm</b>	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Large Pulse Laser 5. Large Pulse Laser 6. Small Pulse Laser	1. Ferro-Fibrous 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
<b>Right Arm (CASE)</b>	1. Shoulder 2. Upper Arm Actuator 3. Gauss Rifle 4. Gauss Rifle 5. Gauss Rifle 6. Gauss Rifle	1. Gauss Rifle 2. Gauss Rifle 3. Ammo (Gauss) 8 4. Ferro-Fibrous 5. Roll Again 6. Roll Again
<b>Head</b>	1. Life Support 2. Sensors 3. Cockpit 4. Ferro-Fibrous 5. Sensors 6. Life Support	
<b>Center Torso</b>	1. XL Engine 2. XL Engine 3. XL Engine 4. Gyro 5. Gyro 6. Gyro	1. XL Engine 2. XL Engine 3. XL Engine 4. Gyro 5. Gyro 6. Gyro
<b>Left Torso (CASE)</b>	1. XL Engine 2. XL Engine 3. LRM 10 4. Artemis IV FCS 5. Ammo (LRM 10) 12 6. Endo Steel	1. Ferro-Fibrous 2. Ferro-Fibrous 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
<b>Right Torso (CASE)</b>	1. XL Engine 2. XL Engine 3. SRM 4 4. Artemis IV FCS 5. Ammo (SRM 4) 25 6. Endo Steel	1. Ferro-Fibrous 2. Ferro-Fibrous 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
<b>Left Leg</b>	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Endo Steel 6. Endo Steel	
<b>Right Leg</b>	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** ○ ○

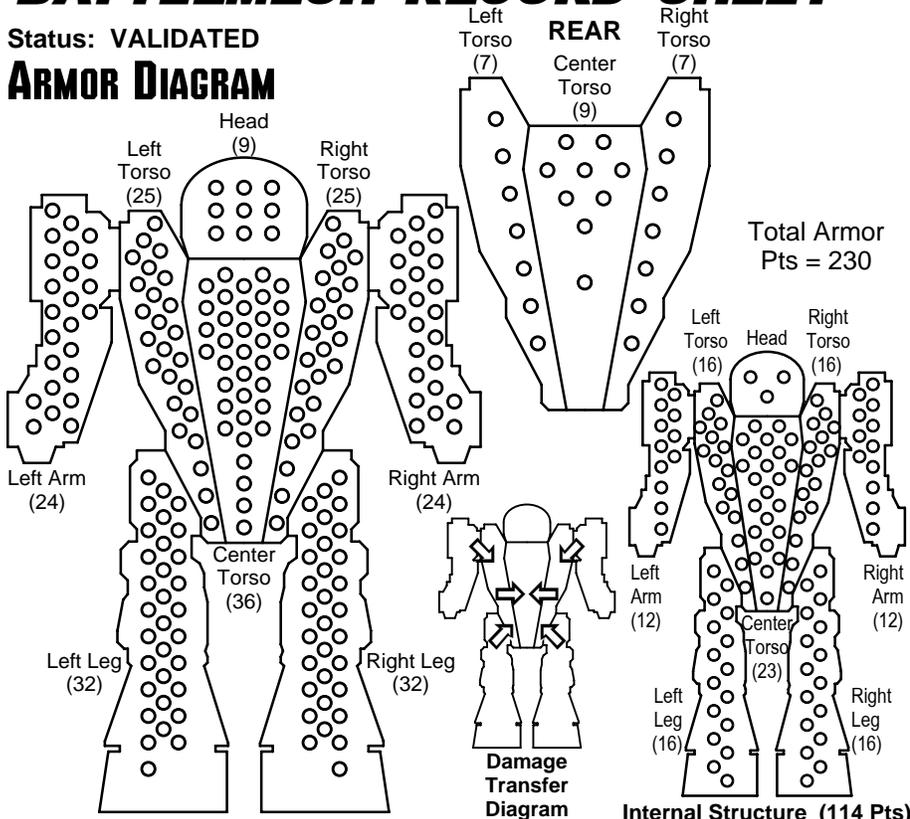
**Life Support** ○

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



Total Armor Pts = 230

Internal Structure (114 Pts)

### 'MECH DATA

Type: **Mad Cat C**  
 Mass: **75 tons**  
 Movement Points: Tech & Configuration:  
 Walking: **5** Clan  
 Running: **8** Biped OmniMech  
 Jumping: **0**

**Weapons Inventory:** (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/5	RA	1	5	-	7	14	21
2	ER Large Laser	LA	12	10	-	8	15	25
1	LRM 15	RT	5	1/hit	-	7	14	21
1	LRM 15	LT	5	1/hit	-	7	14	21
1	Anti-Missile System	LT	1	-	-	-	-	-
1	ER Medium Laser	CT	5	7	-	5	10	15

**Ammo Type:** Rounds:

Ultra AC/5	20
LRM 15	16
Anti-Missile System	24

**Total Heat Sinks: 15 Double (30)**  
 ○○○○○○○○○○○ ○○○○○  
**Auto Eject:**  Operational  Disabled  
**Weapon Heat: (42)**

### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- ER Large Laser
  - ER Large Laser
  - Ferro-Fibrous
- 4-6
- Roll Again
  - Roll Again

#### Head

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

#### Center Torso

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

#### Left Torso (CASE)

- XL Engine
  - XL Engine
  - LRM 15
  - LRM 15
  - Anti-Missile System
  - Ammo (LRM 15) 8
- 1-3
- Endo Steel
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

#### Right Arm (CASE)

- Shoulder
  - Upper Arm Actuator
  - Ultra AC/5
  - Ultra AC/5
  - Ultra AC/5
  - Ammo (Ult AC/5) 20
- 1-3
- Ferro-Fibrous
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

#### Right Torso (CASE)

- XL Engine
  - XL Engine
  - LRM 15
  - LRM 15
  - Ammo (LRM 15) 8
  - Ammo (AMS) 24
- 1-3
- Endo Steel
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

#### Left Leg

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

#### Right Leg

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

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

### HEAT SCALE

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

















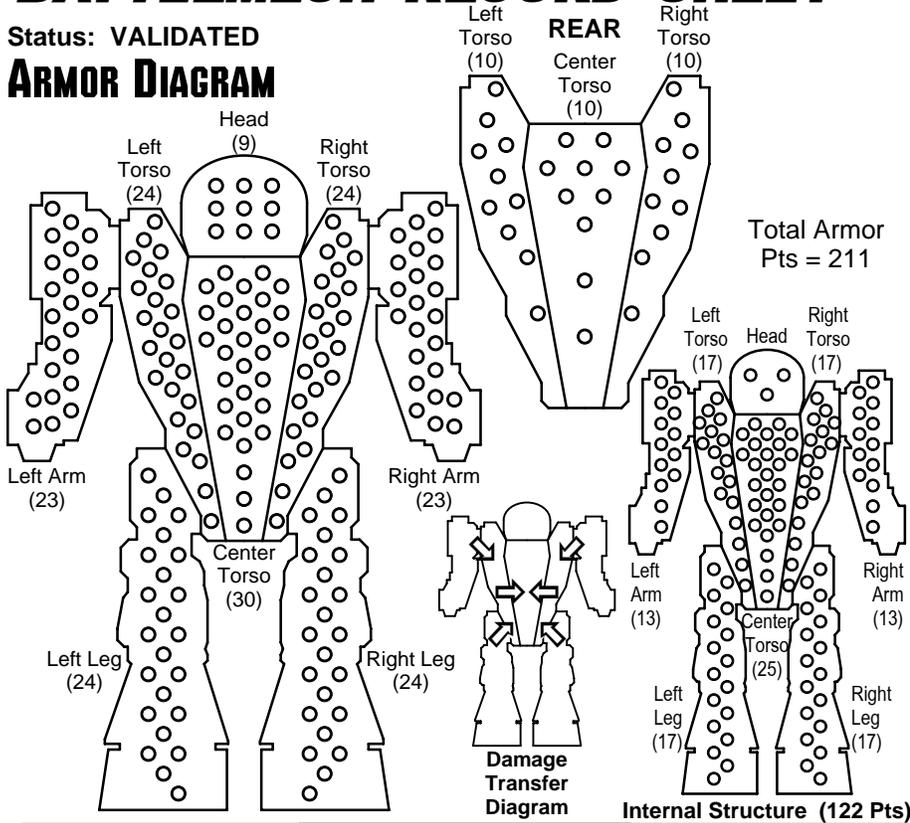


# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MEGH DATA

Type: **Man O' War B**  
 Mass: **80 tons**  
 Movement Points: **5** Tech & Configuration:  
 Walking: **5** Clan  
 Running: **8** Biped OmniMech  
 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	LRM 10 w/ Artemis IV LA	LA	4	1/hit	-	7	14	21
1	SRM 4 w/ Artemis IV LA	LA	3	2/hit	-	3	6	9

---

Ammo Type:                      Rounds:

Gauss Rifle	16
LRM 10	12
SRM 4	25

---

Total Heat Sinks: **16 Double (32)**

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

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

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10
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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
<b>Left Arm (CASE)</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. LRM 10	6. Artemis IV FCS
<b>Right Arm (CASE)</b>	1. Shoulder	2. Upper Arm Actuator	3. Gauss Rifle	4. Gauss Rifle	5. Gauss Rifle	6. Gauss Rifle
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. Ferro-Fibrous	5. Sensors	6. Life Support
<b>Center Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Engine	2. XL Engine	3. Ferro-Fibrous	4. Ferro-Fibrous	5. Roll Again	6. Roll Again
<b>Right Torso</b>	1. XL Engine	2. XL Engine	3. Ferro-Fibrous	4. Ferro-Fibrous	5. Roll Again	6. Roll Again
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Ferro-Fibrous	6. Roll Again
<b>Right Leg</b>	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    ○









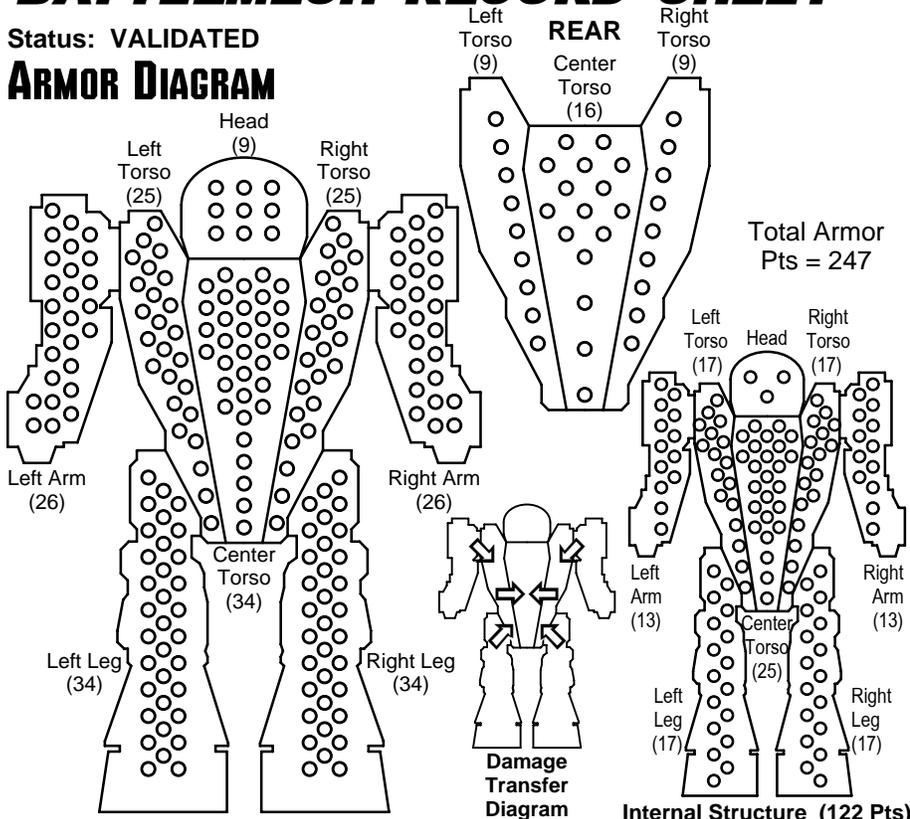




# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**  
**ARMOR DIAGRAM**



### 'MECH DATA

Type: **Thug THG-11E**  
 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	SRM 6	RT	4	2/hit	-	3	6	9
1	SRM 6	LT	4	2/hit	-	3	6	9

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

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

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

### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

\*\* Avoid Inferno explosion on..  
 Shutdown

30
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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

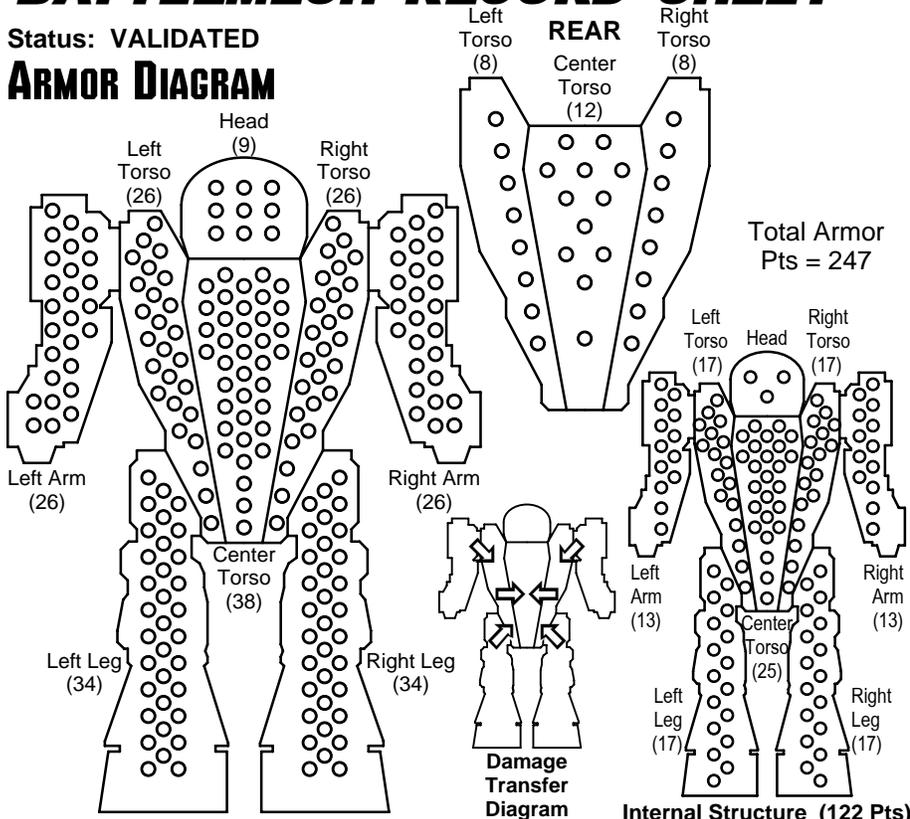
Left Arm	Head	Right Arm
1. Shoulder	1. Life Support	1. Shoulder
2. Upper Arm Actuator	2. Sensors	2. Upper Arm Actuator
3. Lower Arm Actuator	3. Cockpit	3. Lower Arm Actuator
4. Hand Actuator	4. Roll Again	4. Hand Actuator
5. Double Heat Sink	5. Sensors	5. Double Heat Sink
6. Double Heat Sink	6. Life Support	6. Double Heat Sink
1-3		1-3
1. Double Heat Sink		1. Double Heat Sink
2. PPC		2. PPC
3. PPC		3. PPC
4. PPC		4. PPC
5. Endo Steel		5. Endo Steel
6. Endo Steel		6. Endo Steel
4-6		4-6
<b>Left Torso</b>	<b>Center Torso</b>	<b>Right Torso</b>
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. Double Heat Sink	4. Gyro	4. Double Heat Sink
5. Double Heat Sink	5. Gyro	5. Double Heat Sink
6. Double Heat Sink	6. Gyro	6. Double Heat Sink
1-3	1-3	1-3
1. Gyro	1. Gyro	1. Double Heat Sink
2. Fusion Engine	2. Fusion Engine	2. Double Heat Sink
3. Fusion Engine	3. Fusion Engine	3. Double Heat Sink
4. Fusion Engine	4. Fusion Engine	4. Double Heat Sink
5. Endo Steel	5. Endo Steel	5. Double Heat Sink
6. Endo Steel	6. Endo Steel	6. Double Heat Sink
4-6	4-6	4-6
1. SRM 6		1. SRM 6
2. SRM 6		2. SRM 6
3. Ammo (SRM 6) 15		3. Ammo (SRM 6) 15
4. CASE		4. CASE
5. Endo Steel		5. Endo Steel
6. Endo Steel		6. Endo Steel
4-6		4-6
<b>Left Leg</b>		<b>Right Leg</b>
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. Endo Steel		5. Endo Steel
6. Endo Steel		6. Endo Steel

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**  
**ARMOR DIAGRAM**



### 'MECH DATA

Type: **Thug THG-12E**  
 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	ER PPC	RA	15	10	-	7	14	23
1	ER PPC	LA	15	10	-	7	14	23
1	SRM 6	RT	4	2/hit	-	3	6	9
1	SRM 6	LT	4	2/hit	-	3	6	9
1	Improved C³ CPU	CT	0	-	-	-	-	-

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

**Total Heat Sinks: 17 Double (34)**  
 ○○○○○○○○○○○ ○○○○○○○○

**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

\*\* Avoid Inferno explosion on..  
 Shutdown

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16
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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. Endo Steel	4. Hand Actuator
5. Double Heat Sink	5. Sensors	5. Double Heat Sink
6. Double Heat Sink	6. Life Support	6. Double Heat Sink
1-3		1-3
1. Double Heat Sink		1. Double Heat Sink
2. ER PPC		2. ER PPC
3. ER PPC		3. ER PPC
4. ER PPC		4. ER PPC
5. Roll Again		5. Roll Again
6. Roll Again		6. Roll Again
4-6		4-6
1. Double Heat Sink		1. Double Heat Sink
2. ER PPC		2. ER PPC
3. ER PPC		3. ER PPC
4. ER PPC		4. ER PPC
5. Roll Again		5. Roll Again
6. Roll Again		6. Roll Again
Center Torso		Right Torso
1. Fusion Engine		1. Double Heat Sink
2. Fusion Engine		2. Double Heat Sink
3. Fusion Engine		3. Double Heat Sink
4. Gyro		4. Double Heat Sink
5. Gyro		5. Double Heat Sink
6. Gyro		6. Double Heat Sink
1-3		1-3
1. Gyro		1. Double Heat Sink
2. Fusion Engine		2. Double Heat Sink
3. Fusion Engine		3. Double Heat Sink
4. Fusion Engine		4. Double Heat Sink
5. Improved C³ CPU		5. Double Heat Sink
6. Improved C³ CPU		6. Double Heat Sink
4-6		4-6
1. SRM 6		1. SRM 6
2. SRM 6		2. SRM 6
3. Ammo (SRM 6) 15		3. Ammo (SRM 6) 15
4. Endo Steel		4. Endo Steel
5. Endo Steel		5. Endo Steel
6. CASE		6. CASE
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. Endo Steel		5. Endo Steel
6. Endo Steel		6. Endo Steel

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





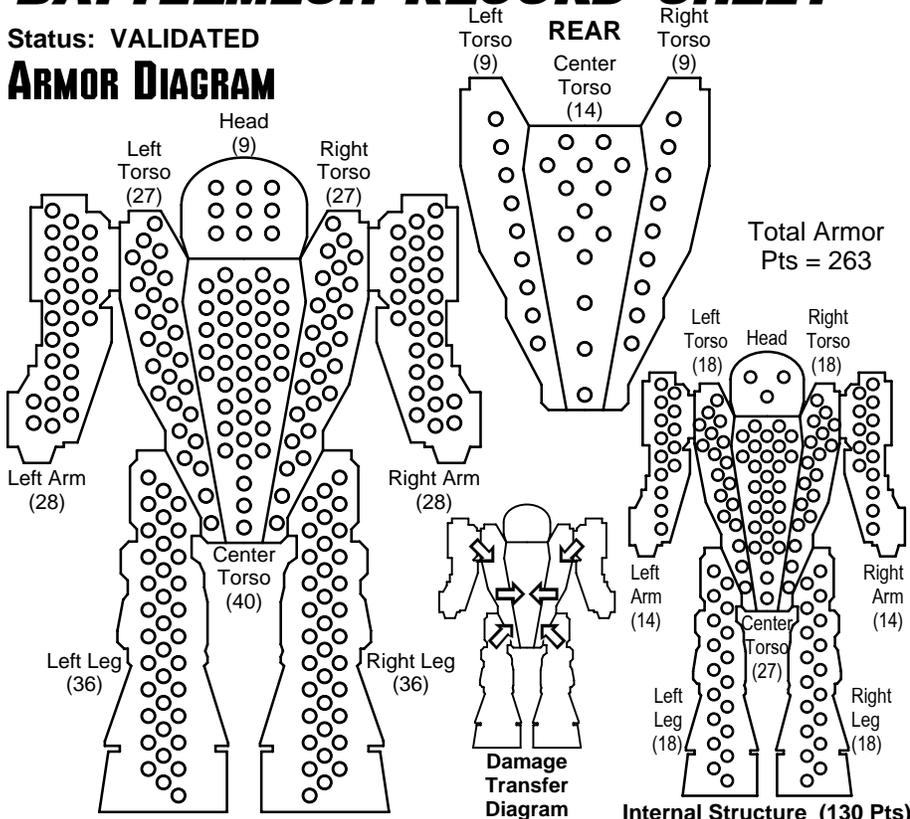




# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**  
**ARMOR DIAGRAM**



### 'MECH DATA

Type: **Crockett CRK-5003-4**  
 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	ER Large Laser	RA	12	8	-	7	14	19
1	ER Small Laser	RA	2	3	-	2	4	5
1	ER Large Laser	LA	12	8	-	7	14	19
1	ER Small Laser	LA	2	3	-	2	4	5
1	SRM 4	RT	3	2/hit	-	3	6	9
1	LB 10-X AC	LT	2	10	-	6	12	18
1	SRM 4	LT	3	2/hit	-	3	6	9
1	Improved C³ CPU	LT	0	-	-	-	-	-

**Ammo Type:** SRM 4 (50 rounds), LB 10-X AC (20 rounds)

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

**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

\*\* Avoid Inferno explosion on.. Shutdown

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16
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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. Double Heat Sink	4. Roll Again	4. Double Heat Sink
5. Double Heat Sink	5. Sensors	5. Double Heat Sink
6. Double Heat Sink	6. Life Support	6. Double Heat Sink
1-3		1-3
1. ER Large Laser		1. ER Large Laser
2. ER Large Laser		2. ER Large Laser
3. ER Small Laser		3. ER Small Laser
4. Roll Again		4. Roll Again
5. Roll Again		5. Roll Again
6. Roll Again		6. Roll Again
4-6		4-6
1. LB 10-X AC		1. LB 10-X AC
2. LB 10-X AC		2. LB 10-X AC
3. LB 10-X AC		3. LB 10-X AC
4. SRM 4		4. SRM 4
5. Improved C³ CPU		5. Improved C³ CPU
6. Improved C³ CPU		6. Improved C³ CPU
1-3		1-3
1. Double Heat Sink		1. Double Heat Sink
2. Double Heat Sink		2. Double Heat Sink
3. Double Heat Sink		3. Double Heat Sink
4. LB 10-X AC		4. LB 10-X AC
5. LB 10-X AC		5. LB 10-X AC
6. LB 10-X AC		6. LB 10-X AC
4-6		4-6
1. SRM 4		1. SRM 4
2. Ammo (SRM 4) 25		2. Ammo (SRM 4) 25
3. Ammo (SRM 4) 25		3. Ammo (SRM 4) 25
4. Ammo (LB 10-X) 10		4. Ammo (LB 10-X) 10
5. Ammo (LB 10-X) 10		5. Ammo (LB 10-X) 10
6. CASE		6. CASE
1-3		1-3
1. Gyro		1. Gyro
2. Fusion Engine		2. Fusion Engine
3. Fusion Engine		3. Fusion Engine
4. Gyro		4. Gyro
5. Gyro		5. Gyro
6. Gyro		6. Gyro
4-6		4-6
1. Fusion Engine		1. Fusion Engine
2. Fusion Engine		2. Fusion Engine
3. Fusion Engine		3. Fusion Engine
4. Gyro		4. Gyro
5. Gyro		5. Gyro
6. Gyro		6. Gyro
1-3		1-3
1. Double Heat Sink		1. Double Heat Sink
2. Double Heat Sink		2. Double Heat Sink
3. Double Heat Sink		3. Double Heat Sink
4. Double Heat Sink		4. Double Heat Sink
5. Double Heat Sink		5. Double Heat Sink
6. Double Heat Sink		6. Double Heat Sink
4-6		4-6
1. SRM 4		1. SRM 4
2. Ammo (SRM 4) 25		2. Ammo (SRM 4) 25
3. Ammo (SRM 4) 25		3. Ammo (SRM 4) 25
4. Ammo (LB 10-X) 10		4. Ammo (LB 10-X) 10
5. Ammo (LB 10-X) 10		5. Ammo (LB 10-X) 10
6. CASE		6. CASE
1-3		1-3
1. Gyro		1. Gyro
2. Fusion Engine		2. Fusion Engine
3. Fusion Engine		3. Fusion Engine
4. Fusion Engine		4. Fusion Engine
5. Jump Jet		5. Jump Jet
6. Roll Again		6. Roll Again
4-6		4-6
1. SRM 4		1. SRM 4
2. Ammo (SRM 4) 25		2. Ammo (SRM 4) 25
3. Ammo (SRM 4) 25		3. Ammo (SRM 4) 25
4. Ammo (LB 10-X) 10		4. Ammo (LB 10-X) 10
5. Ammo (LB 10-X) 10		5. Ammo (LB 10-X) 10
6. CASE		6. CASE
1-3		1-3
1. Life Support		1. Life Support
2. Sensors		2. Sensors
3. Cockpit		3. Cockpit
4. Roll Again		4. Roll Again
5. Sensors		5. Sensors
6. Life Support		6. Life Support
4-6		4-6
1. Fusion Engine		1. Fusion Engine
2. Fusion Engine		2. Fusion Engine
3. Fusion Engine		3. Fusion Engine
4. Gyro		4. Gyro
5. Gyro		5. Gyro
6. Gyro		6. Gyro
4-6		4-6
1. SRM 4		1. SRM 4
2. Ammo (SRM 4) 25		2. Ammo (SRM 4) 25
3. Ammo (SRM 4) 25		3. Ammo (SRM 4) 25
4. Ammo (LB 10-X) 10		4. Ammo (LB 10-X) 10
5. Ammo (LB 10-X) 10		5. Ammo (LB 10-X) 10
6. CASE		6. CASE
1-3		1-3
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. Roll Again		6. Roll Again
4-6		4-6
1. SRM 4		1. SRM 4
2. Ammo (SRM 4) 25		2. Ammo (SRM 4) 25
3. Ammo (SRM 4) 25		3. Ammo (SRM 4) 25
4. Ammo (LB 10-X) 10		4. Ammo (LB 10-X) 10
5. Ammo (LB 10-X) 10		5. Ammo (LB 10-X) 10
6. CASE		6. CASE
1-3		1-3
1. Life Support		1. Life Support
2. Sensors		2. Sensors
3. Cockpit		3. Cockpit
4. Roll Again		4. Roll Again
5. Sensors		5. Sensors
6. Life Support		6. Life Support
4-6		4-6
1. Fusion Engine		1. Fusion Engine
2. Fusion Engine		2. Fusion Engine
3. Fusion Engine		3. Fusion Engine
4. Gyro		4. Gyro
5. Gyro		5. Gyro
6. Gyro		6. Gyro
4-6		4-6
1. SRM 4		1. SRM 4
2. Ammo (SRM 4) 25		2. Ammo (SRM 4) 25
3. Ammo (SRM 4) 25		3. Ammo (SRM 4) 25
4. Ammo (LB 10-X) 10		4. Ammo (LB 10-X) 10
5. Ammo (LB 10-X) 10		5. Ammo (LB 10-X) 10
6. CASE		6. CASE
1-3		1-3
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. Roll Again		6. Roll Again
4-6		4-6
1. SRM 4		1. SRM 4
2. Ammo (SRM 4) 25		2. Ammo (SRM 4) 25
3. Ammo (SRM 4) 25		3. Ammo (SRM 4) 25
4. Ammo (LB 10-X) 10		4. Ammo (LB 10-X) 10
5. Ammo (LB 10-X) 10		5. Ammo (LB 10-X) 10
6. CASE		6. CASE
1-3		1-3
1. Life Support		1. Life Support
2. Sensors		2. Sensors
3. Cockpit		3. Cockpit
4. Roll Again		4. Roll Again
5. Sensors		5. Sensors
6. Life Support		6. Life Support
4-6		4-6
1. Fusion Engine		1. Fusion Engine
2. Fusion Engine		2. Fusion Engine
3. Fusion Engine		3. Fusion Engine
4. Gyro		4. Gyro
5. Gyro		5. Gyro
6. Gyro		6. Gyro
4-6		4-6
1. SRM 4		1. SRM 4
2. Ammo (SRM 4) 25		2. Ammo (SRM 4) 25
3. Ammo (SRM 4) 25		3. Ammo (SRM 4) 25
4. Ammo (LB 10-X) 10		4. Ammo (LB 10-X) 10
5. Ammo (LB 10-X) 10		5. Ammo (LB 10-X) 10
6. CASE		6. CASE
1-3		1-3
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. Roll Again		6. Roll Again
4-6		4-6
1. SRM 4		1. SRM 4
2. Ammo (SRM 4) 25		2. Ammo (SRM 4) 25
3. Ammo (SRM 4) 25		3. Ammo (SRM 4) 25
4. Ammo (LB 10-X) 10		4. Ammo (LB 10-X) 10
5. Ammo (LB 10-X) 10		5. Ammo (LB 10-X) 10
6. CASE		6. CASE
1-3		1-3
1. Life Support		1. Life Support
2. Sensors		2. Sensors
3. Cockpit		3. Cockpit
4. Roll Again		4. Roll Again
5. Sensors		5. Sensors
6. Life Support		6. Life Support
4-6		4-6
1. Fusion Engine		1. Fusion Engine
2. Fusion Engine		2. Fusion Engine
3. Fusion Engine		3. Fusion Engine
4. Gyro		4. Gyro
5. Gyro		5. Gyro
6. Gyro		6. Gyro
4-6		4-6
1. SRM 4		1. SRM 4
2. Ammo (SRM 4) 25		2. Ammo (SRM 4) 25
3. Ammo (SRM 4) 25		3. Ammo (SRM 4) 25
4. Ammo (LB 10-X) 10		4. Ammo (LB 10-X) 10
5. Ammo (LB 10-X) 10		5. Ammo (LB 10-X) 10
6. CASE		6. CASE
1-3		1-3
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. Roll Again		6. Roll Again
4-6		4-6
1. SRM 4		1. SRM 4
2. Ammo (SRM 4) 25		2. Ammo (SRM 4) 25
3. Ammo (SRM 4) 25		3. Ammo (SRM 4) 25
4. Ammo (LB 10-X) 10		4. Ammo (LB 10-X) 10
5. Ammo (LB 10-X) 10		5. Ammo (LB 10-X) 10
6. CASE		6. CASE
1-3		1-3
1. Life Support		1. Life Support
2. Sensors		2. Sensors
3. Cockpit		3. Cockpit
4. Roll Again		4. Roll Again
5. Sensors		5. Sensors
6. Life Support		6. Life Support
4-6		4-6
1. Fusion Engine		1. Fusion Engine
2. Fusion Engine		2. Fusion Engine
3. Fusion Engine		3. Fusion Engine
4. Gyro		4. Gyro
5. Gyro		5. Gyro
6. Gyro		6. Gyro
4-6		4-6
1. SRM 4		1. SRM 4
2. Ammo (SRM 4) 25		2. Ammo (SRM 4) 25
3. Ammo (SRM 4) 25		3. Ammo (SRM 4) 25
4. Ammo (LB 10-X) 10		4. Ammo (LB 10-X) 10
5. Ammo (LB 10-X) 10		5. Ammo (LB 10-X) 10
6. CASE		6. CASE
1-3		1-3
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. Roll Again		6. Roll Again
4-6		4-6
1. SRM 4		1. SRM 4
2. Ammo (SRM 4) 25		2. Ammo (SRM 4) 25
3. Ammo (SRM 4) 25		3. Ammo (SRM 4) 25
4. Ammo (LB 10-X) 10		4. Ammo (LB 10-X) 10
5. Ammo (LB 10-X) 10		5. Ammo (LB 10-X) 10
6. CASE		6. CASE
1-3		1-3
1. Life Support		1. Life Support
2. Sensors		2. Sensors
3. Cockpit		3. Cockpit
4. Roll Again		4. Roll Again
5. Sensors		5. Sensors
6. Life Support		6. Life Support
4-6		4-6
1. Fusion Engine		1. Fusion Engine
2. Fusion Engine		2. Fusion Engine
3. Fusion Engine		3. Fusion Engine
4. Gyro		4. Gyro
5. Gyro		5. Gyro
6. Gyro		6. Gyro
4-6		4-6
1. SRM 4		1. SRM 4
2. Ammo (SRM 4) 25		2. Ammo (SRM 4) 25
3. Ammo (SRM 4) 25		3. Ammo (SRM 4) 25
4. Ammo (LB 10-X) 10		4. Ammo (LB 10-X) 10
5. Ammo (LB 10-X) 10		5. Ammo (LB 10-X) 10
6. CASE		6. CASE
1-3		1-3
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. Roll Again		6. Roll Again
4-6		4-6
1. SRM 4		1. SRM 4
2. Ammo (SRM 4) 25		2. Ammo (SRM 4) 25
3. Ammo (SRM 4) 25		3. Ammo (SRM 4) 25
4. Ammo (LB 10-X) 10		4. Ammo (LB 10-X) 10
5. Ammo (LB 10-X) 10		5. Ammo (LB 10-X) 10
6. CASE		6. CASE
1-3		1-



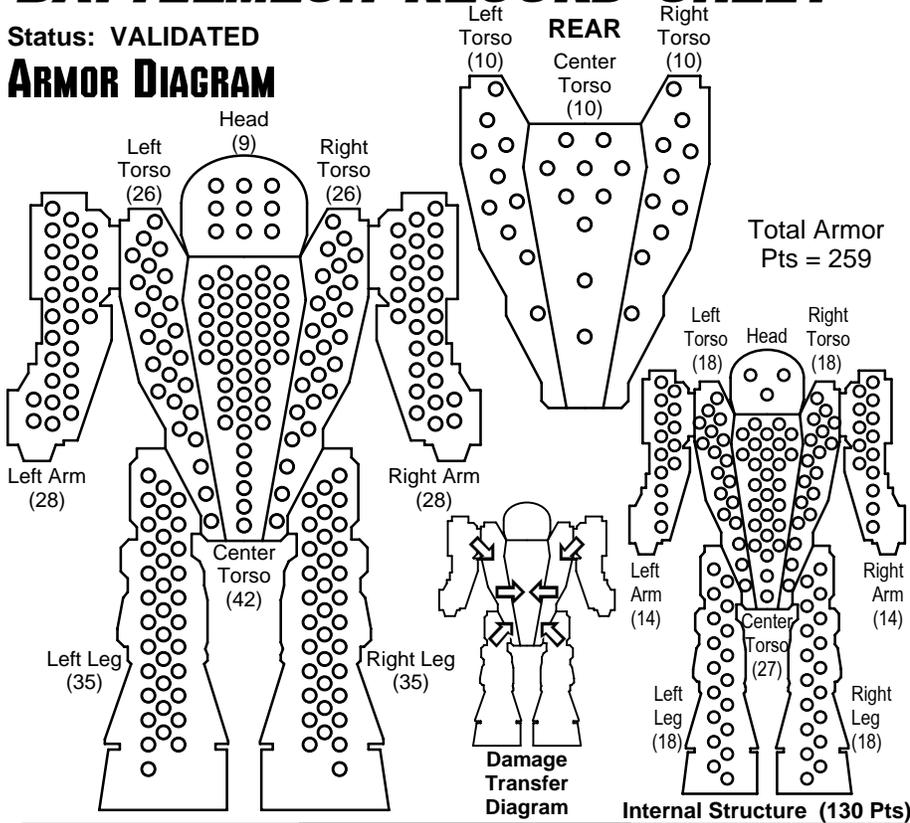


# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Masakari A**  
 Mass: **85 tons**  
 Movement Points: **Tech & Configuration:**  
 Walking: **4** Clan  
 Running: **6** **Biped OmniMech**  
 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	ER Large Laser	LA	12	10	-	8	15	25
1	Streak SRM 6	LA	4	2/hit	-	4	8	12
1	LRM 15	RT	5	1/hit	-	7	14	21

1 Targeting Computer

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

LB 10-X AC	20
Streak SRM 6	15
LRM 15	8

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

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**Auto Eject:**                      **Weapon Heat:**

Operational     Disabled                      **(35)**

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_      Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

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

**WIZKIDGAMES**

### CRITICAL HIT TABLE

#### Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

- ER Large Laser
- ER Large Laser
- Streak SRM 6

- Streak SRM 6
- Ammo (Streak 6) 15
- Ferro-Fibrous

4-6

- Roll Again
- Roll Again
- Roll Again

#### Head

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

#### Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC

1-3

- LB 10-X AC
- Ammo (LB 10-X) 10
- Ammo (LB 10-X) 10
- Ammo (LRM 15) 8
- Ferro-Fibrous
- Roll Again

4-6

#### Center Torso

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

1-3

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

4-6

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○

#### Left Torso

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

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Right Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Targeting Computer
- Targeting Computer

1-3

- Targeting Computer
- Targeting Computer
- LRM 15
- LRM 15
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Left Leg

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

#### Right Leg

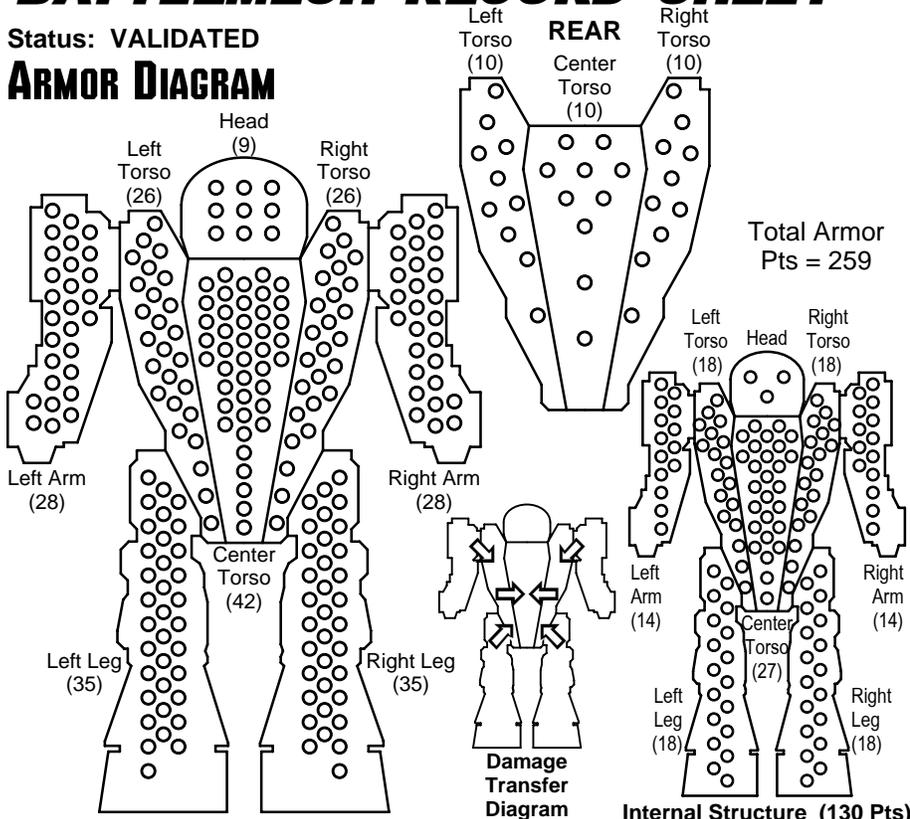
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink



# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**  
**ARMOR DIAGRAM**



### 'MECH DATA

Type: **Masakari C**  
 Mass: **85 tons**  
 Movement Points: Tech & Configuration:  
 Walking: **4** Clan  
 Running: **6** Biped OmniMech  
 Jumping: **0**

---

**Weapons Inventory:** (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Large Pulse Laser	RA	10	10	-	6	14	20
2	ER PPC	LA	15	15	-	7	14	23
1	Flamer	CT	3	2	-	1	2	3
1	Targeting Computer							

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**Total Heat Sinks: 23 Double (46)**

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 ○○○

**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

Part	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Double Heat Sink	5. Double Heat Sink	6. Large Pulse Laser
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. Ferro-Fibrous	5. Sensors	6. Life Support
<b>Center Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Engine	2. XL Engine	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Right Torso</b>	1. XL Engine	2. XL Engine	3. Double Heat Sink	4. Double Heat Sink	5. Targeting Computer	6. Targeting Computer
<b>Left Leg</b>	1. Double Heat Sink	2. Double Heat Sink	3. Double Heat Sink	4. Double Heat Sink	5. Ferro-Fibrous	6. Ferro-Fibrous
<b>Right Leg</b>	1. Targeting Computer	2. Targeting Computer	3. Targeting Computer	4. Ferro-Fibrous	5. Ferro-Fibrous	6. Roll Again

