

CLASSIC

BATTLETECH



RECORD SHEETS 3050 UPGRADE



CLAN & STAR LEAGUE

www.BATTLECORPS.com

Handwritten signature

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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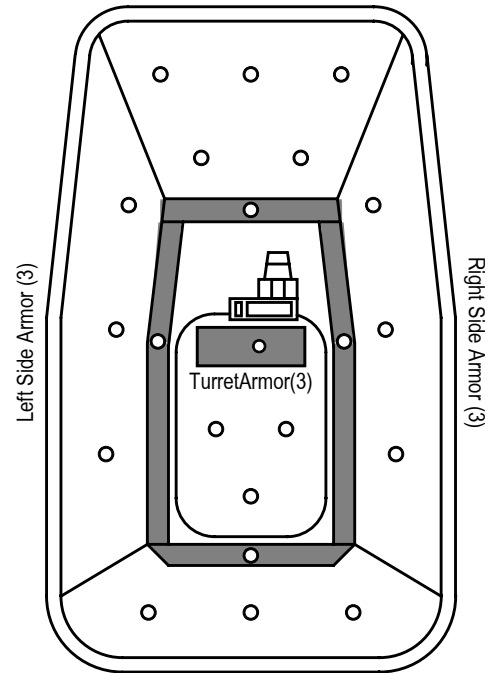
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BATTLETECH®

HOVERCRAFT RECORD SHEET

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

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



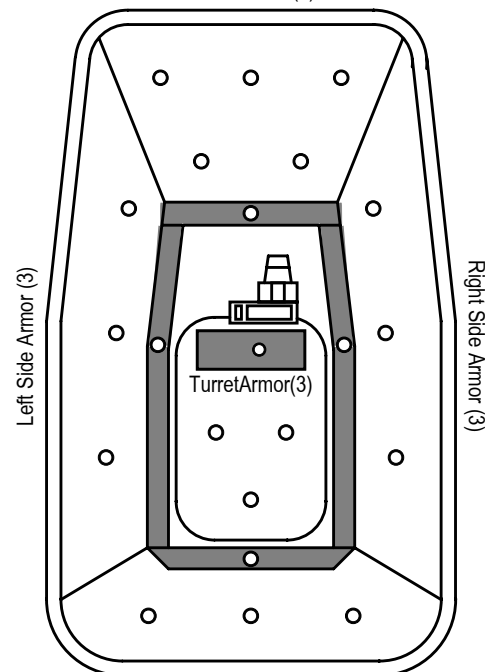
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HOVERCRAFT RECORD SHEET

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

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



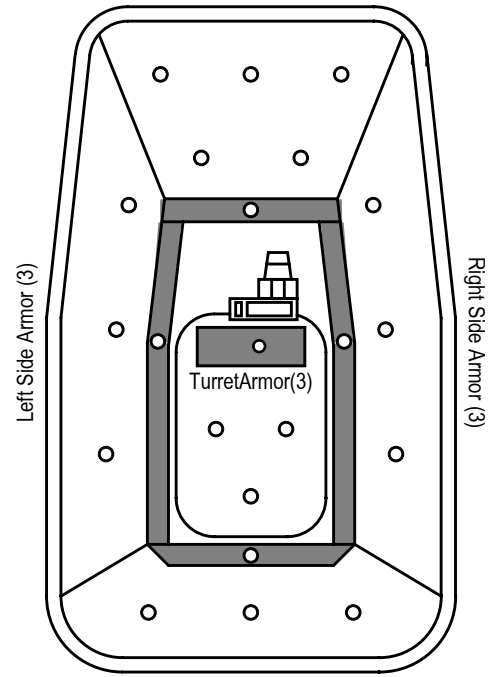
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HOVERCRAFT RECORD SHEET

Type: Gabriel (TDF)			Weapons Inventory			
Config: Hovercraft		Tons: 5	# Type	Loc	Dmg	Min S M L
Technology Base: Inner Sphere		Cruising MP: 13	2 Rocket Launcher 10	T	1/hit	- 5 11 18
Crew:		Flank MP: 20	Body Inventory			
Gunnery Skill:	Driving Skill:		25 Omni Fusion Engine			
Ammo			1 Crew Members			
Critical Damage						
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)



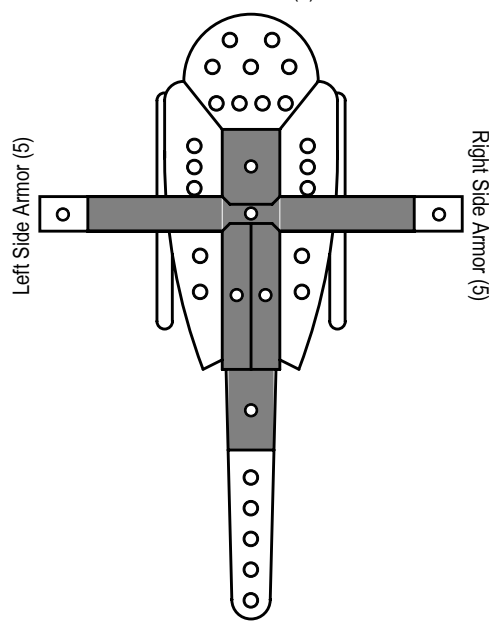
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V.T.O.L. RECORD SHEET

Type: Ripper			Weapons Inventory			
Config: V.T.O.L.		Tons: 10	# Type	Loc	Dmg	Min S M L
Technology Base: Inner Sphere		Cruising MP: 12	1 Medium Laser	F	5	- 3 6 9
Crew:		Flank MP: 18	1 Medium Laser	F	5	- 3 6 9
Gunnery Skill:	Piloting Skill:		Fuselage Inventory			
Ammo			70 Omni Fusion Engine			
Critical Damage			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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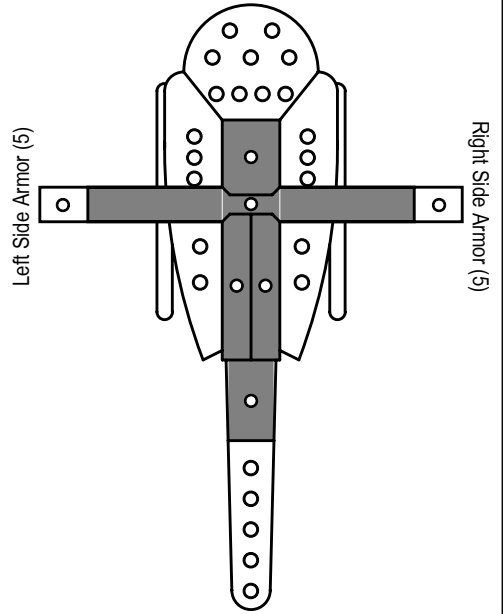
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V.T.O.L. RECORD SHEET

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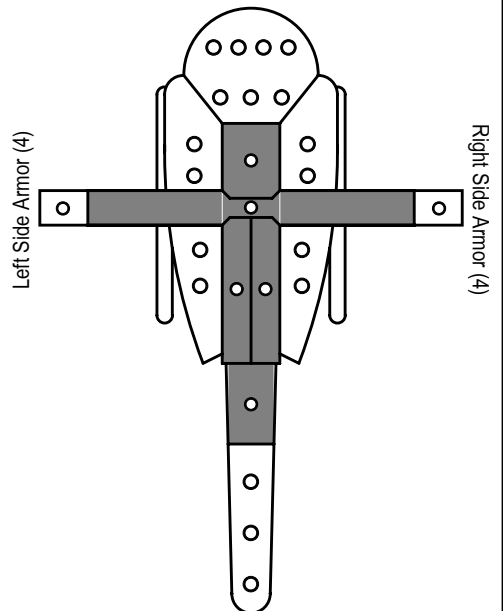
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V.T.O.L. RECORD SHEET

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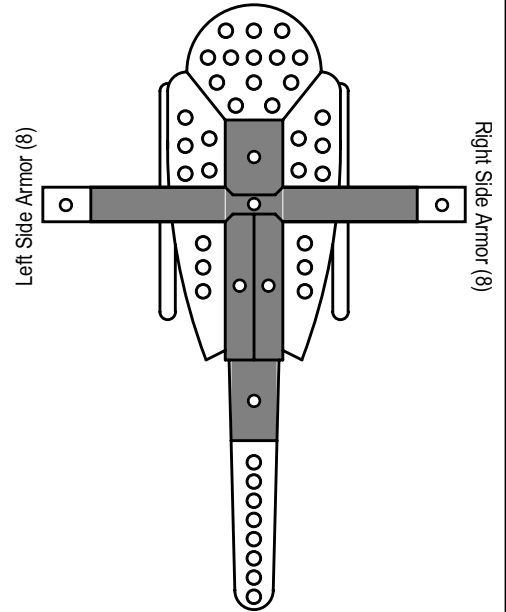
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V.T.O.L. RECORD SHEET

Type: Ripper (Light PPC)			Weapons Inventory						
Config: V.T.O.L.		Tons: 10	# Type	Loc	Dmg	Min	S	M	L
Technology Base: Inner Sphere		Cruising MP: 12	1 Light PPC	F	5	3	6	12	18
Crew:		Flank MP: 18	Fuselage Inventory						
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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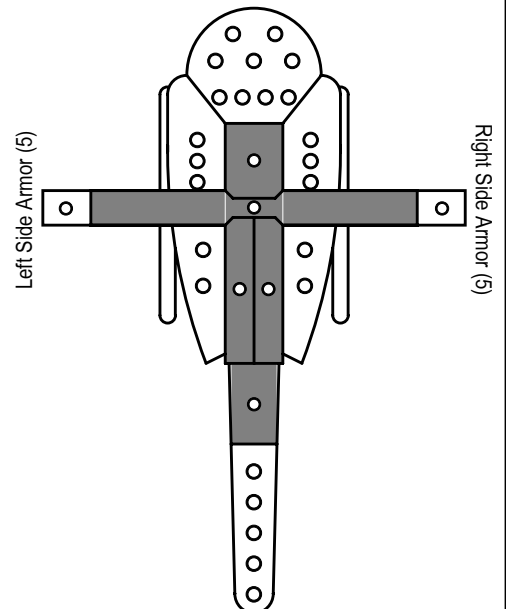
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V.T.O.L. RECORD SHEET

Type: Ripper (MG)			Weapons Inventory						
Config: V.T.O.L.		Tons: 10	# Type	Loc	Dmg	Min	S	M	L
Technology Base: Inner Sphere		Cruising MP: 12	1 Machine Gun	F	2	-	1	2	3
Crew:		Flank MP: 18	1 Machine Gun	F	2	-	1	2	3
Gunnery Skill:	Piloting Skill:		Fuselage Inventory						
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)



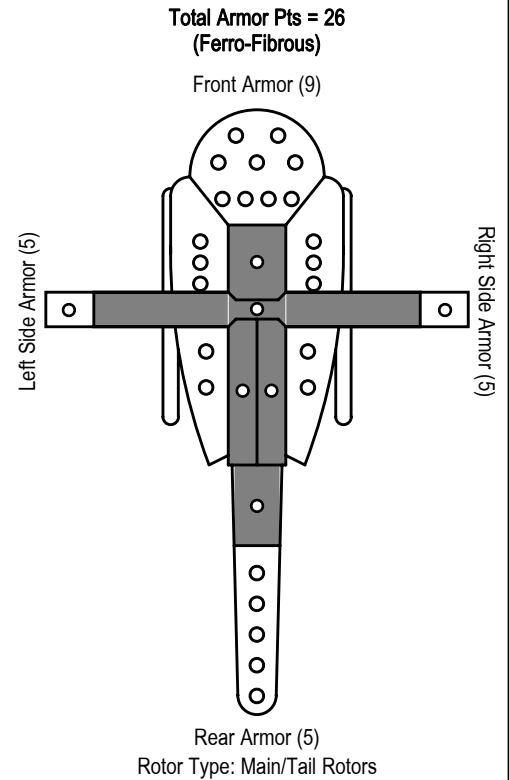
Rear Armor (5)
Rotor Type: Main/Tail Rotors

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V.T.O.L. RECORD SHEET

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

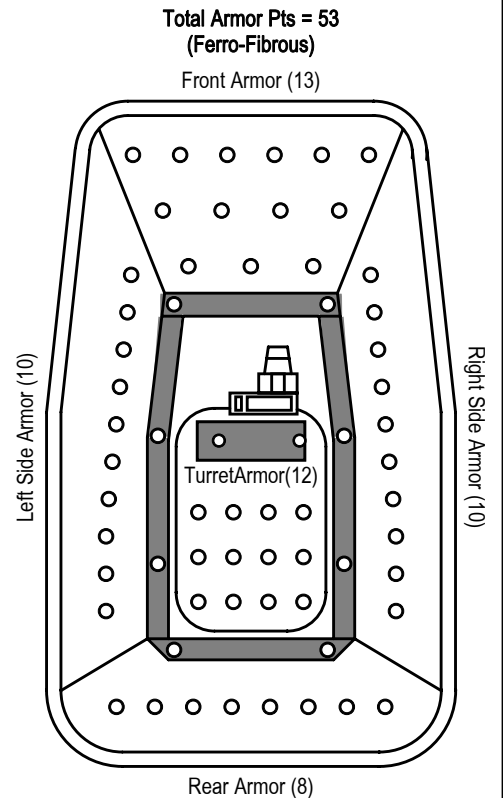


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HOVERCRAFT RECORD SHEET

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



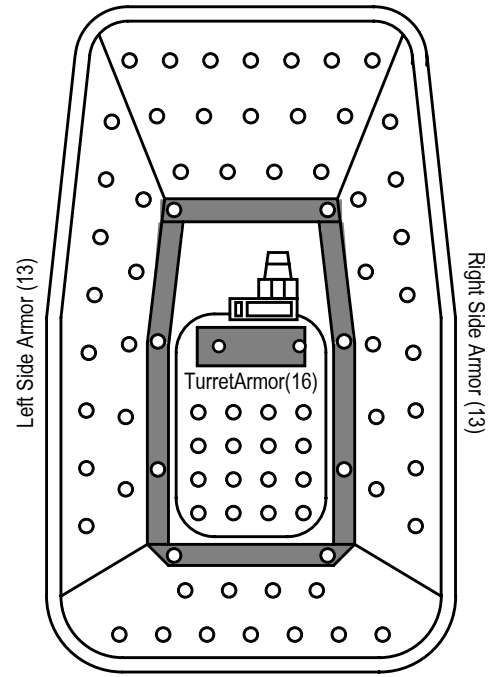
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HOVERCRAFT RECORD SHEET

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

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



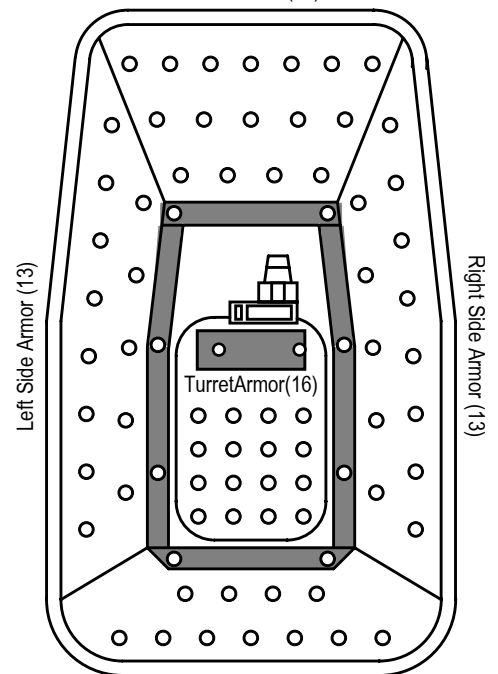
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HOVERCRAFT RECORD SHEET

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

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

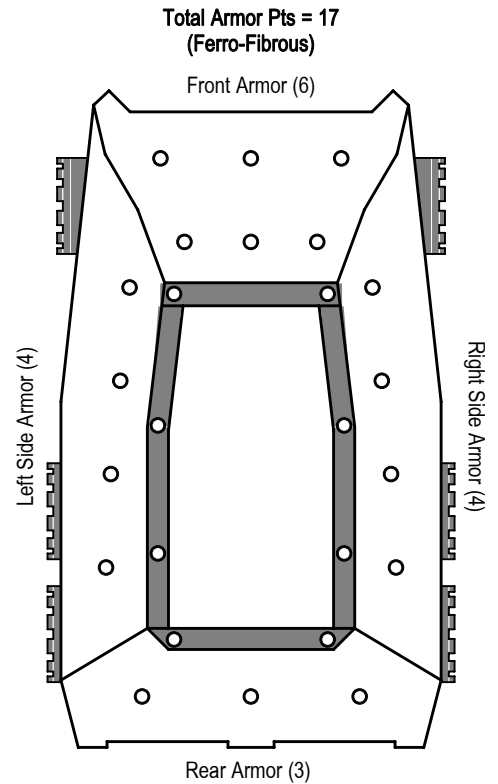


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WHEELED VEHICLE RECORD SHEET

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

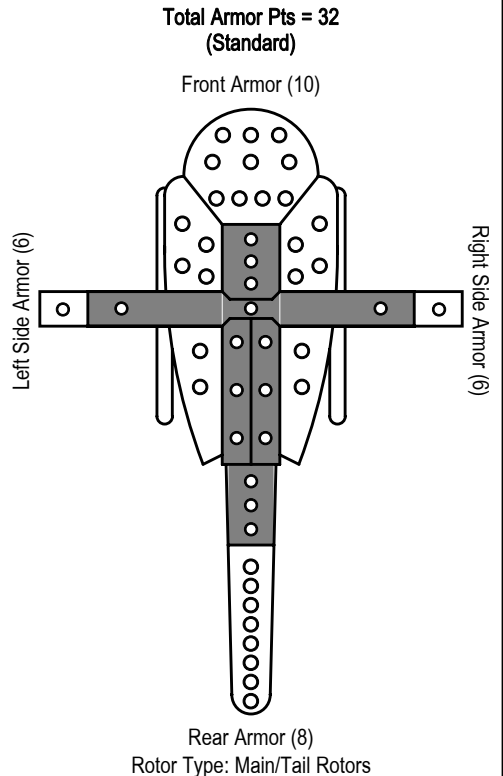


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V.T.O.L. RECORD SHEET

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



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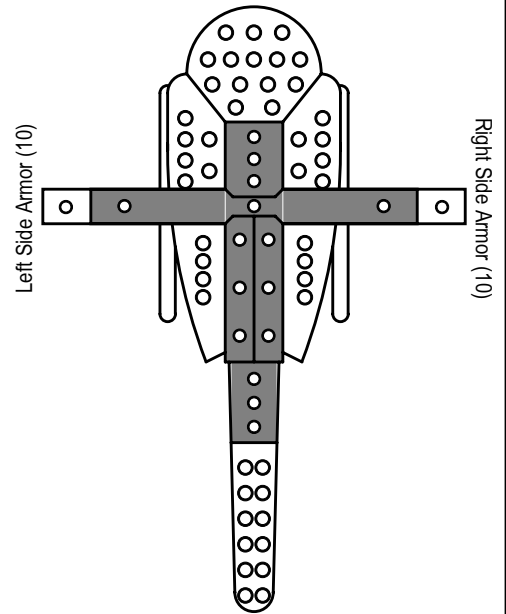
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V.T.O.L. RECORD SHEET

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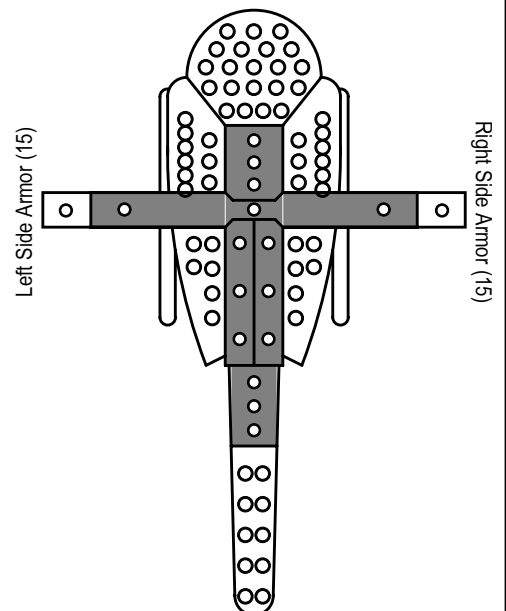
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V.T.O.L. RECORD SHEET

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

Total Armor Pts = 63
(Ferro-Fibrous)

Front Armor (21)



Rear Armor (10)

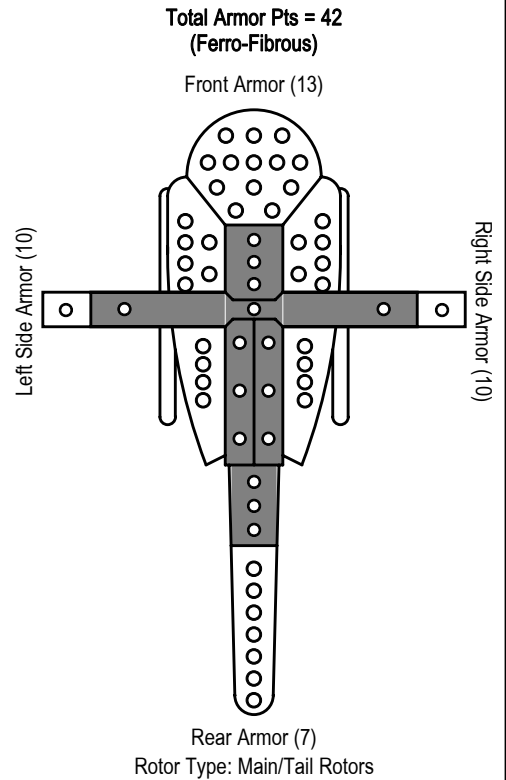
Rotor Type: Main/Tail Rotors

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V.T.O.L. RECORD SHEET

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

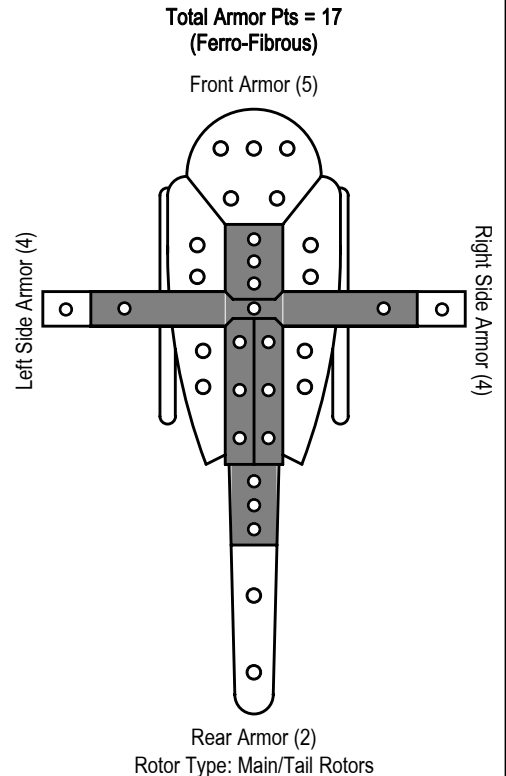


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V.T.O.L. RECORD SHEET

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



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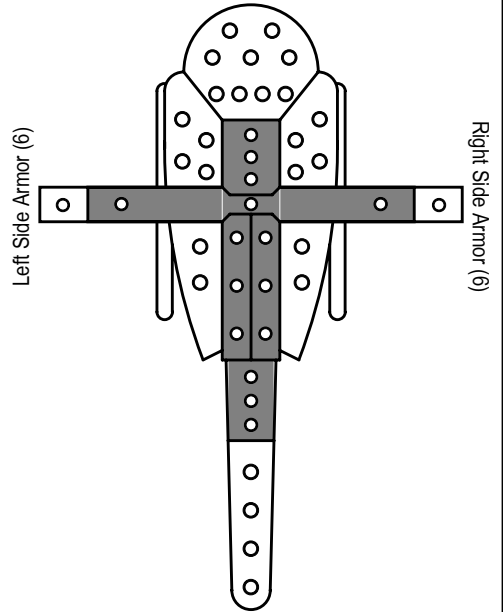
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V.T.O.L. RECORD SHEET

Type: Cyrano (ML)			Weapons Inventory			
Config: V.T.O.L.		Tons: 30	# Type	Loc	Dmg	Min S M L
Technology Base: Inner Sphere		Cruising MP: 12	2 Medium Laser	F	5	- 3 6 9
		Flank MP: 18	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
Ammo			Fuselage Inventory			
Critical Damage			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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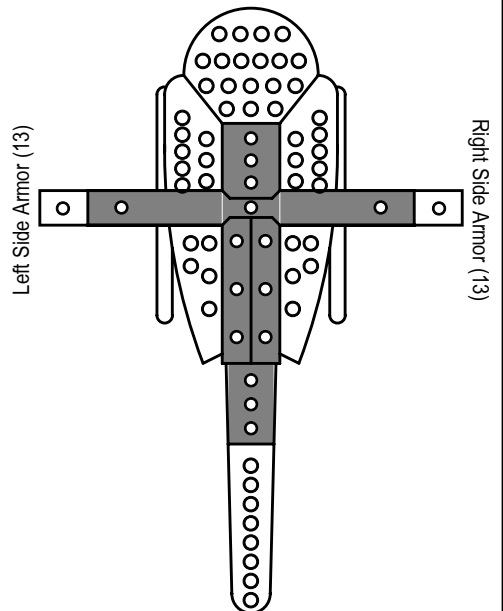
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V.T.O.L. RECORD SHEET

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

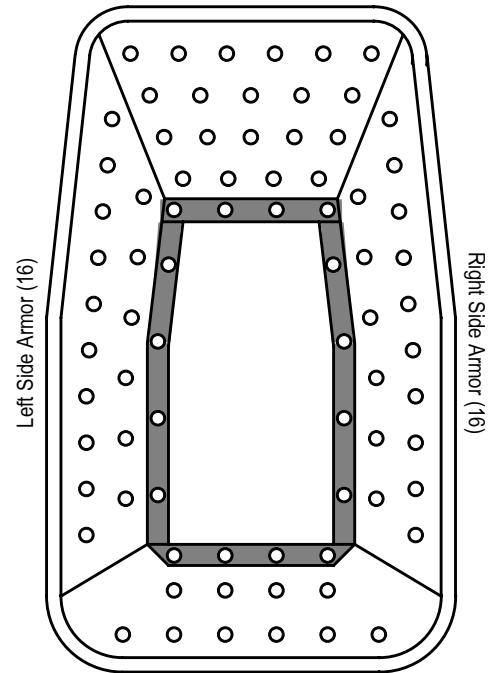
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BATTLETECH®

HOVERCRAFT RECORD SHEET

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

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



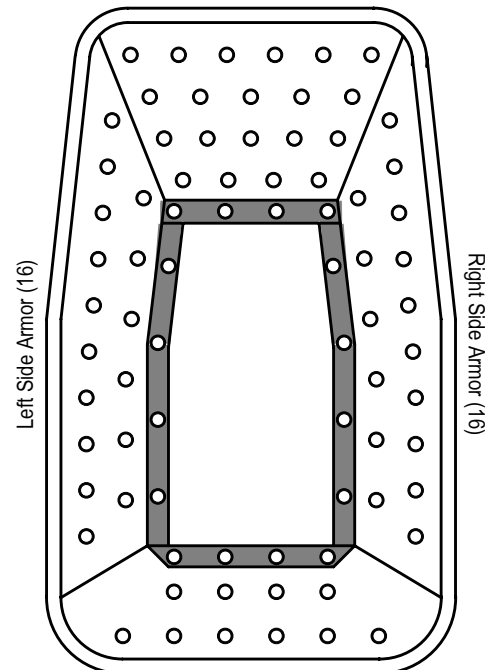
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HOVERCRAFT RECORD SHEET

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

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



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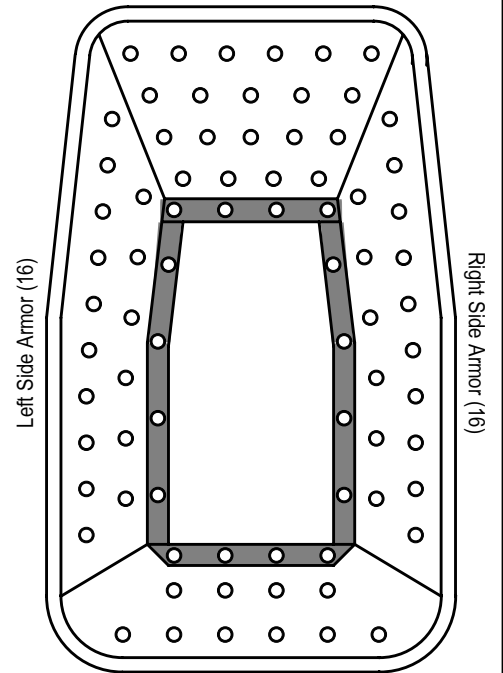
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HOVERCRAFT RECORD SHEET

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

Total Armor Pts = 62
(Ferro-Fibrous)

Front Armor (20)



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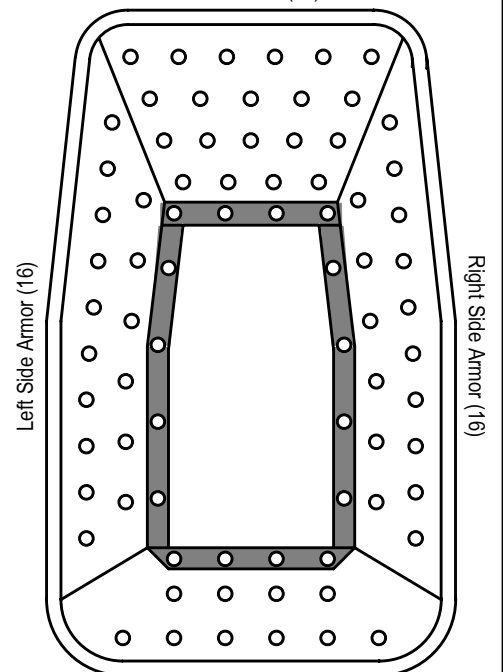
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HOVERCRAFT RECORD SHEET

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

Total Armor Pts = 62
(Ferro-Fibrous)

Front Armor (20)



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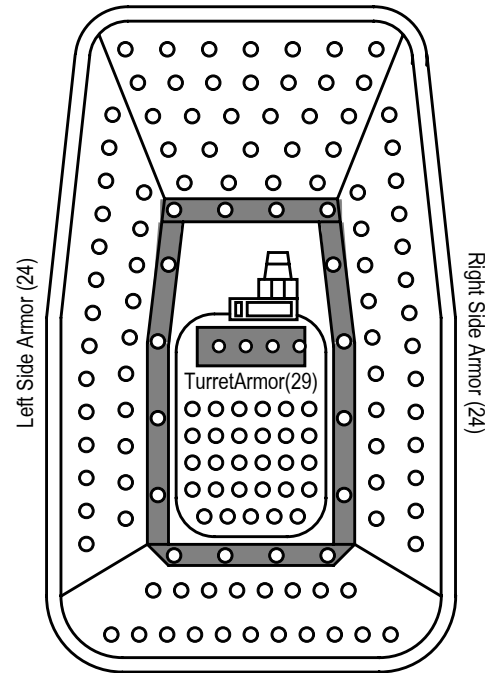
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HOVERCRAFT RECORD SHEET

Type: Zephyr			Weapons Inventory							
Config: Hovercraft		Tons: 40		# Type	Loc	Dmg	Min	S	M	L
Technology Base: Inner Sphere		Cruising MP: 9	Flank MP: 14	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	
			Body Inventory							
			185 GM Fusion Engine							
			3 Crew Members							
			1 Guardian ECM B 0 - - - 6							
Ammo										
Ammo Type	Rounds									
SRM 6	30									
Critical Damage										
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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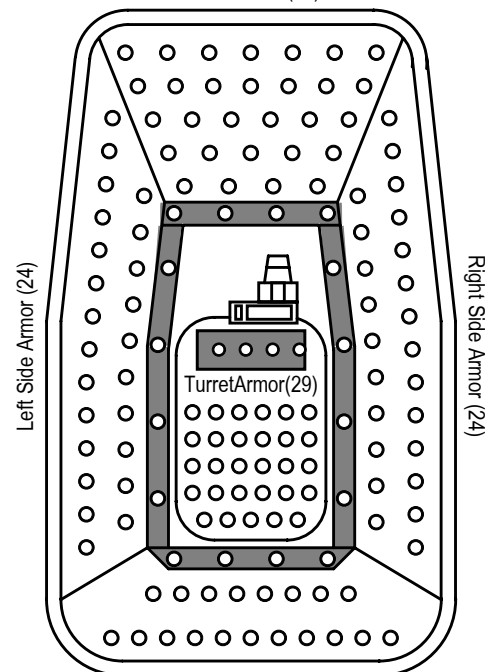
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HOVERCRAFT RECORD SHEET

Type: Zephyr (C3i)			Weapons Inventory							
Config: Hovercraft		Tons: 40		# Type	Loc	Dmg	Min	S	M	L
Technology Base: Inner Sphere		Cruising MP: 9	Flank MP: 14	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	
			Body Inventory							
			185 GM Fusion Engine							
			3 Crew Members							
			1 Guardian ECM B 0 - - - 6							
			1 Improved C³ CPU B							
Ammo										
Ammo Type	Rounds									
Streak SRM 2	50									
Critical Damage										
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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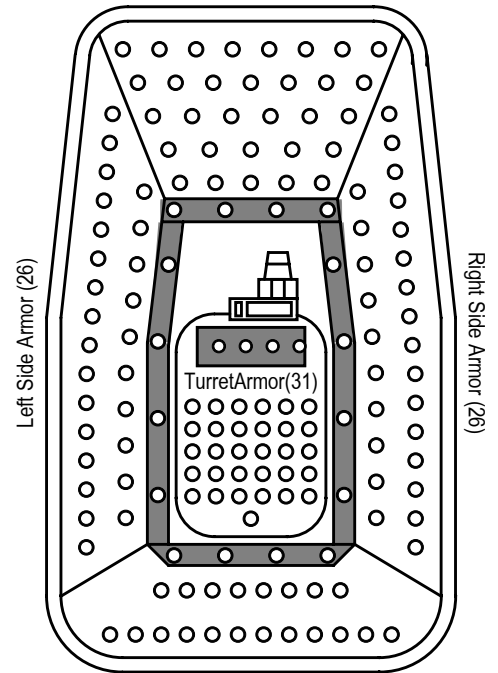
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HOVERCRAFT RECORD SHEET

Type: Zephyr (LRM)			Weapons Inventory		
Config: Hovercraft		Tons: 40	# Type	Loc	Dmg Min S M L
Technology Base: Inner Sphere		Cruising MP: 9	1 ER Medium Laser	T	5 - 4 8 12
		Flank MP: 14	1 ER Medium Laser	T	5 - 4 8 12
Crew:			1 LRM 5	F	1/hit 6 7 14 21
Gunnery Skill:		Driving Skill:	1 LRM 5	F	1/hit 6 7 14 21
Ammo					
Ammo Type	Rounds				
LRM 5	48				
Critical Damage			Body Inventory		
Airskirt Damaged	<input type="checkbox"/>	Engine Hit	185 GM Fusion Engine		
Lift Fan Destroyed	<input type="checkbox"/>	Turret Locked	3 Crew Members		
			1 Improved C3 CPU B		

Total Armor Pts = 134
(Ferro-Fibrous)

Front Armor (31)



Rear Armor (20)

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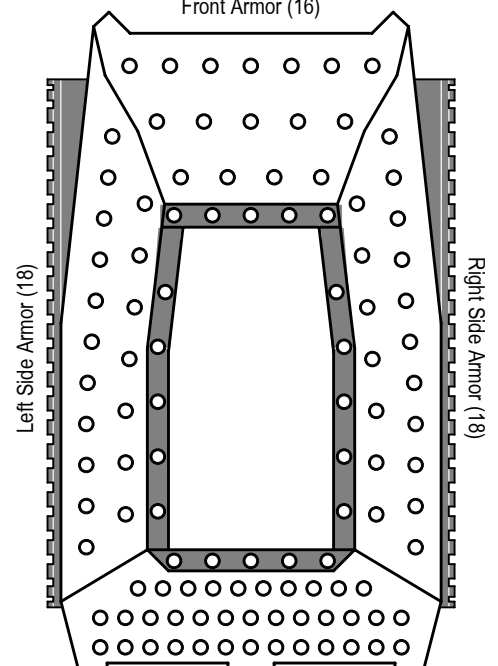
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TRACKED VEHICLE RECORD SHEET

Type: Chaparral			Weapons Inventory		
Config: Tracked		Tons: 50	# Type	Loc	Dmg Min S M L
Technology Base: Inner Sphere Advanced Rules		Cruising MP: 4	1 Medium Laser	RS	5 - 3 6 9
		Flank MP: 6	1 Medium Laser	LS	5 - 3 6 9
Crew:			1 SRM 6	R	2/hit - 3 6 9
Gunnery Skill:		Driving Skill:	1 Arrow IV System	F	20/10 - - -
Ammo					
Ammo Type	Rounds				
SRM 6	15				
Arrow IV System	15				
Critical Damage			Body Inventory		
Drive Damaged	<input type="checkbox"/>	Engine Hit	200 Nissan Fusion Engine		
Track Destroyed	<input type="checkbox"/>		4 Crew Members		

Total Armor Pts = 88
(Standard)

Front Armor (16)



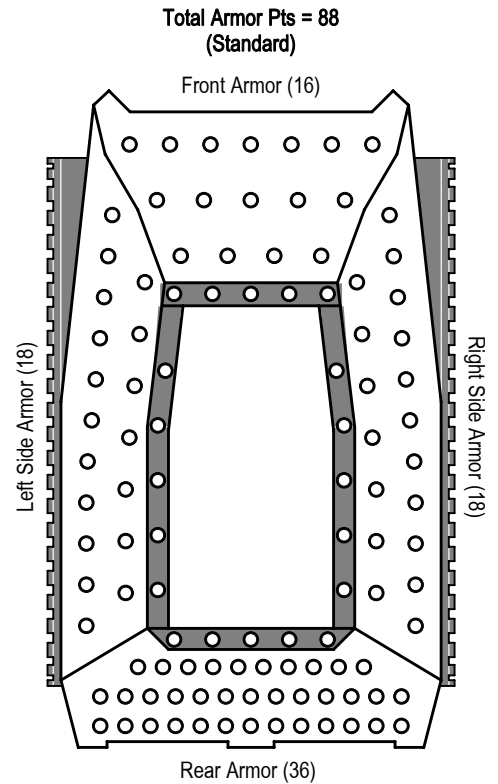
Rear Armor (36)

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TRACKED VEHICLE RECORD SHEET

Type: Chaparral (ERML)			Weapons Inventory			
Config: Tracked		Tons: 50		# Type	Loc	Dmg Min S M L
Technology Base:		Cruising	Flank	1 ER Medium Laser	RS	5 - 4 8 12
Inner Sphere Advanced Rules		MP: 4	MP: 6	1 ER Medium Laser	LS	5 - 4 8 12
Crew:			1 SRM 6	R	2/hit	- 3 6 9
Gunnery Skill:		Driving Skill:		1 Arrow IV System	F	20/10 - - -
Ammo			Body Inventory			
Ammo Type	Rounds		200 Nissan Fusion Engine			
SRM 6	15		4 Crew Members			
Arrow IV System	15					
Critical Damage						
Drive Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>			
Track Destroyed	<input type="checkbox"/>					

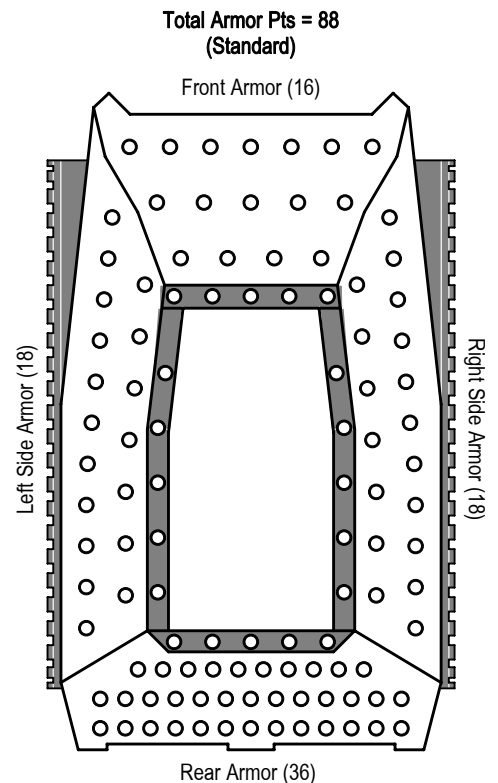


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TRACKED VEHICLE RECORD SHEET

Type: Chaparral (MG)			Weapons Inventory			
Config: Tracked		Tons: 50		# Type	Loc	Dmg Min S M L
Technology Base:		Cruising	Flank	1 Medium Laser	RS	5 - 3 6 9
Inner Sphere Advanced Rules		MP: 4	MP: 6	1 Medium Laser	LS	5 - 3 6 9
Crew:			1 SRM 4	R	2/hit	- 3 6 9
Gunnery Skill:		Driving Skill:		1 Arrow IV System	F	20/10 - - -
Ammo			Body Inventory			
Ammo Type	Rounds		200 Nissan Fusion Engine			
SRM 4	25		4 Crew Members			
Arrow IV System	15					
Machine Gun	100					
Critical Damage						
Drive Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>			
Track Destroyed	<input type="checkbox"/>					



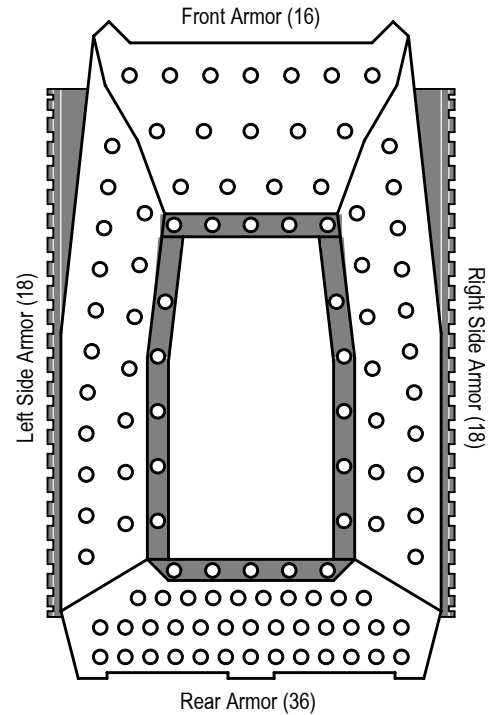
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TRACKED VEHICLE RECORD SHEET

Type: Chaparral (SRM 4)			Weapons Inventory						
Config: Tracked		Tons: 50	# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising MP:	1 Medium Laser	RS	5	-	3	6	9
Inner Sphere Advanced Rules		Flank MP: 6	1 Medium Laser	LS	5	-	3	6	9
Crew:			1 SRM 4	R	2/hit	-	3	6	9
Gunnery Skill:		Driving Skill:	1 Arrow IV System	F	20/10	-	-	-	-
Ammo			Body Inventory						
Ammo Type	Rounds		200 Nissan Fusion Engine						
SRM 4	25		4 Crew Members						
Arrow IV System	20								
Critical Damage									
Drive Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>						
Track Destroyed	<input type="checkbox"/>								

Total Armor Pts = 88
(Standard)



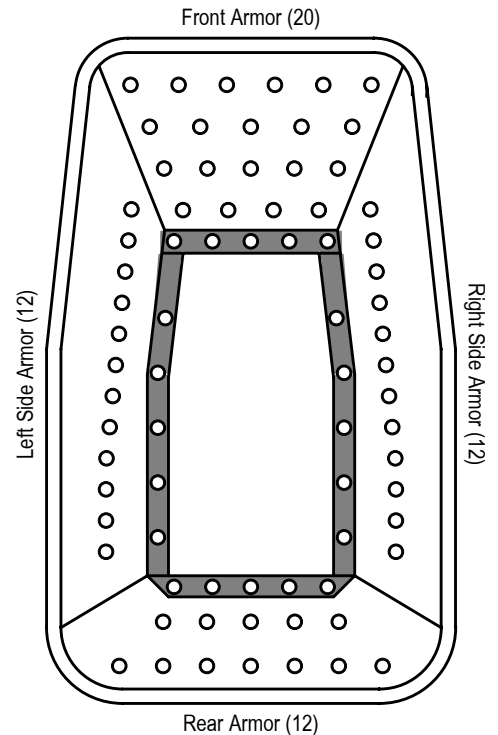
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HOVERCRAFT RECORD SHEET

Type: Kanga			Weapons Inventory						
Config: Hovercraft		Tons: 50	# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising MP:	1 Autocannon/5	F	5	3	6	12	18
Inner Sphere Advanced Rules		Flank MP: 12	1 LRM 10	F	1/hit	6	7	14	21
Crew:			1 SRM 4	F	2/hit	-	3	6	9
Gunnery Skill:		Driving Skill:	1 Machine Gun	F	2	-	1	2	3
Ammo			Body Inventory						
Ammo Type	Rounds		6 Jump Jets (6 Jump MP)						
Autocannon/5	20		165 I.C.E. Engine						
LRM 10	12		4 Crew Members						
SRM 4	25								
Machine Gun	100								
Critical Damage									
Airskirt Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>						
Lift Fan Destroyed	<input type="checkbox"/>								

Total Armor Pts = 56
(Standard)



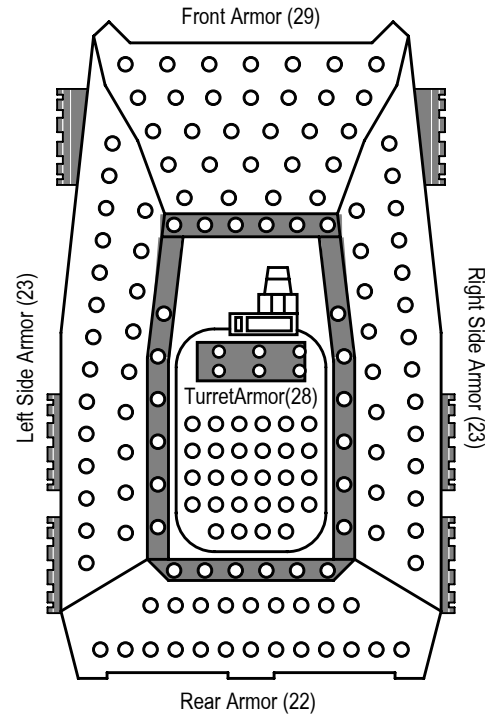
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WHEELED VEHICLE RECORD SHEET

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

Total Armor Pts = 125
(Ferro-Fibrous)



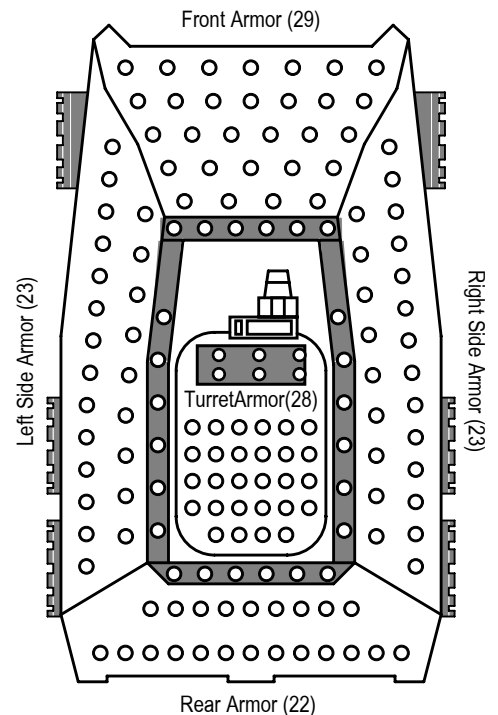
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WHEELED VEHICLE RECORD SHEET

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

Total Armor Pts = 125
(Ferro-Fibrous)



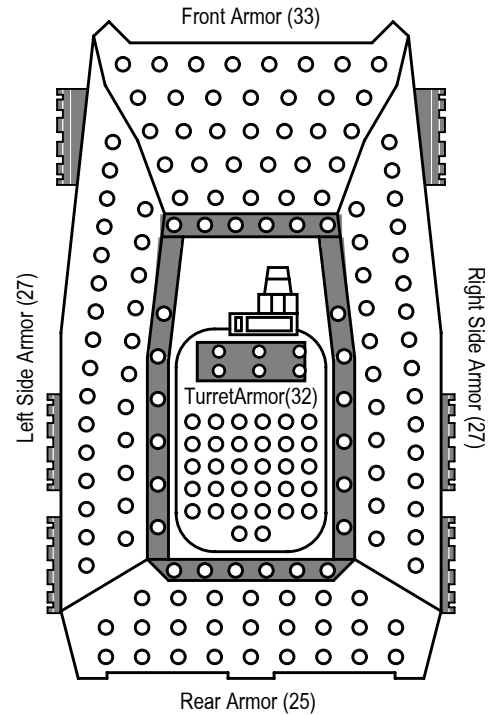
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WHEELED VEHICLE RECORD SHEET

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

Total Armor Pts = 144
(Ferro-Fibrous)



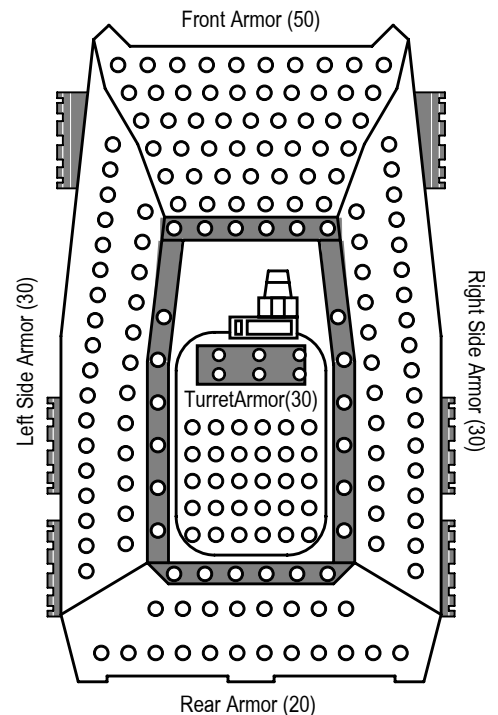
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WHEELED VEHICLE RECORD SHEET

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

Total Armor Pts = 160
(Standard)



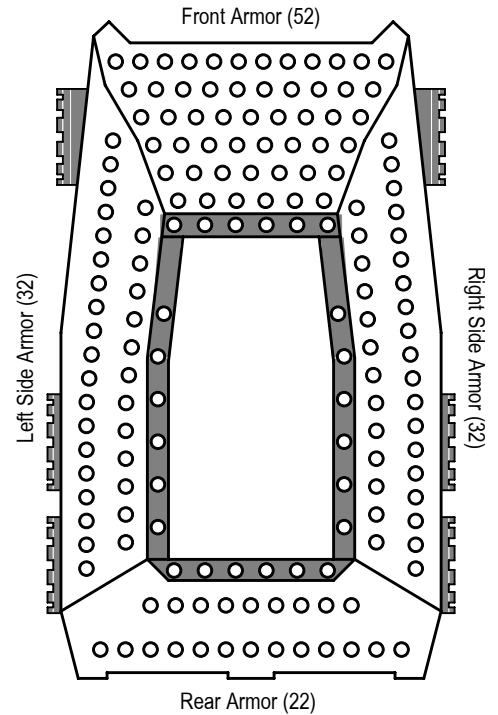
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WHEELED VEHICLE RECORD SHEET

Type: Demon (HGR)			Weapons Inventory			
Config: Wheeled		Tons: 60		# 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
Inner Sphere		4	6	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
Ammo			Body Inventory			
Ammo Type	Rounds		220 DAV XL Fusion Engine			
Heavy Gauss Rifle	12		4 Crew Members			
Streak SRM 6	15		1 Improved C ³ CPU B			
Critical Damage			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)



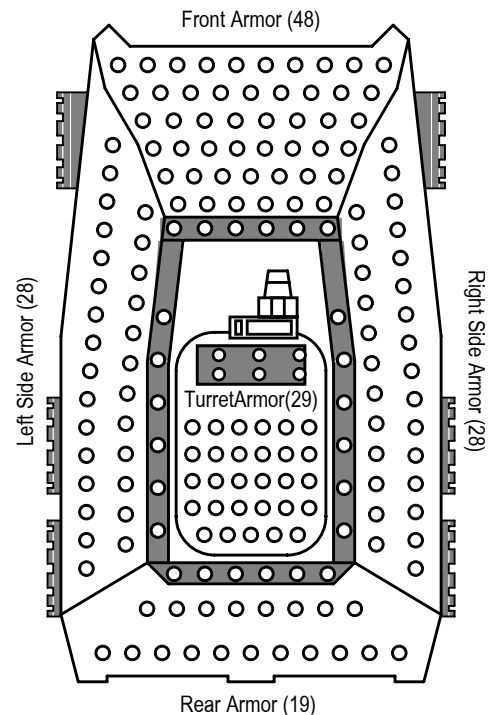
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WHEELED VEHICLE RECORD SHEET

Type: Demon (PPC)			Weapons Inventory			
Config: Wheeled		Tons: 60		# Type	Loc Dmg	Min S M L
Technology Base:		Cruising MP:	Flank MP:	1 PPC	T 10	3 6 12 18
Inner Sphere		4	6	1 PPC	T 10	3 6 12 18
Crew:			Body Inventory			
Gunnery Skill:		Driving Skill:		220 DAV Fusion Engine		
Ammo			4 Crew Members			
Critical Damage			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)



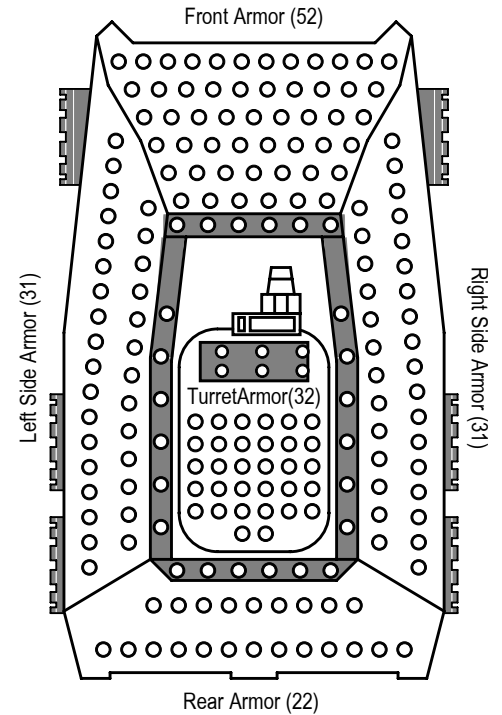
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WHEELED VEHICLE RECORD SHEET

Type: Horned Demon			Weapons Inventory			
Config: Wheeled		Tons: 60	# Type	Loc	Dmg	Min S M L
Technology Base:		Cruising MP:	1 Gauss Rifle	T	15	2 7 15 22
Inner Sphere		4	1 Medium Laser	F	5	- 3 6 9
		6	1 Medium Laser	F	5	- 3 6 9
Crew:			1 Medium Laser	F	5	- 3 6 9
Gunnery Skill:	Driving Skill:		1 Medium Laser	F	5	- 3 6 9
Ammo						
Ammo Type	Rounds					
Gauss Rifle	24					
Critical Damage			Body Inventory			
Wheel Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>	220 DAV Fusion Engine		
Axle Destroyed	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>	4 Crew Members		

Total Armor Pts = 168
(Standard)



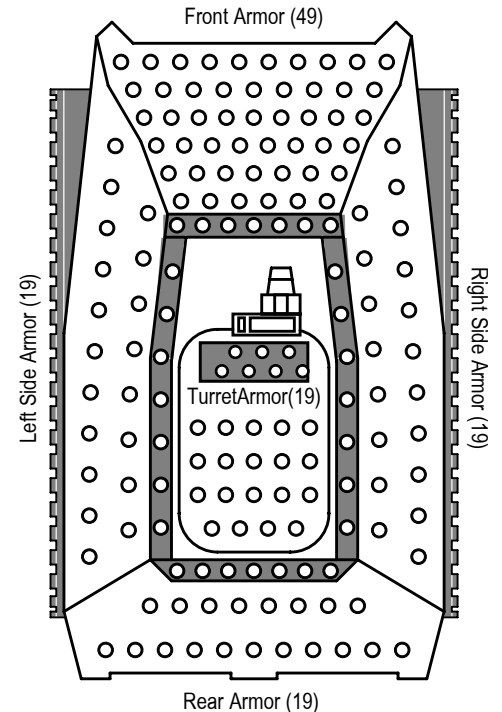
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TRACKED VEHICLE RECORD SHEET

Type: Marksman			Weapons Inventory			
Config: Tracked		Tons: 65	# Type	Loc	Dmg	Min S M L
Technology Base:		Cruising MP:	1 Sniper Artillery	F	10/5	- - - -
Inner Sphere		4	1 Large Laser	T	8	- 5 10 15
Advanced Rules		6				
Crew:						
Gunnery Skill:	Driving Skill:					
Ammo						
Ammo Type	Rounds					
Sniper Artillery	20					
Critical Damage			Body Inventory			
Drive Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>	260 Magna Fusion Engine		
Track Destroyed	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>	5 Crew Members		

Total Armor Pts = 125
(Ferro-Fibrous)



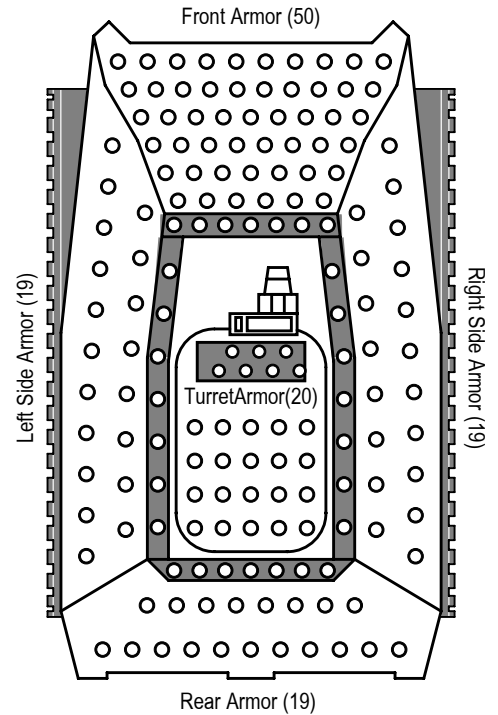
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BATTLETECH®

TRACKED VEHICLE RECORD SHEET

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

Total Armor Pts = 127
(Lt Ferro-Fibrous)



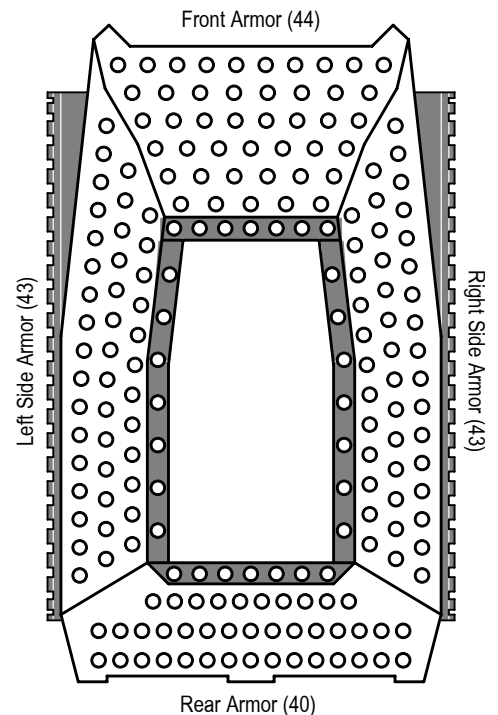
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TRACKED VEHICLE RECORD SHEET

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

Total Armor Pts = 170
(Ferro-Fibrous)



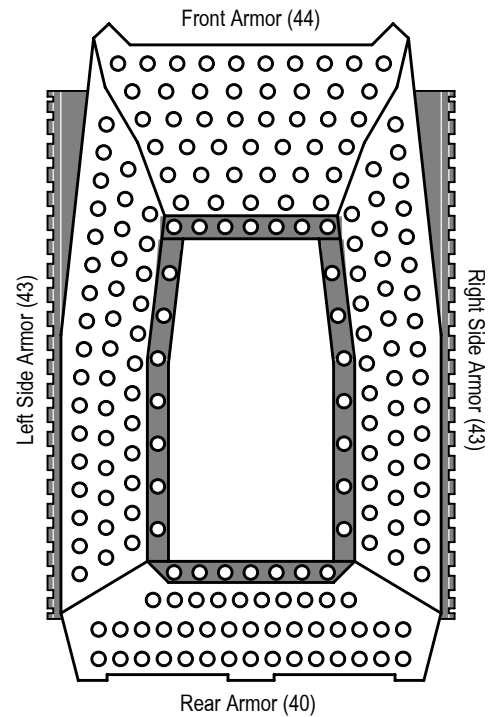
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TRACKED VEHICLE RECORD SHEET

Type: Magi (UCSV)			Weapons Inventory						
Config: Tracked		Tons: 70	# Type	Loc	Dmg	Min	S	M	L
Technology Base: Inner Sphere		Cruising MP: 5	1 Medium Laser	F	5	-	3	6	9
		Flank MP: 8	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	-	-	-	-	-
			Body Inventory						
Ammo			350 Magna Light Fusion Engine						
Ammo Type	Rounds		5 Crew Members						
Machine Gun	300		1 Improved C ³ CPU B						
Critical Damage			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)



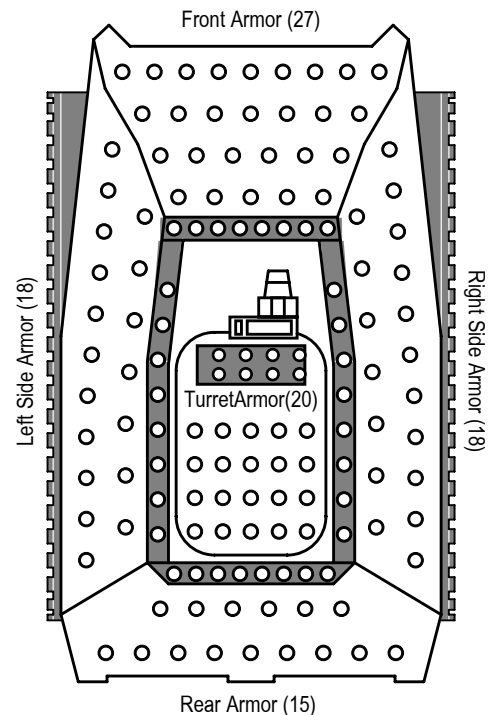
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TRACKED VEHICLE RECORD SHEET

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

Total Armor Pts = 98
(Ferro-Fibrous)

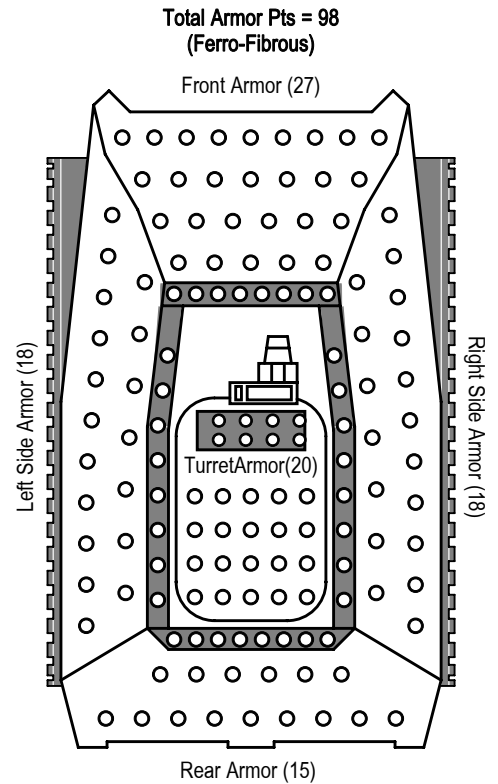


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TRACKED VEHICLE RECORD SHEET

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

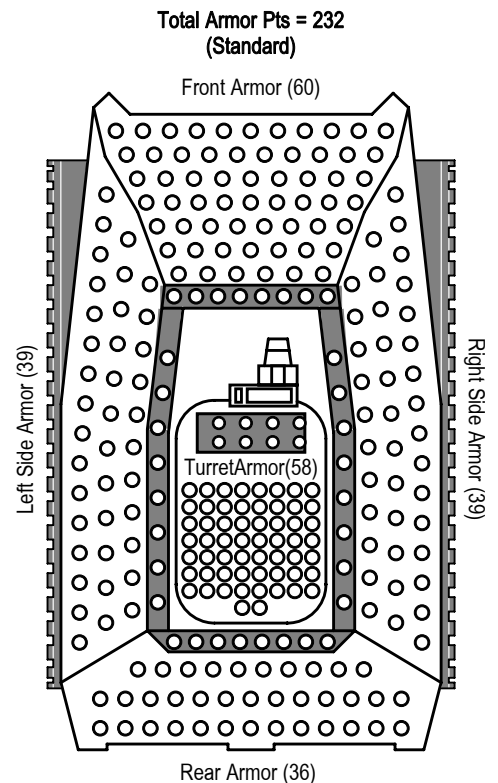


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TRACKED VEHICLE RECORD SHEET

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



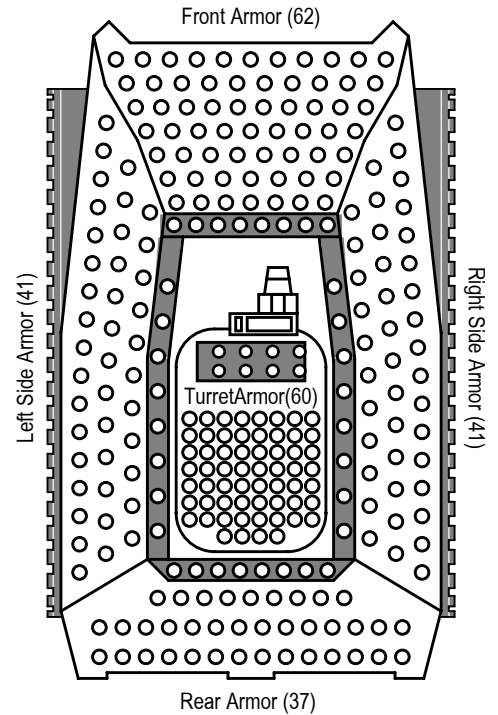
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TRACKED VEHICLE RECORD SHEET

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

Total Armor Pts = 241
(Ferro-Fibrous)



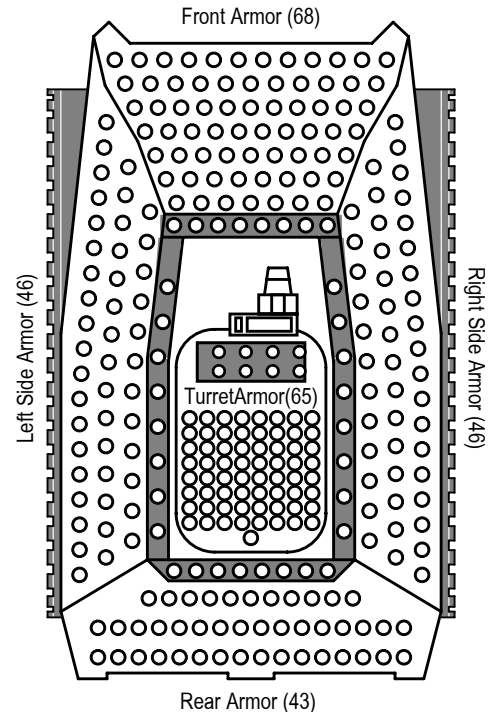
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TRACKED VEHICLE RECORD SHEET

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

Total Armor Pts = 268
(Ferro-Fibrous)



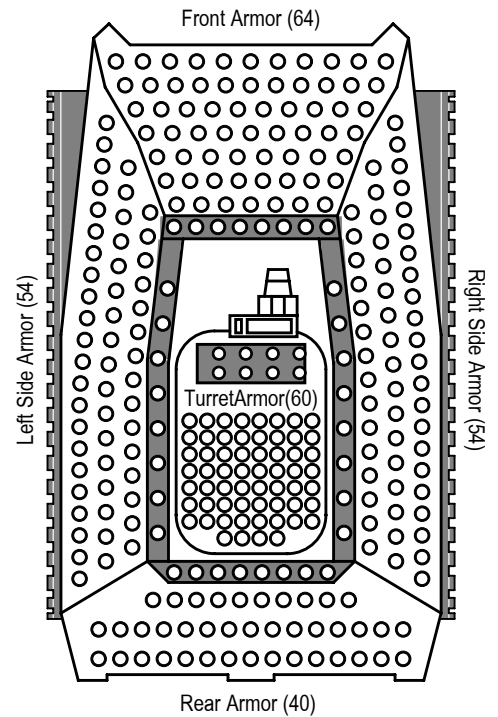
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TRACKED VEHICLE RECORD SHEET

Type: Rhino			Weapons Inventory						
Config: Tracked		Tons: 80	# Type	Loc	Dmg	Min	S	M	L
Technology Base: Inner Sphere		Cruising MP: 3	1 LRM 20	T	1/hit	6	7	14	21
		Flank MP: 5	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
			Body Inventory						
Ammo			240 Pitban Fusion Engine						
Ammo Type	Rounds		6 Crew Members						
LRM 20	18								
LRM 10	12								
Critical Damage									
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)



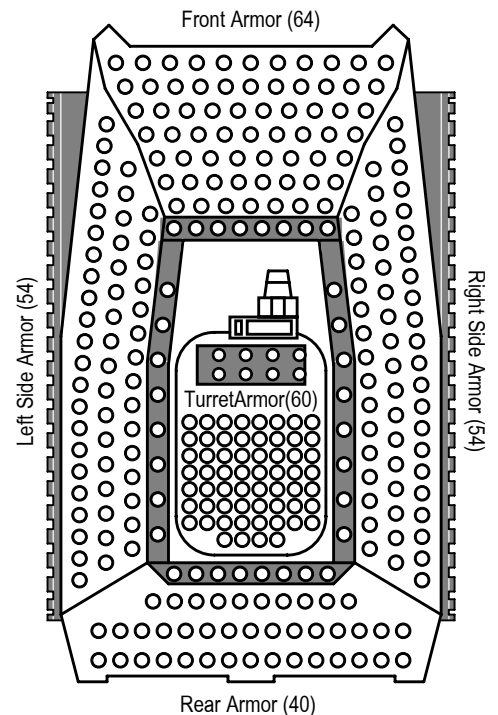
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TRACKED VEHICLE RECORD SHEET

Type: Rhino (Flamer)			Weapons Inventory						
Config: Tracked		Tons: 80	# Type	Loc	Dmg	Min	S	M	L
Technology Base: Inner Sphere		Cruising MP: 3	1 LRM 20	T	1/hit	6	7	14	21
		Flank MP: 5	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
Ammo			Body Inventory						
Ammo Type	Rounds		240 Pitban Fusion Engine						
LRM 20	18		6 Crew Members						
SRM 6	15								
Flamer (Vehicle)	20								
Critical Damage									
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)