**Engine Hits** ○○○○

**Gyro Hits** ○○

**Sensor Hits** ○○

**Life Support** ○



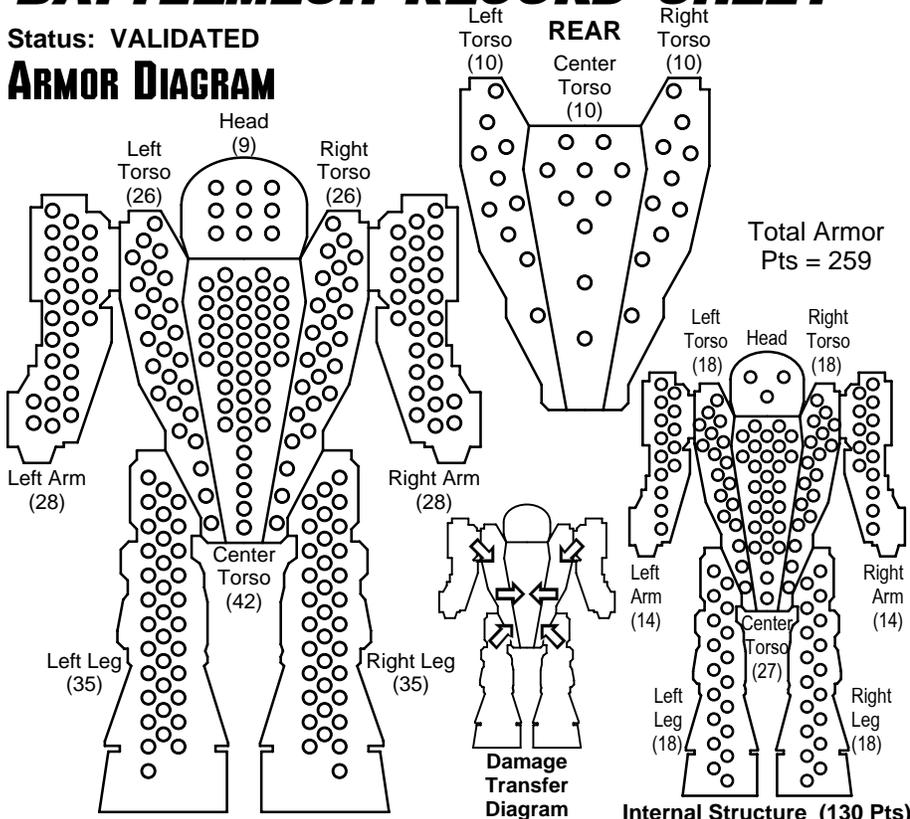


# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Masakari H**  
 Mass: **85 tons**  
 Movement Points: **Tech & Configuration:**  
 Walking: **4** Clan  
 Running: **6** Biped OmniMech  
 Jumping: **0**

---

**Weapons Inventory:** (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Large Pulse Laser	RA	10	10	-	6	14	20
1	LRM 10	RA	4	1/hit	-	7	14	21
2	Heavy Large Laser	LA	18	16	-	5	10	15
1	Targeting Computer							

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Ammo Type: **LRM 10** Rounds: **12**

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**Total Heat Sinks: 25 Double (50)**

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 ○○○○

**Auto Eject:**  Operational  Disabled **Weapon Heat: (60)**

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

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

**WARGAMES**

### CRITICAL HIT TABLE

Part	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm (CASE)</b>	1. Shoulder	2. Upper Arm Actuator	3. Double Heat Sink	4. Double Heat Sink	5. Heavy Large Laser	6. Heavy Large Laser
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. Ferro-Fibrous	5. Sensors	6. Life Support
<b>Center Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Engine	2. XL Engine	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Right Torso</b>	1. XL Engine	2. XL Engine	3. Targeting Computer	4. Targeting Computer	5. Targeting Computer	6. Targeting Computer
<b>Left Leg</b>	1. Double Heat Sink	2. Double Heat Sink	3. Double Heat Sink	4. Double Heat Sink	5. Ferro-Fibrous	6. Ferro-Fibrous
<b>Right Leg</b>	1. Double Heat Sink	2. Double Heat Sink	3. Double Heat Sink	4. Double Heat Sink	5. Ferro-Fibrous	6. Ferro-Fibrous

**Engine Hits** ○ ○ ○

**Gyro Hits** ○ ○

**Sensor Hits** ○ ○

**Life Support** ○

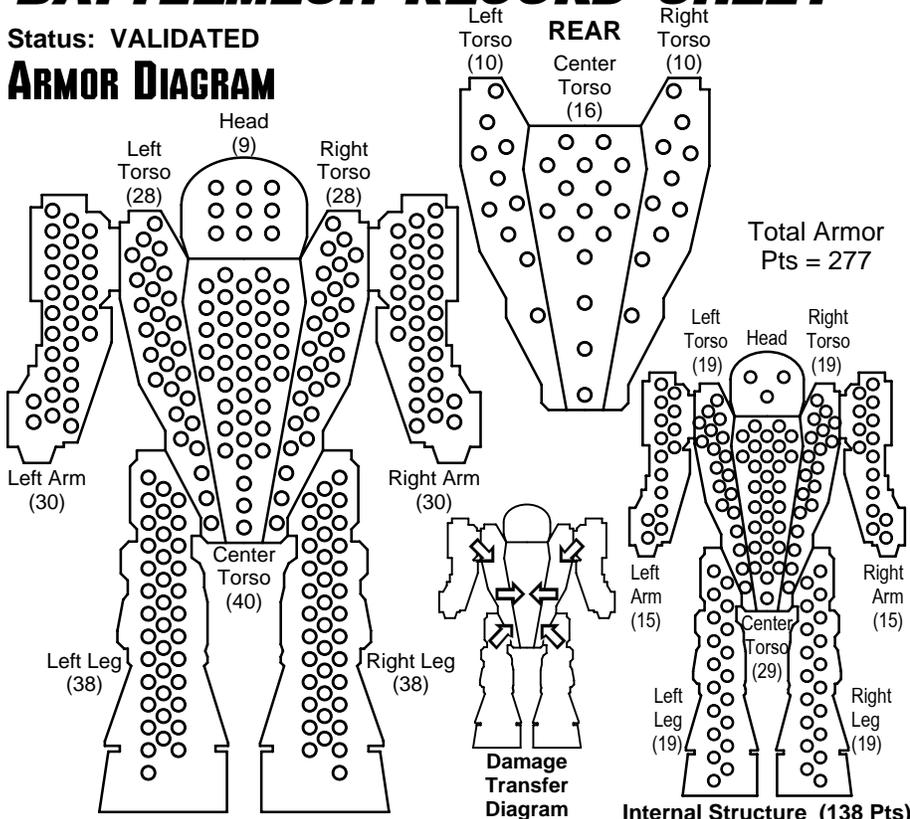


# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### MECH DATA

Type: **Highlander HGN-732**  
 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	Gauss Rifle	RA	1	15	2	7	15	22
1	SRM 6	LA	4	2/hit	-	3	6	9
2	Medium Laser	RT	3	5	-	3	6	9
1	LRM 20	LT	6	1/hit	6	7	14	21

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

Gauss Rifle	16
SRM 6	30
LRM 20	12

---

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

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

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_    Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

\*\* Avoid Inferno explosion on..

30	Shutdown
29	
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	

**WZGAMES**

### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - SRM 6
  - SRM 6
- 1-3
- Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
- 4-6

#### Left Torso

- Jump Jet
  - LRM 20
  - LRM 20
  - LRM 20
  - LRM 20
  - LRM 20
- 1-3
- Ammo (SRM 6) 15
  - Ammo (SRM 6) 15
  - Ammo (LRM 20) 6
  - Ammo (LRM 20) 6
  - CASE
  - Ferro-Fibrous
- 4-6

#### Left Leg

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

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

#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Gauss Rifle
  - Gauss Rifle
  - Gauss Rifle
- 1-3
- Gauss Rifle
  - Gauss Rifle
  - Gauss Rifle
  - Gauss Rifle
  - Ferro-Fibrous
  - Ferro-Fibrous
- 4-6

#### Right Torso

- Jump Jet
  - Medium Laser
  - Medium Laser
  - Ammo (Gauss) 8
  - Ammo (Gauss) 8
  - CASE
- 1-3
- Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Roll Again
- 4-6

#### Right Leg

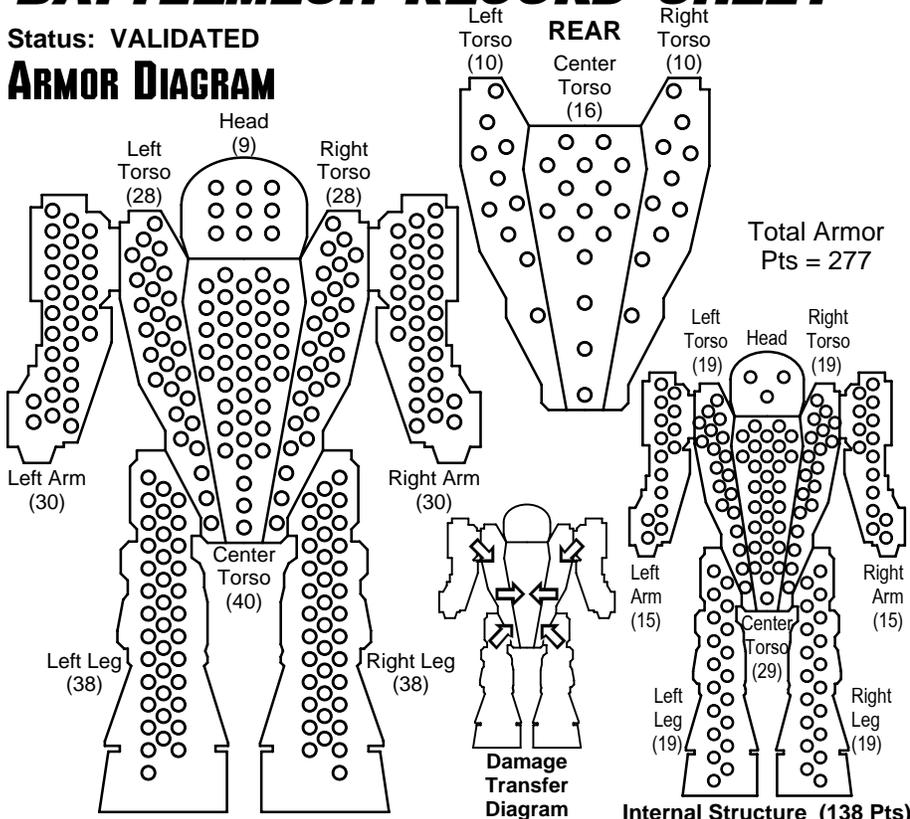
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Roll Again



# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**  
**ARMOR DIAGRAM**



### 'MECH DATA

Type: **Highlander HGN-736**  
 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	Gauss Rifle	RA	1	15	2	7	15	22
1	Streak SRM 4	LA	3	2/hit	-	3	6	9
2	Medium Laser	RT	3	5	-	3	6	9
1	Improved C³ CPU	RT	0	-	-	-	-	-
1	LRM 20 w/ Artemis IV LT	LT	6	1/hit	6	7	14	21

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

Gauss Rifle	16
Streak SRM 4	25
LRM 20	12

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

**Auto Eject:**                      **Weapon Heat:**  
 Operational     Disabled                      **(16)**

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_      Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

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

1-3

- Hand Actuator
- Streak SRM 4
- Ferro-Fibrous

4-6

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

#### Left Torso

- Jump Jet
- LRM 20

1-3

- Artemis IV FCS
- Ammo (Streak 4) 25
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- CASE
- Roll Again

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

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Jump Jet
- Ferro-Fibrous

4-6

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○

#### Right Arm

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

1-3

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

4-6

#### Right Torso

- Jump Jet
- Medium Laser
- Medium Laser
- Ammo (Gauss) 8
- Ammo (Gauss) 8
- Improved C³ CPU

1-3

- Improved C³ CPU
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

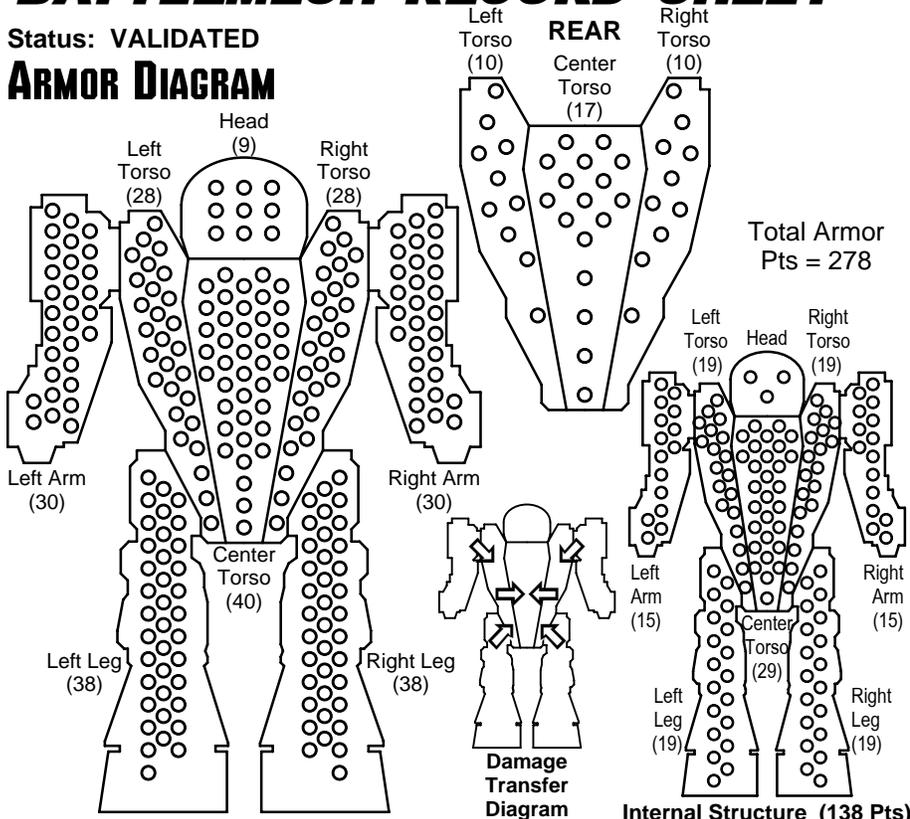
#### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**  
**ARMOR DIAGRAM**



### 'MECH DATA

Type: **Highlander HG-738**  
 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	ER Large Laser	RA	12	8	-	7	14	19
1	ER Medium Laser	LA	5	5	-	4	8	12
1	Heavy Gauss Rifle	RT 2	25/20/10	4	6	13	20	
1	LRM 15 w/ Artemis IV	LT	5	1/hit	6	7	14	21
1	Streak SRM 4	CT	3	2/hit	-	3	6	9
1	ER Medium Laser	HD	5	5	-	4	8	12

#### Ammo Type: Rounds:

Heavy Gauss Rifle	12
LRM 15	8
Streak SRM 4	25

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	

**WARGAMES**

### CRITICAL HIT TABLE

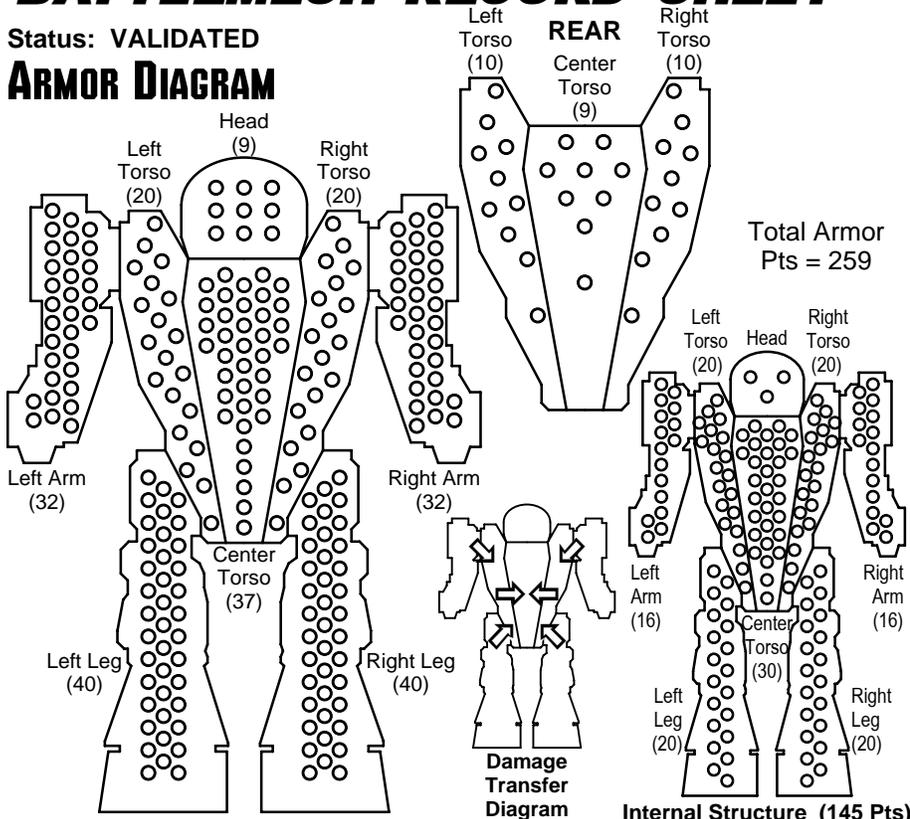
Location	Hit 1-3	Hit 4-6
<b>Left Arm</b>	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. ER Medium Laser 6. Endo Steel	1. Endo Steel 2. Endo Steel 3. Endo Steel 4. Endo Steel 5. Roll Again 6. Roll Again
<b>Right Arm</b>	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. ER Large Laser 5. ER Large Laser 6. Endo Steel	1. Endo Steel 2. Endo Steel 3. Endo Steel 4. Endo Steel 5. Roll Again 6. Roll Again
<b>Head</b>	1. Life Support 2. Sensors 3. Cockpit 4. ER Medium Laser 5. Sensors 6. Life Support	
<b>Center Torso</b>	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. Jump Jet 6. Streak SRM 4
<b>Left Torso</b>	1. Jump Jet 2. LRM 15 3. LRM 15 4. LRM 15 5. Artemis IV FCS 6. Ammo (Streak 4) 25	1. Ammo (LRM 15) 8 2. Ammo (Hvy Gauss) 4 3. Ammo (Hvy Gauss) 4 4. Ammo (Hvy Gauss) 4 5. CASE 6. Roll Again
<b>Right Torso</b>	1. Jump Jet 2. Heavy Gauss Rifle 3. Heavy Gauss Rifle 4. Heavy Gauss Rifle 5. Heavy Gauss Rifle 6. Heavy Gauss Rifle	1. Heavy Gauss Rifle 2. Heavy Gauss Rifle 3. Heavy Gauss Rifle 4. Heavy Gauss Rifle 5. Heavy Gauss Rifle 6. Heavy Gauss Rifle
<b>Left Leg</b>	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Endo Steel 6. Endo Steel	
<b>Right Leg</b>	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**



### 'MEGH DATA

Type: **Gladiator Prime**  
 Mass: **95 tons**  
 Movement Points: **4** Tech & Configuration:  
 Walking: **4** Clan  
 Running: **6 [8]** Biped OmniMech  
 Jumping: **4**

**Weapons Inventory:** (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Large Laser	RA	12	10	-	8	15	25
1	Gauss Rifle	LA	1	15	2	7	15	22
2	Machine Gun	RT	0	2	-	1	2	3

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

Gauss Rifle	16
Machine Gun	200

**Total Heat Sinks: 19 Double (38)**

**Auto Eject:**                      **Weapon Heat:**  
 Operational     Disabled                      **(25)**

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_      Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

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

**WIZKIDS GAMES**

### CRITICAL HIT TABLE

Location	Hit 1-3	Hit 4-6
<b>Left Arm (CASE)</b>	1. Shoulder 2. Upper Arm Actuator 3. Double Heat Sink 4. Double Heat Sink 5. Gauss Rifle 6. Gauss Rifle	1. Gauss Rifle 2. Gauss Rifle 3. Gauss Rifle 4. Gauss Rifle 5. Ferro-Fibrous 6. Roll Again
<b>Right Arm</b>	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. ER Large Laser 4. ER Large Laser 5. Ferro-Fibrous 6. Roll Again
<b>Head</b>	1. Life Support 2. Sensors 3. Cockpit 4. Ferro-Fibrous 5. Sensors 6. Life Support	
<b>Center Torso</b>	1. XL Engine 2. XL Engine 3. XL Engine 4. Gyro 5. Gyro 6. Gyro	1. XL Engine 2. XL Engine 3. XL Engine 4. Gyro 5. Gyro 6. Gyro
<b>Left Torso</b>	1. XL Engine 2. XL Engine 3. MASC 4. MASC 5. MASC 6. MASC	1. Gyro 2. XL Engine 3. XL Engine 4. XL Engine 5. Ferro-Fibrous 6. Ferro-Fibrous
<b>Right Torso (CASE)</b>	1. XL Engine 2. XL Engine 3. Double Heat Sink 4. Double Heat Sink 5. Machine Gun 6. Machine Gun	1. Ammo (MG) 200 2. Ferro-Fibrous 3. Ferro-Fibrous 4. Roll Again 5. Roll Again 6. Roll Again
<b>Left Leg</b>	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Jump Jet 6. Jump Jet	
<b>Right Leg</b>	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Jump Jet 6. Jump Jet	

**Engine Hits** ○ ○ ○

**Gyro Hits** ○ ○

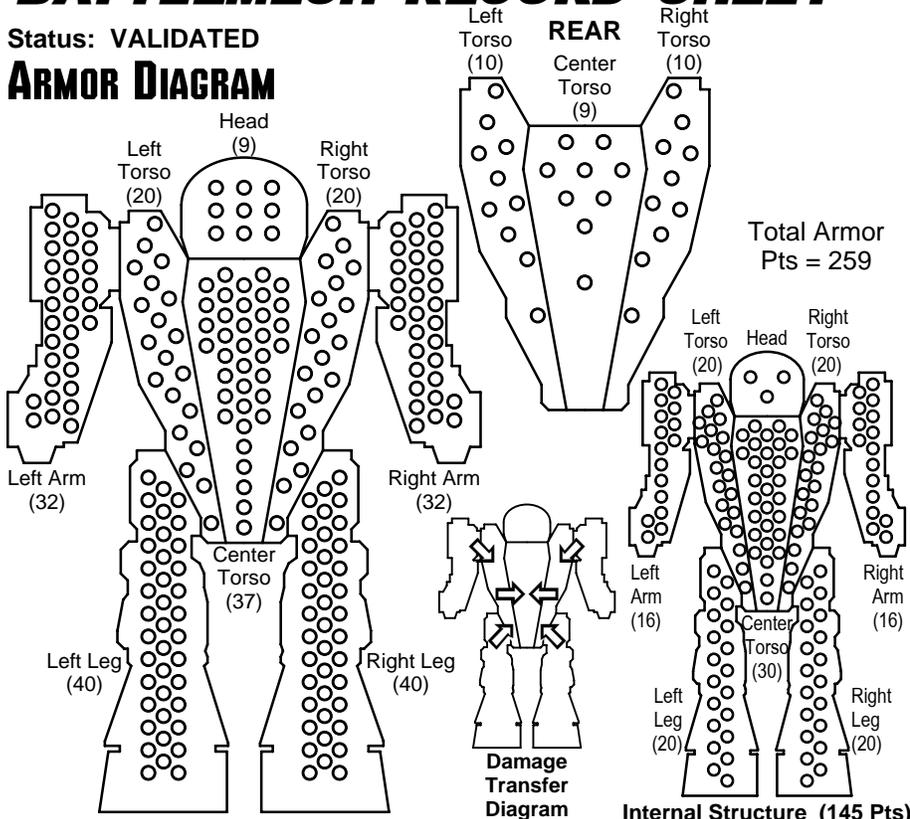
**Sensor Hits** ○ ○

**Life Support** ○

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**  
**ARMOR DIAGRAM**



### 'MECH DATA

Type: **Gladiator A**  
 Mass: **95 tons**  
 Movement Points: **Tech & Configuration:**  
 Walking: **4** Clan  
 Running: **6 [8]** **Biped OmniMech**  
 Jumping: **4**

---

**Weapons Inventory:** (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
4	ER Medium Laser	RA	5	7	-	5	10	15
3	Large Pulse Laser	LA	10	10	-	6	14	20
2	Machine Gun	RT	0	2	-	1	2	3

---

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

---

**Total Heat Sinks: 19 Double (38)**  
 ○○○○○○○○○○ ○○○○○○○○○○

**Auto Eject:**  Operational     Disabled      **Weapon Heat: (50)**

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_      Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

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

**WIZKIDS GAMES**

### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator

1-3

- Double Heat Sink
- Double Heat Sink
- Large Pulse Laser
- Large Pulse Laser

4-6

- Large Pulse Laser
- Large Pulse Laser
- Large Pulse Laser
- Large Pulse Laser
- Ferro-Fibrous
- Roll Again

#### Head

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

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

4-6

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

#### Left Torso

- XL Engine
- XL Engine

1-3

- MASC
- MASC
- MASC
- MASC

4-6

- Roll Again

#### Center Torso

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

1-3

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Right Torso (CASE)

- XL Engine
- XL Engine

1-3

- Double Heat Sink
- Double Heat Sink
- Machine Gun
- Machine Gun

4-6

- Ammo (MG) 200
- 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

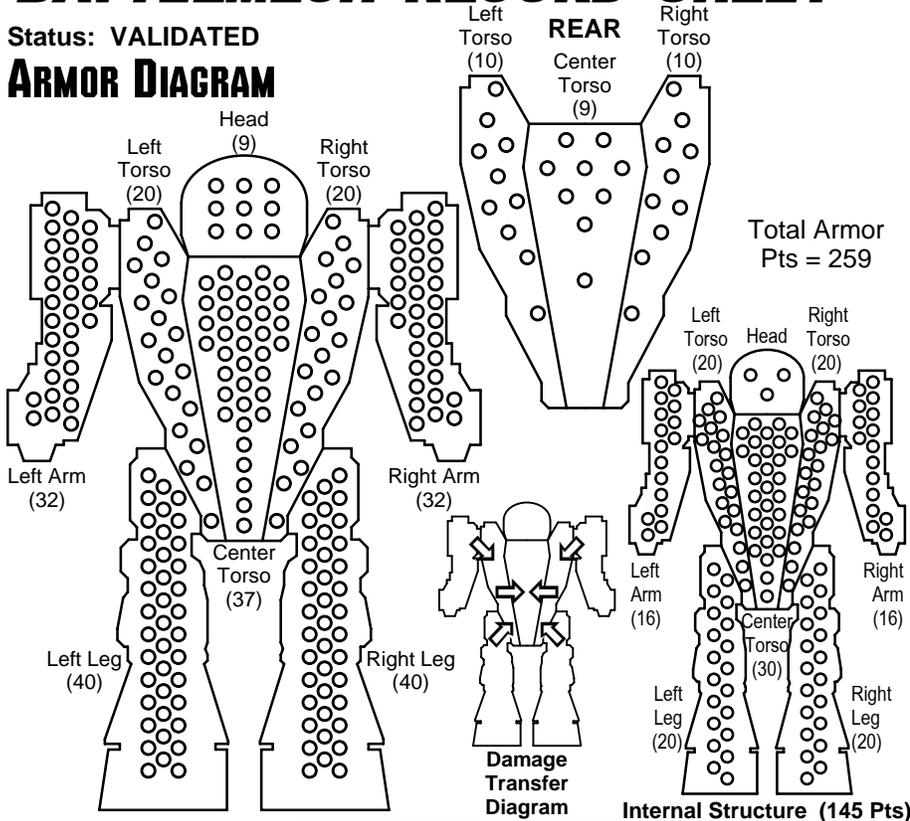
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Gladiator B**  
 Mass: **95 tons**  
 Movement Points: **4** Tech & Configuration:  
 Walking: **4** Clan  
 Running: **6 [8]** **Biped OmniMech**  
 Jumping: **4**

---

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	15	-	7	14	23
1	Ultra AC/20	LA	7	20	-	4	8	12
1	Anti-Missile System	RT	1	-	-	-	-	-
1	ER Medium Laser	RT	5	7	-	5	10	15

---

Ammo Type: **Ultra AC/20** Rounds: **15**  
**Anti-Missile System** **24**

---

Total Heat Sinks: **19 Double (38)**  
 ○○○○○○○○○○○ ○○○○○○○○○○○

Auto Eject:  Operational  Disabled **Weapon Heat: (35)**

### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

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

1-3

- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ferro-Fibrous
- Roll Again

4-6

#### Left Torso (CASE)

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

1-3

- Ammo (Ult AC/20) 5
- Ammo (Ult AC/20) 5
- Ammo (Ult AC/20) 5
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Leg

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

#### Head

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

#### Center Torso

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

1-3

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○

#### Right Leg

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

#### Right Arm

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

1-3

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

4-6

#### Right Torso (CASE)

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Anti-Missile System
- ER Medium Laser

1-3

- Ammo (AMS) 24
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

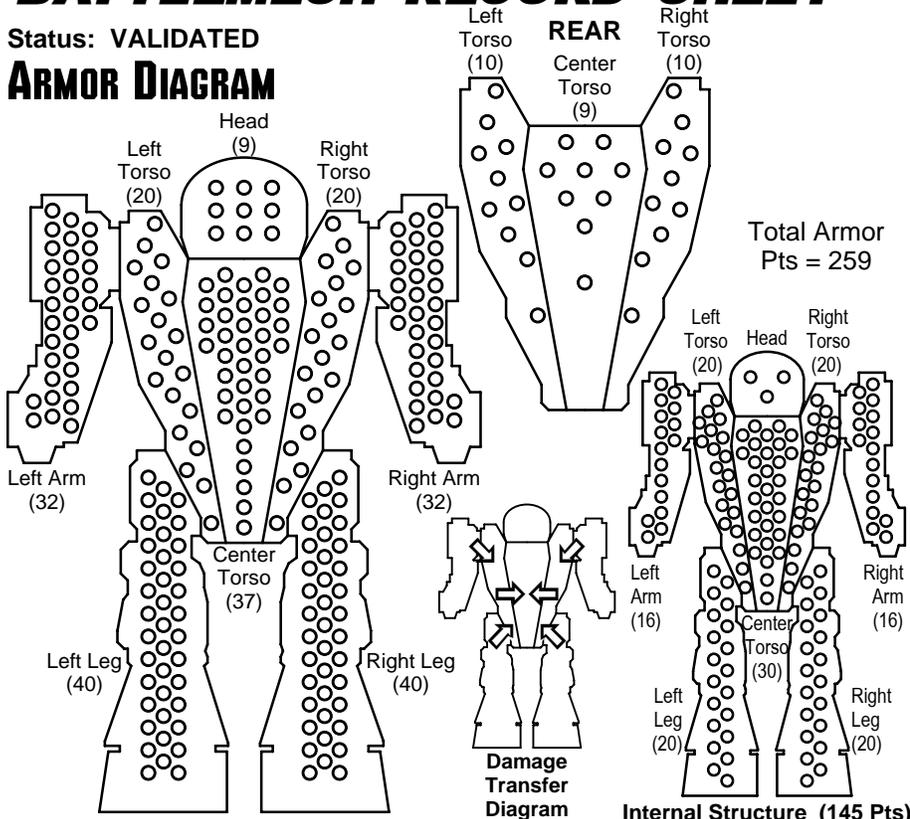
4-6

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Gladiator C**  
 Mass: **95 tons**  
 Movement Points: **Tech & Configuration:**  
 Walking: **4** Clan  
 Running: **6 [8]** **Biped OmniMech**  
 Jumping: **4**

---

**Weapons Inventory:** (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/20	RA	7	20	-	4	8	12
1	LRM 20 w/ Artemis IV LA	LA	6	1/hit	-	7	14	21
1	ER Small Laser	LT	2	5	-	2	4	6
1	Targeting Computer							

---

**Ammo Type:** **Rounds:**  
 Ultra AC/20: 15  
 LRM 20: 12

---

**Total Heat Sinks: 16 Double (32)**  
 ○○○○○○○○○ ○○○○○○

**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	

**WIZKIDS GAMES**

### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm (CASE)</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. LRM 20	5. LRM 20	6. LRM 20
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Ultra AC/20	4. Ultra AC/20	5. Ultra AC/20	6. Ultra AC/20
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. Ferro-Fibrous	5. Sensors	6. Life Support
<b>Center Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Engine	2. XL Engine	3. MASC	4. MASC	5. MASC	6. MASC
<b>Right Torso (CASE)</b>	1. XL Engine	2. XL Engine	3. Double Heat Sink	4. Double Heat Sink	5. Targeting Computer	6. Targeting Computer
<b>Left Leg</b>	1. ER Small Laser	2. Roll Again	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
<b>Right Leg</b>	1. Targeting Computer	2. Ammo (Ult AC/20) 5	3. Ammo (Ult AC/20) 5	4. Ammo (Ult AC/20) 5	5. Ferro-Fibrous	6. Ferro-Fibrous

**Engine Hits** ○○○○

**Gyro Hits** ○○

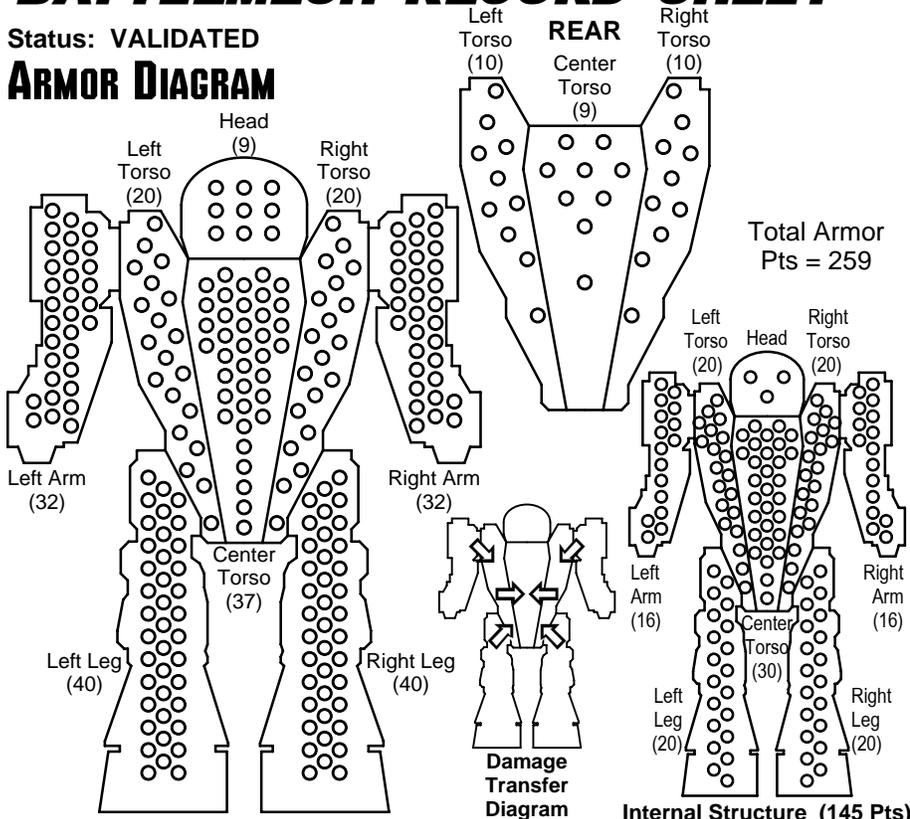
**Sensor Hits** ○○

**Life Support** ○

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**  
**ARMOR DIAGRAM**



### 'MECH DATA

Type: **Gladiator D**  
 Mass: **95 tons**  
 Movement Points: **Tech & Configuration:**  
 Walking: **4** Clan  
 Running: **6 [8]** **Biped OmniMech**  
 Jumping: **4**

**Weapons Inventory:** (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	RA	10	10	-	6	14	20
3	Medium Pulse Laser	RA	4	7	-	4	8	12
3	Small Pulse Laser	RA	2	3	-	2	4	6
2	SRM 6	LA	4	2/hit	-	3	6	9
2	Small Pulse Laser	RT	2	3	-	2	4	6
1	ER Small Laser	LT	2	5	-	2	4	6

Ammo Type: **SRM 6** Rounds: **45**

**Total Heat Sinks: 19 Double (38)**  
 ○○○○○○○○○○○ ○○○○○○○○○○○

**Auto Eject:**  Operational  Disabled **Weapon Heat: (42)**

### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

\*\* 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

#### Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- SRM 6
- SRM 6

1-3

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

4-6

#### Left Torso

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

1-3

- Double Heat Sink
- Double Heat Sink
- ER Small Laser
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Leg

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

#### Head

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

#### Center Torso

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

1-3

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Large Pulse Laser
- Large Pulse Laser
- Medium Pulse Laser
- Medium Pulse Laser

1-3

- Medium Pulse Laser
- Small Pulse Laser
- Small Pulse Laser
- Small Pulse Laser
- Ferro-Fibrous
- Roll Again

4-6

#### Right Torso

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

1-3

- Double Heat Sink
- Double Heat Sink
- Small Pulse Laser
- Small Pulse Laser
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Right Leg

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



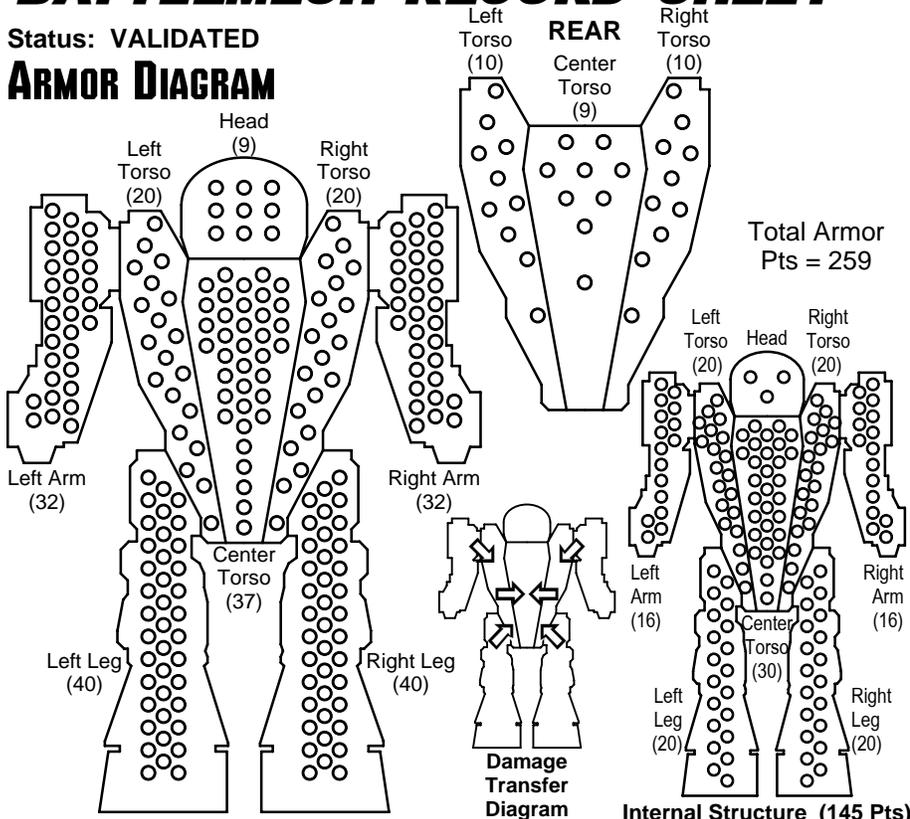


# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Gladiator K**  
 Mass: **95 tons**  
 Movement Points: **4** Tech & Configuration:  
 Walking: **4** Clan  
 Running: **6 [8]** Biped OmniMech  
 Jumping: **4**

#### Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Large Laser	RA	12	10	-	8	15	25
3	ER Medium Laser	RA	5	7	-	5	10	15
1	HAG 20	LA	4	20	2	8	16	24
1	Light Active Probe	RT	0	-	-	-	-	3

Ammo Type: **HAG 20** Rounds: **18**

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

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

### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

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

**WZK GAMES**

### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. HAG 20	4. HAG 20	5. HAG 20	6. HAG 20
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. ER Large Laser	6. ER Large Laser
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. Ferro-Fibrous	5. Sensors	6. Life Support
<b>Center Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Engine	2. XL Engine	3. Double Heat Sink	4. Double Heat Sink	5. MASC	6. MASC
<b>Right Torso</b>	1. XL Engine	2. XL Engine	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Left Leg</b>	1. MASC	2. MASC	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
<b>Right Leg</b>	1. Light Active Probe	2. Ferro-Fibrous	3. Ferro-Fibrous	4. Roll Again	5. Roll Again	6. Roll Again
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Jump Jet
<b>Right Leg</b>	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 ○○