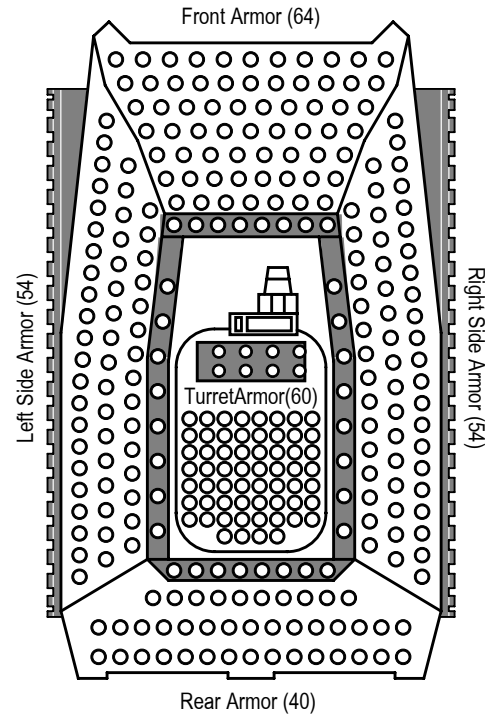
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TRACKED VEHICLE RECORD SHEET

Type: Rhino (MG)			Weapons Inventory							
Config: Tracked		Tons: 80		# Type	Loc	Dmg	Min	S	M	L
Technology Base: Inner Sphere		Cruising MP: 3	Flank MP: 5	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	
			Body Inventory							
			240 Pitban Fusion Engine							
			6 Crew Members							
Ammo										
Ammo Type	Rounds									
LRM 20	18									
SRM 6	15									
Machine Gun	100									
Critical Damage										
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)



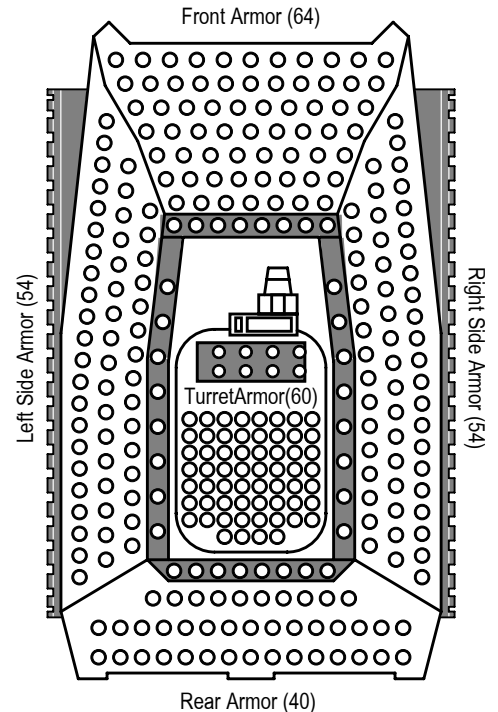
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TRACKED VEHICLE RECORD SHEET

Type: Rhino (ML)			Weapons Inventory							
Config: Tracked		Tons: 80		# Type	Loc	Dmg	Min	S	M	L
Technology Base: Inner Sphere		Cruising MP: 3	Flank MP: 5	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	
			Body Inventory							
			240 Pitban Fusion Engine							
			6 Crew Members							
Ammo										
Ammo Type	Rounds									
LRM 20	18									
SRM 2	50									
Critical Damage										
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)



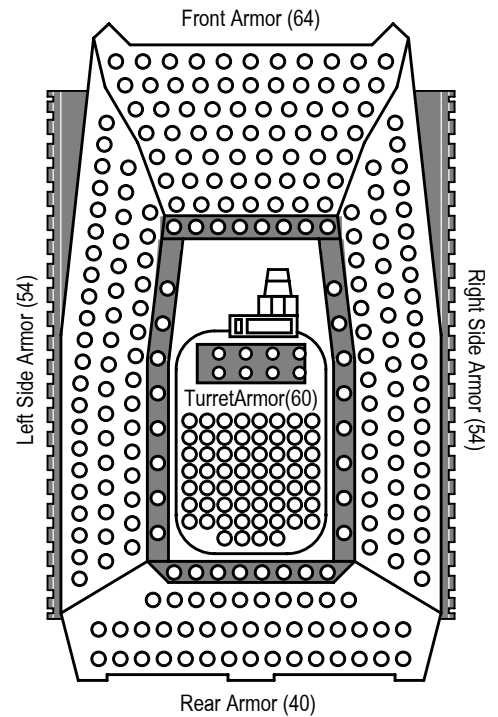
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TRACKED VEHICLE RECORD SHEET

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

Total Armor Pts = 272
(Standard)



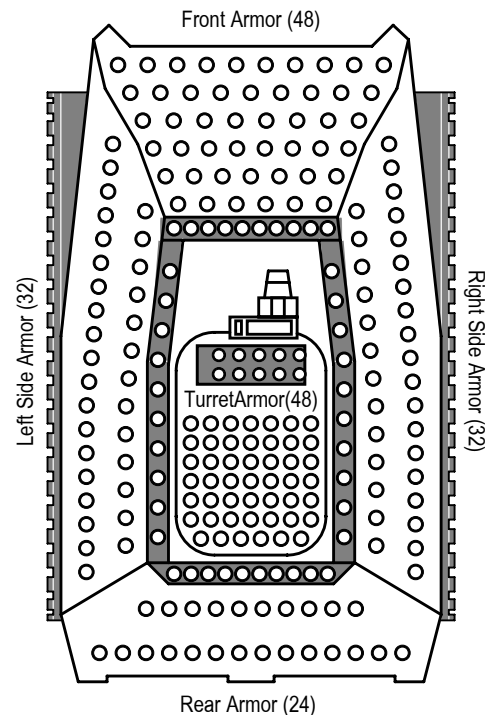
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TRACKED VEHICLE RECORD SHEET

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

Total Armor Pts = 184
(Standard)



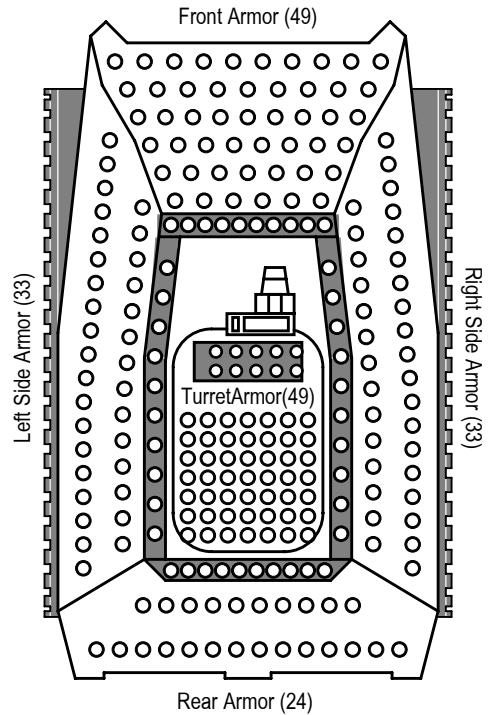
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TRACKED VEHICLE RECORD SHEET

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

Total Armor Pts = 188
(Hvy Ferro-Fibrous)



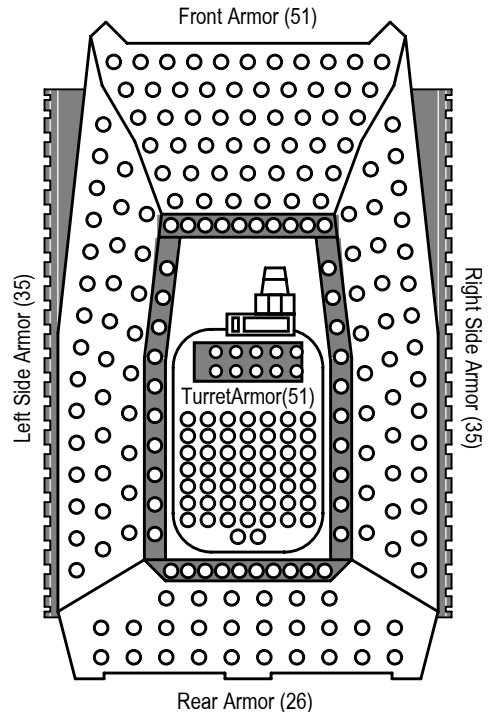
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TRACKED VEHICLE RECORD SHEET

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

Total Armor Pts = 198
(Hvy Ferro-Fibrous)

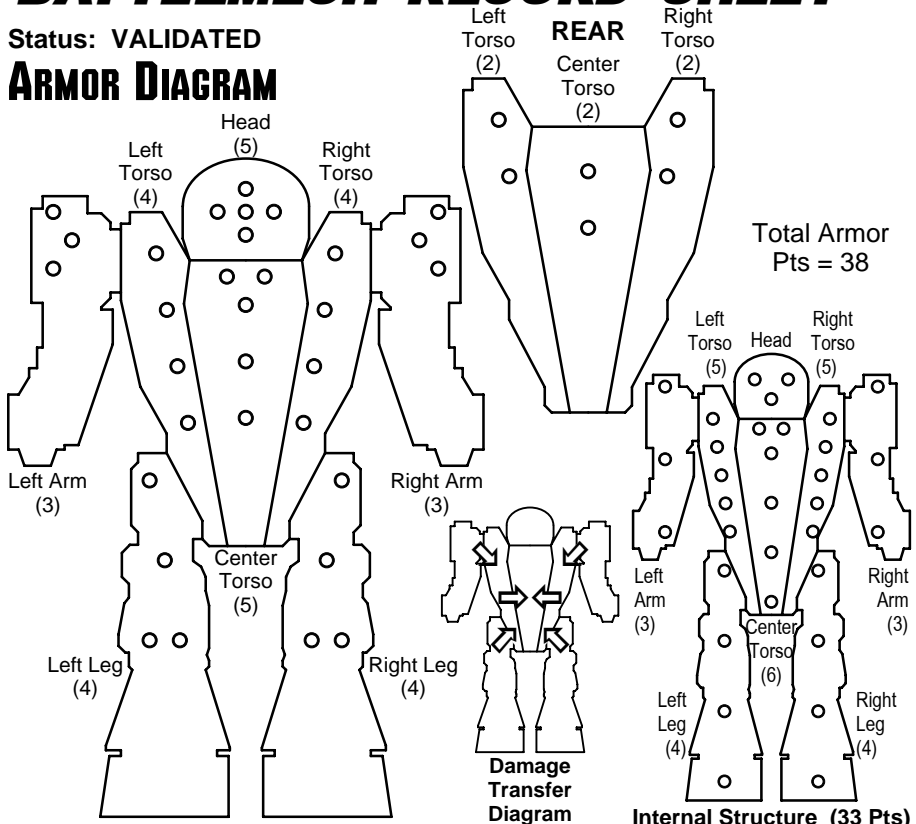


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BATTLETECH®

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

WIZKIDS GAMES

CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. ER Medium Laser	6. ER Medium Laser
Right Arm (CASE)	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. SRM 6	6. Ammo (SRM 6) 15
Head	1. Life Support	2. Sensors	3. Cockpit	4. Ferro-Fibrous	5. Sensors	6. Life Support
Center Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. XL Engine	2. XL Engine	3. Double Heat Sink	4. Double Heat Sink	5. Endo Steel	6. Ferro-Fibrous
Right Torso (CASE)	1. XL Engine	2. XL Engine	3. Double Heat Sink	4. Double Heat Sink	5. SRM 4	6. Ammo (SRM 4) 25
Left Leg	1. Ferro-Fibrous	2. Roll Again	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Roll Again

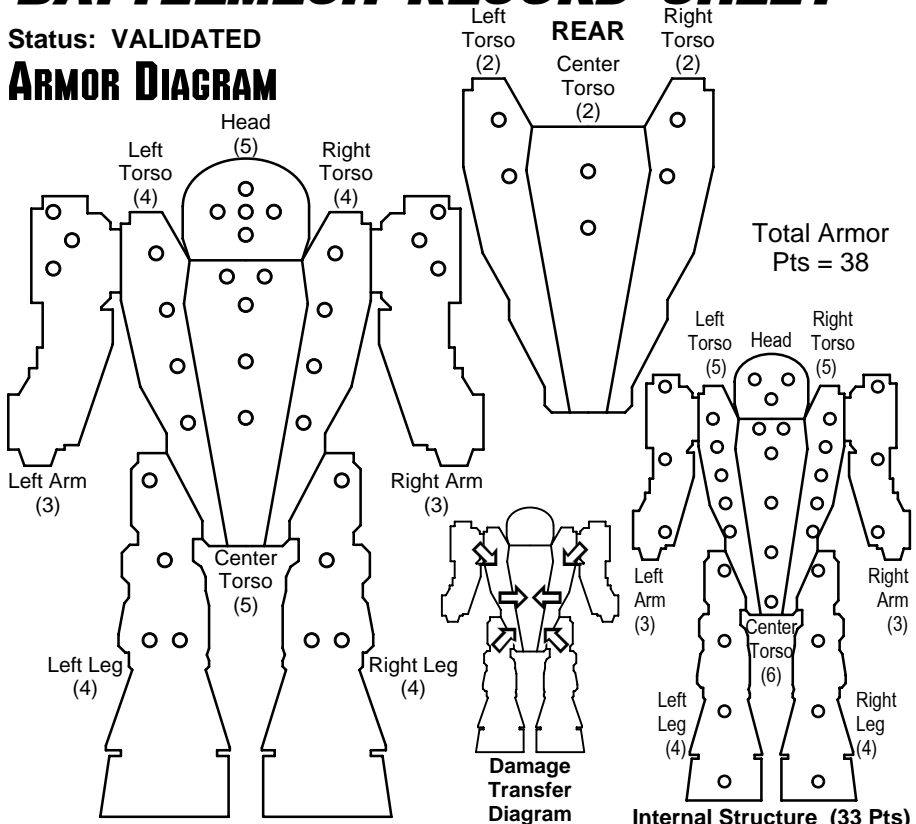
Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

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	

WIZKIDGAMES

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

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

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

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

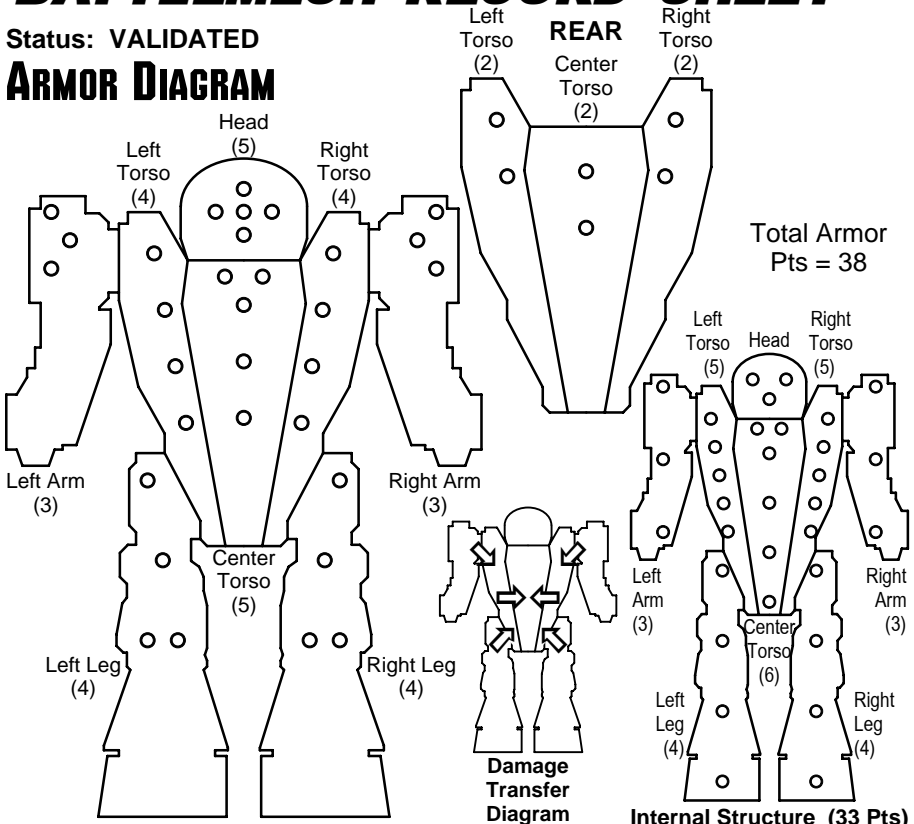
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MEGH 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
- 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 (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

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

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

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○

Left Leg

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

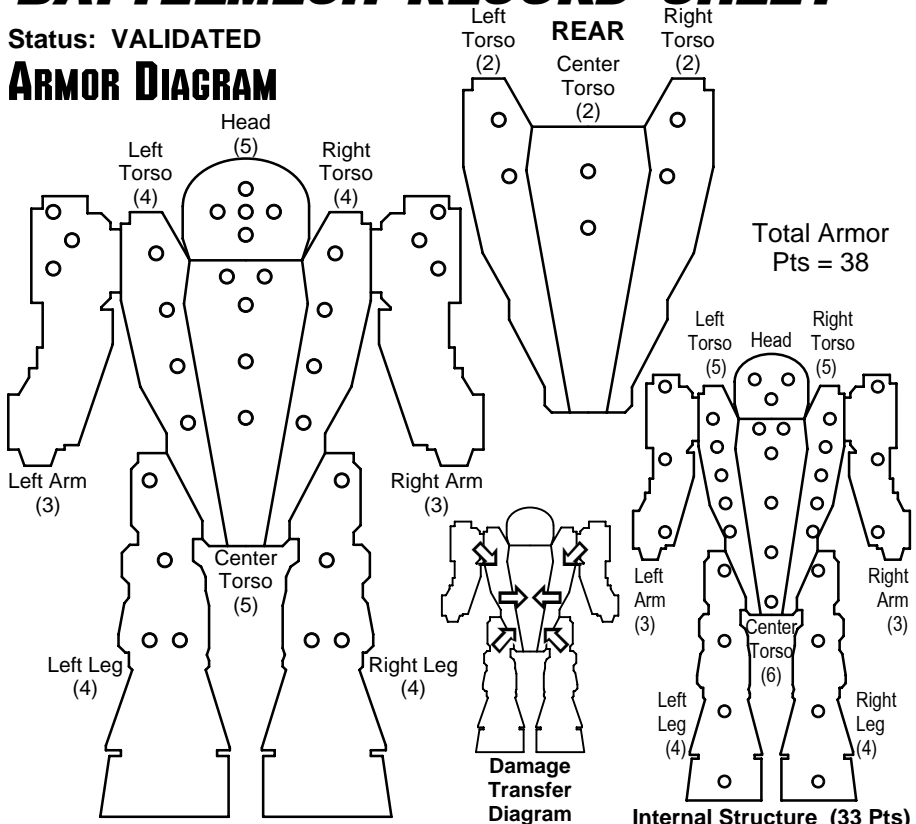
Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- 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	

WZK GAMES

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
- 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
- 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

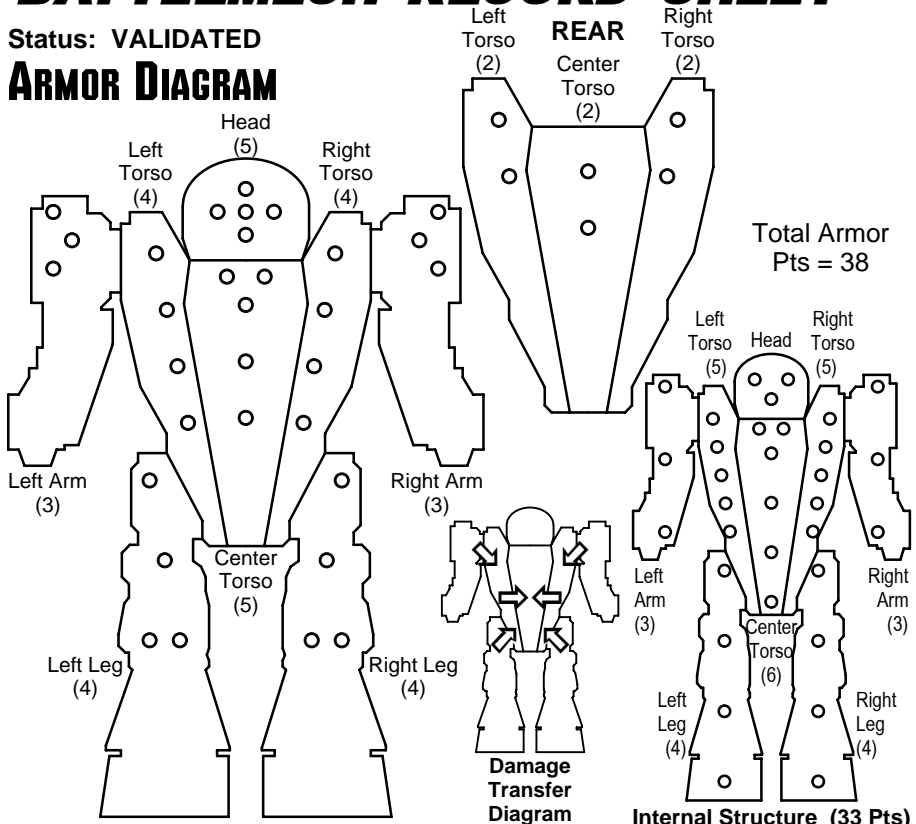
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Roll Again

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	

WZK GAMES

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
- Ferro-Fibrous
- Sensors
- Life Support

Right 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

Left Torso

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

1-3

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

4-6

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 Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Targeting Computer
- ER Medium Laser

1-3

- Flamer
- 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

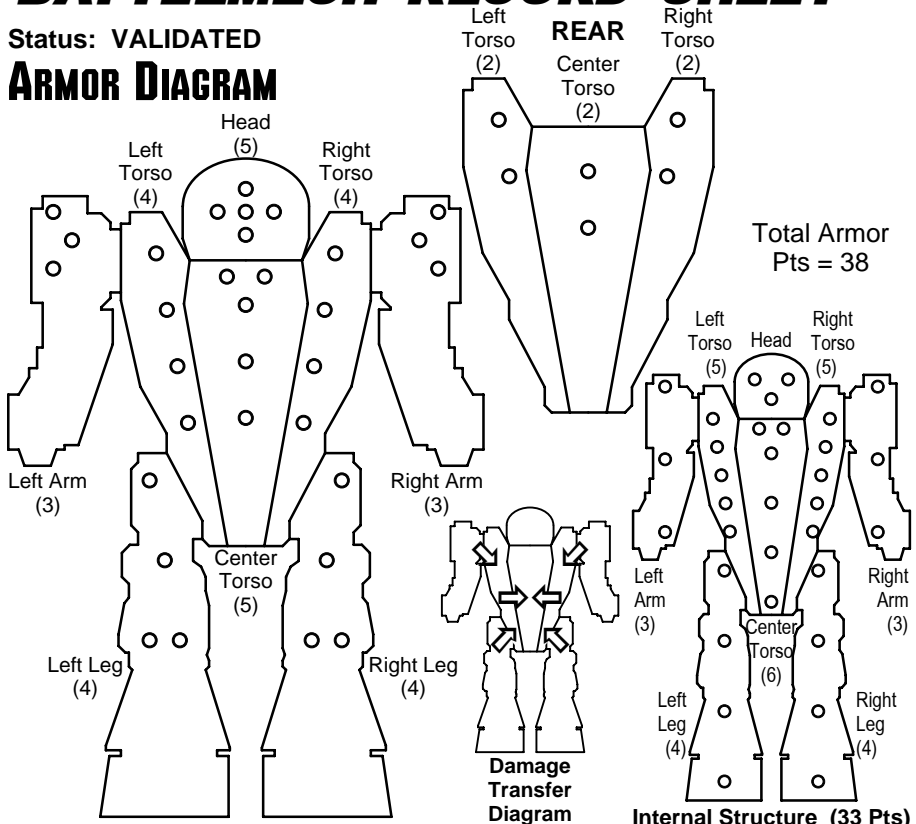
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **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
 - 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
 - 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

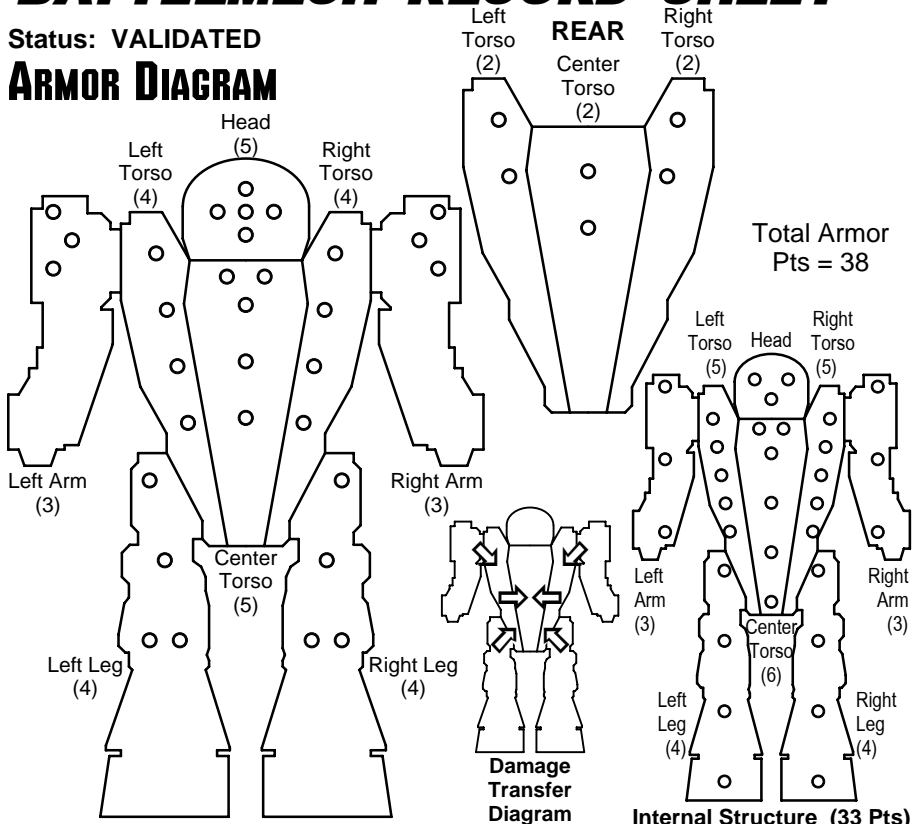
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Roll Again

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

Left Arm

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

1-3

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

4-6

Right Arm

- Shoulder
- Upper Arm Actuator
- AP Gauss Rifle
- AP Gauss Rifle
- AP Gauss Rifle
- Ammo (APGR) 40

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

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

4-6

Left Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Active Probe
- Endo Steel

1-3

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

4-6

Center Torso

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

1-3

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

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

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

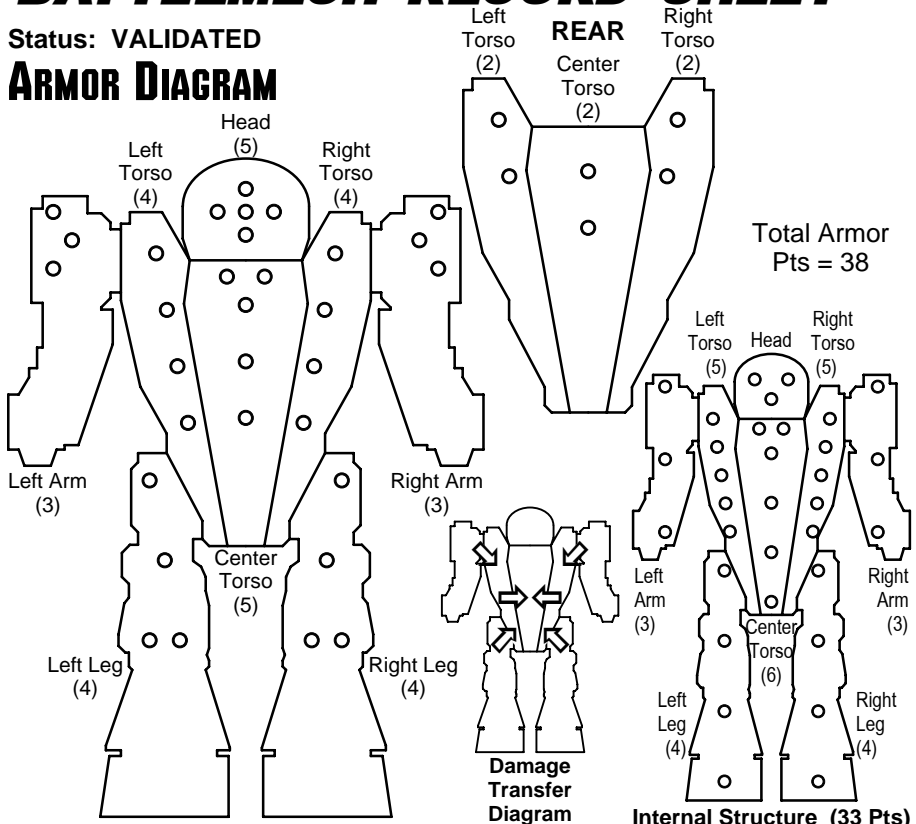
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **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
 - 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

- 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

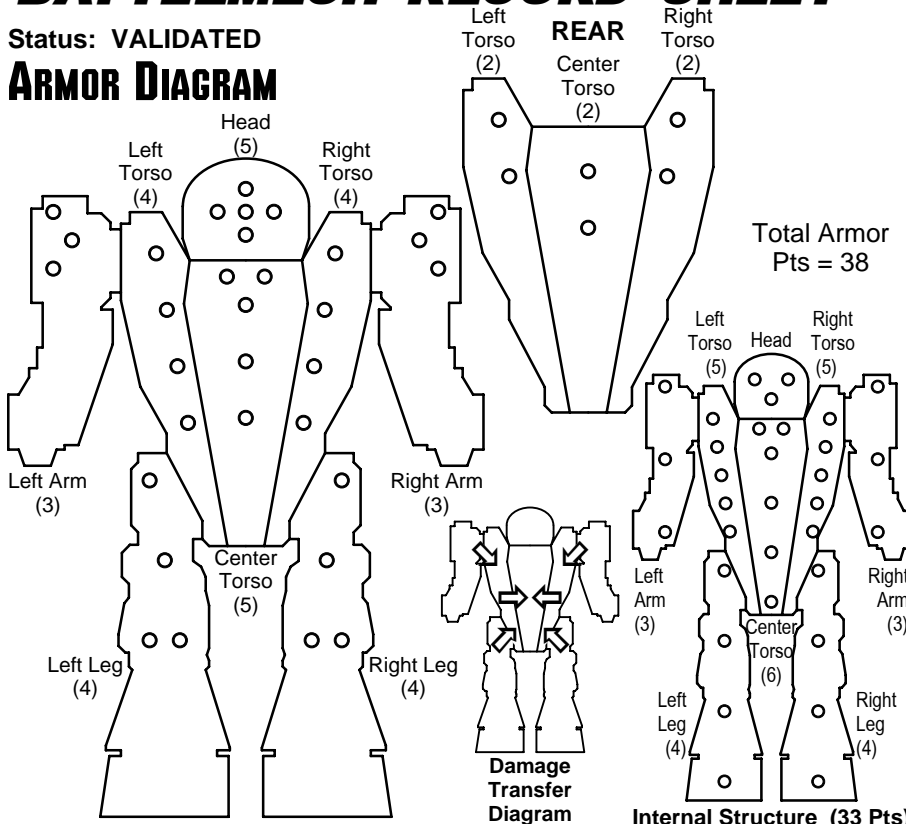
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Roll Again

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: **Light Machine Gun** **Rounds:** **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	

WARGAMES

CRITICAL HIT TABLE

Left Arm

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

1-3

- Light Machine Gun
- Light Machine Gun
- Light Machine Gun
- Machine Gun Array
- Endo Steel
- Ferro-Fibrous

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

- Light Machine Gun
- Light Machine Gun
- Light Machine Gun
- Machine Gun Array
- Endo Steel
- Ferro-Fibrous

4-6

Left Torso (CASE)

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Ammo (LMG) 100
- Endo Steel

1-3

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

4-6

Center Torso

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

1-3

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

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

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

Left Leg

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

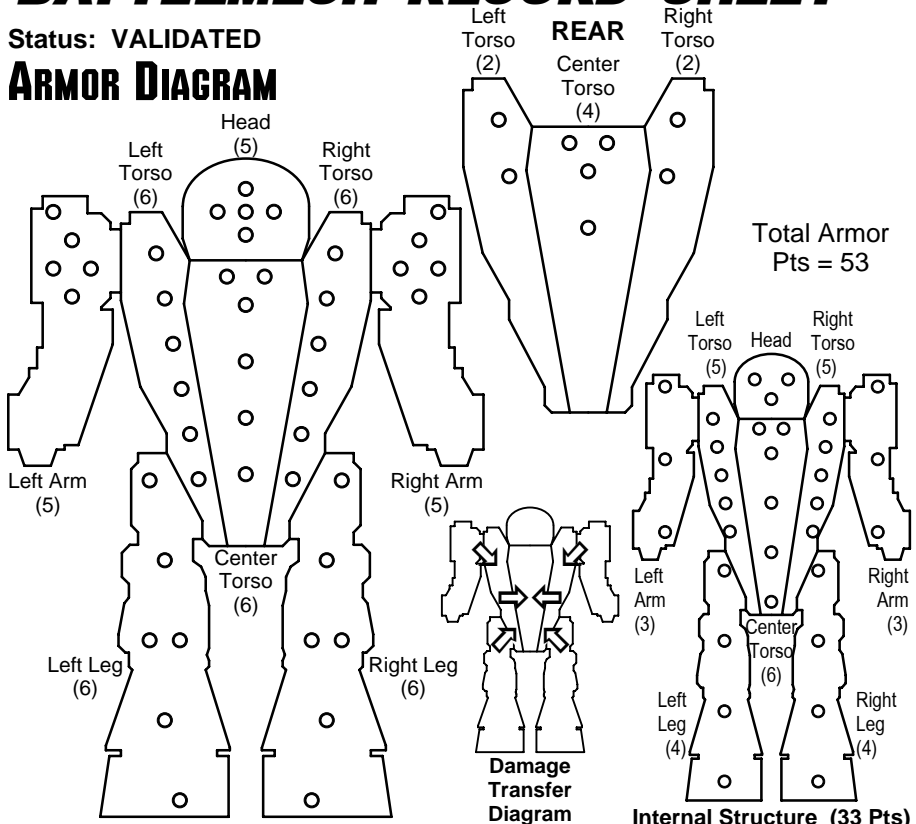
Right Leg

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

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	

WIZKIDGAMES

CRITICAL HIT TABLE

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

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

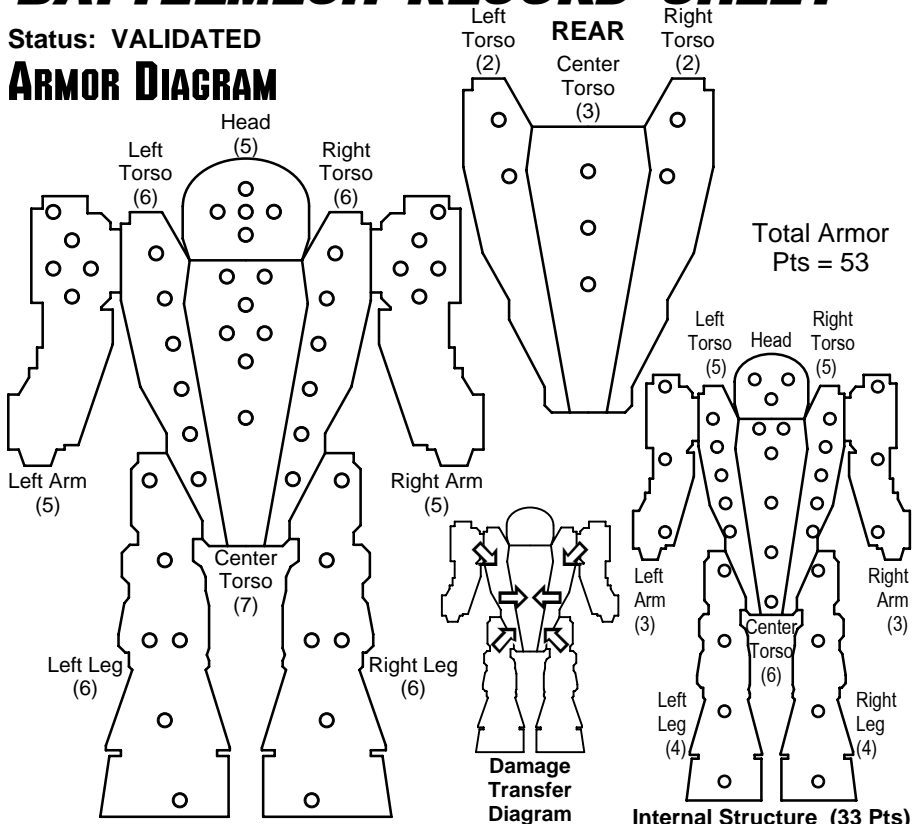
Life Support ○

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	

WIZKIDS GAMES

CRITICAL HIT TABLE

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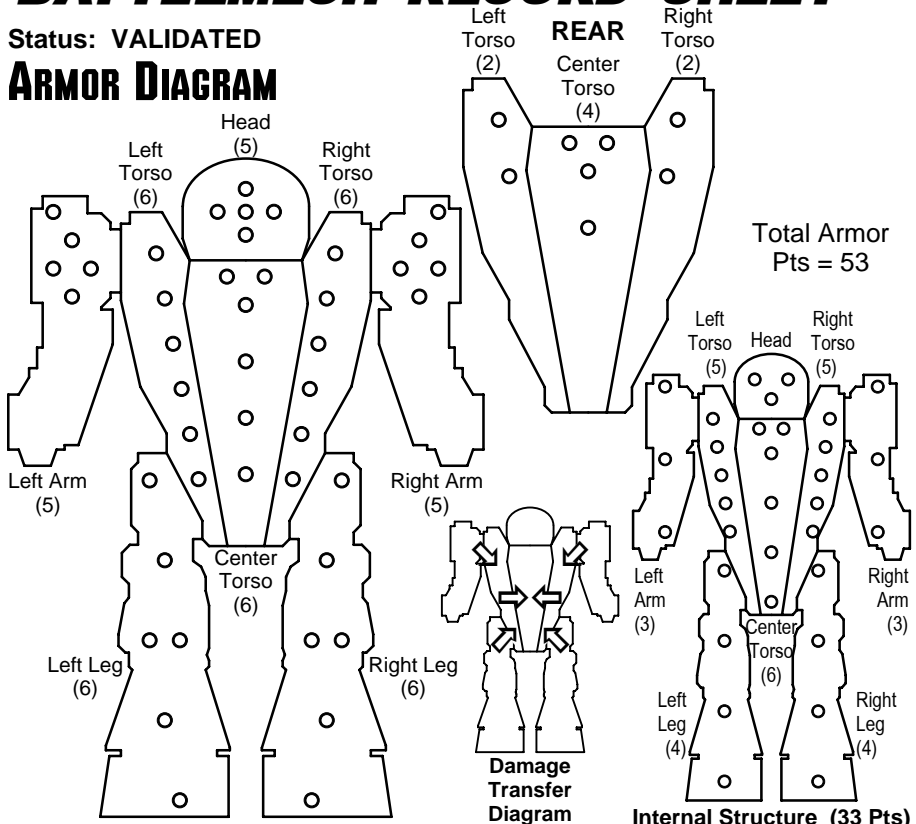
Engine Hits ○○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

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**

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

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Endo Steel	6. Endo Steel
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. ER Medium Laser	6. Endo Steel
Head	1. Life Support	2. Sensors	3. Cockpit	4. ER Small Laser	5. Sensors	6. Life Support
Center Torso	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. Improved C³ CPU	2. Improved C³ CPU	3. Ferro-Fibrous	4. Ferro-Fibrous	5. Ferro-Fibrous	6. Ferro-Fibrous
Right Torso	1. Ferro-Fibrous	2. Ferro-Fibrous	3. Ferro-Fibrous	4. Ferro-Fibrous	5. Ferro-Fibrous	6. Ferro-Fibrous
Left Leg	1. Ferro-Fibrous	2. Ferro-Fibrous	3. Ferro-Fibrous	4. Roll Again	5. Roll Again	6. Roll Again
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Single Heat Sink	6. Single Heat Sink

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

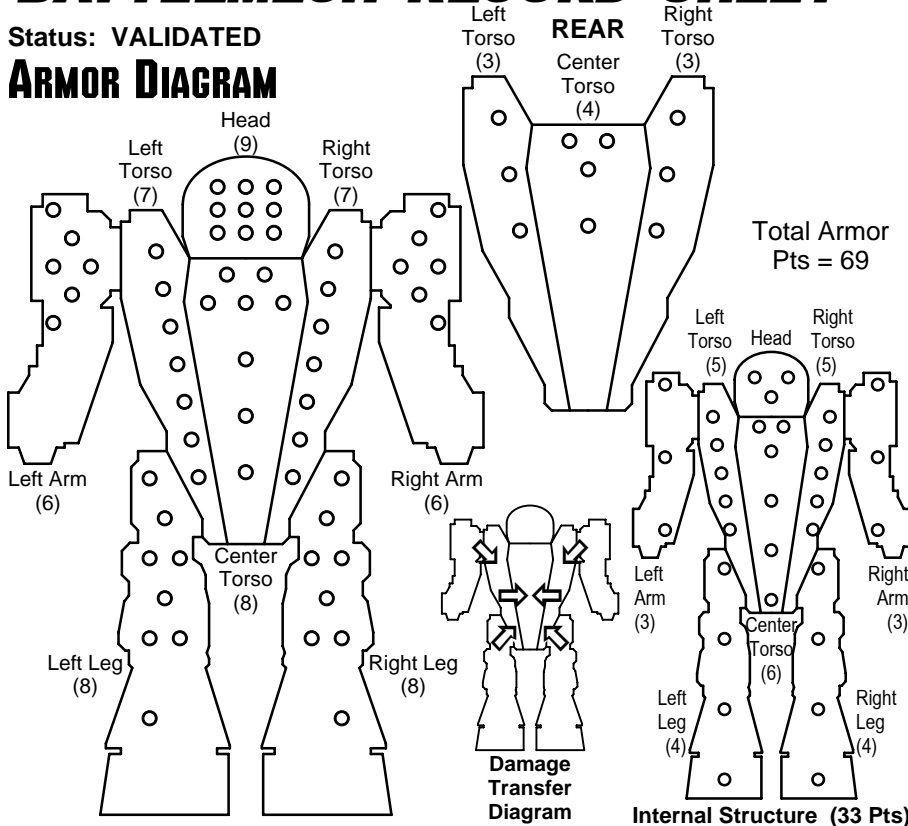
Life Support ○

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**

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	

WZGAMES

CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

- XL Engine
 - XL Engine
 - XL Engine
- 1-3
- Improved C³ CPU
 - Improved C³ CPU
 - Ferro-Fibrous

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

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

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

- 4-6
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - MASC
 - TAG

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

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

Right Torso

- XL Engine
 - XL Engine
 - XL Engine
- 1-3
- Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous

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

Right Leg

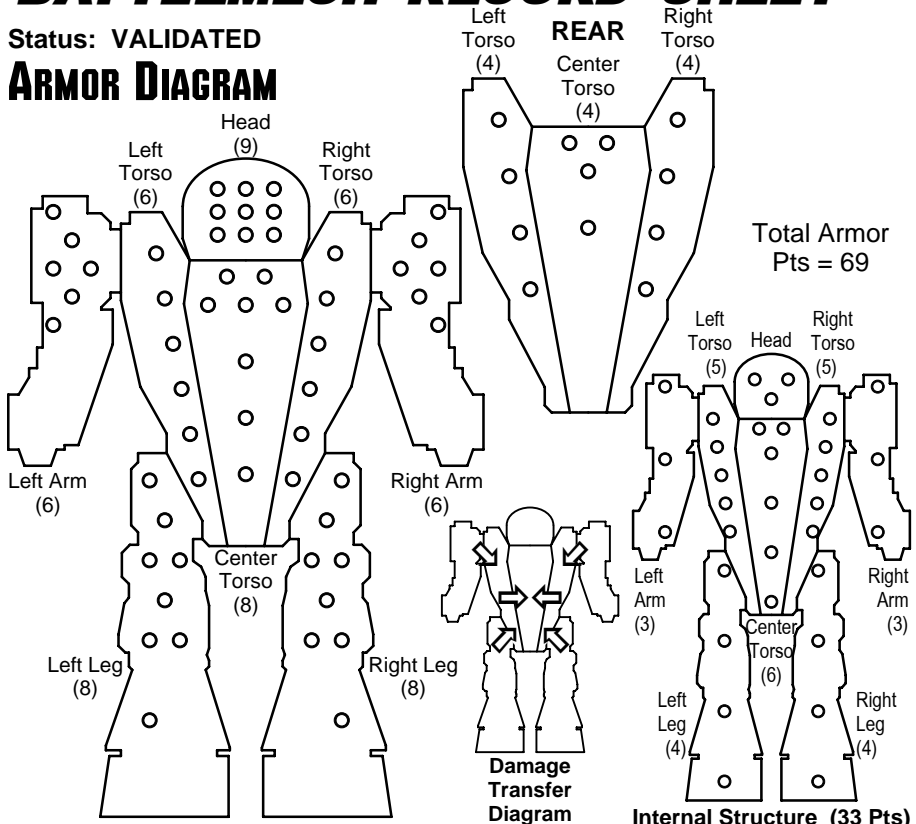
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Single Heat Sink

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **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	

WIZKIDSGAMES

CRITICAL HIT TABLE

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

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

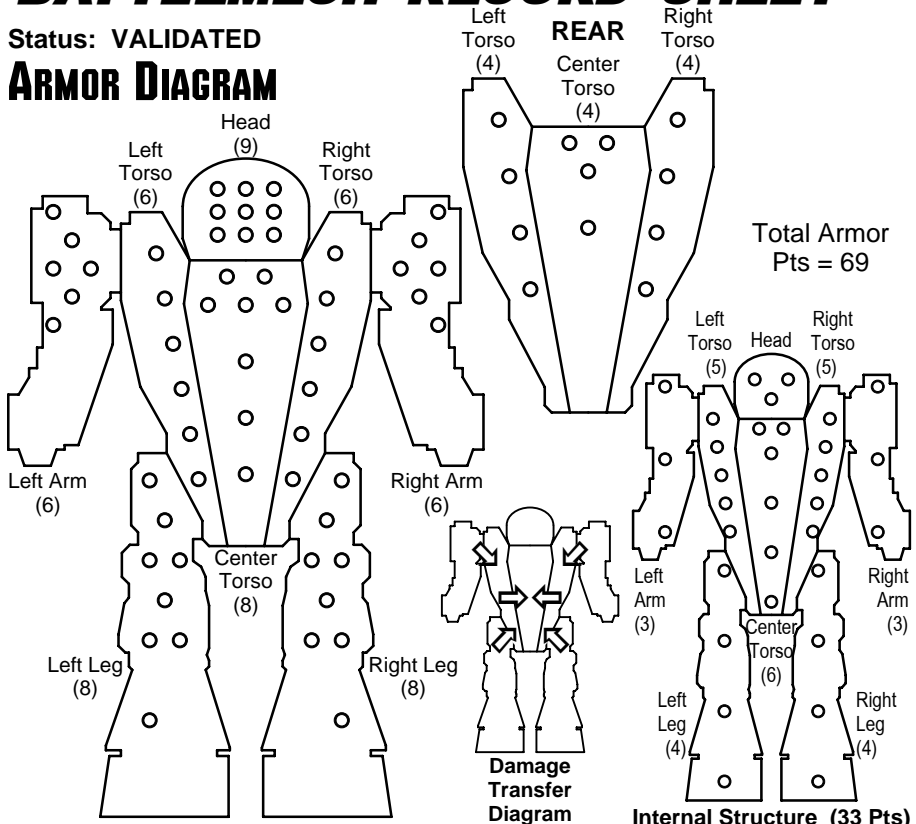
Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **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	

WZGAMES

CRITICAL HIT TABLE

Left Arm

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

Head

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

Center Torso

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

Left Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 4-6

Right Arm

- Shoulder
 - Upper Arm Actuator
 - ER PPC
 - ER PPC
 - ER PPC
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Roll Again
- 4-6

Right Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 4-6

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

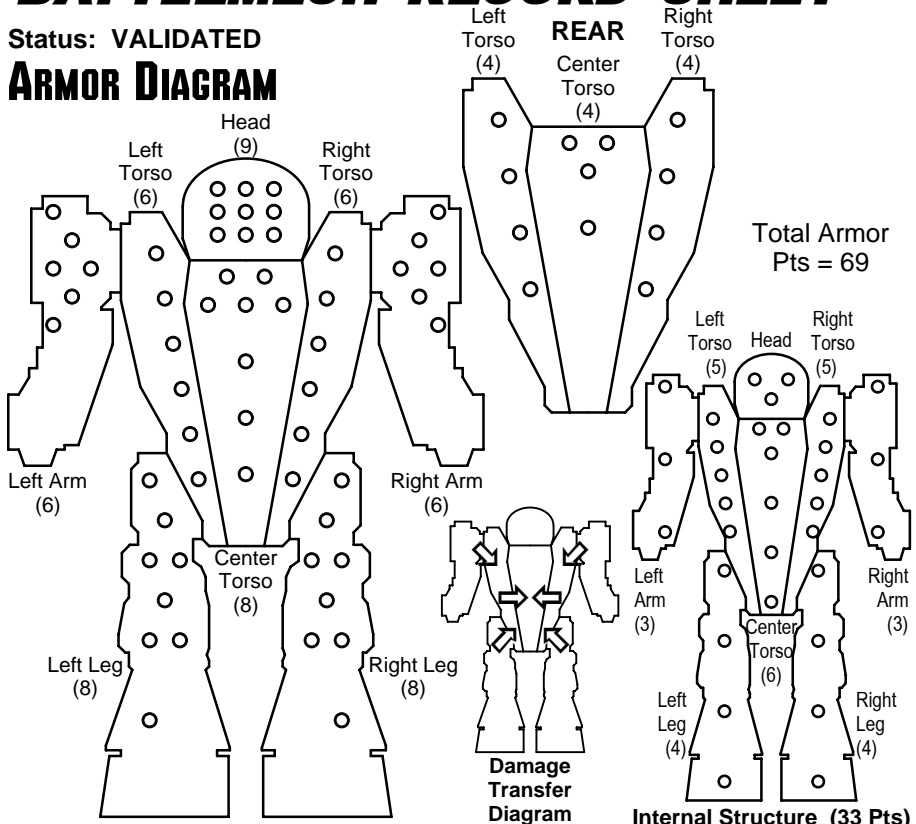
Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

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

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

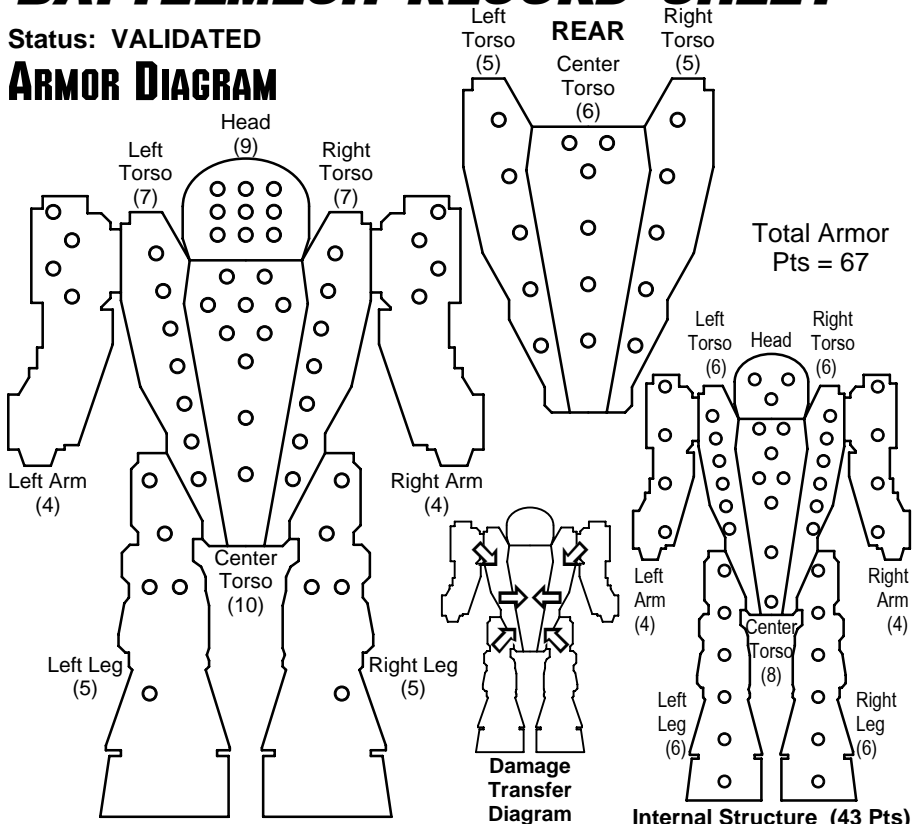
Life Support ○

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
Left Arm (CASE)	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. LRM 10	6. Ammo (LRM 10) 12
Right Arm (CASE)	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Streak SRM 4	6. Machine Gun
Head	1. Life Support	2. Sensors	3. Cockpit	4. Active Probe	5. Sensors	6. Life Support
Center Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. XL Engine	2. XL Engine	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
Right Torso	1. XL Engine	2. XL Engine	3. Double Heat Sink	4. Double Heat Sink	5. Jump Jet	6. Jump Jet
Left Leg	1. Jump Jet	2. Jump Jet	3. Jump Jet	4. Endo Steel	5. Ferro-Fibrous	6. Ferro-Fibrous
Right Leg	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 ○○

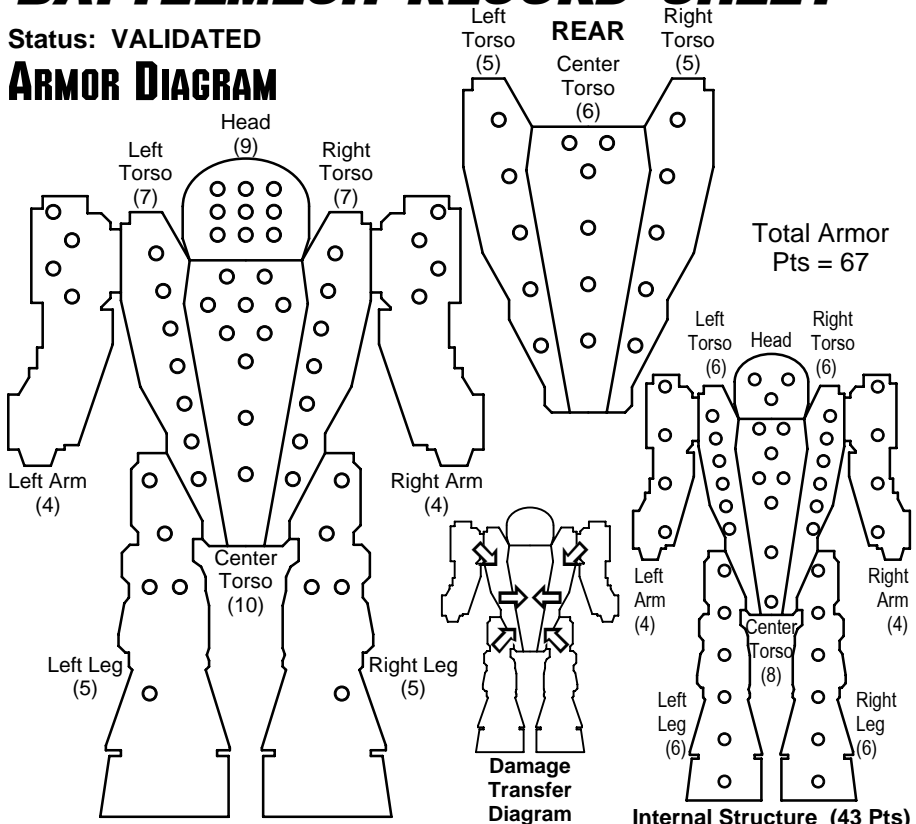
Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Koshi 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: Rounds:

Machine Gun	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

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm (CASE)	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. TAG	6. Anti-Missile System
Right Arm (CASE)	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Flamer	6. Machine Gun
Head	1. Life Support	2. Sensors	3. Cockpit	4. Active Probe	5. Sensors	6. Life Support
Center Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. XL Engine	2. XL Engine	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
Right Torso	1. XL Engine	2. XL Engine	3. Double Heat Sink	4. Double Heat Sink	5. Jump Jet	6. Jump Jet
Left Leg	1. Jump Jet	2. Jump Jet	3. Jump Jet	4. Endo Steel	5. Ferro-Fibrous	6. Ferro-Fibrous
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Anti-Personnel Pod	6. Endo Steel

Engine Hits ○○○○

Gyro Hits ○○

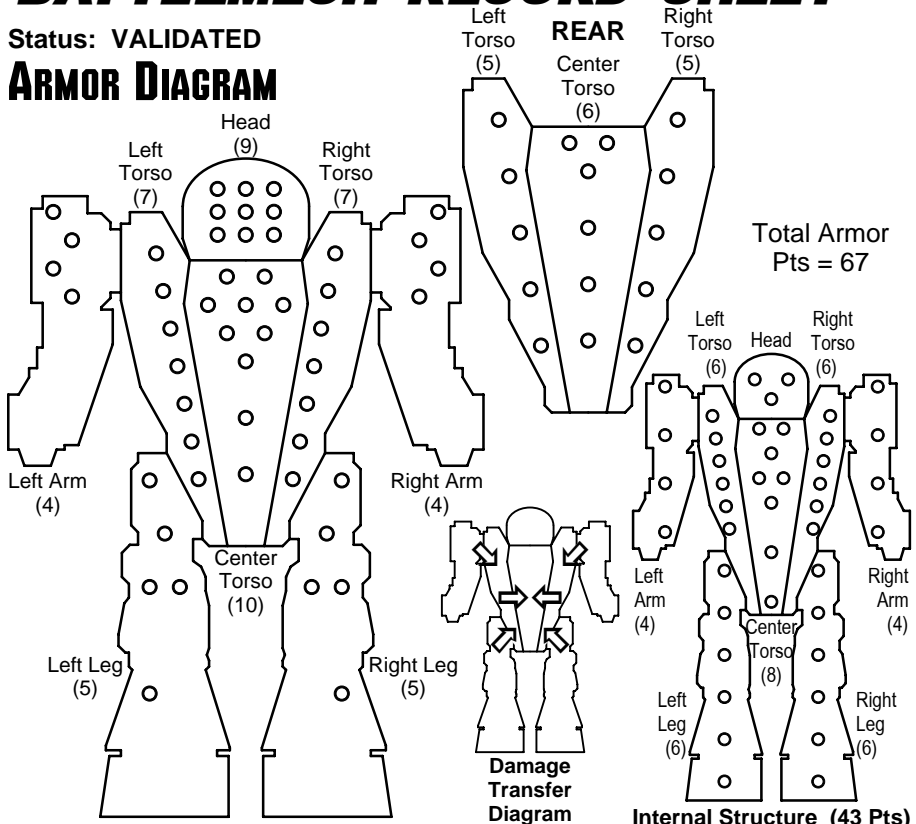
Sensor Hits ○○

Life Support ○

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

- 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

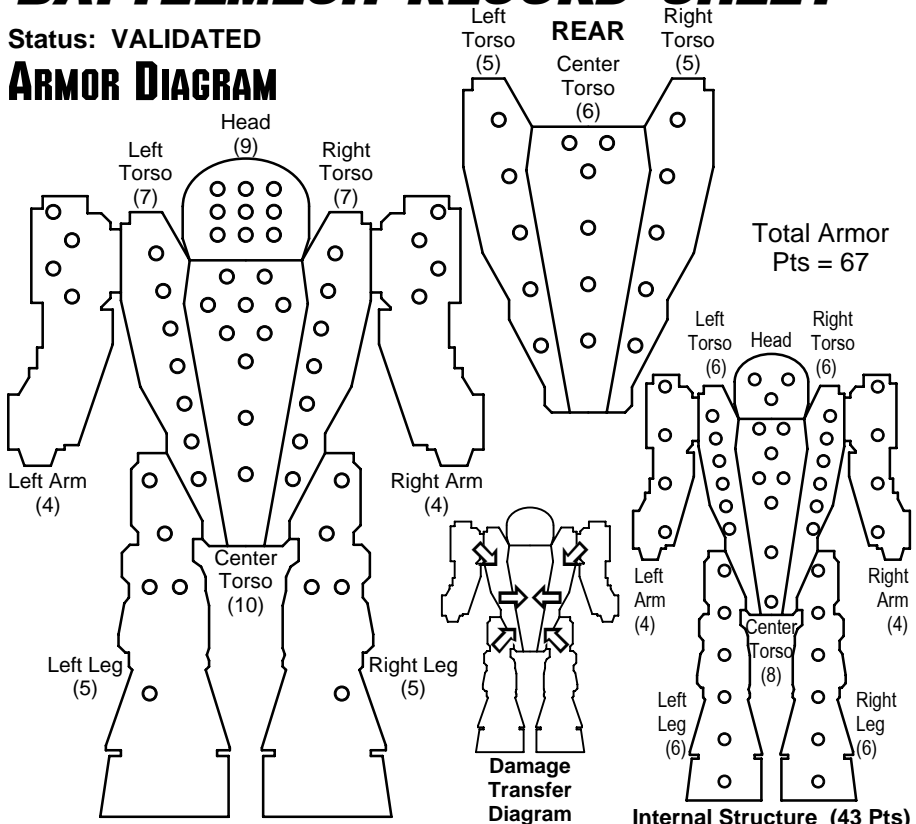
Right Leg

- 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 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 Leg

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

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

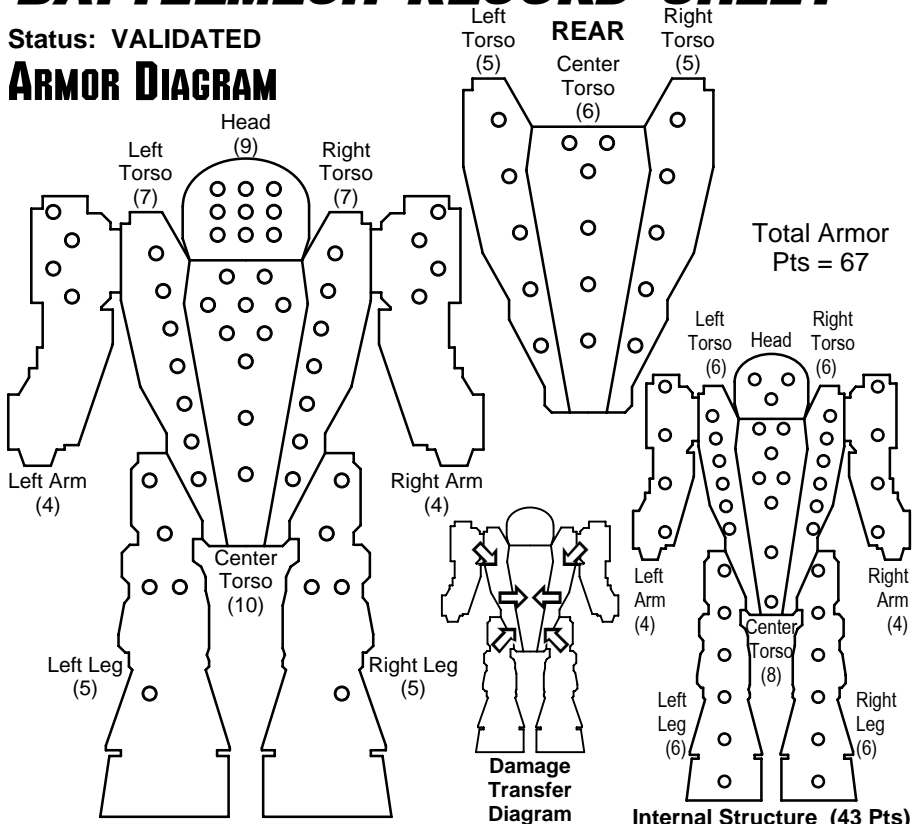
4-6

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	

WZK GAMES

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
- Roll Again
- Roll Again
- Roll Again
- 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

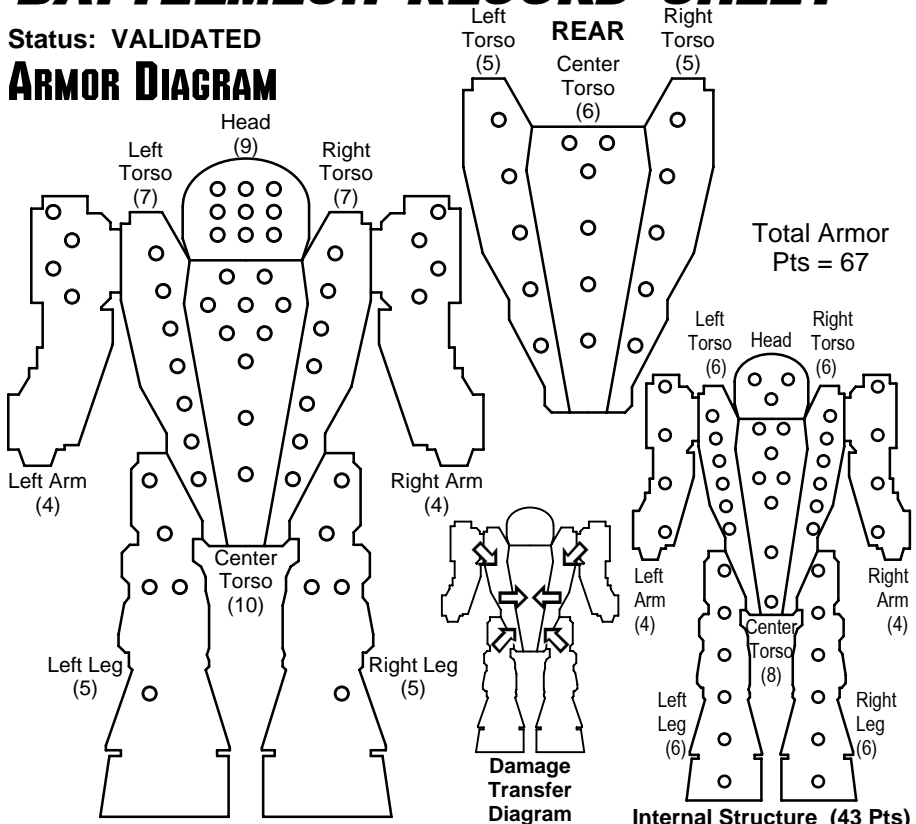
Right Leg

- 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	

WZK 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

1-3

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

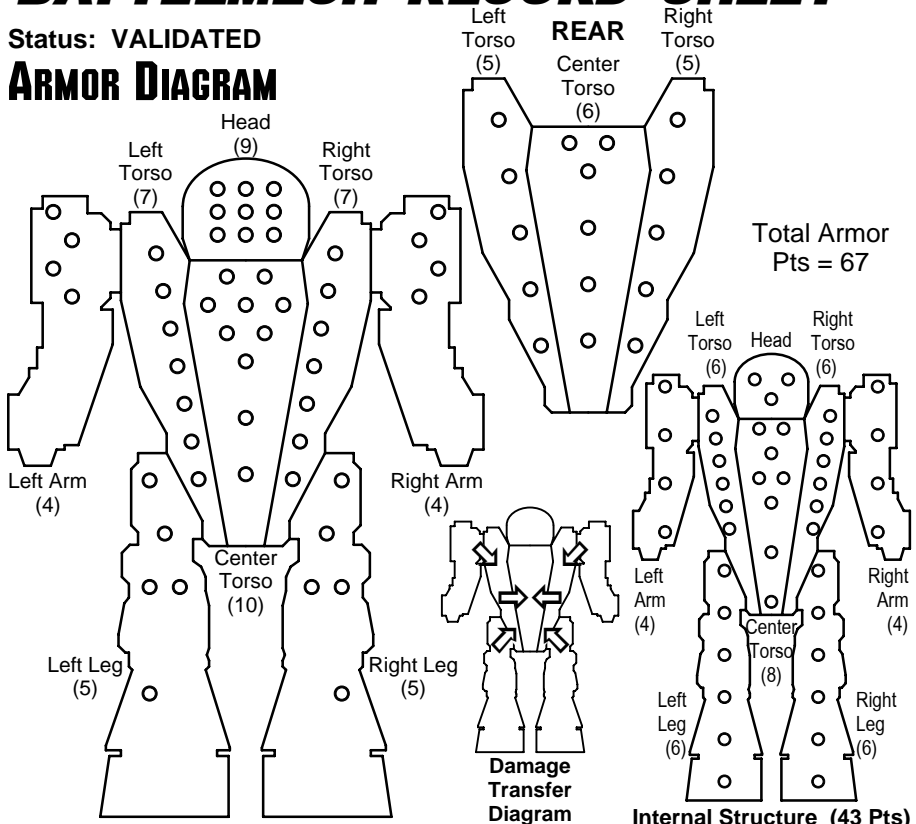
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Roll Again

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

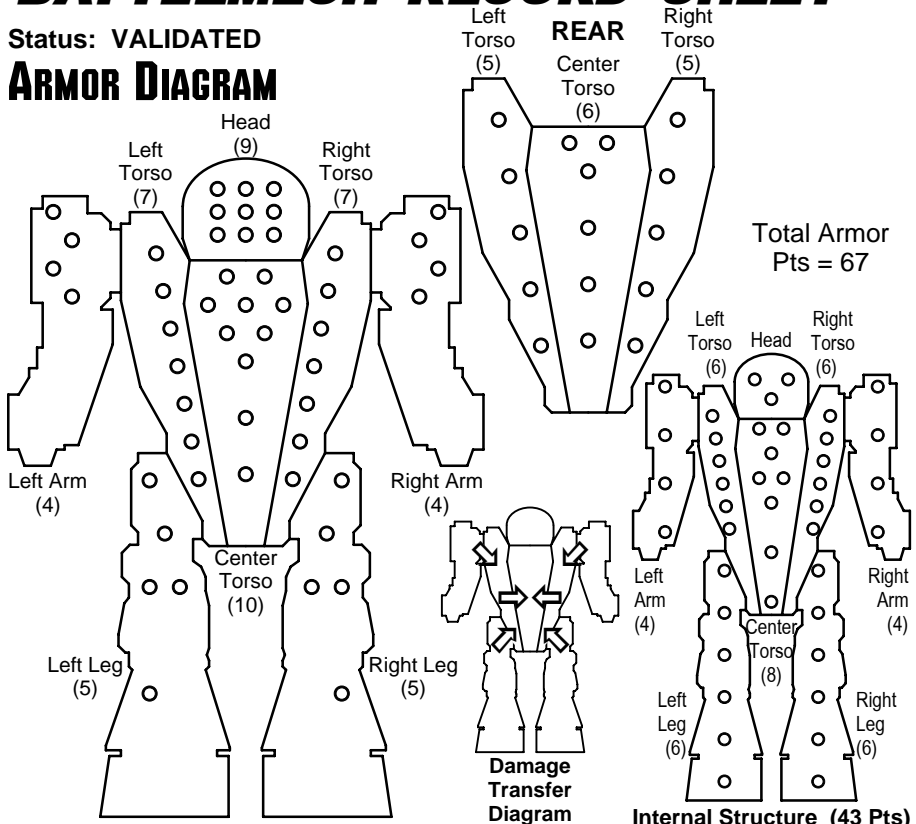
Life Support ○

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

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Small Laser
- Heavy Machine Gun

1-3

- Heavy Machine Gun
- Heavy Machine Gun
- Heavy Machine Gun
- Machine Gun Array
- Endo Steel
- Ferro-Fibrous

4-6

Left Torso

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

1-3

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

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- ER Small Laser
- 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

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Small Laser
- Heavy Machine Gun

1-3

- Heavy Machine Gun
- Heavy Machine Gun
- Heavy Machine Gun
- Machine Gun Array
- Endo Steel
- Ferro-Fibrous

4-6

Right Torso (CASE)

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

1-3

- Jump Jet
- Ammo (HMG) 100
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

Right Leg

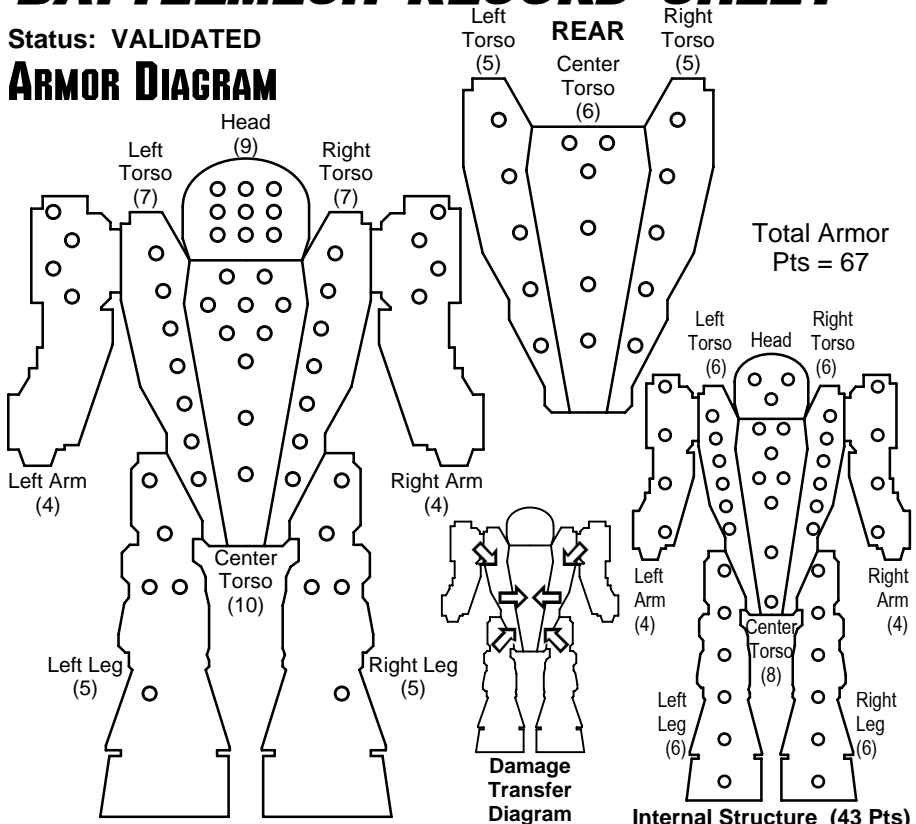
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- ER Small Laser
- Endo Steel

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	

WKGAMES

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

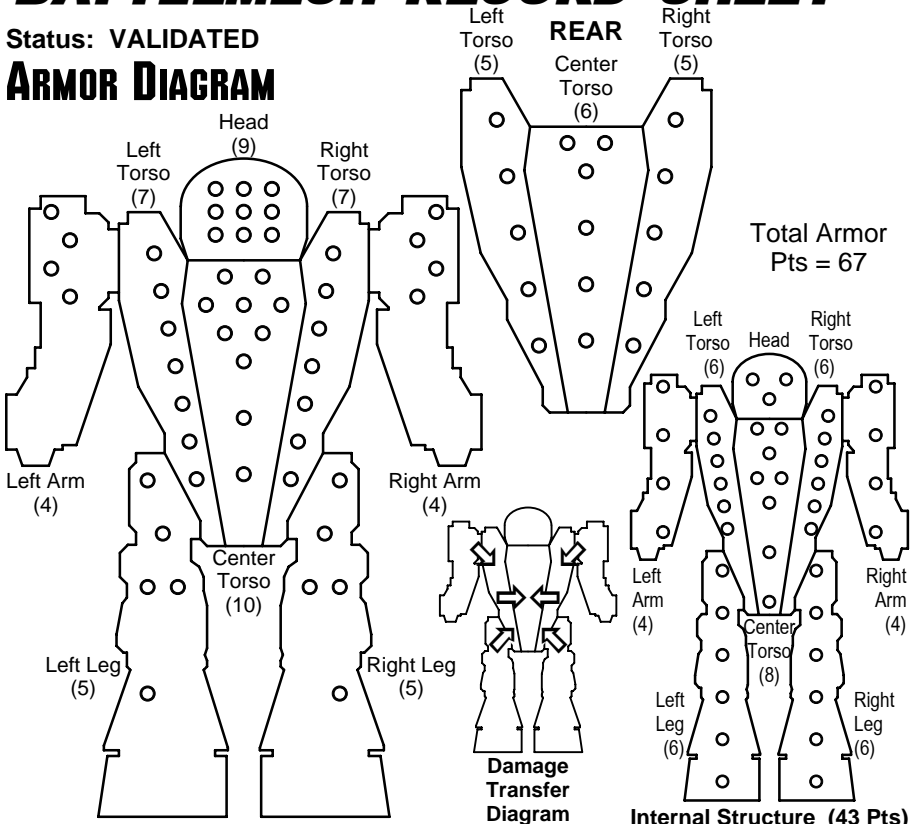
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor
Pts = 67

Internal Structure (43 Pts)

'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
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

- 1. Shoulder
 - 2. Upper Arm Actuator
 - 3. Lower Arm Actuator
 - 4. Hand Actuator
 - 5. ER Micro Laser
 - 6. ER Micro Laser
- 1-3
- 1. Micro Pulse Laser
 - 2. Micro Pulse Laser
 - 3. Endo Steel
 - 4. Ferro-Fibrous
 - 5. Roll Again
 - 6. Roll Again
- 4-6

Left Torso

- 1. XL Engine
 - 2. XL Engine
 - 3. Double Heat Sink
 - 4. Double Heat Sink
 - 5. Double Heat Sink
 - 6. Double Heat Sink
- 1-3
- 1. Jump Jet
 - 2. Jump Jet
 - 3. Jump Jet
 - 4. Endo Steel
 - 5. Ferro-Fibrous
 - 6. Ferro-Fibrous
- 4-6

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Endo Steel
- 6. Roll Again

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Active Probe
- 5. Sensors
- 6. Life Support

Center Torso

- 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. Endo Steel
 - 6. Ferro-Fibrous
- 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. Micro Pulse Laser
 - 6. ER Micro Laser
- 1-3
- 1. ER Micro Laser
 - 2. ER Large Laser
 - 3. Endo Steel
 - 4. Ferro-Fibrous
 - 5. Roll Again
 - 6. Roll Again
- 4-6

Right Torso

- 1. XL Engine
 - 2. XL Engine
 - 3. Double Heat Sink
 - 4. Double Heat Sink
 - 5. Jump Jet
 - 6. Jump Jet
- 1-3
- 1. Jump Jet
 - 2. Double Heat Sink
 - 3. Double Heat Sink
 - 4. Endo Steel
 - 5. Ferro-Fibrous
 - 6. Ferro-Fibrous
- 4-6

Right Leg

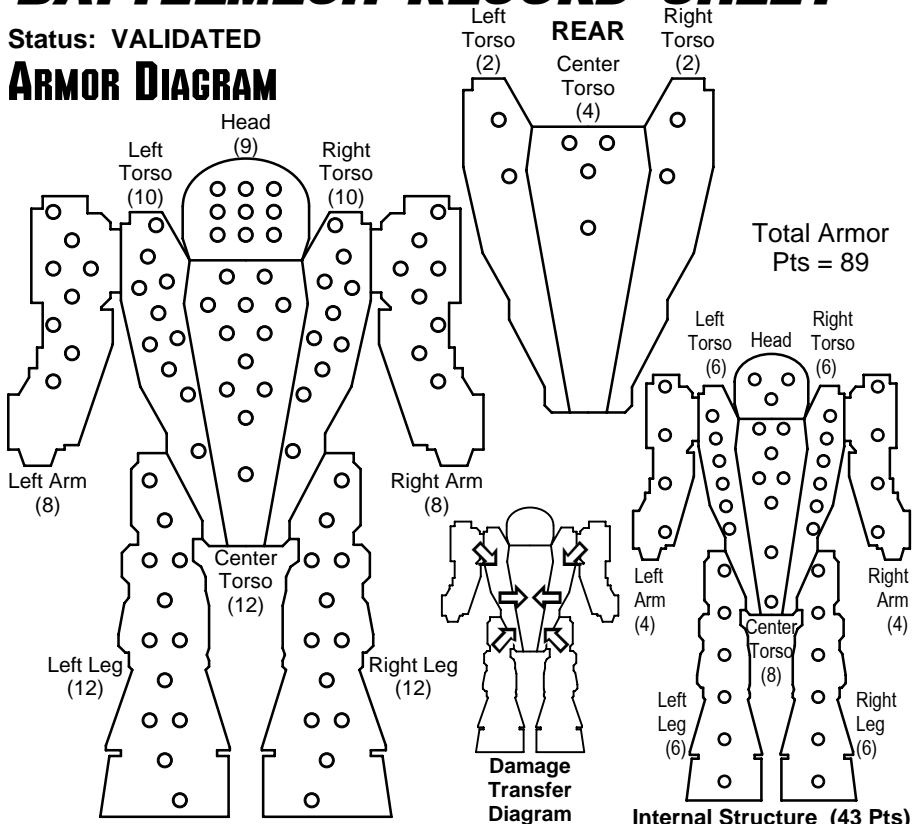
- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Endo Steel
- 6. Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Mongoose MON-66**
 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	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	

WZK GAMES

CRITICAL HIT TABLE

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

Engine Hits ○○○○

Gyro Hits ○○

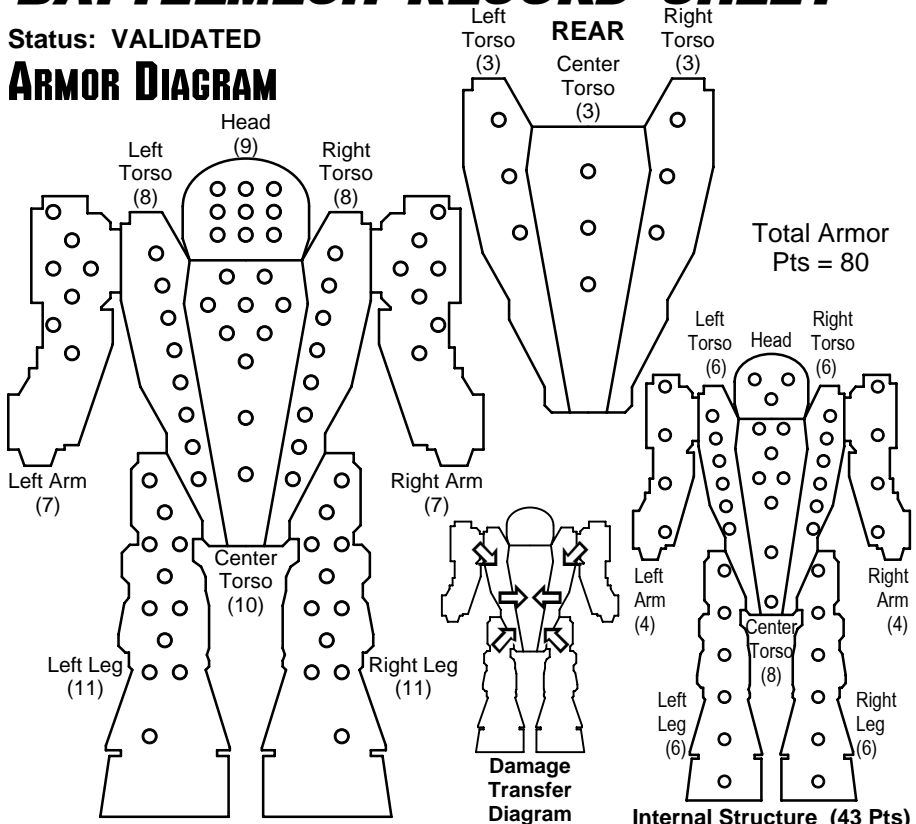
Sensor Hits ○○

Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **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

WZK GAMES

CRITICAL HIT TABLE

Left Arm

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

1-3

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

4-6

Left Torso

- 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

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

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

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

1-3

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

4-6

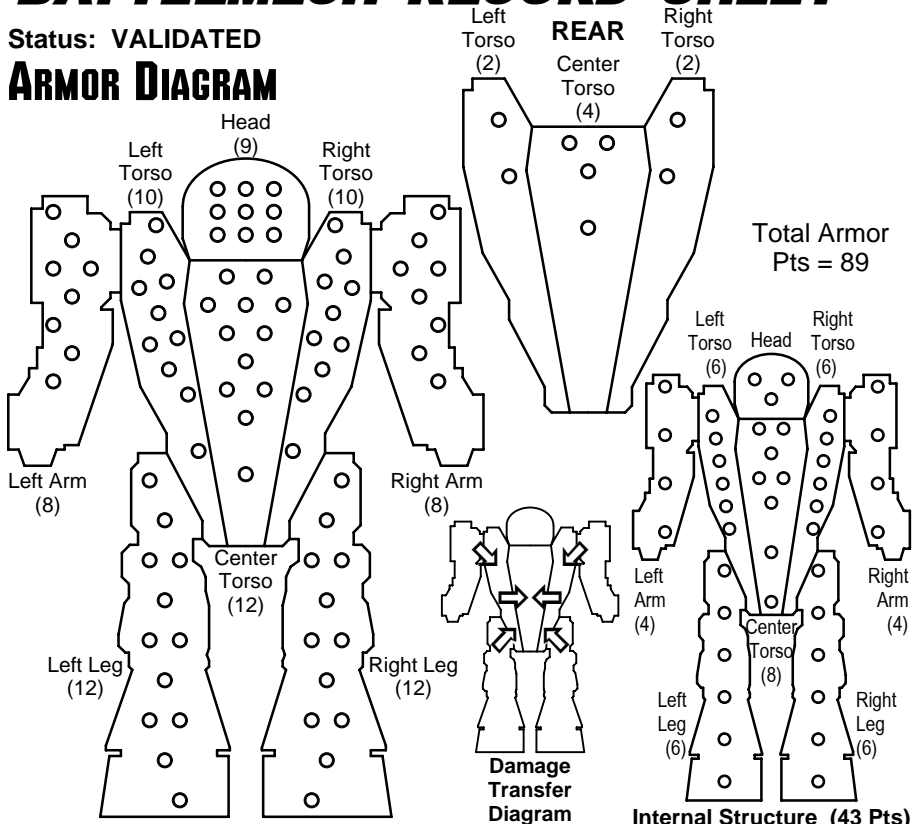
Right Leg

- 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

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Medium Laser	6. Flamer
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Medium Laser	6. Flamer
Head	1. Life Support	2. Sensors	3. Cockpit	4. Ferro-Fibrous	5. Sensors	6. Life Support
Center Torso	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. Endo Steel	2. Endo Steel	3. Endo Steel	4. Endo Steel	5. Endo Steel	6. Endo Steel
Right Torso	1. Endo Steel	2. Endo Steel	3. Endo Steel	4. Endo Steel	5. Endo Steel	6. Endo Steel
Left Leg	1. Endo Steel	2. Roll Again	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Single Heat Sink	6. Roll Again

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

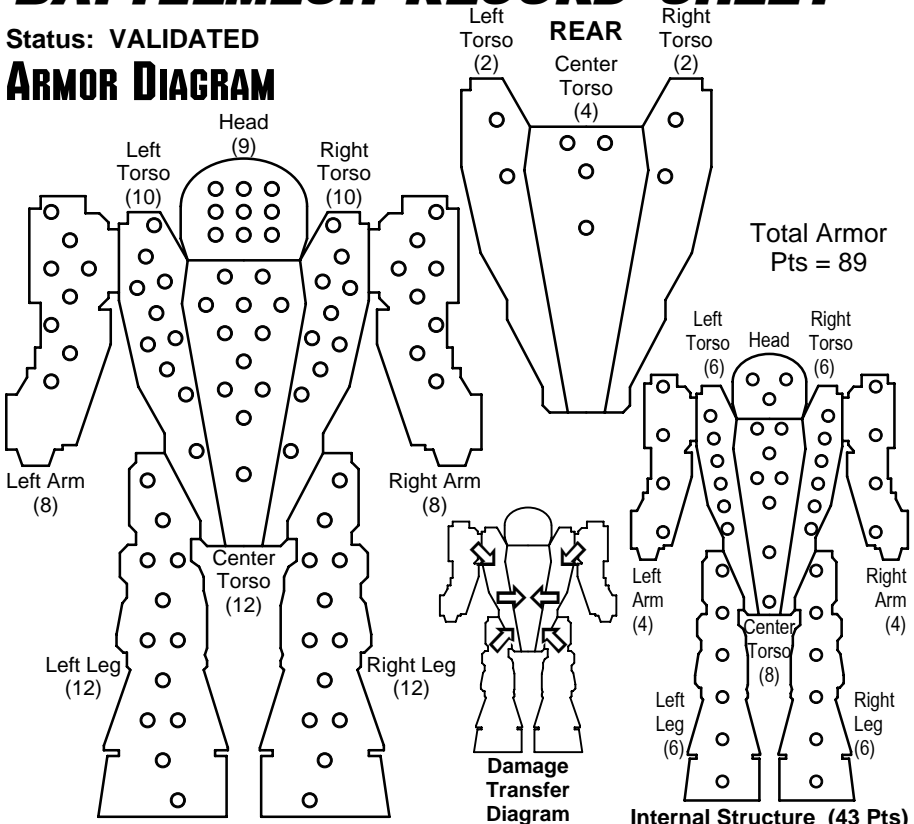
Life Support ○

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	

WKGAMES

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

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

4-6

Right Leg

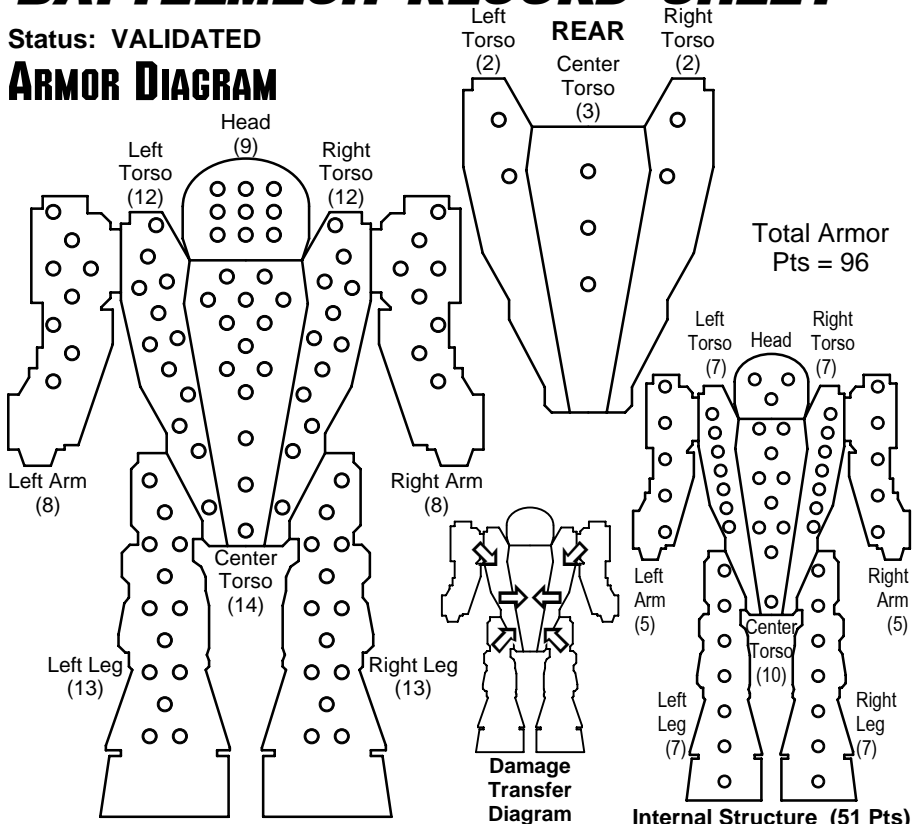
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



MECH DATA

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

Weapons Inventory: (hexes)

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

Ammo Type: 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	

WZK GAMES

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

Head

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

Right Arm

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

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○

Left Torso

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

1-3

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

4-6

Right Torso (CASE)

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

1-3

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

4-6

Left Leg

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

Right Leg

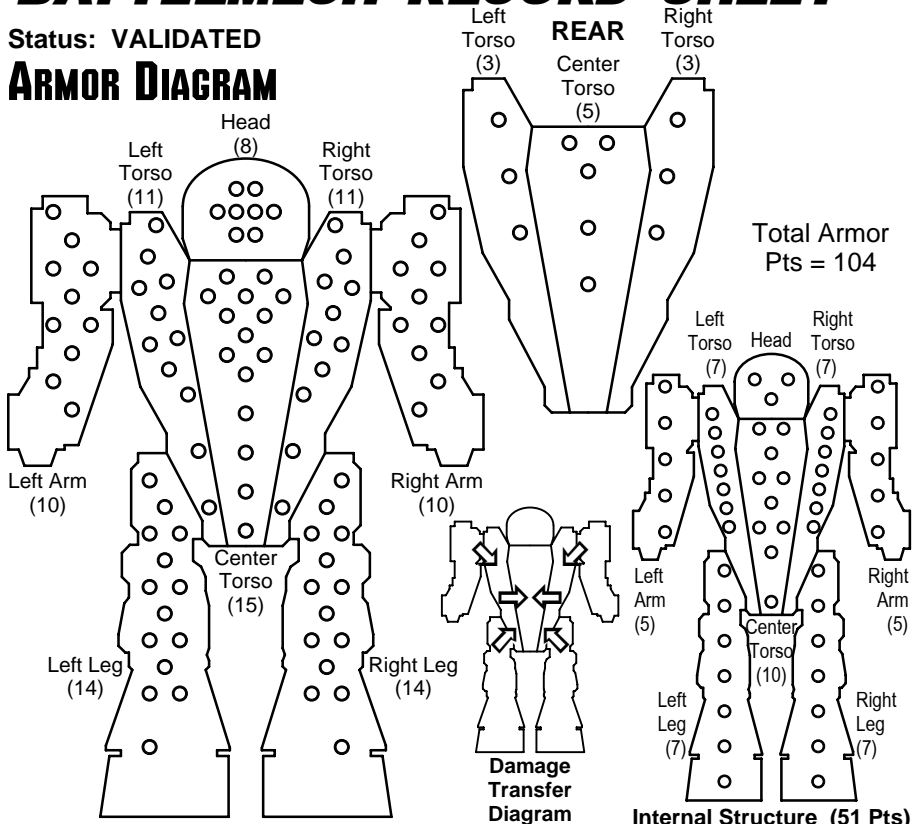
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Firefly C**
 Mass: **30 tons**
 Movement Points: 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

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. ER Small Laser	3. Cockpit	3. ER Small Laser
4. Double Heat Sink	4. Endo Steel	4. Double Heat Sink
5. Double Heat Sink	5. Sensors	5. Double Heat Sink
6. Endo Steel	6. Life Support	6. Endo Steel
1-3		1-3
1. Endo Steel		1. Endo Steel
2. Roll Again		2. Roll Again
3. Roll Again		3. Roll Again
4. Roll Again		4. Roll Again
5. Roll Again		5. Roll Again
6. Roll Again		6. Roll Again
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. Gyro		1. Gyro
2. Fusion Engine		2. Fusion Engine
3. Fusion Engine		3. Fusion Engine
4. Fusion Engine		4. Fusion Engine
5. Medium Pulse Laser		5. Medium Pulse Laser
6. ER Small Laser		6. ER Small Laser
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
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. Jump Jet		5. Jump Jet
6. Jump Jet		6. Jump Jet

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

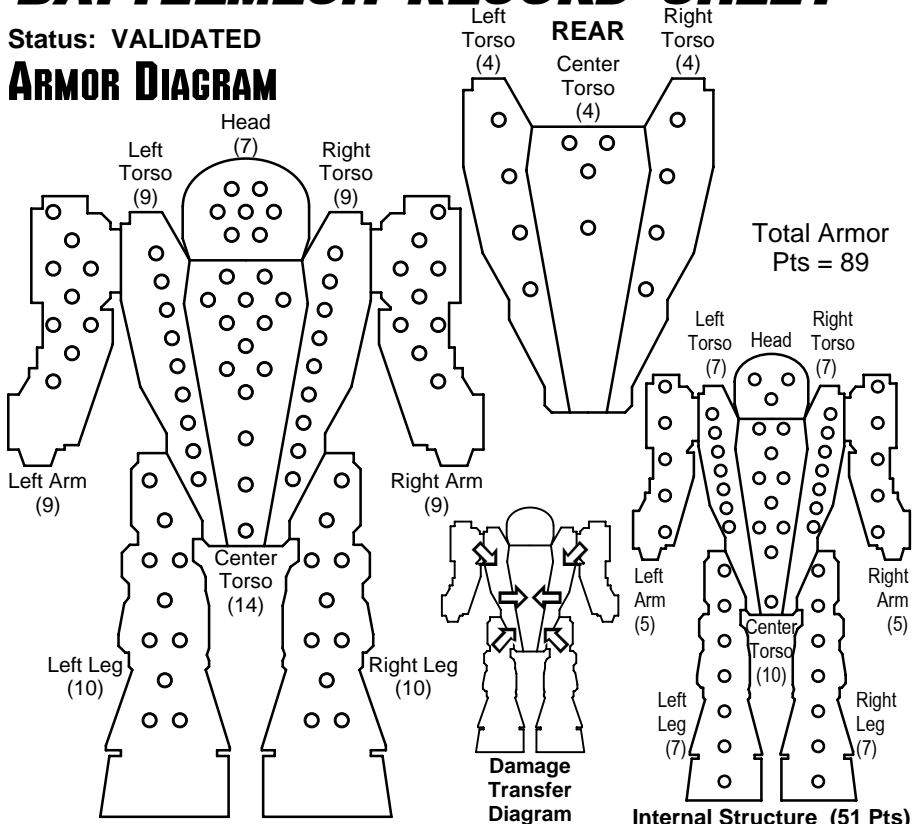
Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **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
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Flamer	5. Ferro-Fibrous	6. Ferro-Fibrous
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Medium Laser	6. Ferro-Fibrous
Head	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support
Center Torso	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. Endo Steel	2. Endo Steel	3. Endo Steel	4. Endo Steel	5. Endo Steel	6. Endo Steel
Right Torso	1. Endo Steel	2. Endo Steel	3. Endo Steel	4. Endo Steel	5. Endo Steel	6. Endo Steel
Left Leg	1. Endo Steel	2. Roll Again	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again

Engine Hits ○○○○

Gyro Hits ○○

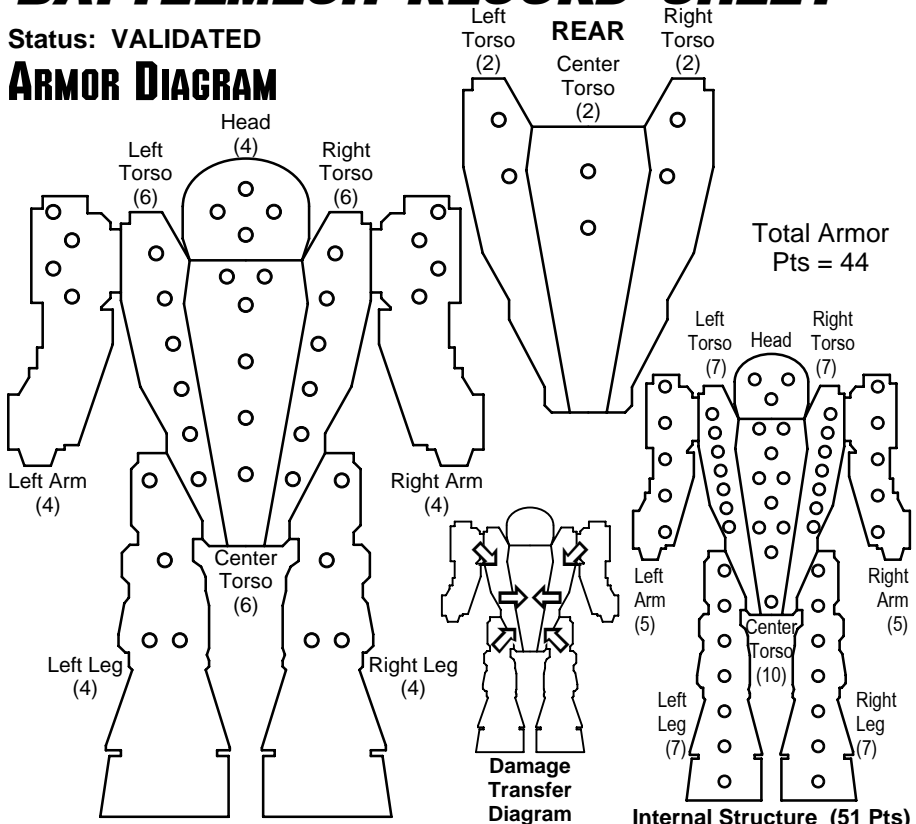
Sensor Hits ○○

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	

WZGAMES

CRITICAL HIT TABLE

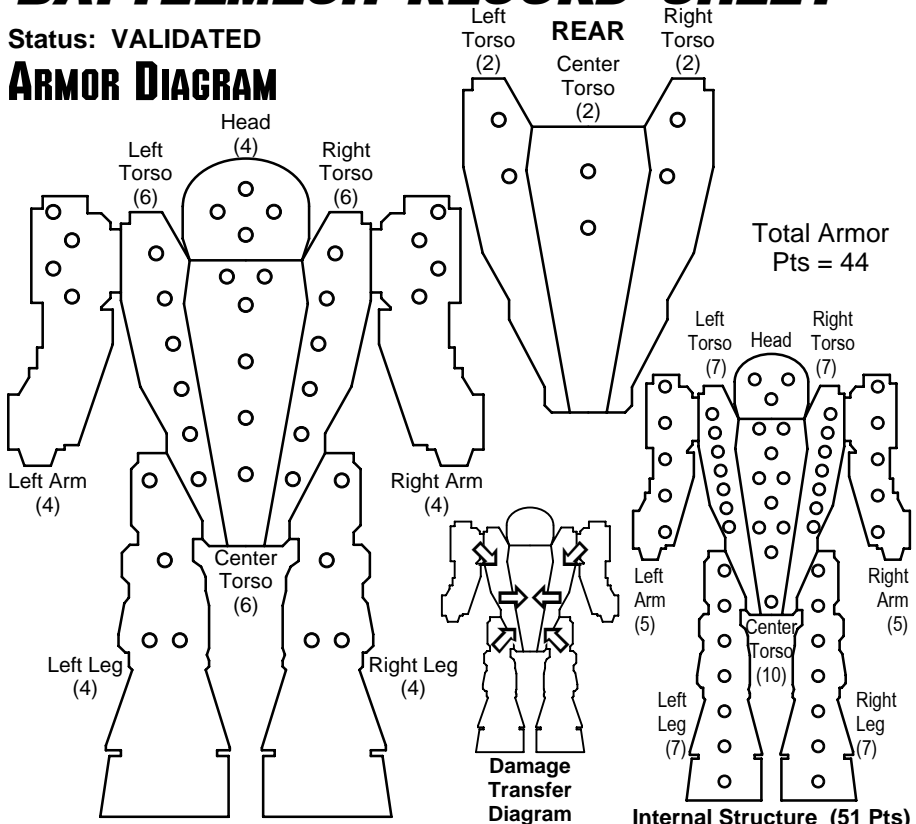
Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Medium Laser	5. Ferro-Fibrous	6. Ferro-Fibrous
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Medium Laser	6. Ferro-Fibrous
Head	1. Life Support	2. Sensors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

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **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	

WIZKIDGAMES

CRITICAL HIT TABLE

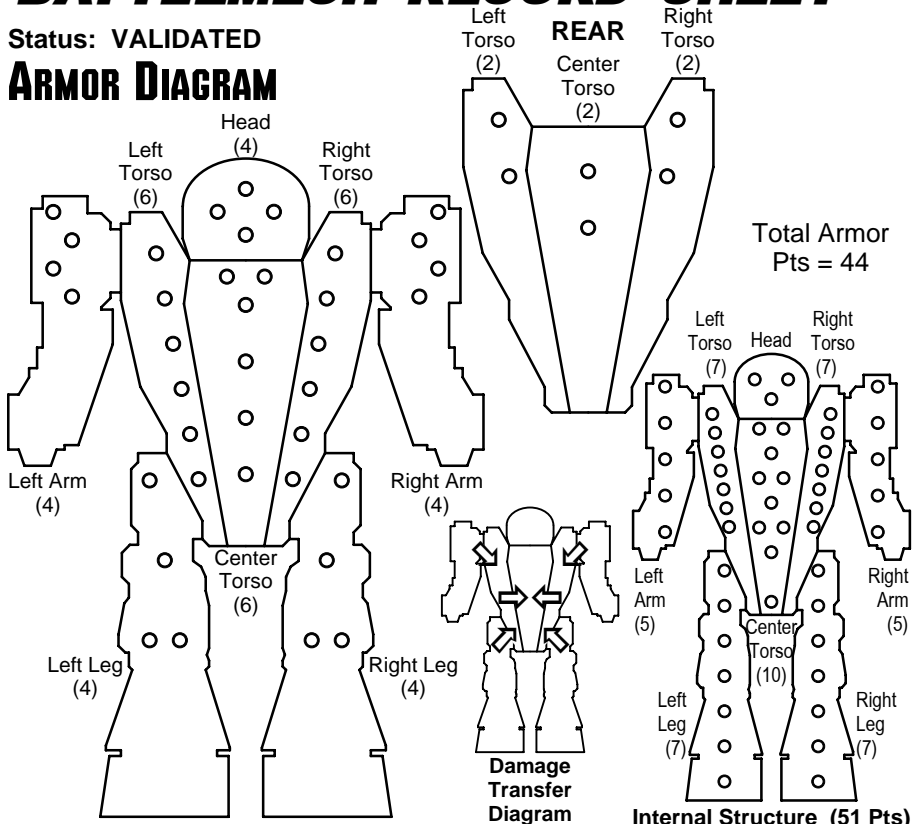
Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Medium Laser	5. Ferro-Fibrous	6. Ferro-Fibrous
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Medium Laser	6. Ferro-Fibrous
Head	1. Life Support	2. Sensors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

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **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	

WIZKIDGAMES

CRITICAL HIT TABLE

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

Engine Hits ○ ○ ○

Gyro Hits ○ ○

Sensor Hits ○ ○

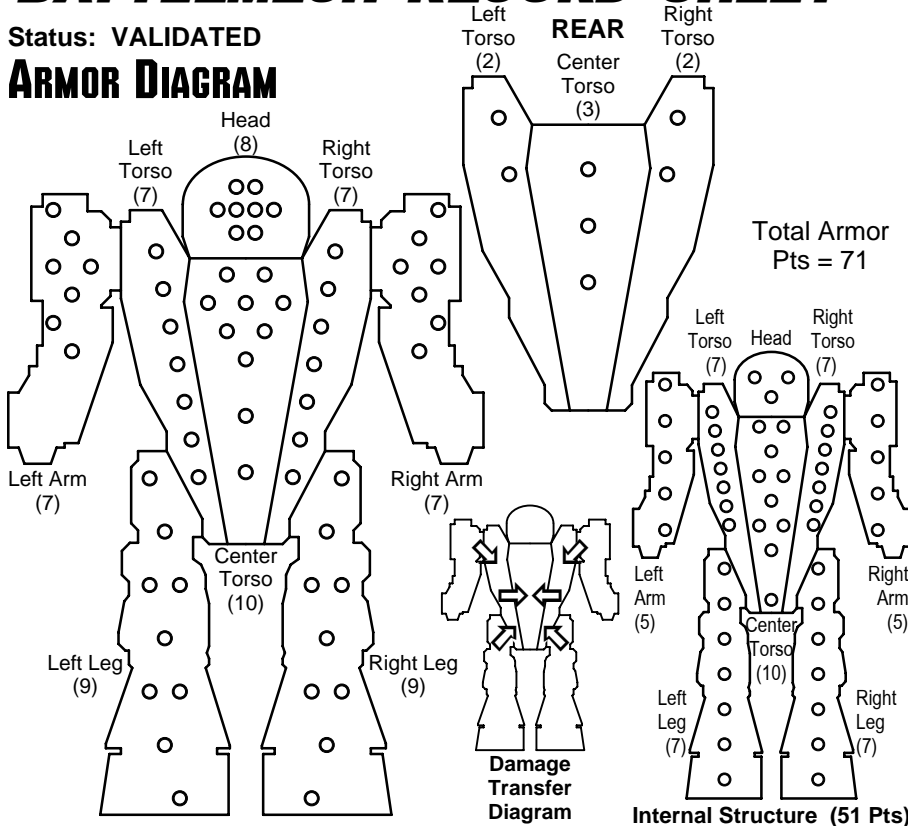
Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **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	

WZK GAMES

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

1-3

Center Torso

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

4-6

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

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

Right Torso

- XL Engine
- XL Engine
- XL Engine
- ER Small Laser
- Guardian ECM
- Guardian ECM

1-3

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

4-6

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

Left Leg

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

Right Leg

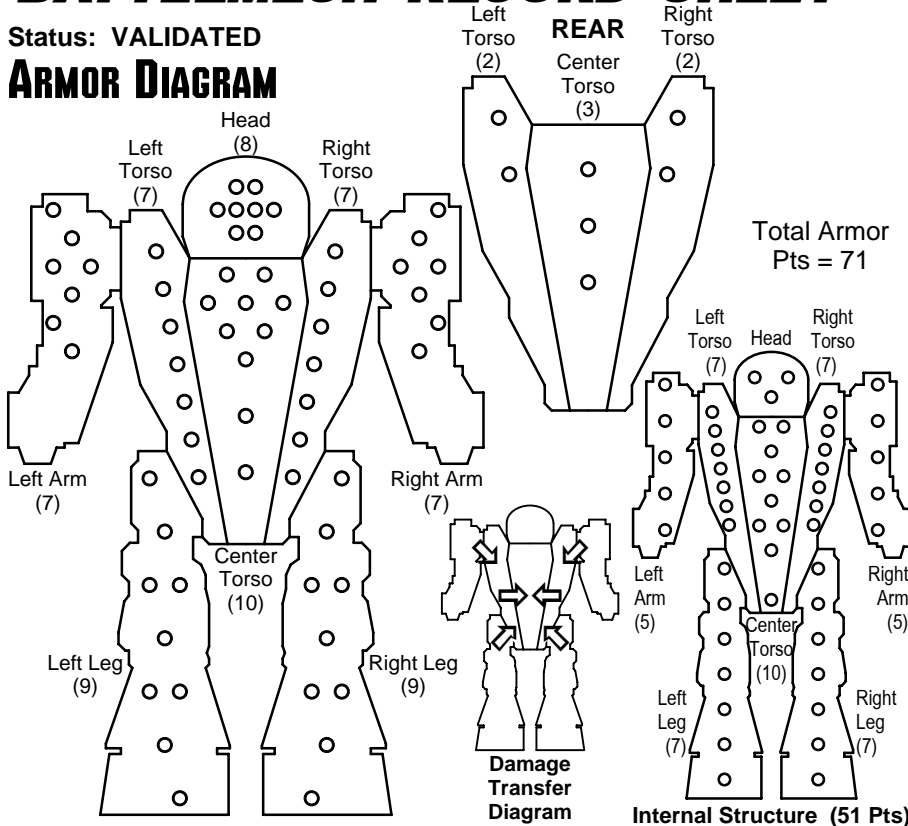
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **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	

WKGAMES

CRITICAL HIT TABLE

Part	Hit 1-3	Hit 4-6
Left Arm	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. ER Medium Laser 5. ER Medium Laser 6. Ferro-Fibrous	1. Ferro-Fibrous 2. Ferro-Fibrous 3. Ferro-Fibrous 4. Ferro-Fibrous 5. Ferro-Fibrous 6. Ferro-Fibrous
Right Arm	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. ER Medium Laser 6. ER Medium Laser	1. Ferro-Fibrous 2. Ferro-Fibrous 3. Ferro-Fibrous 4. Ferro-Fibrous 5. Ferro-Fibrous 6. Ferro-Fibrous
Head	1. Life Support 2. Sensors 3. Cockpit 4. Ferro-Fibrous 5. Sensors 6. Life Support	
Center Torso	1. 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. Improved C³ CPU 6. Improved C³ CPU
Left Torso	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. Endo Steel 6. Endo Steel
Right Torso	1. XL Engine 2. XL Engine 3. XL Engine 4. ER Medium Laser 5. Guardian ECM 6. Guardian ECM	1. Endo Steel 2. Endo Steel 3. Endo Steel 4. Endo Steel 5. Endo Steel 6. Endo Steel
Left Leg	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Roll Again 6. Roll Again	
Right Leg	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 ○○

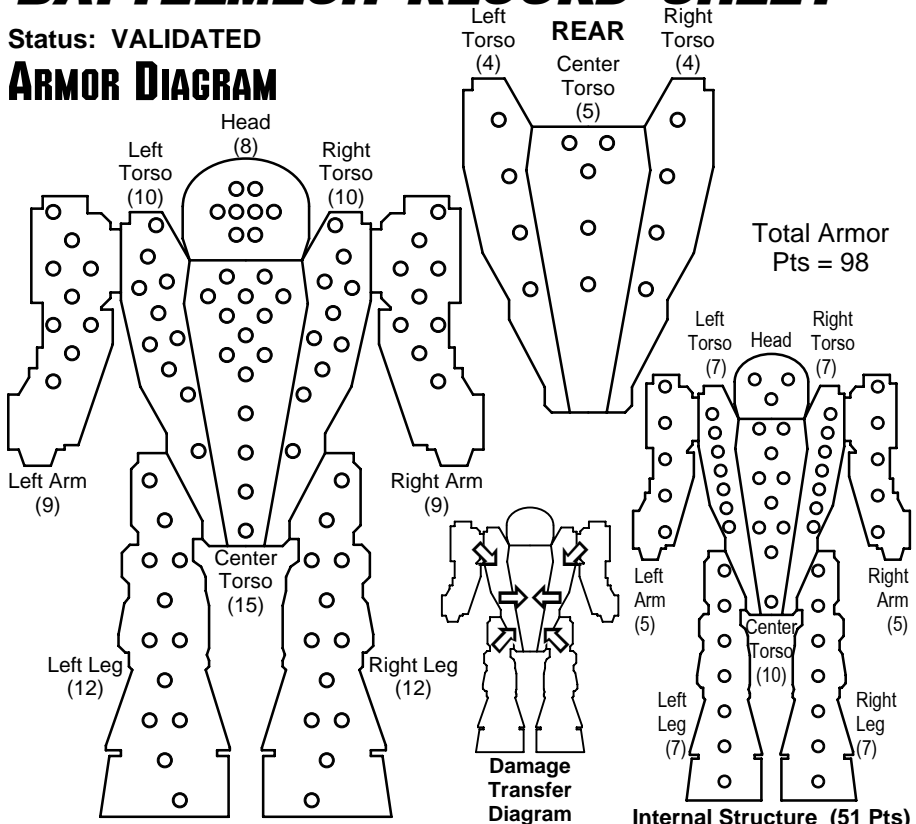
Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Hermes HER-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
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

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

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

4-6

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

1-3

- MASC
- MASC
- Endo Steel

4-6

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

Center Torso

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

1-3

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

4-6

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Guardian ECM
- Guardian ECM
- Endo Steel

1-3

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

4-6

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

Left Leg

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

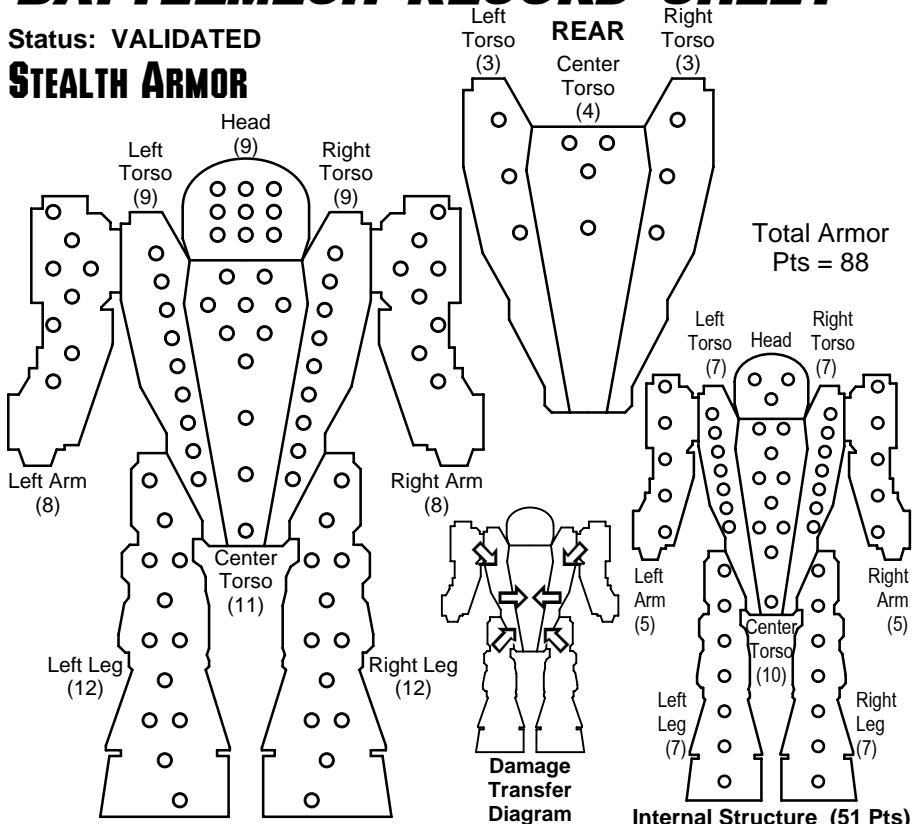
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
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

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

- Medium Pulse Laser
- Endo Steel
- Endo Steel

4-6

- Stealth Armor
- Stealth Armor
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Head

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

Right Arm

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

1-3

- Endo Steel
- Stealth Armor
- Stealth Armor
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- XL Engine
- XL Engine
- XL Engine

1-3

- MASC
- MASC
- Endo Steel

4-6

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

Center Torso

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

1-3

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

4-6

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Guardian ECM
- Guardian ECM
- Endo Steel

1-3

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

4-6

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

Left Leg

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

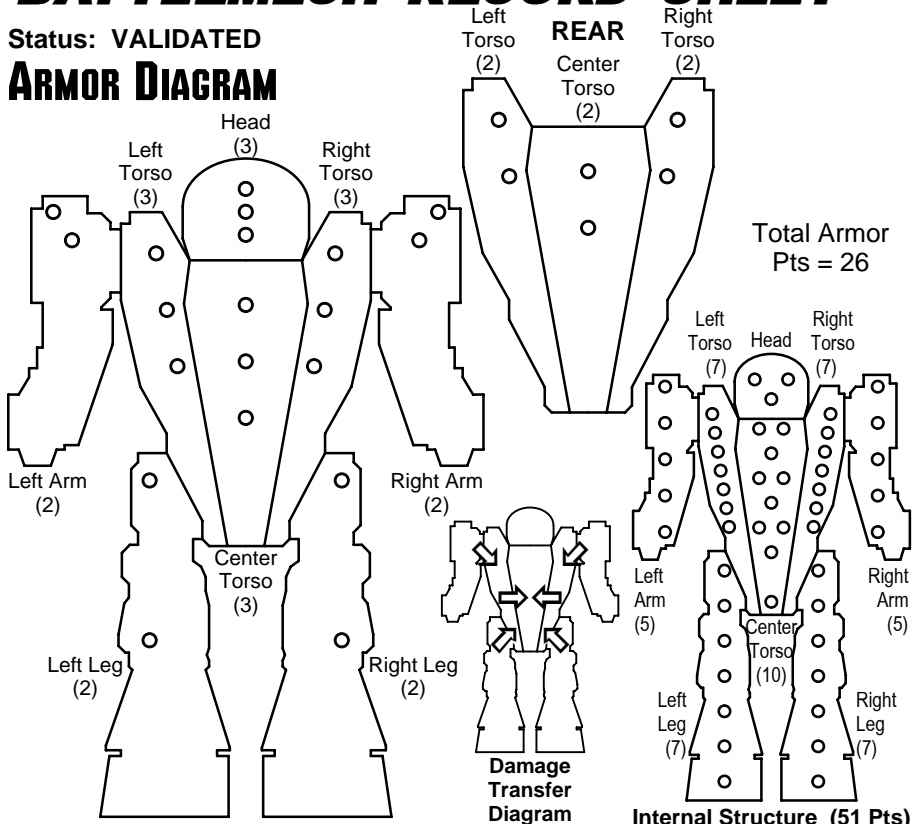
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
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	

WIZKIDGAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

- Hand Actuator
- Roll Again
- Roll Again

4-6

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

Left Torso

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- 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
- 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
- ER Large Laser
- ER Large Laser

4-6

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○

Right Arm

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

1-3

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

4-6

Right Torso

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

1-3

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

4-6

Right Leg

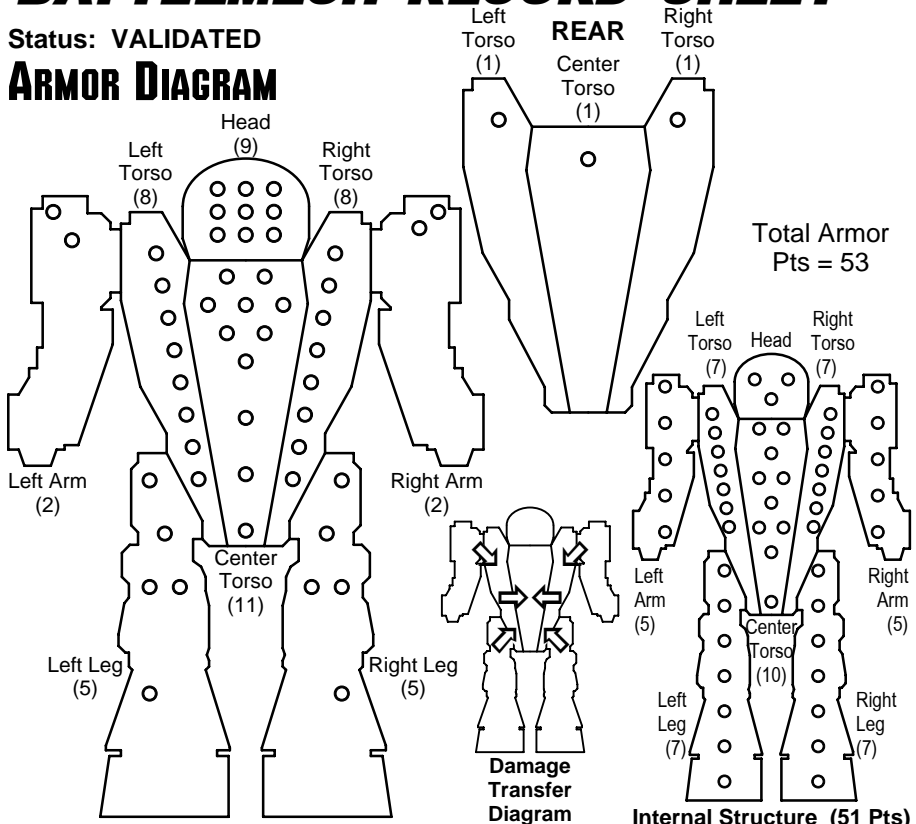
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

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

Left Arm

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

Left Torso

- XL Engine
 - XL Engine
 - XL Engine
- 1-3
- LB 10-X AC
 - LB 10-X AC
 - LB 10-X AC
- 4-6
- LB 10-X AC
 - LB 10-X AC
 - LB 10-X AC
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous

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

- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Ammo (LB 10-X) 10
 - Ferro-Fibrous
- 4-6

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

Right Arm

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

Right Torso

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

Right Leg

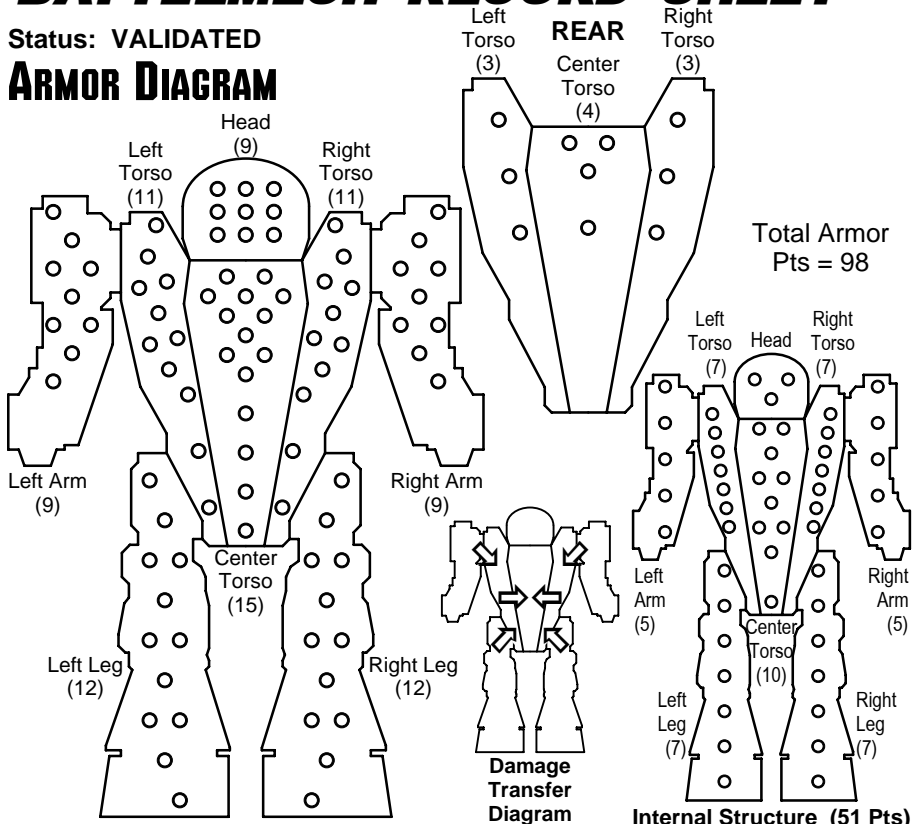
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Roll Again

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

Left Arm

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

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

Left Torso

- XL Engine
 - XL Engine
 - XL Engine
- 1-3
- ER PPC
 - ER PPC
 - ER PPC

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

Left Leg

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

Head

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

Center Torso

- 1-3
- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- 4-6
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Improved C³ CPU
 - Improved C³ CPU

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

Right Arm

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

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

Right Torso

- XL Engine
 - XL Engine
 - XL Engine
- 1-3
- Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous

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

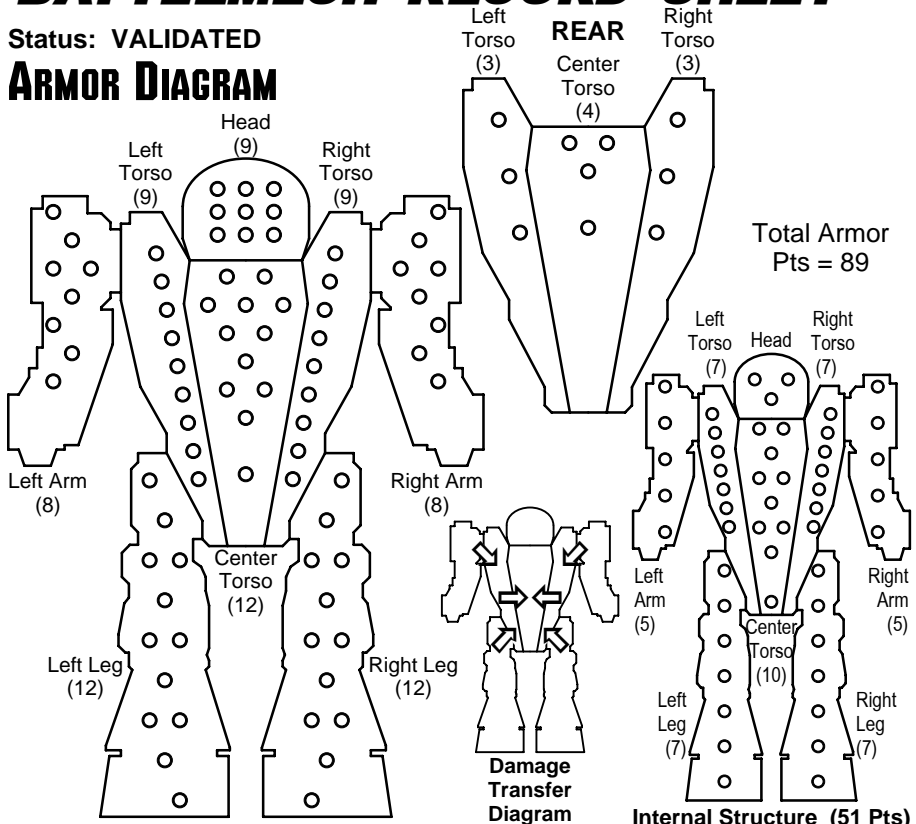
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Hussar HSR-900-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	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

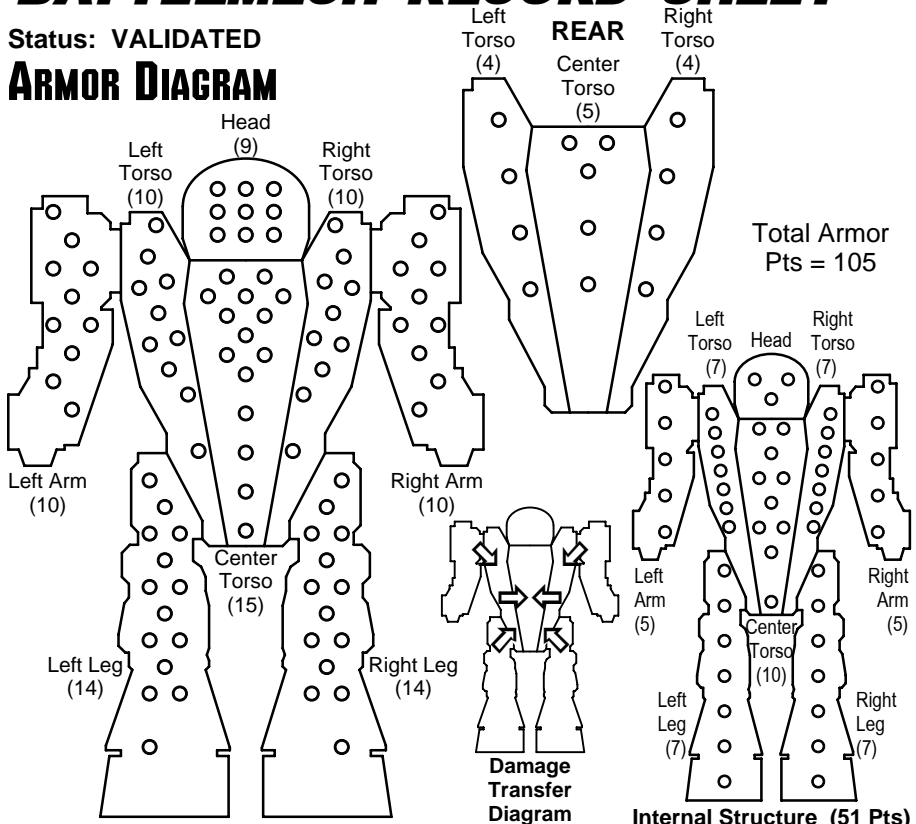
CRITICAL HIT TABLE

<h4>Left Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Heavy Ferro-Fibrous Heavy Ferro-Fibrous <p>1-3</p> <ol style="list-style-type: none"> Heavy Ferro-Fibrous Heavy Ferro-Fibrous Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <h4>Left Torso</h4> <ol style="list-style-type: none"> Light Fusion Engine Light Fusion Engine Heavy Ferro-Fibrous Heavy Ferro-Fibrous Heavy Ferro-Fibrous Heavy Ferro-Fibrous <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <h4>Left Leg</h4> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Heavy Ferro-Fibrous Heavy Ferro-Fibrous 	<h4>Head</h4> <ol style="list-style-type: none"> Life Support Sensors Cockpit Heavy Ferro-Fibrous Sensors Life Support <h4>Center Torso</h4> <ol style="list-style-type: none"> Light Fusion Engine Light Fusion Engine Light Fusion Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro Light Fusion Engine Light Fusion Engine Light Fusion Engine Light AC/2 Heavy Ferro-Fibrous <p>4-6</p> <div style="border: 1px solid black; padding: 5px; width: fit-content; margin: 0 auto;"> <p>Engine Hits ○○○</p> <p>Gyro Hits ○○</p> <p>Sensor Hits ○○</p> <p>Life Support ○</p> </div>	<h4>Right Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Heavy Ferro-Fibrous Heavy Ferro-Fibrous <p>1-3</p> <ol style="list-style-type: none"> Heavy Ferro-Fibrous Heavy Ferro-Fibrous Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <h4>Right Torso</h4> <ol style="list-style-type: none"> Light Fusion Engine Light Fusion Engine Ammo (LAC/2) 45 CASE Heavy Ferro-Fibrous Heavy Ferro-Fibrous <p>1-3</p> <ol style="list-style-type: none"> Heavy Ferro-Fibrous Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <h4>Right Leg</h4> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Heavy Ferro-Fibrous Heavy Ferro-Fibrous
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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**

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: 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

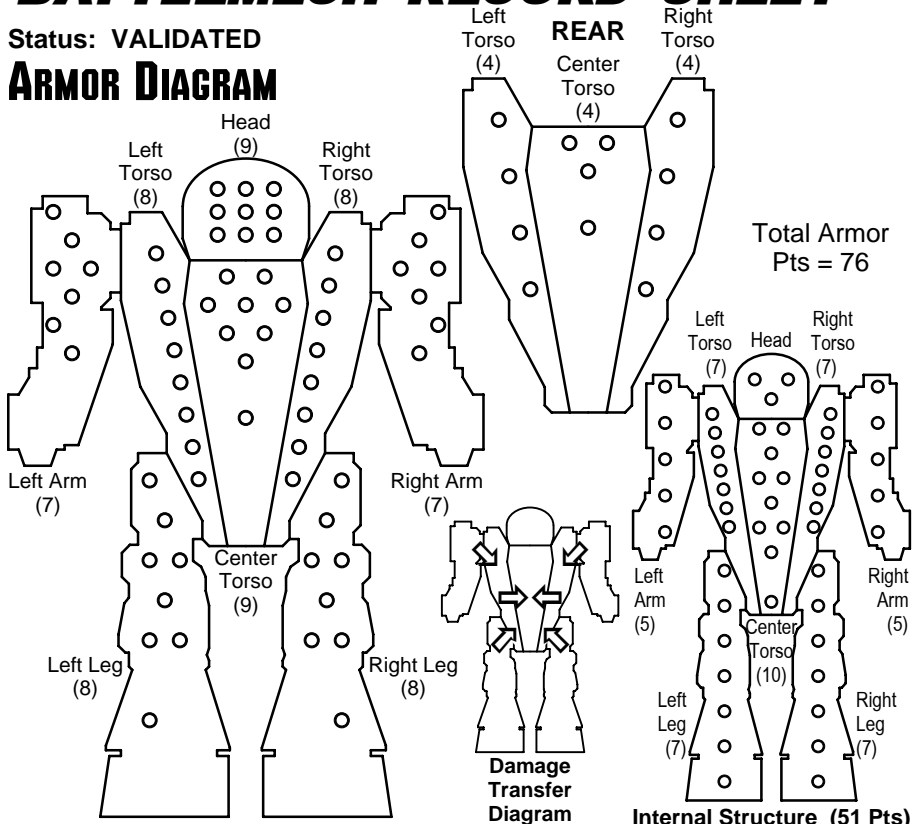
<p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator ER Medium Laser Heavy Ferro-Fibrous <p>1-3</p> <ol style="list-style-type: none"> Heavy Ferro-Fibrous Heavy Ferro-Fibrous Heavy Ferro-Fibrous Roll Again Roll Again Roll Again <p>4-6</p> <p>Left Torso</p> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine Heavy Ferro-Fibrous Heavy Ferro-Fibrous Heavy Ferro-Fibrous <p>1-3</p> <ol style="list-style-type: none"> Heavy Ferro-Fibrous Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Heavy Ferro-Fibrous Heavy Ferro-Fibrous 	<p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Heavy Ferro-Fibrous Sensors Life Support <p>1-3</p> <p>Center Torso</p> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro XL Engine XL Engine XL Engine Snub-Nose PPC Snub-Nose PPC <p>4-6</p> <div style="border: 1px solid black; padding: 5px; margin: 10px auto; width: fit-content;"> <p>Engine Hits ○○○</p> <p>Gyro Hits ○○</p> <p>Sensor Hits ○○</p> <p>Life Support ○</p> </div>	<p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator ER Medium Laser Heavy Ferro-Fibrous <p>1-3</p> <ol style="list-style-type: none"> Heavy Ferro-Fibrous Heavy Ferro-Fibrous Heavy Ferro-Fibrous Roll Again Roll Again Roll Again <p>4-6</p> <p>Right Torso</p> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine Heavy Ferro-Fibrous Heavy Ferro-Fibrous Heavy Ferro-Fibrous <p>1-3</p> <ol style="list-style-type: none"> Heavy Ferro-Fibrous Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Heavy Ferro-Fibrous Heavy Ferro-Fibrous
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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**

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: 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	

WZK GAMES

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

Head

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

1-3

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

Left Torso

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

4-6

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

Left Leg

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

Right Leg

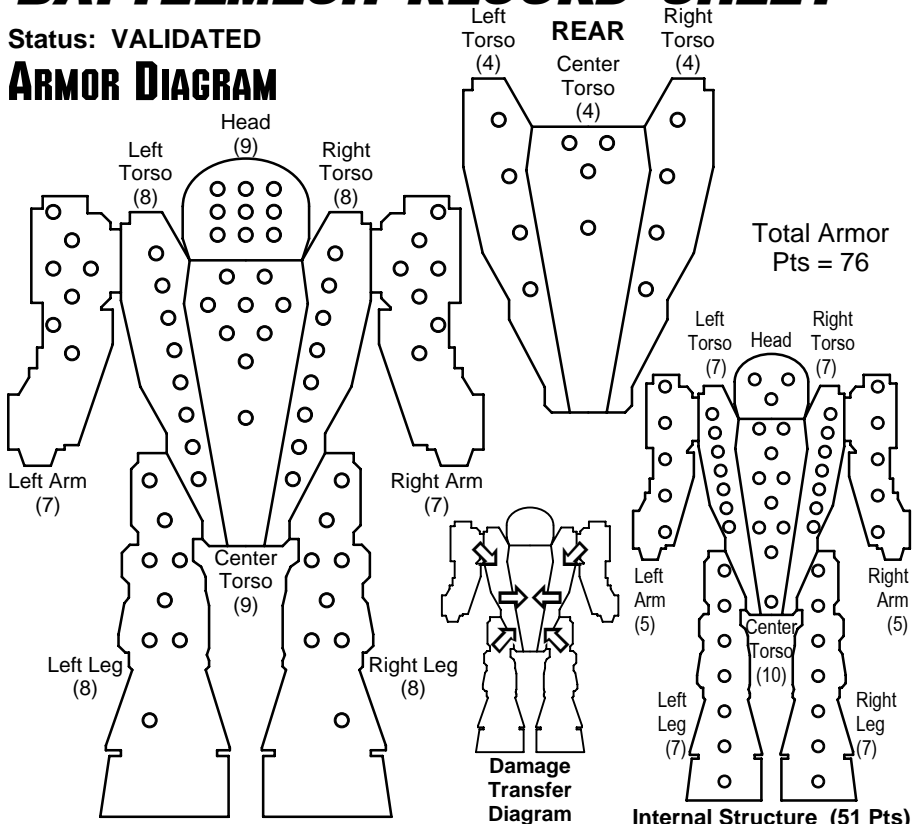
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'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

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

Left Arm

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

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

Left Torso

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

- Endo Steel
 - Endo Steel
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
- 4-6

Left Leg

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

Head

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

Center Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Double Heat Sink
 - Double Heat Sink
- 4-6

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

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
 - Endo Steel
 - Ferro-Fibrous
- 4-6

Right Torso

- XL Engine
 - XL Engine
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Ferro-Fibrous
- 1-3