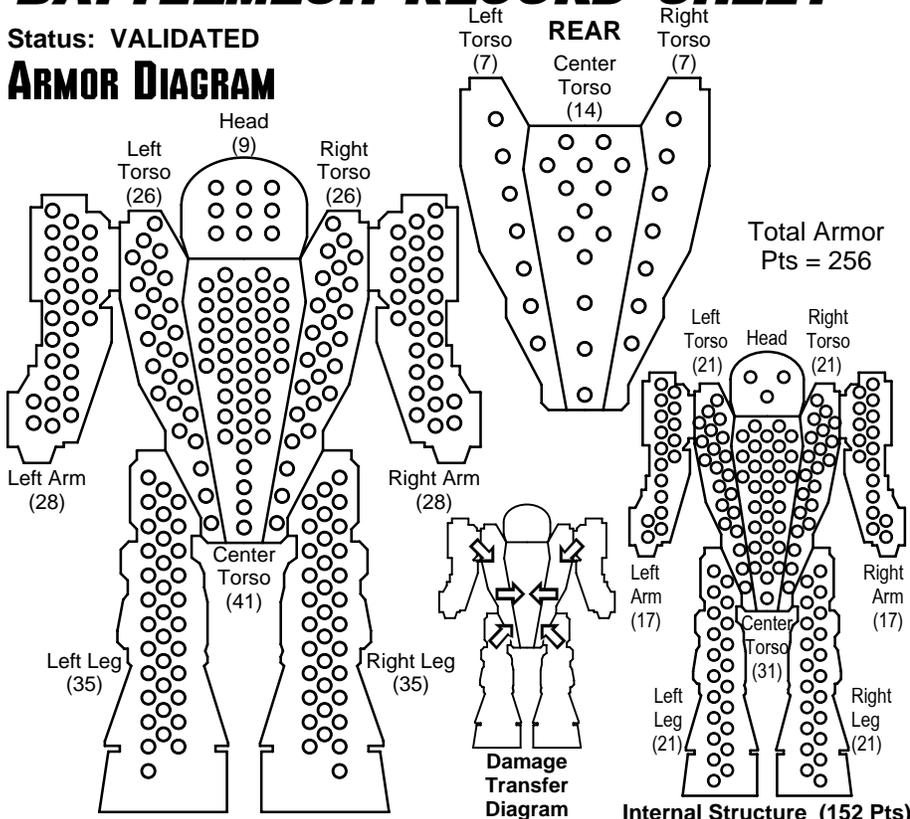
Life Support ○



# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**  
**ARMOR DIAGRAM**



### 'MECH DATA

Type: **Annihilator C**  
 Mass: **100 tons**  
 Movement Points: **Tech & Configuration:**  
 Walking: **3** Clan  
 Running: **5** Biped 'Mech  
 Jumping: **0**

**Weapons Inventory:** (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/10	RA	3	10	-	6	12	18
1	ER Medium Laser	RA	5	7	-	5	10	15
1	Ultra AC/10	LA	3	10	-	6	12	18
1	ER Medium Laser	LA	5	7	-	5	10	15
1	Ultra AC/10	RT	3	10	-	6	12	18
1	Ultra AC/10	LT	3	10	-	6	12	18
2	ER Medium Laser	CT	5	7	-	5	10	15

Ammo Type: **Ultra AC/10** Rounds: **80**

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

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

### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

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

**WARGAMES**

### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Ultra AC/10	5. Ultra AC/10	6. Ultra AC/10
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Ultra AC/10	5. Ultra AC/10	6. Ultra AC/10
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. Endo Steel	5. Sensors	6. Life Support
<b>Center Torso</b>	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso (CASE)</b>	1. Ultra AC/10	2. Ultra AC/10	3. Ultra AC/10	4. Ultra AC/10	5. Ammo (Ult AC/10) 10	6. Ammo (Ult AC/10) 10
<b>Right Torso (CASE)</b>	1. Ultra AC/10	2. Ultra AC/10	3. Ultra AC/10	4. Ultra AC/10	5. Ammo (Ult AC/10) 10	6. Ammo (Ult AC/10) 10
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel
<b>Right Leg</b>	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** ○

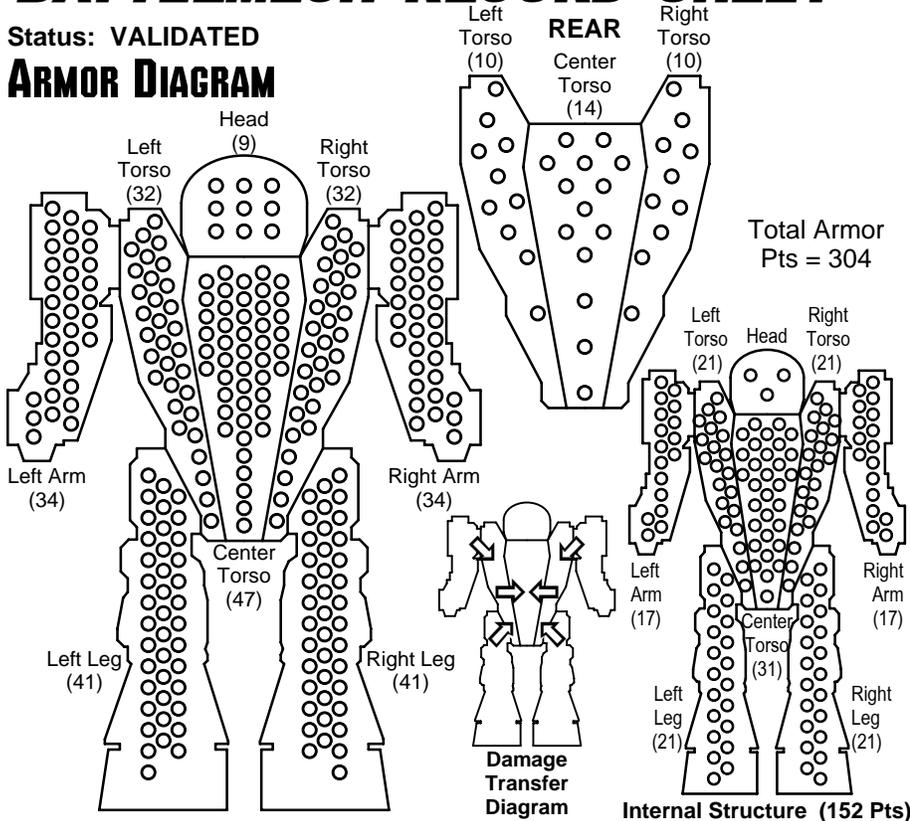


# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Daishi A**  
 Mass: **100 tons**  
 Movement Points: **Tech & Configuration:**  
 Walking: **3**      Clan  
 Running: **5**      **Biped OmniMech**  
 Jumping: **0**

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**Weapons Inventory:** (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	Large Pulse Laser	RA	10	10	-	6	14	20
1	Gauss Rifle	LA	1	15	2	7	15	22
1	Anti-Missile System	RT	1	-	-	-	-	-
2	Streak SRM 6	LT	4	2/hit	-	4	8	12

---

**Ammo Type:**      **Rounds:**

Gauss Rifle	24
Anti-Missile System	72
Streak SRM 6	30

---

**Total Heat Sinks: 21 Double (42)**

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 ○

**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	

**WIZKIDS GAMES**

### CRITICAL HIT TABLE

#### Left Arm (CASE)

- Shoulder
- Upper Arm Actuator

1-3

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

4-6

- Gauss Rifle
- Gauss Rifle
- Ammo (Gauss) 8
- Ammo (Gauss) 8
- Ammo (Gauss) 8
- Roll Again

#### Head

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

- Double Heat Sink
- Double Heat Sink
- Large Pulse Laser

4-6

- Large Pulse Laser
- Roll Again

#### Left Torso (CASE)

- XL Engine
- XL Engine

1-3

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

4-6

- Streak SRM 6
- Streak SRM 6
- Streak SRM 6
- Streak SRM 6
- Ammo (Streak 6) 15
- Ammo (Streak 6) 15

#### Center Torso

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

1-3

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

#### Right Torso (CASE)

- XL Engine
- XL Engine

1-3

- Double Heat Sink

4-6

- Double Heat Sink
- Double Heat Sink
- Anti-Missile System
- Ammo (AMS) 24
- Ammo (AMS) 24
- Ammo (AMS) 24

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

#### Left Leg

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

#### Right Leg

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



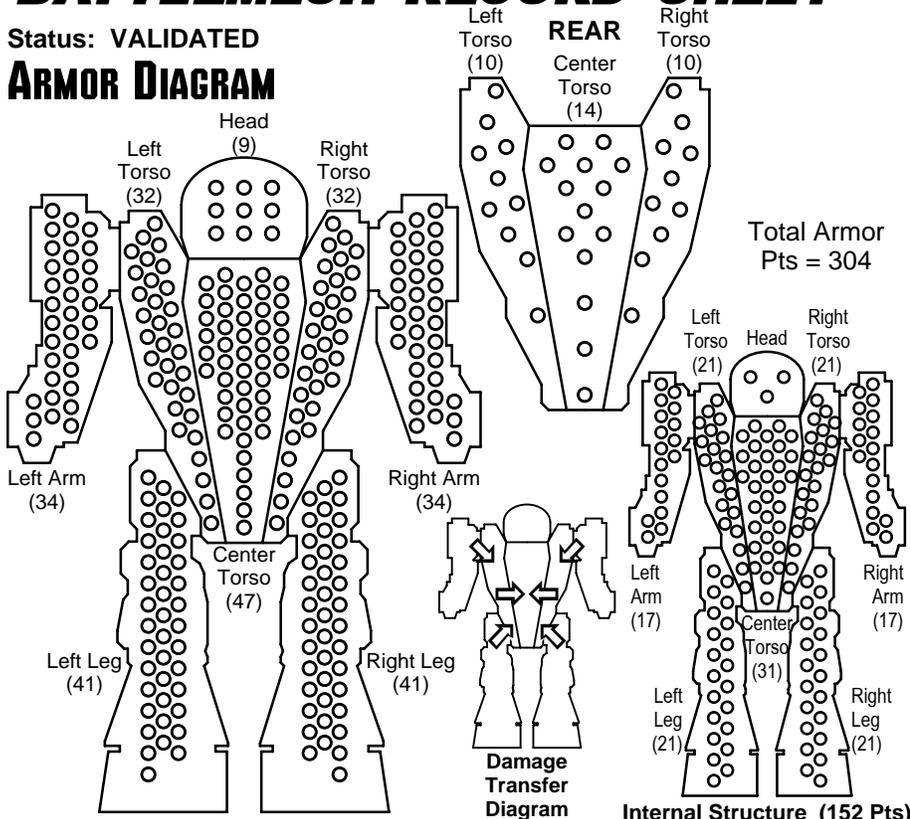




# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**  
**ARMOR DIAGRAM**



### 'MECH DATA

Type: **Daishi H**  
 Mass: **100 tons**  
 Movement Points: **Tech & Configuration:**  
 Walking: **3**      Clan  
 Running: **5**      **Biped OmniMech**  
 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	Heavy Large Laser	RA	18	16	-	5	10	15
1	Gauss Rifle	LA	1	15	2	7	15	22
1	Heavy Large Laser	LA	18	16	-	5	10	15
1	Medium Pulse Laser	RT	4	7	-	4	8	12
1	Flamer	HD	3	2	-	1	2	3
1	Targeting Computer							

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

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

**Auto Eject:**      **Weapon Heat:**  
 Operational     Disabled      **(45)**

### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_      Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

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

**WKGAMES**

### CRITICAL HIT TABLE

#### Left Arm (CASE)

- Shoulder
- Upper Arm Actuator

1-3

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

4-6

- Gauss Rifle
- Gauss Rifle
- Heavy Large Laser
- Heavy Large Laser
- Heavy Large Laser
- Ammo (Gauss) 8

#### Head

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

#### Right Arm (CASE)

- Shoulder
- Upper Arm Actuator

1-3

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

4-6

- Gauss Rifle
- Gauss Rifle
- Heavy Large Laser
- Heavy Large Laser
- Heavy Large Laser
- Ammo (Gauss) 8

#### Left Torso

- XL Engine
- XL Engine

1-3

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

4-6

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Ammo (Gauss) 8
- Ammo (Gauss) 8

#### Center Torso

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

1-3

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

4-6

#### Right Torso

- XL Engine
- XL Engine

1-3

- Double Heat Sink
- Double Heat Sink
- Targeting Computer
- Targeting Computer
- Targeting Computer
- Targeting Computer

4-6

- Targeting Computer
- Medium Pulse Laser

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

#### Left Leg

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

#### Right Leg

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

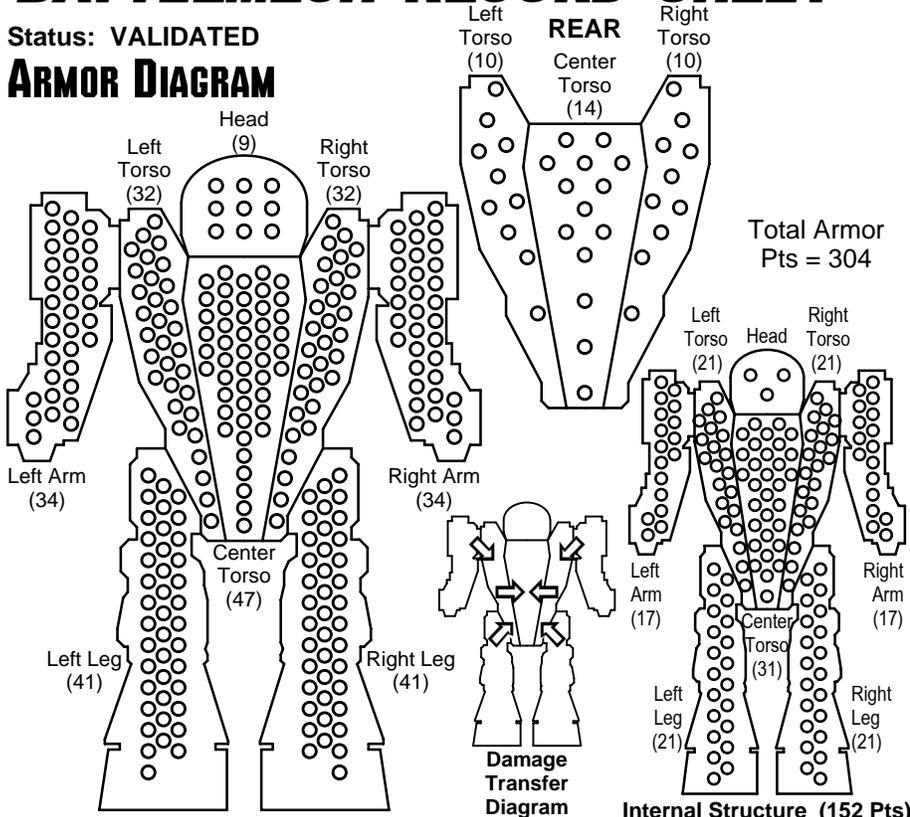


# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Daishi W**  
 Mass: **100 tons**  
 Movement Points: **Tech & Configuration:**  
 Walking: **3** Clan  
 Running: **5** **Biped OmniMech**  
 Jumping: **0**

#### Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	RA	12	10	-	8	15	25
1	Gauss Rifle	LA	1	15	2	7	15	22
1	Ultra AC/20	RT	7	20	-	4	8	12
1	LRM 20	LT	6	1/hit	-	7	14	21
2	Medium Pulse Laser	CT	4	7	-	4	8	12
1	ER Small Laser	HD	2	5	-	2	4	6

#### Ammo Type: Rounds:

Gauss Rifle	32
Ultra AC/20	10
LRM 20	12

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

○○○○○○○○○○ ○○○○○○○○○

#### Auto Eject: Operational Disabled

#### Weapon Heat: (43)

### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

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

**WARGAMES**

### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm (CASE)</b>	1. Shoulder	2. Upper Arm Actuator	3. Gauss Rifle	4. Gauss Rifle	5. Gauss Rifle	6. Gauss Rifle
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. ER Small Laser	5. Sensors	6. Life Support
<b>Center Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso (CASE)</b>	1. XL Engine	2. XL Engine	3. Double Heat Sink	4. Double Heat Sink	5. LRM 20	6. LRM 20
<b>Right Torso</b>	1. XL Engine	2. XL Engine	3. Double Heat Sink	4. Double Heat Sink	5. Ultra AC/20	6. Ultra AC/20
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Double Heat Sink	6. Double Heat Sink
<b>Right Leg</b>	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 ○○

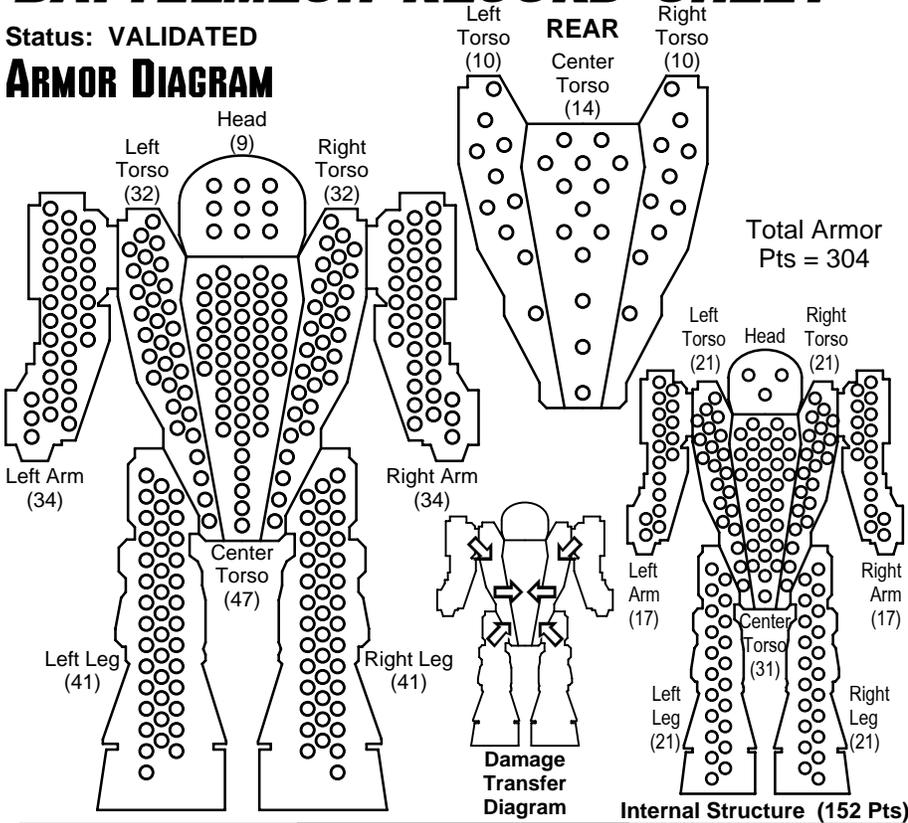
Life Support ○

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MEGH DATA

Type: **Daishi Hohiro**  
 Mass: **100 tons**  
 Movement Points: **Tech & Configuration:**  
 Walking: **3**      Clan  
 Running: **5**      **Biped OmniMech**  
 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	ER PPC	LA	15	15	-	7	14	23
1	Streak SRM 6	RT	4	2/hit	-	4	8	12
3	Large Pulse Laser	LT	10	10	-	6	14	20
1	ER Small Laser	HD	2	5	-	2	4	6

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**Ammo Type:**      **Rounds:**  
 Gauss Rifle      16  
 Streak SRM 6      15

---

**Total Heat Sinks: 23 Double (46)**  
 ○○○○○○○○○○○ ○○○○○○○○○○○  
 ○○○

**Auto Eject:**      **Weapon Heat:**  
 Operational     Disabled      **(52)**

### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_      Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid 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
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER PPC
- ER PPC

#### Left Torso

- XL Engine
- XL Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Large Pulse Laser
- Large Pulse Laser

- Large Pulse Laser
- Large Pulse Laser
- Large Pulse Laser
- Large Pulse Laser
- Roll Again
- Roll Again

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Cockpit
- ER Small Laser
- Sensors
- Life Support

#### Center Torso

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

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

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

#### Right Arm (CASE)

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

- Gauss Rifle

#### Right Torso (CASE)

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

- Streak SRM 6
- Streak SRM 6
- Ammo (Gauss) 8
- Ammo (Gauss) 8
- Ammo (Streak 6) 15
- Roll Again

#### Right Leg

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

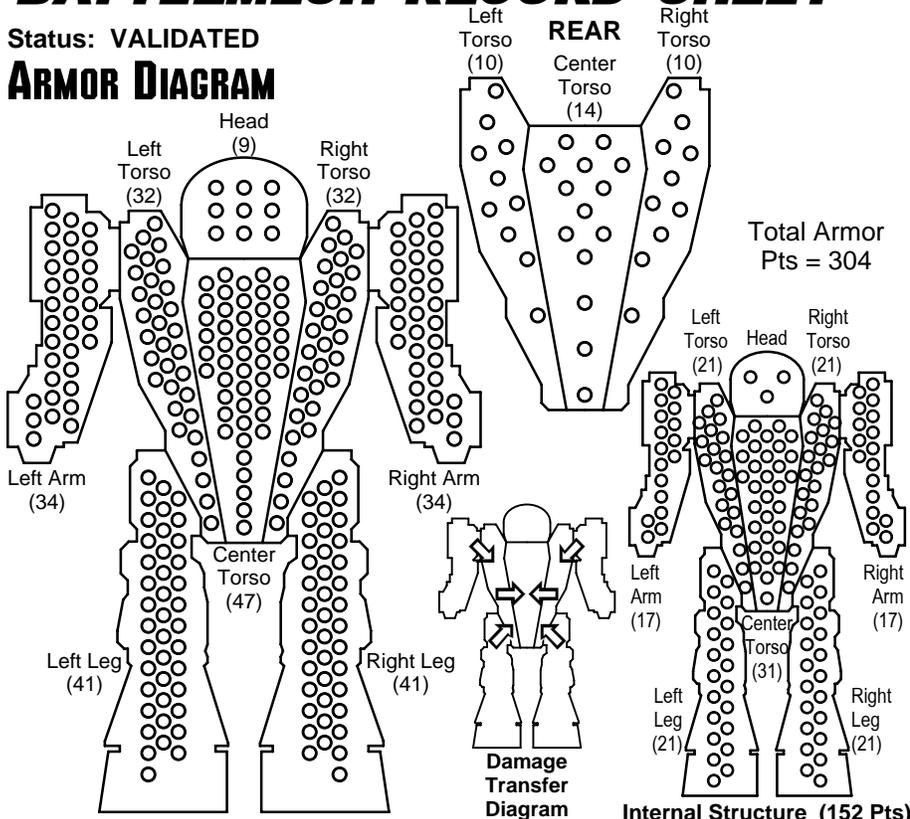


# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MEGH DATA

Type: **Daishi Widowmaker**  
 Mass: **100 tons**  
 Movement Points: **Tech & Configuration:**  
 Walking: **3** Clan  
 Running: **5** **Biped OmniMech**  
 Jumping: **0**

---

**Weapons Inventory:** (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	RA	10	10	-	6	14	20
1	ER PPC	RA	15	15	-	7	14	23
1	Large Pulse Laser	LA	10	10	-	6	14	20
1	ER PPC	LA	15	15	-	7	14	23
1	Ultra AC/20	RT	7	20	-	4	8	12
2	ER Medium Laser	CT	5	7	-	5	10	15
1	ER Small Laser	HD	2	5	-	2	4	6

---

**Ammo Type:** Ultra AC/20  
**Rounds:** 10

---

**Total Heat Sinks: 25 Double (50)**  
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 ○○○○○○

**Auto Eject:**  Operational  Disabled  
**Weapon Heat:** (76)

### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

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

**WARGAMES**

### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Right Arm (CASE)</b>	1. Shoulder	2. Upper Arm Actuator	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. ER Small Laser	5. Sensors	6. Life Support
<b>Center Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Engine	2. XL Engine	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Right Torso</b>	1. XL Engine	2. XL Engine	3. Double Heat Sink	4. Double Heat Sink	5. Ultra AC/20	6. Ultra AC/20
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Double Heat Sink	6. Double Heat Sink
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Double Heat Sink	6. Double Heat Sink

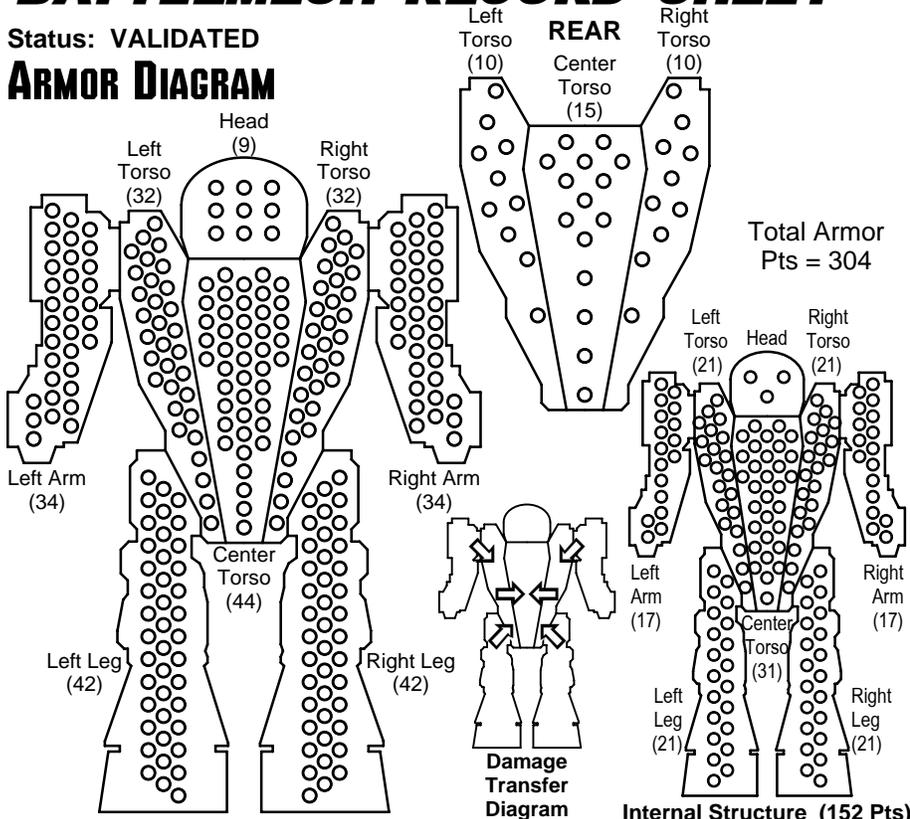
Engine Hits ○○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Imp C**  
 Mass: **100 tons**  
 Movement Points: **Tech & Configuration:**  
 Walking: **3** Clan  
 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		6	1/hit	-	7	14	21
1	Medium Pulse Laser LA		4	7	-	4	8	12
1	ER PPC	RT	15	15	-	7	14	23
1	Medium Pulse Laser RT		4	7	-	4	8	12
1	ER PPC	LT	15	15	-	7	14	23
1	Medium Pulse Laser LT		4	7	-	4	8	12
2	Medium Pulse Laser CT		4	7	-	4	8	12

Ammo Type: **LRM 20**      Rounds: **18**

#### Total Heat Sinks: 25 Double (50)

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 ○○○○

Auto Eject:  Operational     Disabled    **Weapon Heat: (56)**

### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_      Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

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

**WARGAMES**

### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Double Heat Sink	5. Double Heat Sink	6. LRM 20
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support
<b>Center Torso</b>	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso (CASE)</b>	1. Double Heat Sink	2. Double Heat Sink	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Right Torso</b>	1. Double Heat Sink	2. Double Heat Sink	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Left Leg</b>	1. ER PPC	2. ER PPC	3. Medium Pulse Laser	4. Ammo (LRM 20) 6	5. Ammo (LRM 20) 6	6. Ammo (LRM 20) 6
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Double Heat Sink	6. Double Heat Sink

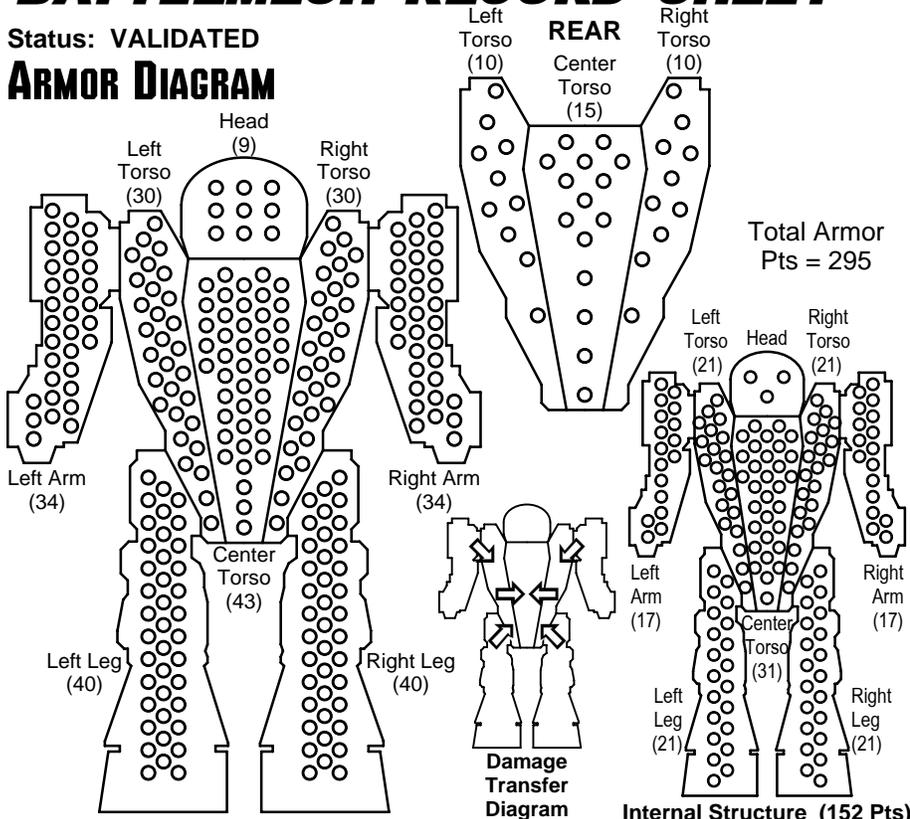
Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○



# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**  
**ARMOR DIAGRAM**



### 'MECH DATA

Type: **King Crab KGC-001**  
 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	Gauss Rifle	RA	1	15	2	7	15	22
1	Gauss Rifle	LA	1	15	2	7	15	22
1	Large Pulse Laser	RT	10	9	-	3	7	10
1	Streak SRM 2	RT	2	2/hit	-	3	6	9
1	LRM 15	LT	5	1/hit	6	7	14	21
1	Streak SRM 2	LT	2	2/hit	-	3	6	9

#### Ammo Type: Rounds:

Gauss Rifle	32
Streak SRM 2	100
LRM 15	8

Total Heat Sinks: **13 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
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Gauss Rifle	4. Gauss Rifle	5. Gauss Rifle	6. Gauss Rifle
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Gauss Rifle	4. Gauss Rifle	5. Gauss Rifle	6. Gauss Rifle
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. Ferro-Fibrous	5. Sensors	6. Life Support
<b>Center Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. LRM 15	5. LRM 15	6. LRM 15
<b>Right Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. Large Pulse Laser	5. Large Pulse Laser	6. Streak SRM 2
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Ferro-Fibrous	6. Ferro-Fibrous
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Single Heat Sink	6. Ferro-Fibrous

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○

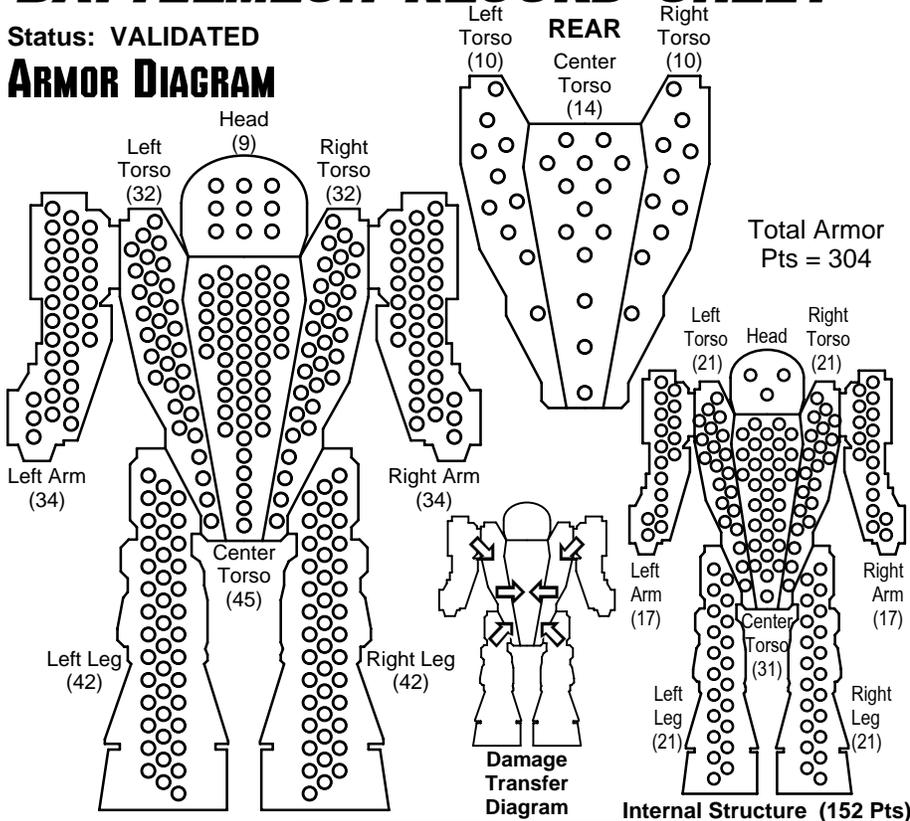


# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **King Crab KGC-008**  
 Mass: **100 tons**  
 Movement Points: **Tech & Configuration:**  
 Walking: **3**      Inner Sphere  
 Running: **5**      Biped 'Mech  
 Jumping: **5**

#### Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy PPC	RA	15	15	3	6	12	18
1	Light AC/5	RA	1	5	-	5	10	15
1	Heavy PPC	LA	15	15	3	6	12	18
1	Light AC/5	LA	1	5	-	5	10	15
1	Improved C³ CPU	RT	0	-	-	-	-	-
2	ER Medium Laser	LT	5	5	-	4	8	12

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

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

Auto Eject:  Operational       Disabled      **Weapon Heat: (42)**

### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_      Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

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

**WKGAMES**

### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Heavy PPC	4. Heavy PPC	5. Heavy PPC	6. Heavy PPC
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Heavy PPC	4. Heavy PPC	5. Heavy PPC	6. Heavy PPC
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support
<b>Center Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. Improved Jump Jet	5. Improved Jump Jet	6. Improved Jump Jet
<b>Right Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. Improved Jump Jet	5. Improved Jump Jet	6. Improved Jump Jet
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Ferro-Fibrous	6. Ferro-Fibrous
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Ferro-Fibrous	6. Ferro-Fibrous

Engine Hits ○○○

Gyro Hits ○○

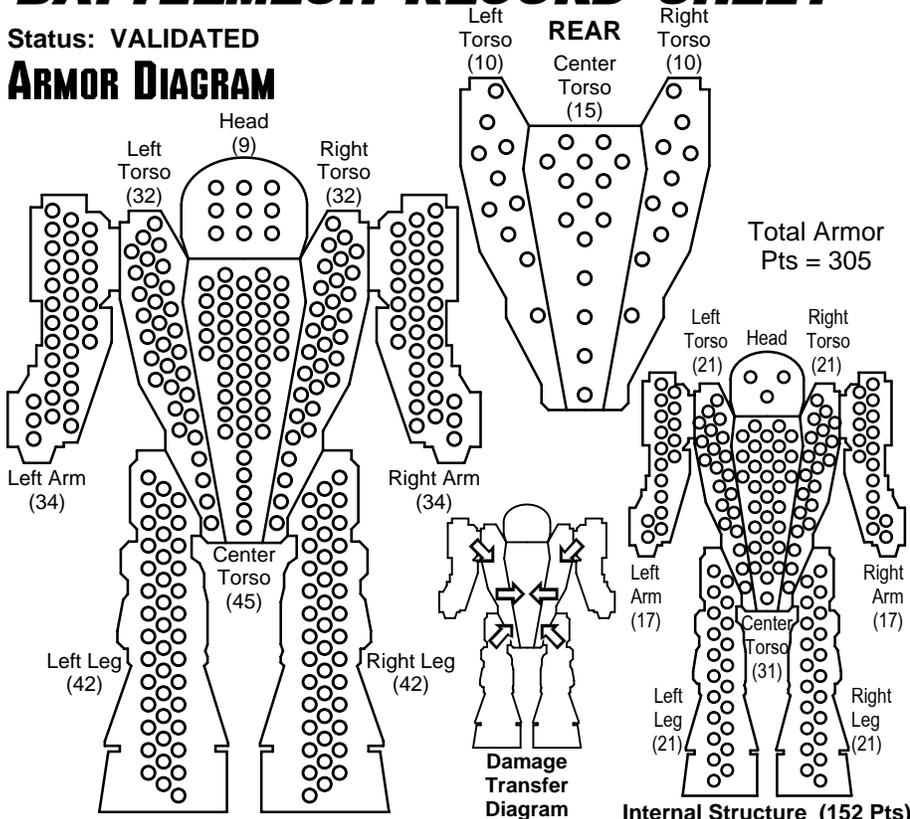
Sensor Hits ○○

Life Support ○

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**  
**ARMOR DIAGRAM**



### 'MECH DATA

Type: **King Crab KGC-009**  
 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	Rotary AC/5	RA	1	5	-	5	10	15
1	Light PPC	RA	5	5	3	6	12	18
1	Rotary AC/5	LA	1	5	-	5	10	15
1	Light PPC	LA	5	5	3	6	12	18
1	Plasma Rifle	LT	10	10	-	5	10	15
1	Streak SRM 6	CT	4	2/hit	-	3	6	9

**Ammo Type:** Rounds:  
 Rotary AC/5: 120  
 Plasma Rifle: 20  
 Streak SRM 6: 15

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

**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	

**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. Rotary AC/5	3. Cockpit	3. Rotary AC/5
4. Rotary AC/5	4. Light Ferro-Fibrous	4. Rotary AC/5
5. Rotary AC/5	5. Sensors	5. Rotary AC/5
6. Rotary AC/5	6. Life Support	6. Rotary AC/5
1-3		1-3
1. Rotary AC/5		1. Rotary AC/5
2. Rotary AC/5		2. Rotary AC/5
3. Light PPC		3. Light PPC
4. Light PPC		4. Light PPC
5. Light Ferro-Fibrous		5. Light Ferro-Fibrous
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. Plasma Rifle		1. Ammo (RAC/5) 20
2. Plasma Rifle		2. Ammo (RAC/5) 20
3. Ammo (PR) 10		3. Ammo (RAC/5) 20
4. Ammo (PR) 10		4. Ammo (RAC/5) 20
5. Roll Again		5. Ammo (RAC/5) 20
6. Roll Again		6. Ammo (RAC/5) 20
1-3		1-3
1. Roll Again		1. Ammo (RAC/5) 20
2. Roll Again		2. Ammo (RAC/5) 20
3. Roll Again		3. Ammo (RAC/5) 20
4. Roll Again		4. Ammo (RAC/5) 20
5. Roll Again		5. Ammo (RAC/5) 20
6. Roll Again		6. Ammo (RAC/5) 20
4-6		4-6
1. Roll Again		1. Ammo (Streak 6) 15
2. Roll Again		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
1-3		1-3
1. Fusion Engine		1. Gyro
2. Fusion Engine		2. Fusion Engine
3. Fusion Engine		3. Fusion Engine
4. Gyro		4. Fusion Engine
5. Gyro		5. Streak SRM 6
6. Gyro		6. Streak SRM 6
4-6		4-6
1. Fusion Engine		1. Gyro
2. Fusion Engine		2. Fusion Engine
3. Fusion Engine		3. Fusion Engine
4. Gyro		4. Fusion Engine
5. Gyro		5. Streak SRM 6
6. Gyro		6. Streak SRM 6
1-3		1-3
1. Life Support		1. Gyro
2. Sensors		2. Fusion Engine
3. Cockpit		3. Fusion Engine
4. Light Ferro-Fibrous		4. Fusion Engine
5. Sensors		5. Streak SRM 6
6. Life Support		6. Streak SRM 6
4-6		4-6
1. Life Support		1. Gyro
2. Sensors		2. Fusion Engine
3. Cockpit		3. Fusion Engine
4. Light Ferro-Fibrous		4. Fusion Engine
5. Sensors		5. Streak SRM 6
6. Life Support		6. Streak SRM 6

**Engine Hits** ○ ○ ○

**Gyro Hits** ○ ○

**Sensor Hits** ○ ○

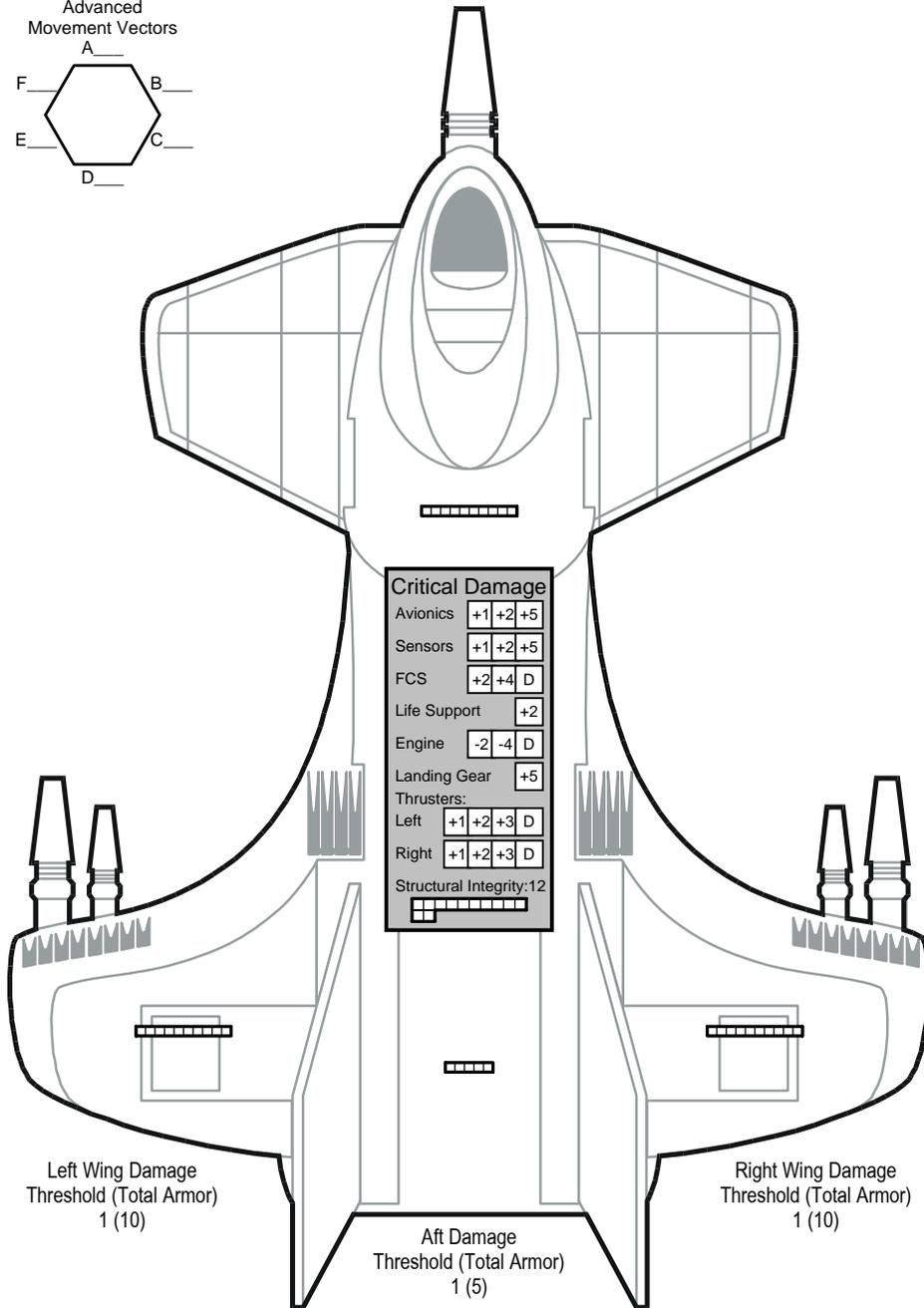
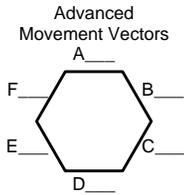
**Life Support** ○

# AEROTECH 2™

## AEROSPACE FIGHTER RECORD SHEET

### ARMOR DIAGRAM

Nose Damage  
Threshold (Total Armor)  
1 (10) - Standard Scale



### VESSEL DATA

Name: **Trident TRN-3T**  
 Type: **Aerospace Fighter**  
 Mass: **20 tons**  
 Thrust: Safe Thrust: **12** Max Thrust: **18**  
 Tech: **Inner Sphere**

### Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 Medium Laser	Nose	3	5	--	--	--
1 Medium Laser	LW	3	5	--	--	--
1 Medium Laser	RW	3	5	--	--	--
1 Small Laser	Aft	1	3			Point Defense

Total Heat Sinks: **10 Single**

Total Weapon Heat: **10**

### Pilot Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

Heat Overflow

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
04	
03	
02	
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00	



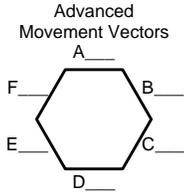
### Velocity Record

Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Thrust																					
Velocity																					
Effective Velocity																					
Altitude Level																					
Fuel Pts	240																				

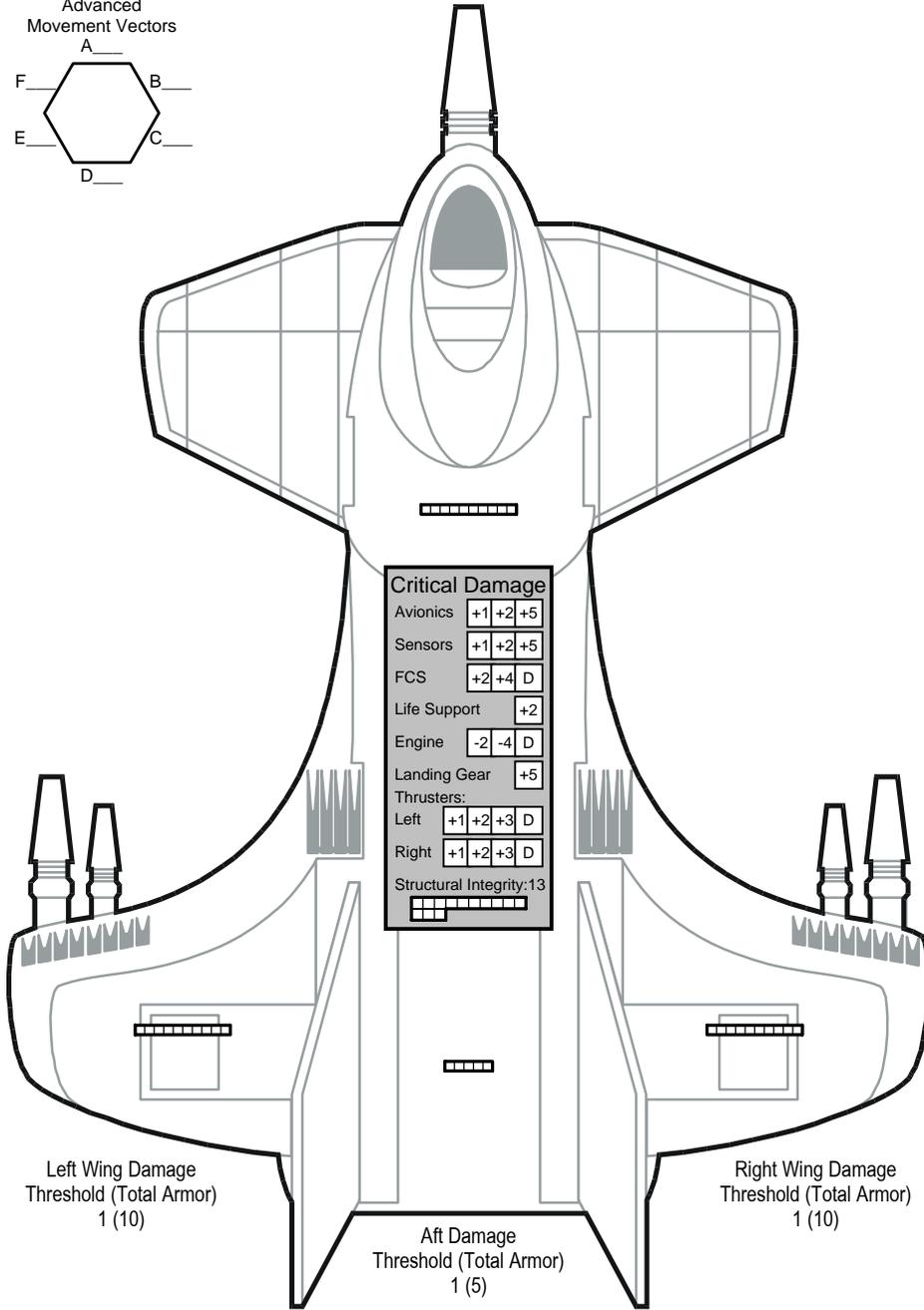
# AEROTECH 2™

## AEROSPACE FIGHTER RECORD SHEET

### ARMOR DIAGRAM



Nose Damage Threshold (Total Armor)  
1 (10) - Standard Scale



Left Wing Damage Threshold (Total Armor)  
1 (10)

Right Wing Damage Threshold (Total Armor)  
1 (10)

Aft Damage Threshold (Total Armor)  
1 (5)

### VESSEL DATA

Name: **Swift SWF-606**  
 Type: **Aerospace Fighter**  
 Mass: **25 tons**  
 Thrust: Safe Thrust: **13** Max Thrust: **20**  
 Tech: **Inner Sphere**

### Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 Medium Laser	Nose	3	5	--	--	--
1 Small Laser	Nose	1	3		Point Defense	

Total Heat Sinks: **10 Single**

Total Weapon Heat: **4**

### Pilot Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

Heat	Overflow	Notes
30		Shutdown
29		
28		Ammo Explosion, avoid on 8+
27		Pilot Damage, avoid on 9+
26		Shutdown, avoid on 10+
25		Random Movement, avoid on 10+
24		+4 Modifier to Fire
23		Ammo Explosion, avoid on 6+
22		Shutdown, avoid on 8+
21		Pilot Damage, avoid on 6+
20		Random Movement, avoid on 8+
19		Ammo Explosion, avoid on 4+
18		Shutdown, avoid on 6+
17		+3 Modifier to Fire
16		
15		Random Movement, avoid on 7+
14		Shutdown, avoid on 4+
13		+2 Modifier to Fire
12		
11		
10		Random Movement, avoid on 6+
09		
08		+1 Modifier to Fire
07		
06		
05		Random Movement, avoid on 5+
04		
03		
02		
01		
00		



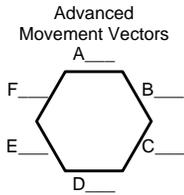
### Velocity Record

Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Thrust																					
Velocity																					
Effective Velocity																					
Altitude Level																					
Fuel Pts	240																				

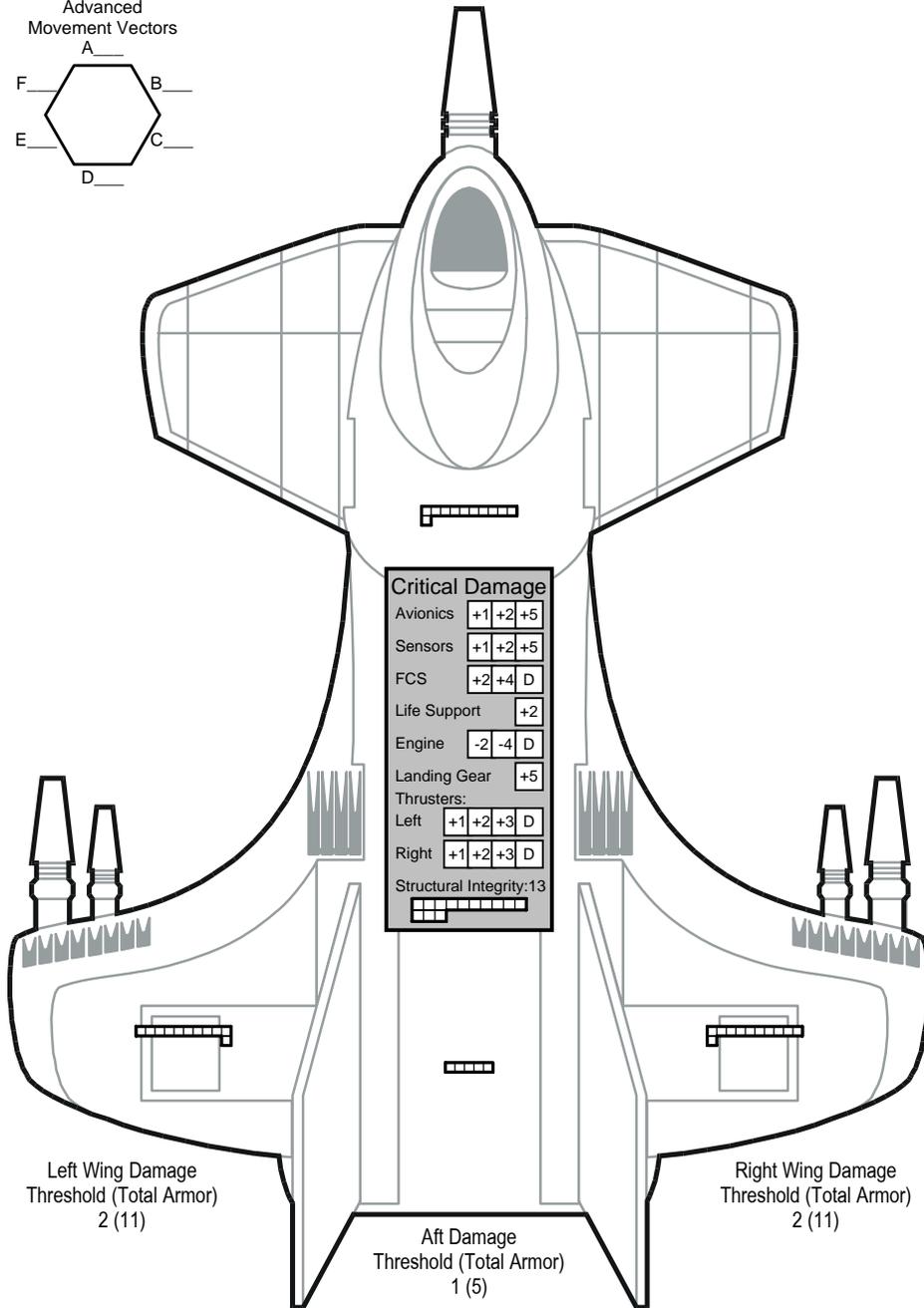
# AEROTECH 2™

## AEROSPACE FIGHTER RECORD SHEET

### ARMOR DIAGRAM



Nose Damage Threshold (Total Armor)  
2 (11) - Standard Scale



### VESSEL DATA

Name: **Swift C**  
 Type: **Aerospace Fighter**  
 Mass: **25 tons**  
 Thrust: Safe Thrust: **13** Max Thrust: **20**  
 Tech: **Clan**

### Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 ER Medium Laser	Nose	5	7	7	--	--
1 ER Small Laser	Nose	2	5	--	--	--

Total Heat Sinks: **10 Single**

Total Weapon Heat: **7**

### Pilot Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

Heat	Overflow
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
04	
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### Velocity Record

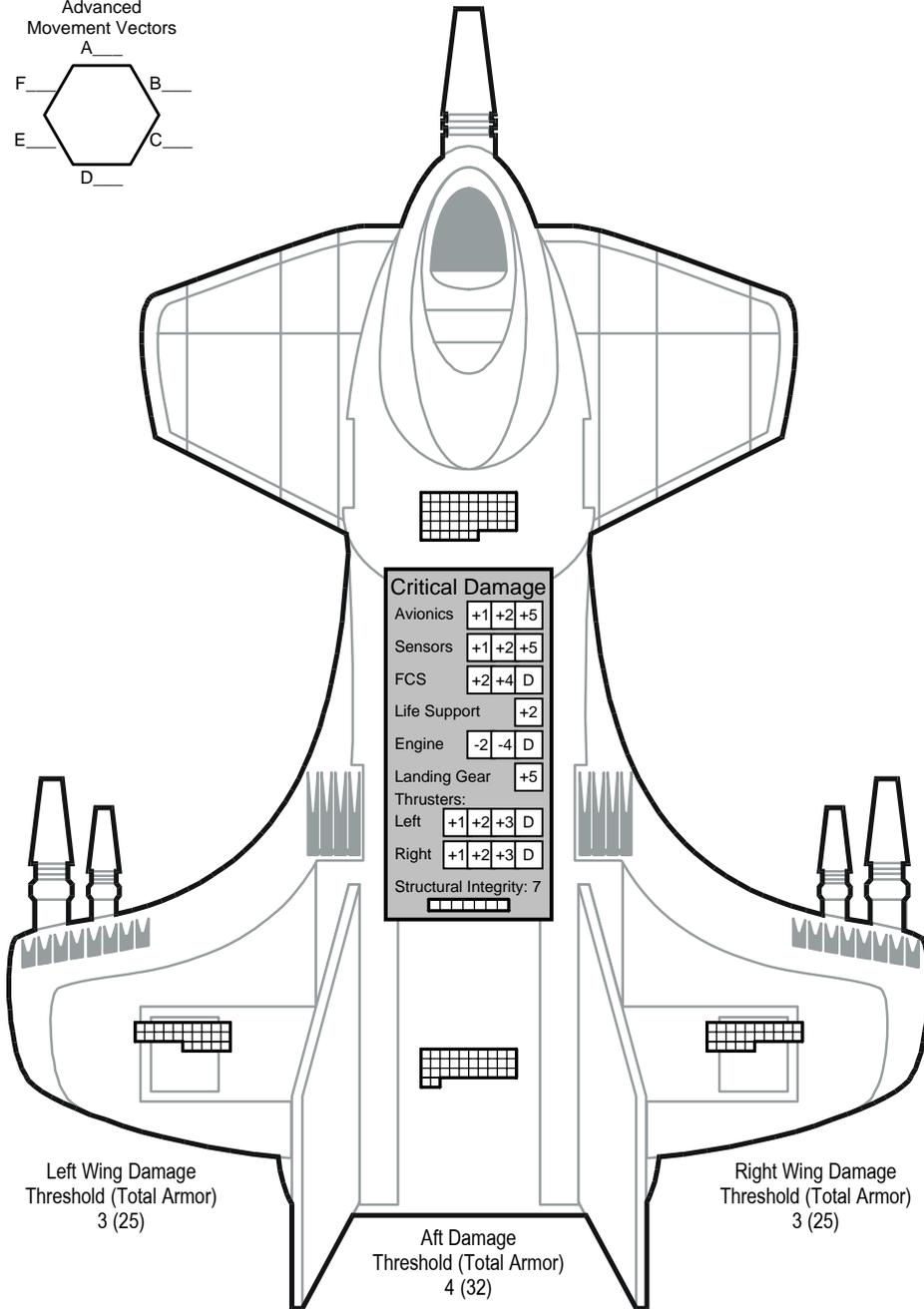
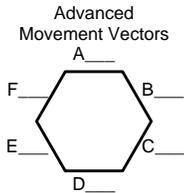
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	240																			

# AEROTECH 2™

## AEROSPACE FIGHTER RECORD SHEET

### ARMOR DIAGRAM

Nose Damage  
Threshold (Total Armor)  
5 (46) - Standard Scale



### VESSEL DATA

Name: **Spad SPD-502**  
 Type: **Aerospace Fighter**  
 Mass: **30 tons**  
 Thrust: Safe Thrust: **7** Max Thrust: **11**  
 Tech: **Inner Sphere**

### Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 PPC	Nose	10	10	10	--	--
1 Medium Laser	Nose	3	5	--	--	--
1 Small Laser	Nose	1	3	Point Defense		

**Total Heat Sinks: 10 Single**

**Total Weapon Heat: 14**

### Pilot Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

Heat	Overflow
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
04	
03	
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01	
00	



### Velocity Record

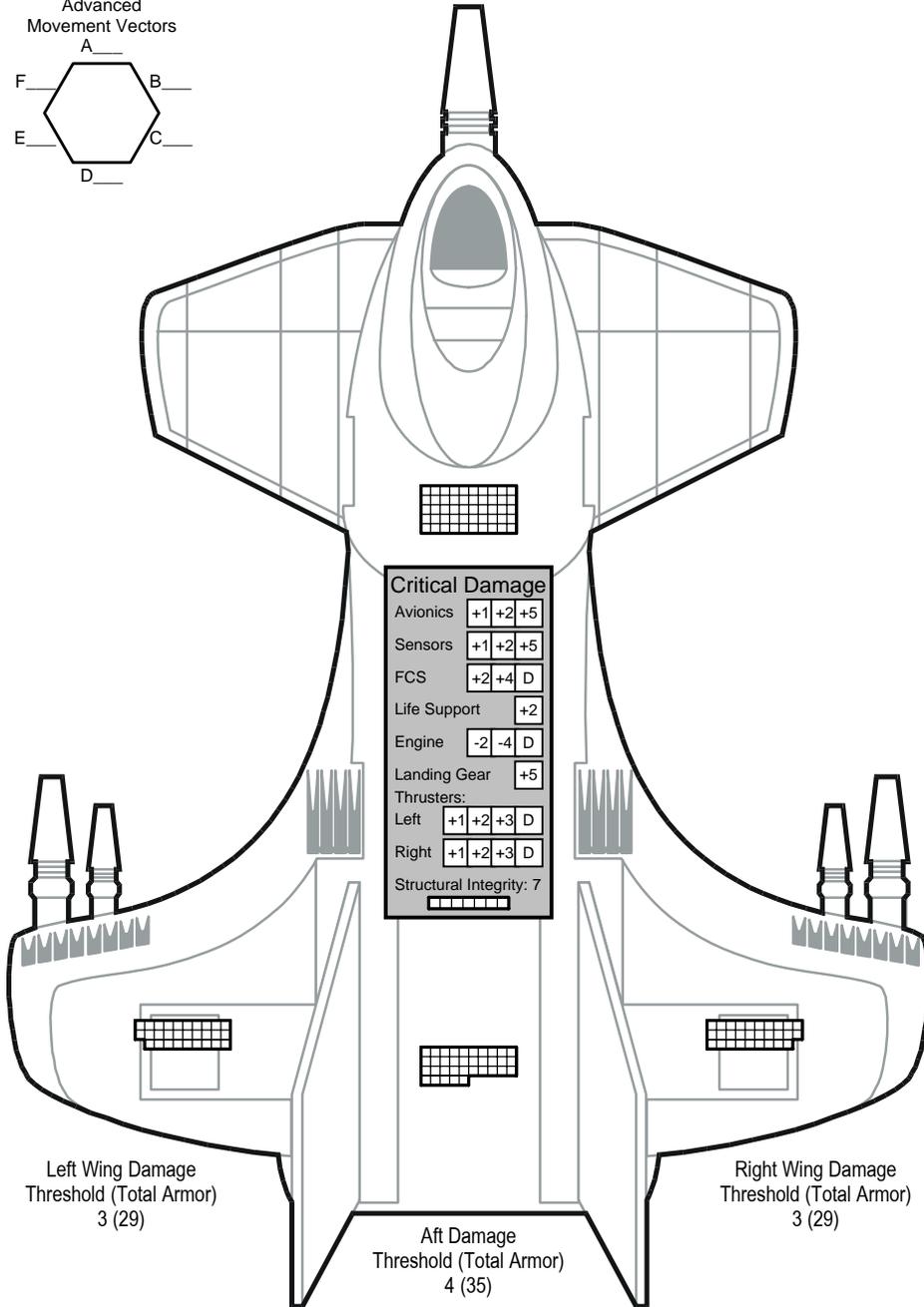
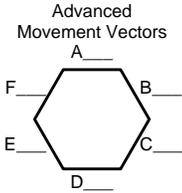
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	400																			

# AEROTECH 2™

## AEROSPACE FIGHTER RECORD SHEET

### ARMOR DIAGRAM

Nose Damage  
Threshold (Total Armor)  
5 (50) - Standard Scale



### VESSEL DATA

Name: **Spad SPD-503**  
 Type: **Aerospace Fighter**  
 Mass: **30 tons**  
 Thrust: Safe Thrust: **7** Max Thrust: **11**  
 Tech: **Inner Sphere**

### Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 Large Pulse Laser	Nose	10	9	9	--	--
1 Medium Pulse Laser	Nose	4	6	--	--	--
1 Medium Pulse Laser	Nose	4	6	--	--	--

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

**Total Weapon Heat: 18**

### Pilot Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

Heat	Overflow	Event
30		Shutdown
29		
28		Ammo Explosion, avoid on 8+
27		Pilot Damage, avoid on 9+
26		Shutdown, avoid on 10+
25		Random Movement, avoid on 10+
24		+4 Modifier to Fire
23		Ammo Explosion, avoid on 6+
22		Shutdown, avoid on 8+
21		Pilot Damage, avoid on 6+
20		Random Movement, avoid on 8+
19		Ammo Explosion, avoid on 4+
18		Shutdown, avoid on 6+
17		+3 Modifier to Fire
16		
15		Random Movement, avoid on 7+
14		Shutdown, avoid on 4+
13		+2 Modifier to Fire
12		
11		
10		Random Movement, avoid on 6+
09		
08		+1 Modifier to Fire
07		
06		
05		Random Movement, avoid on 5+
04		
03		
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### Velocity Record

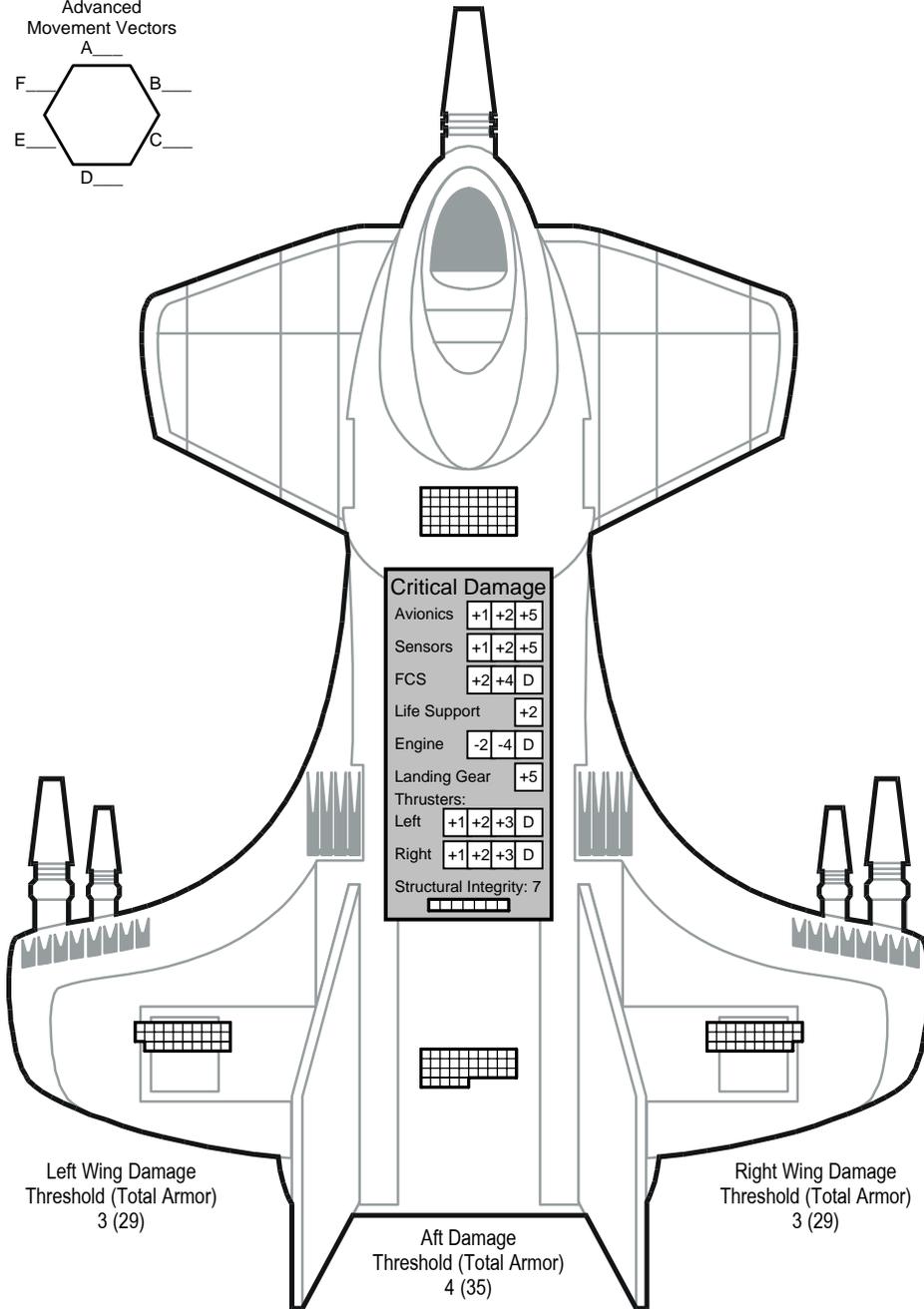
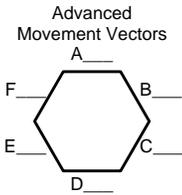
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Thrust																					
Velocity																					
Effective Velocity																					
Altitude Level																					
Fuel Pts	400																				

# AEROTECH 2™

## AEROSPACE FIGHTER RECORD SHEET

### ARMOR DIAGRAM

Nose Damage  
Threshold (Total Armor)  
5 (50) - Standard Scale



### VESSEL DATA

Name: **Spad SPD-504**  
 Type: **Aerospace Fighter**  
 Mass: **30 tons**  
 Thrust: Safe Thrust: **7** Max Thrust: **11**  
 Tech: **Inner Sphere**

### Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 Heavy PPC	Nose	15	15	15	--	--
1 ER Small Laser	Nose	2	3	--	--	--
1 ER Small Laser	Nose	2	3	--	--	--

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

**Total Weapon Heat: 19**

### Pilot Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

Heat	Overflow
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
04	
03	
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01	
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### Velocity Record

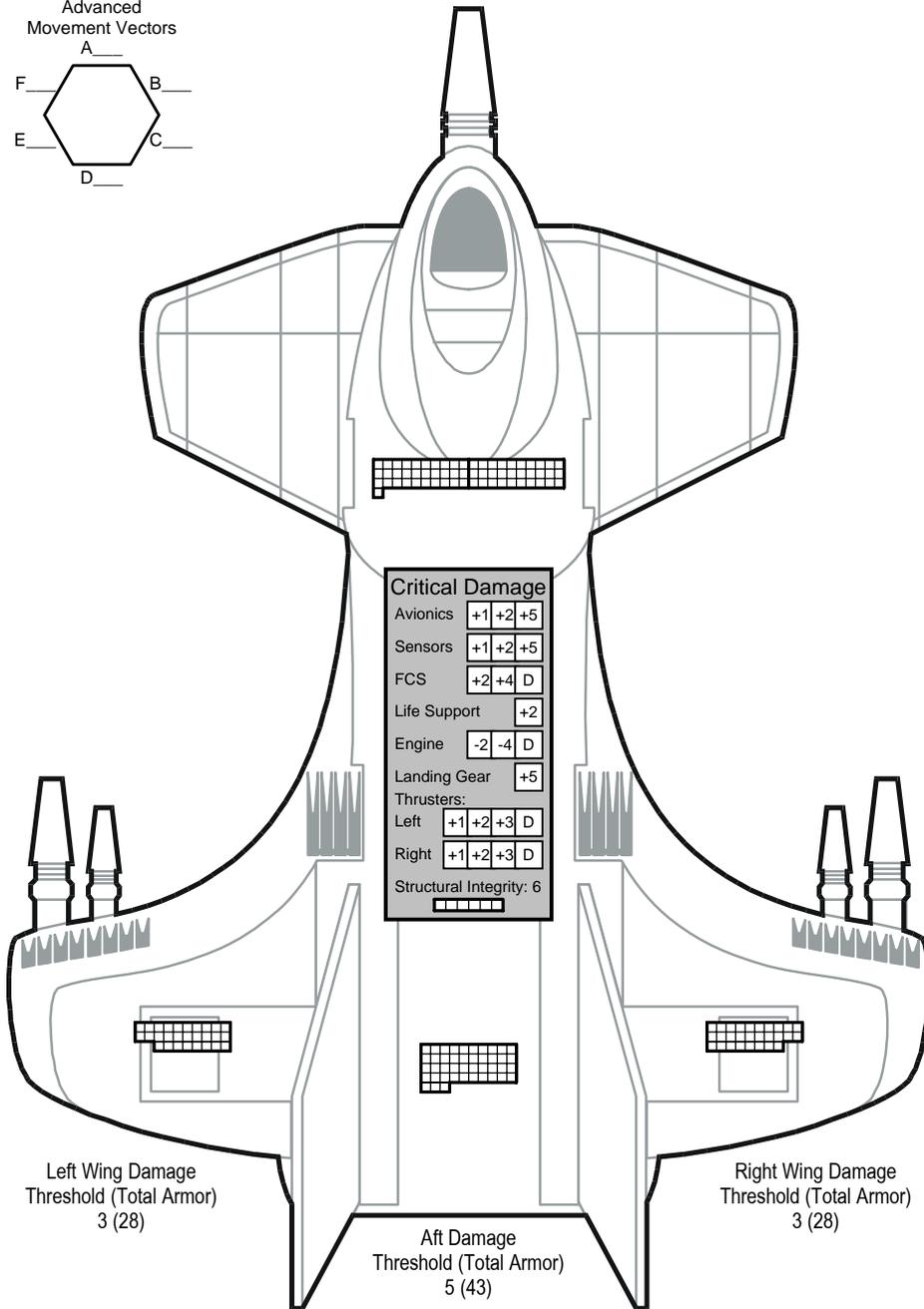
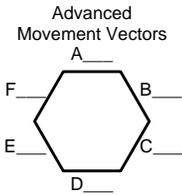
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	400																			

# AEROTECH 2™

## AEROSPACE FIGHTER RECORD SHEET

### ARMOR DIAGRAM

Nose Damage  
Threshold (Total Armor)  
7 (61) - Standard Scale



### VESSEL DATA

Name: **Zero ZRO-114**  
 Type: **Aerospace Fighter**  
 Mass: **35 tons**  
 Thrust: Safe Thrust: **6** Max Thrust: **9**  
 Tech: **Inner Sphere**

### Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 LRM 10	Nose	4	6	6	6	--
1 Large Laser	Nose	8	8	8	--	--
1 Medium Laser	Nose	3	5	--	--	--

Ammo: LRM 10 (12)

Total Heat Sinks: **10 Single**

Total Weapon Heat: **15**

### Pilot Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

Heat	Overflow
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
04	
03	
02	
01	
00	



### Velocity Record

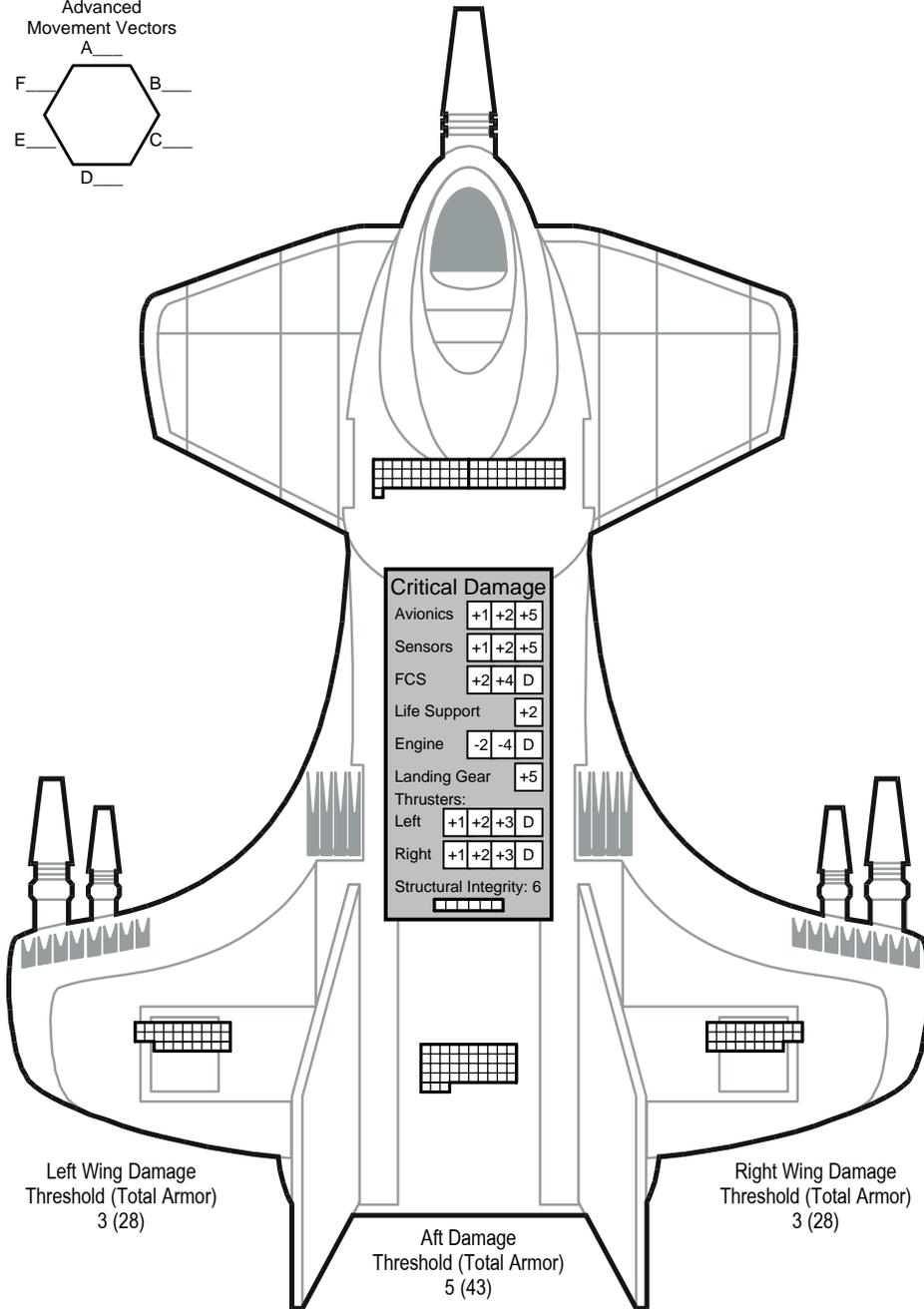
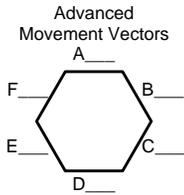
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Thrust																					
Velocity																					
Effective Velocity																					
Altitude Level																					
Fuel Pts	400																				

# AEROTECH 2™

## AEROSPACE FIGHTER RECORD SHEET

### ARMOR DIAGRAM

Nose Damage  
Threshold (Total Armor)  
7 (61) - Standard Scale



### VESSEL DATA

Name: **Zero ZRO-115**  
 Type: **Aerospace Fighter**  
 Mass: **35 tons**  
 Thrust: Safe Thrust: **6** Max Thrust: **9**  
 Tech: **Inner Sphere**

### Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 ER PPC	Nose	15	10	10	10	--
1 Streak SRM 2	Nose	2	4	--	--	--
1 Streak SRM 2	Nose	2	4	--	--	--
1 Medium Laser	Nose	3	5	--	--	--

Ammo: Streak 2 (50)

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

Total Weapon Heat: **22**

### Pilot Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

Heat  
Overflow

### HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
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### Velocity Record

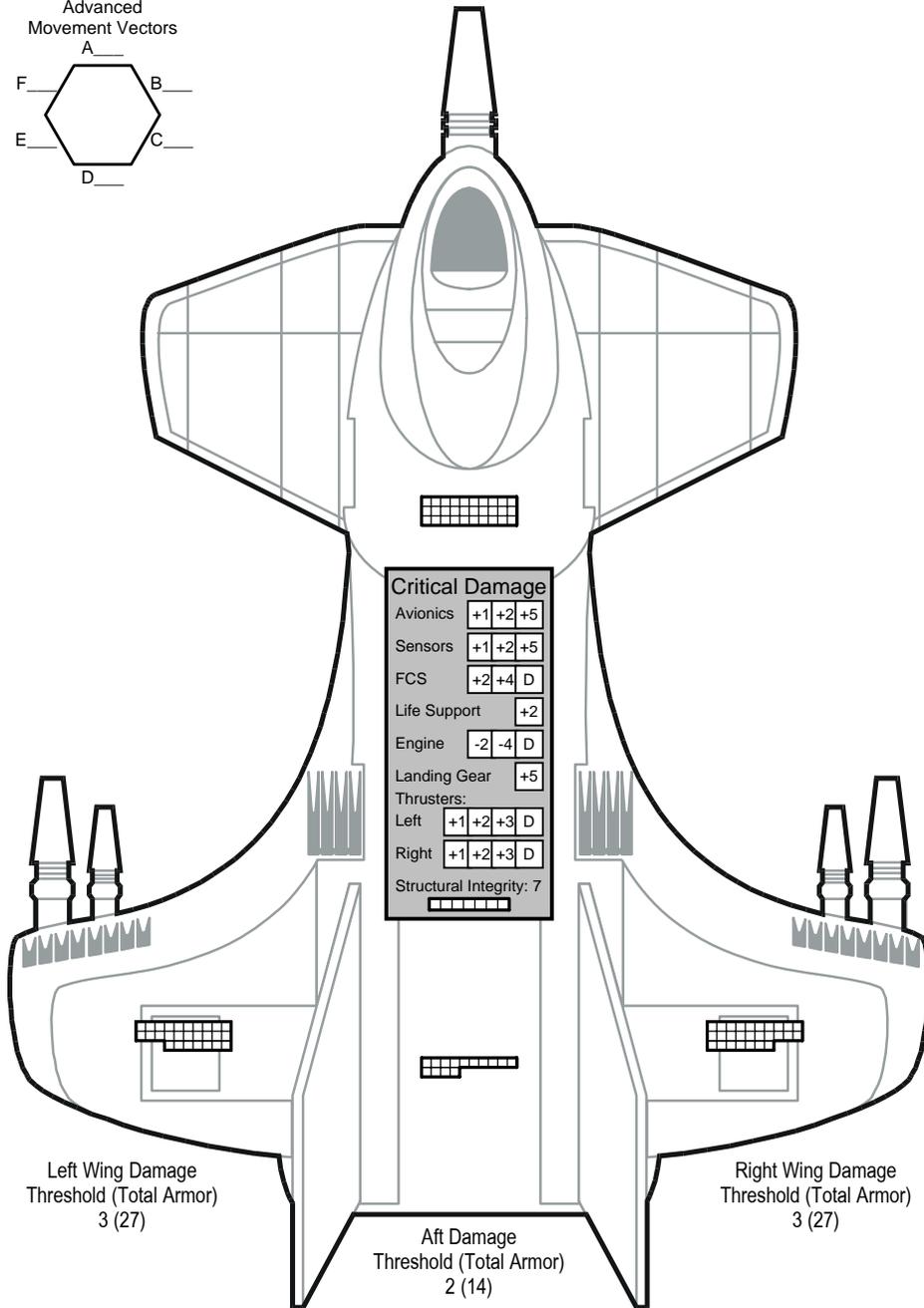
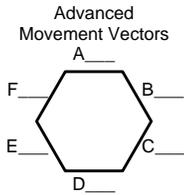
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Thrust																					
Velocity																					
Effective Velocity																					
Altitude Level																					
Fuel Pts	400																				