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

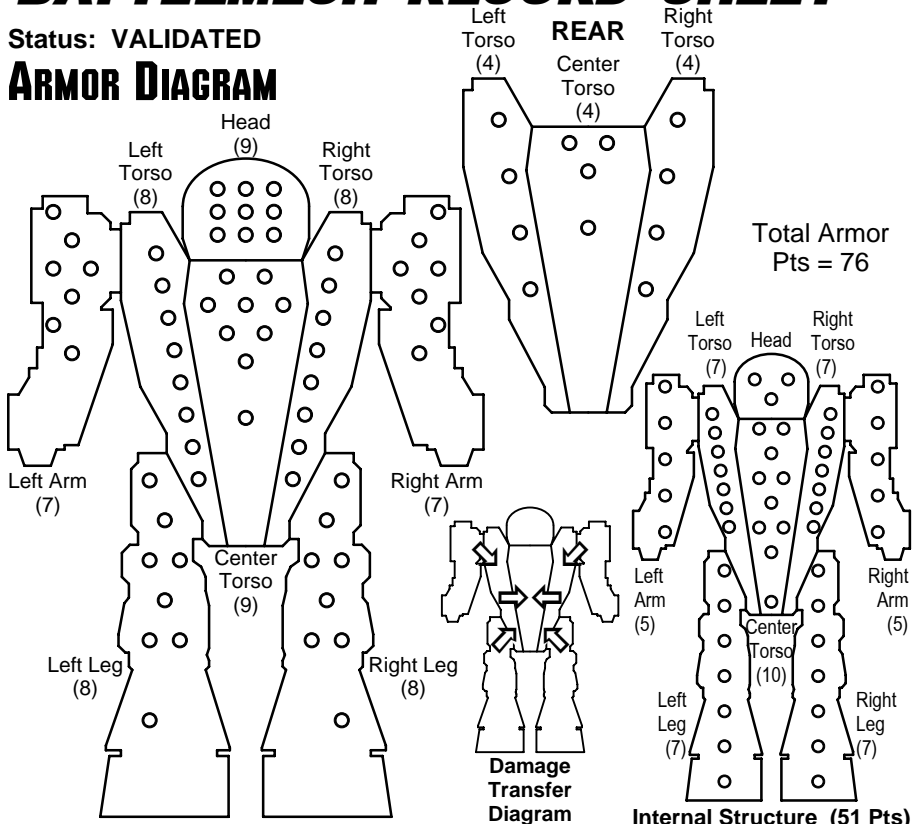
Right Leg

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

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

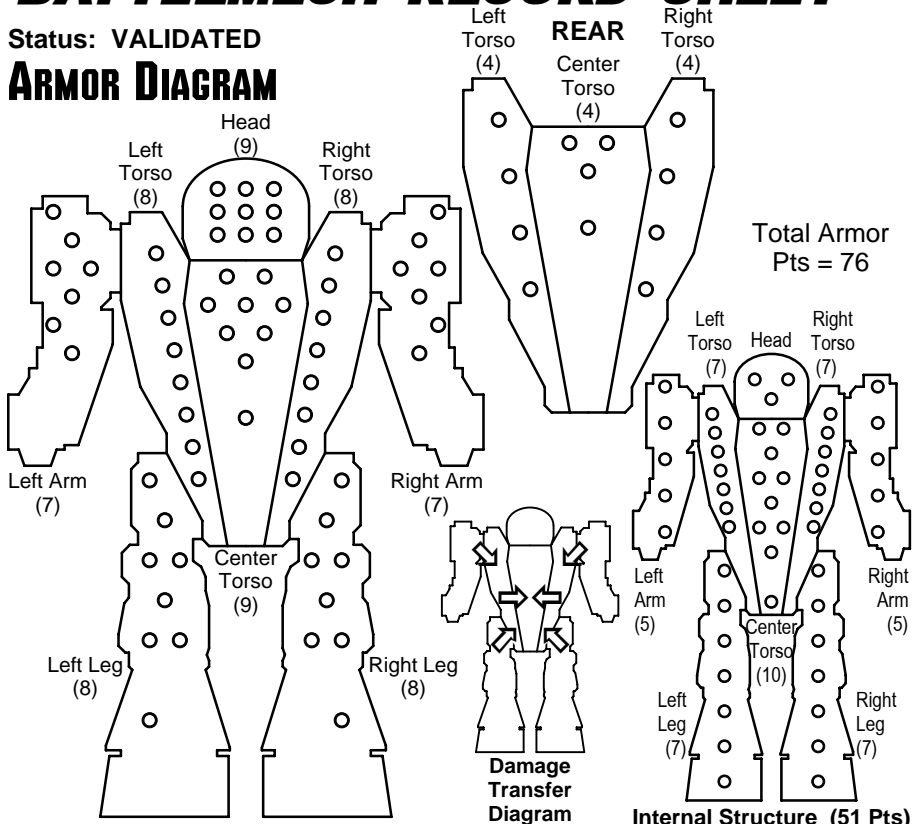
Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **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

HEAT SCALE

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

4-6

- Machine Gun
- Small Pulse Laser
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again

Left Torso (CASE)

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

1-3

- Ammo (MG) 200
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

Left Leg

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

Head

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

Center Torso

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

1-3

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

4-6

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○

Right Arm

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

1-3

- Anti-Missile System
- ECM Suite
- TAG
- Active Probe
- Endo Steel
- Ferro-Fibrous

4-6

Right Torso (CASE)

- XL Engine
- XL Engine
- Ammo (AMS) 24
- Ammo (AMS) 24
- Ammo (AMS) 24
- Ammo (AMS) 24

1-3

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

4-6

Right Leg

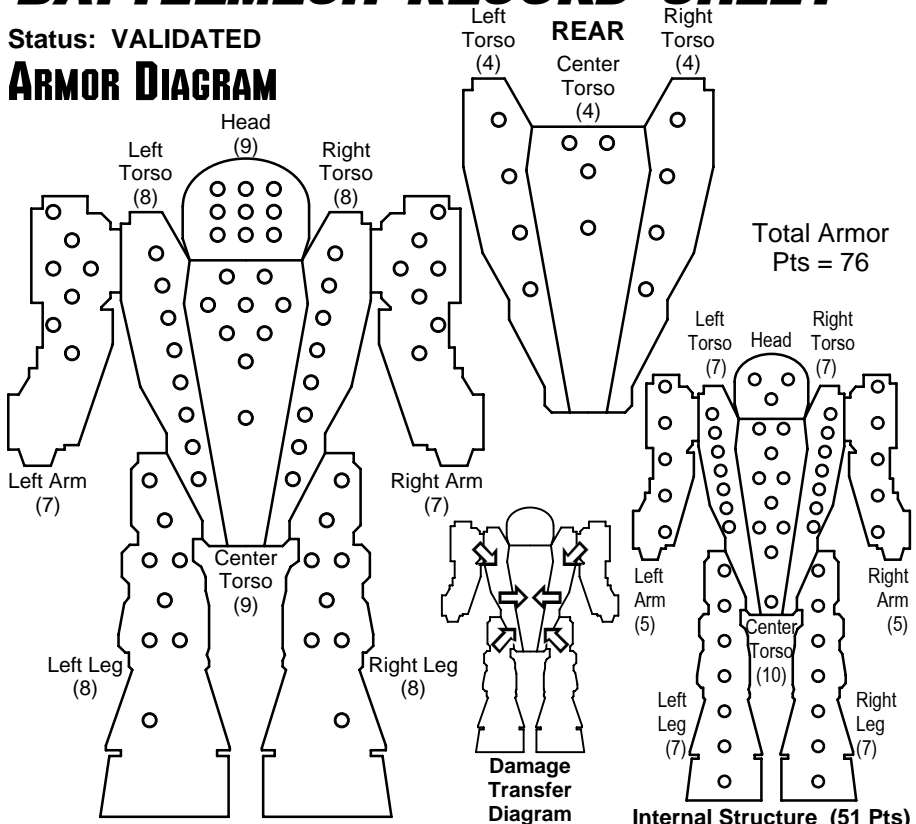
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Anti-Personnel Pod
- Roll Again

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: 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	

WARGAMES

CRITICAL HIT TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- LRM 15
- LRM 15

1-3

- LRM 5
- Ammo (LRM 15) 8
- Ammo (LRM 15) 8
- Endo Steel
- 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
- LRM 15
- LRM 15

1-3

- Narc Missile Beacon
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- 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
- Double Heat Sink
- Double Heat Sink

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 (CASE)

- XL Engine
- XL Engine
- Ammo (LRM 15) 8
- Ammo (LRM 15) 8
- Ammo (Narc Pods) 6
- Endo Steel

1-3

- Endo Steel
- 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
- Roll Again
- Roll Again

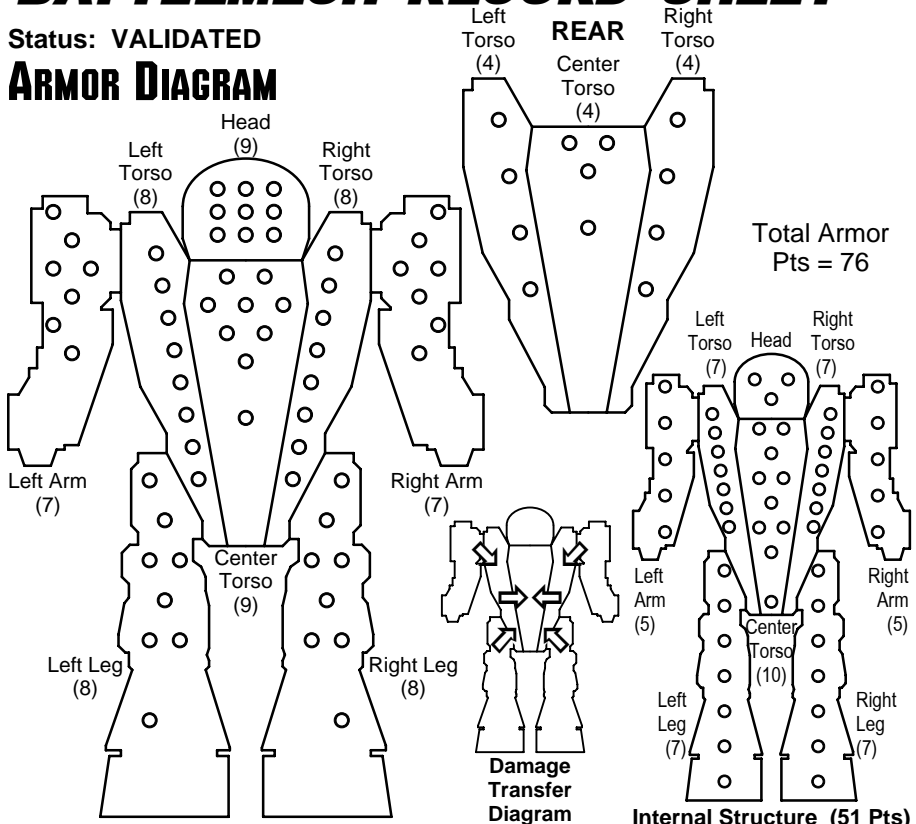
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Uller E**
 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	ER PPC	RA	15	15	-	7	14	23
1	ER Small Laser	RA	2	5	-	2	4	6
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

Ammo Type: **Adv. Tact. Msl. 3** Rounds: **60**

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	

WKGAMES

CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Adv. Tact. Msl. 3	6. Adv. Tact. Msl. 3
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
Head	1. Life Support	2. Sensors	3. Cockpit	4. Ferro-Fibrous	5. Sensors	6. Life Support
Center Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. XL Engine	2. XL Engine	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
Right Torso (CASE)	1. XL Engine	2. XL Engine	3. Jump Jet	4. Ammo (ATM 3) 20	5. Ammo (ATM 3) 20	6. Ammo (ATM 3) 20
Left Leg	1. Jump Jet	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. Jump Jet	6. Jump Jet

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

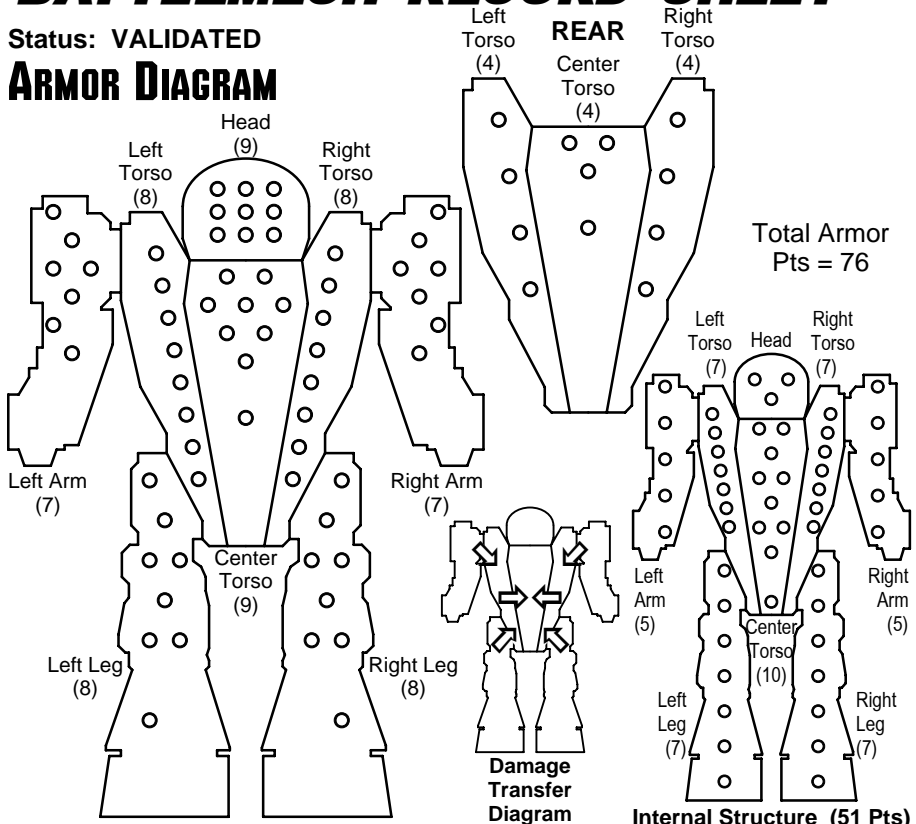
Life Support ○

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

Left Arm

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

- Shoulder
- Upper Arm Actuator
- HAG 20
- HAG 20
- HAG 20
- HAG 20

1-3

- HAG 20
- HAG 20
- Ammo (HAG20) 6
- Ammo (HAG20) 6
- Endo Steel
- Ferro-Fibrous

4-6

Right Torso

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

1-3

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

4-6

Right Leg

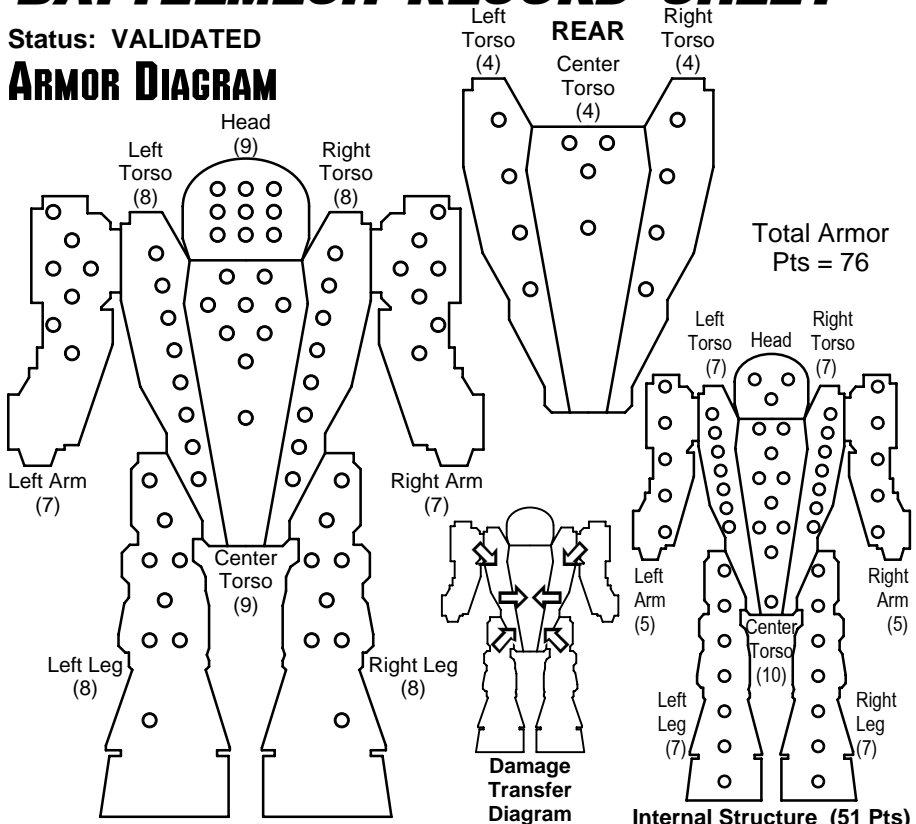
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

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

Left Arm

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

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 (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
 - Endo Steel
 - Ferro-Fibrous
- 4-6

Right Torso

- XL Engine
 - XL Engine
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Ferro-Fibrous
- 1-3
- Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Leg

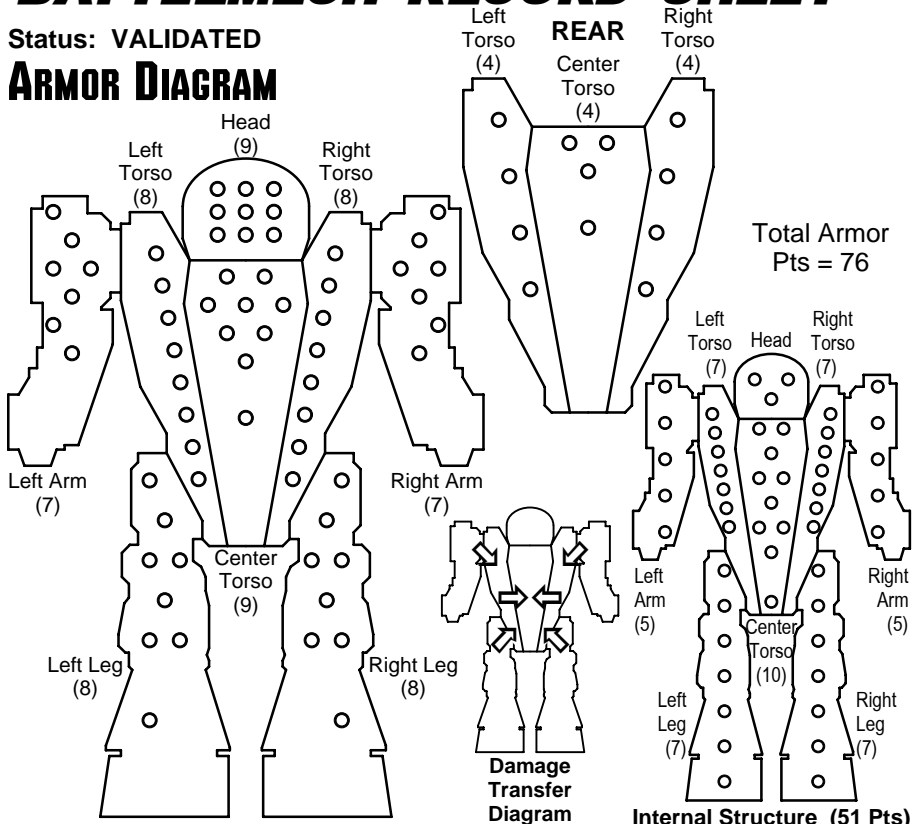
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH 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

4-6

- Roll Again
- Roll Again
- Roll Again

Head

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

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

4-6

Center Torso

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

1-3

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

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

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

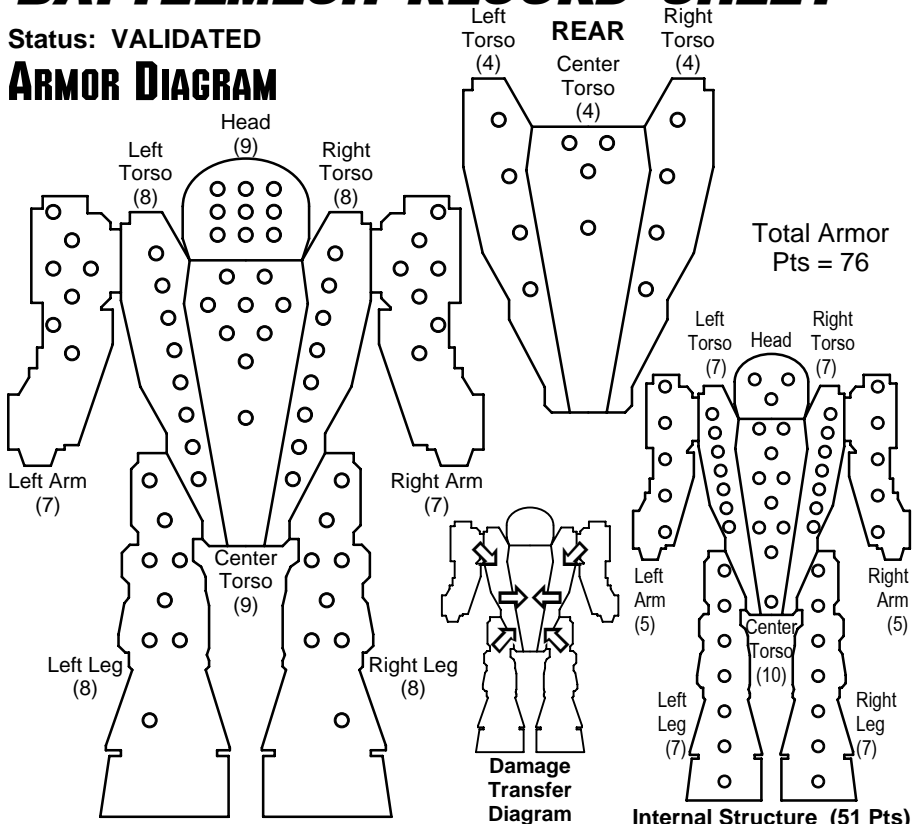
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Uller W**
 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	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

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

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
- 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

Right Torso

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

1-3

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

4-6

Right Leg

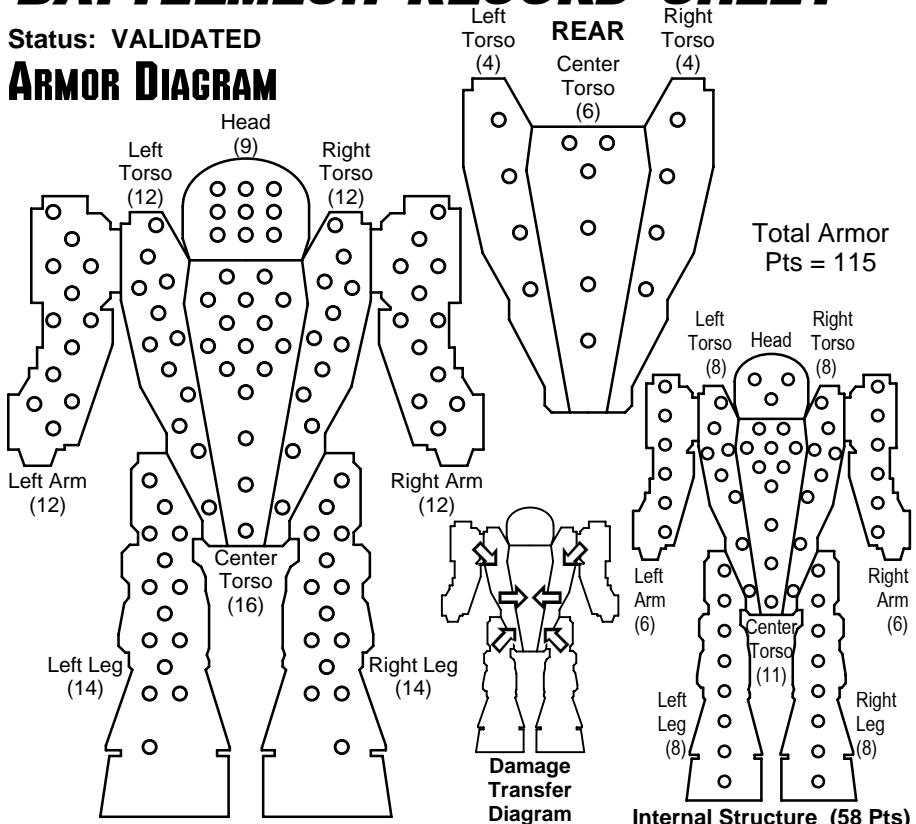
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Puma Prime**
 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	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	

WKGAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator

1-3

- ER PPC
- ER PPC
- Ferro-Fibrous
- Roll Again

4-6

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

Head

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

Right Arm

- Shoulder
- Upper Arm Actuator

1-3

- ER PPC
- ER PPC
- Ferro-Fibrous
- Roll Again

4-6

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

Left Torso

- XL Engine
- XL Engine

1-3

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

4-6

- Endo Steel
- 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
- Flamer
- Endo Steel

4-6

Right Torso

- XL Engine
- XL Engine

1-3

- Double Heat Sink
- Double Heat Sink
- Targeting Computer
- Targeting Computer

4-6

- Targeting Computer
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- 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

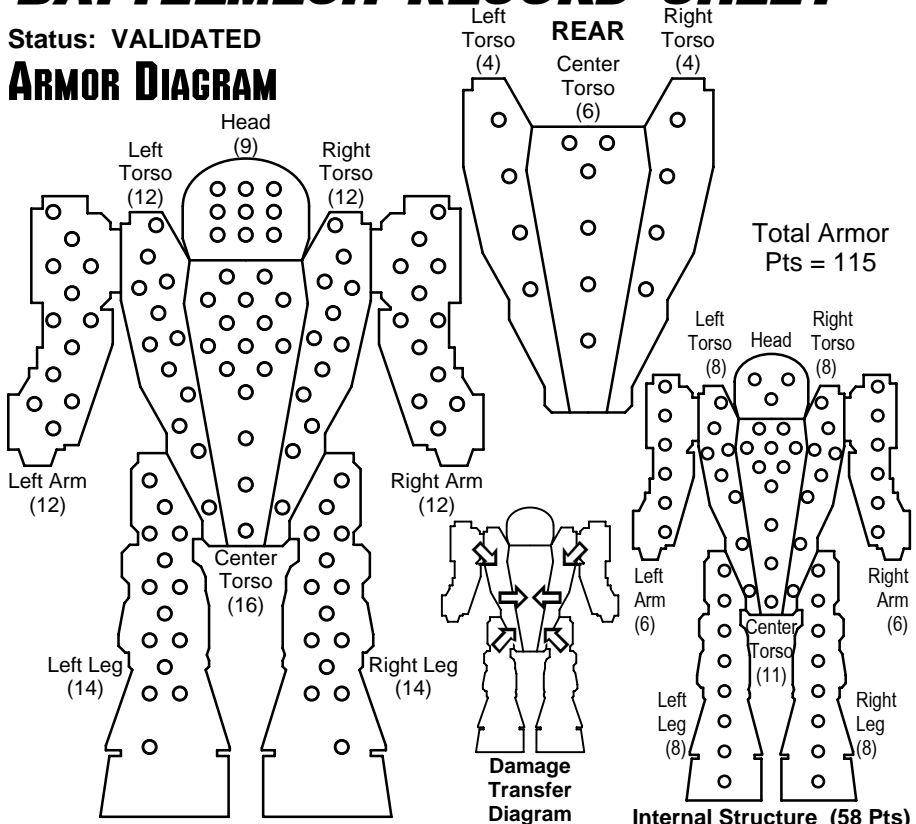
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **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	

WZK 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 ○○

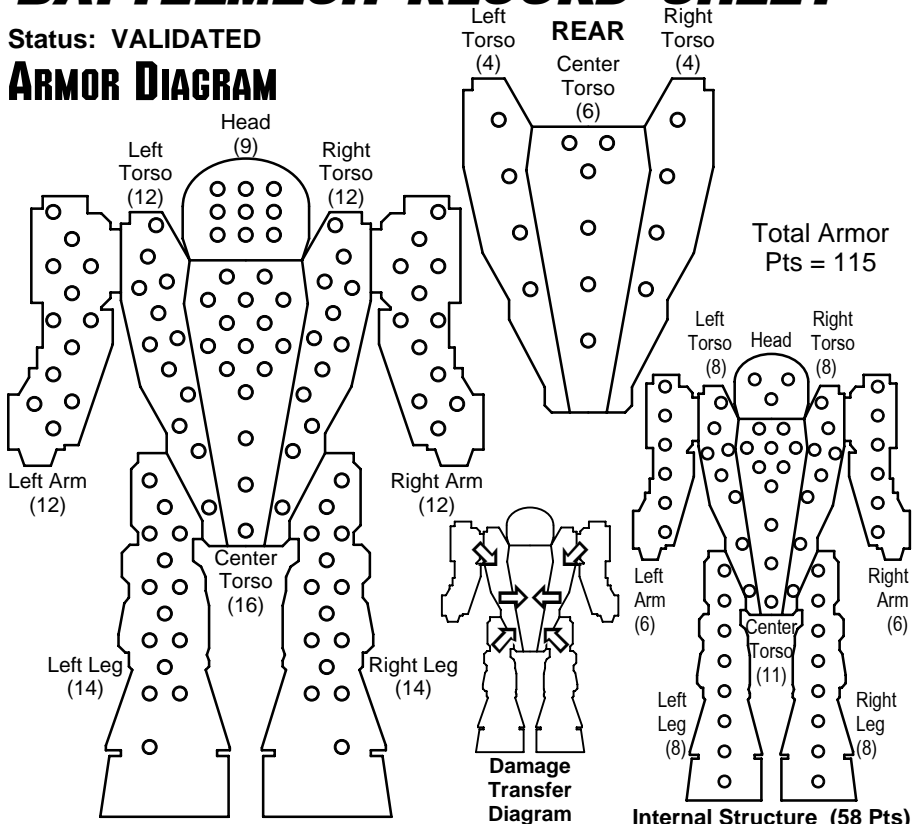
Life Support ○

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	

WARGAMES

CRITICAL HIT TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- LB 5-X AC
- LB 5-X AC
- LB 5-X AC
- LB 5-X AC

1-3

- Ammo (LB 5-X) 20
- Ferro-Fibrous
- Roll Again
- 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

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

4-6

Left Torso

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

1-3

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

4-6

Center Torso

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

1-3

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

4-6

Right Torso

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

1-3

- Ferro-Fibrous
- 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
- Endo Steel
- Endo Steel

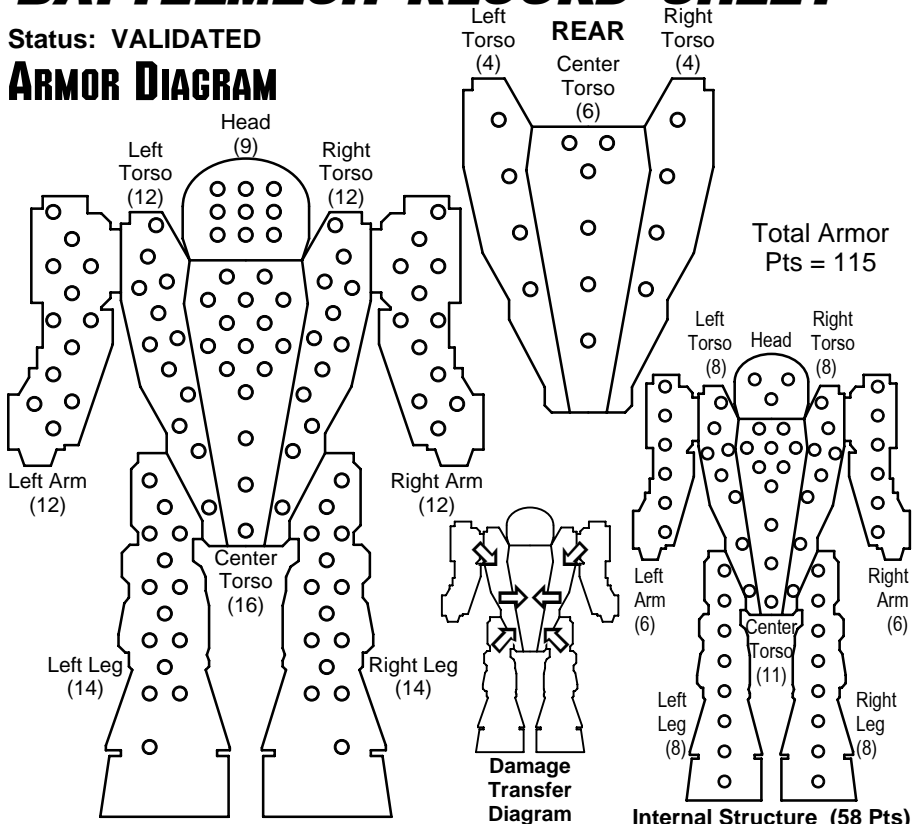
Right Leg

- 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 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)	Head	Right Arm (CASE)
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

Center Torso

1-3	1-3
4-6	4-6
1-3	1-3
4-6	4-6

Left Leg

1-3	1-3
4-6	4-6

Right Leg

1-3	1-3
4-6	4-6

Legend:

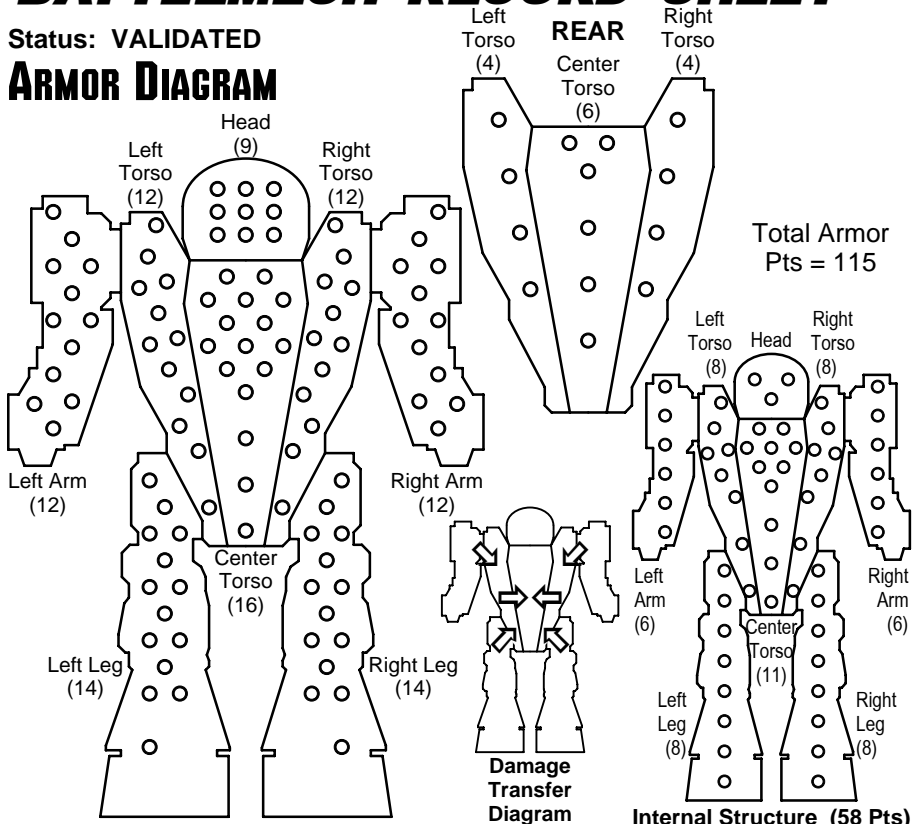
- Engine Hits ○○○○
- Gyro Hits ○○
- Sensor Hits ○○
- Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Puma D**
 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	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: **Ultra AC/5** Rounds: **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
- Roll Again
- 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
- 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

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

1-3

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

4-6

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

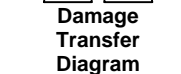
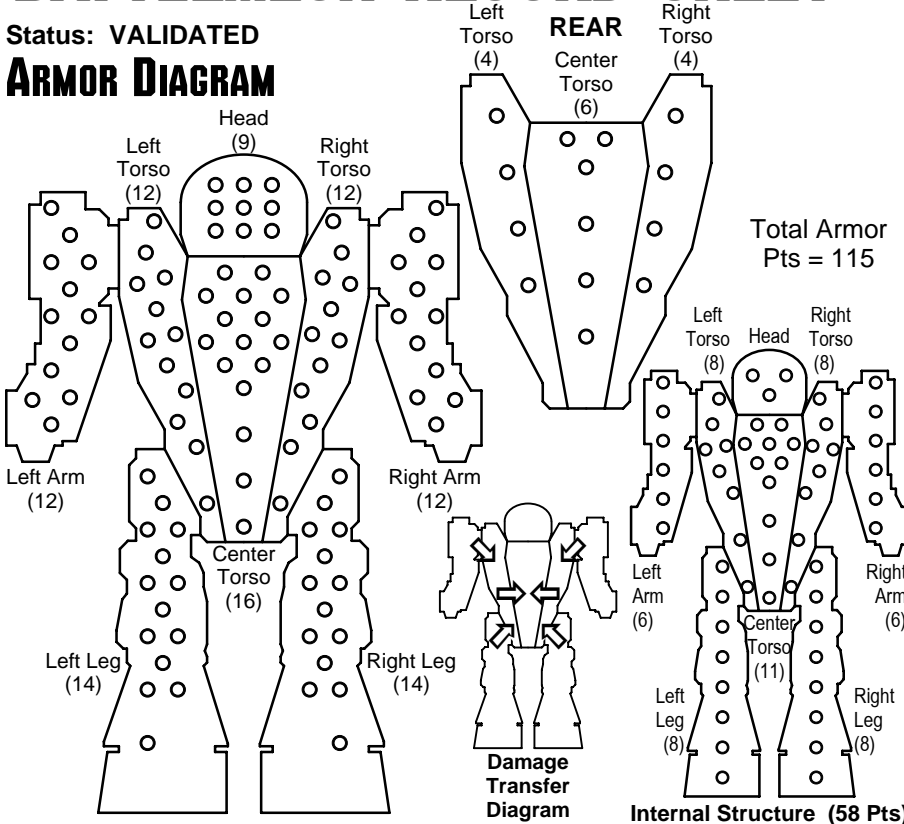
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



MECH 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

Ammo Type: **Adv. Tact. Msl. 9** Rounds: **28**

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
- 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

Head

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

Left Torso

- 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

1-3

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

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

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

Left Leg

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

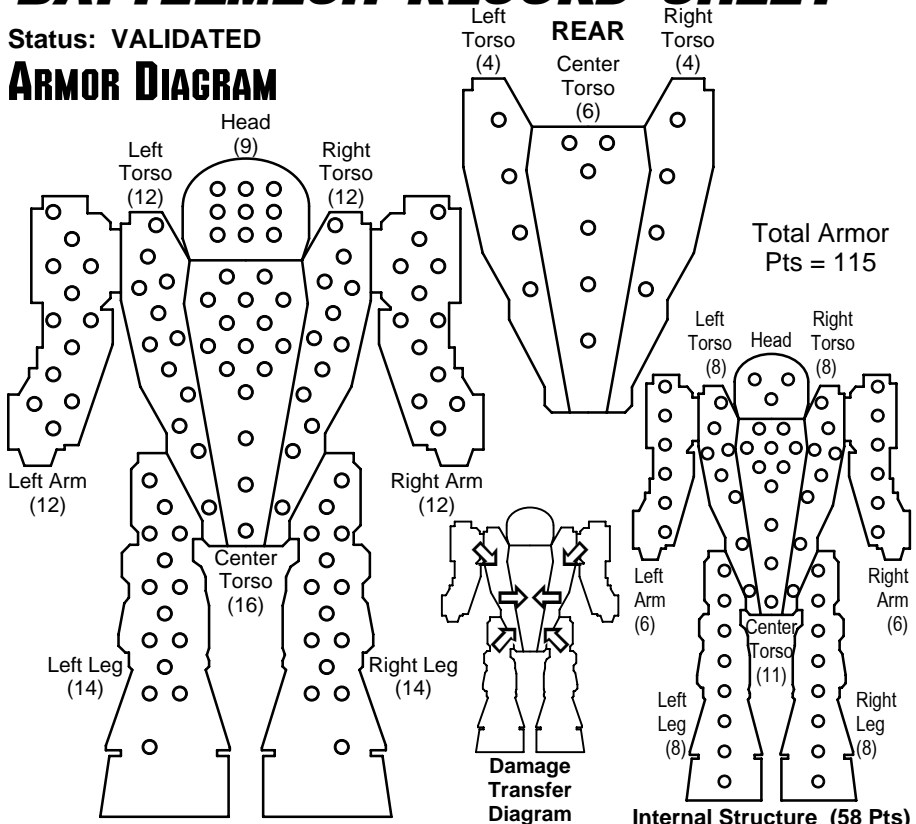
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Puma H**
 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	Heavy Large Laser	RA	18	16	-	5	10	15
1	Heavy Large Laser	LA	18	16	-	5	10	15
1	Flamer	CT	3	2	-	1	2	3
1	Targeting Computer							

Total Heat Sinks: 16 Double (32)

○○○○○○○○○○ ○○○○○○

Auto Eject: Operational Disabled **Weapon Heat: (39)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

1-3

- Heavy Large Laser
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Arm

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

1-3

- Heavy Large Laser
- Heavy Large Laser
- Heavy Large Laser
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

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

Left Torso

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

1-3

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

4-6

Right Torso

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

1-3

- Targeting Computer
- Targeting Computer
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

Left Leg

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

Right Leg

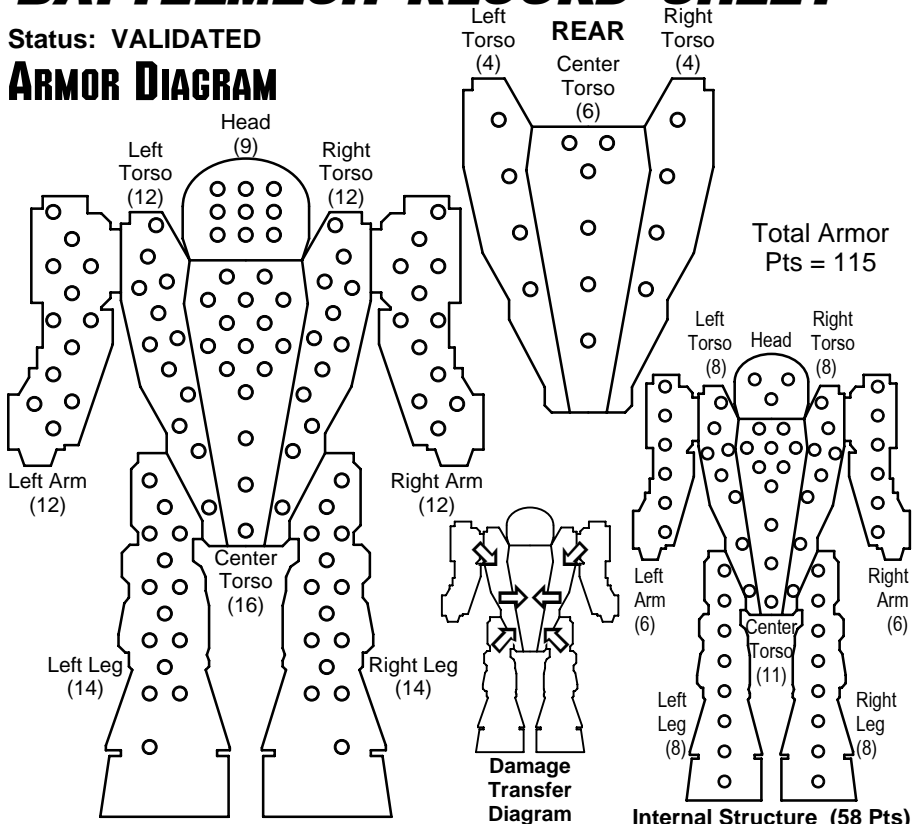
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Puma 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	

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. 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 ○○

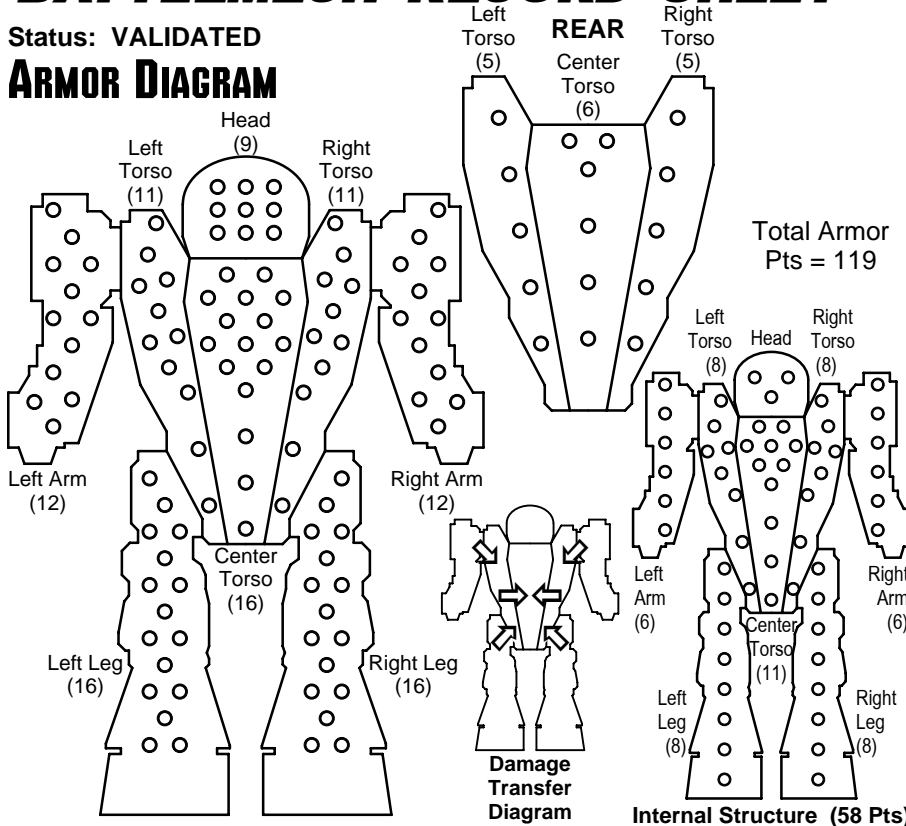
Life Support ○

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

Left Arm

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

1-3

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

4-6

Head

- Life Support
- Sensors
- Cockpit
- ECM Suite
- Sensors
- Life Support

1-3

Right Arm

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

1-3

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

4-6

Left Torso

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

1-3

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

4-6

Center Torso

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

1-3

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

4-6

Right Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Medium Pulse Laser
- Ferro-Fibrous

1-3

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

4-6

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

Left Leg

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

Right Leg

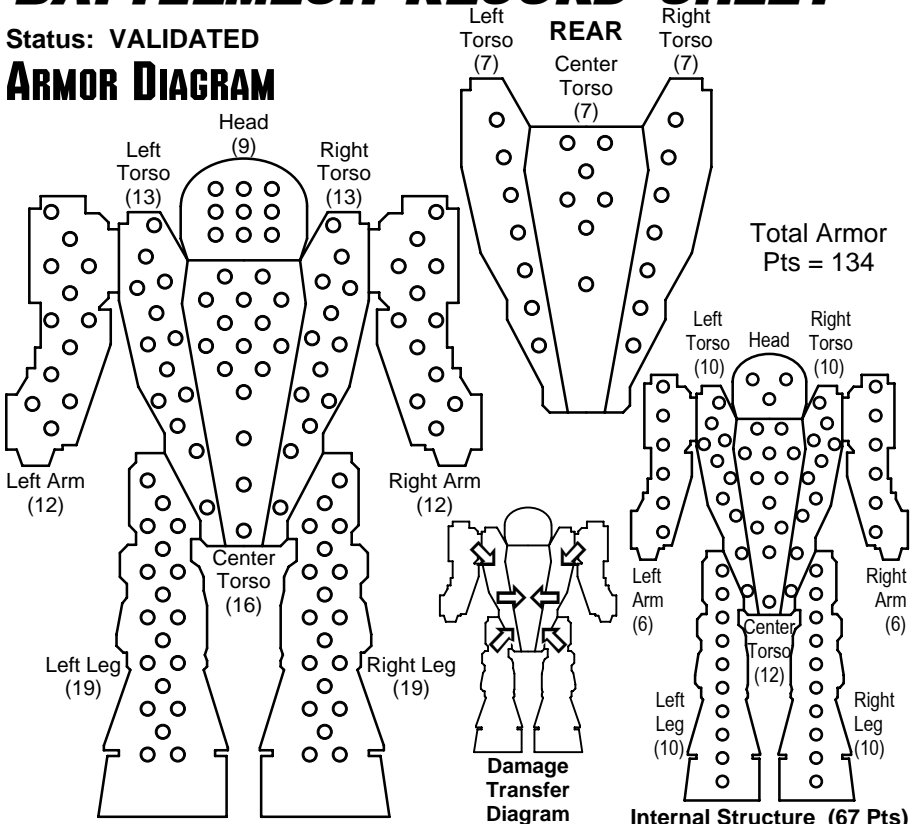
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 134



Internal Structure (67 Pts)

'MEGH 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

WARGAMES

CRITICAL HIT TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- SRM 4
- Ammo (SRM 4) 25

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

Left Torso (CASE)

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

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

Left Leg

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

Head

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

Center Torso

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

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

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

Right Arm

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

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

Right Torso (CASE)

- XL Engine
- XL Engine
- Jump Jet
- Jump Jet
- Machine Gun
- Machine Gun

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

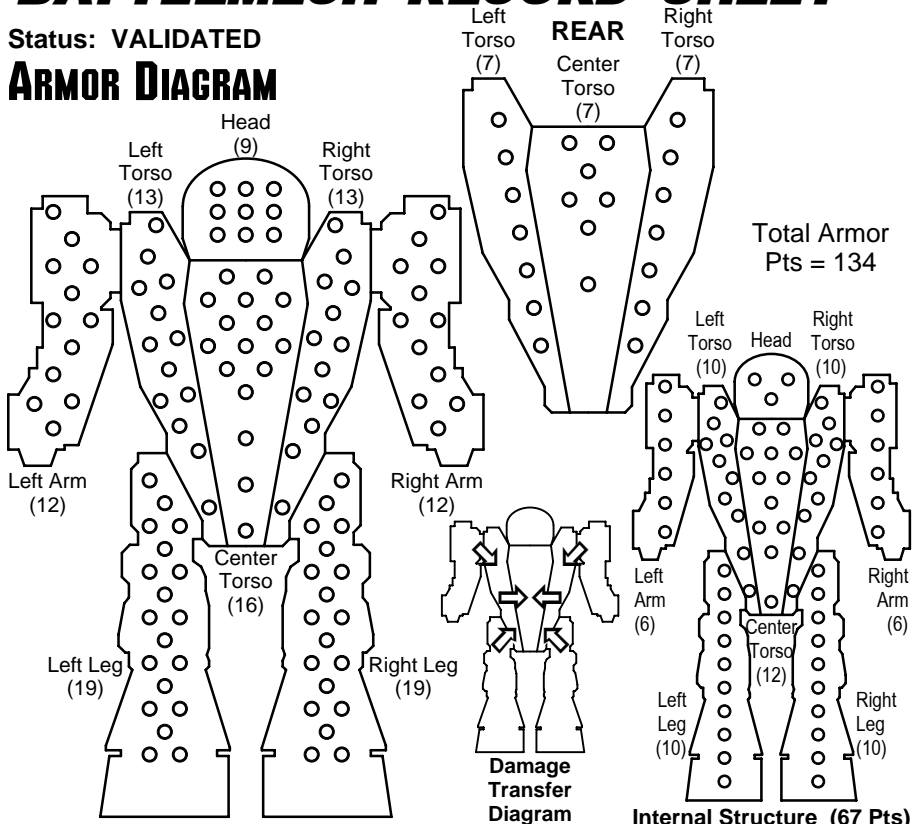
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **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**

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

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

WIZKIDS GAMES

CRITICAL HIT TABLE

Left Arm (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
- Roll Again
- Roll Again
- Roll Again
- 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

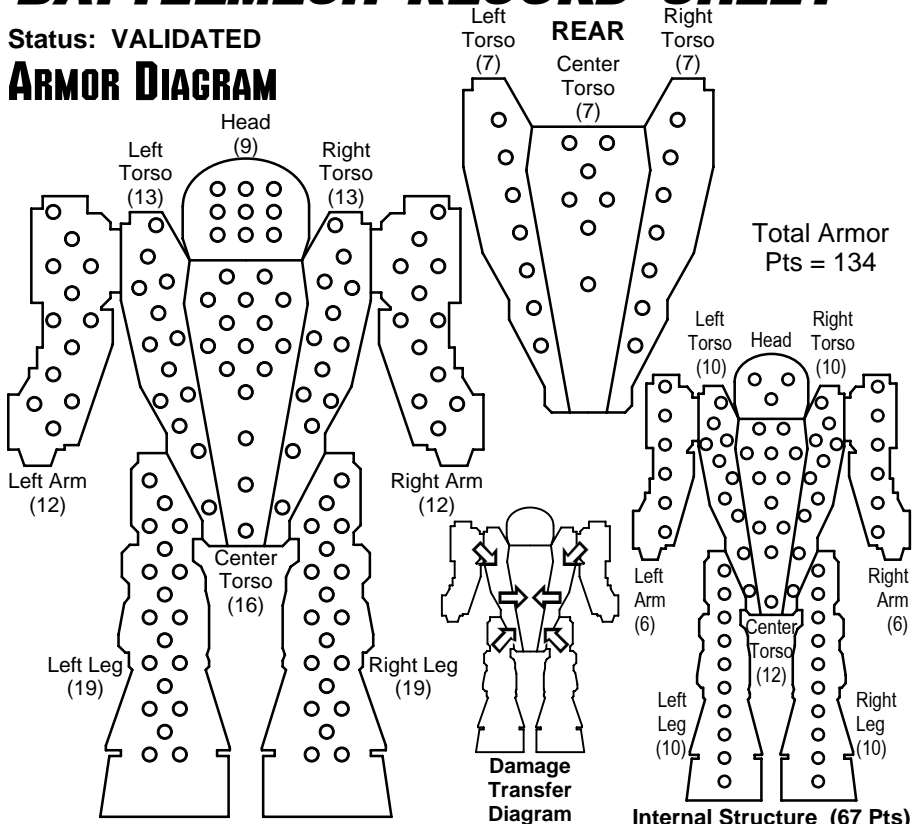
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

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	

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

Engine Hits ○○○○

Gyro Hits ○○

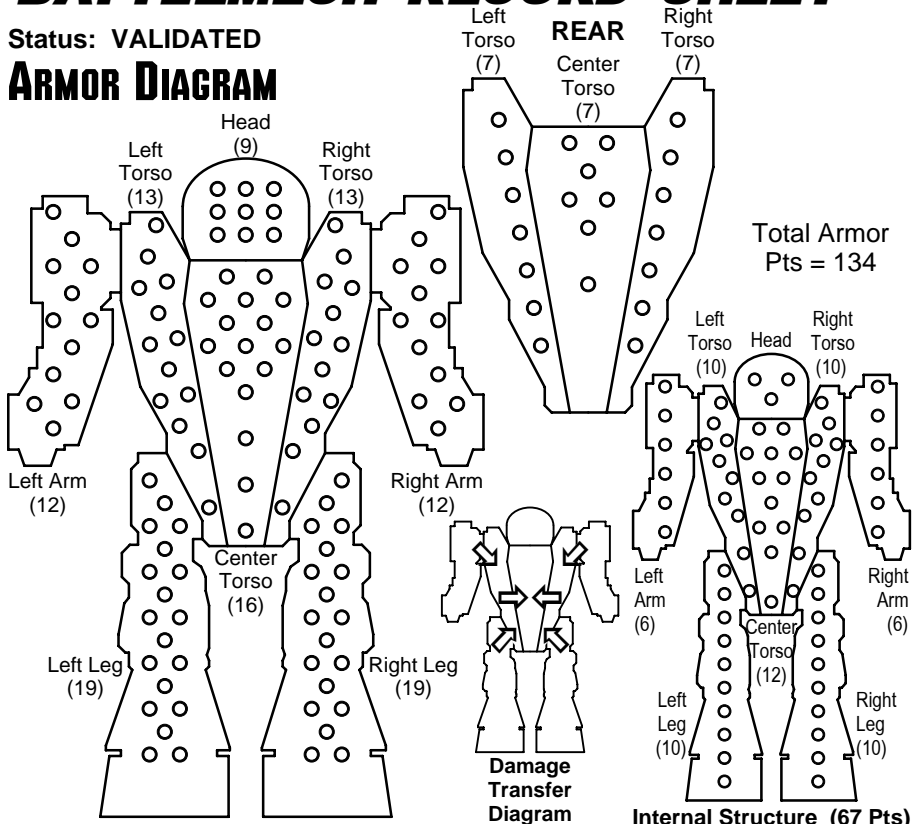
Sensor Hits ○○

Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **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

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

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	

WKGAMES

CRITICAL HIT TABLE

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

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

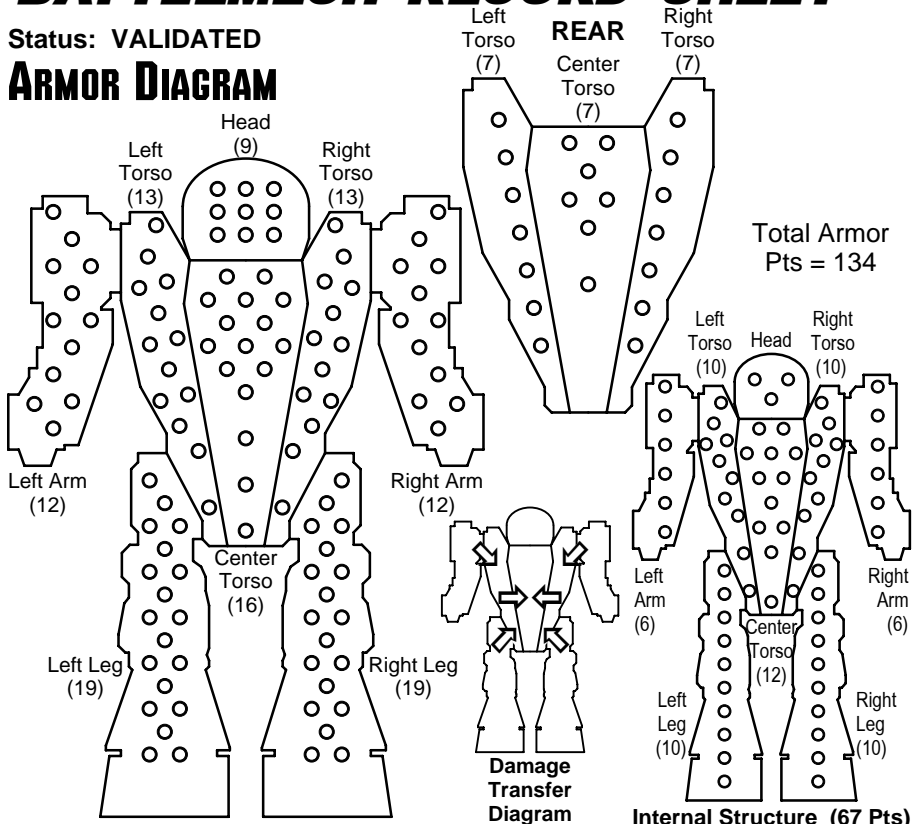
Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **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

<h4>Left Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator <p>1-3</p> <ol style="list-style-type: none"> Hand Actuator Streak SRM 6 Streak SRM 6 <p>4-6</p> <ol style="list-style-type: none"> Ferro-Fibrous Ferro-Fibrous Roll Again Roll Again Roll Again Roll Again <h4>Left Torso (CASE)</h4> <ol style="list-style-type: none"> XL Engine XL Engine Jump Jet Jump Jet ER Small Laser Ammo (Streak 6) 15 <p>1-3</p> <ol style="list-style-type: none"> Endo Steel Endo Steel Endo Steel Ferro-Fibrous Roll Again Roll Again <p>4-6</p> <h4>Left Leg</h4> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Jump Jet Jump Jet 	<h4>Head</h4> <ol style="list-style-type: none"> Life Support Sensors Cockpit Ferro-Fibrous Sensors Life Support <h4>Center Torso</h4> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro XL Engine XL Engine XL Engine Endo Steel Roll Again <p>4-6</p>	<h4>Right Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator ER Medium Laser ER Medium Laser <p>1-3</p> <ol style="list-style-type: none"> Ferro-Fibrous Ferro-Fibrous Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <h4>Right Torso (CASE)</h4> <ol style="list-style-type: none"> XL Engine XL Engine Jump Jet Jump Jet LRM 5 Ammo (LRM 5) 24 <p>1-3</p> <ol style="list-style-type: none"> Endo Steel Endo Steel Endo Steel Ferro-Fibrous Roll Again Roll Again <p>4-6</p> <h4>Right Leg</h4> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Jump Jet Jump Jet
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Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

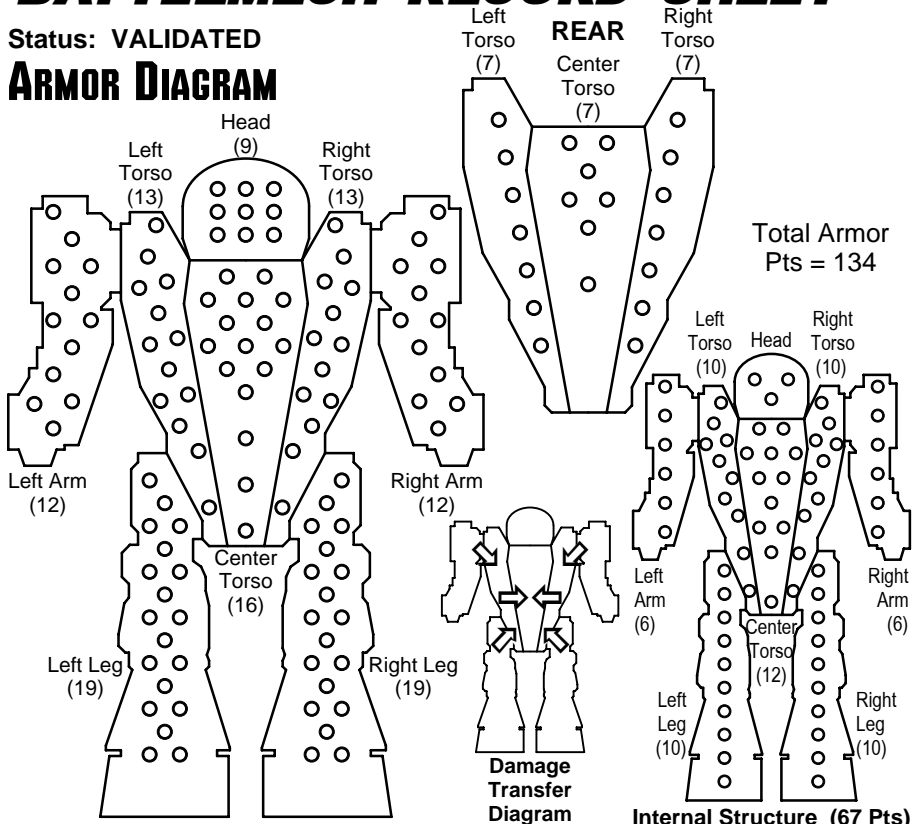
Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH 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	

WARGAMES

CRITICAL HIT TABLE

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

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

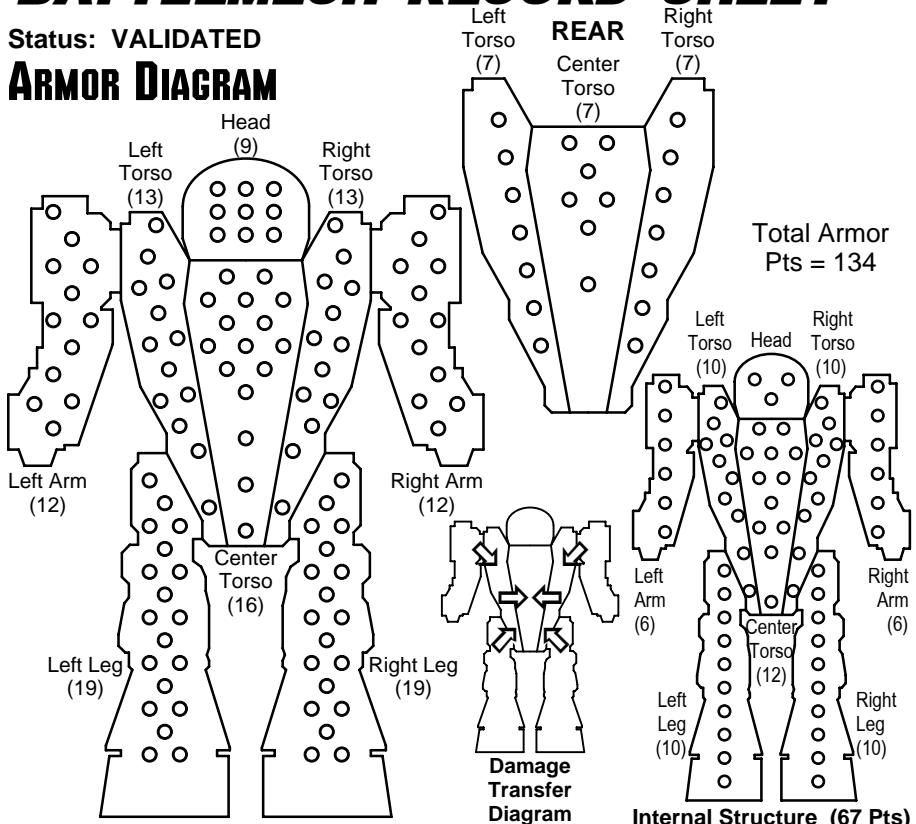
Life Support ○

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

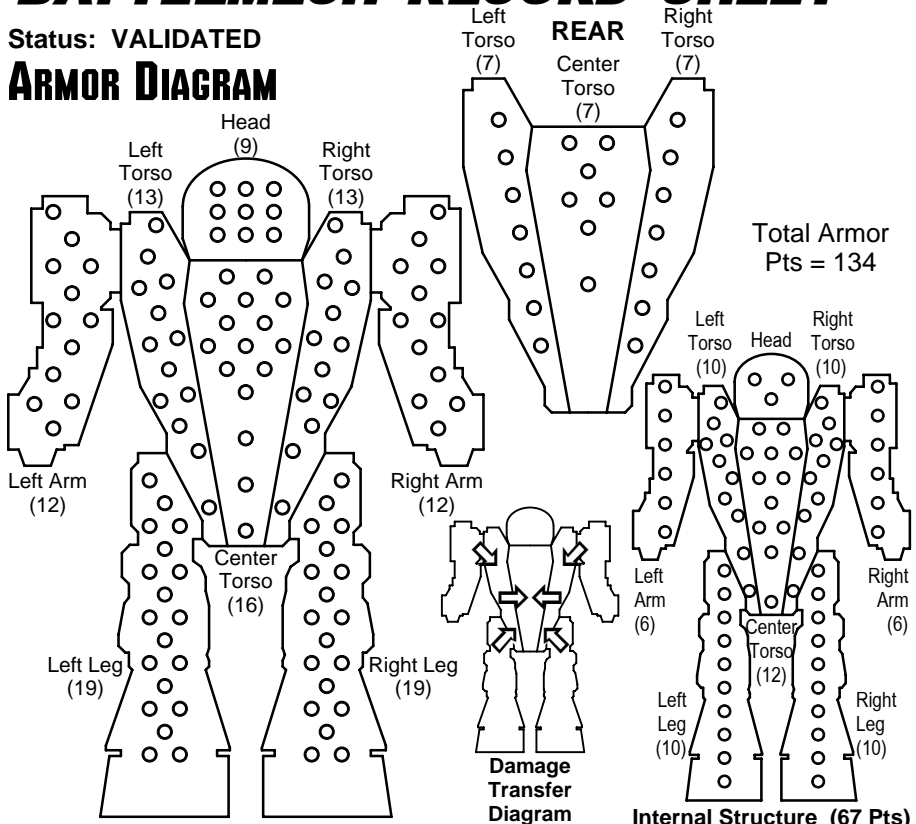
Right Leg

- 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: **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	

WKGAMES

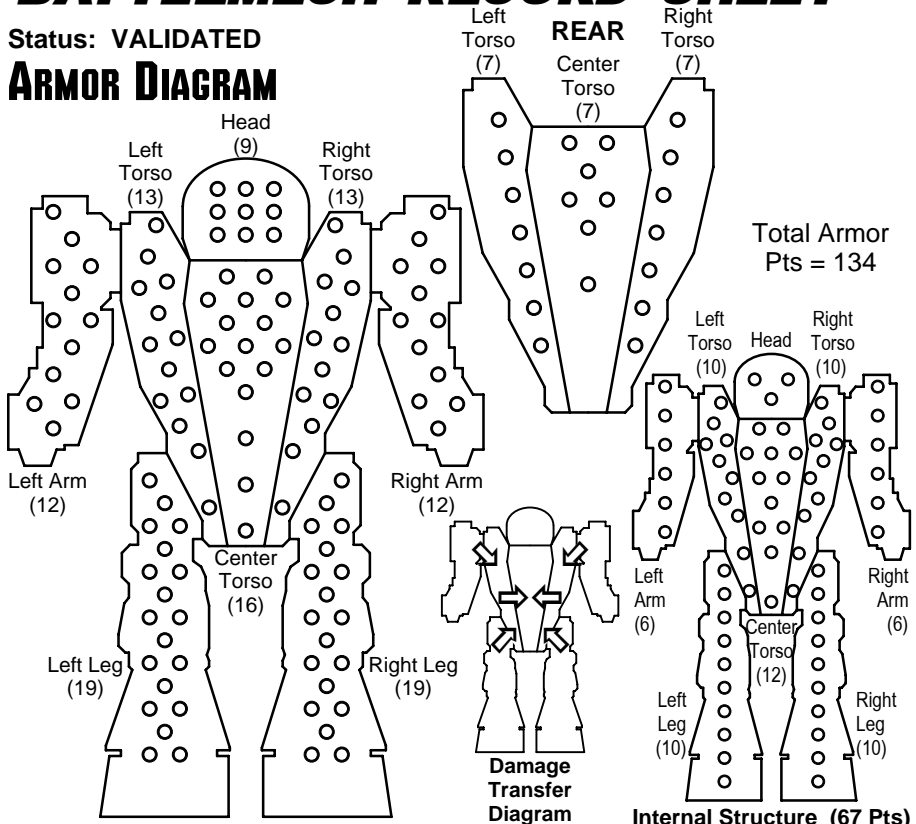
CRITICAL HIT TABLE

<p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator <p>1-3</p> <ol style="list-style-type: none"> Hand Actuator Plasma Cannon Ammo (PC) 10 <p>4-6</p> <ol style="list-style-type: none"> Ferro-Fibrous Ferro-Fibrous Roll Again Roll Again Roll Again Roll Again <p>Left Torso</p> <ol style="list-style-type: none"> XL Engine XL Engine Jump Jet Jump Jet Heavy Medium Laser Heavy Medium Laser <p>1-3</p> <ol style="list-style-type: none"> Endo Steel Endo Steel Endo Steel Ferro-Fibrous Roll Again Roll Again <p>4-6</p> <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Jump Jet Jump Jet 	<p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Ferro-Fibrous Sensors Life Support <p>Center Torso</p> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro XL Engine XL Engine XL Engine Light Active Probe Endo Steel <p>4-6</p> <div style="border: 1px solid black; padding: 5px; width: fit-content; margin: 0 auto;"> <p>Engine Hits ○○○○</p> <p>Gyro Hits ○○</p> <p>Sensor Hits ○○</p> <p>Life Support ○</p> </div>	<p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator AP Gauss Rifle AP Gauss Rifle AP Gauss Rifle AP Gauss Rifle <p>1-3</p> <ol style="list-style-type: none"> Ammo (APGR) 40 Ferro-Fibrous Ferro-Fibrous Roll Again Roll Again Roll Again <p>4-6</p> <p>Right Torso</p> <ol style="list-style-type: none"> XL Engine XL Engine Jump Jet Jump Jet Endo Steel Endo Steel <p>1-3</p> <ol style="list-style-type: none"> Endo Steel Ferro-Fibrous Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Jump Jet Jump Jet
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BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MEGH DATA

Type: **Dragonfly H**
 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	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: **Anti-Missile System** Rounds: **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	