# AEROTECH 2™

## AEROSPACE FIGHTER RECORD SHEET

### ARMOR DIAGRAM

Nose Damage  
Threshold (Total Armor)  
3 (30) - Standard Scale



### VESSEL DATA

Name: **Rogue RGU-133E**  
 Type: **Aerospace Fighter**  
 Mass: **40 tons**  
 Thrust: Safe Thrust: **7** Max Thrust: **11**  
 Tech: **Inner Sphere**

### Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 Medium Laser	Nose	3	5	--	--	--
1 LRM 15	LW	5	9	9	9	--
1 LRM 15	RW	5	9	9	9	--
1 Medium Laser	Aft	3	5	--	--	--

Ammo: LRM 15 (16)

Total Heat Sinks: **10 Single**

Total Weapon Heat: **16**

### Pilot Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

Heat Overflow	
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
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### Velocity Record

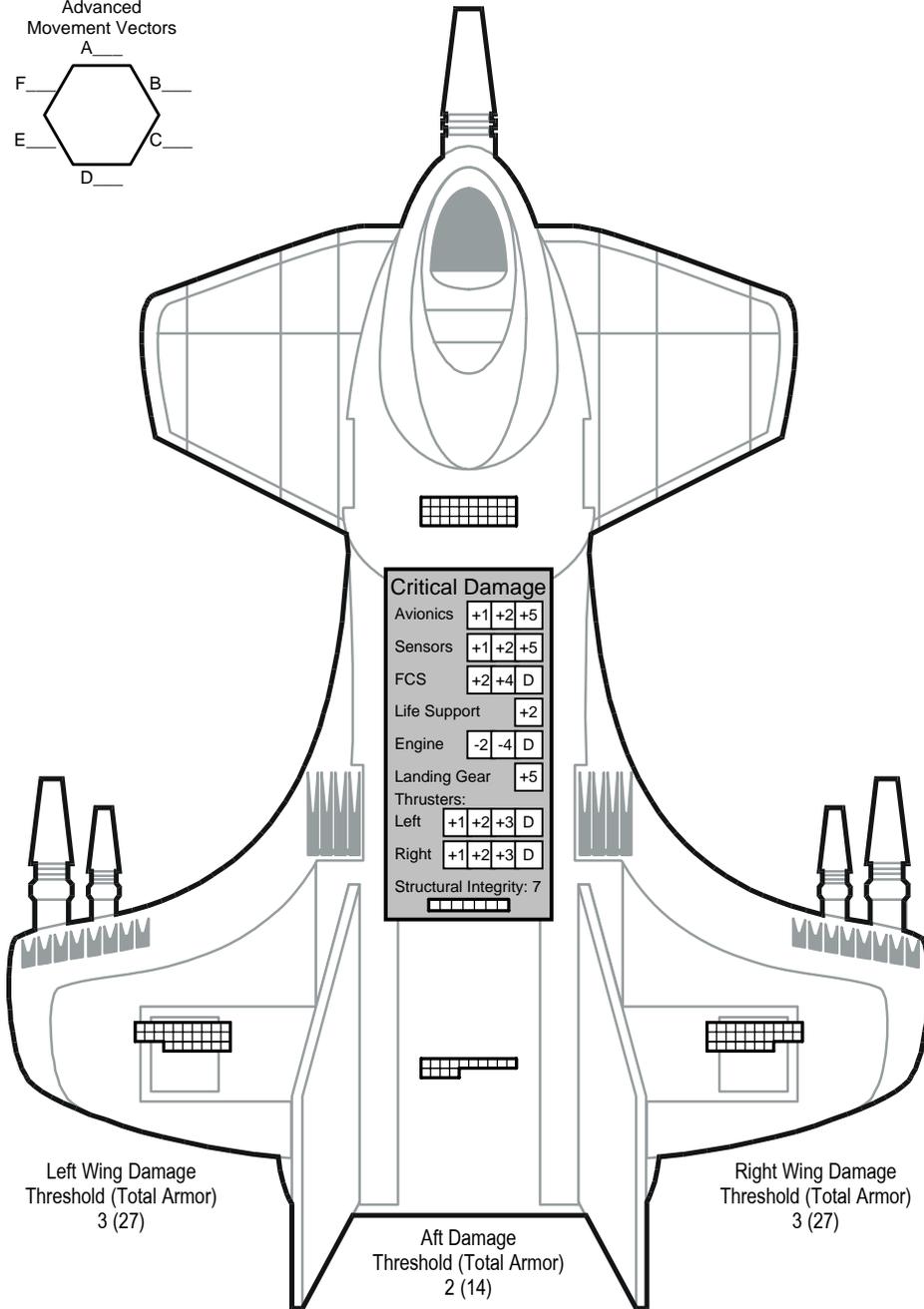
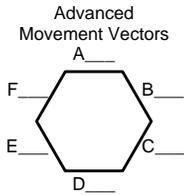
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	400																			

# AEROTECH 2™

## AEROSPACE FIGHTER RECORD SHEET

### ARMOR DIAGRAM

Nose Damage  
Threshold (Total Armor)  
3 (30) - Standard Scale



### VESSEL DATA

Name: **Rogue RGU-133F**  
 Type: **Aerospace Fighter**  
 Mass: **40 tons**  
 Thrust: Safe Thrust: **7** Max Thrust: **11**  
 Tech: **Inner Sphere**

### Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 Medium Laser	Nose	3	5	--	--	--
1 SRM 6	LW	4	8	--	--	--
1 SRM 6	RW	4	8	--	--	--
1 SRM 6	LW	4	8	--	--	--
1 SRM 6	RW	4	8	--	--	--
1 Medium Laser	Aft	3	5	--	--	--

Ammo: SRM 6 (60)

Total Heat Sinks: **10 Single**

Total Weapon Heat: **22**

### Pilot Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

Heat	Overflow
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
04	
03	
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### Velocity Record

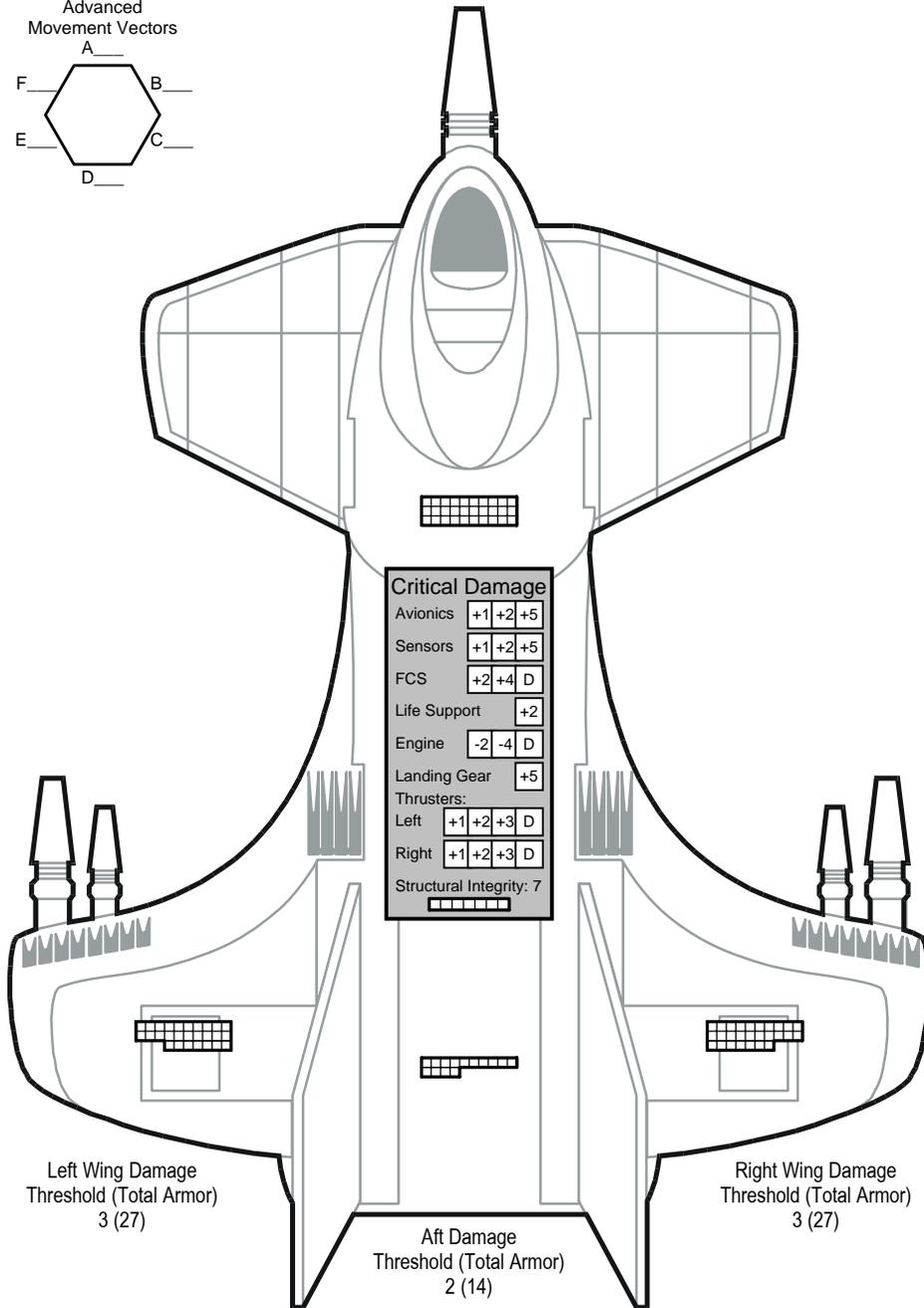
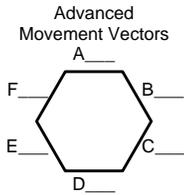
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Thrust																					
Velocity																					
Effective Velocity																					
Altitude Level																					
Fuel Pts	400																				

# AEROTECH 2™

## AEROSPACE FIGHTER RECORD SHEET

### ARMOR DIAGRAM

Nose Damage  
Threshold (Total Armor)  
3 (30) - Standard Scale



### VESSEL DATA

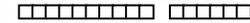
Name: **Rogue RGU-133L**  
 Type: **Aerospace Fighter**  
 Mass: **40 tons**  
 Thrust: Safe Thrust: **7** Max Thrust: **11**  
 Tech: **Inner Sphere**

### Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 Medium Laser	Nose	3	5	--	--	--
1 Large Laser	LW	8	8	8	--	--
1 Large Laser	RW	8	8	8	--	--
1 Medium Laser	Aft	3	5	--	--	--

Total Heat Sinks: **16 Single**



Total Weapon Heat: **22**

### Pilot Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

Heat	Overflow
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
04	
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### Velocity Record

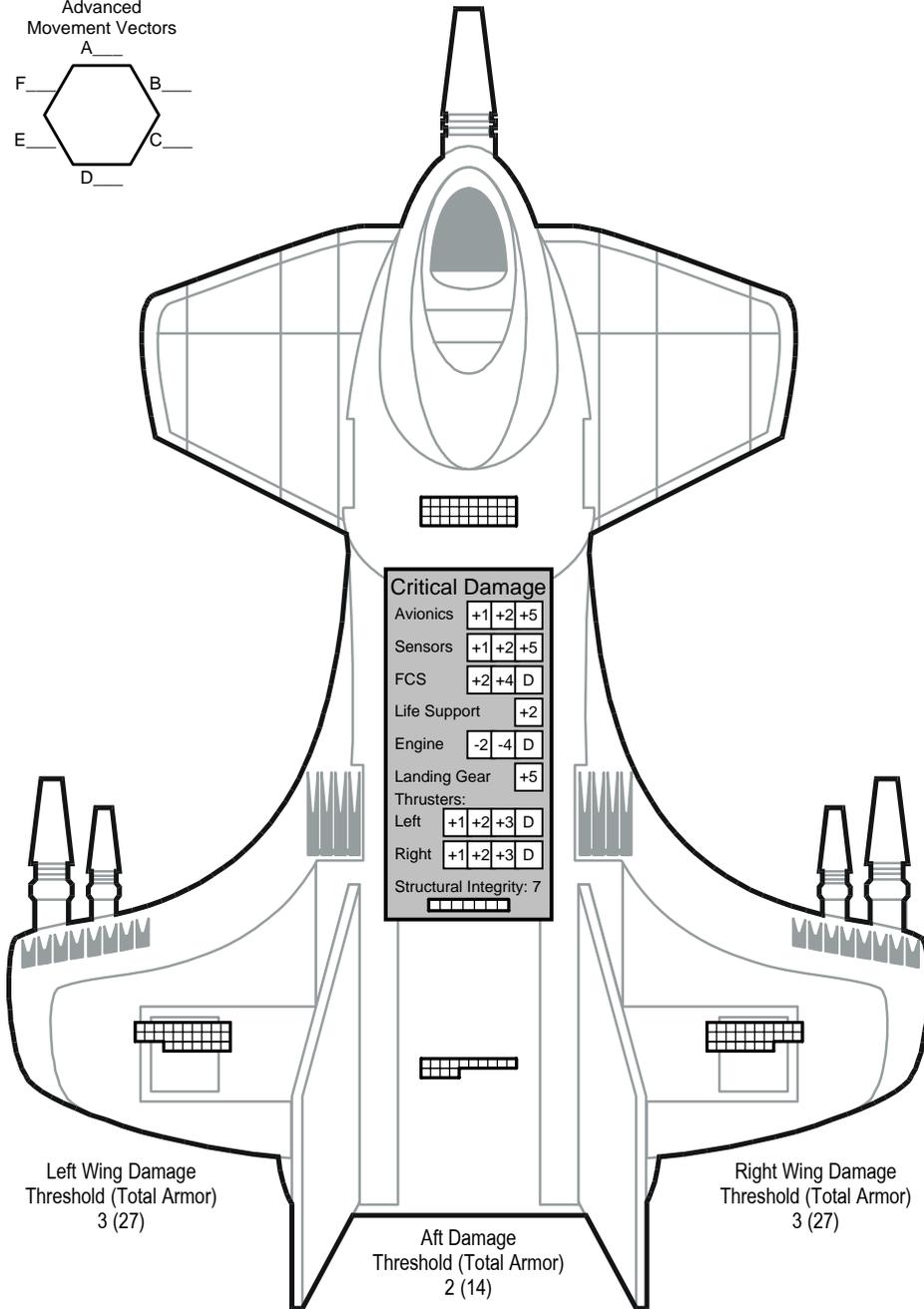
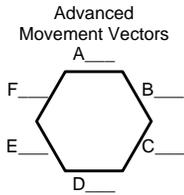
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	400																			

# AEROTECH 2™

## AEROSPACE FIGHTER RECORD SHEET

### ARMOR DIAGRAM

Nose Damage  
Threshold (Total Armor)  
3 (30) - Standard Scale



### VESSEL DATA

Name: **Rogue RGU-133LP**  
 Type: **Aerospace Fighter**  
 Mass: **40 tons**  
 Thrust: Safe Thrust: **7** Max Thrust: **11**  
 Tech: **Inner Sphere**

### Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 Medium Pulse Laser	Nose	4	6	--	--	--
1 Large Pulse Laser	LW	10	9	9	--	--
1 Large Pulse Laser	RW	10	9	9	--	--
1 Medium Pulse Laser	Aft	4	6	--	--	--

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

**Total Weapon Heat: 28**

### Pilot Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

Heat	Overflow
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
04	
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### Velocity Record

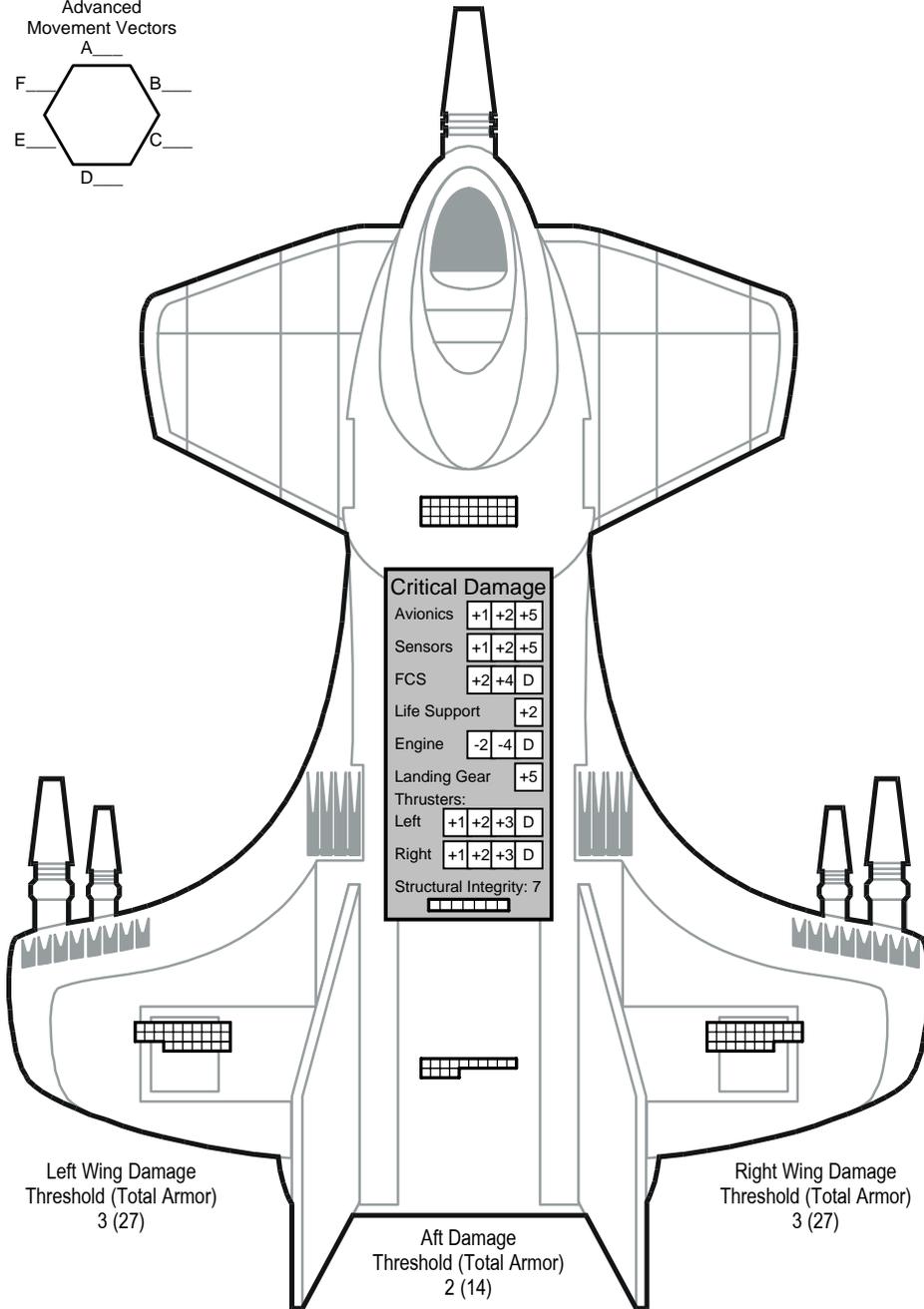
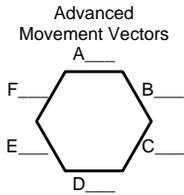
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	400																			

# AEROTECH 2™

## AEROSPACE FIGHTER RECORD SHEET

### ARMOR DIAGRAM

Nose Damage  
Threshold (Total Armor)  
3 (30) - Standard Scale



### VESSEL DATA

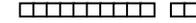
Name: **Rogue RGU-133P**  
 Type: **Aerospace Fighter**  
 Mass: **40 tons**  
 Thrust: Safe Thrust: **7** Max Thrust: **11**  
 Tech: **Inner Sphere**

### Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 Medium Laser	Nose	3	5	--	--	--
1 PPC	LW	10	10	10	--	--
1 PPC	RW	10	10	10	--	--
1 Medium Laser	Aft	3	5	--	--	--

Total Heat Sinks: **12 Single**



Total Weapon Heat: **26**

### Pilot Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

Heat Overflow

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
04	
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### Velocity Record

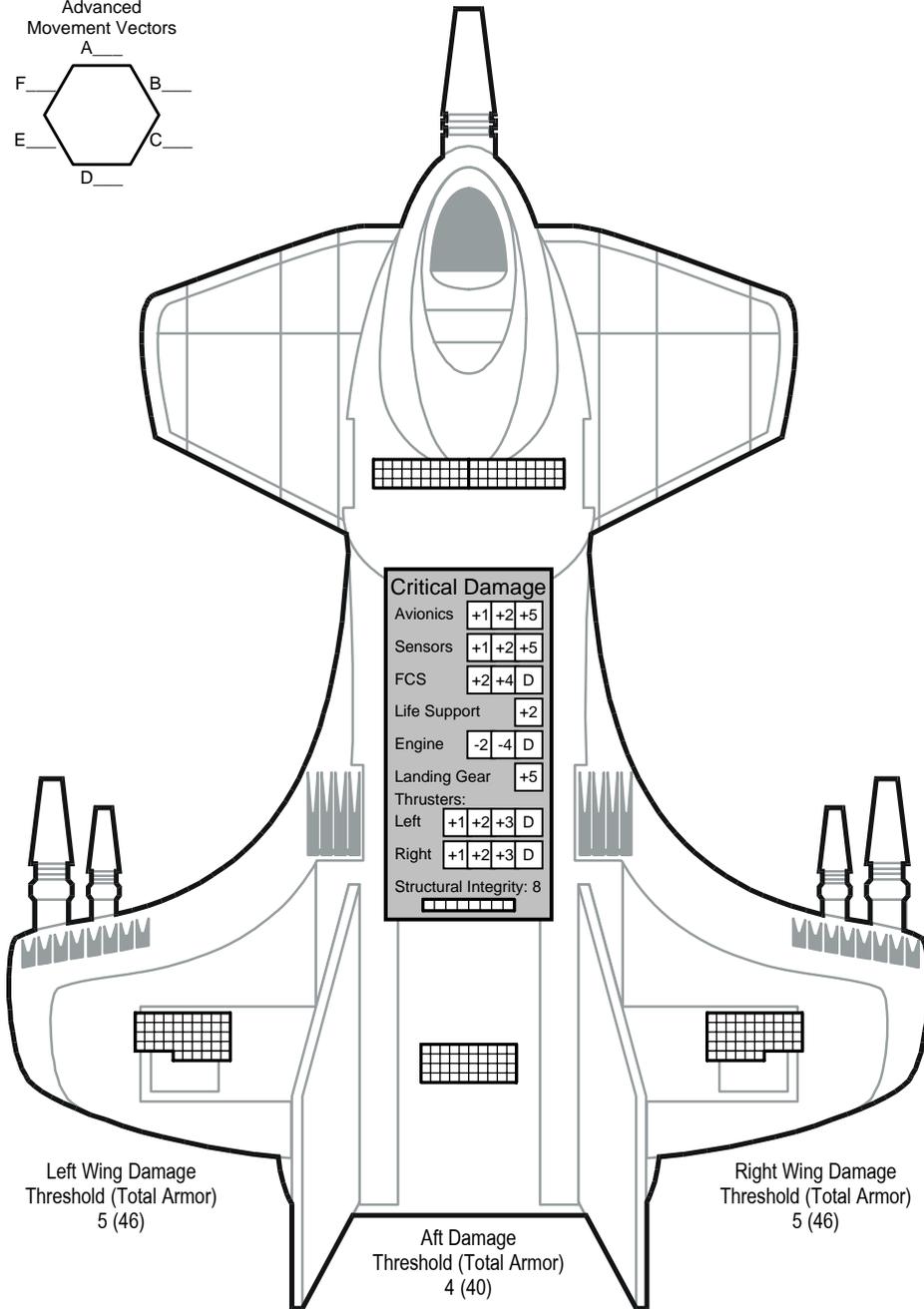
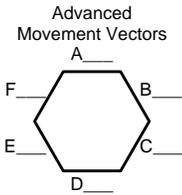
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Thrust																					
Velocity																					
Effective Velocity																					
Altitude Level																					
Fuel Pts	400																				

# AEROTECH 2™

## AEROSPACE FIGHTER RECORD SHEET

### ARMOR DIAGRAM

Nose Damage  
Threshold (Total Armor)  
6 (60) - Standard Scale



### VESSEL DATA

Name: **Tomahawk THK-33**  
 Type: **Aerospace Fighter**  
 Mass: **45 tons**  
 Thrust: Safe Thrust: **8** Max Thrust: **12**  
 Tech: **Inner Sphere**

### Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 Small Laser	Nose	1	3		Point Defense	
1 Large Laser	LW	8	8	8	--	--
1 Large Laser	RW	8	8	8	--	--

**Total Heat Sinks: 10 Single**

**Total Weapon Heat: 17**

### Pilot Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

Heat	Overflow
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
04	
03	
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01	
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### Velocity Record

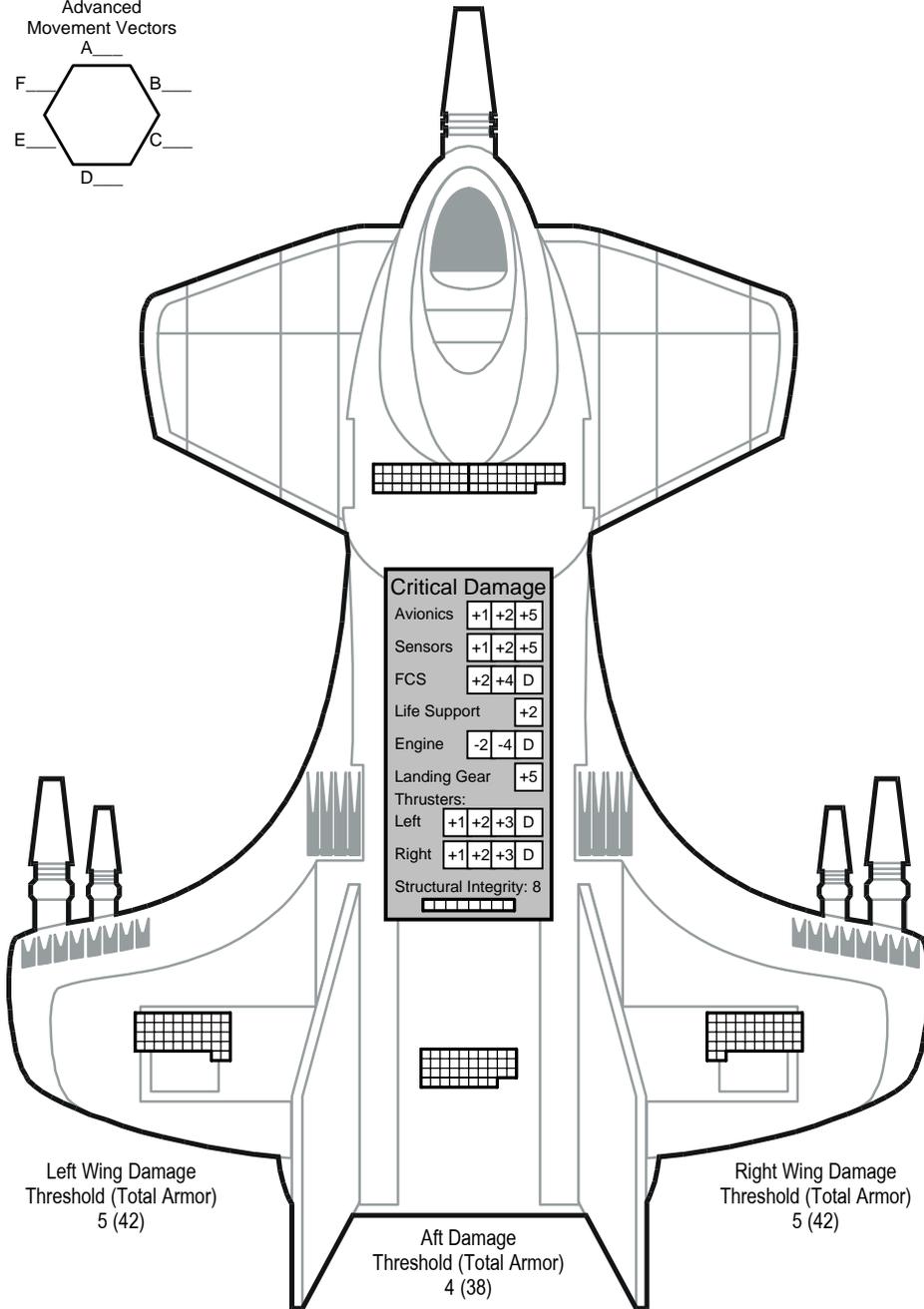
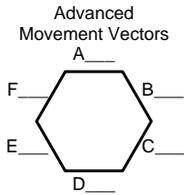
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Thrust																					
Velocity																					
Effective Velocity																					
Altitude Level																					
Fuel Pts	400																				

# AEROTECH 2™

## AEROSPACE FIGHTER RECORD SHEET

### ARMOR DIAGRAM

Nose Damage  
Threshold (Total Armor)  
6 (57) - Standard Scale



### VESSEL DATA

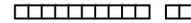
Name: **Tomahawk THK-43**  
 Type: **Aerospace Fighter**  
 Mass: **45 tons**  
 Thrust: Safe Thrust: **8** Max Thrust: **12**  
 Tech: **Inner Sphere**

### Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 Small Laser	Nose	1	3		Point Defense	
1 Large Laser	LW	8	8	8	--	--
1 Large Laser	RW	8	8	8	--	--

**Total Heat Sinks: 12 Single**



**Total Weapon Heat: 17**

### Pilot Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

Heat	Overflow
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
04	
03	
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### Velocity Record

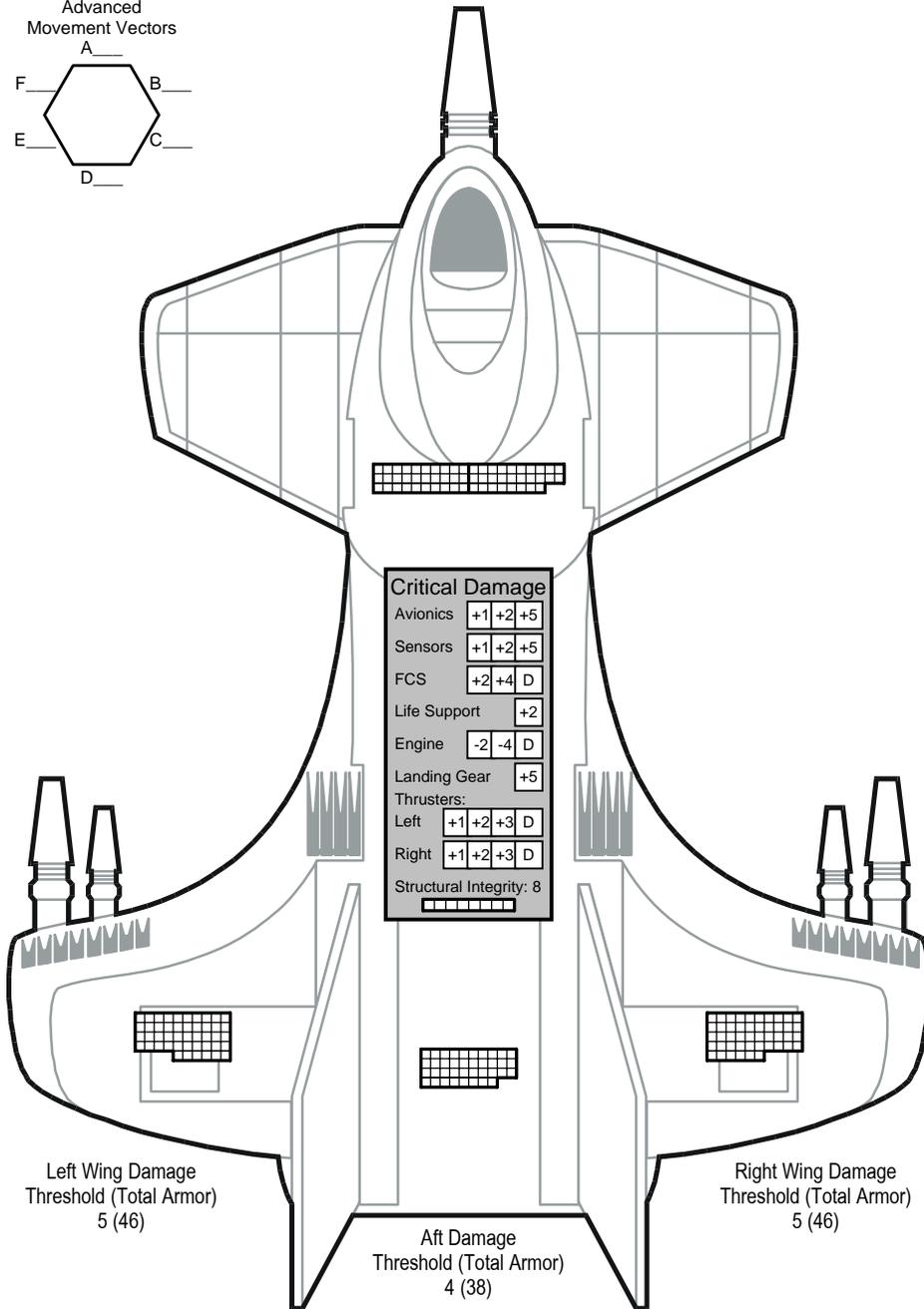
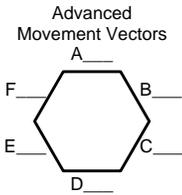
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	400																			

# AEROTECH 2™

## AEROSPACE FIGHTER RECORD SHEET

### ARMOR DIAGRAM

Nose Damage  
Threshold (Total Armor)  
6 (58) - Standard Scale



Left Wing Damage  
Threshold (Total Armor)  
5 (46)

Right Wing Damage  
Threshold (Total Armor)  
5 (46)

Aft Damage  
Threshold (Total Armor)  
4 (38)

### VESSEL DATA

Name: **Tomahawk THK-53**  
Type: **Aerospace Fighter**  
Mass: **45 tons**  
Thrust: Safe Thrust: **8** Max Thrust: **12**  
Tech: **Inner Sphere**

### Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 Medium Laser	LW	3	5	--	--	--
1 Medium Laser	RW	3	5	--	--	--
1 Medium Laser	LW	3	5	--	--	--
1 Medium Laser	RW	3	5	--	--	--
1 Medium Laser	LW	3	5	--	--	--
1 Medium Laser	RW	3	5	--	--	--

Total Heat Sinks: **16 Double (32)**

Total Weapon Heat: **18**

### Pilot Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

Heat	Overflow
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
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### Velocity Record

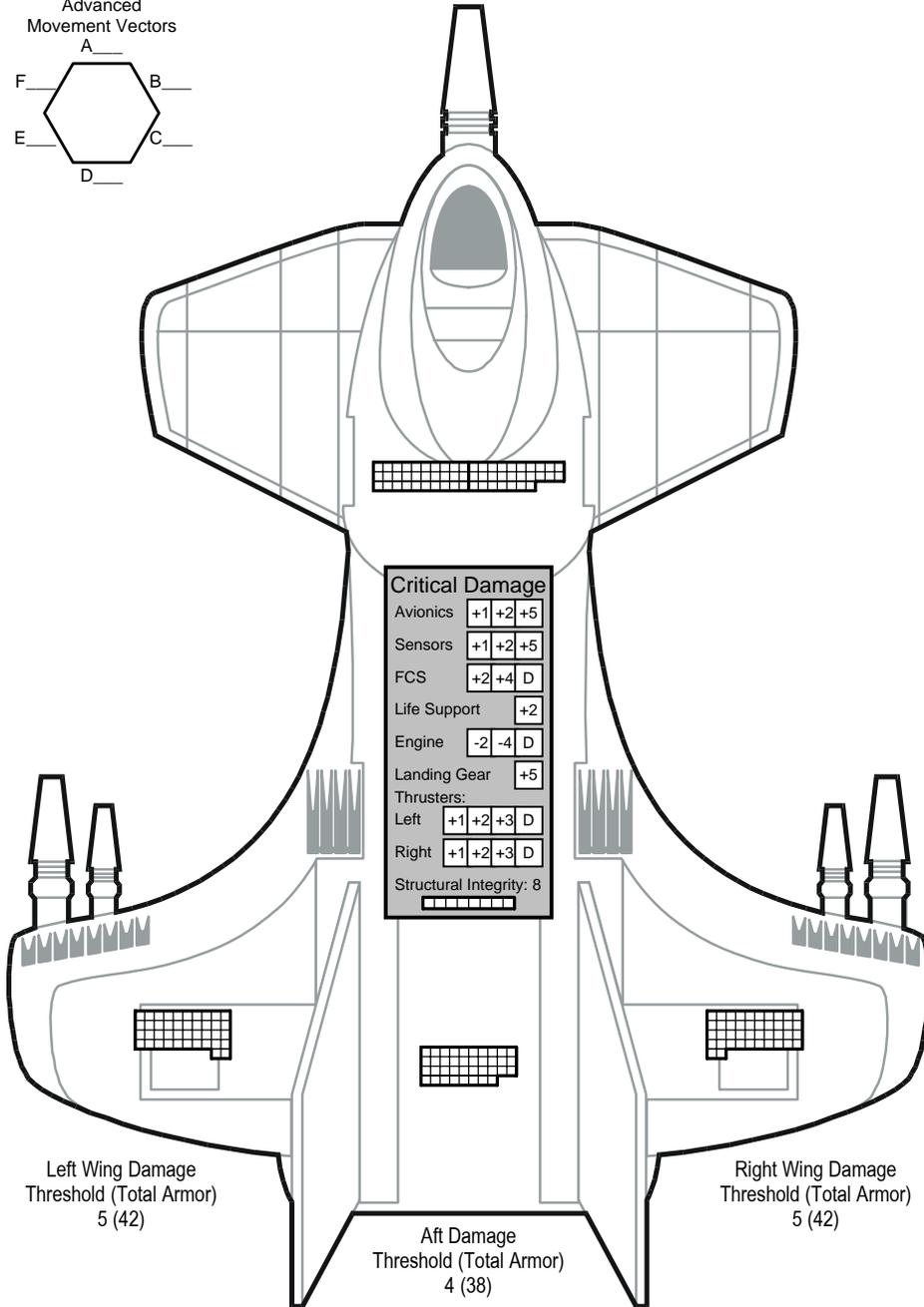
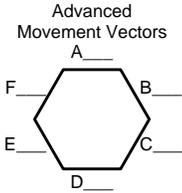
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Thrust																					
Velocity																					
Effective Velocity																					
Altitude Level																					
Fuel Pts	400																				

# AEROTECH 2™

## AEROSPACE FIGHTER RECORD SHEET

### ARMOR DIAGRAM

Nose Damage  
Threshold (Total Armor)  
6 (57) - Standard Scale



### VESSEL DATA

Name: **Tomahawk THK-63**  
 Type: **Aerospace Fighter**  
 Mass: **45 tons**  
 Thrust: Safe Thrust: **8** Max Thrust: **12**  
 Tech: **Inner Sphere**

### Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 Small Laser	Nose	1	3		Point Defense	
1 Large Laser	LW	8	8	8	--	--
1 Large Laser	RW	8	8	8	--	--

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

□□□□□□□□□□□□

**Total Weapon Heat: 17**

### Pilot Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

Heat	Overflow
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
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### Velocity Record