WKGAMES

CRITICAL HIT TABLE

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

Engine Hits ○ ○ ○

Gyro Hits ○ ○

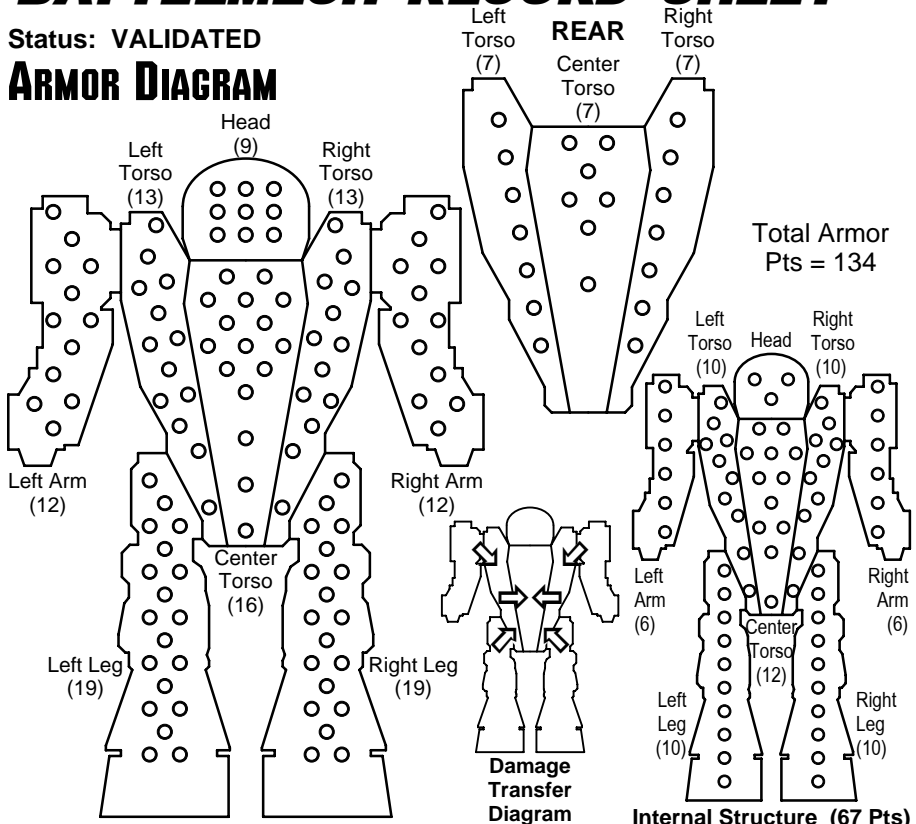
Sensor Hits ○ ○

Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Dragonfly I**
 Mass: **40 tons**
 Movement Points: **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: **Rounds:**
 Adv. Tact. Msl. 3 **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	

WKGAMES

CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm (CASE)	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Heavy Medium Laser	6. Heavy Medium Laser
1-3						
	1. Adv. Tact. Msl. 3	2. Adv. Tact. Msl. 3	3. Ammo (ATM 3) 20	4. Ferro-Fibrous	5. Ferro-Fibrous	6. Roll Again
4-6						
Left Torso (CASE)	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
1-3						
	1. Jump Jet	2. Jump Jet	3. Anti-Missile System	4. Ammo (AMS) 24		
4-6						
	1. Endo Steel	2. Endo Steel	3. Endo Steel	4. Ferro-Fibrous	5. Roll Again	6. Roll Again
4-6						
Head	1. Life Support	2. Sensors	3. Cockpit	4. Ferro-Fibrous	5. Sensors	6. Life Support
1-3						
Center Torso	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. Endo Steel	6. Roll Again
4-6						
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Heavy Medium Laser	6. Heavy Medium Laser
1-3						
	1. Ferro-Fibrous	2. Ferro-Fibrous	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
4-6						
Right Torso	1. XL Engine	2. XL Engine	3. Jump Jet	4. Jump Jet	5. Heavy Medium Laser	6. Heavy Medium Laser
1-3						
	1. Light Active Probe	2. Targeting Computer	3. Endo Steel	4. Endo Steel	5. Endo Steel	6. Ferro-Fibrous
4-6						
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Jump Jet
1-3						
4-6						
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Jump Jet
1-3						
4-6						

Engine Hits ○ ○ ○

Gyro Hits ○ ○

Sensor Hits ○ ○

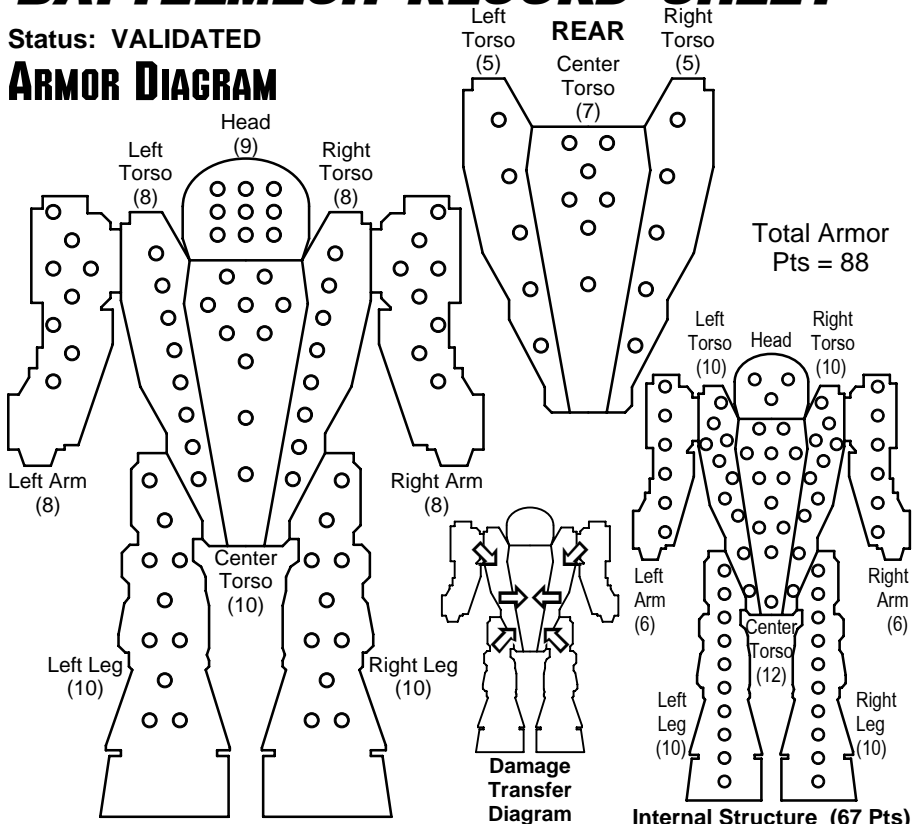
Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Sentinel STN-3L**
 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	Small Laser	RT	1	3	-	1	2	3
1	Streak SRM 2	RT	2	2/hit	-	3	6	9

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

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

Auto Eject: Weapon Heat:
 Operational Disabled (5)

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WZK GAMES

CRITICAL HIT TABLE

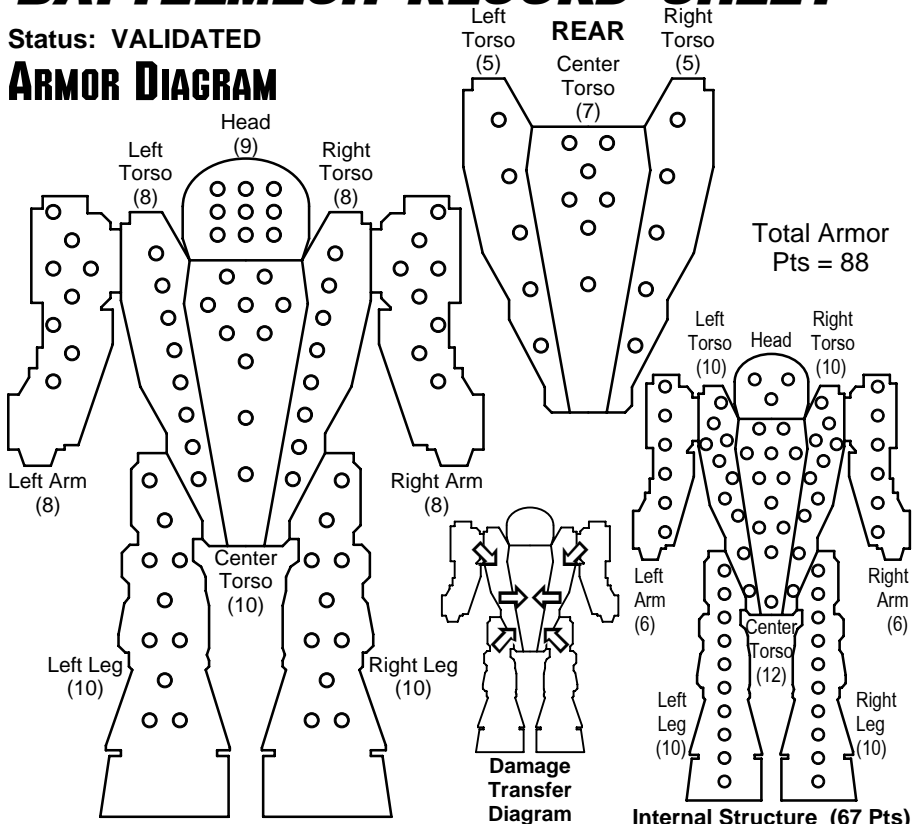
<h4>Left Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Ultra AC/5 Ultra AC/5 Ultra AC/5 Ultra AC/5 <p>1-3</p> <ol style="list-style-type: none"> Ultra AC/5 Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <h4>Left Torso</h4> <ol style="list-style-type: none"> Single Heat Sink Ammo (Ult AC/5) 20 Roll Again Roll Again Roll Again Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <h4>Left Leg</h4> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Roll Again Roll Again 	<h4>Head</h4> <ol style="list-style-type: none"> Life Support Sensors Cockpit Roll Again Sensors Life Support <h4>Center Torso</h4> <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro Fusion Engine Fusion Engine Fusion Engine Roll Again Roll Again <p>4-6</p> <div style="border: 1px solid black; padding: 5px; width: fit-content; margin: 0 auto;"> <p>Engine Hits ○○○</p> <p>Gyro Hits ○○</p> <p>Sensor Hits ○○</p> <p>Life Support ○</p> </div>	<h4>Right Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Roll Again Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <h4>Right Torso</h4> <ol style="list-style-type: none"> Small Laser Streak SRM 2 Ammo (Streak 2) 50 Roll Again Roll Again Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <h4>Right Leg</h4> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Roll Again Roll Again
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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

WARGAMES

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

4-6

Left Torso

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

1-3

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

4-6

Left Leg

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

4-6

Right Torso

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

1-3

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

4-6

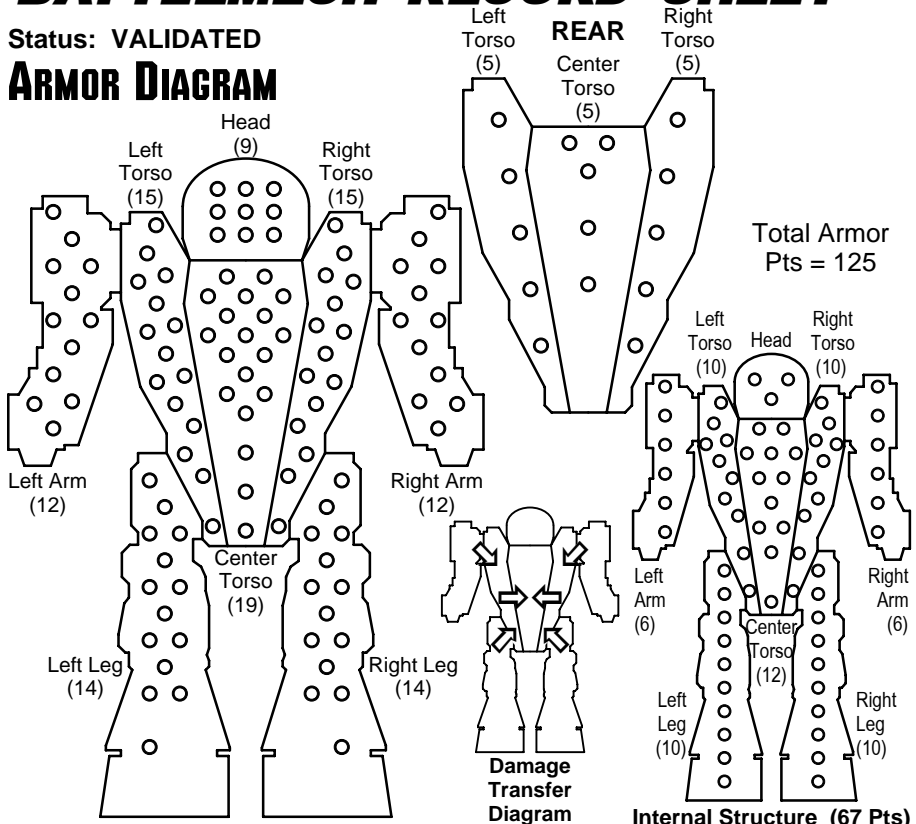
Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- 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	

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. 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
1. Double Heat Sink		1. ER Medium Laser
2. Double Heat Sink		2. Endo Steel
3. Double Heat Sink		3. Endo Steel
4. Ammo (RAC/5) 20		4. Endo Steel
5. Ammo (RAC/5) 20		5. Endo Steel
6. CASE		6. Ferro-Fibrous
1. Endo Steel		1. Ferro-Fibrous
2. Endo Steel		2. Ferro-Fibrous
3. Endo Steel		3. Ferro-Fibrous
4. Ferro-Fibrous		4. Roll Again
5. Ferro-Fibrous		5. Roll Again
6. Ferro-Fibrous		6. Roll Again
1. Hip		1. Hip
2. Upper Leg Actuator		2. Upper Leg Actuator
3. Lower Leg Actuator		3. Lower Leg Actuator
4. Foot Actuator		4. Foot Actuator
5. Endo Steel		5. Endo Steel
6. Ferro-Fibrous		6. Ferro-Fibrous

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

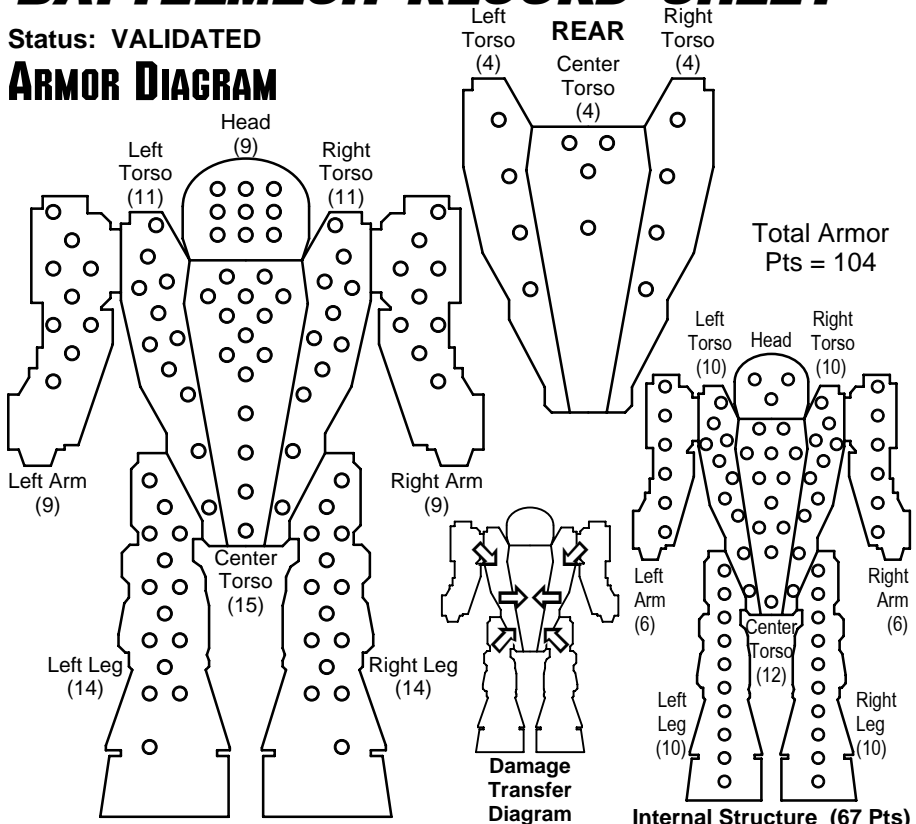
Life Support ○

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	

WARGAMES

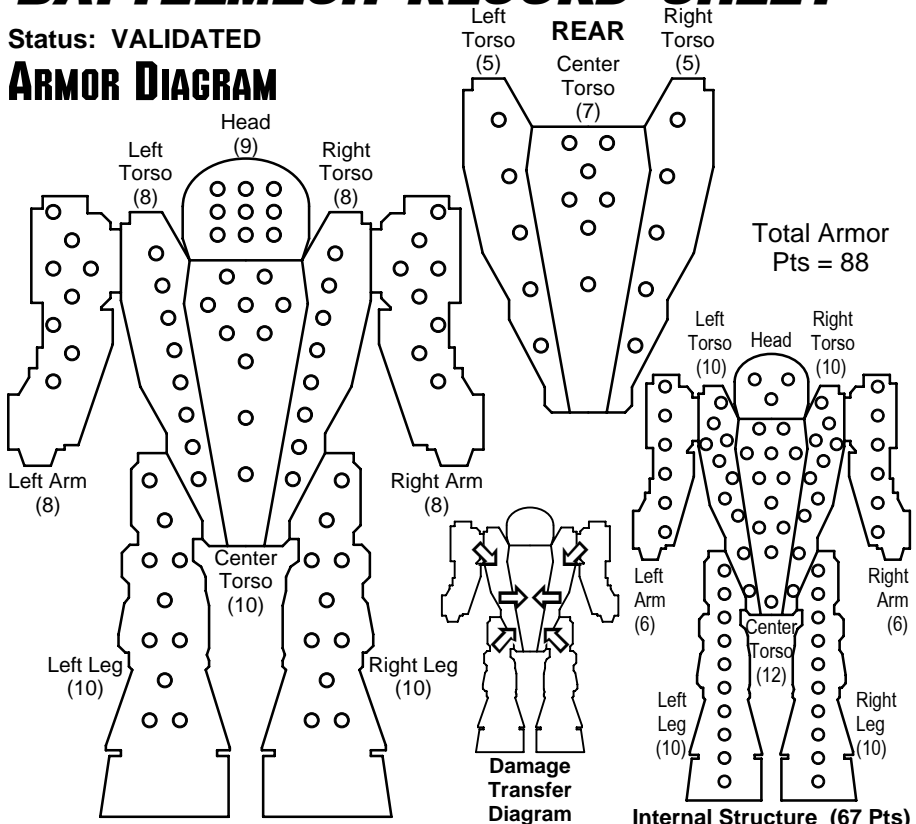
CRITICAL HIT TABLE

<h4>Left Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Light AC/5 Light AC/5 Light AC/5 Light AC/5 <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p>	<h4>Head</h4> <ol style="list-style-type: none"> Life Support Sensors Cockpit Roll Again Sensors Life Support 	<h4>Right Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Roll Again Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p>								
<h4>Left Torso</h4> <ol style="list-style-type: none"> Light Fusion Engine Light Fusion Engine ER Medium Laser Ammo (LAC/5) 20 CASE Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p>	<h4>Center Torso</h4> <ol style="list-style-type: none"> Light Fusion Engine Light Fusion Engine Light Fusion Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro Light Fusion Engine Light Fusion Engine Light Fusion Engine ER Medium Laser Roll Again <p>4-6</p>	<h4>Right Torso</h4> <ol style="list-style-type: none"> Light Fusion Engine Light Fusion Engine Double Heat Sink Double Heat Sink Double Heat Sink ER Medium Laser <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p>								
<h4>Left Leg</h4> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Roll Again Roll Again 	<table border="1" style="margin-left: auto; margin-right: auto;"> <tr><td>Engine Hits</td><td>○○○</td></tr> <tr><td>Gyro Hits</td><td>○○</td></tr> <tr><td>Sensor Hits</td><td>○○</td></tr> <tr><td>Life Support</td><td>○</td></tr> </table>	Engine Hits	○○○	Gyro Hits	○○	Sensor Hits	○○	Life Support	○	<h4>Right Leg</h4> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Roll Again Roll Again
Engine Hits	○○○									
Gyro Hits	○○									
Sensor Hits	○○									
Life Support	○									

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

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

4-6

Right Arm

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

1-3

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

4-6

Head

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

Left Torso

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

1-3

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

4-6

Center Torso

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

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- C³ Slave Unit
- Roll Again

4-6

Right Torso

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

1-3

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

4-6

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

Left Leg

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

Right Leg

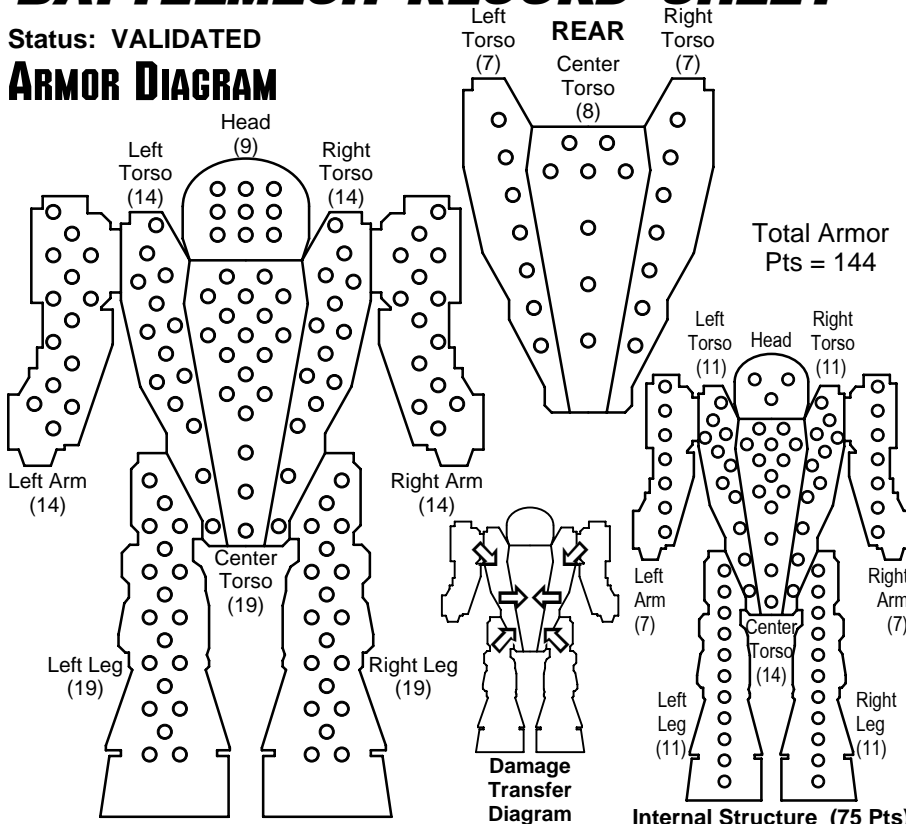
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'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
 - 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
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Left Leg

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

Head

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

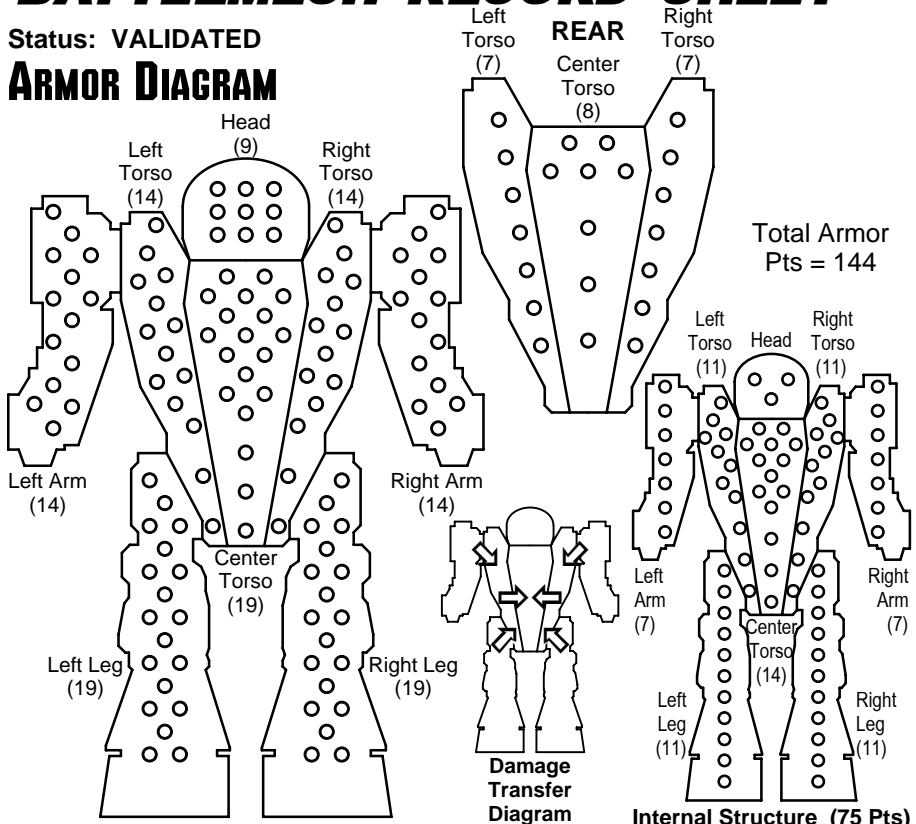
Right Leg

- 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 A**
 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	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: 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)	Head	Right Arm (CASE)
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

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- LB 2-X AC
- LB 2-X AC
- LB 2-X AC
- Ammo (LB 2-X) 45

Head

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

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- Anti-Missile System

Center Torso

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

Left Torso

- XL Engine
- XL Engine
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

Right Torso

- XL Engine
- XL Engine
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

Left Leg

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

Right Leg

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

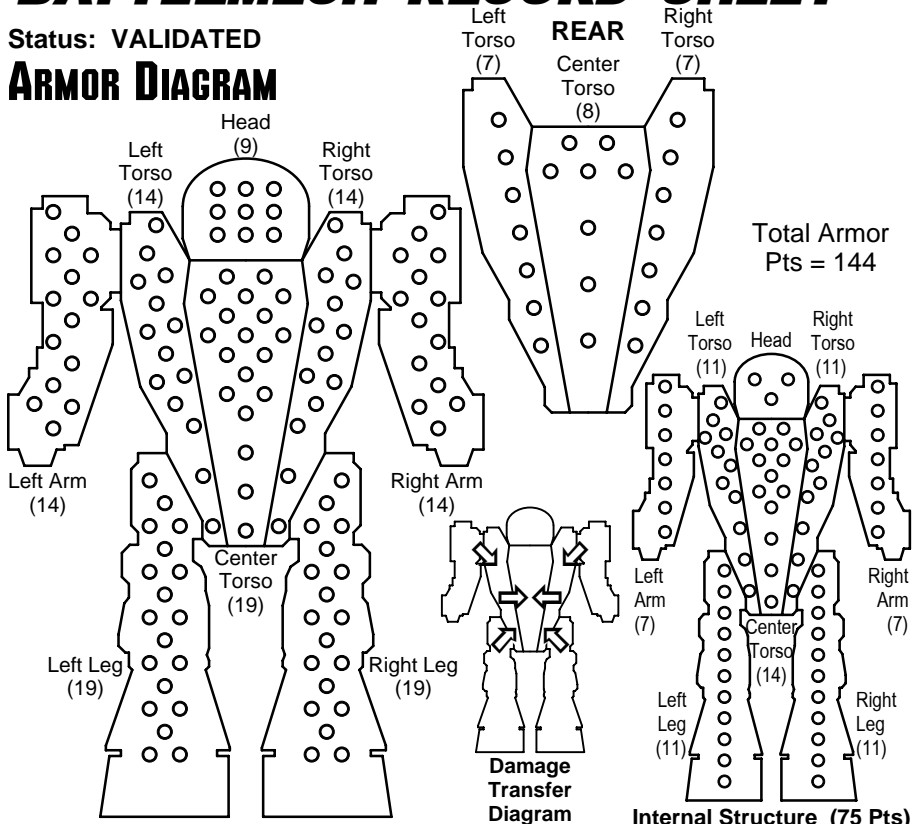
Legend:

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

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: SRM 6: 15, SRM 4: 25
Rounds: SRM 6: 15, SRM 4: 25

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

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

** 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

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm (CASE)	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. SRM 4	6. ER Large Laser
Right Arm (CASE)	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. SRM 6	6. Ammo (SRM 6) 15
Head	1. Life Support	2. Sensors	3. Cockpit	4. Ferro-Fibrous	5. Sensors	6. Life Support
Center Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. XL Engine	2. XL Engine	3. Endo Steel	4. Ferro-Fibrous	5. Ferro-Fibrous	6. Roll Again
Right Torso	1. XL Engine	2. XL Engine	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. Endo Steel	6. Endo Steel
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel

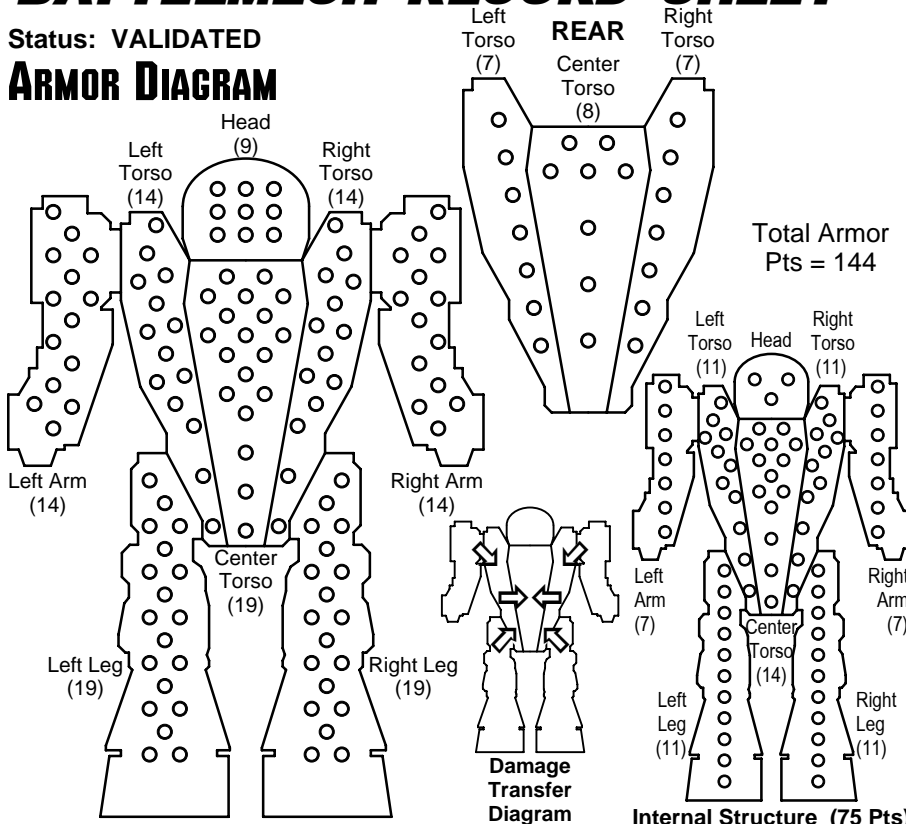
Legend:
 Engine Hits ○○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MEGH 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

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- LRM 5
- Artemis IV FCS

1-3

- Ammo (LRM 5) 24
- 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
- ER Small Laser
- Endo Steel

4-6

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- LRM 5
- Artemis IV FCS

1-3

- Ammo (LRM 5) 24
- 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
- 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
- Endo Steel
- Endo Steel

1-3

Right Leg

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

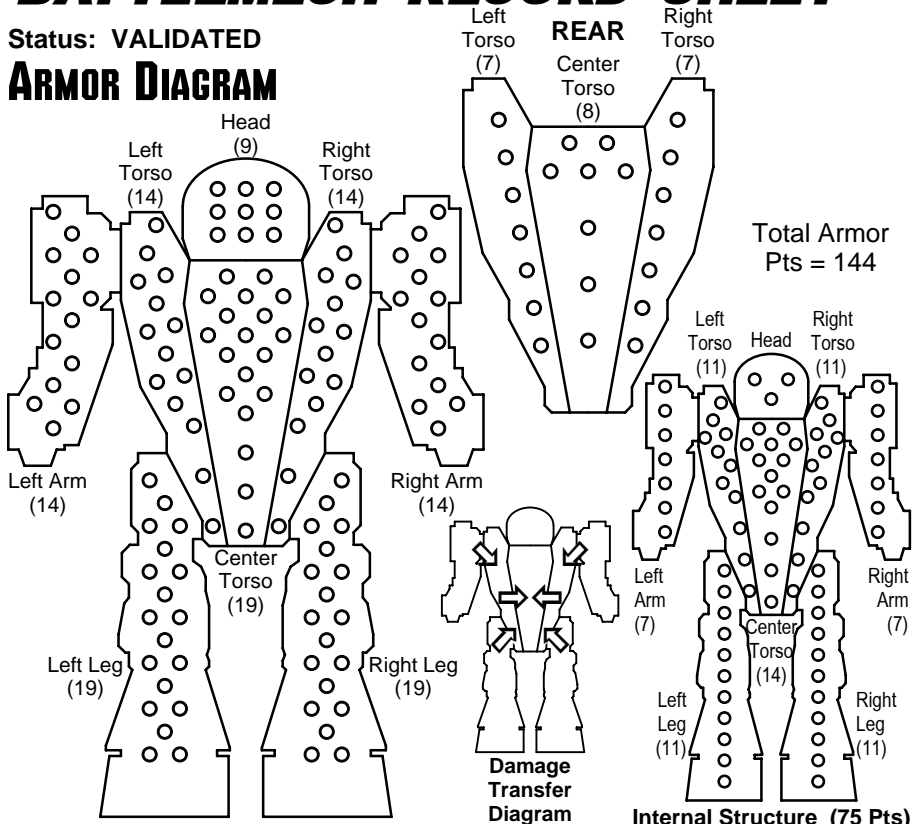
1-3

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Fenris D**
 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	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: Anti-Missile System **Rounds:** 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
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

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

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
- 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

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
- Roll Again
- 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
- 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

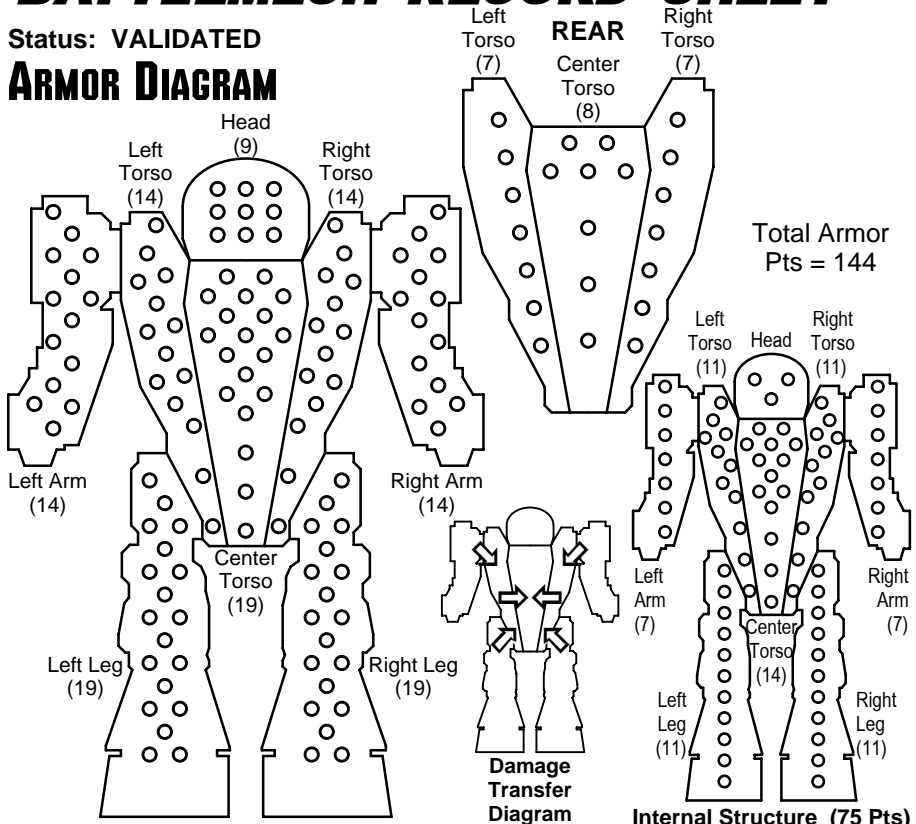
Right Leg

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

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

Left Arm (CASE)

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

1-3

- Ammo (ATM 9) 7
- Ammo (ATM 9) 7
- Ammo (ATM 9) 7
- Ferro-Fibrous
- 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
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- 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
- ER Medium Laser
- ER Small Laser

1-3

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

4-6

Right Leg

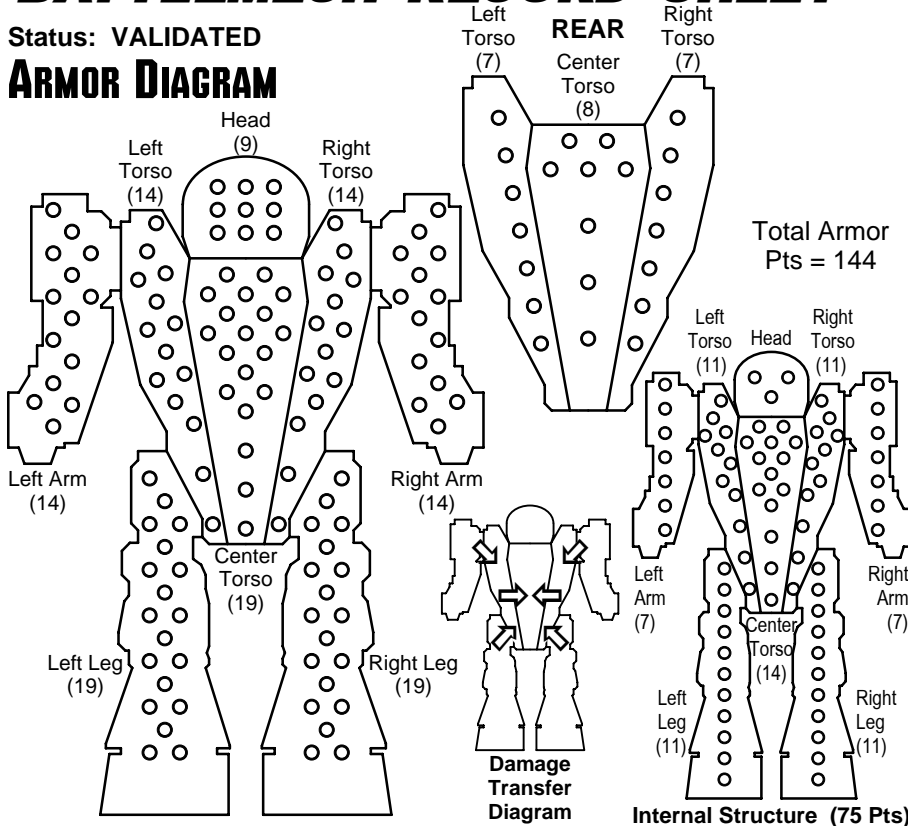
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Fenris H**
 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	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	

WKGAMES

CRITICAL HIT TABLE

Location	Hit 1-3	Hit 4-6
Left Arm (CASE)	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
Right Arm	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
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. XL Engine 2. XL Engine 3. XL Engine 4. Gyro 5. Gyro 6. Gyro
Left Torso	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
Right Torso	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
Left Leg	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Endo Steel 6. Endo Steel	
Right Leg	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Endo Steel 6. Endo Steel	

Engine Hits ○ ○ ○

Gyro Hits ○ ○

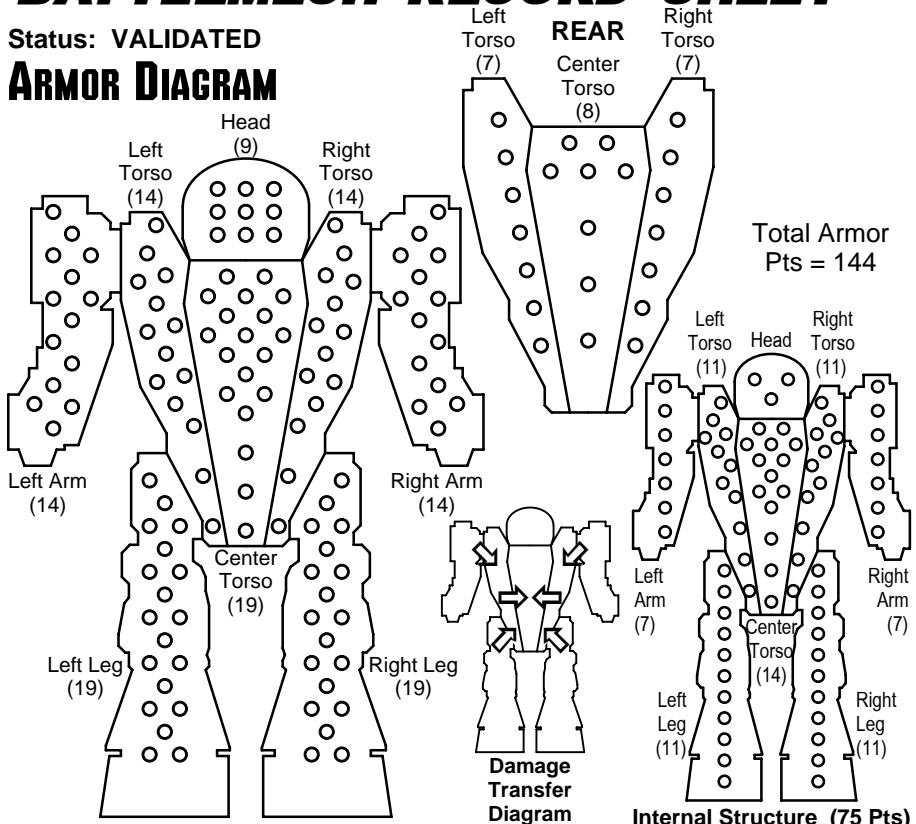
Sensor Hits ○ ○

Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **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
Consciousness #	3	5	7	10	11	Dead

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. Lower Arm Actuator
4. AP Gauss Rifle	4. Ferro-Fibrous	4. Hand Actuator
5. AP Gauss Rifle	5. Sensors	5. Plasma Cannon
6. Ammo (APGR) 40	6. Life Support	6. Ammo (PC) 10
1-3		1-3
1. Ammo (APGR) 40		2. Ferro-Fibrous
2. Ferro-Fibrous		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. XL Engine		1. XL Engine
2. XL Engine		2. XL Engine
3. Endo Steel		3. Endo Steel
4. Ferro-Fibrous		4. Ferro-Fibrous
5. Ferro-Fibrous		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. Endo Steel		5. Endo Steel
6. Endo Steel		6. Endo Steel

Center Torso

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

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Targeting Computer
- Endo Steel

Right Torso

- XL Engine
- XL Engine
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

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

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	

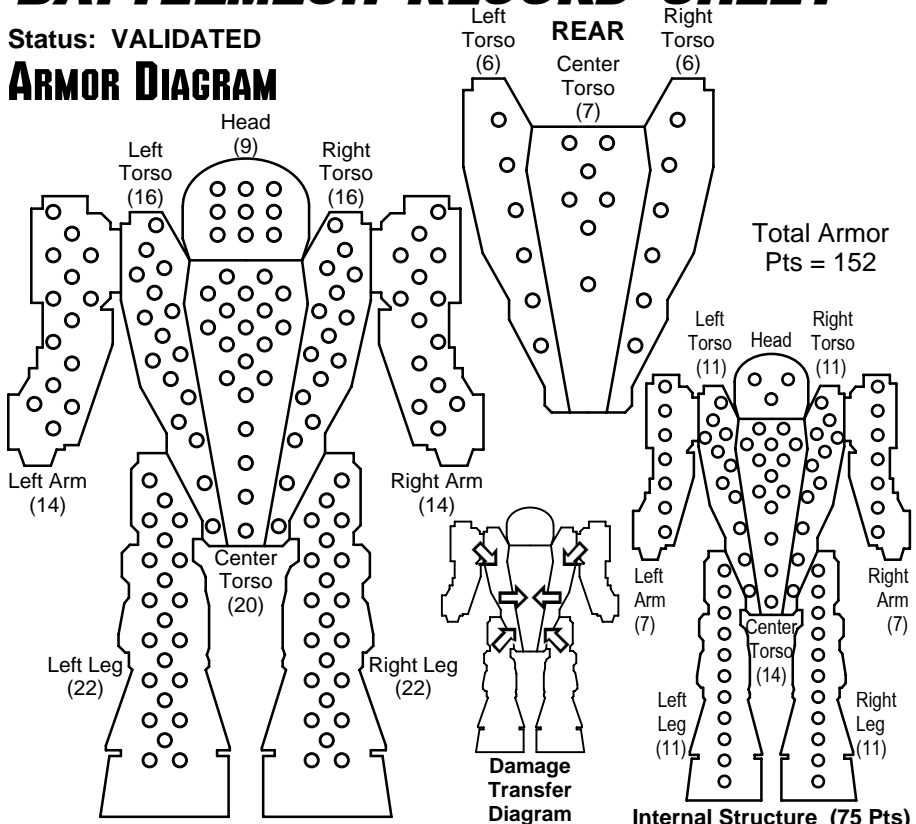


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'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..

30	Shutdown
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	

WIZKIDGAMES

CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

- Single Heat Sink
 - Single Heat Sink
 - Jump Jet
 - Ammo (LRM 10) 12
 - CASE
 - Endo Steel
- 1-3

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

Left Leg

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

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
 - 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
 - Large Laser
 - Large Laser
- 1-3

- Small Laser
 - Small Laser
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Torso

- Single Heat Sink
 - Single Heat Sink
 - Jump Jet
 - SRM 6
 - SRM 6
 - Ammo (SRM 6) 15
- 1-3

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

Right Leg

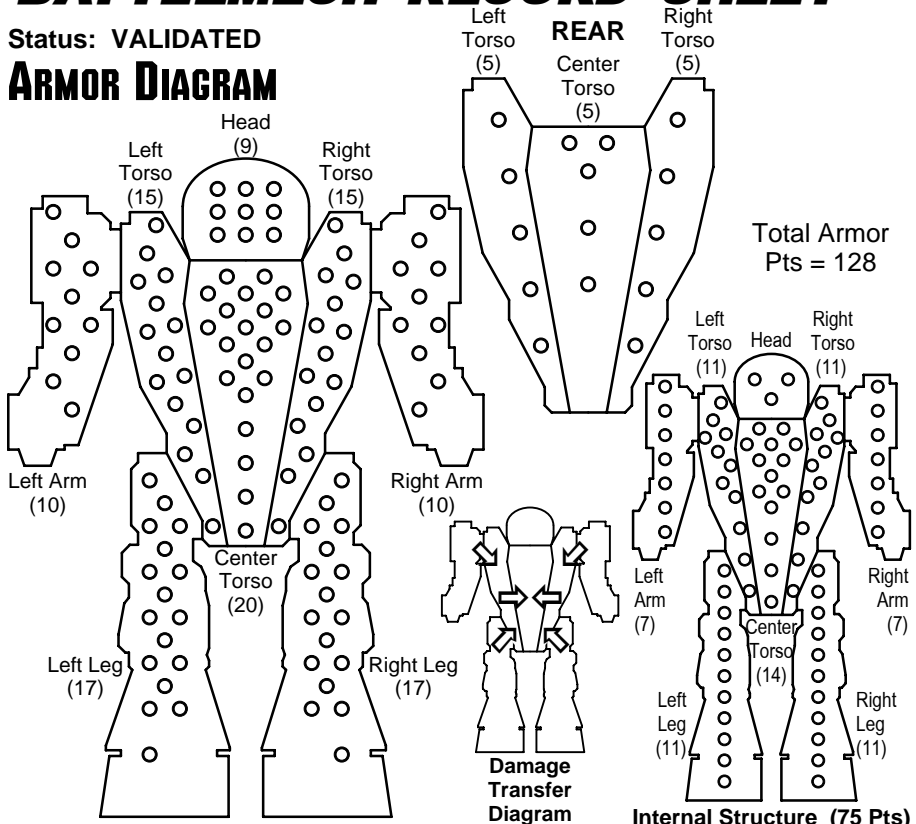
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Endo Steel

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: Rounds:
 Streak SRM 2 50
 LRM 10 12

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	

WKGAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

- Hand Actuator
- Endo Steel
- Endo Steel

4-6

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

Head

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

Right Arm

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

1-3

- Medium Pulse Laser
- Medium Pulse Laser
- Endo Steel
- Endo Steel
- 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
- LRM 10
- LRM 10

4-6

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○

Left Torso

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

1-3

- Jump Jet
- Ammo (LRM 10) 12
- CASE
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Streak SRM 2
- Ammo (Streak 2) 50

1-3

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

4-6

Left Leg

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

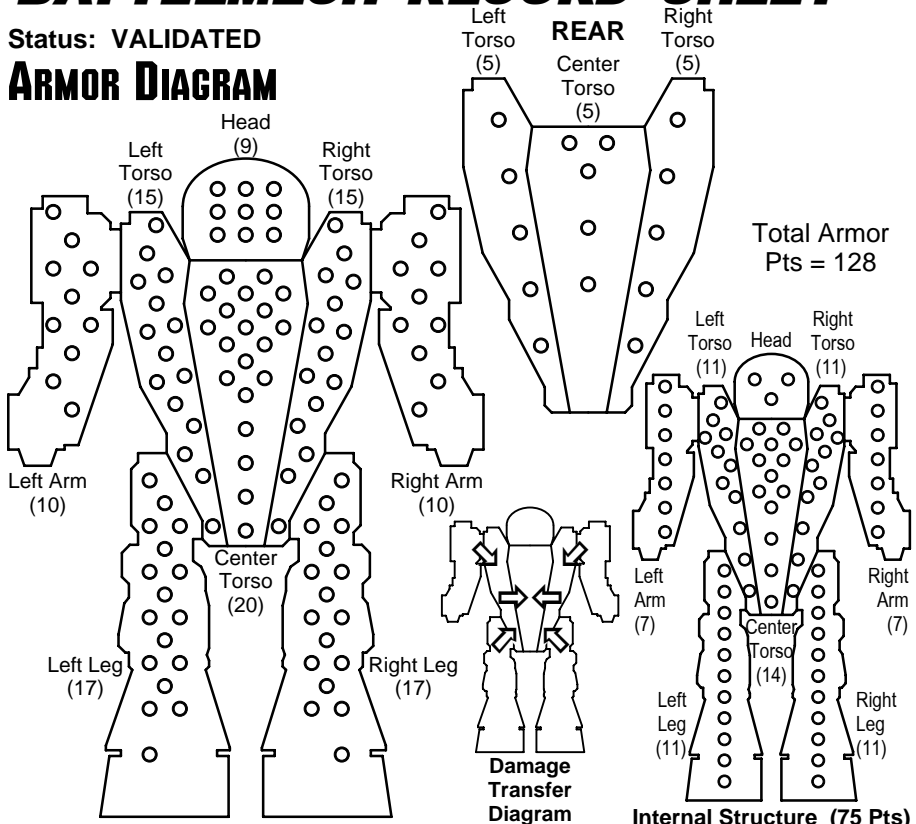
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Wyvern WVE-10N**
 Mass: **45 tons**
 Movement Points: **Tech & Configuration:**
 Walking: **4** Inner Sphere
 Running: **6** Biped 'Mech
 Jumping: **4**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	10	-	7	14	23
1	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: LRM 10 **Rounds:** 12

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

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

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WARGAMES

CRITICAL HIT TABLE

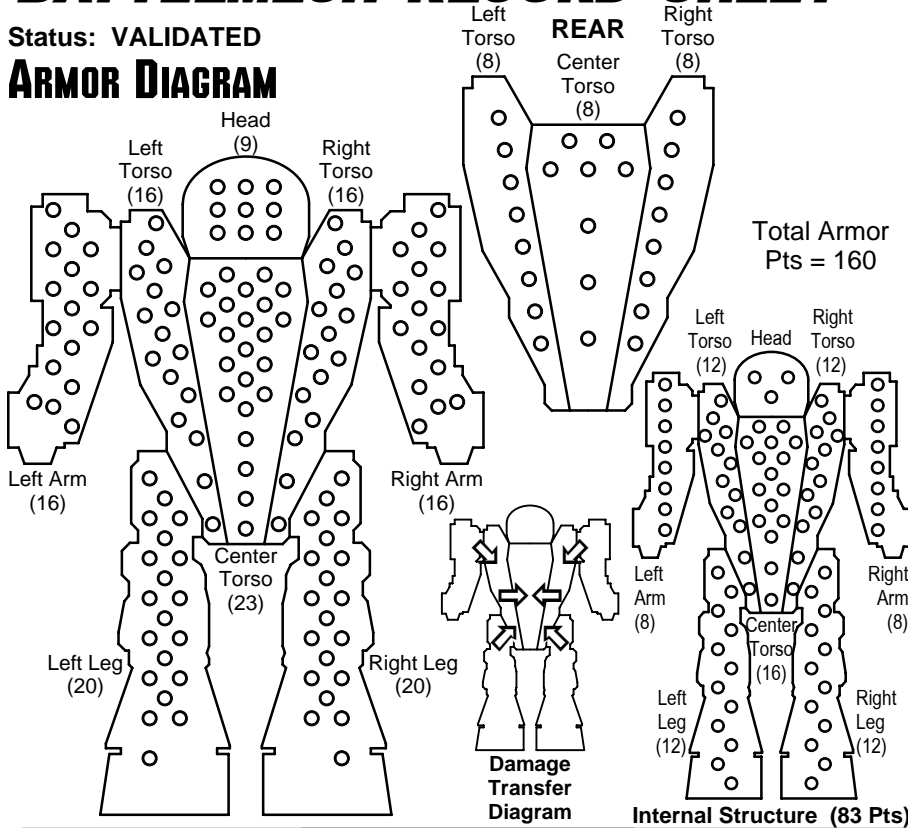
<p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Double Heat Sink Double Heat Sink <p>1-3</p> <ol style="list-style-type: none"> Double Heat Sink Endo Steel Endo Steel Endo Steel Roll Again Roll Again <p>4-6</p> <p>Left Torso</p> <ol style="list-style-type: none"> Double Heat Sink Double Heat Sink Double Heat Sink Double Heat Sink Double Heat Sink Double Heat Sink <p>1-3</p> <ol style="list-style-type: none"> Jump Jet Ammo (LRM 10) 12 CASE Endo Steel Endo Steel Endo Steel <p>4-6</p> <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Jump Jet Endo Steel 	<p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Roll Again Sensors Life Support <p>1-3</p> <p>Center Torso</p> <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro Fusion Engine Fusion Engine Fusion Engine LRM 10 LRM 10 <p>4-6</p> <div style="border: 1px solid black; padding: 5px; width: fit-content; margin: 0 auto;"> <p>Engine Hits ○○○</p> <p>Gyro Hits ○○</p> <p>Sensor Hits ○○</p> <p>Life Support ○</p> </div>	<p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator ER PPC ER PPC <p>1-3</p> <ol style="list-style-type: none"> ER PPC Medium Pulse Laser Endo Steel Endo Steel Endo Steel Roll Again <p>4-6</p> <p>Right Torso</p> <ol style="list-style-type: none"> Double Heat Sink Double Heat Sink Double Heat Sink Jump Jet Guardian ECM Guardian ECM <p>1-3</p> <ol style="list-style-type: none"> Improved C³ CPU Improved C³ CPU Endo Steel Endo Steel Endo Steel Roll Again <p>4-6</p> <p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Jump Jet Endo Steel
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BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Black Hawk Prime**

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
6	ER Medium Laser	RA	5	7	-	5	10	15
6	ER Medium Laser	LA	5	7	-	5	10	15

Total Heat Sinks: 18 Double (36)

○○○○○○○○○○ ○○○○○○○○

Auto Eject:

Weapon Heat:

Operational Disabled

(60)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WIZKIDS GAMES

CRITICAL HIT TABLE

Left Arm

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

1-3

4-6

- ER Medium Laser
- ER Medium Laser
- ER Medium Laser
- ER Medium Laser
- ER Medium Laser
- ER Medium Laser

Left Torso

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

1-3

4-6

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

Left Leg

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

Head

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

Center Torso

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

1-3

4-6

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

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

Right Arm

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

1-3

4-6

- ER Medium Laser
- ER Medium Laser
- ER Medium Laser
- ER Medium Laser
- ER Medium Laser
- ER Medium Laser

Right Torso

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

1-3

4-6

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

Right Leg

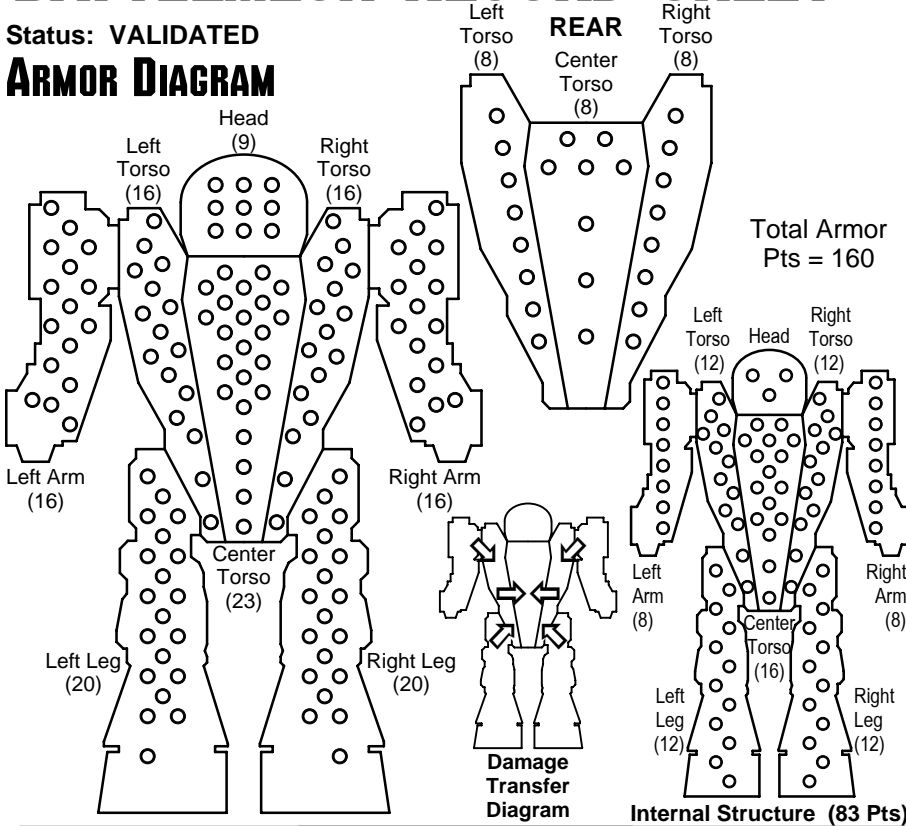
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MEGH DATA

Type: **Black Hawk A**

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
1	ER PPC	RA	15	15	-	7	14	23
1	ER PPC	LA	15	15	-	7	14	23
1	Anti-Missile System	RT	1	-	-	-	-	-
1	Medium Pulse Laser	LT	4	7	-	4	8	12
1	Anti-Missile System	LT	1	-	-	-	-	-

Ammo Type:

Rounds:

Anti-Missile System 24

Total Heat Sinks: 14 Double (28)

○○○○○○○○○○ ○○○○

Auto Eject:

Weapon Heat:

Operational Disabled

(36)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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

HEAT SCALE

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

Left Arm

1. Shoulder
2. Upper Arm Actuator
- 1-3. ER PPC
4. ER PPC
5. Roll Again
6. Roll Again

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

Left Torso

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

1. Medium Pulse Laser
2. Anti-Missile System
3. Roll Again
- 4-6. 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

CRITICAL HIT TABLE

Head

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

Center Torso

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

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

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

Right Arm

1. Shoulder
2. Upper Arm Actuator
- 1-3. ER PPC
4. ER PPC
5. Roll Again
6. Roll Again

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

Right Torso (CASE)

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

1. Anti-Missile System
2. Ammo (AMS) 24
3. Roll Again
- 4-6. Roll Again
5. Roll Again
6. Roll Again

Right Leg

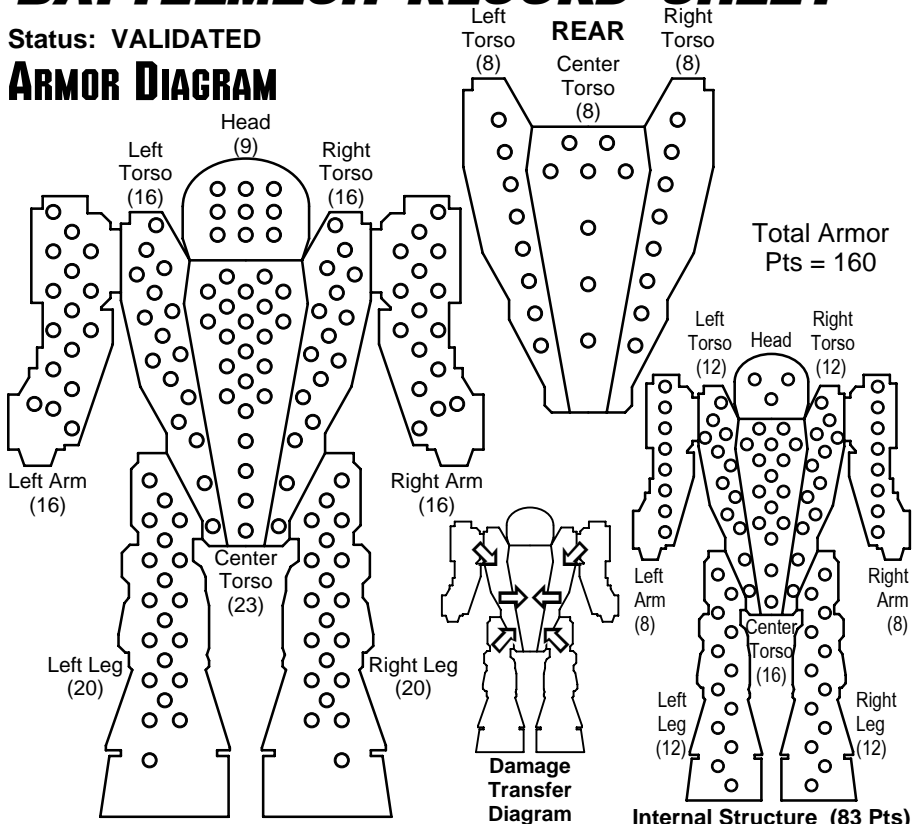
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Black Hawk B**
 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
1	Ultra AC/5	RA	1	5	-	7	14	21
1	Large Pulse Laser	LA	10	10	-	6	14	20
1	ER Small Laser	RT	2	5	-	2	4	6
2	Machine Gun	LT	0	2	-	1	2	3

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

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

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

Left Arm

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

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 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) 200
- 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
- Roll Again
- 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
- Jump Jet
- Roll Again

4-6

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

4-6

Right Torso

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

1-3

- ER Small Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

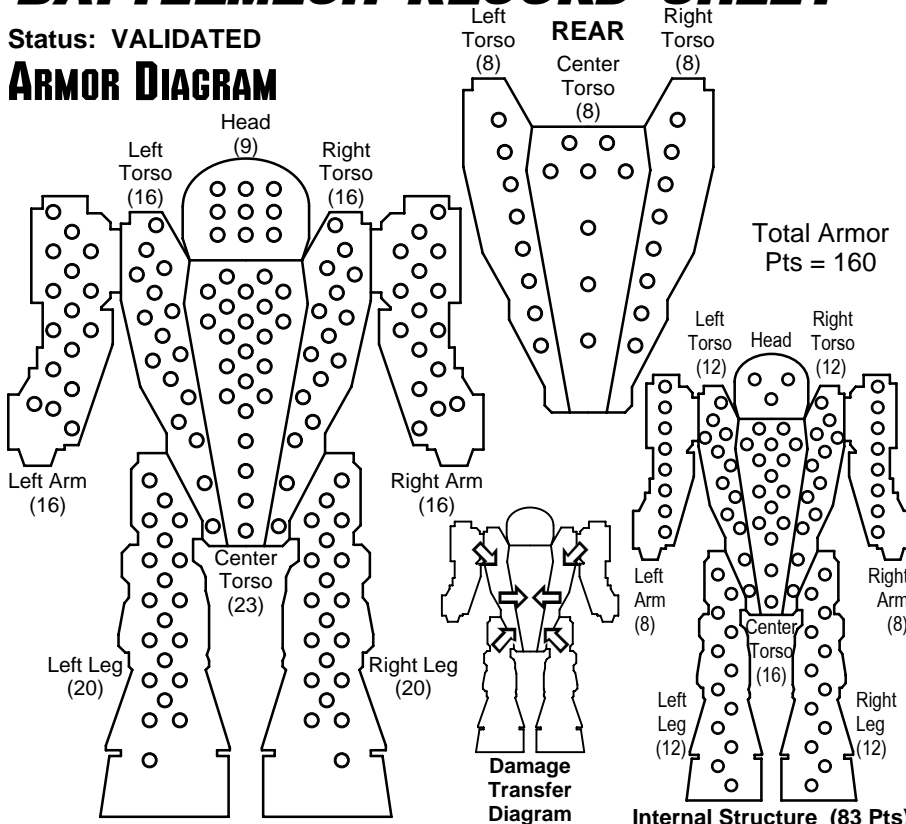
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MEGH DATA

Type: **Black Hawk C**
 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
1	Gauss Rifle	LA	1	15	2	7	15	22
1	Small Pulse Laser	RT	2	3	-	2	4	6
1	SRM 4	LT	3	2/hit	-	3	6	9

Ammo Type: Rounds:
 Gauss Rifle: 8
 SRM 4: 25

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

Auto Eject: Operational Disabled
Weapon Heat: (6)

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

** Avoid Inferno explosion on..
 Shutdown

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

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

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

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

-2 Movement Points (** 4+)
 +1 Modifier to Fire

-1 Movement Point

WIZ KIDS GAMES

CRITICAL HIT TABLE

Part	Hit 1-3	Hit 4-6
Left Arm (CASE)	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. Roll Again 5. Roll Again 6. Roll Again
Right Arm	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Roll Again 6. Roll Again	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
Head	1. Life Support 2. Sensors 3. Cockpit 4. Roll Again 5. Sensors 6. Life Support	
Center Torso	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
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. SRM 4 2. Ammo (SRM 4) 25 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
Right Torso	1. XL Engine 2. XL Engine 3. Double Heat Sink 4. Double Heat Sink 5. Double Heat Sink 6. Double Heat Sink	1. Small Pulse Laser 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
Left Leg	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Jump Jet 6. Jump Jet	
Right Leg	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Jump Jet 6. Jump Jet	

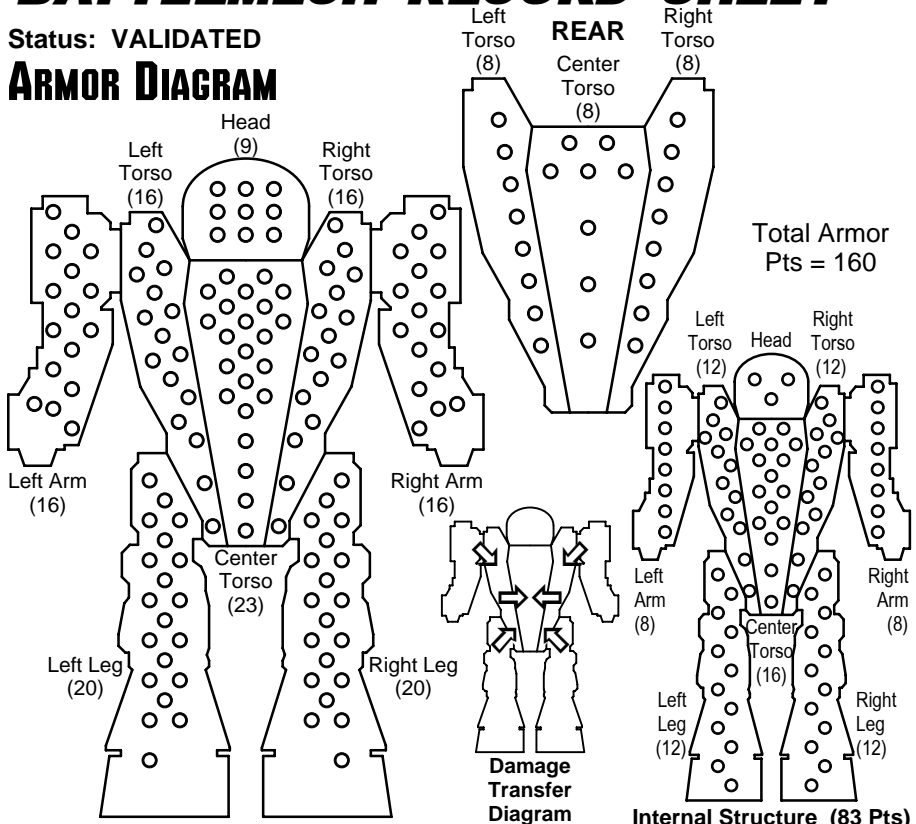
Engine Hits ○○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'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	

WZK GAMES

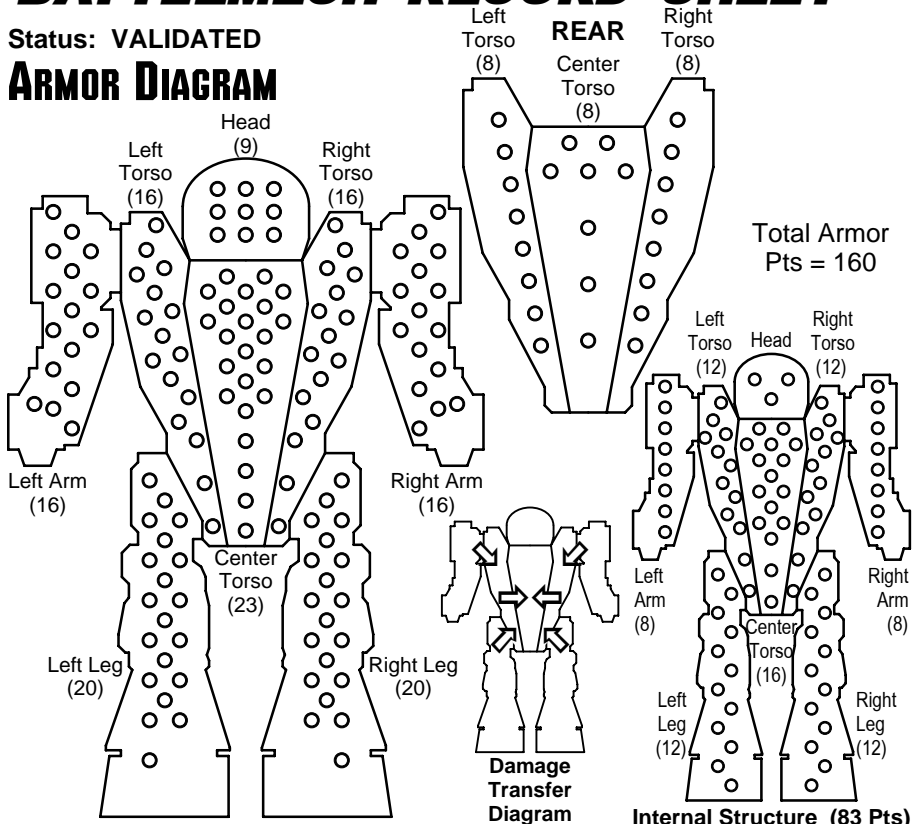
CRITICAL HIT TABLE

<p>Left Arm (CASE)</p> <p>1-3</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator LB 5-X AC LB 5-X AC LB 5-X AC LB 5-X AC <p>4-6</p> <ol style="list-style-type: none"> Ammo (LB 5-X) 20 Ammo (LB 5-X) 20 Roll Again Roll Again Roll Again Roll Again 	<p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Roll Again Sensors Life Support 	<p>Right Arm (CASE)</p> <p>1-3</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator LRM 20 LRM 20 <p>4-6</p> <ol style="list-style-type: none"> LRM 20 LRM 20 Ammo (LRM 20) 6 Ammo (LRM 20) 6 Roll Again Roll Again 								
<p>Left Torso</p> <p>1-3</p> <ol style="list-style-type: none"> XL Engine XL Engine Double Heat Sink Double Heat Sink Double Heat Sink Double Heat Sink <p>4-6</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again 	<p>Center Torso</p> <p>1-3</p> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine Gyro Gyro Gyro <p>4-6</p> <ol style="list-style-type: none"> Gyro XL Engine XL Engine XL Engine Jump Jet Roll Again 	<p>Right Torso</p> <p>1-3</p> <ol style="list-style-type: none"> XL Engine XL Engine Double Heat Sink Double Heat Sink Double Heat Sink Double Heat Sink <p>4-6</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again 								
<p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Jump Jet Jump Jet 	<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	○	<p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Jump Jet Jump Jet
Engine Hits	○○○									
Gyro Hits	○○									
Sensor Hits	○○									
Life Support	○									

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Black Hawk E**
 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	Adv. Tact. Msl. 12	RA	8	2/hit	4	5	10	15
	ER ATM Ammo			1/hit	4	9	18	27
	HE ATM Ammo			3/hit	-	3	6	9
3	ER Medium Laser	LA	5	7	-	5	10	15

Ammo Type: **Adv. Tact. Msl. 12** Rounds: **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	

CRITICAL HIT TABLE

Left Arm

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

1-3

- ER Medium Laser
- Roll Again
- 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

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

4-6

Left Leg

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

Head

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

Center Torso

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

1-3

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

4-6

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Adv. Tact. Msl. 12
- Adv. Tact. Msl. 12

1-3

- Adv. Tact. Msl. 12
- Adv. Tact. Msl. 12
- Adv. Tact. Msl. 12
- Roll Again
- Roll Again
- 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

- Ammo (ATM 12) 5
- Ammo (ATM 12) 5
- Ammo (ATM 12) 5
- Ammo (ATM 12) 5
- Ammo (ATM 12) 5
- Ammo (ATM 12) 5

4-6

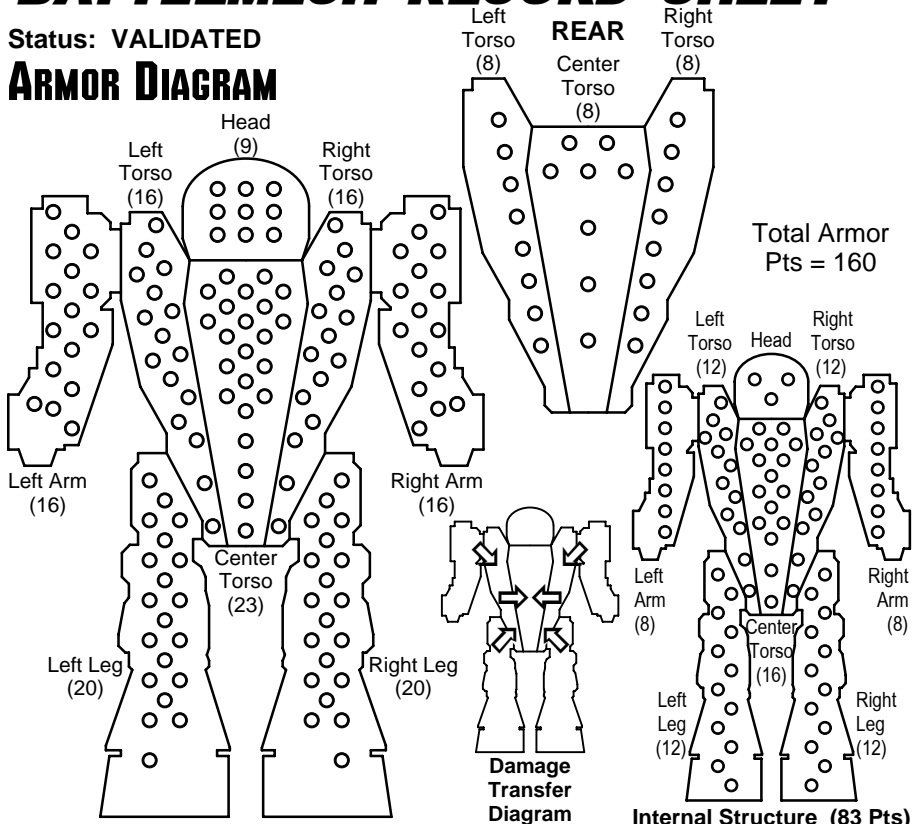
Right Leg

- 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 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	

WIZKIDS GAMES

CRITICAL HIT TABLE

<p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator <p>1-3</p> <ol style="list-style-type: none"> Hand Actuator ER Medium Laser ER Medium Laser <p>4-6</p> <ol style="list-style-type: none"> ER Medium Laser Roll Again Roll Again Roll Again Roll Again Roll Again <p>Left Torso</p> <ol style="list-style-type: none"> XL Engine XL Engine Double Heat Sink Double Heat Sink Double Heat Sink Double Heat Sink <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Jump Jet Jump Jet 	<p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Roll Again Sensors Life Support <p>Center Torso</p> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro XL Engine XL Engine XL Engine Jump Jet Roll Again <p>4-6</p>	<p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator HAG 20 HAG 20 HAG 20 HAG 20 <p>1-3</p> <ol style="list-style-type: none"> HAG 20 HAG 20 Ammo (HAG20) 6 Ammo (HAG20) 6 Ammo (HAG20) 6 Roll Again <p>4-6</p> <p>Right Torso</p> <ol style="list-style-type: none"> XL Engine XL Engine Double Heat Sink Double Heat Sink Double Heat Sink Double Heat Sink <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Jump Jet Jump Jet
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Engine Hits ○○○○

Gyro Hits ○○

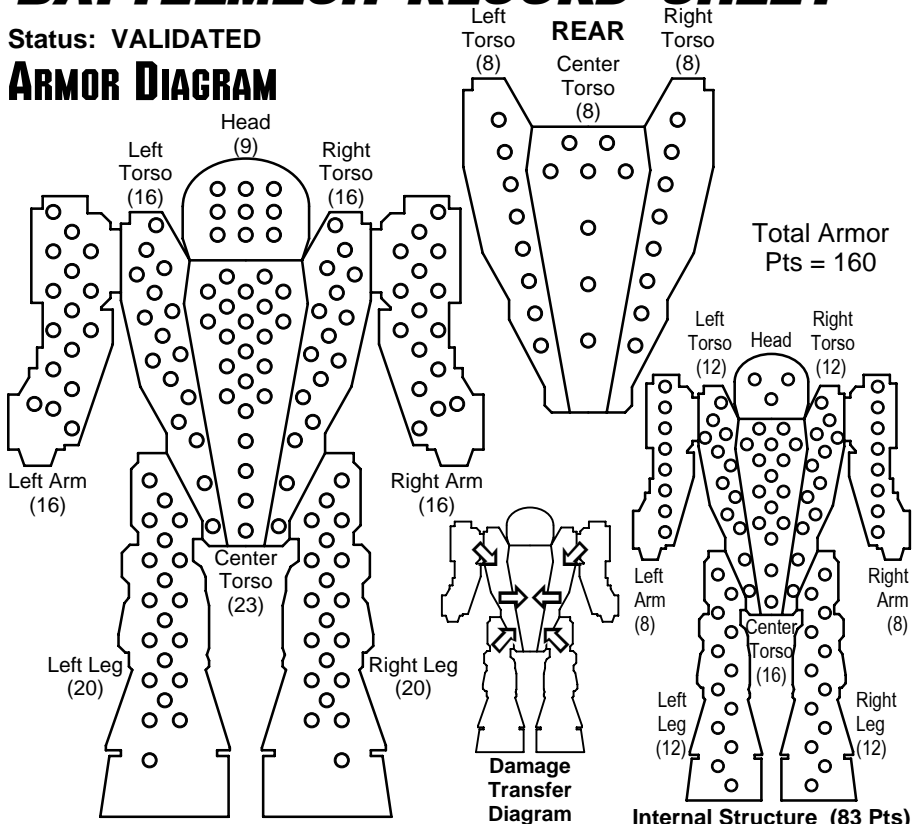
Sensor Hits ○○

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

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

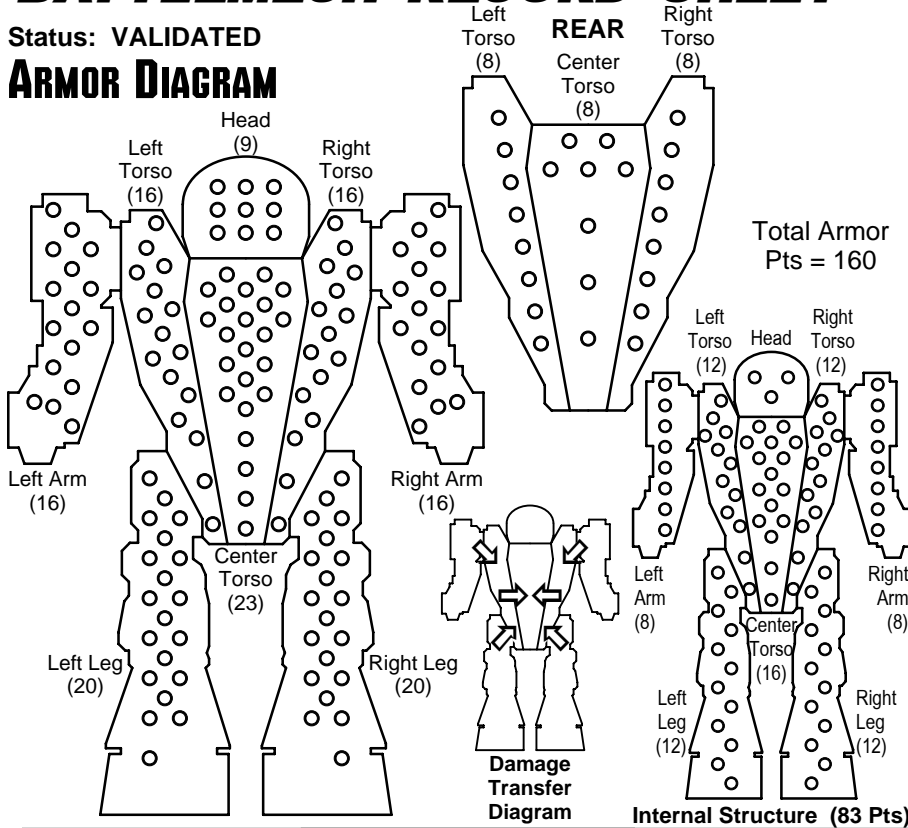
Engine Hits ○ ○ ○
 Gyro Hits ○ ○
 Sensor Hits ○ ○
 Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: **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	

WKGAMES

CRITICAL HIT TABLE

Left Arm	Head	Right Arm
<ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Medium Pulse Laser Medium Pulse Laser 	<ol style="list-style-type: none"> Life Support Sensors Cockpit Active Probe Sensors Life Support 	<ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Medium Pulse Laser Medium Pulse Laser
<ol style="list-style-type: none"> Medium Pulse Laser Roll Again Roll Again Roll Again Roll Again Roll Again 		<ol style="list-style-type: none"> Medium Pulse Laser Roll Again Roll Again Roll Again Roll Again Roll Again
<ol style="list-style-type: none"> XL Engine XL Engine XL Engine Gyro Gyro Gyro 	<ol style="list-style-type: none"> XL Engine XL Engine XL Engine Gyro Gyro Gyro 	<ol style="list-style-type: none"> XL Engine XL Engine Double Heat Sink Double Heat Sink Double Heat Sink Double Heat Sink
<ol style="list-style-type: none"> Machine Gun Machine Gun Ammo (MG) 100 Roll Again Roll Again Roll Again 	<ol style="list-style-type: none"> Gyro XL Engine XL Engine XL Engine Jump Jet Anti-Missile System 	<ol style="list-style-type: none"> Machine Gun Machine Gun Ammo (AMS) 24 Roll Again Roll Again Roll Again

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

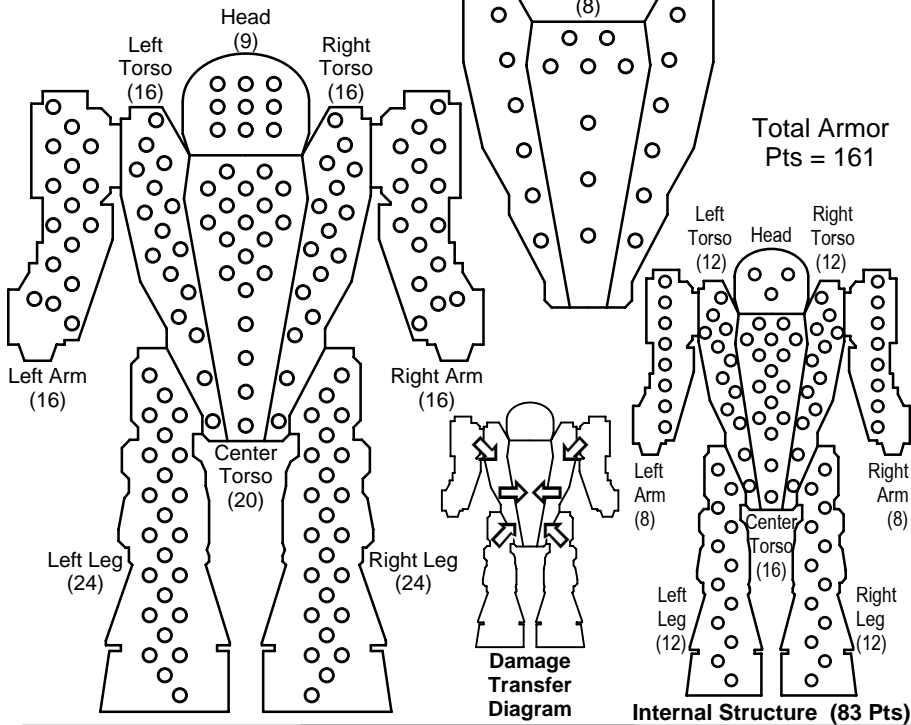
Life Support ○

Left Leg	Right Leg
<ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Jump Jet Jump Jet 	<ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Jump Jet Jump Jet

BATTLETECH® BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Total Armor
Pts = 161

Internal Structure (83 Pts)

'MECH DATA

Type: Crab CRB-27

Mass: 50 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	Large Laser	RA	8	8	-	5	10	15
1	Large Laser	LA	8	8	-	5	10	15
1	Medium Laser	CT	3	5	-	3	6	9
1	Small Laser	HD	1	3	-	1	2	3

Total Heat Sinks: 16 Single

○○○○○○○○○○ ○○○○○○

Auto Eject: Operational Disabled

Weapon Heat:
(20)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WIZKIDSGAMES

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

- 1-3 Hand Actuator
- 1-3 Large Laser
- 1-3 Large Laser
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again

Left Torso

- Single Heat Sink
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

- 1-3 Ferro-Fibrous
- 1-3 Ferro-Fibrous
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

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

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

- 1-3 Large Laser
- 1-3 Large Laser
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again

Right Torso

- Single Heat Sink
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

- 1-3 Ferro-Fibrous
- 1-3 Ferro-Fibrous
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again

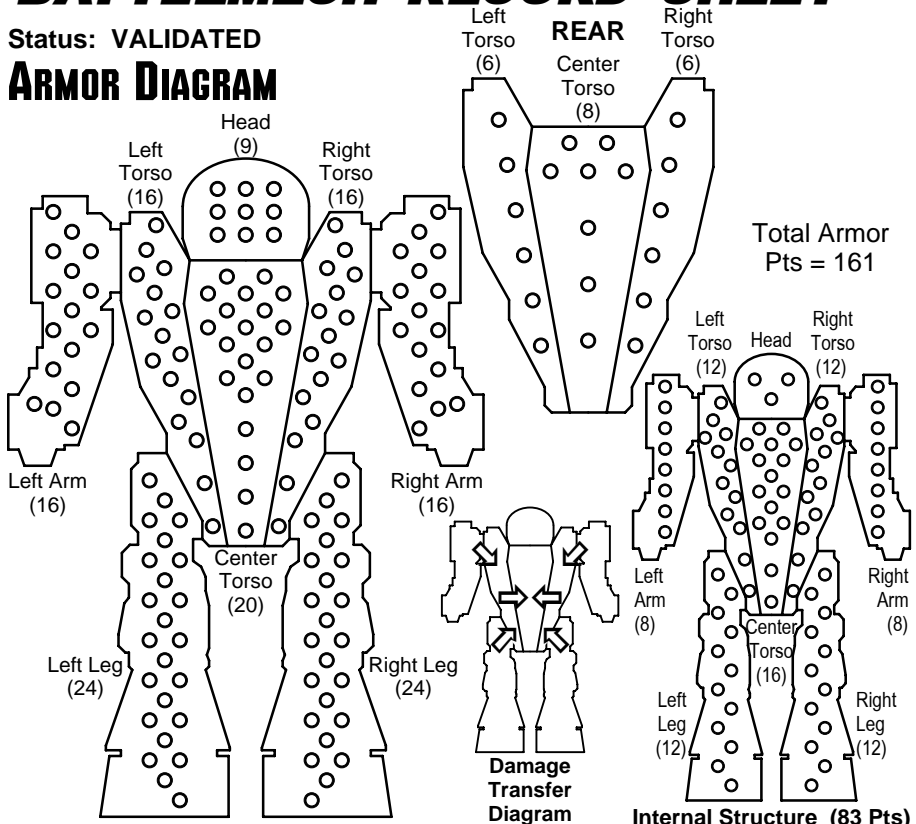
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Crab CRB-30**
 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	ER PPC	RA	15	10	-	7	14	23
1	ER PPC	LA	15	10	-	7	14	23
1	Improved C³ CPU	RT	0	-	-	-	-	-
1	Guardian ECM	LT	0	-	-	-	-	6
1	ER Medium Laser	CT	5	5	-	4	8	12
1	ER Small Laser	HD	2	3	-	2	4	5

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

Auto Eject: Operational Disabled
 Weapon Heat: **(37)**

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WARGAMES

CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
Head	1. Life Support	2. Sensors	3. Cockpit	4. ER Small Laser	5. Sensors	6. Life Support
Center Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Guardian ECM	5. Guardian ECM	6. Ferro-Fibrous
Right Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Improved C³ CPU	5. Improved C³ CPU	6. Ferro-Fibrous
Left Leg	1. Ferro-Fibrous	2. Ferro-Fibrous	3. Ferro-Fibrous	4. Ferro-Fibrous	5. Ferro-Fibrous	6. Ferro-Fibrous
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

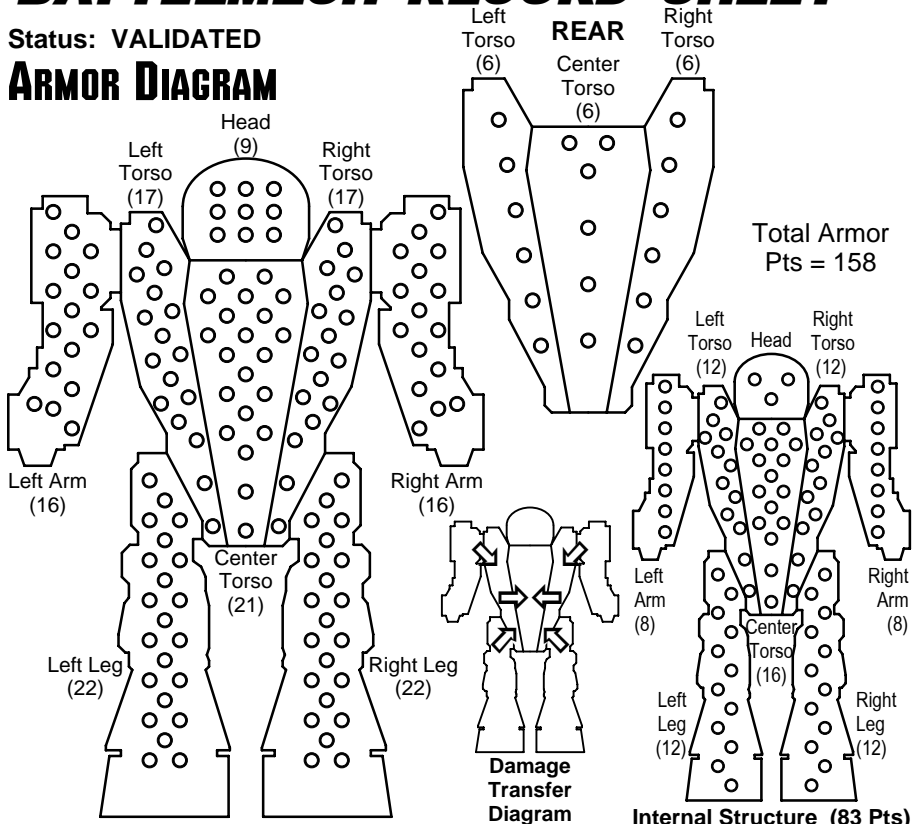
Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Crab CRB-45**
 Mass: **50 tons**
 Movement Points: **6** Tech & Configuration:
 Walking: **6** Inner Sphere
 Running: **9** Biped 'Mech
 Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light PPC	RA	5	5	3	6	12	18
1	Light PPC	LA	5	5	3	6	12	18
1	Improved C³ CPU	RT	0	-	-	-	-	-
1	Light PPC	LT	5	5	3	6	12	18
1	ER Large Laser	CT	12	8	-	7	14	19

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

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	

WZGAMES

CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
Head	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support
Center Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Light PPC	5. Light PPC	6. Heavy Ferro-Fibrous
Right Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Heavy Ferro-Fibrous	6. Heavy Ferro-Fibrous
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Heavy Ferro-Fibrous	6. Heavy Ferro-Fibrous

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

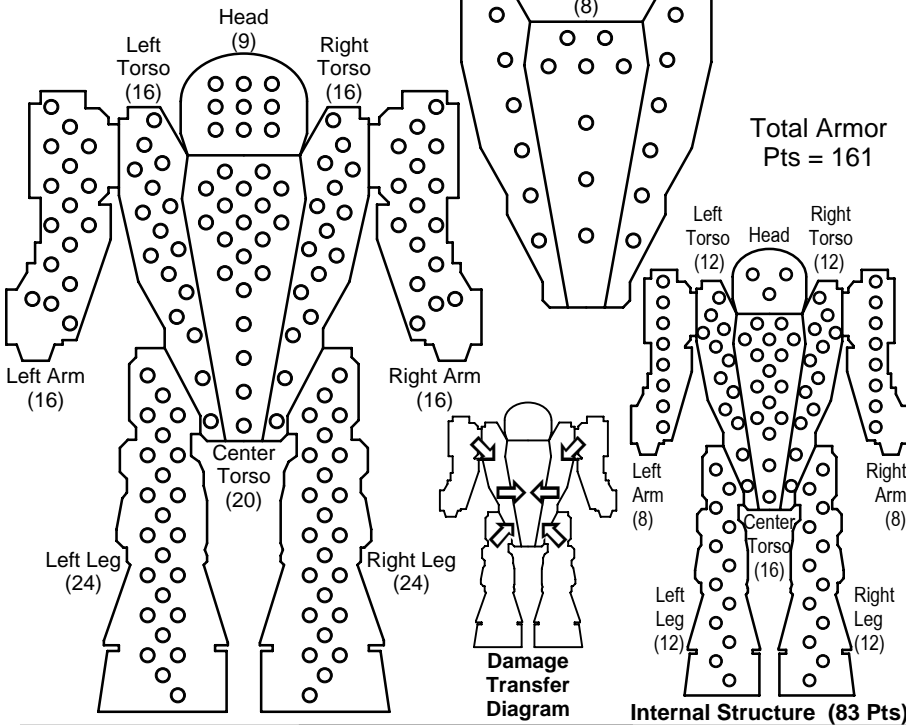
Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Crab CRB-C**

Mass: **50 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	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:

Weapon Heat:

Operational Disabled

(17)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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



CRITICAL HIT TABLE

Left Arm

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

Left Torso

- Single Heat Sink
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
- 1-3
- Ferro-Fibrous
 - Ferro-Fibrous
- 4-6
- Roll Again
 - Roll Again
 - Roll Again

Left Leg

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

Head

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

Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - C³ Slave Unit
 - Roll Again
- 4-6

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

Right Arm

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

Right Torso

- Single Heat Sink
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
- 1-3
- Ferro-Fibrous
 - Ferro-Fibrous
- 4-6
- Roll Again
 - Roll Again
 - Roll Again

Right Leg

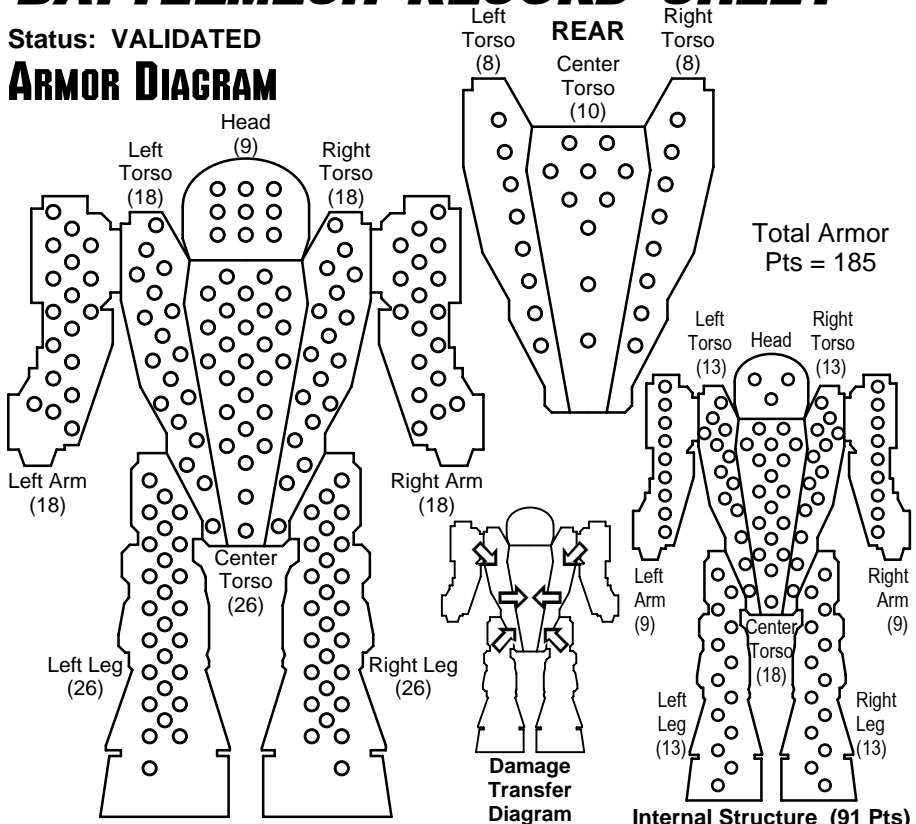
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Single Heat Sink

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'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	

WZK GAMES

CRITICAL HIT TABLE

<h4>Left Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator LRM 15 LRM 15 Ferro-Fibrous Ferro-Fibrous <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p>	<h4>Head</h4> <ol style="list-style-type: none"> Life Support Sensors Cockpit Roll Again Sensors Life Support 	<h4>Right Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Ultra AC/10 Ultra AC/10 Ultra AC/10 Ultra AC/10 <p>1-3</p> <ol style="list-style-type: none"> Ferro-Fibrous Ferro-Fibrous Roll Again Roll Again Roll Again Roll Again <p>4-6</p>	<h4>Center Torso</h4> <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine Gyro Gyro Gyro 	<h4>Left Torso</h4> <ol style="list-style-type: none"> Double Heat Sink Double Heat Sink Medium Pulse Laser Medium Pulse Laser Ferro-Fibrous Ferro-Fibrous <p>1-3</p> <ol style="list-style-type: none"> Ferro-Fibrous Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p>	<h4>Right Torso (CASE)</h4> <ol style="list-style-type: none"> 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 <p>1-3</p> <ol style="list-style-type: none"> Ammo (LRM 15) 8 Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p>	<h4>Left Leg</h4> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Roll Again Roll Again 	<h4>Right Leg</h4> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Roll Again Roll Again
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Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

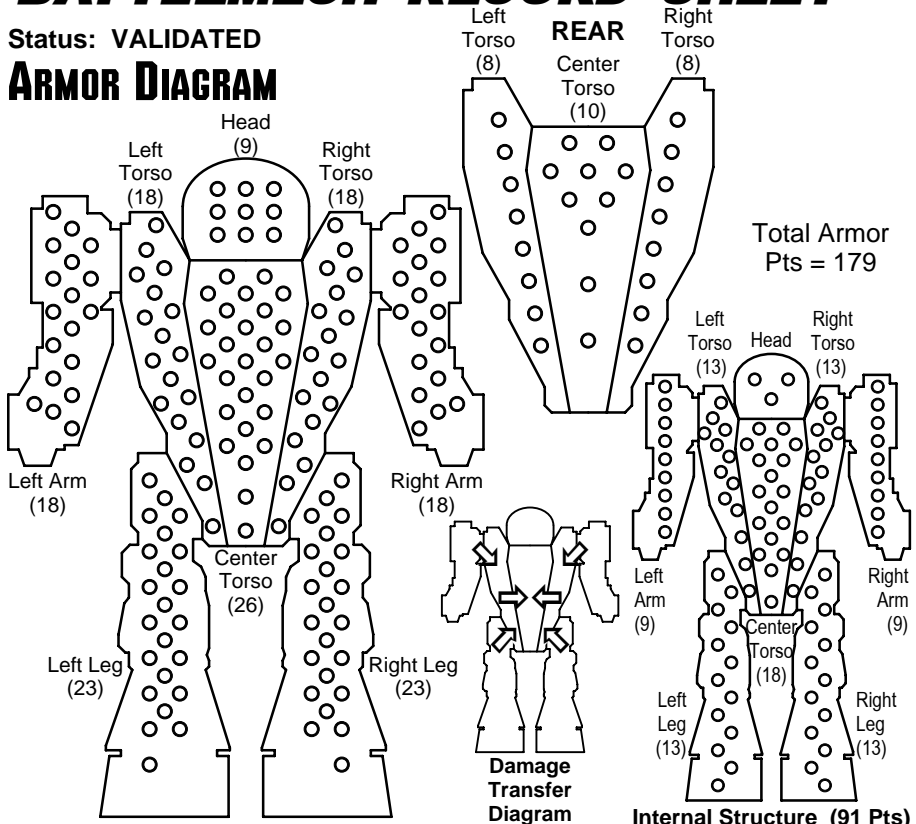
Life Support ○

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: 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..

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	

WARGAMES

CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. LRM 5	6. SRM 6
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Medium Laser	6. Roll Again
Head	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support
Center Torso	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. Ammo (LRM 5) 24	2. Ammo (SRM 6) 15	3. Ferro-Fibrous	4. Ferro-Fibrous	5. Ferro-Fibrous	6. Ferro-Fibrous
Right Torso	1. SRM 6	2. SRM 6	3. Ammo (SRM 6) 15	4. Ammo (Narc Pods) 6	5. Ammo (Narc Pods) 6	6. Ferro-Fibrous
Left Leg	1. Ferro-Fibrous	2. Ferro-Fibrous	3. Ferro-Fibrous	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. Roll Again	6. Roll Again

Engine Hits ○ ○ ○

Gyro Hits ○ ○

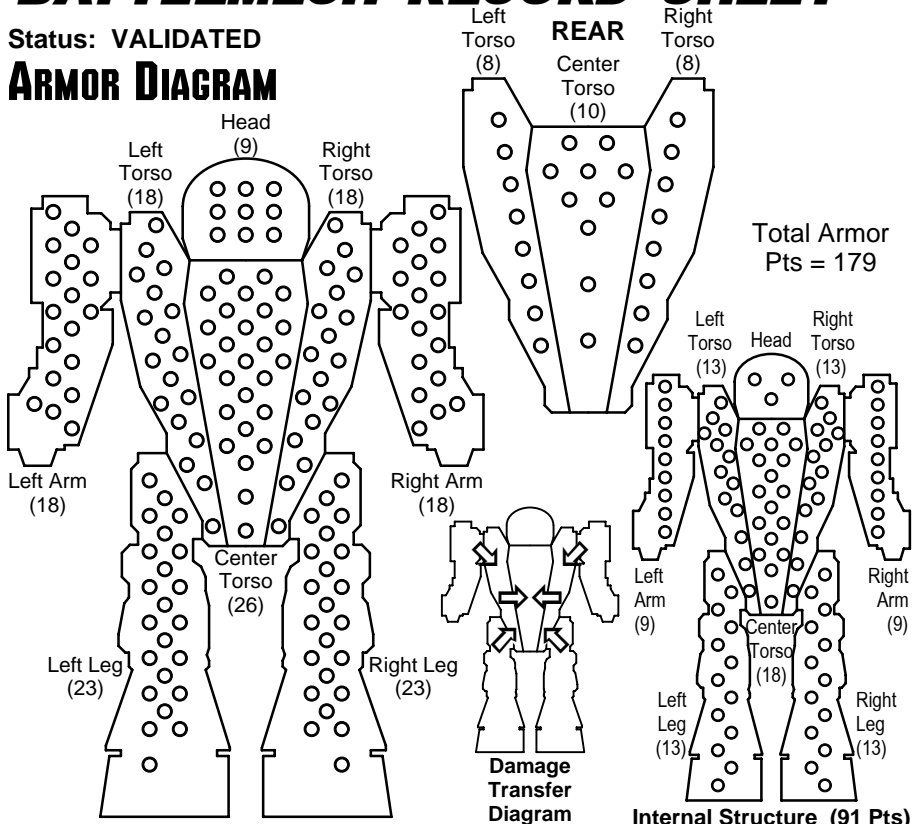
Sensor Hits ○ ○

Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Kintaro KTO-20**
 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	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	Large Laser	CT	8	8	-	5	10	15

Ammo Type: SRM 6: 30, LRM 5: 24
Rounds: SRM 6: 30, LRM 5: 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

** 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

WIKGAMES

CRITICAL HIT TABLE

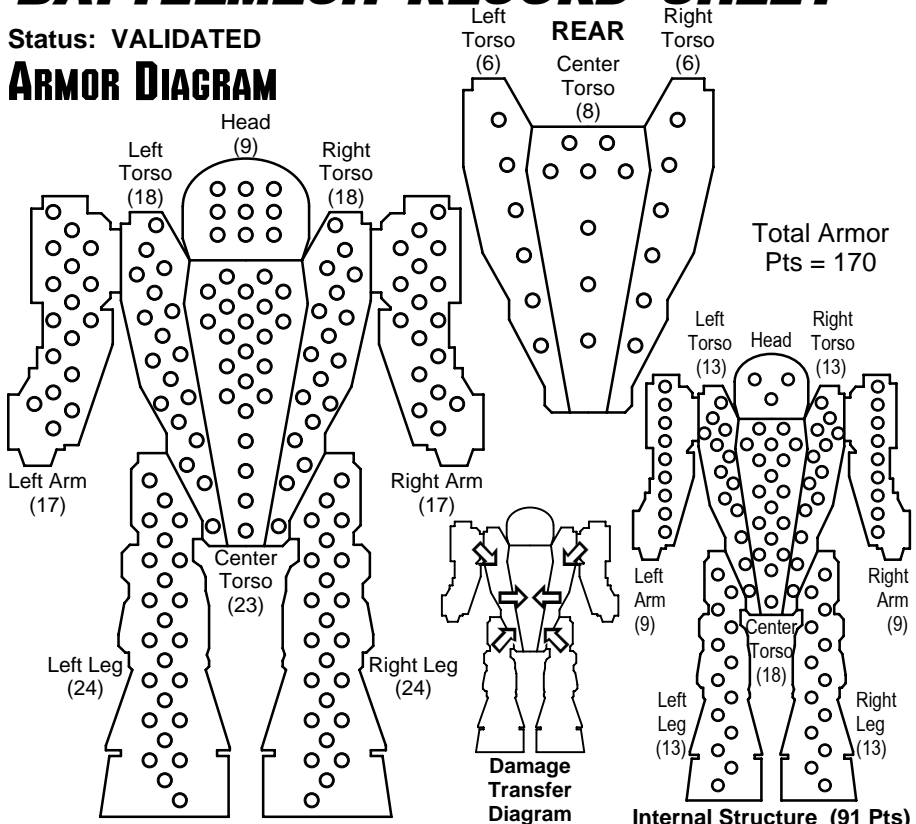
Location	Hit 1-3	Hit 4-6
Left Arm	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. SRM 6 6. SRM 6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
Right Arm	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Medium Laser 6. Medium Laser	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
Head	1. Life Support 2. Sensors 3. Cockpit 4. Roll Again 5. Sensors 6. Life Support	
Center Torso	1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro	1. Gyro 2. Fusion Engine 3. Fusion Engine 4. Fusion Engine 5. Large Laser 6. Large Laser
Left Torso	1. Ammo (LRM 5) 24 2. Ammo (SRM 6) 15 3. Ferro-Fibrous 4. Ferro-Fibrous 5. Ferro-Fibrous 6. Ferro-Fibrous	1. Ferro-Fibrous 2. Ferro-Fibrous 3. Ferro-Fibrous 4. Roll Again 5. Roll Again 6. Roll Again
Right Torso	1. LRM 5 2. SRM 6 3. SRM 6 4. Ammo (SRM 6) 15 5. Ferro-Fibrous 6. Ferro-Fibrous	1. Ferro-Fibrous 2. Ferro-Fibrous 3. Ferro-Fibrous 4. Ferro-Fibrous 5. Ferro-Fibrous 6. Roll Again
Left Leg	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Roll Again 6. Roll Again	
Right Leg	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Roll Again 6. Roll Again	

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **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: **Rounds:**
 SRM 6 30
 Improved Narc 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

** 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

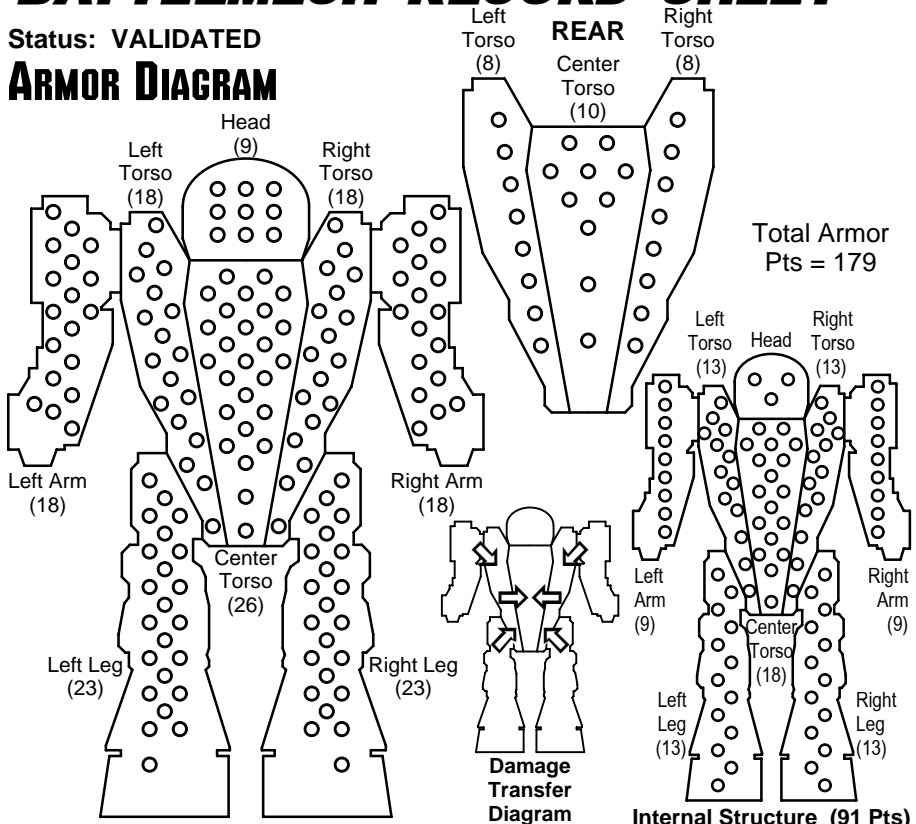
CRITICAL HIT TABLE

<p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator SRM 6 SRM 6 <p>1-3</p> <ol style="list-style-type: none"> Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Endo Steel Endo Steel Roll Again <p>4-6</p> <p>Left Torso</p> <ol style="list-style-type: none"> Improved Narc Improved Narc Improved Narc Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous <p>1-3</p> <ol style="list-style-type: none"> Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous <p>4-6</p> <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Ferro-Fibrous Ferro-Fibrous 	<p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Roll Again Sensors Life Support <p>Center Torso</p> <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro Fusion Engine Fusion Engine Fusion Engine Improved C³ CPU Improved C³ CPU <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>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator ER Medium Laser ER Medium Laser <p>1-3</p> <ol style="list-style-type: none"> Endo Steel Endo Steel Endo Steel Endo Steel Endo Steel Endo Steel <p>4-6</p> <p>Right Torso</p> <ol style="list-style-type: none"> SRM 6 SRM 6 Ammo (iNarc) 4 Ammo (iNarc) 4 Ammo (iNarc) 4 Ammo (SRM 6) 15 <p>1-3</p> <ol style="list-style-type: none"> Ammo (SRM 6) 15 Endo Steel Endo Steel Endo Steel Endo Steel CASE <p>4-6</p> <p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Endo Steel Endo Steel
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BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'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: SRM 6: 30, LRM 5: 24
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

** 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
- Lower Arm Actuator
- Hand Actuator
- SRM 6
- SRM 6

1-3

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

4-6

Right Arm

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

1-3

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

4-6

Head

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

1-3

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

4-6

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

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 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

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

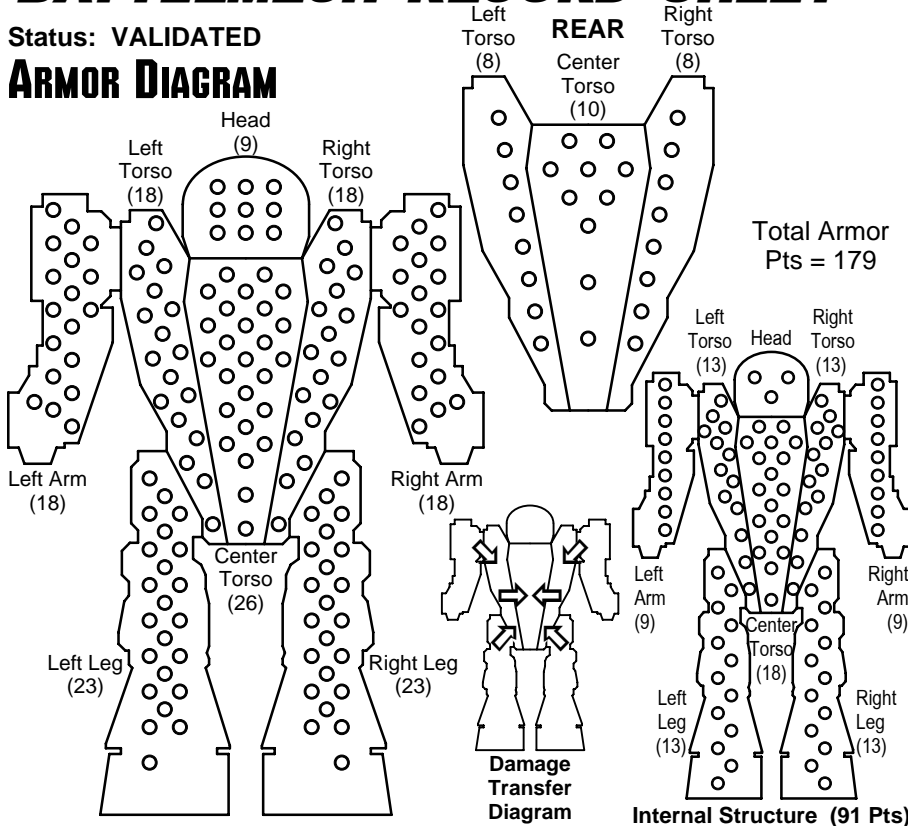
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Kintaro KTO-K**

Mass: **55 tons**

Movement Points: **Tech & Configuration:**

Walking: **5** Inner Sphere
 Running: **8** Biped 'Mech
 Jumping: **5**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
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	



CRITICAL HIT TABLE

Left Arm

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

- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Left Torso

- Ammo (Streak 6) 15
- Ammo (Streak 6) 15
- CASE
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

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

Left Leg

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

Head

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

Center Torso

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

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

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

Right Torso

- Streak SRM 6
- Streak SRM 6
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

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

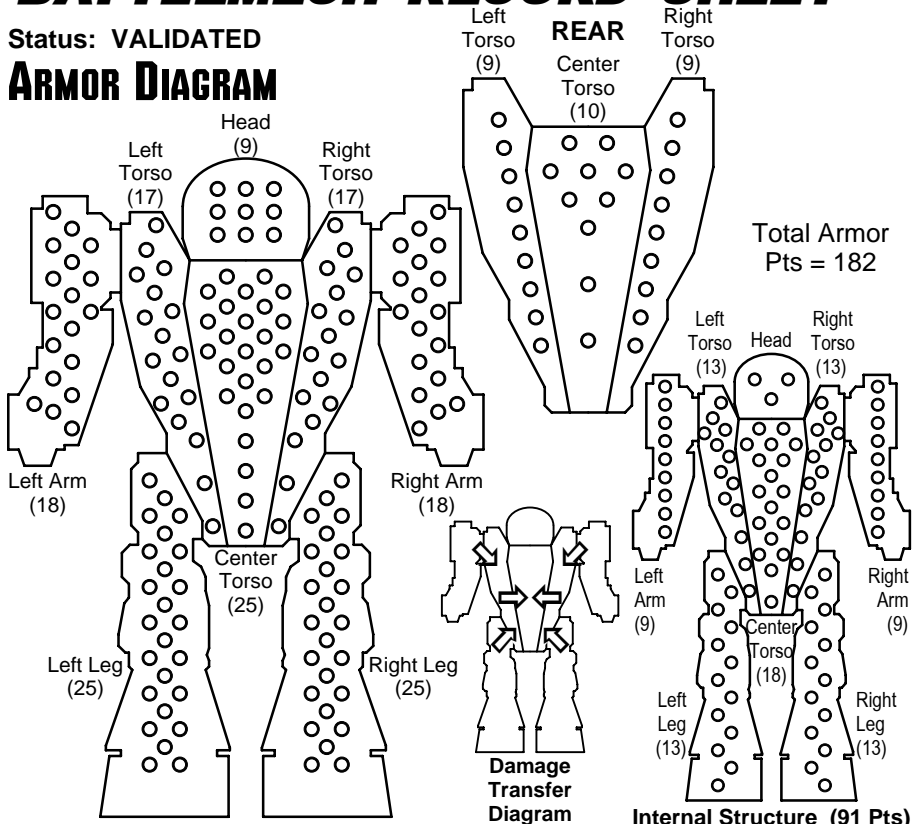
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MEGH DATA

Type: **Ryoken Prime**
 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	ER Large Laser	RA	12	10	-	8	15	25
1	ER Medium Laser	RA	5	7	-	5	10	15
1	ER Large Laser	LA	12	10	-	8	15	25
1	ER Medium Laser	LA	5	7	-	5	10	15
1	ER Medium Laser	HD	5	7	-	5	10	15

Total Heat Sinks: 22 Double (44)
 ○○○○○○○○○○ ○○○○○○○○○○
 ○○

Auto Eject: Operational Disabled
Weapon Heat: (39)

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

- | | | |
|--|--|---|
| <p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Double Heat Sink Double Heat Sink <p>1-3</p> <ol style="list-style-type: none"> Double Heat Sink Double Heat Sink Double Heat Sink Double Heat Sink ER Large Laser ER Medium Laser <p>4-6</p> <p>Left Torso</p> <ol style="list-style-type: none"> XL Engine XL Engine Double Heat Sink Double Heat Sink Double Heat Sink Double Heat Sink <p>1-3</p> <ol style="list-style-type: none"> Double Heat Sink Double Heat Sink Endo Steel Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous <p>4-6</p> <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Endo Steel Endo Steel | <p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit ER Medium Laser Sensors Life Support <p>1-3</p> <p>Center Torso</p> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro XL Engine XL Engine XL Engine Endo Steel Ferro-Fibrous <p>4-6</p> | <p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Double Heat Sink Double Heat Sink <p>1-3</p> <ol style="list-style-type: none"> Double Heat Sink Double Heat Sink Double Heat Sink Double Heat Sink ER Large Laser ER Medium Laser <p>4-6</p> <p>Right Torso</p> <ol style="list-style-type: none"> XL Engine XL Engine Double Heat Sink Double Heat Sink Double Heat Sink Double Heat Sink <p>1-3</p> <ol style="list-style-type: none"> Double Heat Sink Double Heat Sink Endo Steel Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous <p>4-6</p> <p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Endo Steel Endo Steel |
|--|--|---|
- Engine Hits** ○ ○ ○

Gyro Hits ○ ○

Sensor Hits ○ ○

Life Support ○

HEAT SCALE

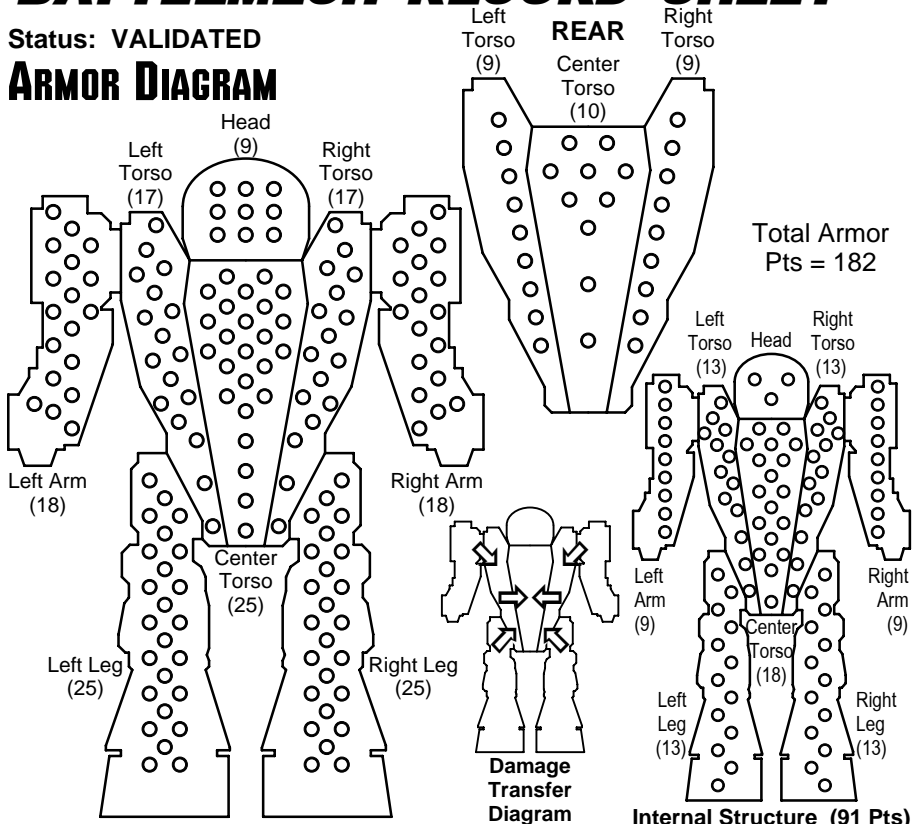
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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



'MECH 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: LRM 20 (12), Streak SRM 6 (30)
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

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Medium Pulse Laser	6. Medium Pulse Laser
Right Arm (CASE)	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. LRM 20	6. LRM 20
Head	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support
Center Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso (CASE)	1. XL Engine	2. XL Engine	3. Streak SRM 6	4. Streak SRM 6	5. Ammo (Streak 6) 15	6. Endo Steel
Right Torso (CASE)	1. XL Engine	2. XL Engine	3. Streak SRM 6	4. Streak SRM 6	5. Ammo (Streak 6) 15	6. Endo Steel
Left Leg	1. Ferro-Fibrous	2. Ferro-Fibrous	3. Ferro-Fibrous	4. Roll Again	5. Roll Again	6. Roll Again
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

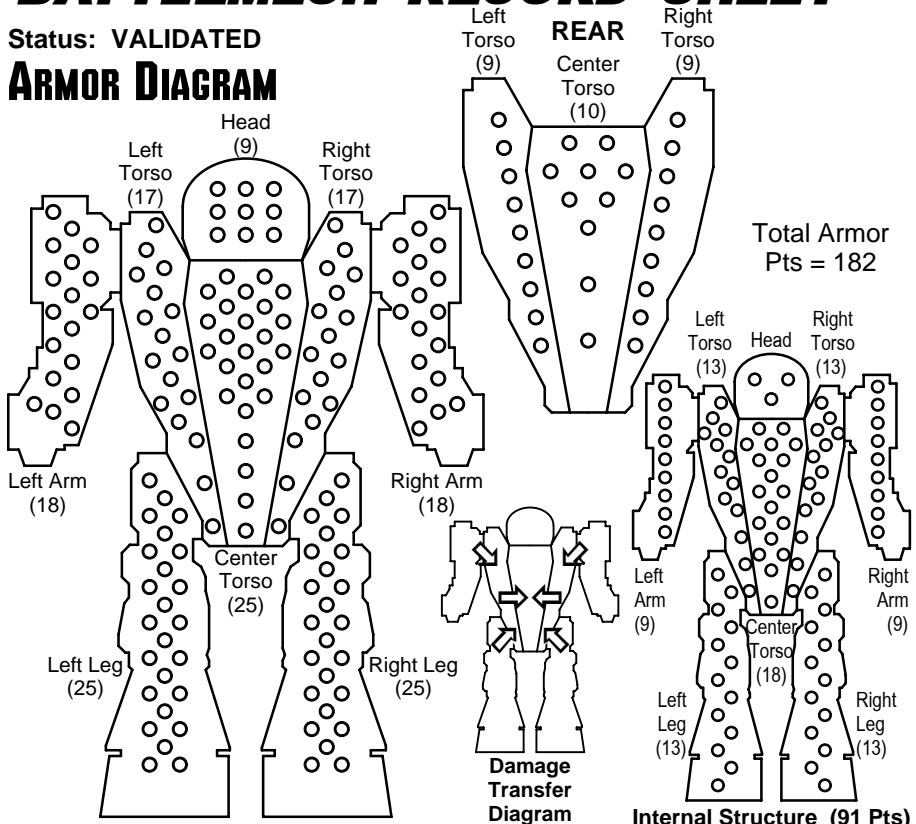
Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **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

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
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- XL Engine
- XL Engine
- Ammo (Ult AC/20) 5
- Ammo (Ult AC/20) 5
- Endo Steel
- Ferro-Fibrous

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

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

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

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

4-6

Right Torso

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

1-3

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

4-6

Right Leg

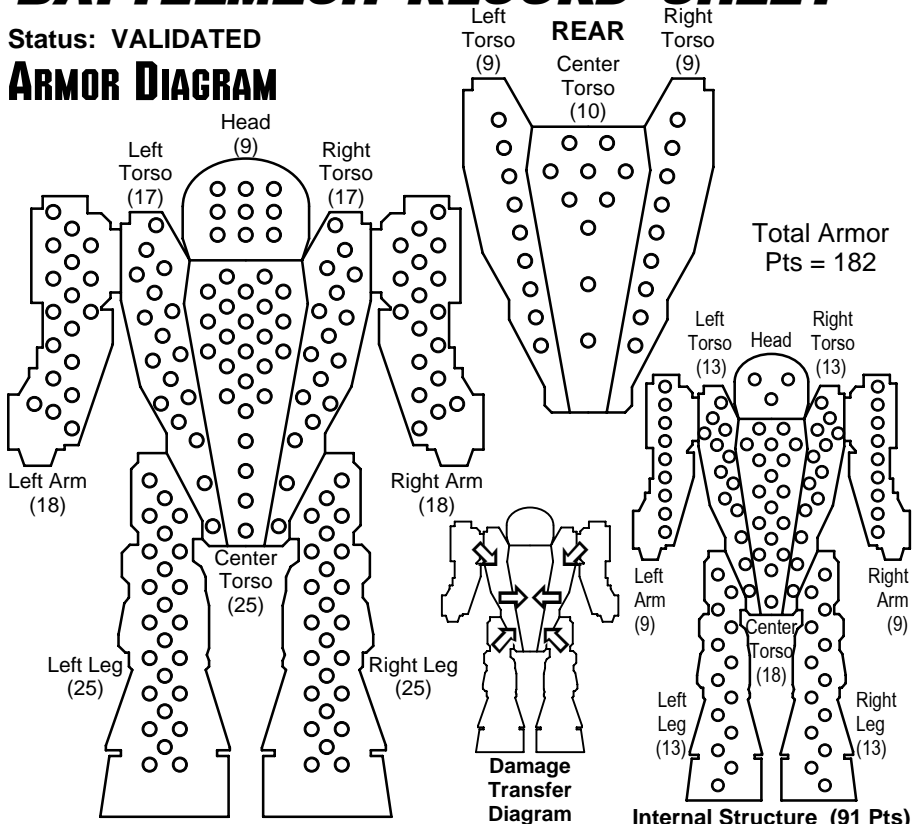
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **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	

WZK GAMES

CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm (CASE)	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
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Large Pulse Laser	6. Large Pulse Laser
Head	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support
Center Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. XL Engine	2. XL Engine	3. Medium Pulse Laser	4. Endo Steel	5. Ferro-Fibrous	6. Ferro-Fibrous
Right Torso	1. XL Engine	2. XL Engine	3. Medium Pulse Laser	4. Endo Steel	5. Ferro-Fibrous	6. Ferro-Fibrous
Left Leg	1. Ferro-Fibrous	2. Roll Again	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

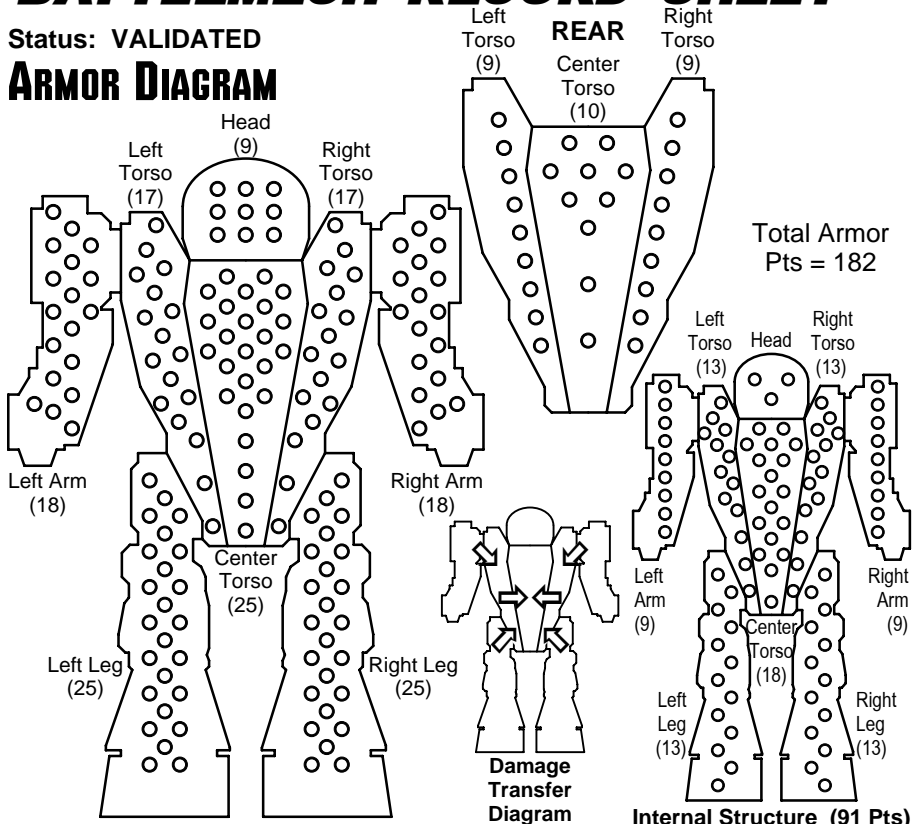
Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MEGH 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

WKGAMES

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

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

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

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
- 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

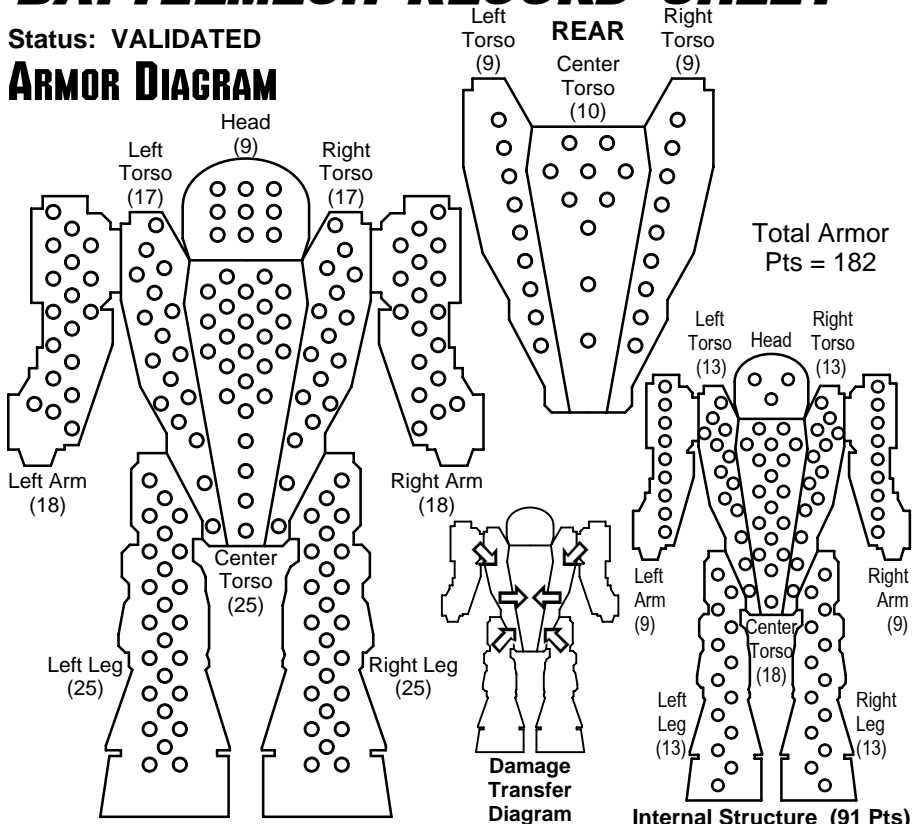
Right Leg

- 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
Left Arm (CASE)	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Adv. Tact. Msl. 9	6. Adv. Tact. Msl. 9
Right Arm (CASE)	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Adv. Tact. Msl. 9	6. Adv. Tact. Msl. 9
Head	1. Life Support	2. Sensors	3. Cockpit	4. Active Probe	5. Sensors	6. Life Support
Center Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. XL Engine	2. XL Engine	3. ER Small Laser	4. ER Small Laser	5. Double Heat Sink	6. Double Heat Sink
Right Torso	1. XL Engine	2. XL Engine	3. ER Small Laser	4. ER Small Laser	5. Double Heat Sink	6. Double Heat Sink
Left Leg	1. Endo Steel	2. Ferro-Fibrous	3. Ferro-Fibrous	4. Ferro-Fibrous	5. Roll Again	6. Roll Again
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel

Engine Hits ○ ○ ○

Gyro Hits ○ ○

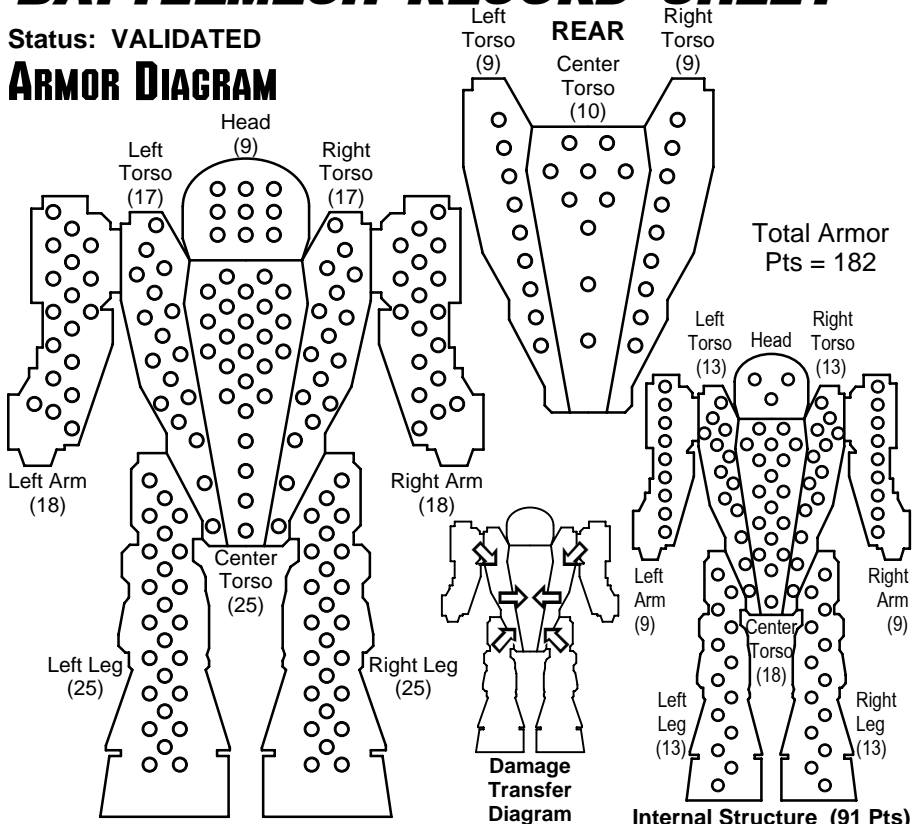
Sensor Hits ○ ○

Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MEGH 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: Plasma Cannon 60, AP Gauss Rifle 80
Rounds:

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

CRITICAL HIT TABLE

<p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Plasma Cannon AP Gauss Rifle AP Gauss Rifle Ammo (PC) 10 <p>1-3</p> <ol style="list-style-type: none"> Ammo (PC) 10 Ammo (PC) 10 Ammo (APGR) 40 Roll Again Roll Again Roll Again <p>4-6</p> <p>Left Torso</p> <ol style="list-style-type: none"> XL Engine XL Engine Double Heat Sink Double Heat Sink ER Medium Laser ER Medium Laser <p>1-3</p> <ol style="list-style-type: none"> ER Small Laser Endo Steel Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Roll Again <p>4-6</p> <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Endo Steel Endo Steel 	<p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Roll Again Sensors Life Support <p>Center Torso</p> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro XL Engine XL Engine XL Engine Endo Steel Ferro-Fibrous <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>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Plasma Cannon AP Gauss Rifle AP Gauss Rifle Ammo (PC) 10 <p>1-3</p> <ol style="list-style-type: none"> Ammo (PC) 10 Ammo (PC) 10 Ammo (APGR) 40 Roll Again Roll Again Roll Again <p>4-6</p> <p>Right Torso</p> <ol style="list-style-type: none"> XL Engine XL Engine Double Heat Sink Double Heat Sink ER Medium Laser ER Medium Laser <p>1-3</p> <ol style="list-style-type: none"> ER Small Laser Endo Steel Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Roll Again <p>4-6</p> <p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Endo Steel Endo Steel
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HEAT SCALE

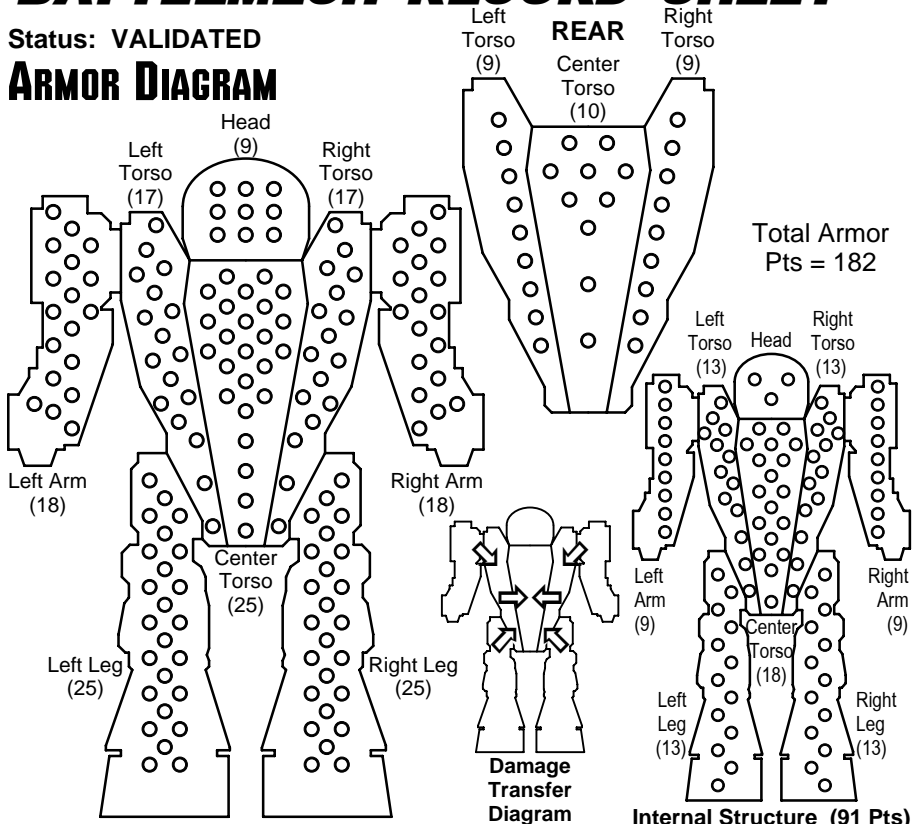
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

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	

WIZKIDSGAMES

CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. HAG 20	4. HAG 20	5. HAG 20	6. HAG 20
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. ER Medium Laser	6. ER Medium Laser
Head	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support
Center Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. XL Engine	2. XL Engine	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
Right Torso	1. XL Engine	2. XL Engine	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
Left Leg	1. Double Heat Sink	2. Double Heat Sink	3. Endo Steel	4. Ferro-Fibrous	5. Ferro-Fibrous	6. Ferro-Fibrous
Right Leg	1. Double Heat Sink	2. Double Heat Sink	3. Endo Steel	4. Ferro-Fibrous	5. Ferro-Fibrous	6. Ferro-Fibrous