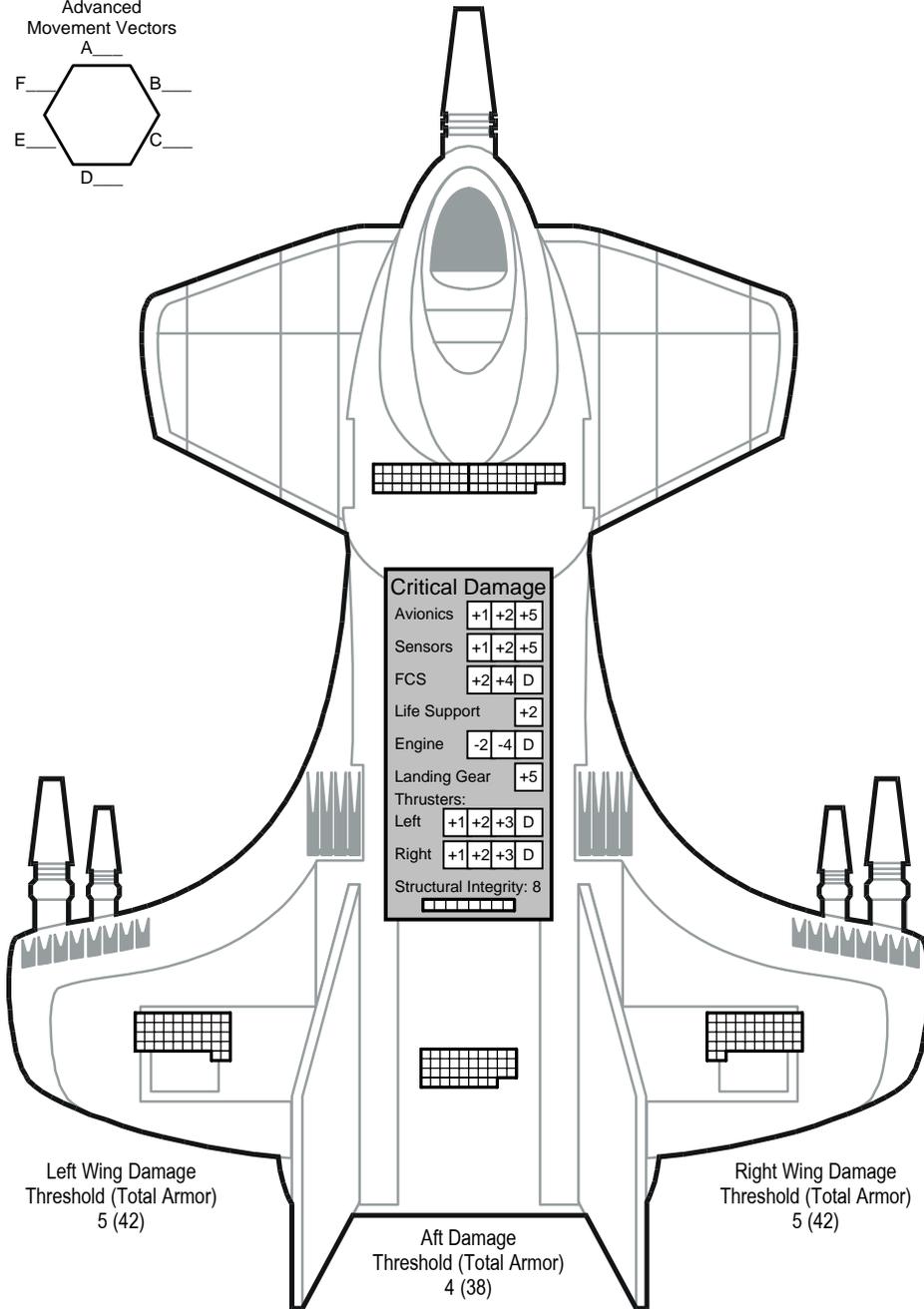
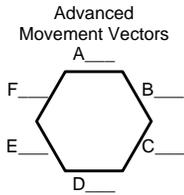
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Thrust																					
Velocity																					
Effective Velocity																					
Altitude Level																					
Fuel Pts	400																				

# AEROTECH 2™

## AEROSPACE FIGHTER RECORD SHEET

### ARMOR DIAGRAM

Nose Damage  
Threshold (Total Armor)  
6 (57) - Standard Scale



### VESSEL DATA

Name: **Tomahawk THK-63CS**  
 Type: **Aerospace Fighter**  
 Mass: **45 tons**  
 Thrust: Safe Thrust: **8** Max Thrust: **12**  
 Tech: **Inner Sphere**

### Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 ER Small Laser	Nose	2	3	--	--	--
1 ER Large Laser	LW	12	8	8	8	--
1 ER Large Laser	RW	12	8	8	8	--

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

**Total Weapon Heat: 26**

### Pilot Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

Heat	Overflow
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
04	
03	
02	
01	
00	



### Velocity Record

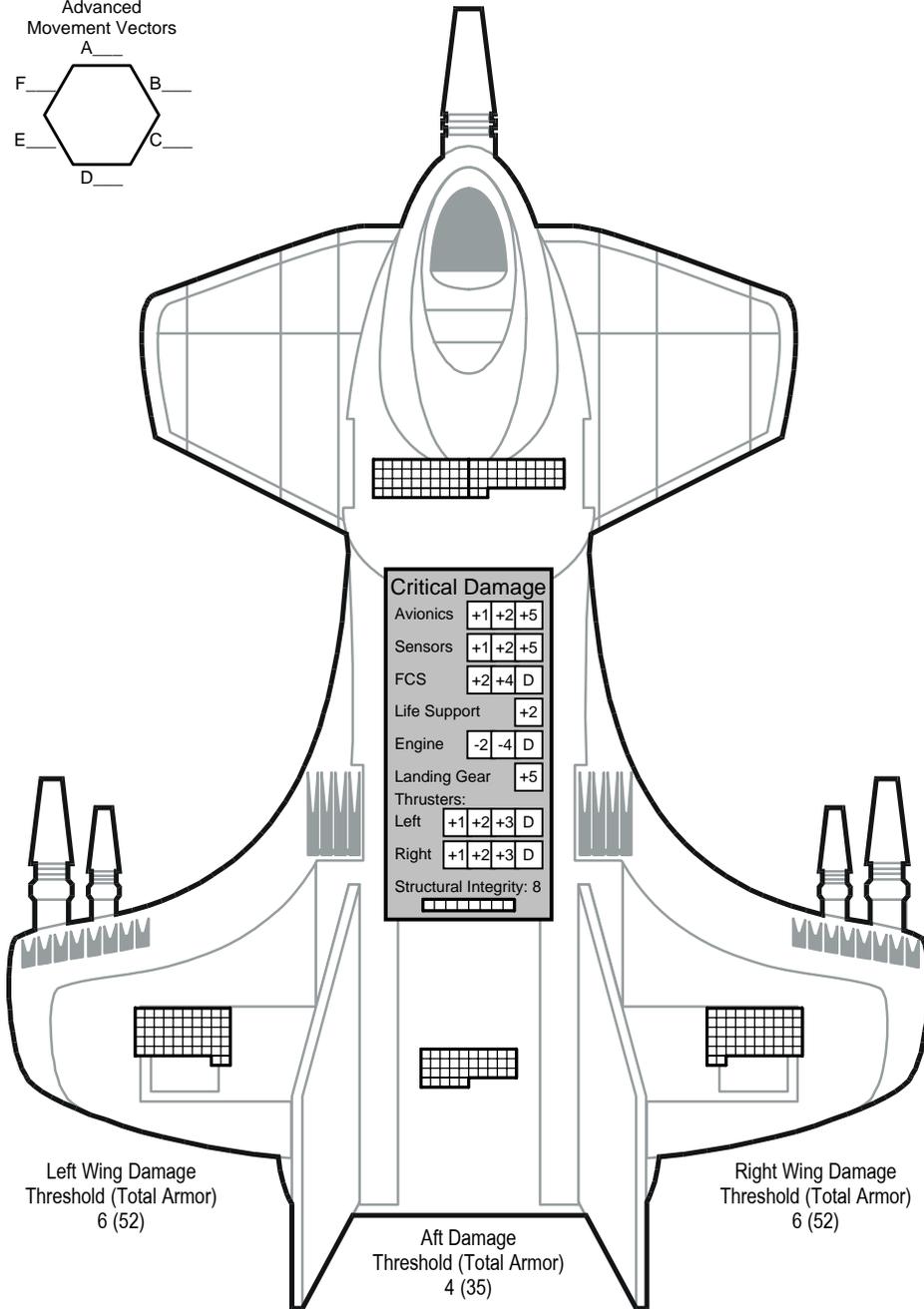
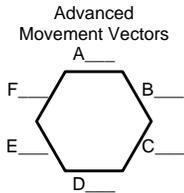
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	400																			

# AEROTECH 2™

## AEROSPACE FIGHTER RECORD SHEET

### ARMOR DIAGRAM

Nose Damage  
Threshold (Total Armor)  
8 (72) - Standard Scale



### VESSEL DATA

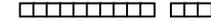
Name: **Tomahawk C**  
 Type: **Aerospace Fighter**  
 Mass: **45 tons**  
 Thrust: Safe Thrust: **8** Max Thrust: **12**  
 Tech: **Clan**

### Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 ER Small Laser	Nose	2	5	--	--	--
1 ER Large Laser	LW	12	10	10	10	10
1 ER Large Laser	RW	12	10	10	10	10

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



**Total Weapon Heat: 26**

### Pilot Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

Heat	Overflow
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
04	
03	
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### Velocity Record

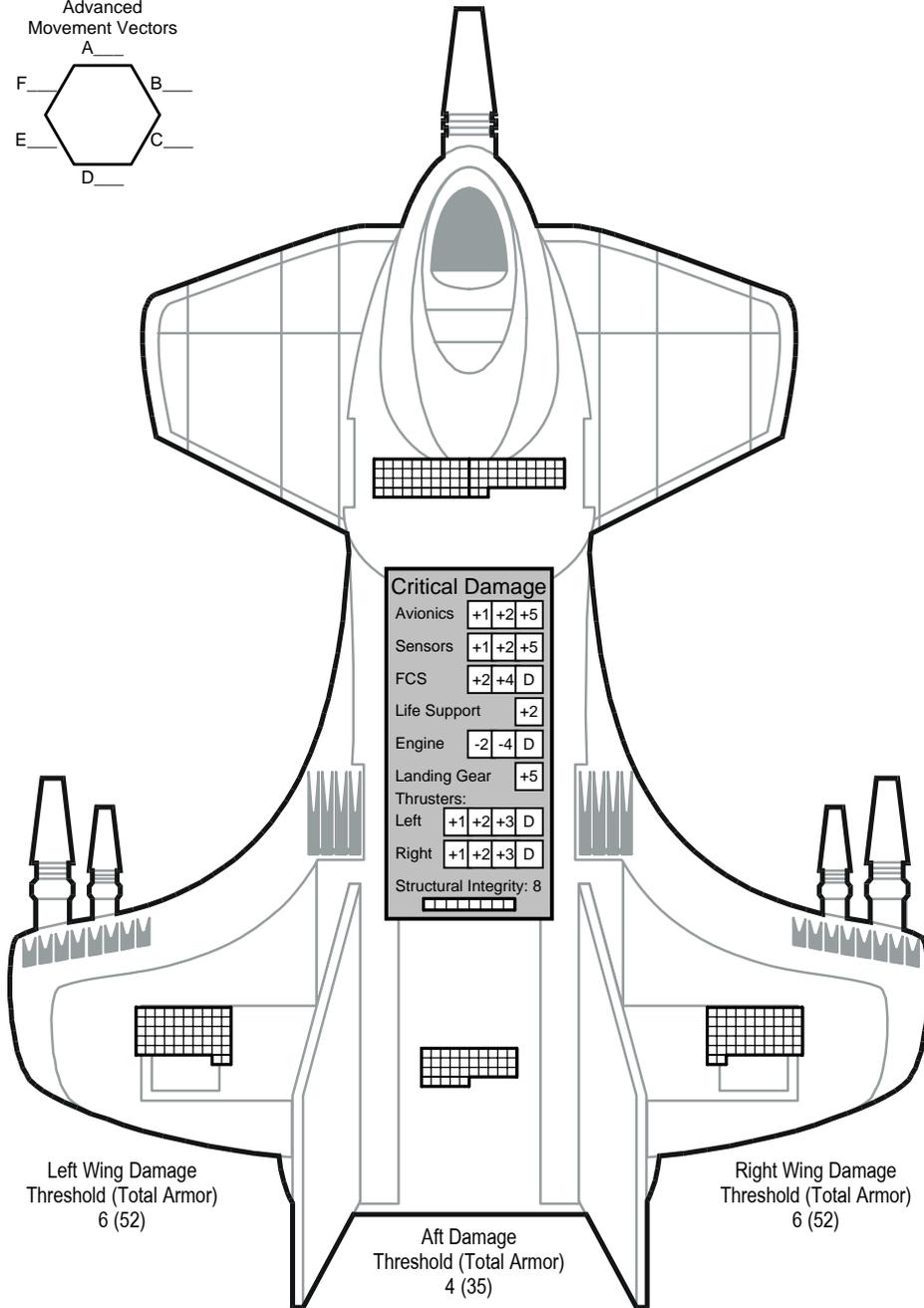
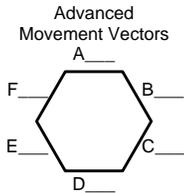
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	400																			

# AEROTECH 2™

## AEROSPACE FIGHTER RECORD SHEET

### ARMOR DIAGRAM

Nose Damage  
Threshold (Total Armor)  
8 (72) - Standard Scale



### VESSEL DATA

Name: **Tomahawk CH**  
 Type: **Aerospace Fighter**  
 Mass: **45 tons**  
 Thrust: Safe Thrust: **8** Max Thrust: **12**  
 Tech: **Clan**

### Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 Heavy Small Laser	Nose	3	6		Point Defense	
1 Heavy Large Laser	LW	18	16	16	--	--
1 Heavy Large Laser	RW	18	16	16	--	--

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

**Total Weapon Heat: 39**

### Pilot Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

Heat	Overflow
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
04	
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### Velocity Record

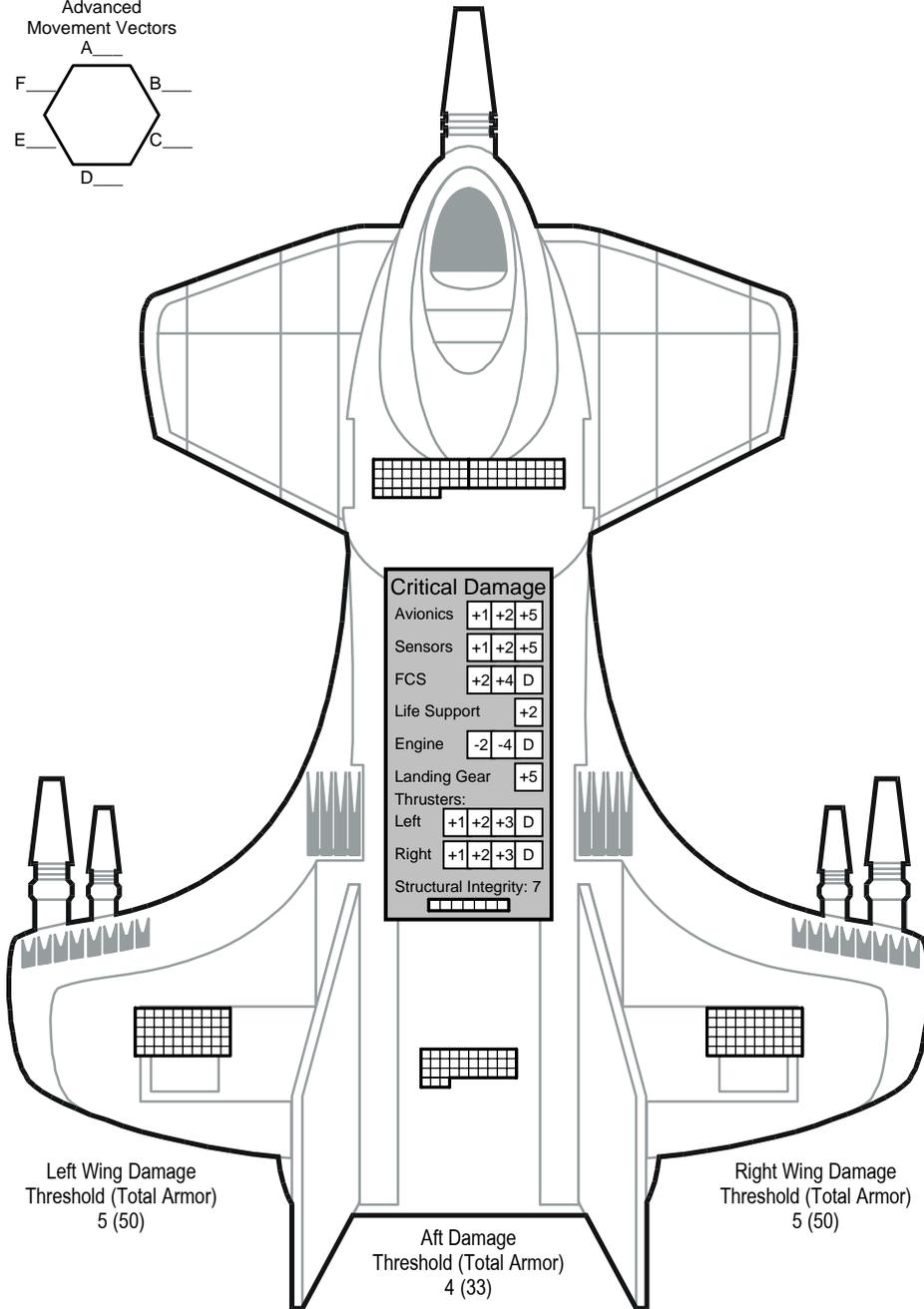
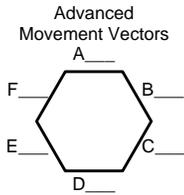
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	400																			

# AEROTECH 2™

## AEROSPACE FIGHTER RECORD SHEET

### ARMOR DIAGRAM

Nose Damage  
Threshold (Total Armor)  
7 (67) - Standard Scale



### VESSEL DATA

Name: **Hellcat II HCT-212**  
 Type: **Aerospace Fighter**  
 Mass: **50 tons**  
 Thrust: Safe Thrust: **7** Max Thrust: **11**  
 Tech: **Inner Sphere / Level 1 / 3067**

### Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 Large Laser	LW	8	8	8	--	--
1 Large Laser	RW	8	8	8	--	--
1 Medium Laser	LW	0	--	--	--	--
1 Medium Laser	RW	0	--	--	--	--

Total Heat Sinks: **16 Single**

Progressive heat sink bars

Total Weapon Heat: **19**

### Pilot Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

Heat	Overflow	Effect
30		Shutdown
29		
28		Ammo Explosion, avoid on 8+
27		Pilot Damage, avoid on 9+
26		Shutdown, avoid on 10+
25		Random Movement, avoid on 10+
24		+4 Modifier to Fire
23		Ammo Explosion, avoid on 6+
22		Shutdown, avoid on 8+
21		Pilot Damage, avoid on 6+
20		Random Movement, avoid on 8+
19		Ammo Explosion, avoid on 4+
18		Shutdown, avoid on 6+
17		+3 Modifier to Fire
16		
15		Random Movement, avoid on 7+
14		Shutdown, avoid on 4+
13		+2 Modifier to Fire
12		
11		
10		Random Movement, avoid on 6+
09		
08		+1 Modifier to Fire
07		
06		
05		Random Movement, avoid on 5+
04		
03		
02		
01		
00		



### Velocity Record

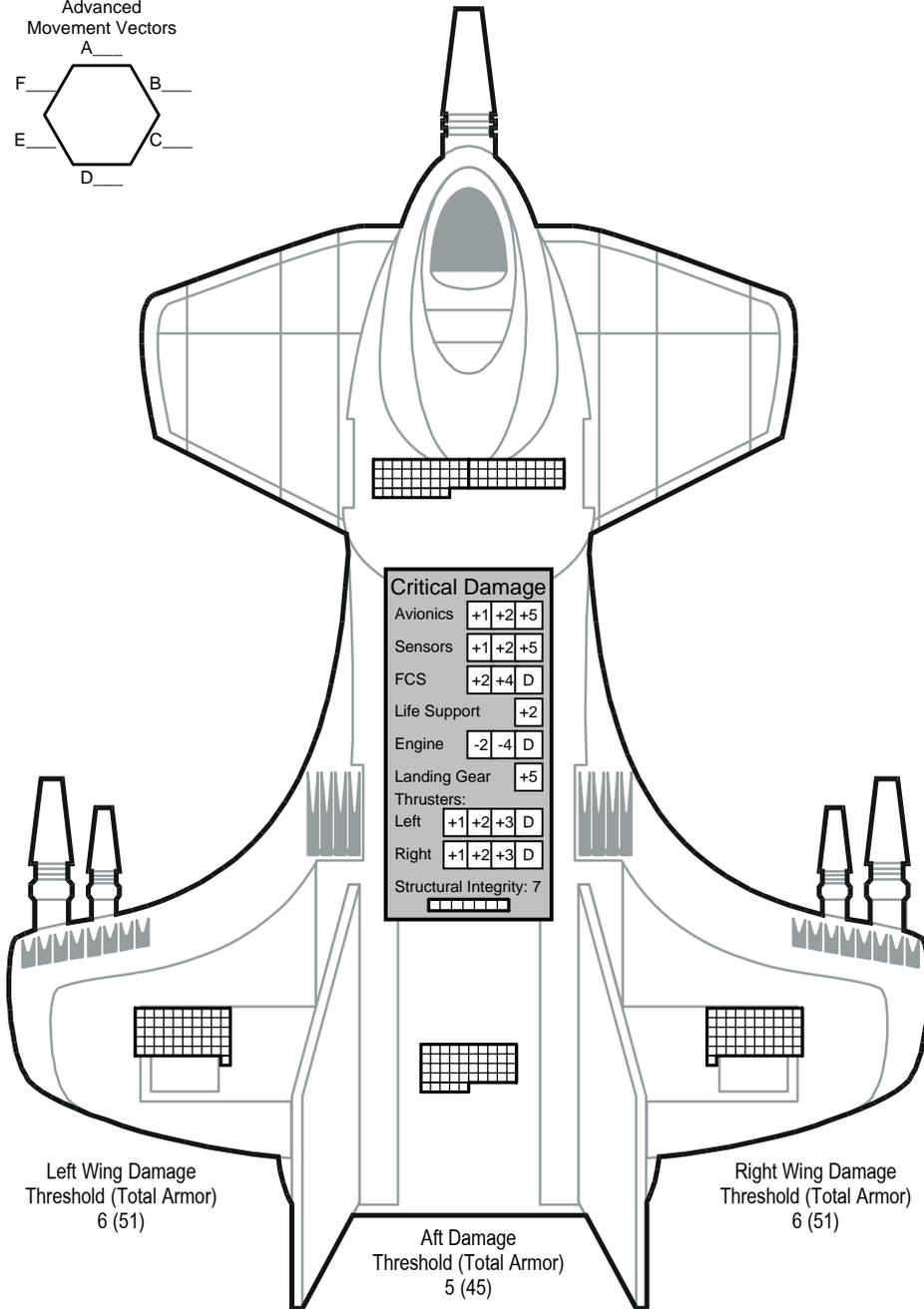
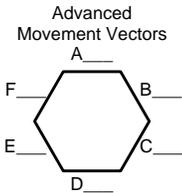
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Thrust																					
Velocity																					
Effective Velocity																					
Altitude Level																					
Fuel Pts	400																				

# AEROTECH 2™

## AEROSPACE FIGHTER RECORD SHEET

### ARMOR DIAGRAM

Nose Damage  
Threshold (Total Armor)  
7 (68) - Standard Scale



### VESSEL DATA

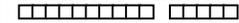
Name: **Hellcat II HCT-213B**  
 Type: **Aerospace Fighter**  
 Mass: **50 tons**  
 Thrust: Safe Thrust: **7** Max Thrust: **11**  
 Tech: **Inner Sphere / Level 2 / 3067**

### Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 Beagle Active Probe	Nose	0	--		Point Defense	
1 Large Laser	LW	8	8	8	--	--
1 Large Laser	RW	8	8	8	--	--
1 Medium Laser	Aft	3	5	--	--	--

Total Heat Sinks: **15 Single**



Total Weapon Heat: **19**

### Pilot Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

Heat Overflow	
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
04	
03	
02	
01	
00	



### Velocity Record

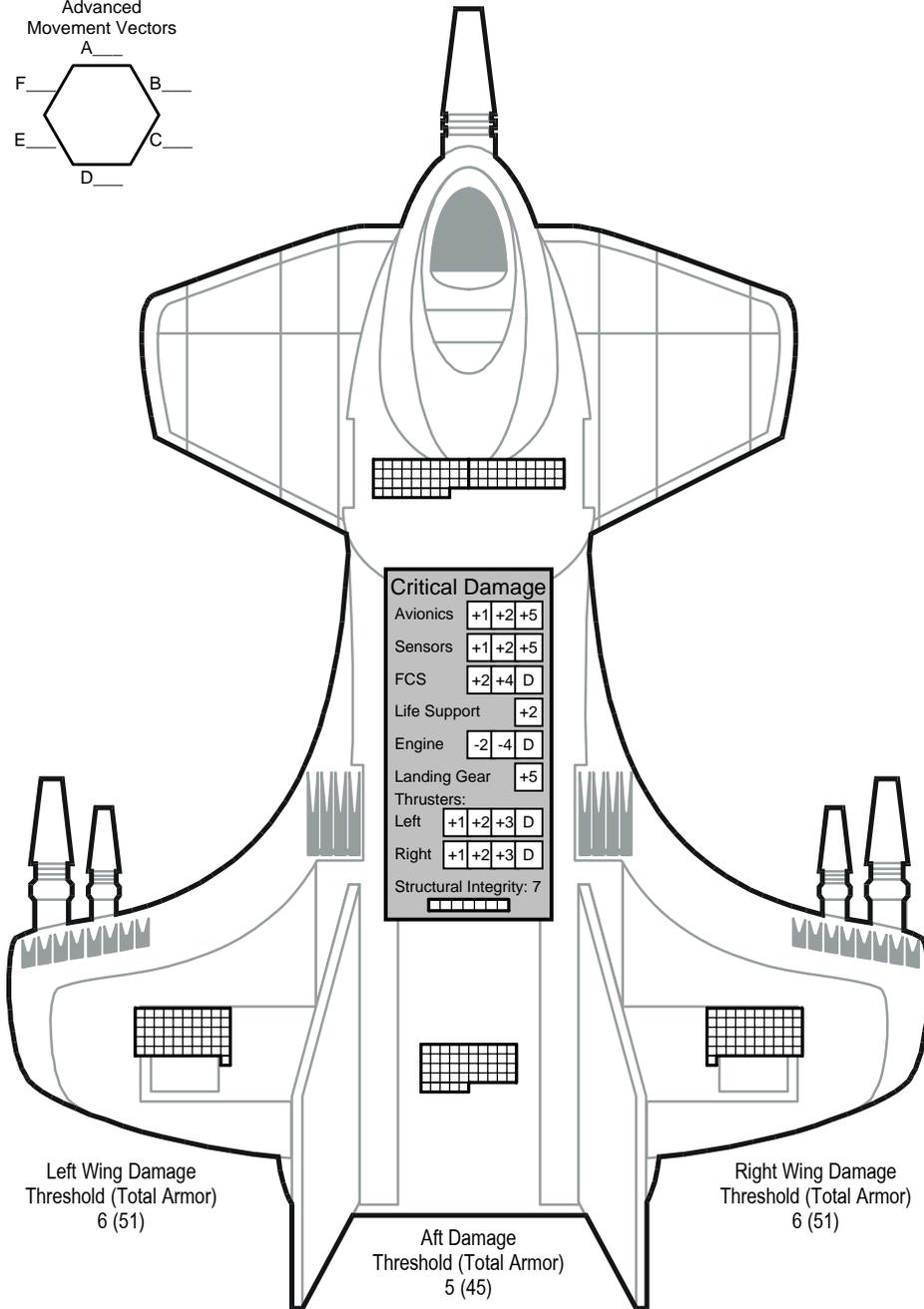
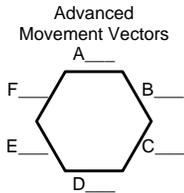
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	400																			

# AEROTECH 2™

## AEROSPACE FIGHTER RECORD SHEET

### ARMOR DIAGRAM

Nose Damage  
Threshold (Total Armor)  
7 (68) - Standard Scale



### VESSEL DATA

Name: **Hellcat II HCT-214**  
 Type: **Aerospace Fighter**  
 Mass: **50 tons**  
 Thrust: Safe Thrust: **7** Max Thrust: **11**  
 Tech: **Inner Sphere / Level 2 / 3067**

### Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 Beagle Active Probe	Nose	0	--		Point Defense	
1 Medium Laser	Nose	3	5	--	--	--
1 ER Large Laser	LW	12	8	8	8	--
1 ER Large Laser	RW	12	8	8	8	--
1 Medium Laser	Aft	3	5	--	--	--

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

**Total Weapon Heat: 30**

### Pilot Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

Heat	Overflow
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
04	
03	
02	
01	
00	



### Velocity Record

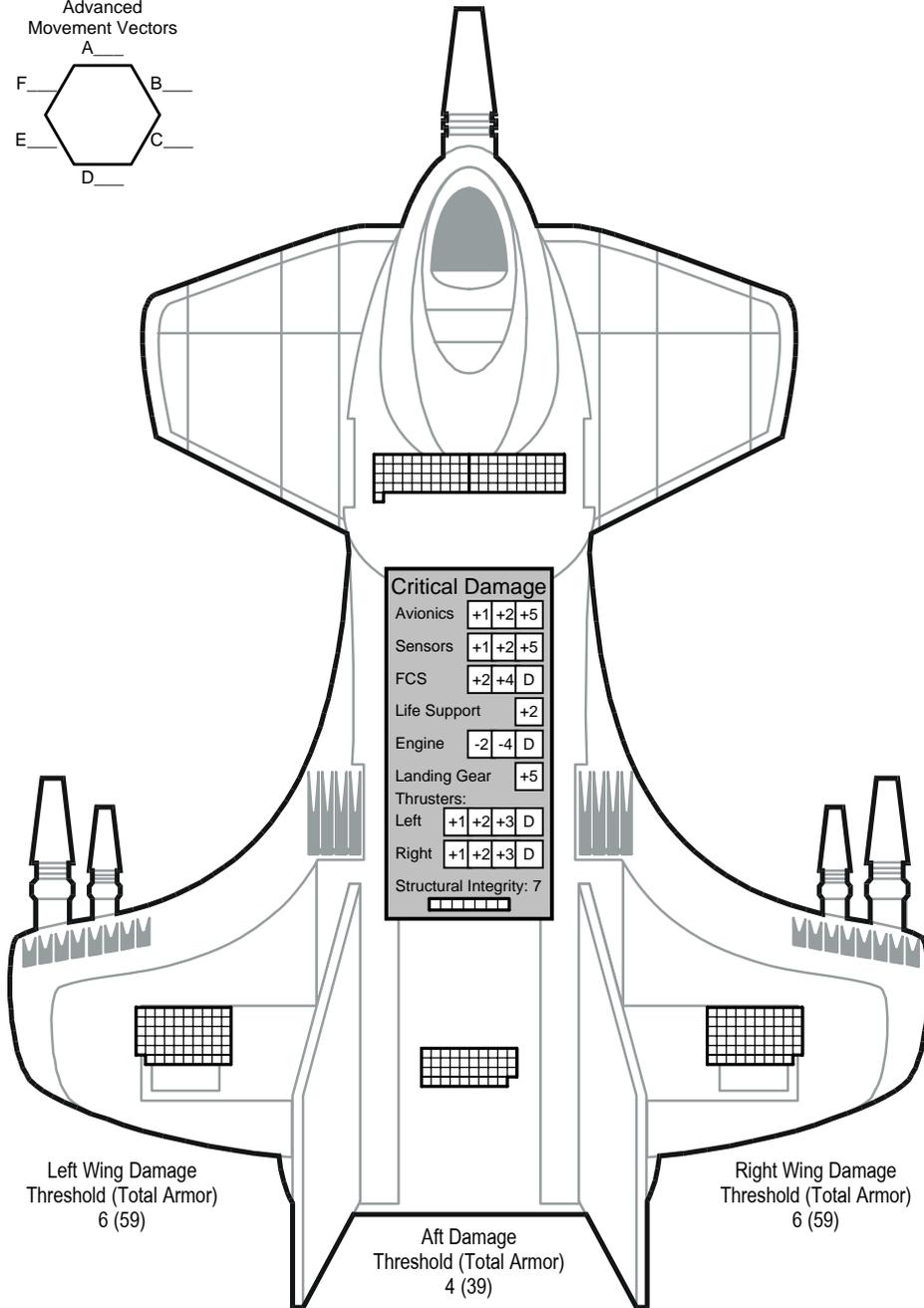
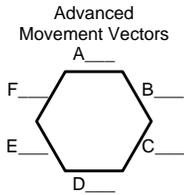
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	400																			

# AEROTECH 2™

## AEROSPACE FIGHTER RECORD SHEET

### ARMOR DIAGRAM

Nose Damage  
Threshold (Total Armor)  
9 (81) - Standard Scale



### VESSEL DATA

Name: **Hellcat II HCT-215**  
 Type: **Aerospace Fighter**  
 Mass: **50 tons**  
 Thrust: Safe Thrust: **7** Max Thrust: **11**  
 Tech: **Inner Sphere / Level 3 / 3067**

### Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 Beagle Active Probe	Nose	0	--			Point Defense
1 Light PPC	Nose	5	5	5	--	--
1 ER Medium Laser	Nose	5	5	5	--	--
1 Light PPC	LW	5	5	5	--	--
1 Light PPC	RW	5	5	5	--	--
1 Light PPC	LW	5	5	5	--	--
1 Light PPC	RW	5	5	5	--	--
1 ER Medium Laser	Aft	5	5	5	--	--

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

**Total Weapon Heat: 35**

### Pilot Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

Heat	Overflow	Effect
30		Shutdown
29		
28		Ammo Explosion, avoid on 8+
27		Pilot Damage, avoid on 9+
26		Shutdown, avoid on 10+
25		Random Movement, avoid on 10+
24		+4 Modifier to Fire
23		Ammo Explosion, avoid on 6+
22		Shutdown, avoid on 8+
21		Pilot Damage, avoid on 6+
20		Random Movement, avoid on 8+
19		Ammo Explosion, avoid on 4+
18		Shutdown, avoid on 6+
17		+3 Modifier to Fire
16		
15		Random Movement, avoid on 7+
14		Shutdown, avoid on 4+
13		+2 Modifier to Fire
12		
11		
10		Random Movement, avoid on 6+
09		
08		+1 Modifier to Fire
07		
06		
05		Random Movement, avoid on 5+
04		
03		
02		
01		
00		



### Velocity Record

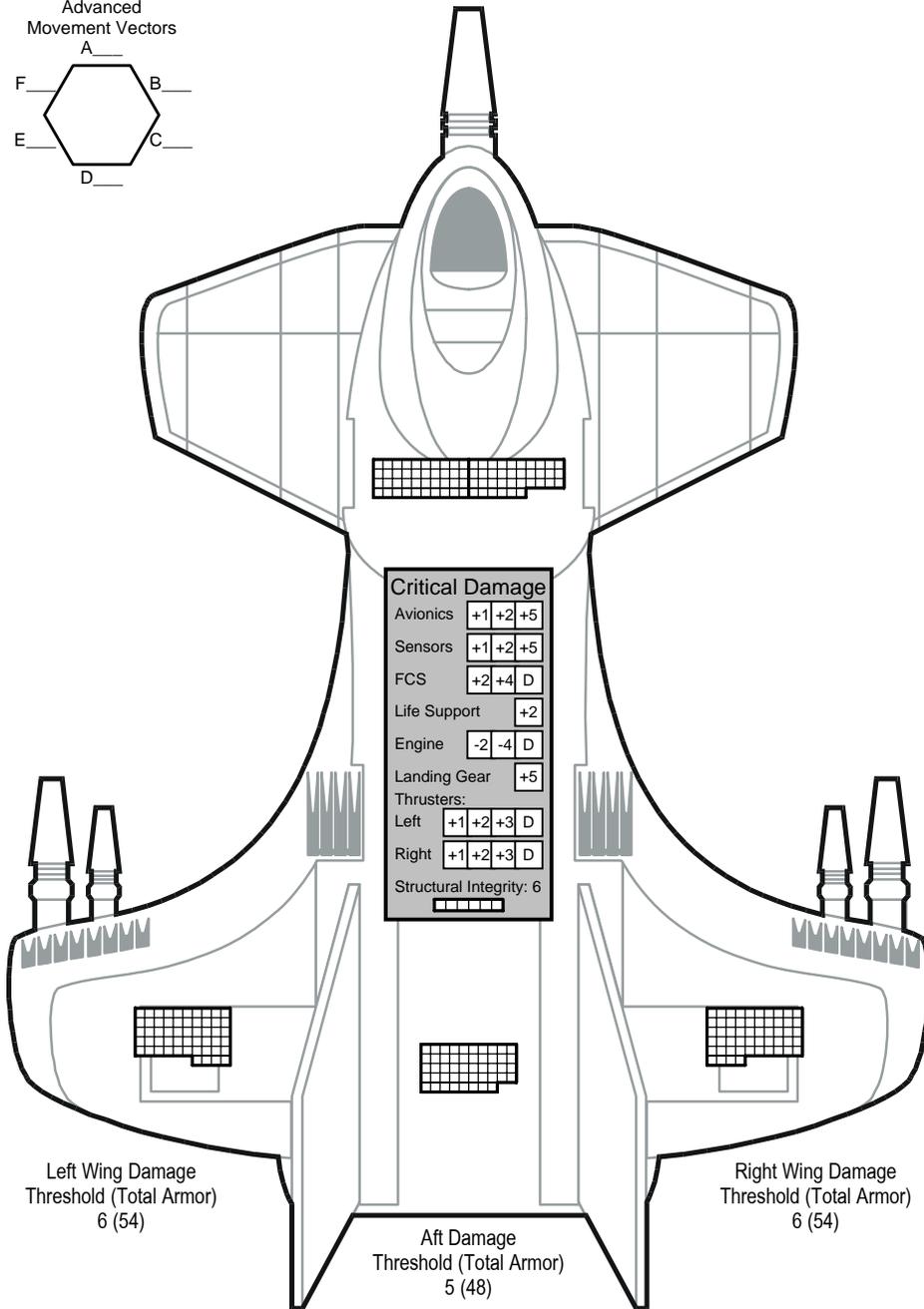
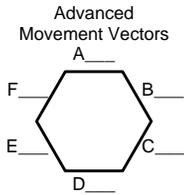
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Thrust																					
Velocity																					
Effective Velocity																					
Altitude Level																					
Fuel Pts	400																				

# AEROTECH 2™

## AEROSPACE FIGHTER RECORD SHEET

### ARMOR DIAGRAM

Nose Damage  
Threshold (Total Armor)  
8 (76) - Standard Scale



### VESSEL DATA

Name: **Gotha GTHA-500**  
 Type: **Aerospace Fighter**  
 Mass: **60 tons**  
 Thrust: Safe Thrust: **5** Max Thrust: **8**  
 Tech: **Inner Sphere / Level 2 / 3067**

### Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 PPC	Nose	10	10	10	--	--
1 Medium Laser	Nose	3	5	--	--	--
1 Medium Laser	Nose	3	5	--	--	--
1 LRM 15	LW	5	9	9	9	--
1 LRM 15	RW	5	9	9	9	--
1 Small Laser	LW	1	3	Point Defense		
1 Small Laser	RW	1	3	Point Defense		
1 Medium Laser	Aft	3	5	--	--	--
1 Medium Laser	Aft	3	5	--	--	--

Ammo: LRM 15 (8)

Total Heat Sinks: **14 Single**

Total Weapon Heat: **34**

### Pilot Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

Heat	Overflow
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
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### Velocity Record