Engine Hits ○ ○ ○

Gyro Hits ○ ○

Sensor Hits ○ ○

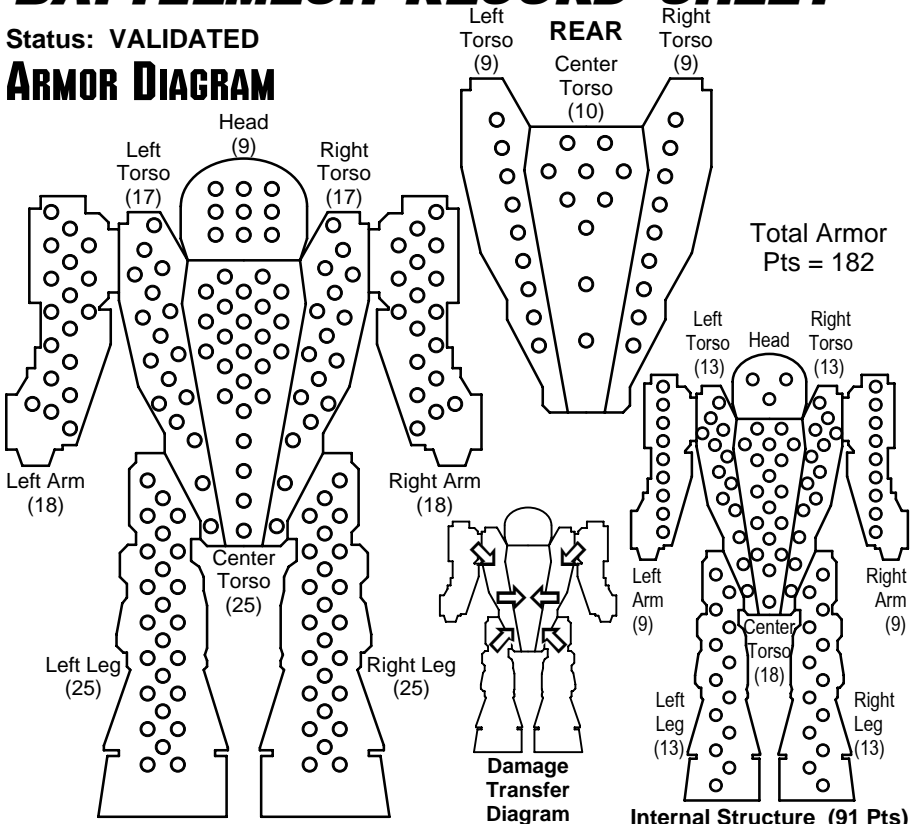
Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Ryoken H**
 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	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	ER Medium Laser	HD	5	7	-	5	10	15

Total Heat Sinks: **22 Double (44)**

○○○○○○○○○○ ○○○○○○○○○○
○○

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	



CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - 1-3 Double Heat Sink
 - 4 Double Heat Sink
 - 5 Double Heat Sink
 - 6 Double Heat Sink
- 1 Double Heat Sink
 - 2 Double Heat Sink
 - 3 Heavy Large Laser
 - 4 Heavy Large Laser
 - 5 Heavy Large Laser
 - 6 ER Medium Laser

Left Torso

- 1 XL Engine
 - 2 XL Engine
 - 1-3 Double Heat Sink
 - 4 Double Heat Sink
 - 5 Double Heat Sink
 - 6 Double Heat Sink
- 1 Double Heat Sink
 - 2 Double Heat Sink
 - 3 Endo Steel
 - 4 Ferro-Fibrous
 - 5 Ferro-Fibrous
 - 6 Ferro-Fibrous

Left Leg

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

Right Arm

- Shoulder
 - Upper Arm Actuator
 - 1-3 Double Heat Sink
 - 4 Double Heat Sink
 - 5 Double Heat Sink
 - 6 Double Heat Sink
- 1 Double Heat Sink
 - 2 Double Heat Sink
 - 3 Heavy Large Laser
 - 4 Heavy Large Laser
 - 5 Heavy Large Laser
 - 6 ER Medium Laser

Right Torso

- 1 XL Engine
 - 2 XL Engine
 - 1-3 Double Heat Sink
 - 4 Double Heat Sink
 - 5 Double Heat Sink
 - 6 Double Heat Sink
- 1 Double Heat Sink
 - 2 Double Heat Sink
 - 3 Endo Steel
 - 4 Ferro-Fibrous
 - 5 Ferro-Fibrous
 - 6 Ferro-Fibrous

Right Leg

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

Head

- Life Support
- Sensors
- Cockpit
- ER Medium Laser
- Sensors
- 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 Endo Steel
 - 6 Ferro-Fibrous

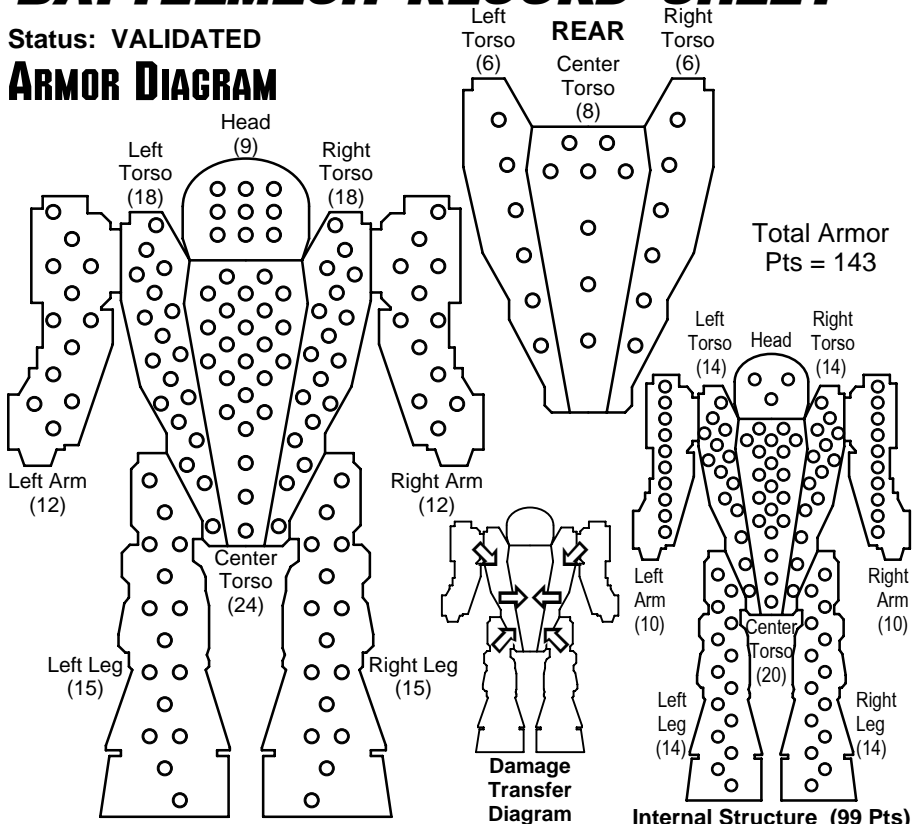
Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

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

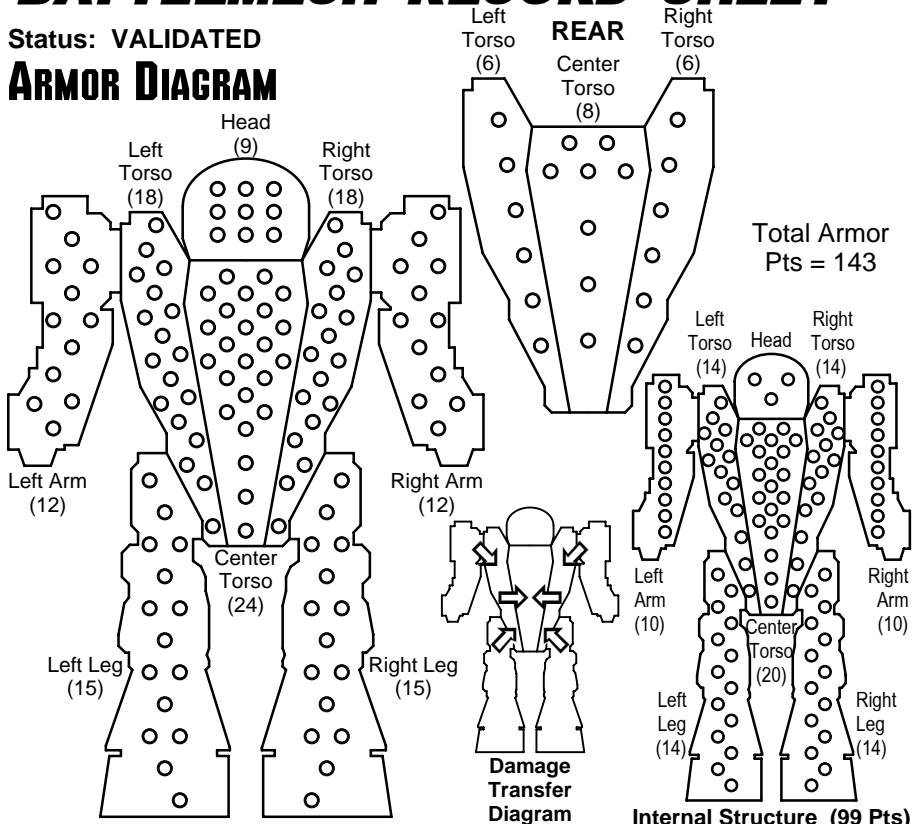
Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
Head	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support
Center Torso	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. SRM 6	2. SRM 6	3. Artemis IV FCS	4. Medium Laser	5. Medium Laser	6. Ammo (SRM 6) 15
Right Torso	1. LB 10-X AC	2. LB 10-X AC	3. LB 10-X AC	4. LB 10-X AC	5. LB 10-X AC	6. LB 10-X AC
Left Leg	1. Ferro-Fibrous	2. Ferro-Fibrous	3. Ferro-Fibrous	4. Ferro-Fibrous	5. Ferro-Fibrous	6. Ferro-Fibrous
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. 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

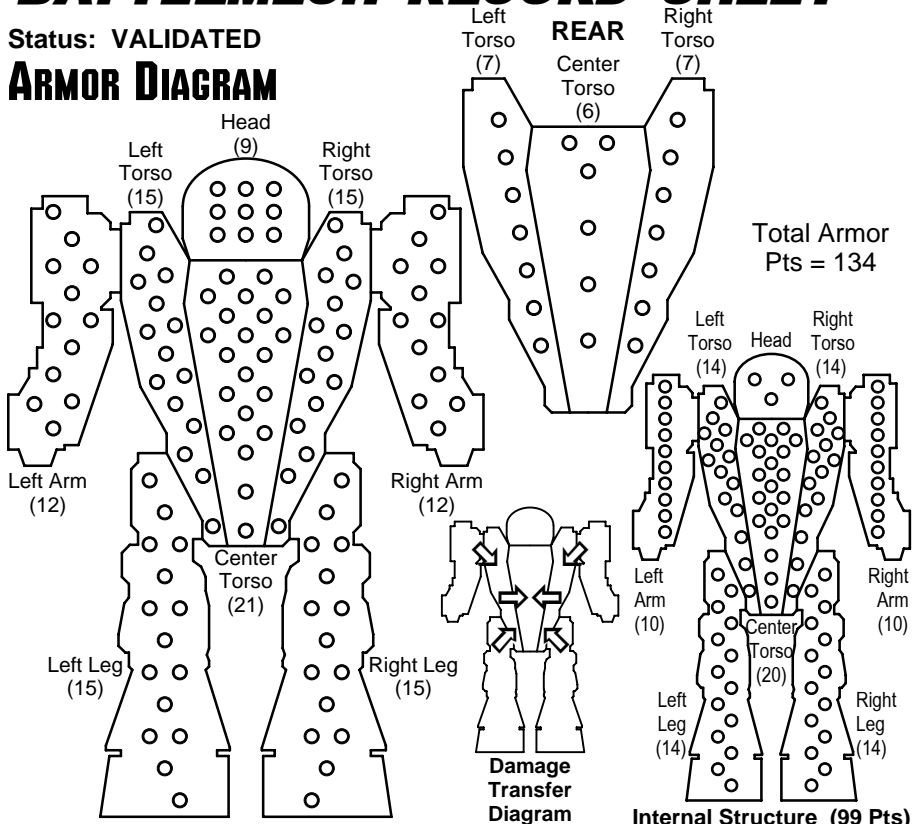
<p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator <p>1-3 1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again</p> <p>4-6 1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again</p> <p>Left Torso</p> <ol style="list-style-type: none"> SRM 6 SRM 6 Artemis IV FCS Medium Laser Medium Laser Ammo (SRM 6) 15 <p>1-3 1. Ferro-Fibrous 2. Ferro-Fibrous 3. Ferro-Fibrous 4. Ferro-Fibrous 5. Ferro-Fibrous 6. Ferro-Fibrous</p> <p>4-6 1. Ferro-Fibrous 2. Ferro-Fibrous 3. Ferro-Fibrous 4. Ferro-Fibrous 5. Ferro-Fibrous 6. Ferro-Fibrous</p> <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Ferro-Fibrous Ferro-Fibrous 	<p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Roll Again Sensors Life Support <p>Center Torso</p> <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine Gyro Gyro Gyro <p>1-3 1. Gyro 2. Fusion Engine 3. Fusion Engine 4. Fusion Engine 5. Small Laser 6. Small Laser</p>	<p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Roll Again Roll Again Roll Again Roll Again <p>1-3 1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again</p> <p>Right Torso</p> <ol style="list-style-type: none"> LB 10-X AC LB 10-X AC LB 10-X AC LB 10-X AC LB 10-X AC LB 10-X AC <p>1-3 1. Ammo (LB 10-X) 10 2. Ammo (LB 10-X) 10 3. Ferro-Fibrous 4. Ferro-Fibrous 5. Ferro-Fibrous 6. Ferro-Fibrous</p> <p>4-6 1. Ammo (LB 10-X) 10 2. Ammo (LB 10-X) 10 3. Ferro-Fibrous 4. Ferro-Fibrous 5. Ferro-Fibrous 6. Ferro-Fibrous</p> <p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Ferro-Fibrous Ferro-Fibrous
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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: **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
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Large Laser	4. Large Laser	5. Ferro-Fibrous	6. Ferro-Fibrous
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Large Laser	4. Large Laser	5. Ferro-Fibrous	6. Ferro-Fibrous
Head	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support
Center Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. SRM 6	5. SRM 6	6. Artemis IV FCS
Right Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. LB 10-X AC	5. LB 10-X AC	6. LB 10-X AC
Left Leg	1. Medium Laser	2. Medium Laser	3. Ammo (SRM 6) 15	4. Ferro-Fibrous	5. Ferro-Fibrous	6. Ferro-Fibrous
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Ferro-Fibrous	6. Ferro-Fibrous

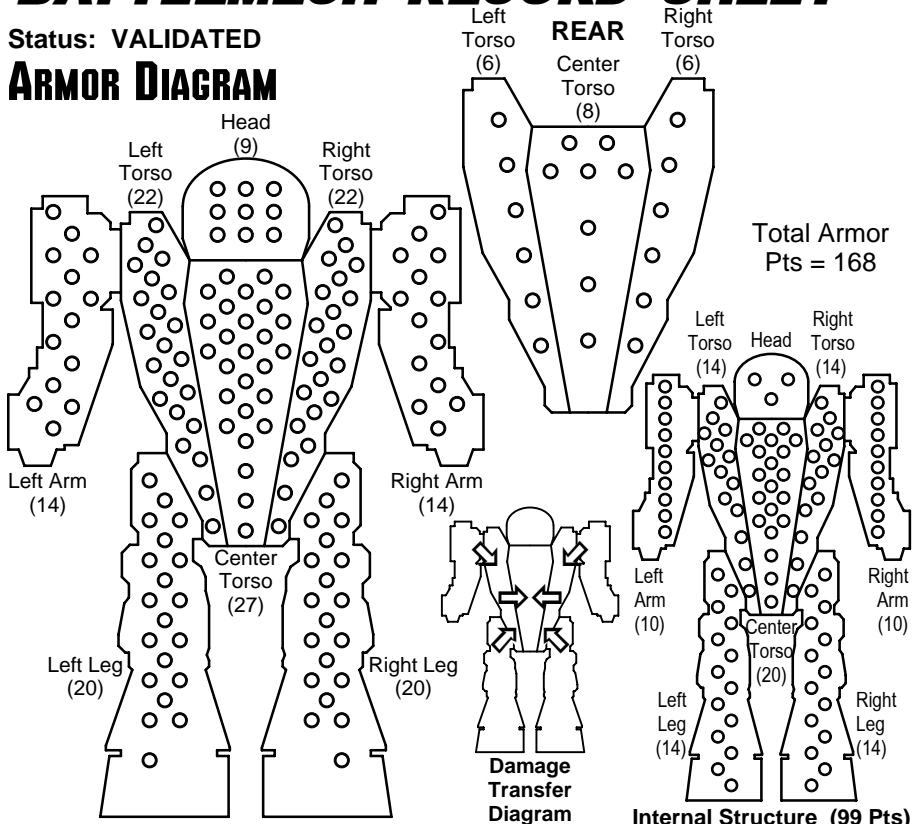
Engine Hits ○○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

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** Rounds: **30**
Improved Narc **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
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. ER Medium Laser	4. ER Medium Laser	5. Endo Steel	6. Endo Steel
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. ER Medium Laser	4. ER Medium Laser	5. Endo Steel	6. Endo Steel
Head	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support
Center Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Improved Narc	5. Improved Narc	6. Improved Narc
Right Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Ultra AC/10	5. Ultra AC/10	6. Ultra AC/10
Left Leg	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
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

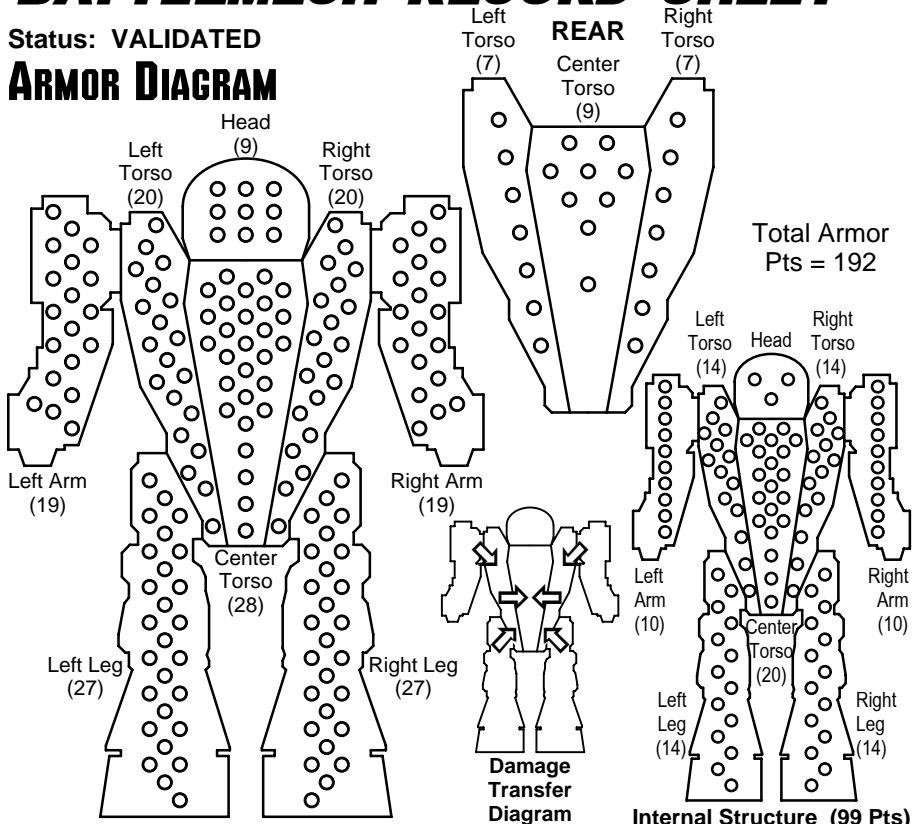
Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MEGH DATA

Type: **Champion C**
 Mass: **60 tons**
 Movement Points: **5** Tech & Configuration:
 Walking: **5** Clan
 Running: **8** Biped 'Mech
 Jumping: **5**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RA	5	7	-	5	10	15
1	ER Medium Laser	LA	5	7	-	5	10	15
1	LB 10-X AC	RT	2	10	-	6	12	18
2	Medium Pulse Laser	LT	4	7	-	4	8	12
1	SRM 6 w/ Artemis IV	LT	4	2/hit	-	3	6	9
1	Small Pulse Laser	CT	2	3	-	2	4	6
1	Small Pulse Laser	HD	2	3	-	2	4	6

Ammo Type: **LB 10-X AC** Rounds: **20**
SRM 6 **15**

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

** Avoid Inferno explosion on..
 Shutdown

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

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

WARGAMES

CRITICAL HIT TABLE

Left Arm	Head	Right Arm
1. Shoulder	1. Life Support	1. Shoulder
2. Upper Arm Actuator	2. Sensors	2. Upper Arm Actuator
3. ER Medium Laser	3. Cockpit	3. ER Medium Laser
4. Ferro-Fibrous	4. Small Pulse Laser	4. Ferro-Fibrous
5. Ferro-Fibrous	5. Sensors	5. Ferro-Fibrous
6. Roll Again	6. Life Support	6. Roll Again
1. Roll Again		1. Roll Again
2. Roll Again		2. Roll Again
3. Roll Again		3. Roll Again
4. Roll Again		4. Roll Again
5. Roll Again		5. Roll Again
6. Roll Again		6. Roll Again
Center Torso	Right Torso (CASE)	
1. XL Engine	1. XL Engine	1. XL Engine
2. XL Engine	2. XL Engine	2. XL Engine
3. XL Engine	3. XL Engine	3. XL Engine
4. Gyro	4. Gyro	4. Gyro
5. Gyro	5. Gyro	5. Gyro
6. Gyro	6. Gyro	6. Gyro
1. Gyro	1. LB 10-X AC	1. LB 10-X AC
2. XL Engine	2. XL Engine	2. XL Engine
3. XL Engine	3. XL Engine	3. XL Engine
4. XL Engine	4. XL Engine	4. XL Engine
5. Jump Jet	5. Jump Jet	5. Jump Jet
6. Small Pulse Laser	6. Small Pulse Laser	6. Small Pulse Laser
1. Ammo (SRM 6) 15	1. Ammo (LB 10-X) 10	1. Ammo (LB 10-X) 10
2. Ferro-Fibrous	2. Ammo (LB 10-X) 10	2. Ammo (LB 10-X) 10
3. Ferro-Fibrous	3. Ammo (LB 10-X) 10	3. Ammo (LB 10-X) 10
4. Roll Again	4. Ferro-Fibrous	4. Ferro-Fibrous
5. Roll Again	5. Roll Again	5. Roll Again
6. Roll Again	6. Roll Again	6. Roll Again
Left Leg	Right Leg	
1. Hip	1. Hip	1. Hip
2. Upper Leg Actuator	2. Upper Leg Actuator	2. Upper Leg Actuator
3. Lower Leg Actuator	3. Lower Leg Actuator	3. Lower Leg Actuator
4. Foot Actuator	4. Foot Actuator	4. Foot Actuator
5. Jump Jet	5. Jump Jet	5. Jump Jet
6. Jump Jet	6. Jump Jet	6. Jump Jet

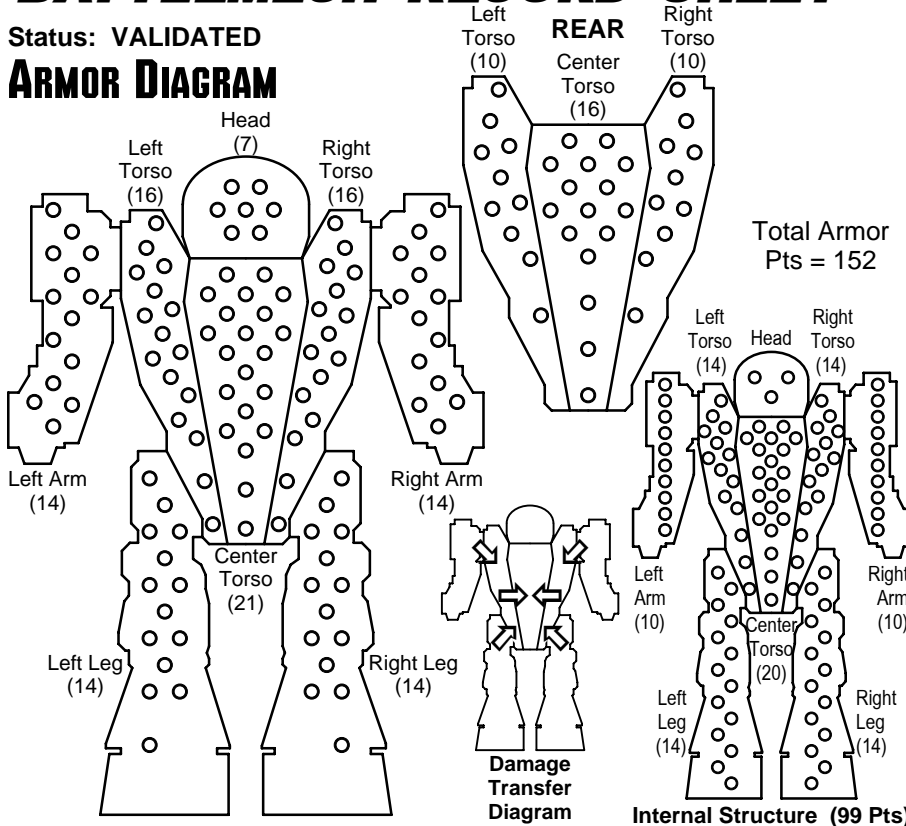
Engine Hits ○○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **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	



CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

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

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

Left Leg

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

Right Arm

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

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

Right Torso

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

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

Right Leg

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

Head

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

Center Torso

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

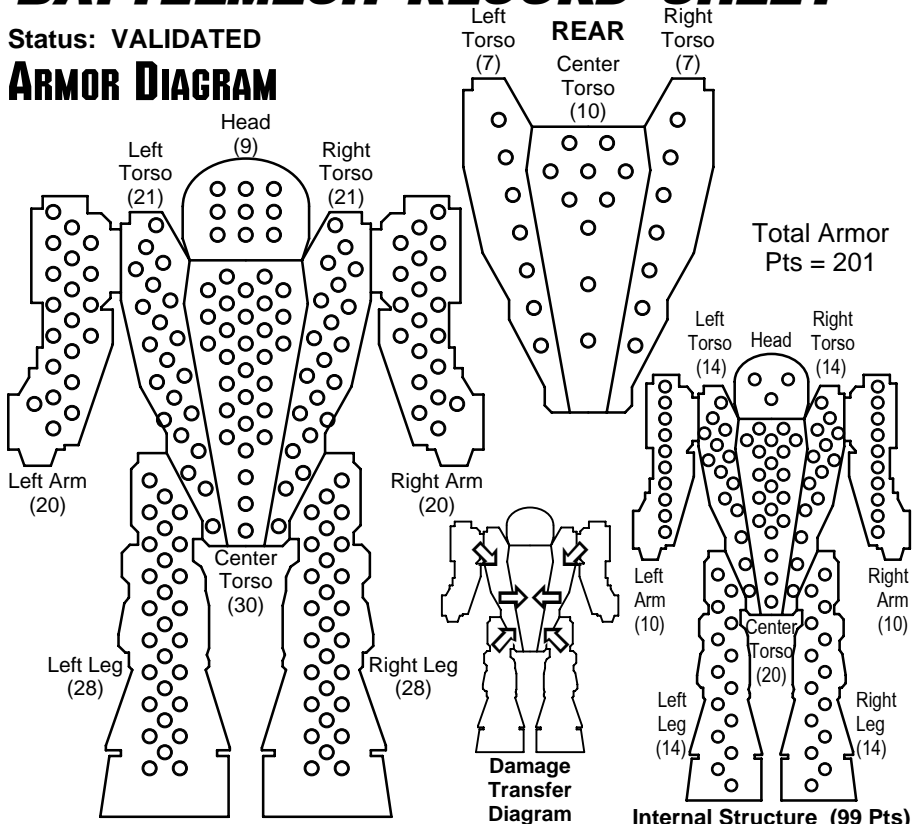
- Gyro
- XL Engine
- XL Engine
- XL Engine
- Medium Laser
- Roll Again

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	

WIZKIDS GAMES

CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Autocannon/5	4. Autocannon/5	5. Autocannon/5	6. Autocannon/5
	1-3					
	1. Roll Again	2. Roll Again	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
	4-6					
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Autocannon/5	4. Autocannon/5	5. Autocannon/5	6. Autocannon/5
	1-3					
	1. Roll Again	2. Roll Again	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
	4-6					
Head	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support
	1-3					
Center Torso	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. Medium Laser	6. Roll Again
	4-6					
Left Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Ammo (AC/5) 20	5. CASE	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. XL Engine	2. XL Engine	3. XL Engine	4. PPC	5. PPC	6. PPC
	1-3					
	1. Roll Again	2. Roll Again	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
	4-6					
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again
	1-3					
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again
	1-3					

Engine Hits ○○○○

Gyro Hits ○○

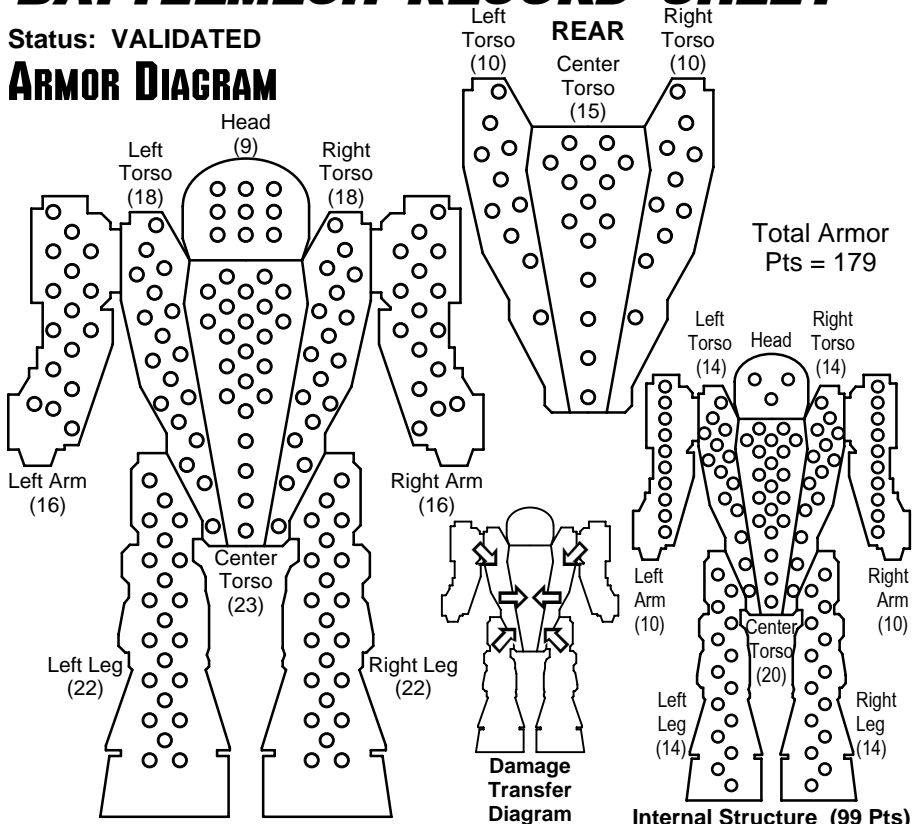
Sensor Hits ○○

Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Lancelot LNC25-04**
 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	ER Large Laser	RA	12	8	-	7	14	19
1	ER Large Laser	LA	12	8	-	7	14	19
1	ER PPC	RT	15	10	-	7	14	23
1	Improved C³ CPU	CT	0	-	-	-	-	-

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

Auto Eject: Operational Disabled
 Weapon Heat: **(39)**

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WARGAMES

CRITICAL HIT TABLE

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

Engine Hits ○○○○

Gyro Hits ○○

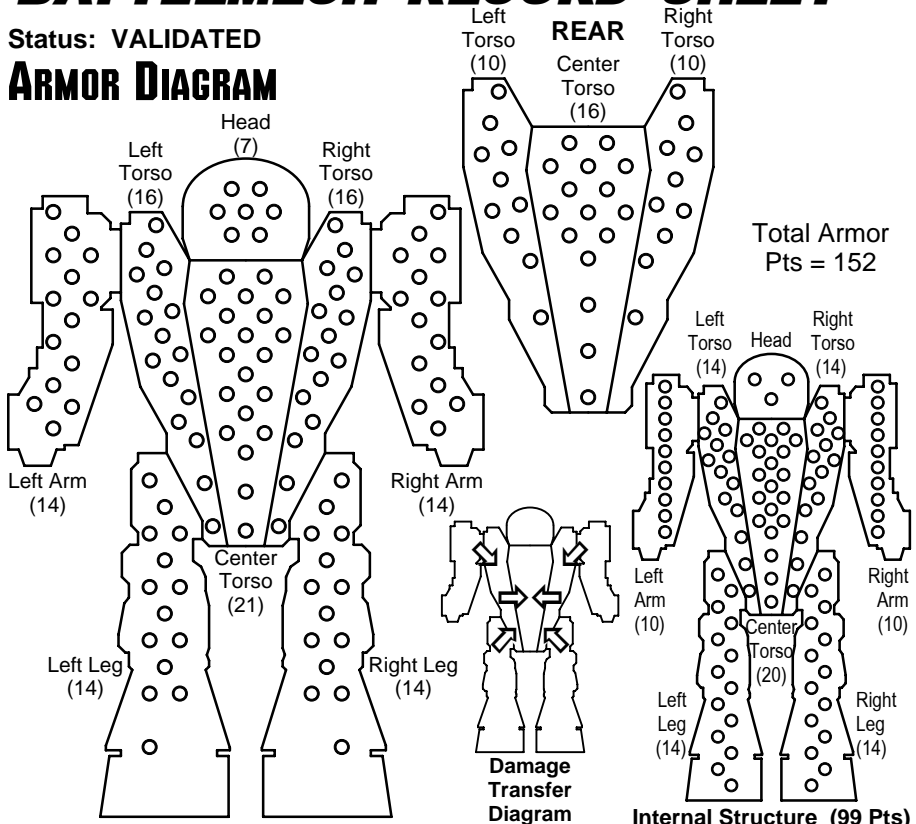
Sensor Hits ○○

Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **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	

WIZKIDS GAMES

CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Large Laser	4. Large Laser	5. Machine Gun	6. Machine Gun
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Large Laser	4. Large Laser	5. Machine Gun	6. Machine Gun
Head	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support
Center Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Roll Again	5. Roll Again	6. Roll Again
Right Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. PPC	5. PPC	6. PPC
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

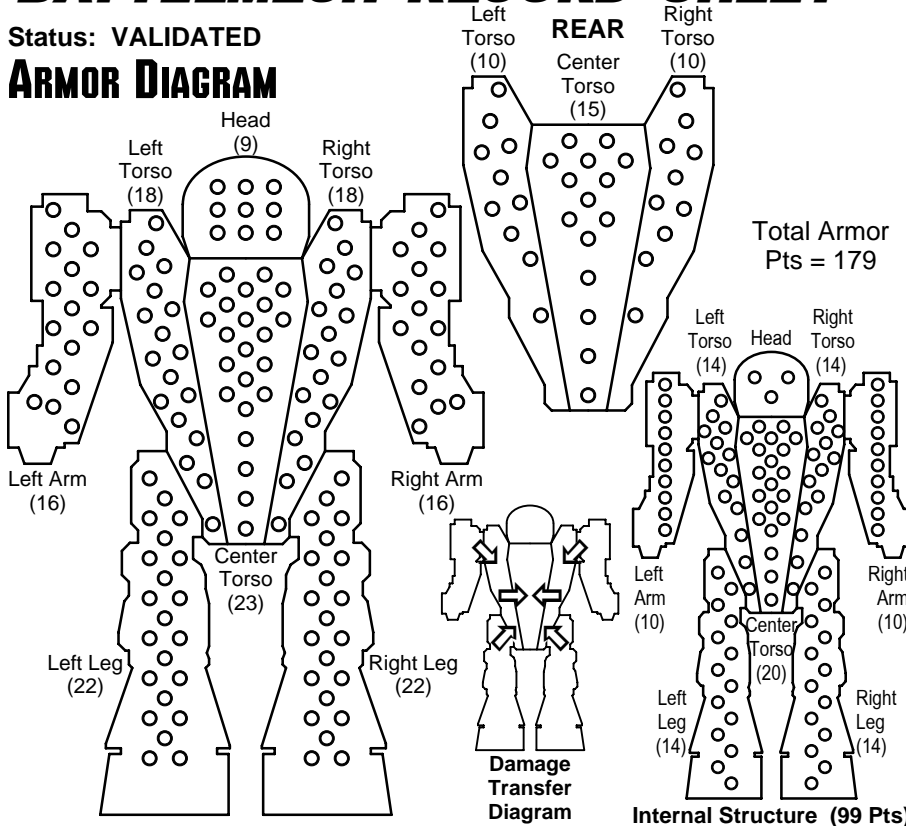
Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Lancelot LNC25-06**
 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	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							

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	

WZK GAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- ER Large Laser
- ER Large Laser
- Endo Steel
- Endo Steel

1-3

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

4-6

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

Left Leg

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

Head

- Life Support
- Sensors
- Small Cockpit
- Sensors
- Improved C³ CPU
- Improved C³ CPU

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

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○

Right Arm

- Shoulder
- Upper Arm Actuator
- ER Large Laser
- ER Large Laser
- Endo Steel
- Endo Steel

1-3

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

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

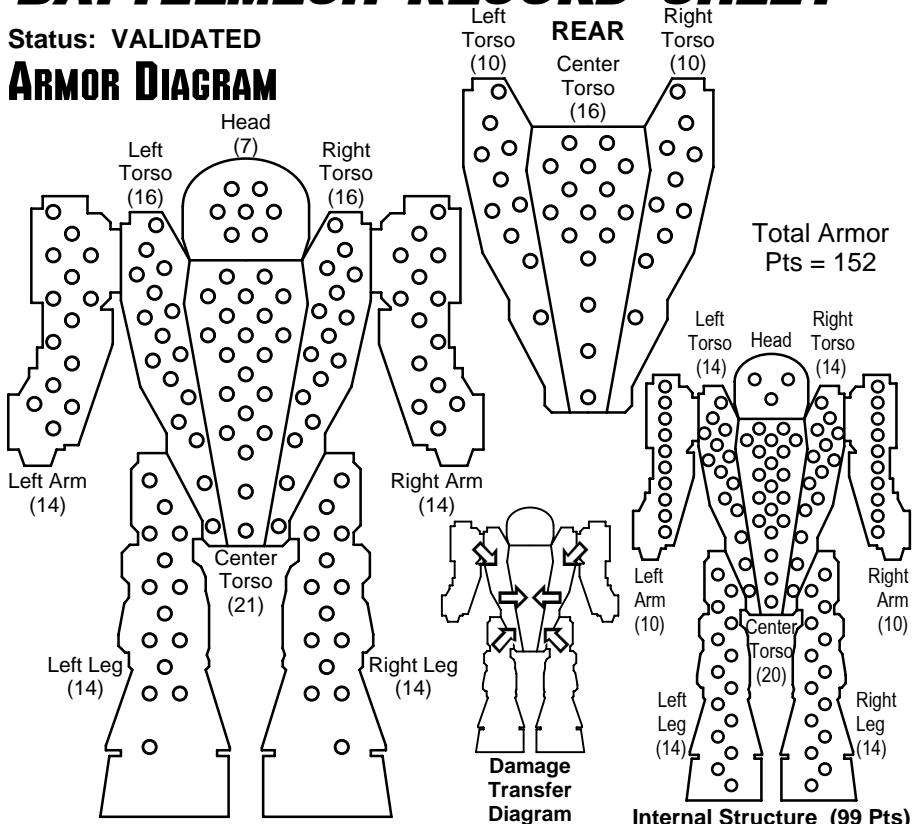
Right Leg

- 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	

WARGAMES

CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Large Laser	4. Large Laser	5. Roll Again	6. Roll Again
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Large Laser	4. Large Laser	5. Roll Again	6. Roll Again
Head	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support
Center Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Roll Again	5. Roll Again	6. Roll Again
Right Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. PPC	5. PPC	6. PPC
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

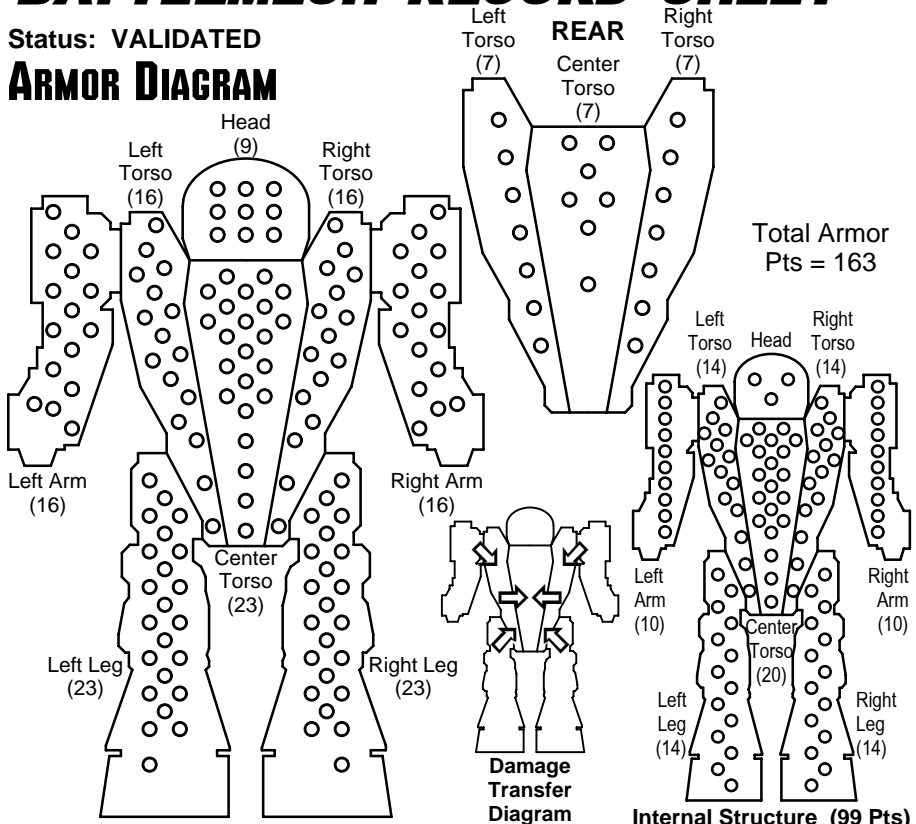
Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **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	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Large Pulse Laser	5. Large Pulse Laser	6. Medium Pulse Laser
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Large Pulse Laser	5. Large Pulse Laser	6. Medium Pulse Laser
Head	1. Life Support	2. Sensors	3. Cockpit	4. Ferro-Fibrous	5. Sensors	6. Life Support
Center Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso (CASE)	1. XL Engine	2. XL Engine	3. LRM 20	4. LRM 20	5. LRM 20	6. LRM 20
Right Torso (CASE)	1. XL Engine	2. XL Engine	3. Ammo (LRM 20) 6	4. LRM 20	5. LRM 20	6. LRM 20
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

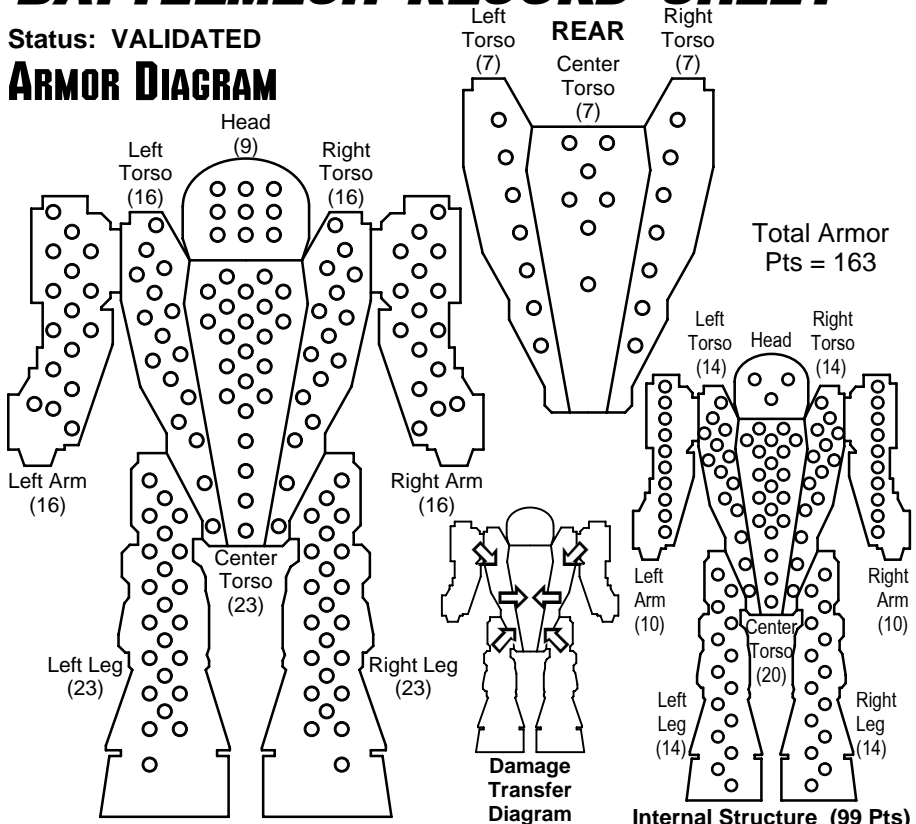
Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **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: Rounds:
 LB 5-X AC 40
 SRM 6 60

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

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

** 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

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

Left Torso (CASE)	Center Torso	Right Torso (CASE)
1-3	1-3	1-3
4-6	4-6	4-6
1-3	1-3	1-3
4-6	4-6	4-6

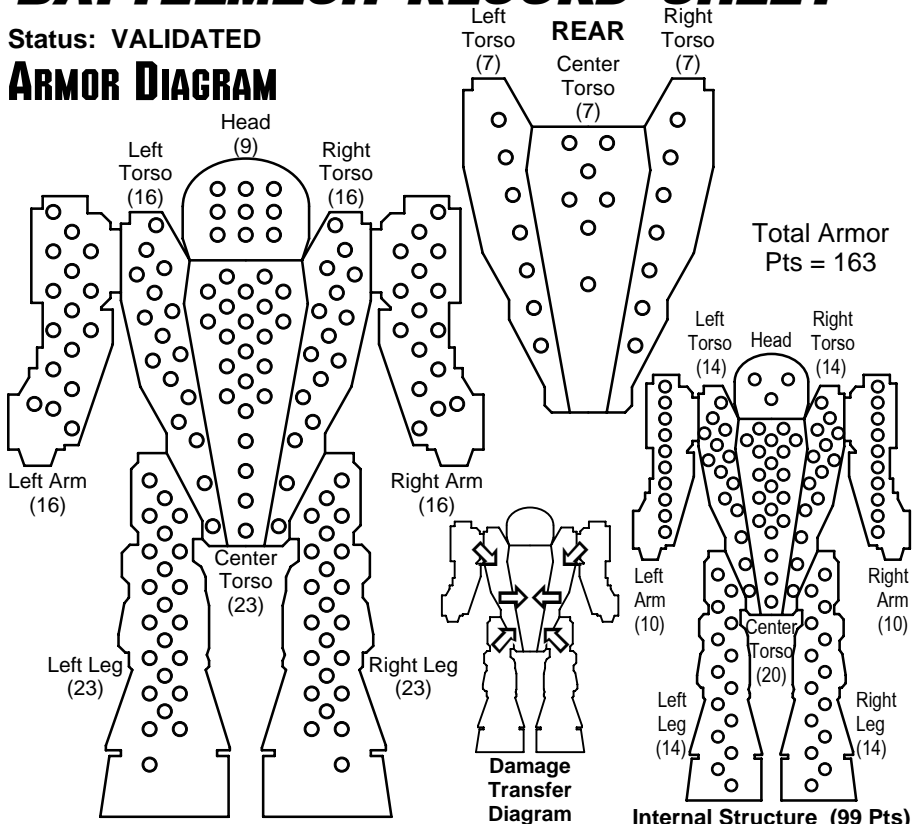
Left Leg	Right Leg
1-3	1-3
4-6	4-6

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Vulture B**
 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
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: Streak SRM 6 (15), LRM 20 (6)
Rounds: 15, 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	

WIZKIDS GAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

- Hand Actuator
- ER Large Laser
- ER Large Laser

4-6

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

Head

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 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

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

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 (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

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

Left Leg

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

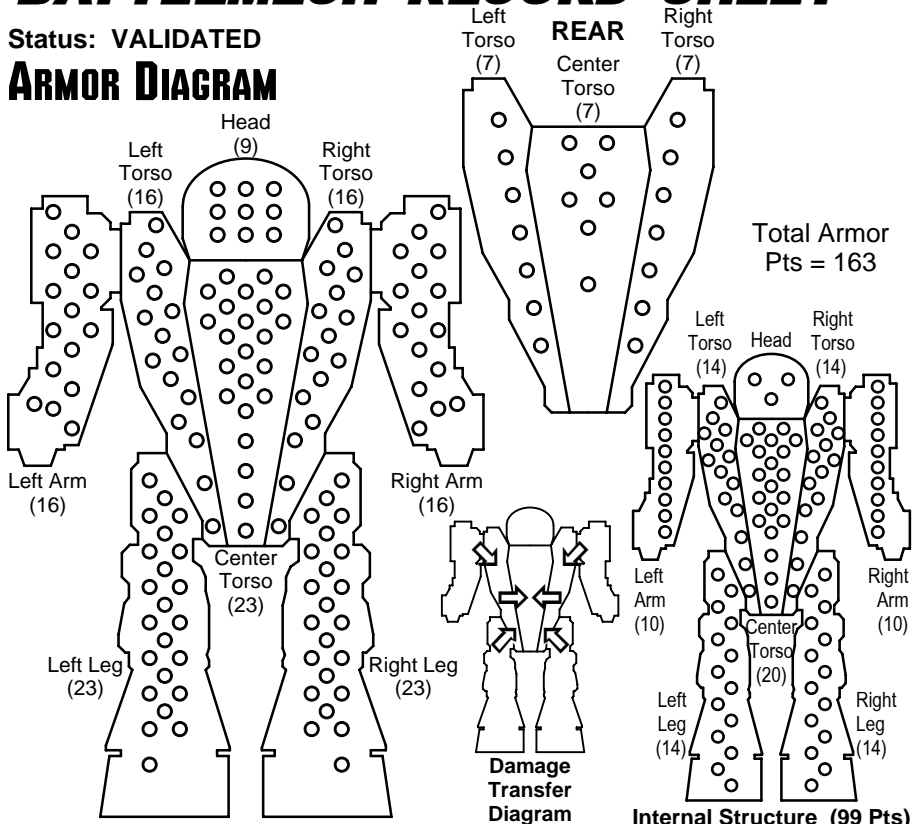
Right Leg

- 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 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	

WARGAMES

CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm (CASE)	1. Shoulder	2. Upper Arm Actuator	3. Gauss Rifle	4. Gauss Rifle	5. Gauss Rifle	6. Gauss Rifle
Right Arm (CASE)	1. Shoulder	2. Upper Arm Actuator	3. Gauss Rifle	4. Gauss Rifle	5. Gauss Rifle	6. Gauss Rifle
Head	1. Life Support	2. Sensors	3. Cockpit	4. Ferro-Fibrous	5. Sensors	6. Life Support
Center Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. XL Engine	2. XL Engine	3. Ferro-Fibrous	4. Ferro-Fibrous	5. Roll Again	6. Roll Again
Right Torso	1. XL Engine	2. XL Engine	3. Ferro-Fibrous	4. Ferro-Fibrous	5. Roll Again	6. Roll Again
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again

Engine Hits ○○○○

Gyro Hits ○○

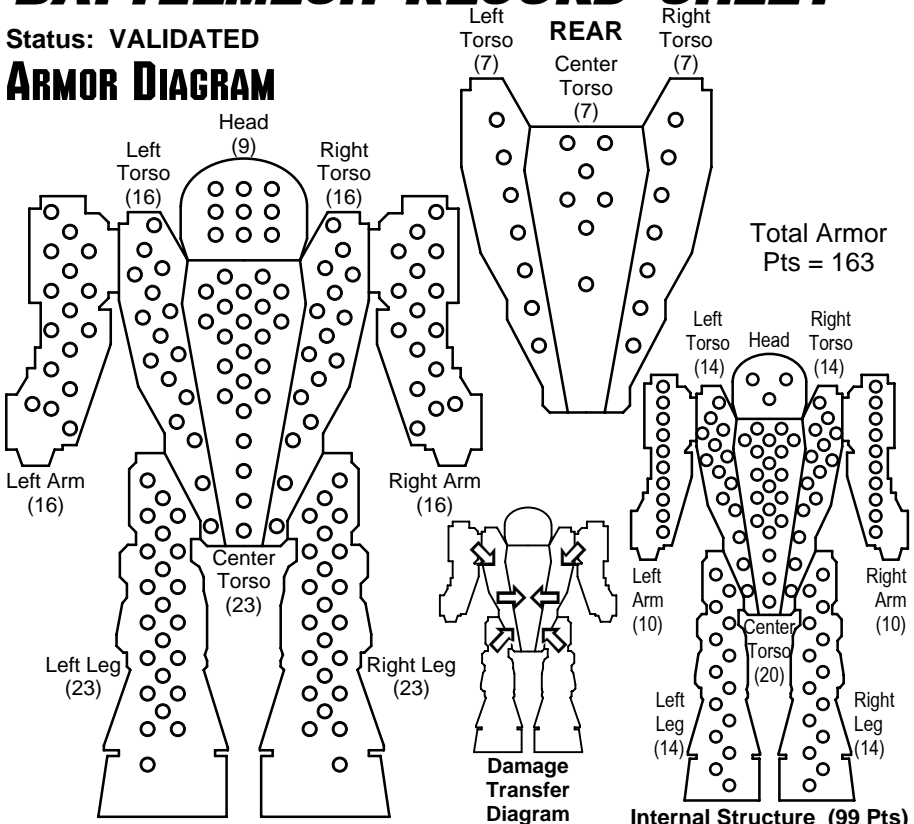
Sensor Hits ○○

Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Vulture D**
 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 Medium Laser	RA	5	7	-	5	10	15
1	ER Small Laser	RA	2	5	-	2	4	6
1	ER Medium Laser	LA	5	7	-	5	10	15
1	ER Small Laser	LA	2	5	-	2	4	6
1	Adv. Tact. Msl. 12	RT	8	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. 12	LT	8	2/hit	4	5	10	15
2	Medium Pulse Laser	CT	4	7	-	4	8	12

Ammo Type: **Adv. Tact. Msl. 12** **Rounds:** **30**

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

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

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WKGAMES

CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. ER Medium Laser	5. ER Small Laser	6. Ferro-Fibrous
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Double Heat Sink	5. Double Heat Sink	6. ER Medium Laser
Head	1. Life Support	2. Sensors	3. Cockpit	4. Ferro-Fibrous	5. Sensors	6. Life Support
Center Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso (CASE)	1. XL Engine	2. XL Engine	3. Adv. Tact. Msl. 12	4. Adv. Tact. Msl. 12	5. Adv. Tact. Msl. 12	6. Adv. Tact. Msl. 12
Right Torso (CASE)	1. XL Engine	2. XL Engine	3. Adv. Tact. Msl. 12	4. Adv. Tact. Msl. 12	5. Adv. Tact. Msl. 12	6. Adv. Tact. Msl. 12
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

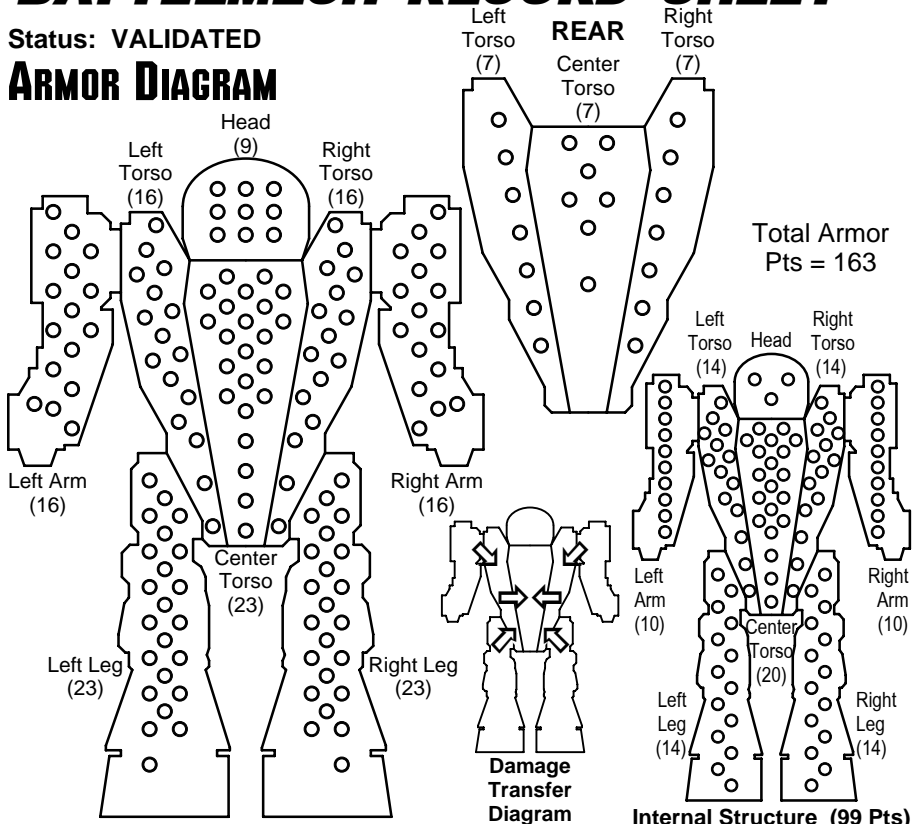
Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **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)**
 ○○○○○○○○○○○○ ○○

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

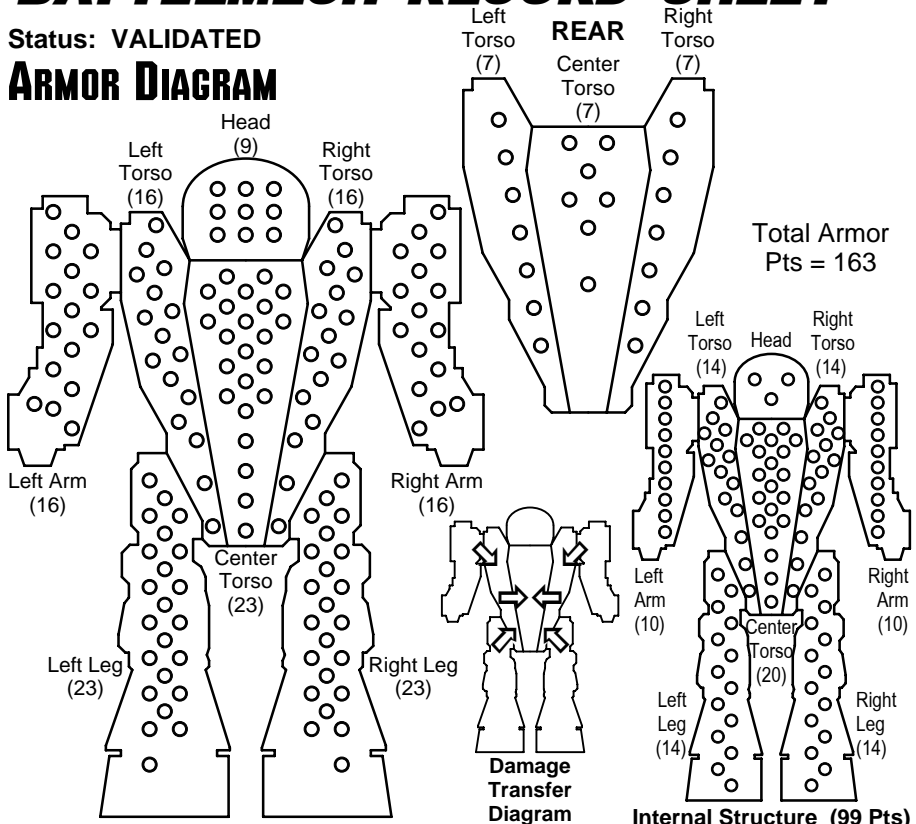
Sensor Hits ○○

Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



Total Armor Pts = 163

'MEGH DATA

Type: **Vulture F**
 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	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
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
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Torso

- XL Engine
 - XL Engine
 - ER Medium Laser
 - ER Medium Laser
 - Ammo (HAG20) 6
 - Ammo (HAG20) 6
- 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
- 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	○

Right Arm

- Shoulder
 - Upper Arm Actuator
 - HAG 20
 - HAG 20
 - HAG 20
 - HAG 20
- 1-3
- HAG 20
 - HAG 20
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Torso

- XL Engine
 - XL Engine
 - ER Medium Laser
 - ER Medium Laser
 - Ammo (HAG20) 6
 - Ammo (HAG20) 6
- 1-3
- Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

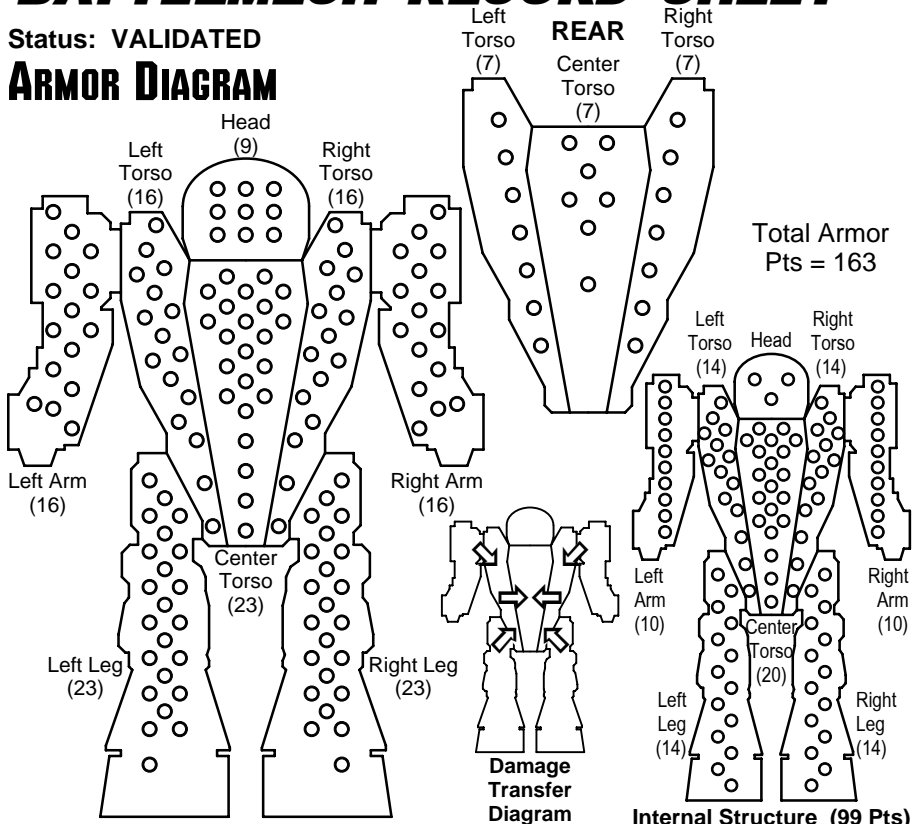
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Vulture H**
 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	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
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Heavy Medium Laser	5. Heavy Medium Laser	6. Heavy Medium Laser
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Heavy Large Laser	4. Heavy Large Laser	5. Heavy Large Laser	6. Double Heat Sink
Head	1. Life Support	2. Sensors	3. Cockpit	4. Ferro-Fibrous	5. Sensors	6. Life Support
Center Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso (CASE)	1. XL Engine	2. XL Engine	3. LRM 15	4. LRM 15	5. Artemis IV FCS	6. Ammo (LRM 15) 8
Right Torso (CASE)	1. XL Engine	2. XL Engine	3. LRM 15	4. LRM 15	5. Artemis IV FCS	6. Ammo (LRM 15) 8
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Double Heat Sink	6. Double Heat Sink
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Double Heat Sink	6. Double Heat Sink

Engine Hits ○ ○ ○

Gyro Hits ○ ○

Sensor Hits ○ ○

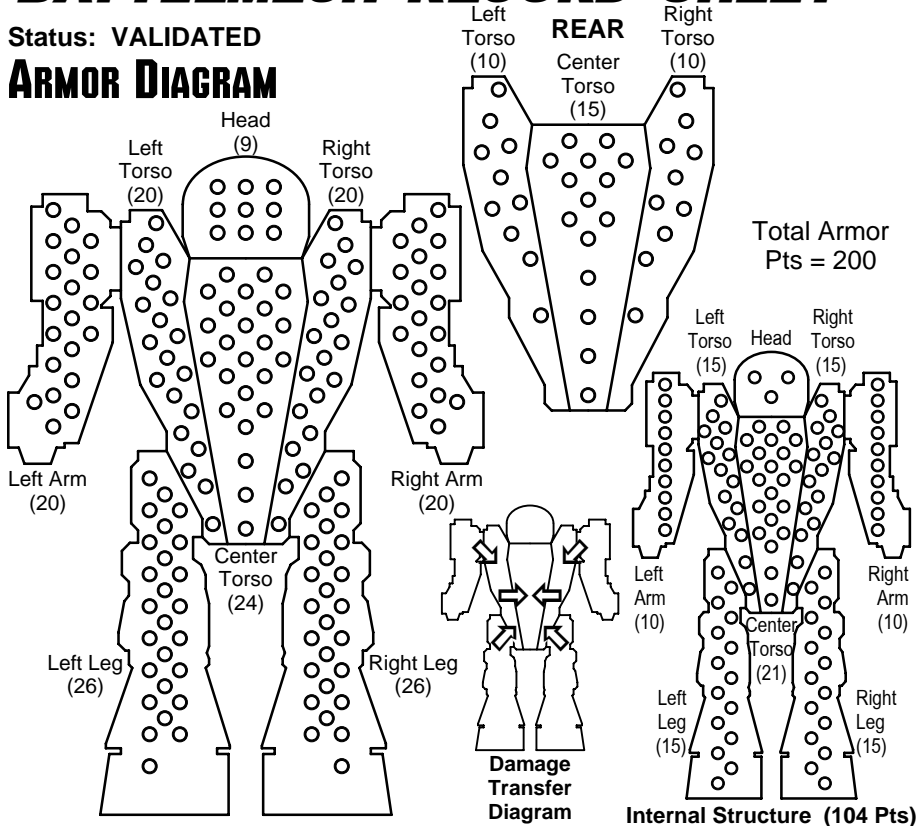
Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **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
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Roll Again	6. Roll Again
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. SRM 4	6. Ammo (SRM 4) 25
Head	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support
Center Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. LRM 20	5. LRM 20	6. LRM 20
Right Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. LRM 20	5. LRM 20	6. LRM 20
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again

Engine Hits ○○○○

Gyro Hits ○○

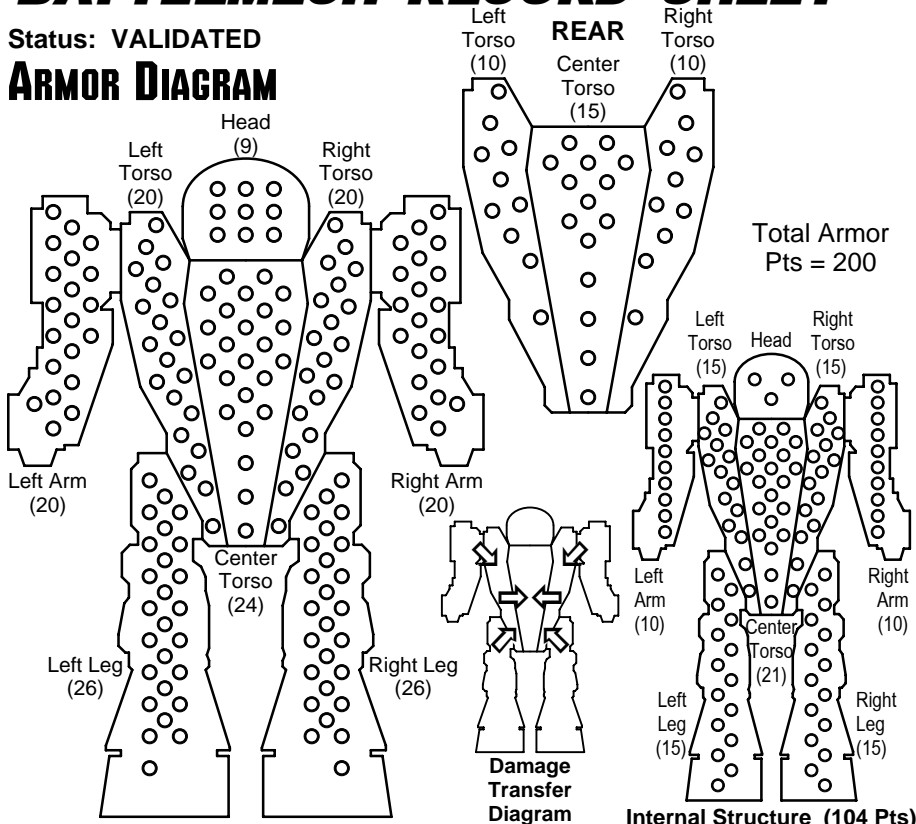
Sensor Hits ○○

Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **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	

WIZKIDS GAMES

CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Arrow IV System	4. Arrow IV System	5. Arrow IV System	6. Arrow IV System
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Rocket Launcher 20 (OS)	5. Rocket Launcher 20 (OS)	6. Rocket Launcher 20 (OS)
Head	1. Life Support	2. Sensors	3. Cockpit	4. Anti-Missile System	5. Sensors	6. Life Support
Center Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Arrow IV System (Cont)	5. Arrow IV System (Cont)	6. Arrow IV System (Cont)
Right Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Ammo (Arrow IV) 5	5. Ammo (Arrow IV) 5	6. Ammo (Arrow IV) 5
Left Leg	1. Arrow IV System (Cont)	2. Arrow IV System (Cont)	3. Small Laser	4. Roll Again	5. Roll Again	6. Roll Again
Right Leg	1. Ammo (Arrow IV) 5	2. Ammo (AMS) 12	3. Ammo (AMS) 12	4. CASE	5. Roll Again	6. Roll Again