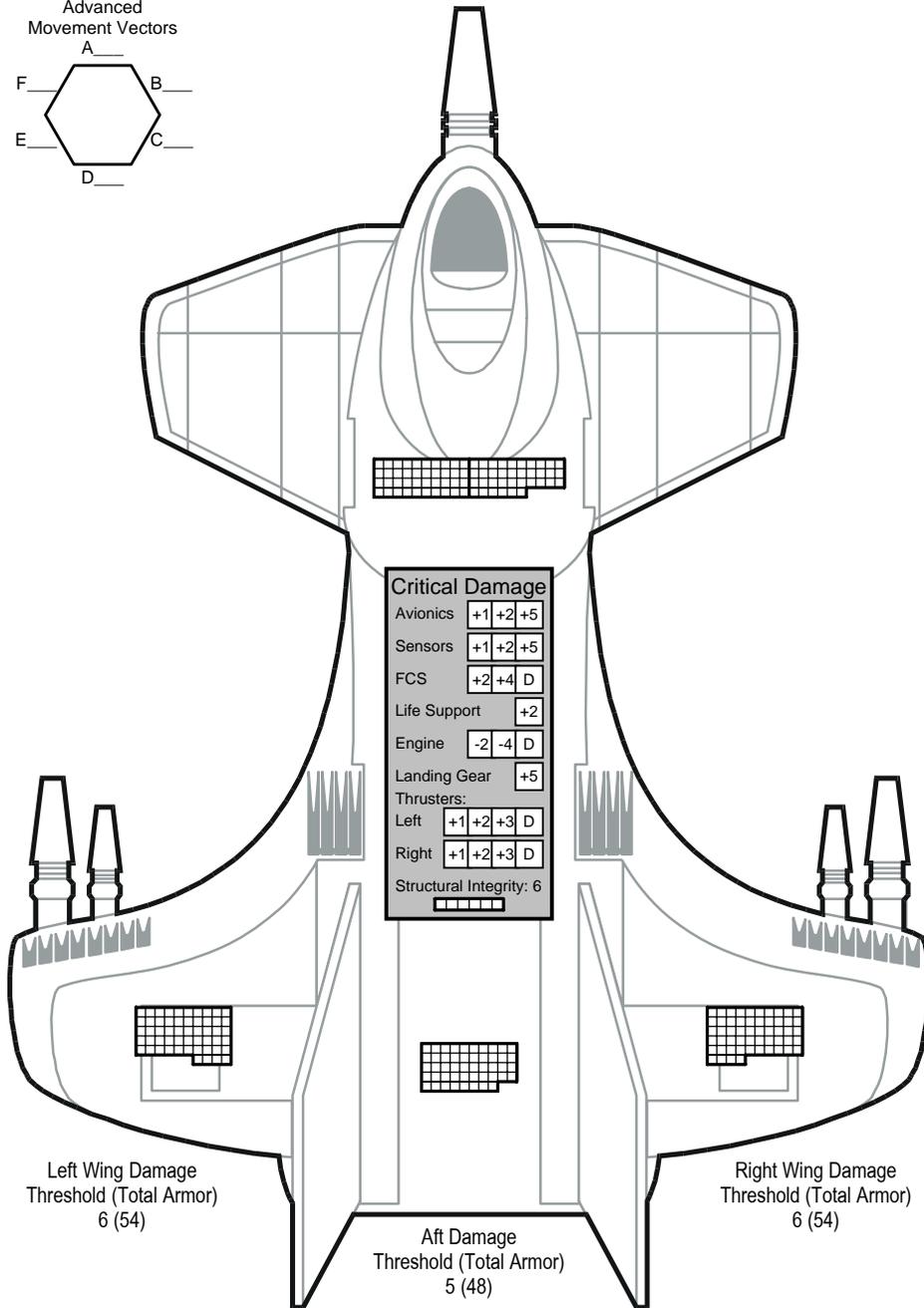
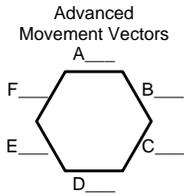
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	480																			

# AEROTECH 2™

## AEROSPACE FIGHTER RECORD SHEET

### ARMOR DIAGRAM

Nose Damage  
Threshold (Total Armor)  
8 (76) - Standard Scale



### VESSEL DATA

Name: **Gotha GTHA-600**  
 Type: **Aerospace Fighter**  
 Mass: **60 tons**  
 Thrust: Safe Thrust: **6** Max Thrust: **9**  
 Tech: **Inner Sphere / Level 3 / 3067**

### Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 Snub-Nose PPC	Nose	10	10	10	--	--
1 ER Medium Laser	Nose	5	5	5	--	--
1 ER Medium Laser	Nose	5	5	5	--	--
1 SRM 6	LW	4	8	--	--	--
1 SRM 6	RW	4	8	--	--	--
1 SRM 6	LW	4	8	--	--	--
1 SRM 6	RW	4	8	--	--	--
1 Small Laser	LW	1	3		Point Defense	
1 Small Laser	RW	1	3		Point Defense	
1 Medium Laser	Aft	3	5	--	--	--
1 Medium Laser	Aft	3	5	--	--	--

Ammo: SRM 6 (30)

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

Total Weapon Heat: **44**

### Pilot Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

Heat	Overflow
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
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### Velocity Record

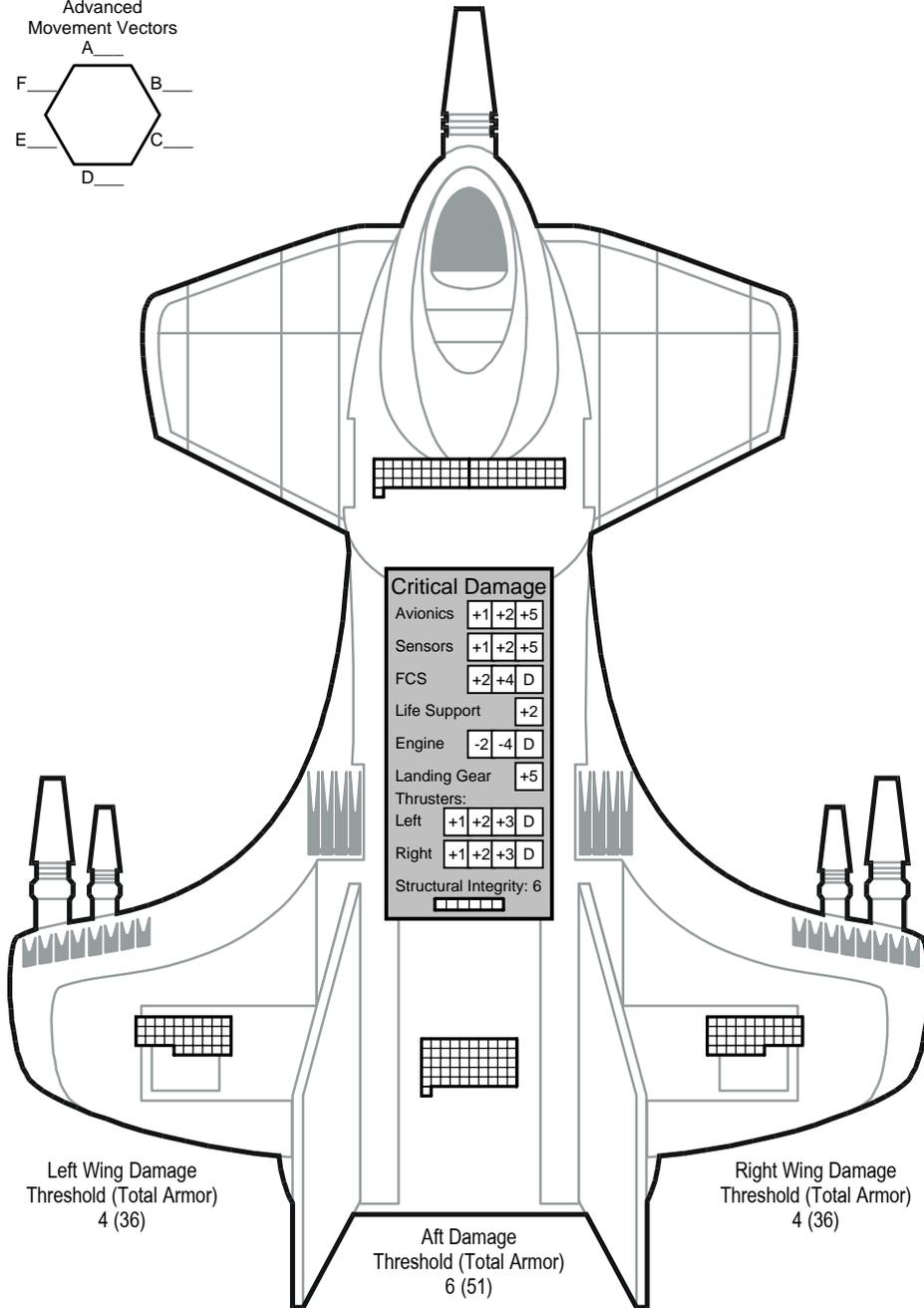
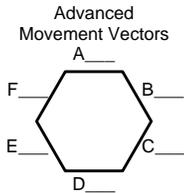
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Thrust																					
Velocity																					
Effective Velocity																					
Altitude Level																					
Fuel Pts	480																				

# AEROTECH 2™

## AEROSPACE FIGHTER RECORD SHEET

### ARMOR DIAGRAM

Nose Damage  
Threshold (Total Armor)  
7 (61) - Standard Scale



### VESSEL DATA

Name: **Ironsides IRN-SD1**  
 Type: **Aerospace Fighter**  
 Mass: **65 tons**  
 Thrust: Safe Thrust: **6** Max Thrust: **9**  
 Tech: **Inner Sphere / Level 2 / 3067**

### Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 PPC	Nose	10	10	10	--	--
1 PPC	Nose	10	10	10	--	--
1 SRM 6	Nose	4	8	--	--	--
1 SRM 6	LW	4	8	--	--	--
1 SRM 6	RW	4	8	--	--	--
1 SRM 6	LW	4	8	--	--	--
1 SRM 6	RW	4	8	--	--	--
1 Medium Laser	LW	3	5	--	--	--
1 Medium Laser	RW	3	5	--	--	--

Ammo: SRM 6 (15)

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

Total Weapon Heat: **46**

### Pilot Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

Heat	Overflow
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
04	
03	
02	
01	
00	



### Velocity Record

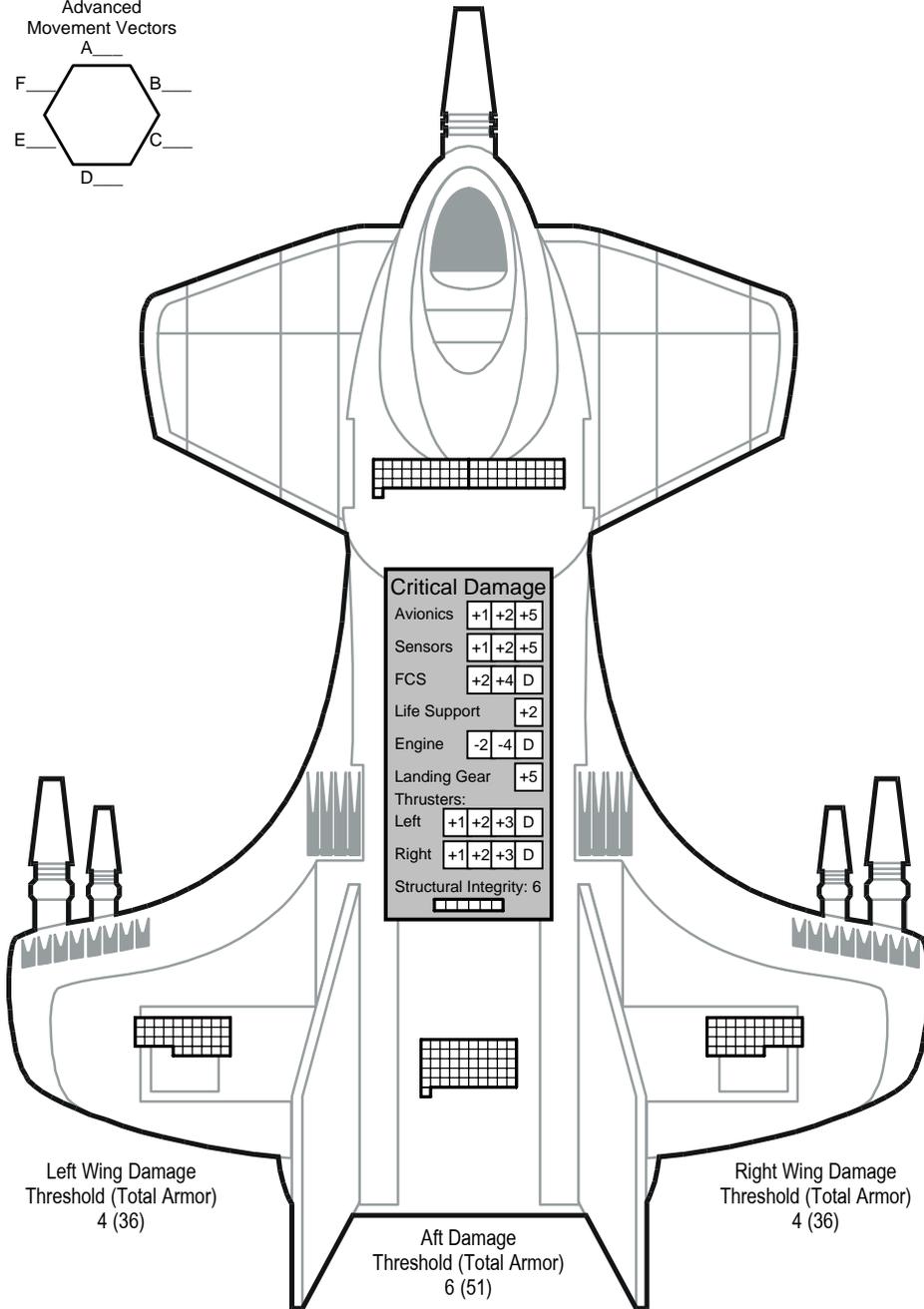
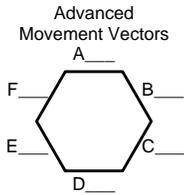
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Thrust																					
Velocity																					
Effective Velocity																					
Altitude Level																					
Fuel Pts	400																				

# AEROTECH 2™

## AEROSPACE FIGHTER RECORD SHEET

### ARMOR DIAGRAM

Nose Damage  
Threshold (Total Armor)  
7 (61) - Standard Scale



### VESSEL DATA

Name: **Ironsides IRN-SD2**  
 Type: **Aerospace Fighter**  
 Mass: **65 tons**  
 Thrust: Safe Thrust: **6** Max Thrust: **9**  
 Tech: **Inner Sphere / Level 2 / 3067**

### Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 Large Laser	Nose	8	8	8	--	--
1 Large Laser	Nose	8	8	8	--	--
1 Large Laser	Nose	8	8	8	--	--
1 SRM 6	Nose	4	8	--	--	--
1 SRM 6	LW	4	8	--	--	--
1 SRM 6	RW	4	8	--	--	--
1 SRM 6	LW	4	8	--	--	--
1 SRM 6	RW	4	8	--	--	--

Ammo: SRM 6 (30)

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

Total Weapon Heat: **44**

### Pilot Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

Heat  
Overflow

### HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
04	
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01	
00	

WIZKIDS

### Velocity Record

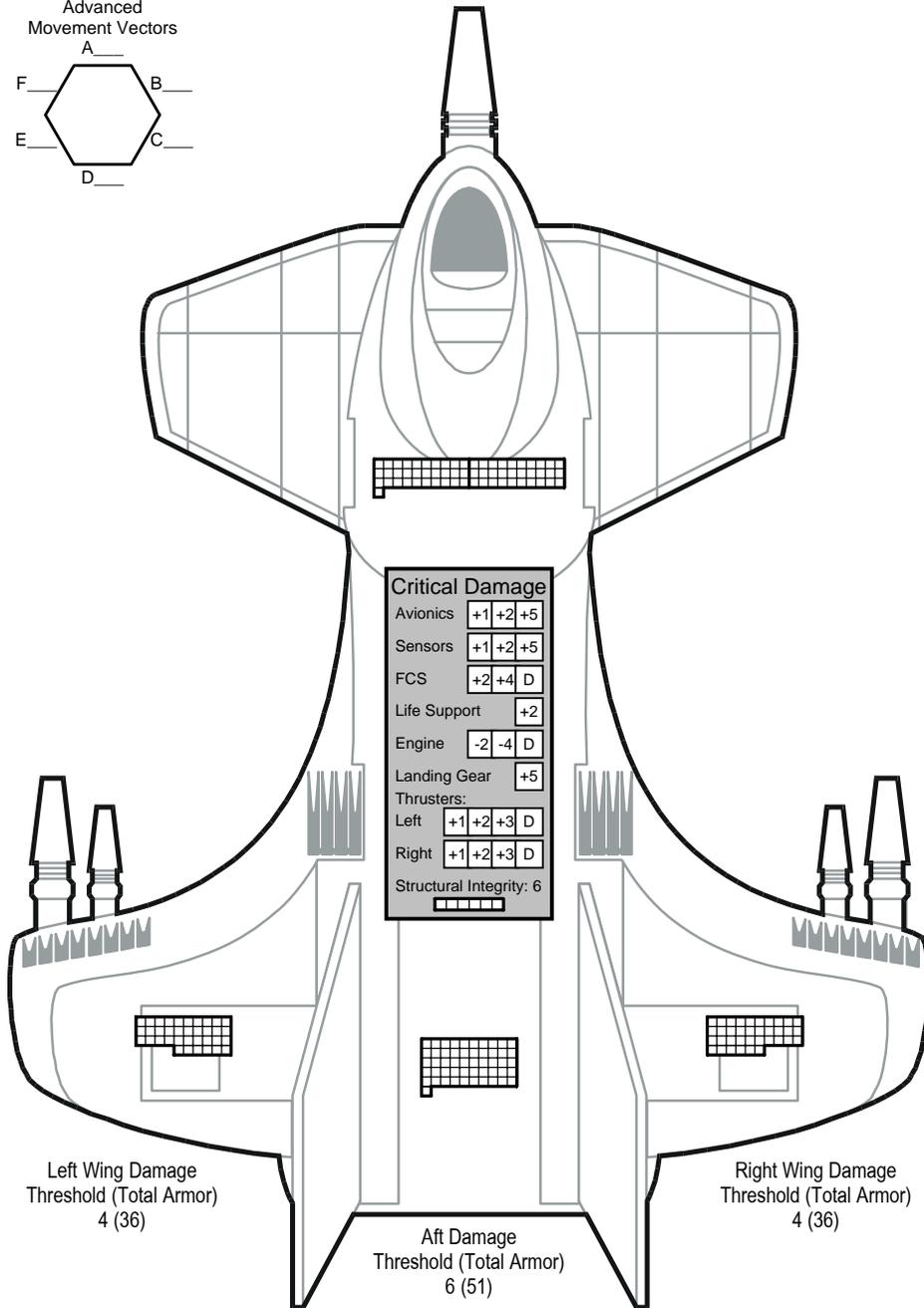
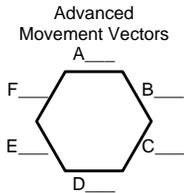
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Thrust																					
Velocity																					
Effective Velocity																					
Altitude Level																					
Fuel Pts	400																				

# AEROTECH 2™

## AEROSPACE FIGHTER RECORD SHEET

### ARMOR DIAGRAM

Nose Damage  
Threshold (Total Armor)  
7 (61) - Standard Scale



### VESSEL DATA

Name: **Ironsides IRN-SD3**  
 Type: **Aerospace Fighter**  
 Mass: **65 tons**  
 Thrust: Safe Thrust: **6** Max Thrust: **9**  
 Tech: **Inner Sphere / Level 2 / 3067**

### Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 ER PPC	Nose	15	10	10	10	--
1 ER Large Laser	Nose	12	8	8	8	--
1 MRM 10	Nose	4	6	6	--	--
1 MRM 10	LW	4	6	6	--	--
1 MRM 10	RW	4	6	6	--	--
1 MRM 10	LW	4	6	6	--	--
1 MRM 10	RW	4	6	6	--	--

Ammo: MRM 10 (120)

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

Total Weapon Heat: **47**

### Pilot Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

Heat	Overflow
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
04	
03	
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01	
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### Velocity Record

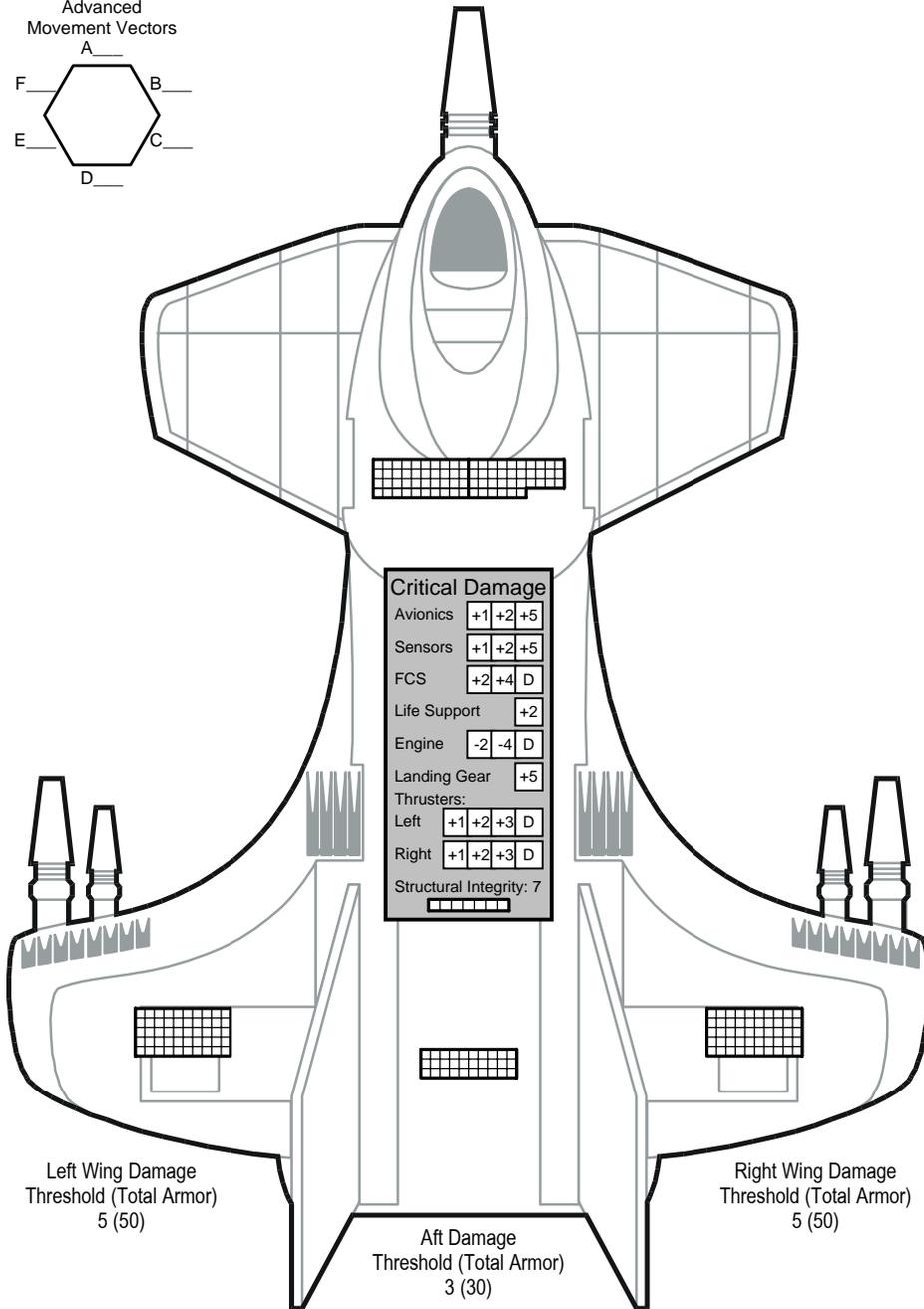
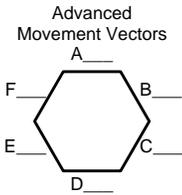
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Thrust																					
Velocity																					
Effective Velocity																					
Altitude Level																					
Fuel Pts	400																				

# AEROTECH 2™

## AEROSPACE FIGHTER RECORD SHEET

### ARMOR DIAGRAM

Nose Damage  
Threshold (Total Armor)  
8 (76) - Standard Scale



### VESSEL DATA

Name: **Hammerhead HMR-HD**  
 Type: **Aerospace Fighter**  
 Mass: **75 tons**  
 Thrust: Safe Thrust: **7** Max Thrust: **11**  
 Tech: **Inner Sphere / Level 2 / 3067**

### Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 Autocannon/20	Nose	7	20	--	--	--

Ammo: AC/20 (15)

Total Heat Sinks: **10 Single**

Total Weapon Heat: **7**

### Pilot Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

Heat	Overflow
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
04	
03	
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01	
00	



### Velocity Record

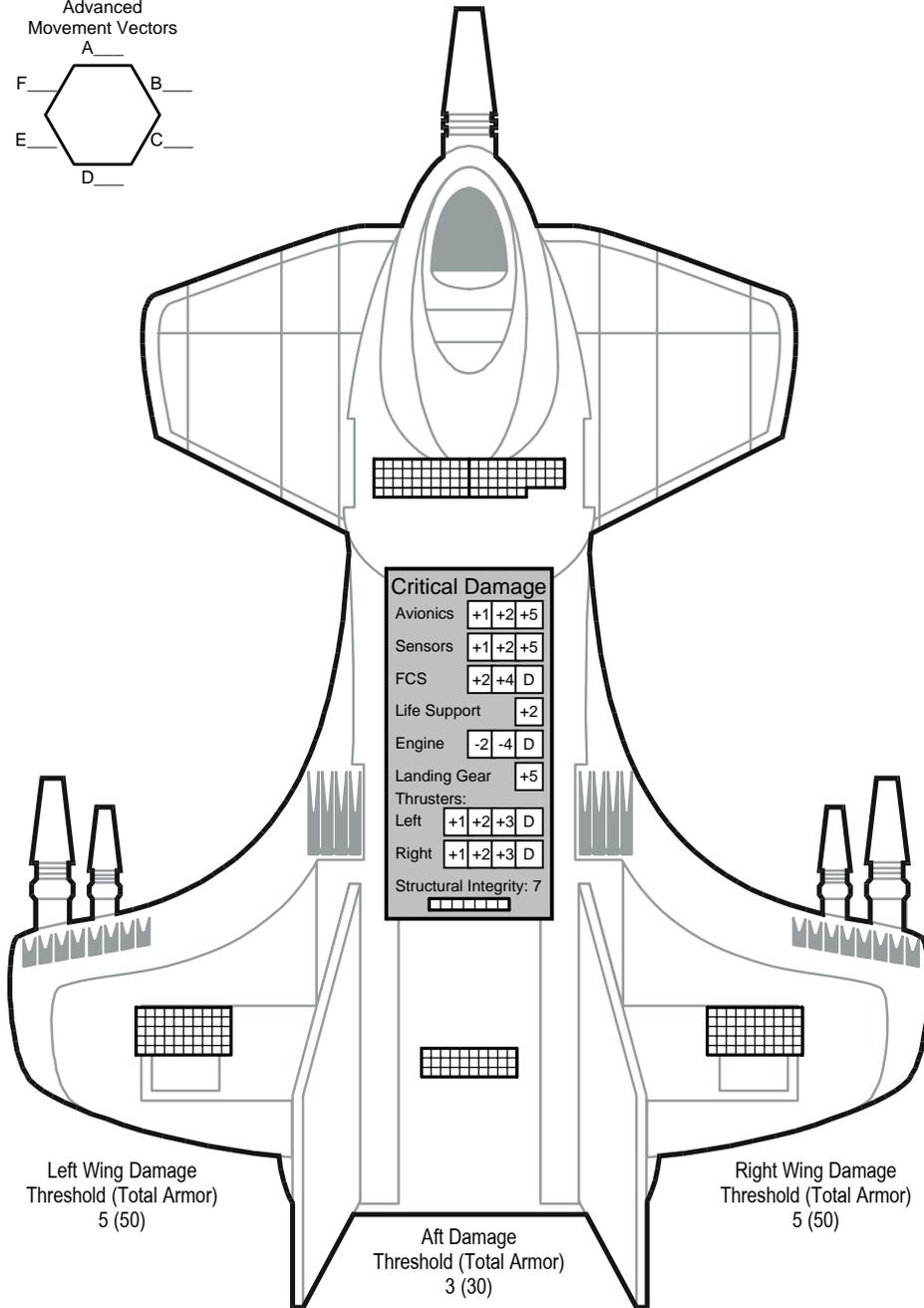
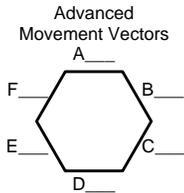
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Thrust																					
Velocity																					
Effective Velocity																					
Altitude Level																					
Fuel Pts	400																				

# AEROTECH 2™

## AEROSPACE FIGHTER RECORD SHEET

### ARMOR DIAGRAM

Nose Damage  
Threshold (Total Armor)  
8 (76) - Standard Scale



### VESSEL DATA

Name: **Hammerhead HMR-HE**  
 Type: **Aerospace Fighter**  
 Mass: **75 tons**  
 Thrust: Safe Thrust: **7** Max Thrust: **11**  
 Tech: **Inner Sphere / Level 2 / 3067**

### Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 PPC	Nose	10	10	10	--	--
1 PPC	Nose	10	10	10	--	--

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

**Total Weapon Heat: 20**

### Pilot Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

Heat  
Overflow

### HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
04	
03	
02	
01	
00	



### Velocity Record

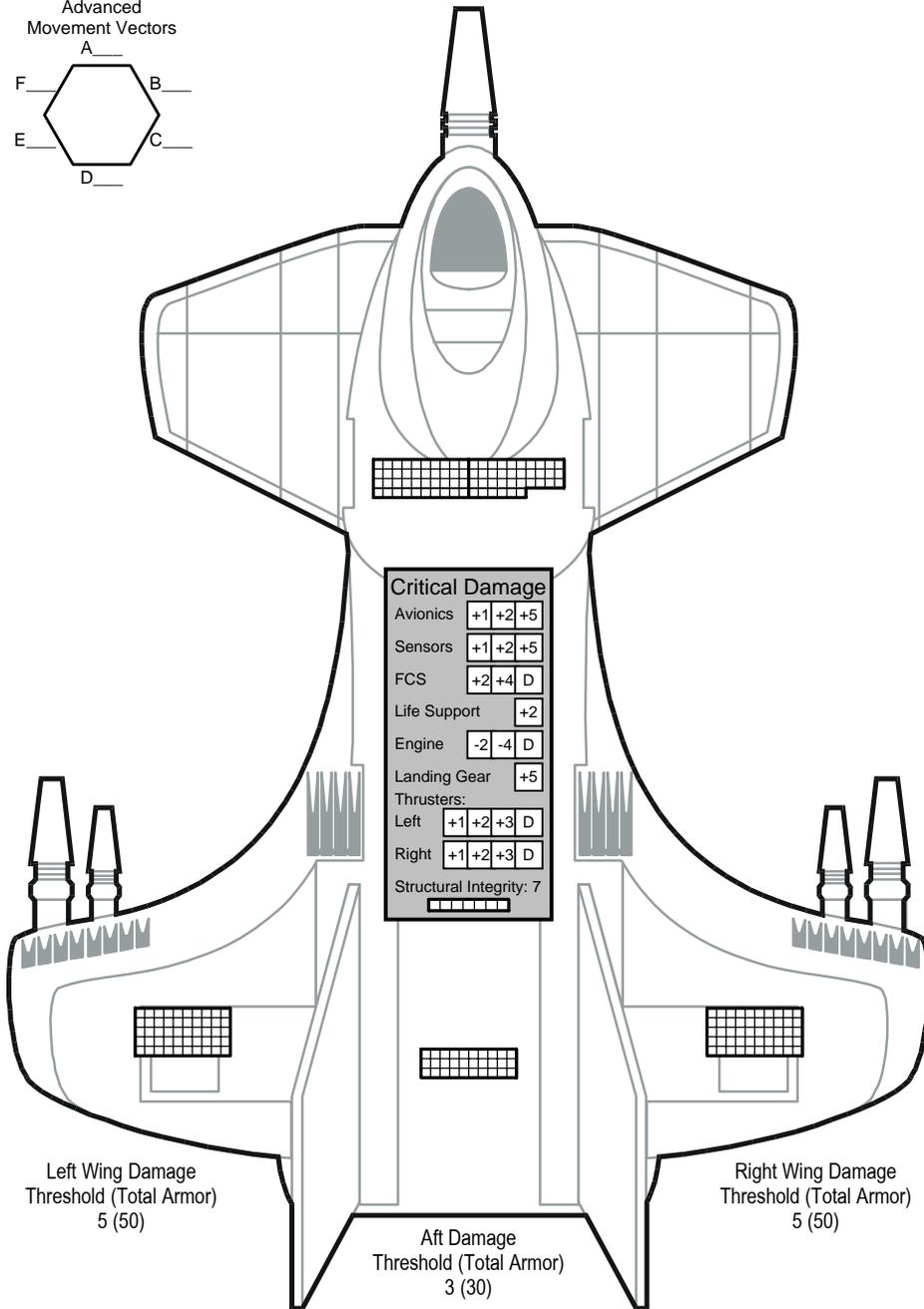
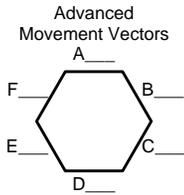
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Thrust																					
Velocity																					
Effective Velocity																					
Altitude Level																					
Fuel Pts	560																				

# AEROTECH 2™

## AEROSPACE FIGHTER RECORD SHEET

### ARMOR DIAGRAM

Nose Damage  
Threshold (Total Armor)  
8 (76) - Standard Scale



### VESSEL DATA

Name: **Hammerhead HMR-HF**  
 Type: **Aerospace Fighter**  
 Mass: **75 tons**  
 Thrust: Safe Thrust: **7** Max Thrust: **11**  
 Tech: **Inner Sphere / Level 2 / 3067**

### Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 LB 10-X AC	Nose	2	6	6	--	--
1 ER Medium Laser	LW	5	5	5	--	--
1 ER Medium Laser	RW	5	5	5	--	--

Ammo: LB 10-X (20)

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

Total Weapon Heat: **12**

### Pilot Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

Heat Overflow

### HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
04	
03	
02	
01	
00	

### Velocity Record

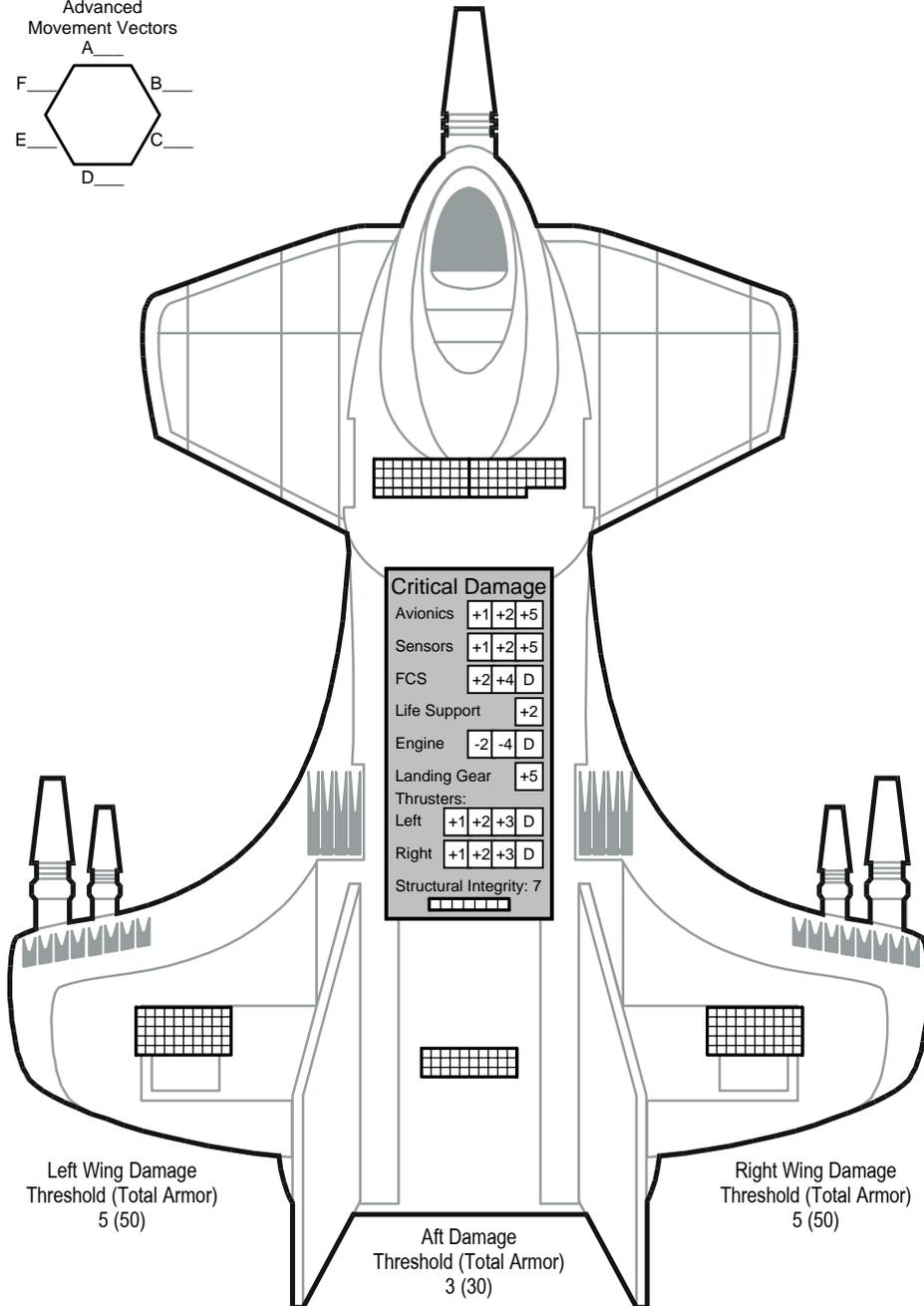
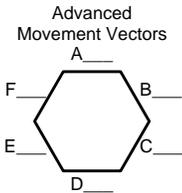
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Thrust																					
Velocity																					
Effective Velocity																					
Altitude Level																					
Fuel Pts	560																				

# AEROTECH 2™

## AEROSPACE FIGHTER RECORD SHEET

### ARMOR DIAGRAM

Nose Damage  
Threshold (Total Armor)  
8 (76) - Standard Scale



### VESSEL DATA

Name: **Hammerhead HMR-HG**  
 Type: **Aerospace Fighter**  
 Mass: **75 tons**  
 Thrust: Safe Thrust: **7** Max Thrust: **11**  
 Tech: **Inner Sphere / Level 2 / 3067**

### Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 Ultra AC/20	Nose	16	30	30	--	--

Ammo: Ult AC/20 (10/2)

Total Heat Sinks: **10 Single**

Total Weapon Heat: **16**

### Pilot Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

Heat  
Overflow

### HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
04	
03	
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### Velocity Record

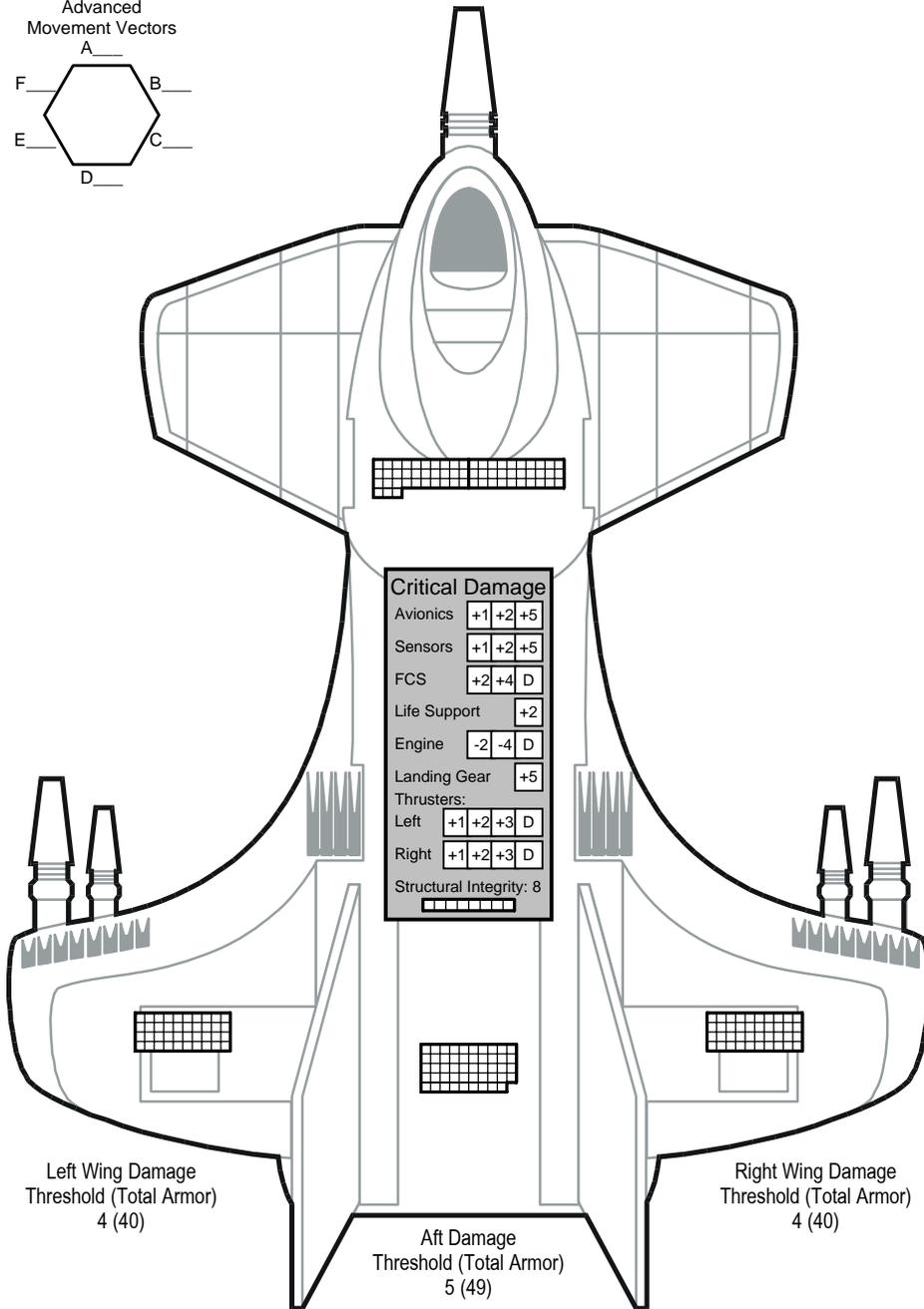
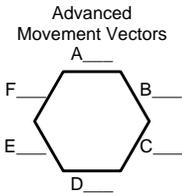
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Thrust																					
Velocity																					
Effective Velocity																					
Altitude Level																					
Fuel Pts	400																				

# AEROTECH 2™

## AEROSPACE FIGHTER RECORD SHEET

### ARMOR DIAGRAM

Nose Damage  
Threshold (Total Armor)  
7 (63) - Standard Scale



### VESSEL DATA

Name: **Rapier RPR-100**  
 Type: **Aerospace Fighter**  
 Mass: **85 tons**  
 Thrust: Safe Thrust: **6** Max Thrust: **9**  
 Tech: **Inner Sphere / Level 2 / 3067**

### Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 Autocannon/20	Nose	7	20	--	--	--
1 PPC	Nose	10	10	10	--	--
1 PPC	Nose	10	10	10	--	--
1 LRM 10	Nose	4	6	6	6	--

Ammo: LRM 10 (12) AC/20 (10)

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

Total Weapon Heat: **31**

### Pilot Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

Heat  
Overflow

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
04	
03	
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### Velocity Record

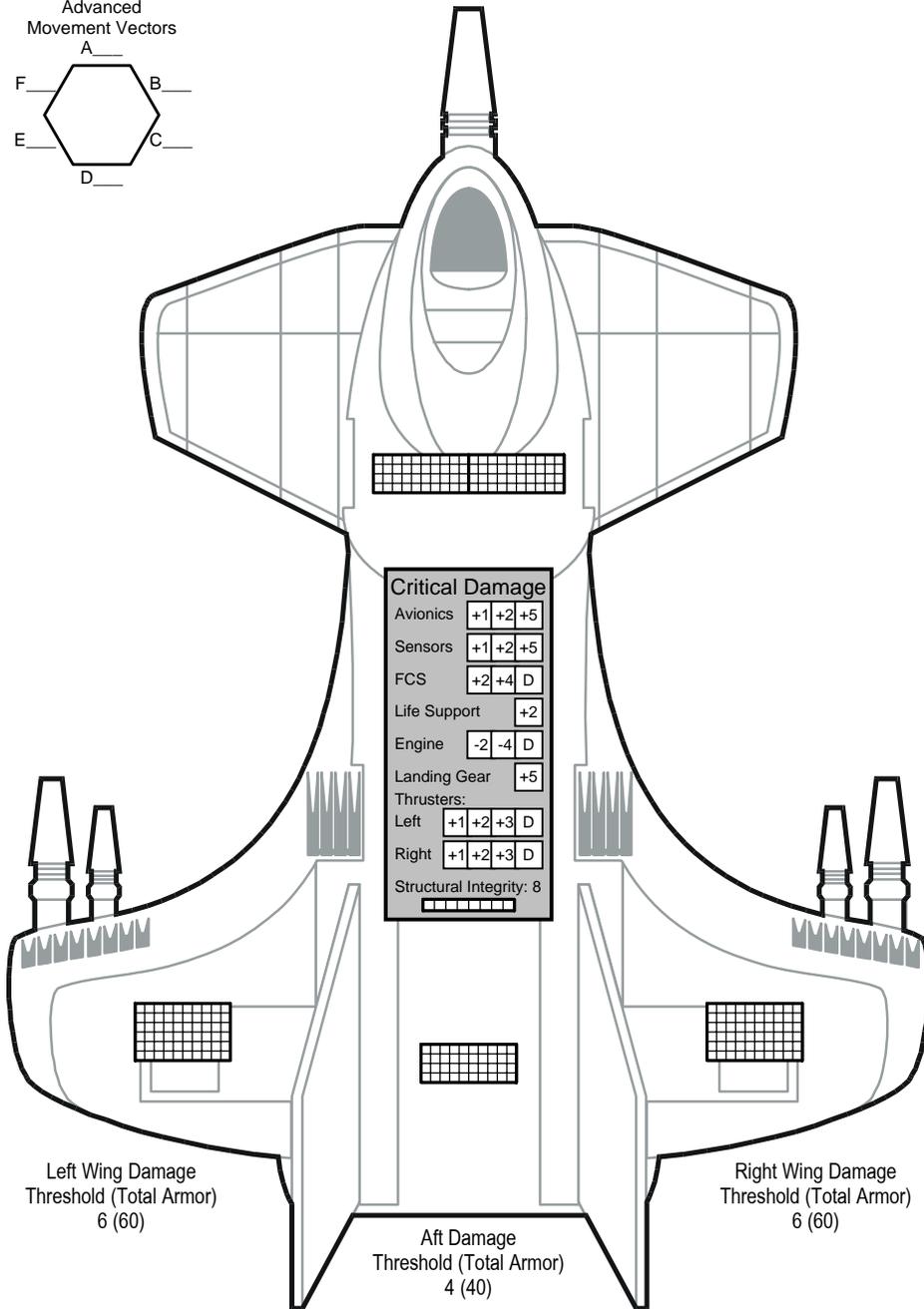
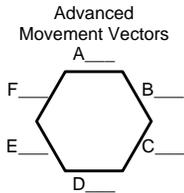
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Thrust																					
Velocity																					
Effective Velocity																					
Altitude Level																					
Fuel Pts	400																				

# AEROTECH 2™

## AEROSPACE FIGHTER RECORD SHEET

### ARMOR DIAGRAM

Nose Damage  
Threshold (Total Armor)  
8 (80) - Standard Scale



### VESSEL DATA

Name: **Rapier RPR-101**  
 Type: **Aerospace Fighter**  
 Mass: **85 tons**  
 Thrust: Safe Thrust: **6** Max Thrust: **9**  
 Tech: **Inner Sphere / Level 2 / 3067**

### Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 PPC	Nose	10	10	10	--	--
1 PPC	Nose	10	10	10	--	--
1 PPC	Nose	10	10	10	--	--
1 Medium Laser	LW	3	5	--	--	--
1 Medium Laser	RW	3	5	--	--	--
1 Medium Laser	Aft	3	5	--	--	--
1 Medium Laser	Aft	3	5	--	--	--

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

**Total Weapon Heat: 42**

### Pilot Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

Heat	Overflow
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
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### Velocity Record

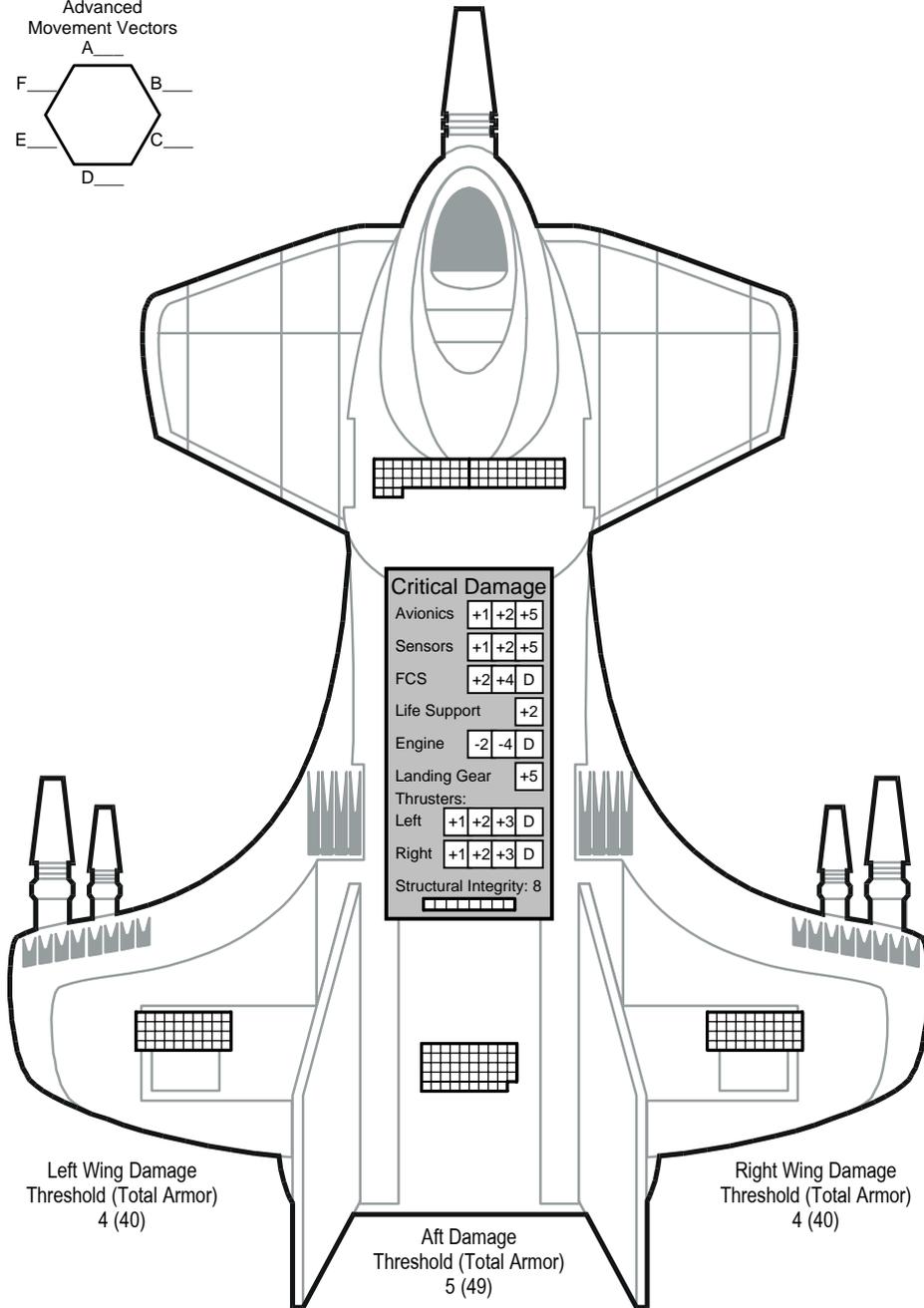
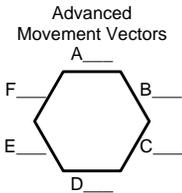
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	400																			

# AEROTECH 2™

## AEROSPACE FIGHTER RECORD SHEET

### ARMOR DIAGRAM

Nose Damage  
Threshold (Total Armor)  
7 (63) - Standard Scale



### VESSEL DATA

Name: **Rapier RPR-102**  
 Type: **Aerospace Fighter**  
 Mass: **85 tons**  
 Thrust: Safe Thrust: **6** Max Thrust: **9**  
 Tech: **Inner Sphere / Level 2 / 3067**

### Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 Autocannon/20	Nose	7	20	--	--	--
1 Large Laser	Nose	8	8	8	--	--
1 Large Laser	Nose	8	8	8	--	--
1 LRM 10	Nose	4	6	6	6	--

Ammo: LRM 10 (12) AC/20 (10)

Total Heat Sinks: **16 Double (32)**

Total Weapon Heat: **27**

### Pilot Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

Heat  
Overflow

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
04	
03	
02	
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### Velocity Record

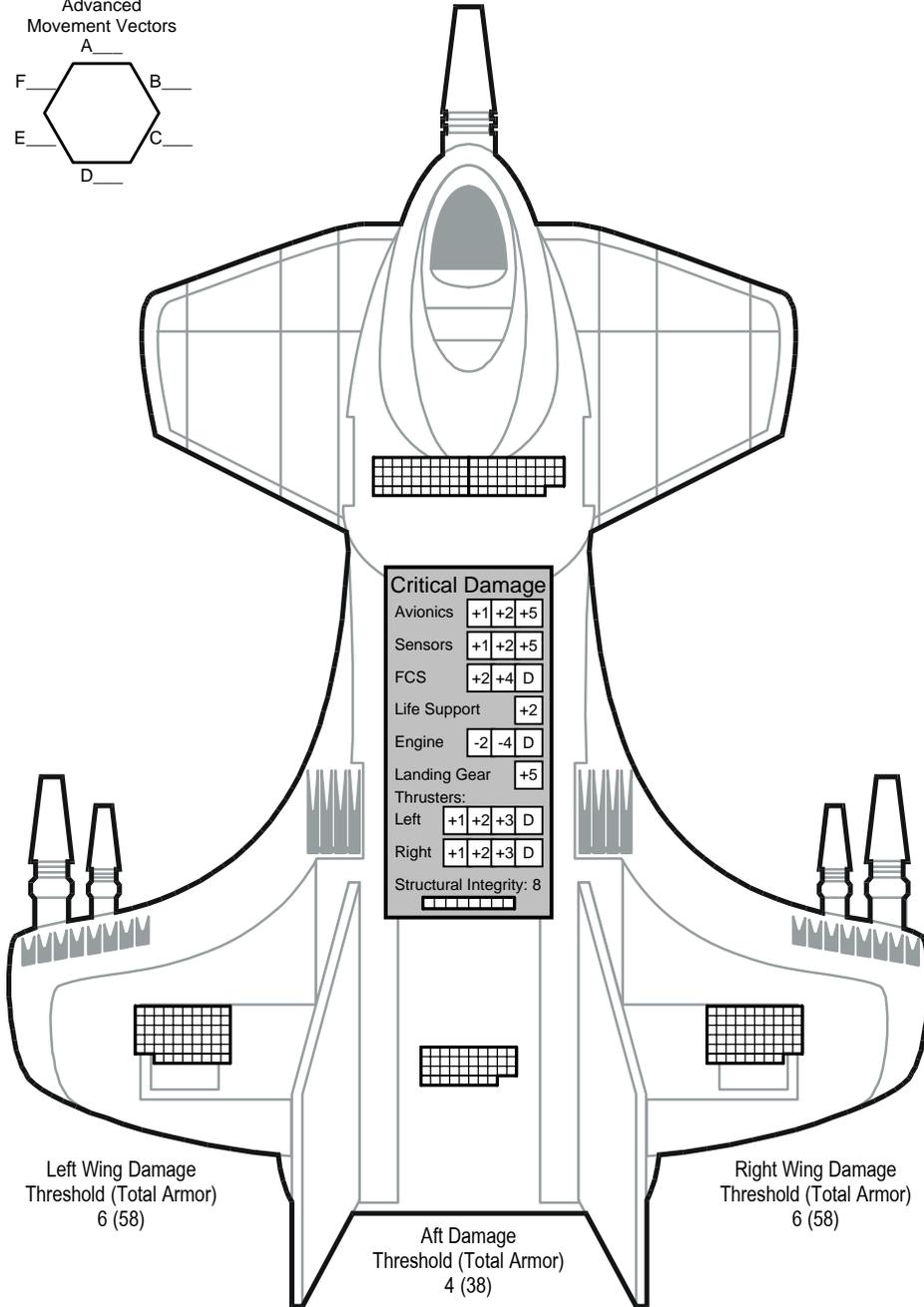
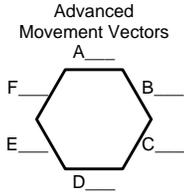
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Thrust																					
Velocity																					
Effective Velocity																					
Altitude Level																					
Fuel Pts	400																				

# AEROTECH 2™

## AEROSPACE FIGHTER RECORD SHEET

### ARMOR DIAGRAM

Nose Damage  
Threshold (Total Armor)  
8 (78) - Standard Scale



### VESSEL DATA

Name: **Rapier RPR-200**  
 Type: **Aerospace Fighter**  
 Mass: **85 tons**  
 Thrust: Safe Thrust: **6** Max Thrust: **9**  
 Tech: **Inner Sphere / Level 2 / 3067**

### Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 LB 10-X AC	Nose	2	6	6	--	--
1 ER PPC	Nose	15	10	10	10	--
1 ER PPC	Nose	15	10	10	10	--
1 LRM 10	Nose	4	6	6	6	--

Ammo: LRM 10 (12) LB 10-X (20)

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

Total Weapon Heat: **36**

### Pilot Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

Heat  
Overflow

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
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### Velocity Record

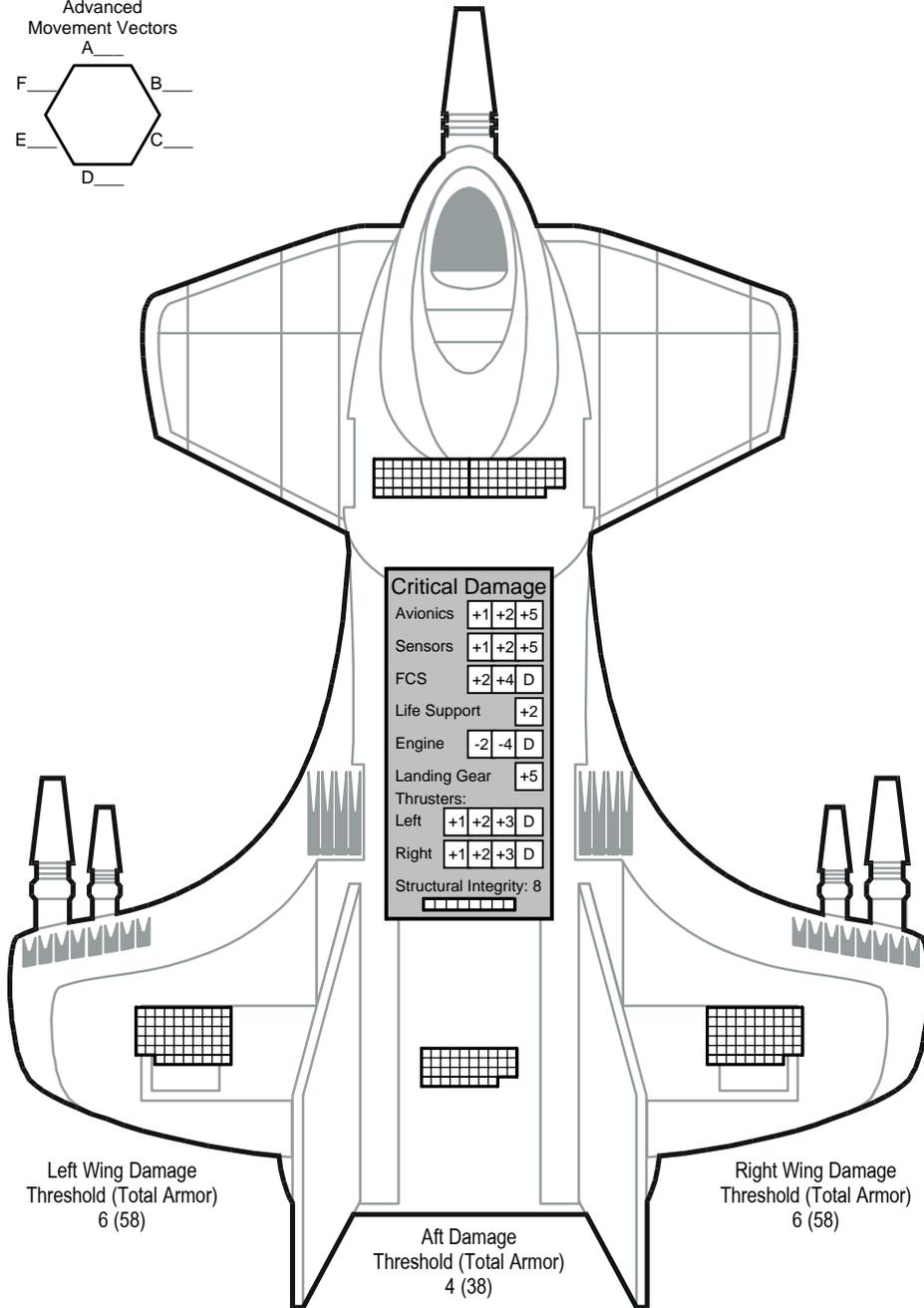
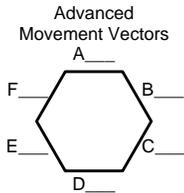
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Thrust																					
Velocity																					
Effective Velocity																					
Altitude Level																					
Fuel Pts	400																				

# AEROTECH 2™

## AEROSPACE FIGHTER RECORD SHEET

### ARMOR DIAGRAM

Nose Damage  
Threshold (Total Armor)  
8 (78) - Standard Scale



### VESSEL DATA

Name: **Rapier RPR-300**  
 Type: **Aerospace Fighter**  
 Mass: **85 tons**  
 Thrust: Safe Thrust: **6** Max Thrust: **9**  
 Tech: **Inner Sphere / Level 2 / 3067**

### Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 PPC	Nose	10	10	10	--	--
1 PPC	Nose	10	10	10	--	--
1 Heavy Gauss Rifle	Nose	2	25	20	10	--

Ammo: Hvy Gauss (16)

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

**Total Weapon Heat: 22**

### Pilot Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

Heat  
Overflow

### HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
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WIZKIDS

### Velocity Record

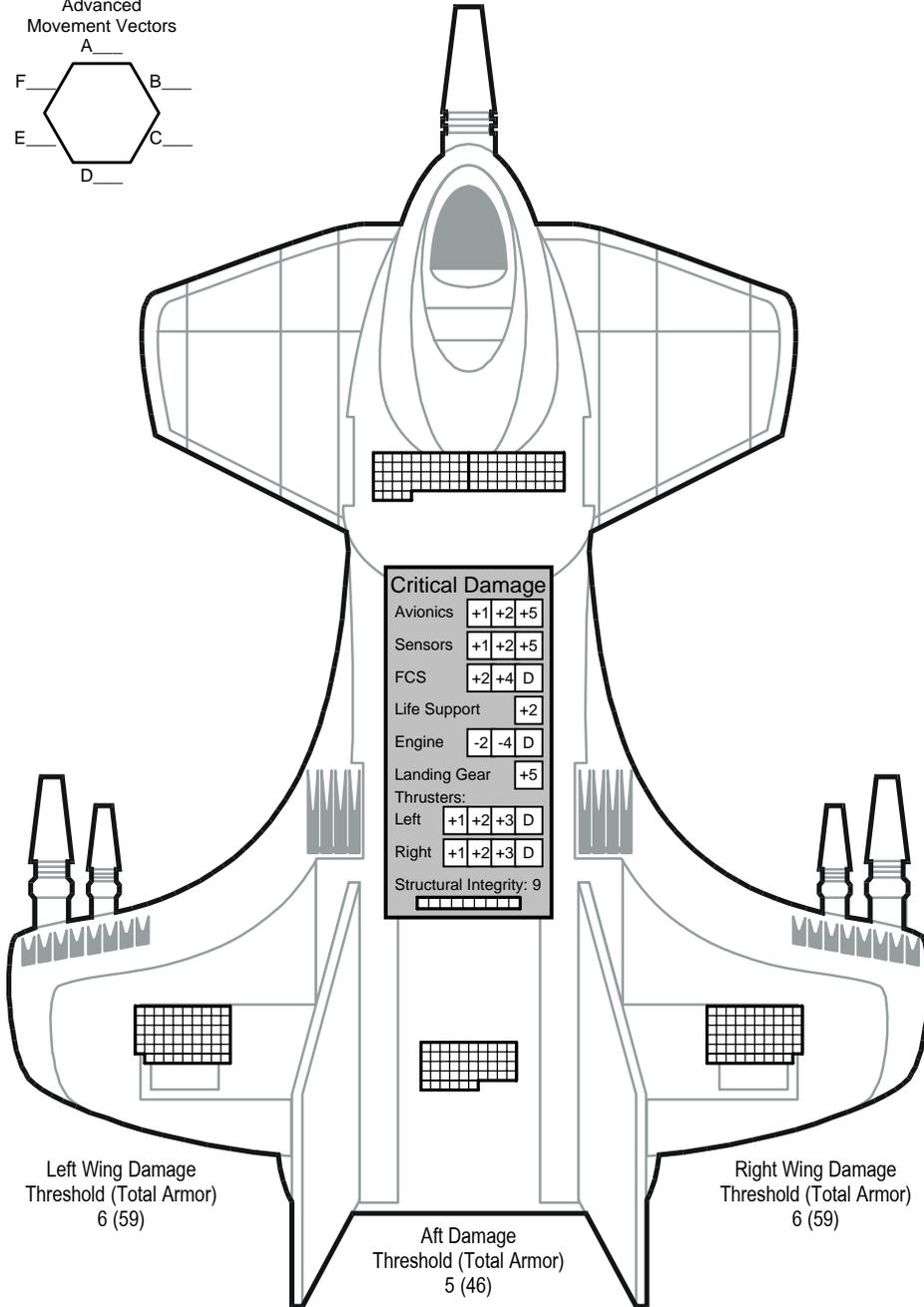
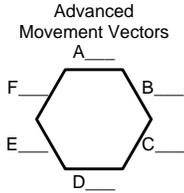
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Thrust																					
Velocity																					
Effective Velocity																					
Altitude Level																					
Fuel Pts	400																				

# AEROTECH 2™

## AEROSPACE FIGHTER RECORD SHEET

### ARMOR DIAGRAM

Nose Damage  
Threshold (Total Armor)  
9 (84) - Standard Scale



### VESSEL DATA

Name: **Ahab AHB-X**  
 Type: **Aerospace Fighter**  
 Mass: **90 tons**  
 Thrust: Safe Thrust: **5** Max Thrust: **8**  
 Tech: **Inner Sphere / Level 1 / 3067**

### Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 Large Laser	Nose	8	8	8	--	--
1 Medium Laser	Nose	3	5	--	--	--
1 Medium Laser	Nose	3	5	--	--	--
1 Medium Laser	Nose	3	5	--	--	--
1 LRM 20	LW	6	12	12	12	--
1 LRM 20	RW	6	12	12	12	--
1 SRM 6	LW	4	8	--	--	--
1 SRM 6	RW	4	8	--	--	--
1 Medium Laser	Aft	3	5	--	--	--
1 Medium Laser	Aft	3	5	--	--	--

Ammo: SRM 6 (30) LRM 20 (36)

Total Heat Sinks: **18 Single**

Total Weapon Heat: **43**

### Pilot Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

Heat	Overflow
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
04	
03	
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### Velocity Record

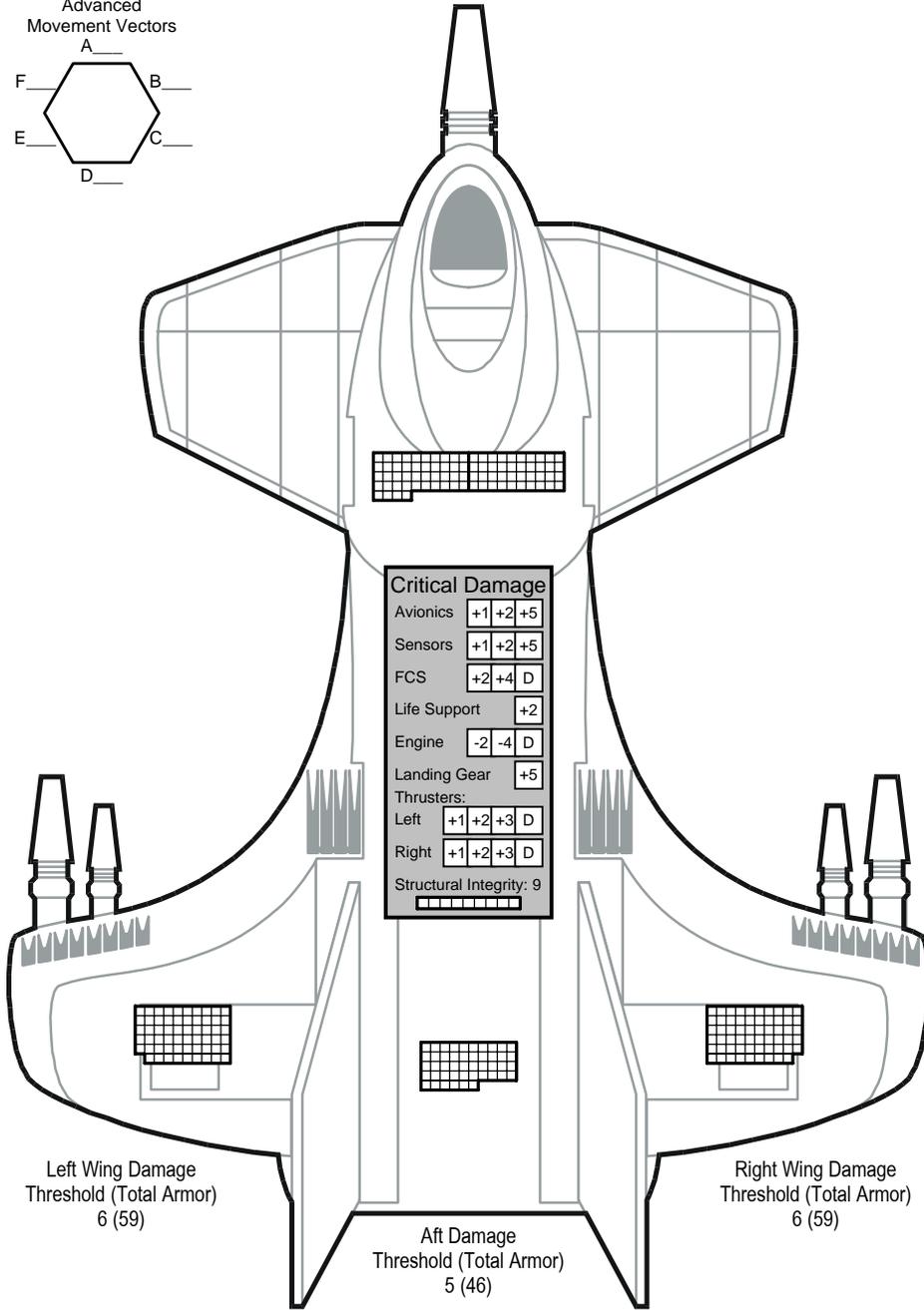
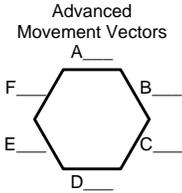
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Thrust																					
Velocity																					
Effective Velocity																					
Altitude Level																					
Fuel Pts	400																				

# AEROTECH 2™

## AEROSPACE FIGHTER RECORD SHEET

### ARMOR DIAGRAM

Nose Damage  
Threshold (Total Armor)  
9 (84) - Standard Scale



Left Wing Damage  
Threshold (Total Armor)  
6 (59)

Right Wing Damage  
Threshold (Total Armor)  
6 (59)

Aft Damage  
Threshold (Total Armor)  
5 (46)

### VESSEL DATA

Name: **Ahab AHB-443**  
 Type: **Aerospace Fighter**  
 Mass: **90 tons**  
 Thrust: Safe Thrust: **5** Max Thrust: **8**  
 Tech: **Inner Sphere / Level 2 / 3067**

### Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 Large Laser	Nose	8	8	8	--	--
1 Narc Missile Beacon	Nose	0	--	Point Defense		
1 LRM 20	LW	6	12	12	12	--
1 LRM 20	RW	6	12	12	12	--
1 SRM 6	LW	4	8	--	--	--
1 SRM 6	RW	4	8	--	--	--
1 Medium Laser	Aft	3	5	--	--	--
1 Medium Laser	Aft	3	5	--	--	--

### Ammo:

SRM 6 (30) LRM 20 (36) Narc (24)

**Total Heat Sinks: 14 Single**

**Total Weapon Heat: 34**

### Pilot Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### Heat Overflow

### HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
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### Velocity Record

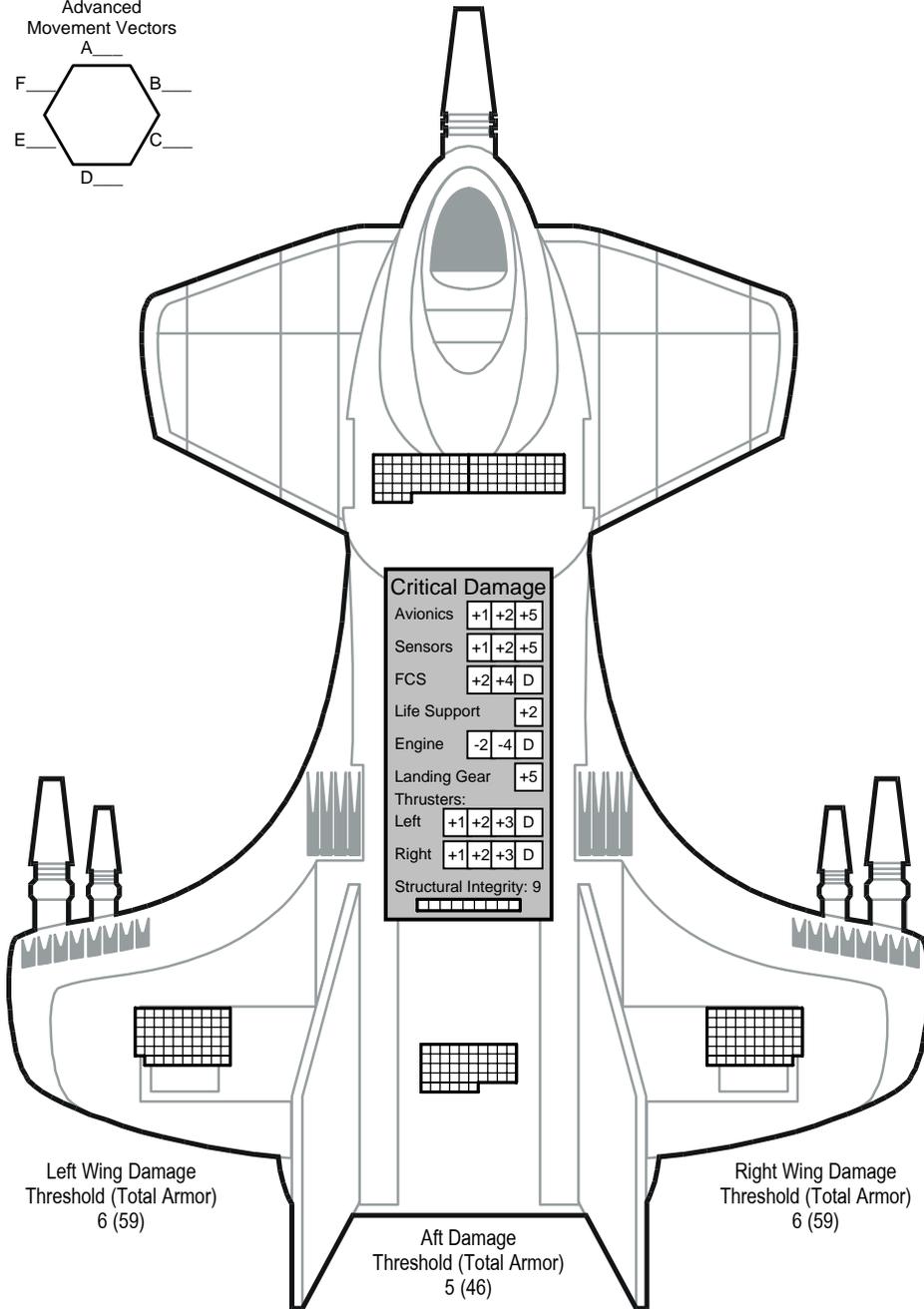
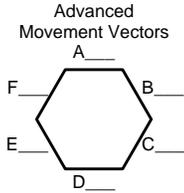
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Thrust																					
Velocity																					
Effective Velocity																					
Altitude Level																					
Fuel Pts	400																				

# AEROTECH 2™

## AEROSPACE FIGHTER RECORD SHEET

### ARMOR DIAGRAM

Nose Damage  
Threshold (Total Armor)  
9 (84) - Standard Scale



Left Wing Damage  
Threshold (Total Armor)  
6 (59)

Right Wing Damage  
Threshold (Total Armor)  
6 (59)

Aft Damage  
Threshold (Total Armor)  
5 (46)

### VESSEL DATA

Name: **Ahab AHB-643**  
 Type: **Aerospace Fighter**  
 Mass: **90 tons**  
 Thrust: Safe Thrust: **5** Max Thrust: **8**  
 Tech: **Inner Sphere / Level 3 / 3067**

### Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 Heavy PPC	Nose	15	15	15	--	--
1 Medium Laser	Nose	3	5	--	--	--
1 Medium Laser	Nose	3	5	--	--	--
1 MRM 40	LW	12	24	24	--	--
1 MRM 40	RW	12	24	24	--	--
1 RL 10 (OS)	LW	3	6	6	--	--
1 RL 10 (OS)	RW	3	6	6	--	--
1 RL 10 (OS)	LW	3	6	6	--	--
1 RL 10 (OS)	RW	3	6	6	--	--

Ammo: MRM 40 (12)

Total Heat Sinks: **22 Double (44)**

Total Weapon Heat: **45**

### Pilot Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

Heat Overflow

### HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
04	
03	
02	
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### Velocity Record

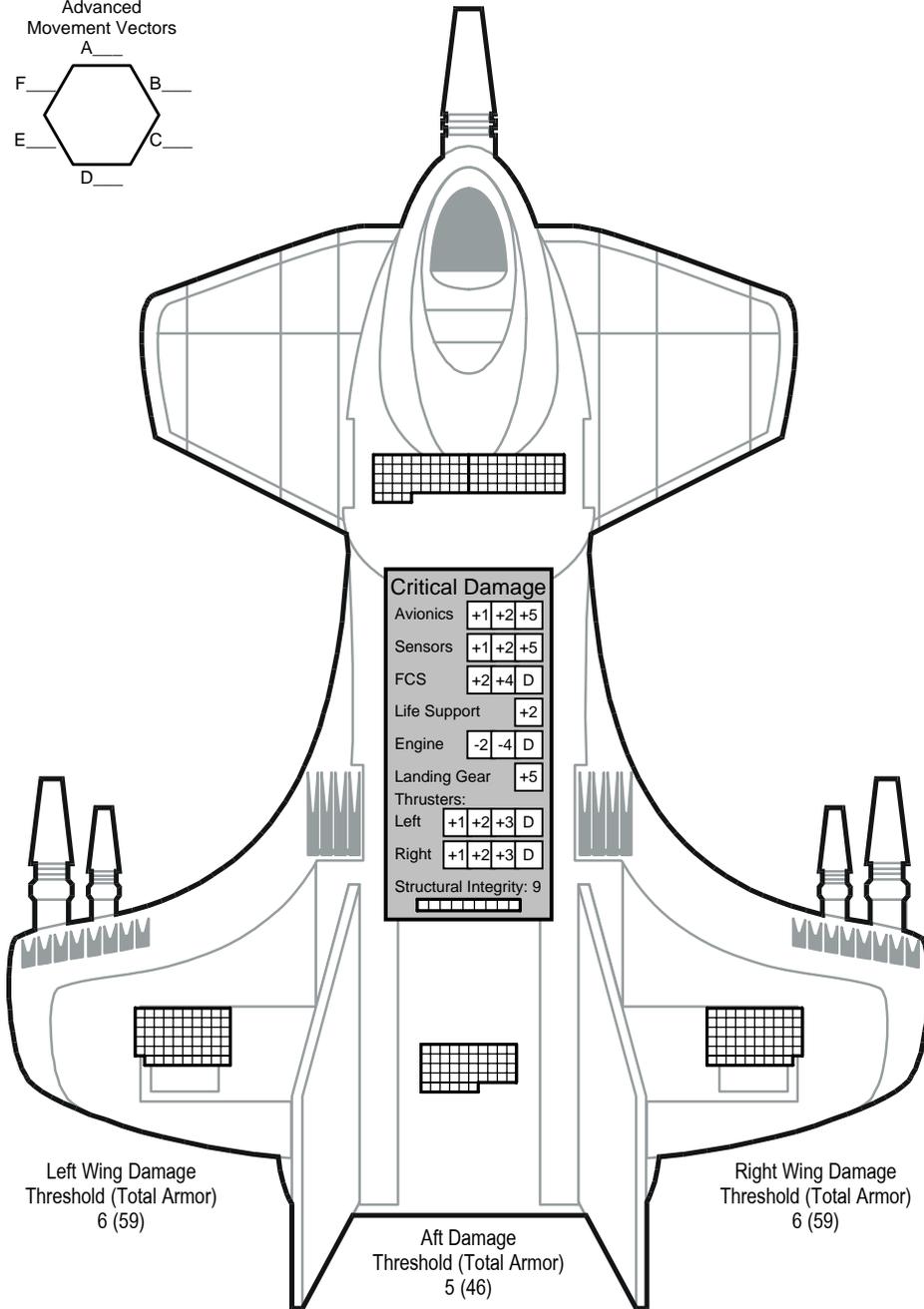
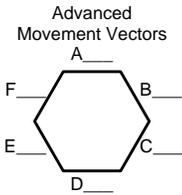
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Thrust																					
Velocity																					
Effective Velocity																					
Altitude Level																					
Fuel Pts	400																				

# AEROTECH 2™

## AEROSPACE FIGHTER RECORD SHEET

### ARMOR DIAGRAM

Nose Damage  
Threshold (Total Armor)  
9 (84) - Standard Scale



### VESSEL DATA

Name: **Ahab AHB-MD**  
 Type: **Aerospace Fighter**  
 Mass: **90 tons**  
 Thrust: Safe Thrust: **5** Max Thrust: **8**  
 Tech: **Inner Sphere / Level 2 / 3067**

### Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 Large Pulse Laser	Nose	10	9	9	--	--
1 Medium Laser	Nose	3	5	--	--	--
1 Medium Laser	Nose	3	5	--	--	--
1 MRM 40	LW	12	24	24	--	--
1 MRM 40	RW	12	24	24	--	--
1 Targeting Computer						

Ammo: MRM 40 (24)

Total Heat Sinks: **22 Double (44)**

Total Weapon Heat: **40**

### Pilot Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

Heat Overflow	
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
04	
03	
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### Velocity Record

Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	400																			