Engine Hits ○ ○ ○

Gyro Hits ○ ○

Sensor Hits ○ ○

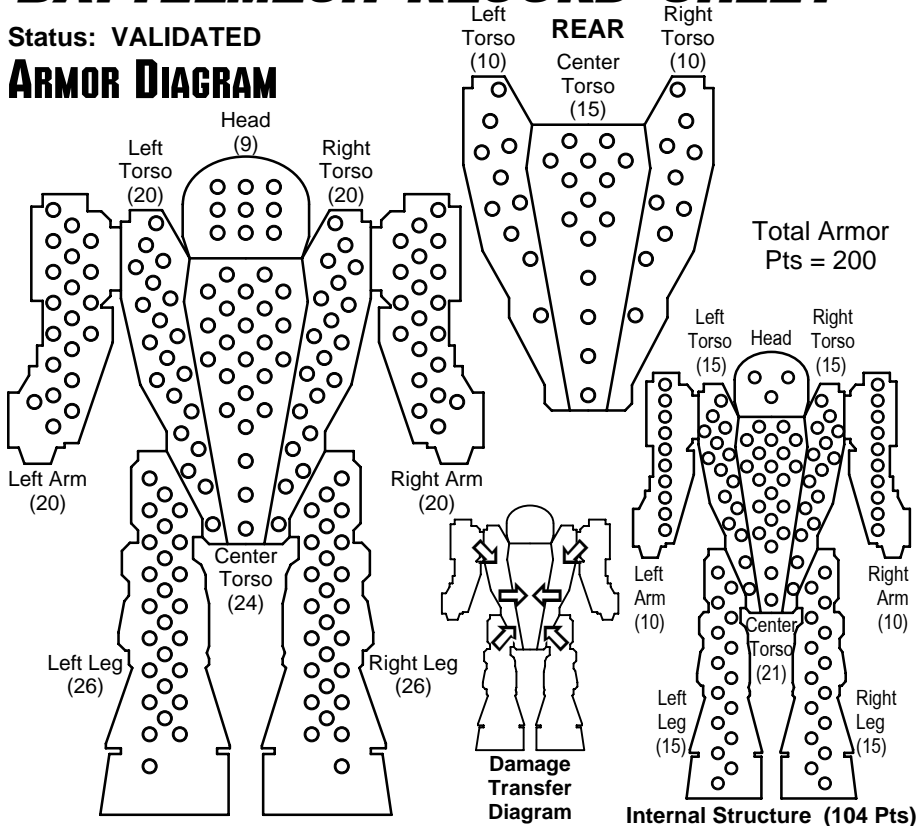
Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Bombardier BMB-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	

WARGAMES

CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Endo Steel	6. Endo Steel
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Endo Steel	6. Endo Steel
Head	1. Life Support	2. Sensors	3. Cockpit	4. ER Small Laser	5. Sensors	6. Life Support
Center Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. LRM 20	5. LRM 20	6. LRM 20
Right Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. LRM 20	5. LRM 20	6. LRM 20
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Roll Again
Right Leg	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 ○○

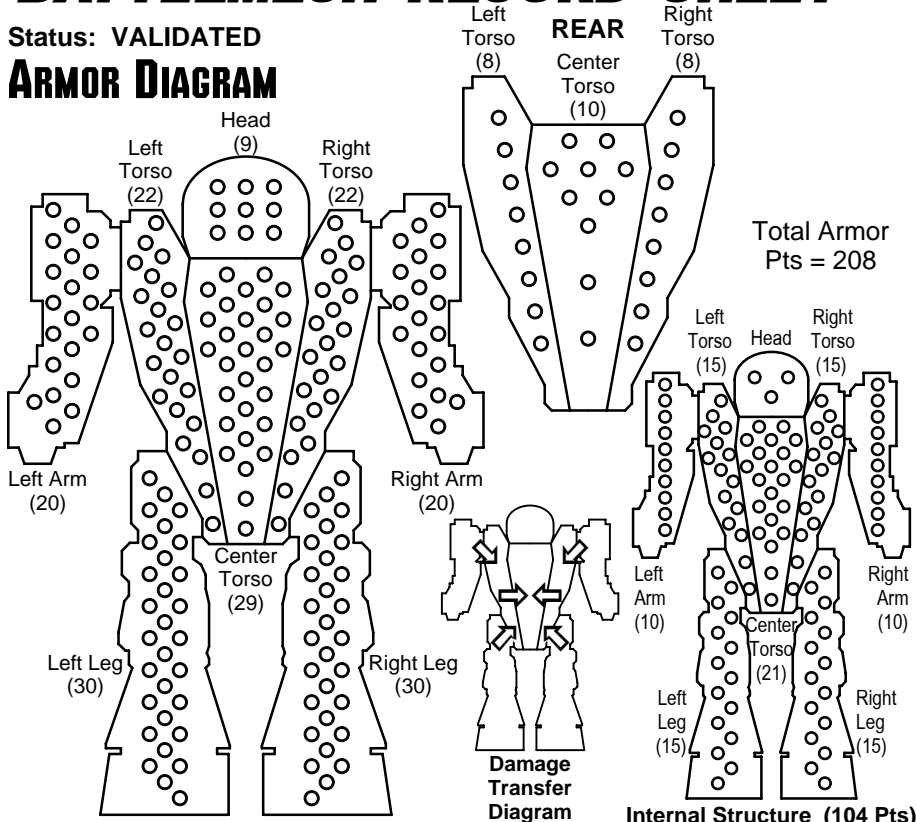
Life Support ○

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** Rounds: **100**
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	

WIZ KIDS 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. C³ Slave Unit	4. Hand Actuator
5. Ammo (MML7) 17/14	5. Sensors	5. Machine Gun
6. Ammo (MML7) 17/14	6. Life Support	6. Machine Gun
1-3		1-3
1. Ammo (MML7) 17/14		1. Machine Gun
2. Ammo (MML7) 17/14		2. Machine Gun Array
3. Ammo (MML7) 17/14		3. Ammo (MG) 100
4. Roll Again		4. Roll Again
5. Roll Again		5. Roll Again
6. Roll Again		6. Roll Again
4-6		4-6
1. XL Engine		1. XL Engine
2. XL Engine		2. XL Engine
3. XL Engine		3. XL Engine
4. Gyro		4. MML 7
5. Gyro		5. MML 7
6. Gyro		6. MML 7
1-3		1-3
1. Gyro		1. MML 7
2. XL Engine		2. MML 7
3. XL Engine		3. MML 7
4. XL Engine		4. MML 7
5. Roll Again		5. MML 7
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 ○○

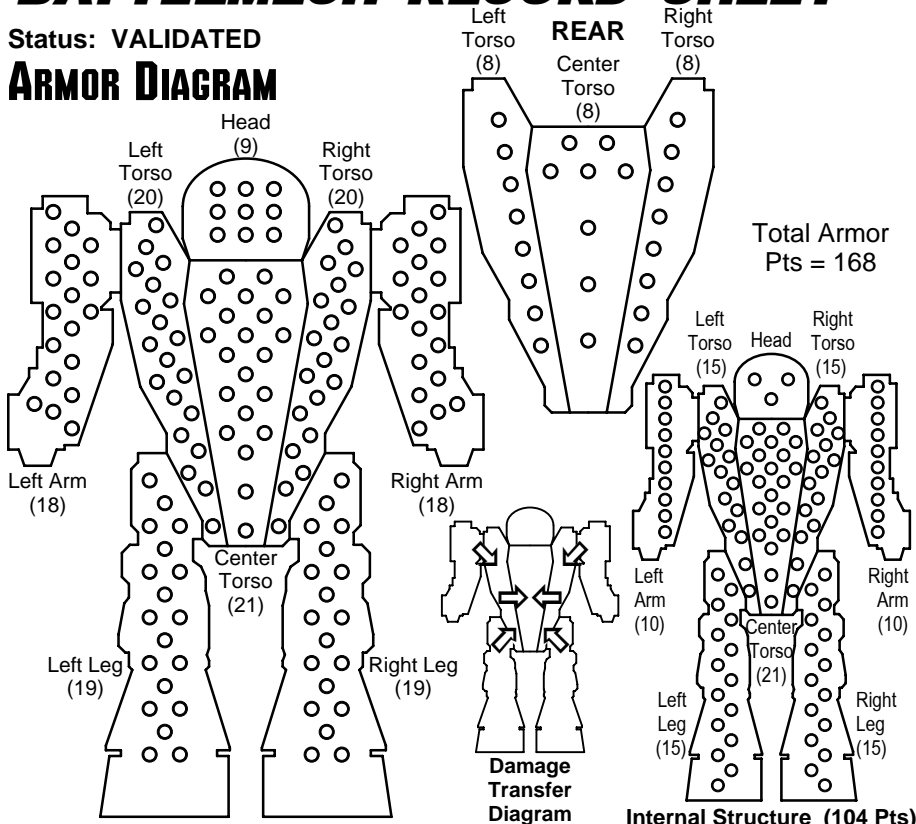
Sensor Hits ○○

Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Exterminator EXT-4D**
 Mass: **65 tons**
 Movement Points: **6** Tech & Configuration:
 Walking: **6** Inner Sphere
 Running: **9** Biped 'Mech
 Jumping: **6**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
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

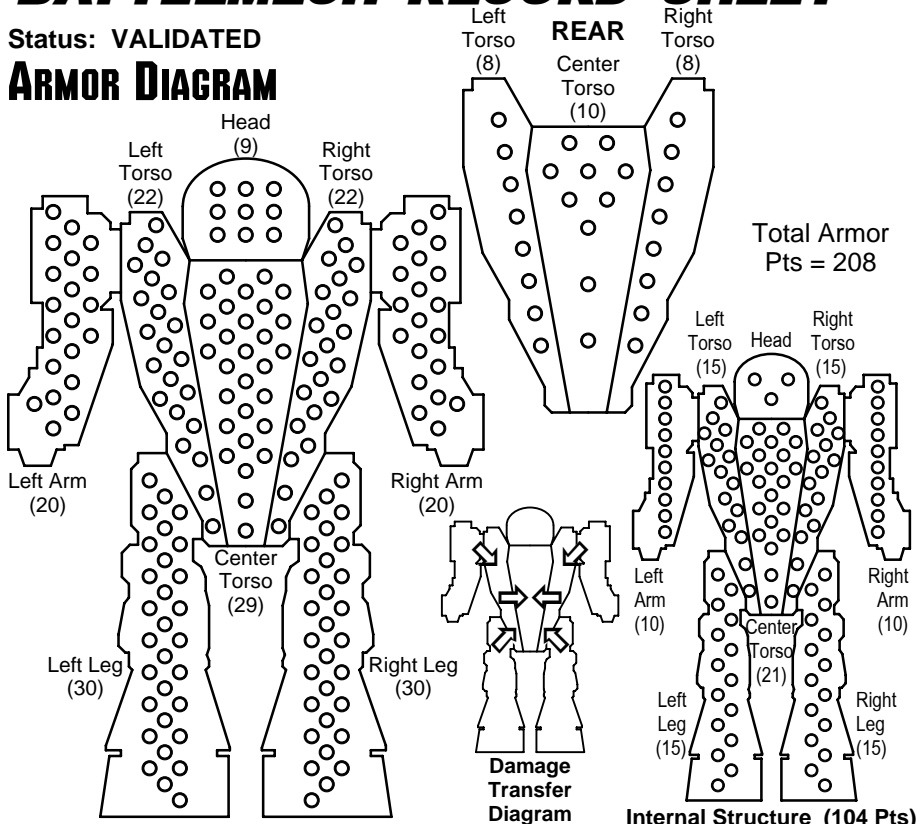
<p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator <p>1-3</p> <ol style="list-style-type: none"> Hand Actuator Medium Laser Medium Laser <p>4-6</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>Left Torso</p> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine <p>1-3</p> <ol style="list-style-type: none"> Jump Jet Jump Jet Jump Jet <p>4-6</p> <ol style="list-style-type: none"> LRM 10 LRM 10 Roll Again Roll Again Roll Again Roll Again <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Roll Again Roll Again 	<p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Small Laser Sensors Life Support <p>Center Torso</p> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro XL Engine XL Engine XL Engine Ammo (LRM 10) 12 Roll Again <p>4-6</p> <div style="border: 1px solid black; padding: 5px; width: fit-content; margin: 0 auto;"> <p>Engine Hits ○○○</p> <p>Gyro Hits ○○</p> <p>Sensor Hits ○○</p> <p>Life Support ○</p> </div>	<p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator <p>1-3</p> <ol style="list-style-type: none"> Hand Actuator Medium Laser Medium Laser <p>4-6</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>Right Torso</p> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine <p>1-3</p> <ol style="list-style-type: none"> Jump Jet Jump Jet Jump Jet <p>4-6</p> <ol style="list-style-type: none"> Anti-Missile System Ammo (AMS) 12 Roll Again Roll Again Roll Again Roll Again 	<p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Roll Again Roll Again
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BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Exterminator EXT-5E**
 Mass: **65 tons**
 Movement Points: **6** 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	



CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- Hand Actuator
 - ER Medium Laser
 - ER Medium Laser

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

Left Torso

- XL Engine
 - XL Engine
 - XL Engine
- 1-3
- Improved Narc
 - Improved Narc
 - Improved Narc

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

Left Leg

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

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- Hand Actuator
 - ER Medium Laser
 - ER Medium Laser

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

Right Torso

- XL Engine
 - XL Engine
 - XL Engine
- 1-3
- Ammo (iNarc) 4
 - Ammo (iNarc) 4
 - Ammo (iNarc) 4

- Ammo (iNarc) 4
 - MASC
 - MASC
- 4-6
- MASC
 - Endo Steel
 - Endo Steel

Right Leg

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

Head

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

Center Torso

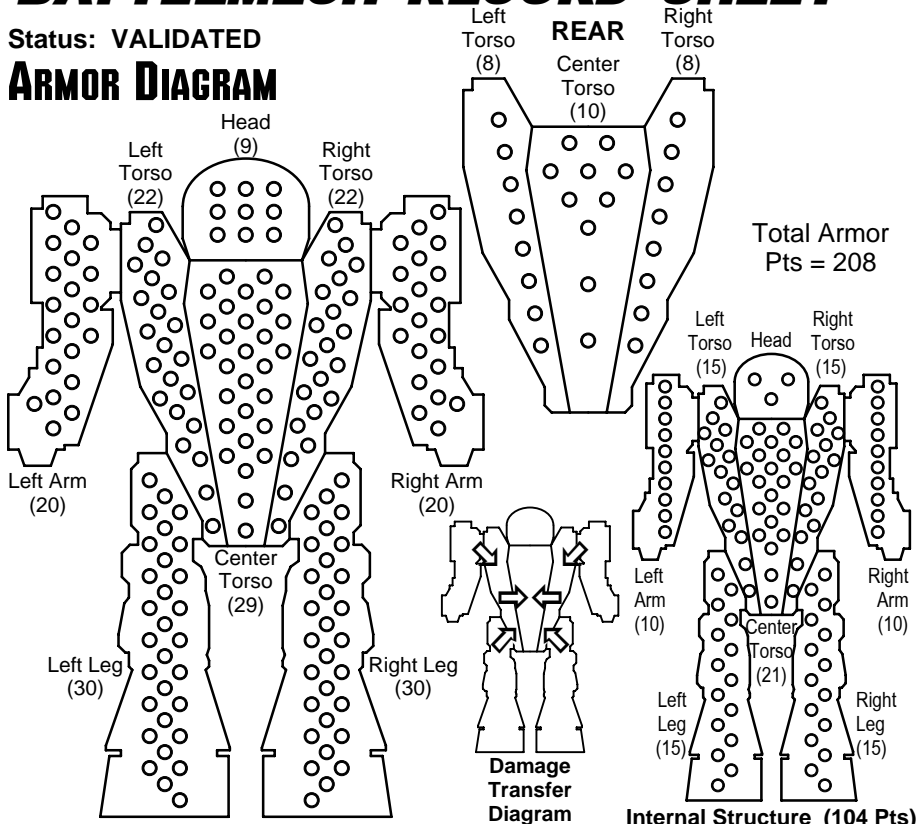
- XL Engine
 - XL Engine
 - XL Engine
- 1-3
- Gyro
 - Gyro
 - Gyro
- 4-6
- Gyro
 - XL Engine
 - XL Engine
- 4-6
- XL Engine
 - Improved C³ CPU
 - Improved C³ CPU

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

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**

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	

WIZKIDS GAMES

CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Light PPC	6. Light PPC
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Light PPC	6. Light PPC
Head	1. Life Support	2. Sensors	3. Cockpit	4. ER Small Laser	5. Sensors	6. Life Support
Center Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. MML 7	5. MML 7	6. MML 7
Right Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. MASC	5. MASC	6. MASC
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel

Damage Transfer Diagram

Internal Structure (104 Pts)

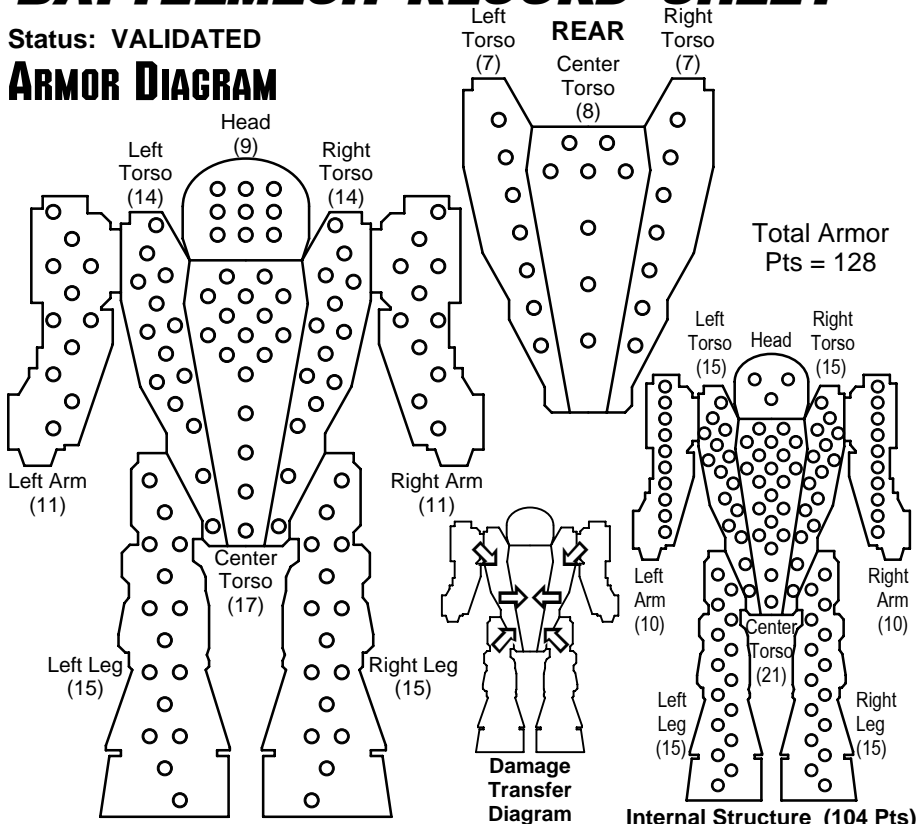
Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (104 Pts)

'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:

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	



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- ER PPC
- ER PPC
- Roll Again
- Roll Again

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

Left Torso

- XL Engine
- XL Engine
- Targeting Computer
- Targeting Computer
- Targeting Computer
- ECM Suite

- Active Probe
- ER Medium Laser
- ER Medium Laser
- ER Medium Laser
- Roll Again
- Roll Again

Left Leg

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

Right Arm

- Shoulder
- Upper Arm Actuator
- ER PPC
- ER PPC
- Roll Again
- Roll Again

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

Right Torso (CASE)

- XL Engine
- XL Engine
- Streak SRM 6
- Streak SRM 6
- Machine Gun
- Machine Gun

- Ammo (Streak 6) 15
- Ammo (MG) 100
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Anti-Missile System
- Sensors
- Life Support

Center Torso (CASE)

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

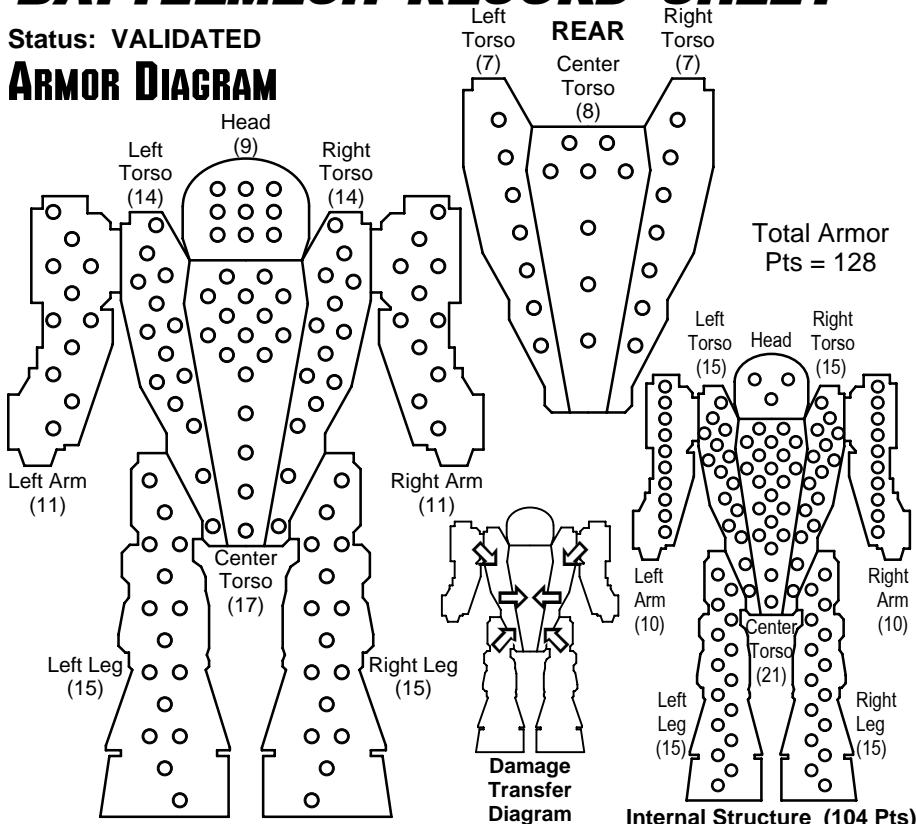
- Gyro
- XL Engine
- XL Engine
- XL Engine
- Ammo (AMS) 24
- Roll Again

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

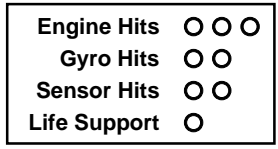
1	2	3	4	5	6
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 Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

CRITICAL HIT TABLE

- | | | | |
|---|--|---|--|
| <p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator <p>1-3</p> <ol style="list-style-type: none"> ER Large Laser ER Large Laser Roll Again <p>4-6</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>Left Torso (CASE)</p> <ol style="list-style-type: none"> XL Engine XL Engine Narc Missile Beacon Active Probe Ammo (Narc Pods) 6 Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again <p>4-6</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Roll Again Roll Again | <p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit ER Medium Laser Sensors Life Support <p>Center Torso (CASE)</p> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro XL Engine XL Engine XL Engine Ammo (MG) 200 Roll Again <p>4-6</p> | <p>Right Arm (CASE)</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Ultra AC/5 Ultra AC/5 Ultra AC/5 Ammo (Ult AC/5) 20 <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>Right Torso (CASE)</p> <ol style="list-style-type: none"> XL Engine XL Engine LRM 20 LRM 20 LRM 20 LRM 20 <p>1-3</p> <ol style="list-style-type: none"> Machine Gun Machine Gun Ammo (LRM 20) 6 Roll Again Roll Again Roll Again <p>4-6</p> | <p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Roll Again Roll Again |
|---|--|---|--|



HEAT SCALE

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

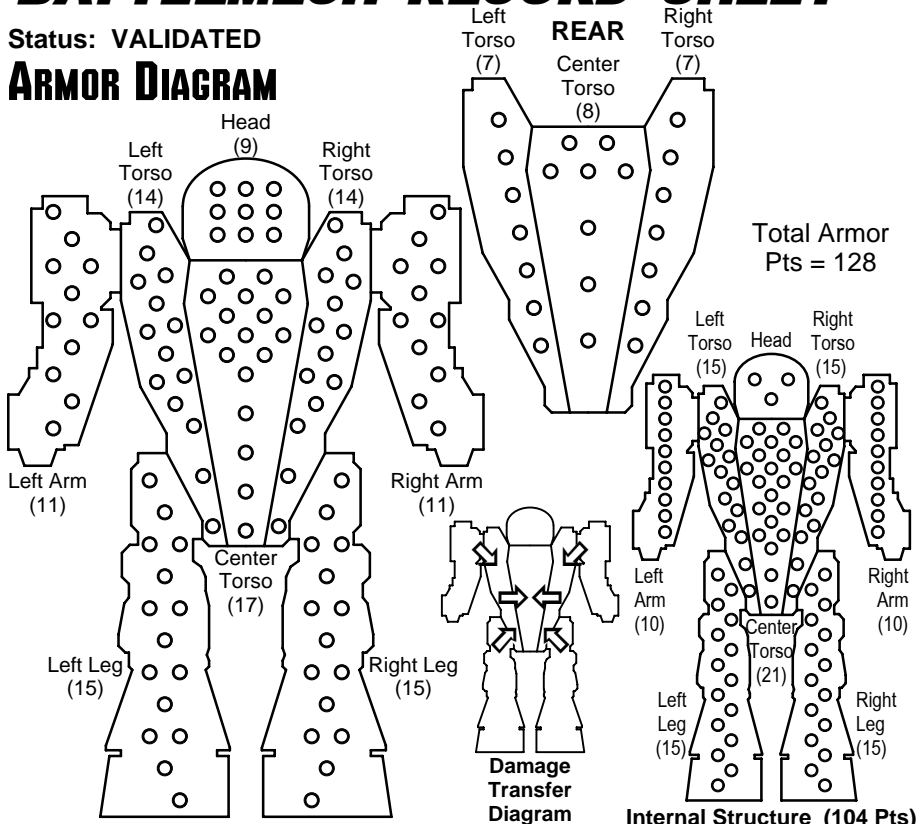


BATTLETECH®

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

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

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

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

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

15 -3 Movement Points
 Shutdown, avoid on 4+ (** 6+)
 +2 Modifier to Fire

10 -2 Movement Points (** 4+)

8 +1 Modifier to Fire

5 -1 Movement Point

WIZKIDGAMES

CRITICAL HIT TABLE

Left Arm (CASE)

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

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

Left Torso

1. XL Engine
2. XL Engine
- 1-3 3. ER Small Laser
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

Left Leg

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

Head

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

Center Torso

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

1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. Roll Again
6. Roll Again

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

Right Arm (CASE)

1. Shoulder
2. Upper Arm Actuator
- 1-3 3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

1. Gauss Rifle
2. Gauss Rifle
- 4-6 3. Ammo (Gauss) 8
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE)

1. XL Engine
2. XL Engine
- 1-3 3. SRM 6
4. Artemis IV FCS
5. SRM 6
6. Artemis IV FCS

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

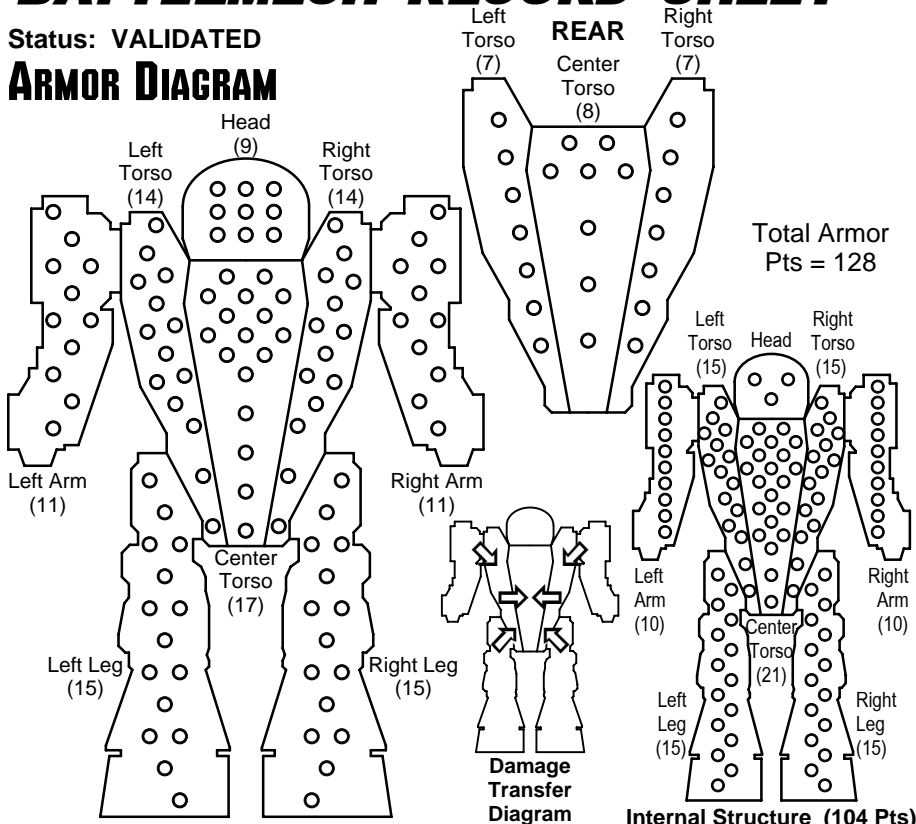
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MEGH 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
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. ER Large Laser	6. ER Small Laser
Right Arm (CASE)	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Adv. Tact. Msl. 6	6. Adv. Tact. Msl. 6
Head	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support
Center Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso (CASE)	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
Right Torso (CASE)	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
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

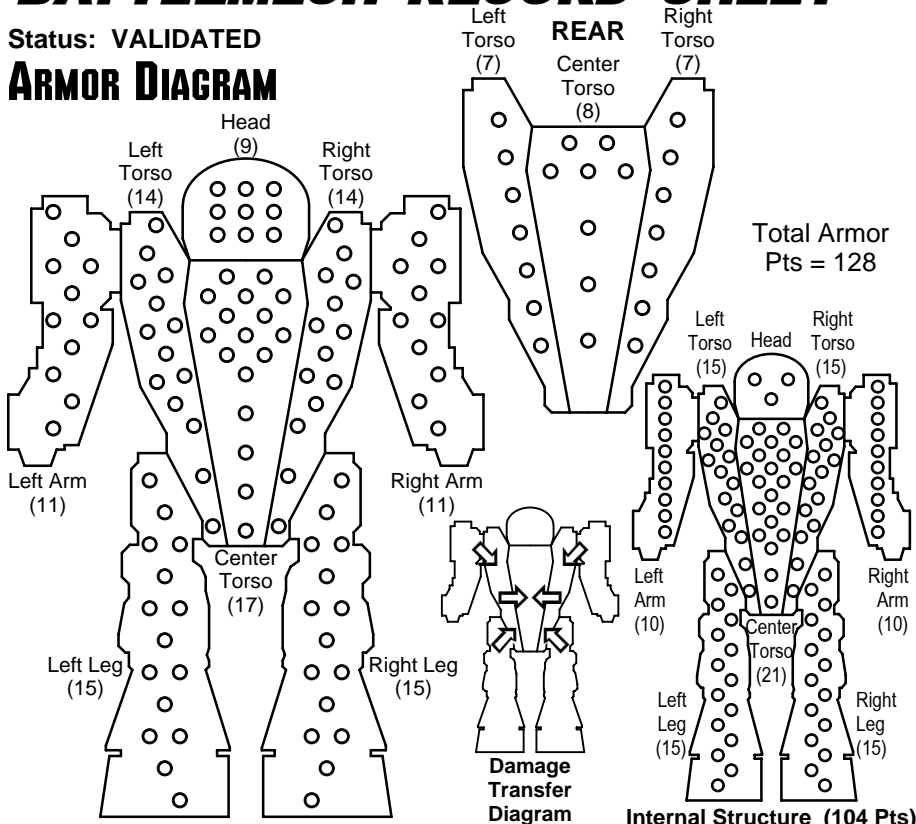
Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **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
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Plasma Cannon	5. Plasma Cannon	6. Ammo (PC) 10
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Plasma Cannon	5. Plasma Cannon	6. Ammo (PC) 10
Head	1. Life Support	2. Sensors	3. Cockpit	4. Micro Pulse Laser	5. Sensors	6. Life Support
Center Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. XL Engine	2. XL Engine	3. Medium Pulse Laser	4. Medium Pulse Laser	5. Roll Again	6. Roll Again
Right Torso	1. XL Engine	2. XL Engine	3. Medium Pulse Laser	4. Medium Pulse Laser	5. Roll Again	6. Roll Again
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. B-Pod	6. B-Pod
Right Leg	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 ○○

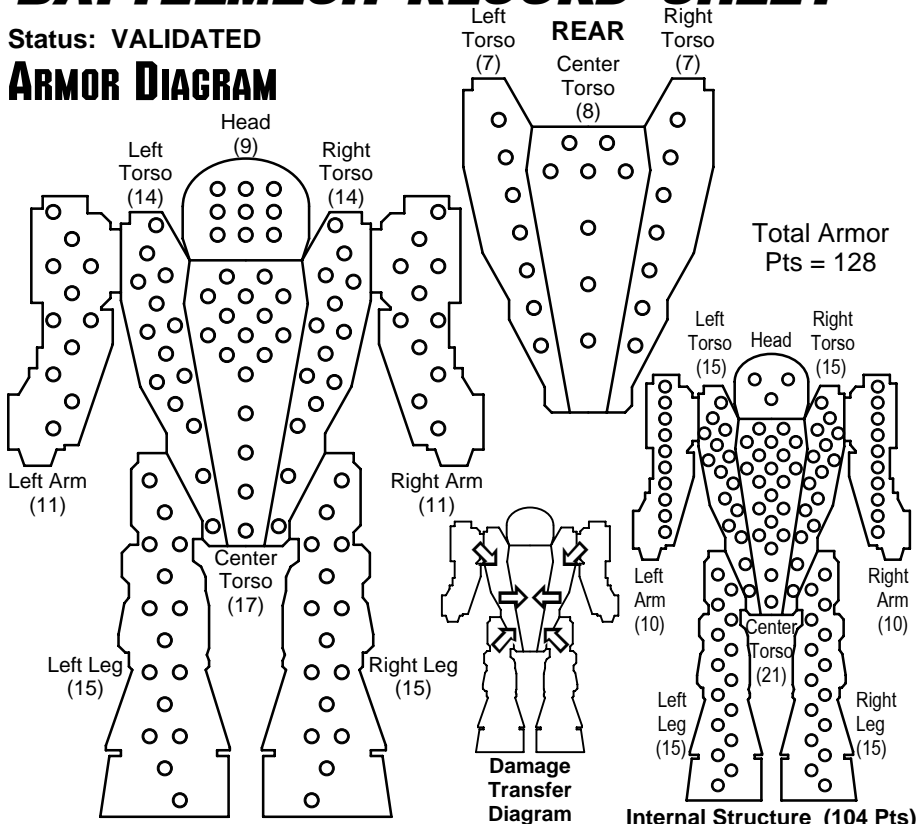
Life Support ○

BATTLETECH®

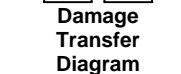
BATTLEMECH RECORD SHEET

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

Left Leg

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

Right Arm

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

Right Torso (CASE)

- XL Engine
 - XL Engine
 - Jump Jet
 - Jump Jet
 - LRM 10
 - Ammo (LRM 10) 12
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- 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

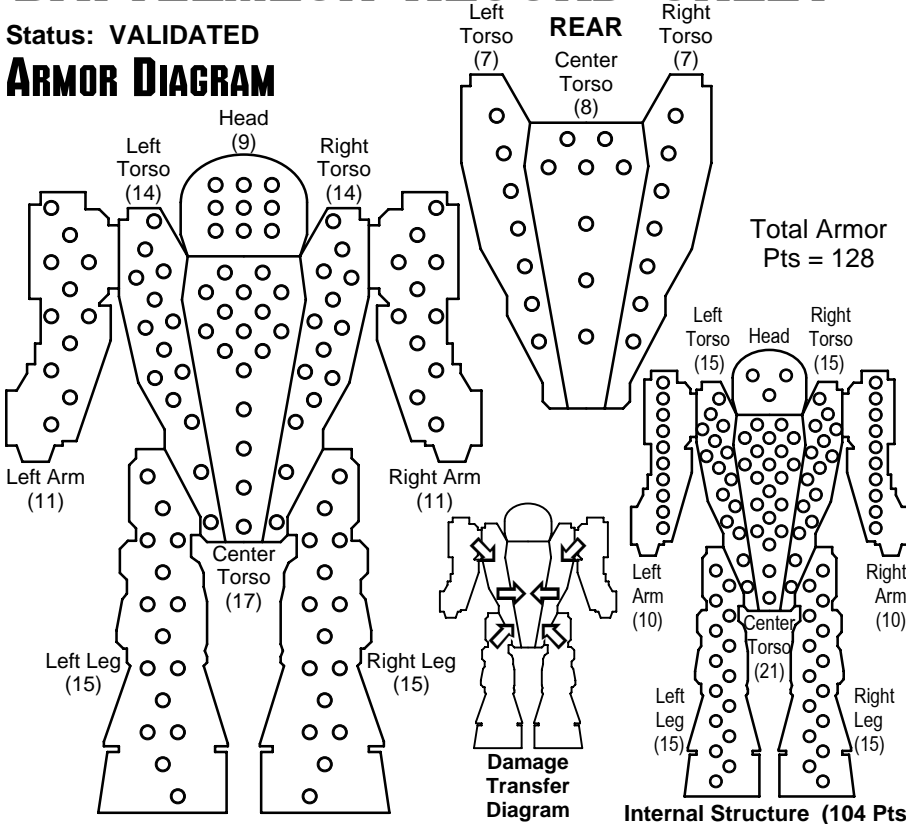
Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: **Loki H**
 Mass: **65 tons**
 Movement Points: **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	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: **Rounds:**
 Ultra AC/5: 40
 LRM 15: 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	

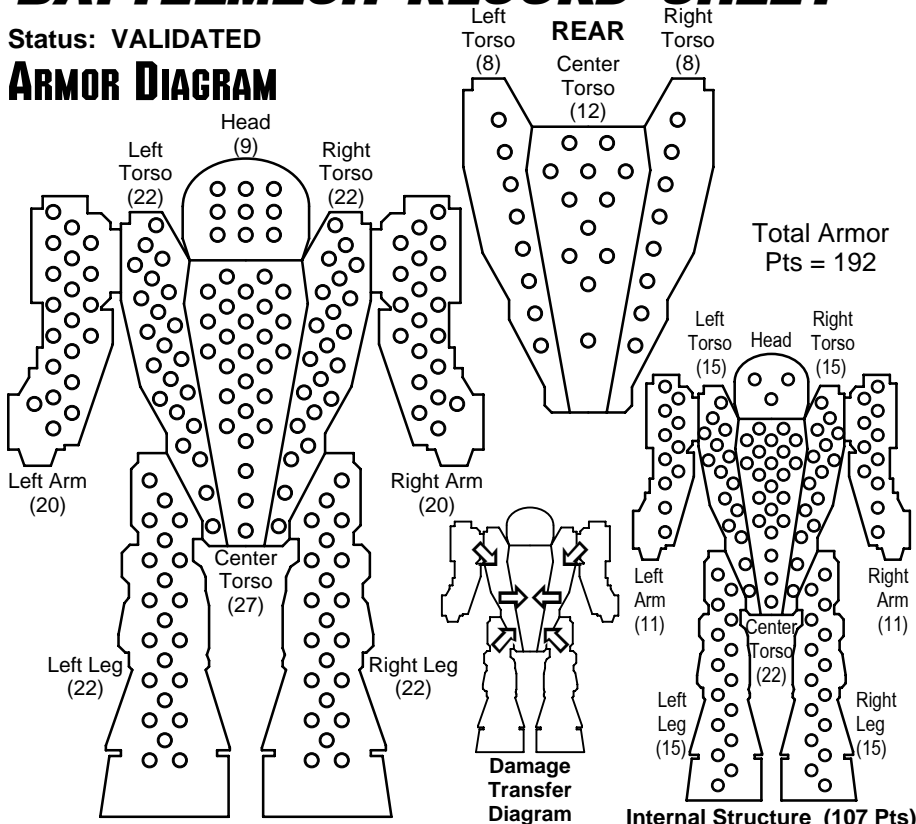
CRITICAL HIT TABLE

<h4>Left Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Heavy Large Laser Heavy Large Laser Heavy Large Laser Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <h4>Left Torso (CASE)</h4> <ol style="list-style-type: none"> XL Engine XL Engine Heavy Small Laser Heavy Small Laser Heavy Small Laser Heavy Small Laser Active Probe LRM 15 LRM 15 Ammo (LRM 15) 8 Ammo (LRM 15) 8 Roll Again <h4>Left Leg</h4> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Anti-Personnel Pod Roll Again 	<h4>Head</h4> <ol style="list-style-type: none"> Life Support Sensors Cockpit Roll Again Sensors Life Support <h4>Center Torso</h4> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine Gyro Gyro Gyro Gyro XL Engine XL Engine Roll Again Roll Again <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 Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator ER PPC ER PPC Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <h4>Right Torso (CASE)</h4> <ol style="list-style-type: none"> XL Engine XL Engine Ultra AC/5 Ultra AC/5 Ultra AC/5 Ammo (Ult AC/5) 20 Ammo (Ult AC/5) 20 Roll Again Roll Again Roll Again Roll Again <h4>Right Leg</h4> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Anti-Personnel Pod 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: **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	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

○○○○○○○○○○ ○○○○○○○○○
 ○○○○

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

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

** Avoid Inferno explosion on..
 Shutdown

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

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

WARGAMES

CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Large Laser	4. Large Laser	5. Endo Steel	6. Endo Steel
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Medium Laser	5. Medium Laser	6. Endo Steel
Head	1. Life Support	2. Sensors	3. Cockpit	4. Endo Steel	5. Sensors	6. Life Support
Center Torso	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. Single Heat Sink	2. Single Heat Sink	3. Single Heat Sink	4. Single Heat Sink	5. Single Heat Sink	6. Single Heat Sink
Right Torso	1. Single Heat Sink	2. Single Heat Sink	3. Single Heat Sink	4. Single Heat Sink	5. Single Heat Sink	6. Jump Jet
Left Leg	1. Single Heat Sink	2. Jump Jet	3. Medium Laser	4. Endo Steel	5. Endo Steel	6. Endo Steel
Right Leg	1. Medium Laser	2. Ammo (SRM 6) 15	3. CASE	4. Endo Steel	5. Endo Steel	6. Endo Steel

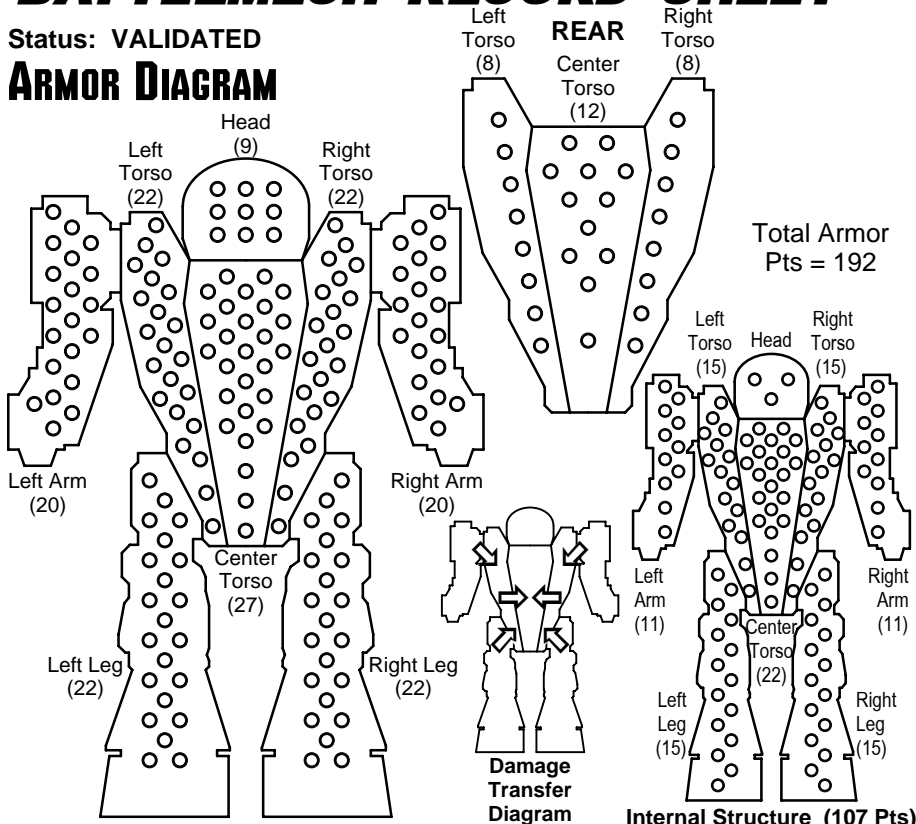
Engine Hits ○○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Guillotine GLT-5M**
 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	ER Large Laser	LA	12	8	-	7	14	19
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

○○○○○○○○○○ ○○○○○○○○○
 ○○○○

Auto Eject: Operational Disabled **Weapon Heat: (28)**

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

** Avoid Inferno explosion on..
 Shutdown

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

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

WKGAMES

CRITICAL HIT TABLE

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

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

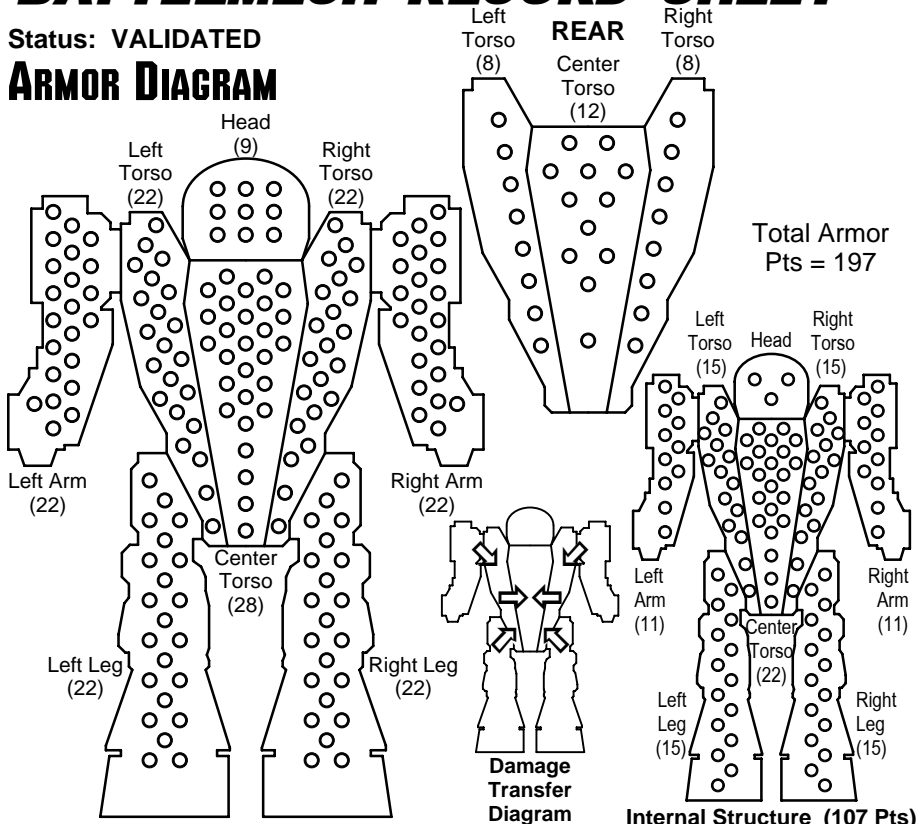
Life Support ○

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

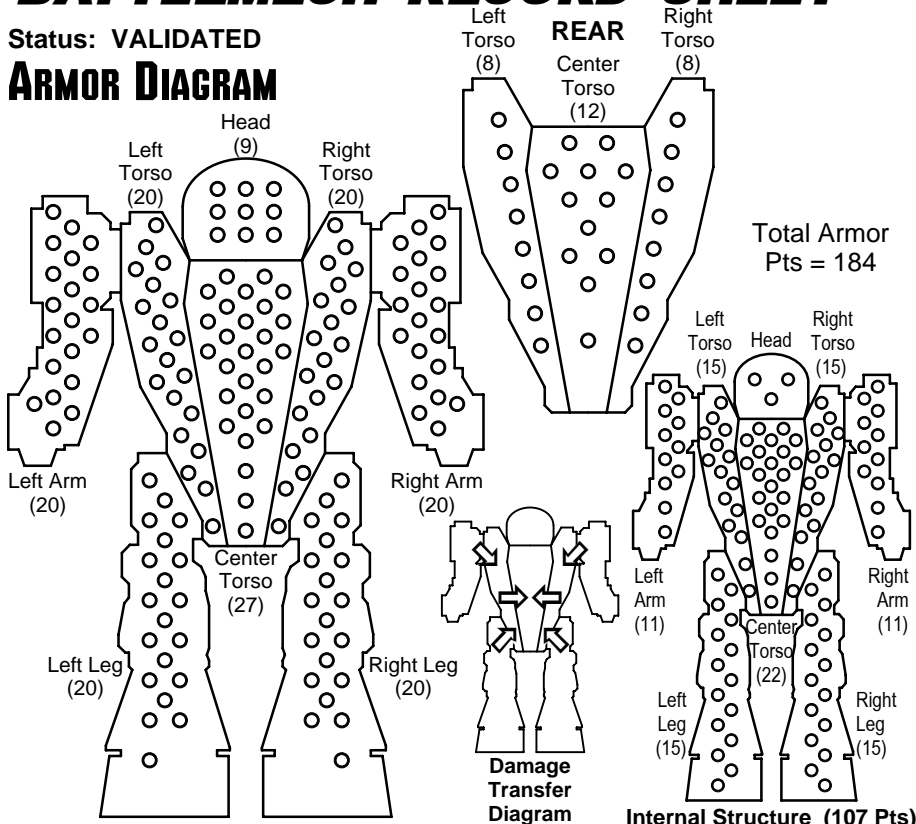
Right Leg

- 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: **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: 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

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Light Gauss Rifle	4. Light Gauss Rifle	5. Light Gauss Rifle	6. Light Gauss Rifle
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Light PPC	5. Light PPC	6. Light PPC
Head	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support
Center Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Compact Gyro	5. Compact Gyro	6. XL Engine
Left Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Improved Jump Jet	5. Improved Jump Jet	6. Improved Jump Jet
Right Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Improved Jump Jet	5. Improved Jump Jet	6. Improved Jump Jet
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Improved Jump Jet	6. Improved Jump Jet
Right Leg	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 ○○

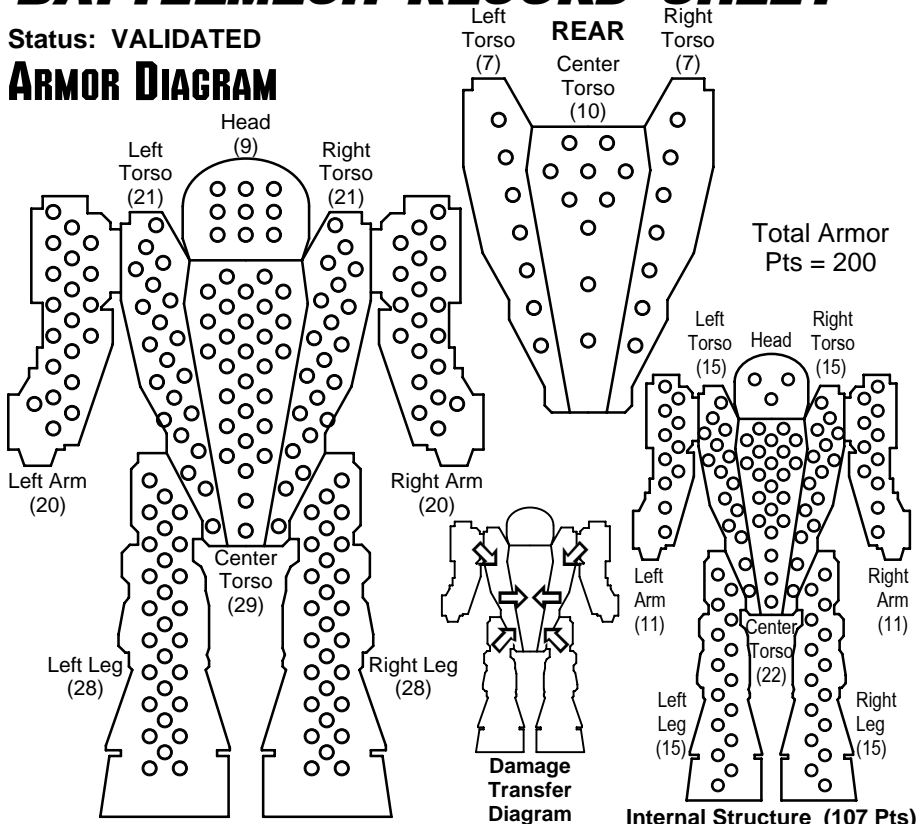
Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Guillotine GLT-8D**
 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	ER Large Laser	LA	12	8	-	7	14	19
1	ER Medium Laser	LA	5	5	-	4	8	12
1	ER Large Laser	RT	12	8	-	7	14	19
1	ER Medium Laser	LT	5	5	-	4	8	12
1	Streak SRM 6	CT	4	2/hit	-	3	6	9
1	Targeting Computer							

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

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

Auto Eject: **Weapon Heat:**
 Operational Disabled **(48)**

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WZK GAMES

CRITICAL HIT TABLE

Part	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. ER Large Laser	4. ER Large Laser	5. ER Medium Laser	6. Endo Steel
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. ER Medium Laser	5. ER Medium Laser	6. Endo Steel
Head	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support
Center Torso	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. Jump Jet	2. Double Heat Sink	3. Double Heat Sink	4. Double Heat Sink	5. ER Medium Laser	6. Targeting Computer
Right Torso	1. Jump Jet	2. Double Heat Sink	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Roll Again
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Roll Again

Engine Hits ○ ○ ○

Gyro Hits ○ ○

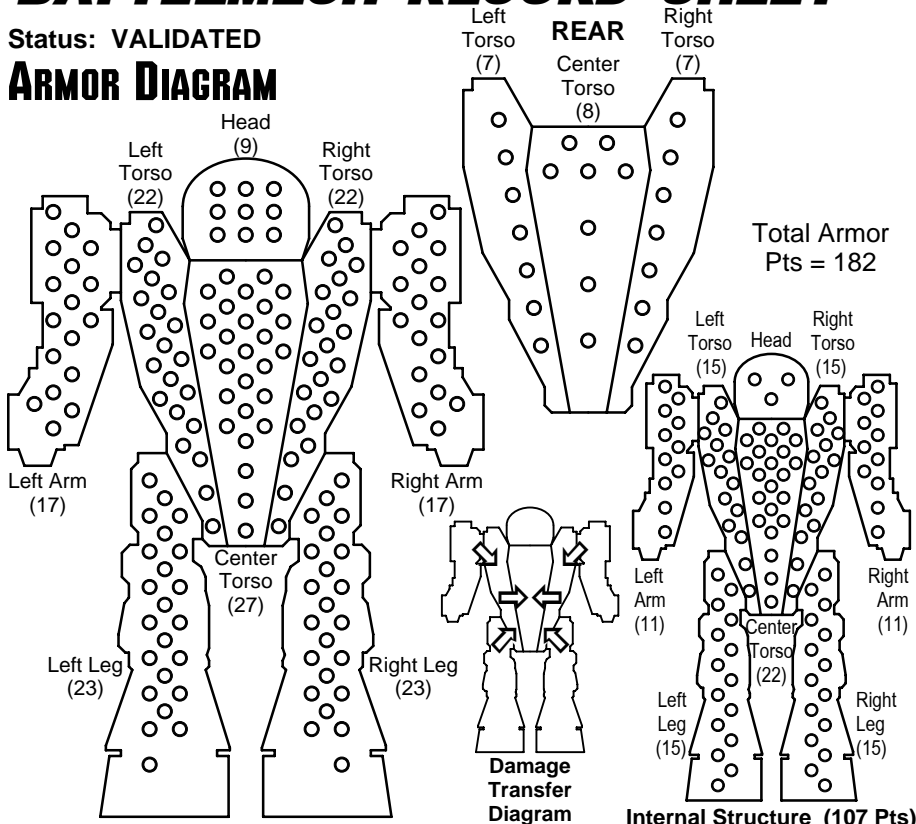
Sensor Hits ○ ○

Life Support ○

BATTLETECH®

BATTLEMech RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH 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 Rounds: **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	

WIZKIDS GAMES

CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm (CASE)	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
1-3						
4-6	1. LB 10-X AC	2. Ammo (LB 10-X) 10	3. Ferro-Fibrous	4. Roll Again	5. Roll Again	6. Roll Again
Left Torso (CASE)	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
1-3						
4-6	1. LRM 15	2. LRM 15	3. Ammo (LRM 15) 8	4. Ammo (LRM 15) 8	5. Ferro-Fibrous	6. Ferro-Fibrous
1-3						
4-6	1. Roll Again	2. Roll Again	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Jump Jet
1-3						
4-6						
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. ER PPC	4. ER PPC	5. Ferro-Fibrous	6. Roll Again
1-3						
4-6						
Right Torso	1. XL Engine	2. XL Engine	3. Ferro-Fibrous	4. Ferro-Fibrous	5. Roll Again	6. Roll Again
1-3						
4-6						
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Jump Jet
1-3						
4-6						

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○

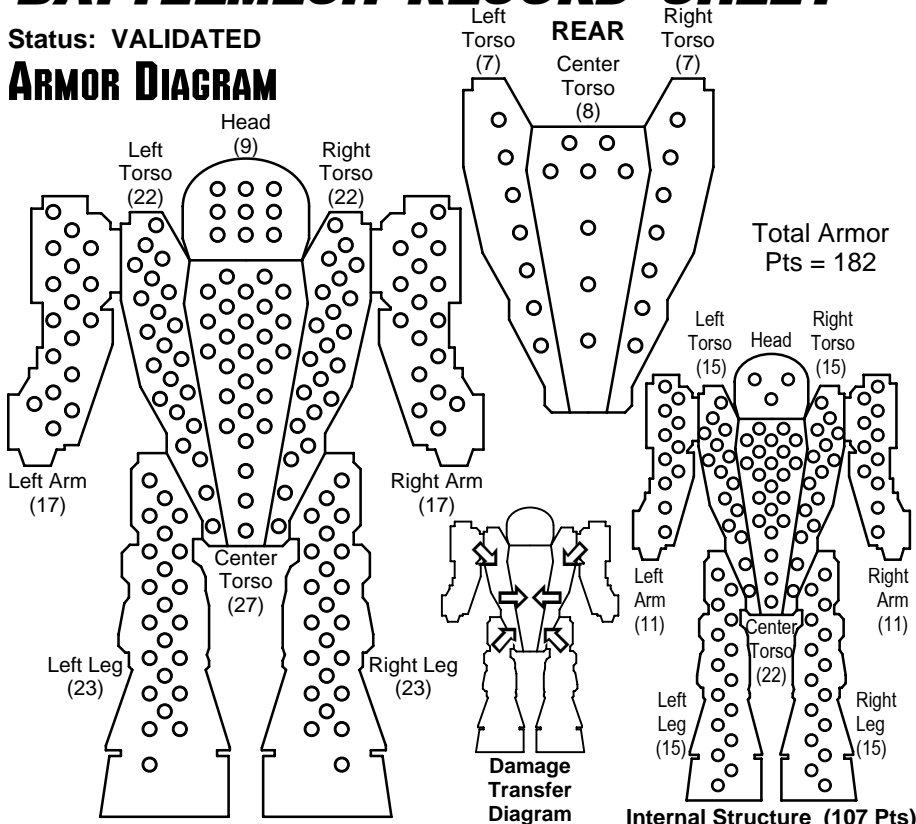
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BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Thor A**
 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	Large Pulse Laser	RA	10	10	-	6	14	20
1	Gauss Rifle	LA	1	15	2	7	15	22
1	SRM 6	LT	4	2/hit	-	3	6	9

Ammo Type: Gauss Rifle: 8
 SRM 6: 30

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

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

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

** Avoid Inferno explosion on..
 Shutdown

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

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

WZK 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
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- XL Engine
- XL Engine
- SRM 6
- Ammo (SRM 6) 15
- Ammo (SRM 6) 15
- 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
- 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
- Jump Jet
- Roll Again

4-6

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Large Pulse Laser
- Large Pulse Laser
- Ferro-Fibrous

1-3

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

4-6

Right Torso

- XL Engine
- XL Engine
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

1-3

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

4-6

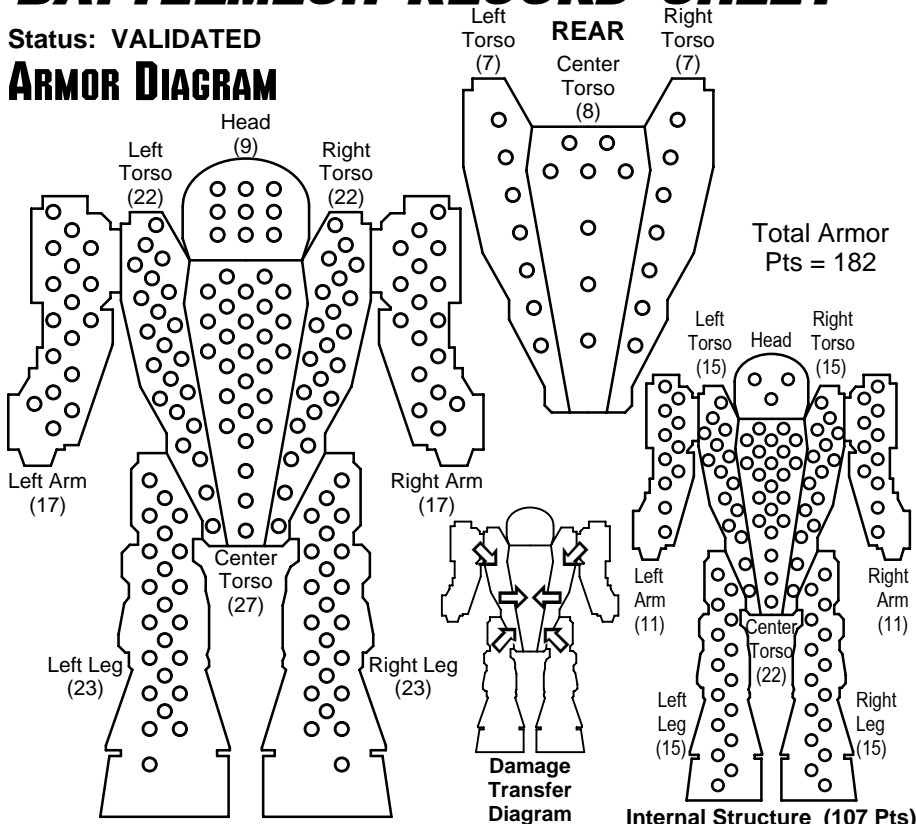
Right Leg

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

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

WIZKIDS GAMES

CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm (CASE)	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. LRM 20	5. LRM 20	6. LRM 20
Right Arm (CASE)	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. LRM 20	5. LRM 20	6. LRM 20
Head	1. Life Support	2. Sensors	3. Cockpit	4. Ferro-Fibrous	5. Sensors	6. Life Support
Center Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso (CASE)	1. XL Engine	2. XL Engine	3. Anti-Missile System	4. Narc Missile Beacon	5. Ammo (AMS) 24	6. Ammo (Narc Pods) 6
Right Torso	1. XL Engine	2. XL Engine	3. Ferro-Fibrous	4. Ferro-Fibrous	5. Roll Again	6. Roll Again
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Jump Jet
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Jump Jet

Engine Hits ○ ○ ○

Gyro Hits ○ ○

Sensor Hits ○ ○

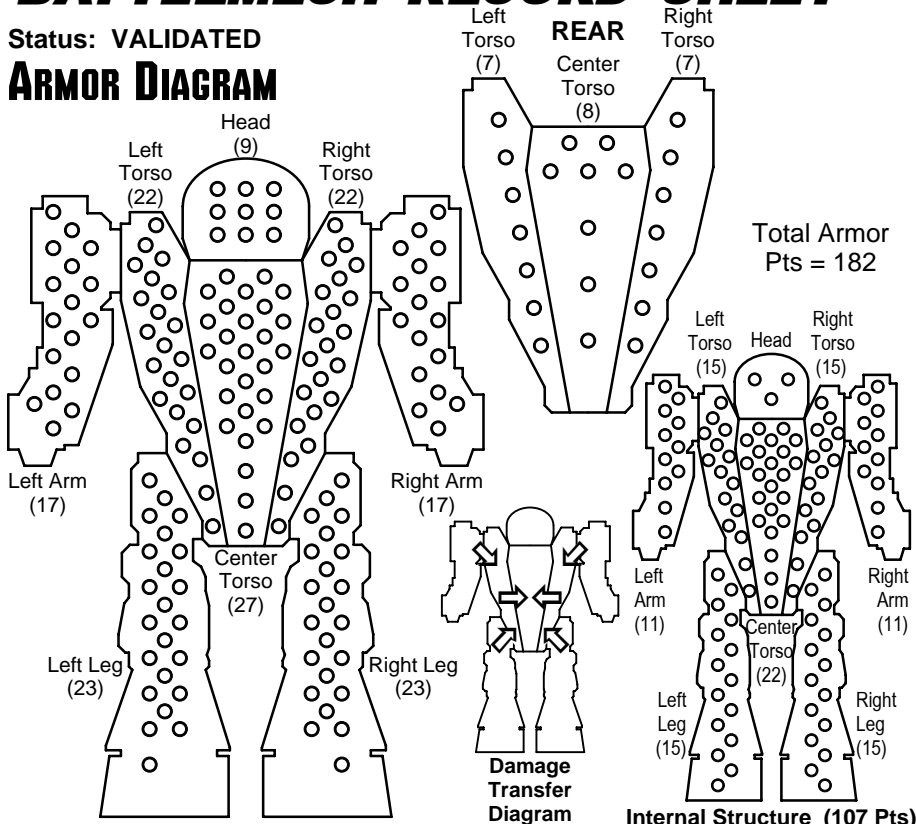
Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **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

HEAT SCALE

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

WARGAMES

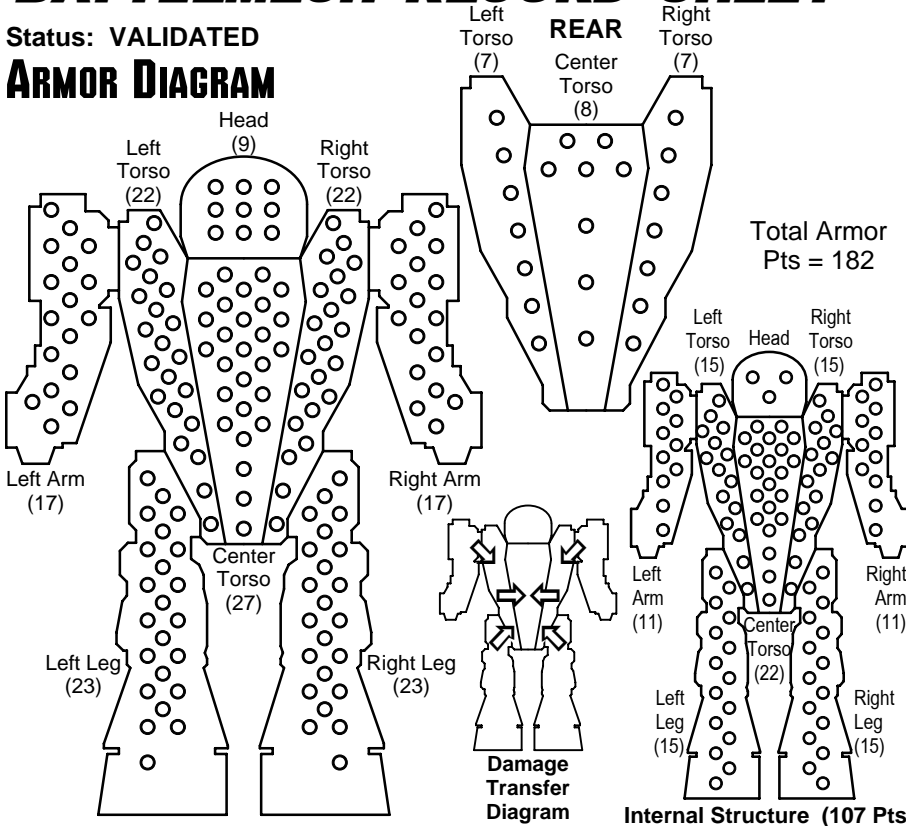
CRITICAL HIT TABLE

<h4>Left Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Ultra AC/20 Ultra AC/20 Ultra AC/20 Ultra AC/20 <p>1-3</p> <ol style="list-style-type: none"> Ultra AC/20 Ultra AC/20 Ultra AC/20 Ultra AC/20 Ferro-Fibrous Roll Again <p>4-6</p> <h4>Left Torso (CASE)</h4> <ol style="list-style-type: none"> XL Engine XL Engine Streak SRM 6 Streak SRM 6 Ammo (Ult AC/20) 5 Ammo (Ult AC/20) 5 <p>1-3</p> <ol style="list-style-type: none"> Ammo (Streak 6) 15 Ferro-Fibrous Ferro-Fibrous Roll Again Roll Again Roll Again <p>4-6</p> <h4>Left Leg</h4> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Jump Jet Jump Jet 	<h4>Head</h4> <ol style="list-style-type: none"> Life Support Sensors Cockpit Ferro-Fibrous Sensors Life Support <h4>Center Torso</h4> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro XL Engine XL Engine XL Engine Jump Jet Roll Again <p>4-6</p> <div style="border: 1px solid black; padding: 5px; width: fit-content; margin: 0 auto;"> <p>Engine Hits ○○○</p> <p>Gyro Hits ○○</p> <p>Sensor Hits ○○</p> <p>Life Support ○</p> </div>	<h4>Right Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator ER Large Laser ER Small Laser Ferro-Fibrous <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <h4>Right Torso</h4> <ol style="list-style-type: none"> XL Engine XL Engine Ferro-Fibrous Ferro-Fibrous Roll Again Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <h4>Right Leg</h4> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Jump Jet Jump Jet
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BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED
ARMOR DIAGRAM



'MEGH DATA

Type: Thor D

Mass: 70 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
1	ER Large Laser	RA	12	10	-	8	15	25
1	ER Medium Laser	RA	5	7	-	5	10	15
1	ER Large Laser	LA	12	10	-	8	15	25
1	ER Medium Laser	LA	5	7	-	5	10	15
1	Anti-Missile System	RT	1	-	-	-	-	-
1	Machine Gun	RT	0	2	-	1	2	3
1	Machine Gun	LT	0	2	-	1	2	3
1	Anti-Missile System	LT	1	-	-	-	-	-
1	Targeting Computer							

Ammo Type: Rounds:
 Anti-Missile System 48
 Machine Gun 200

Total Heat Sinks: 20 Double (40)



Auto Eject:

Weapon Heat:

Operational Disabled

(36)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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



Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
- 1-3 4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
- 4-6 4. ER Large Laser
5. ER Medium Laser
6. Ferro-Fibrous

Left Torso (CASE)

1. XL Engine
2. XL Engine
3. Machine Gun
- 1-3 4. Anti-Missile System
5. Ammo (MG) 200
6. Ammo (AMS) 24
1. Ammo (AMS) 24
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

CRITICAL HIT TABLE

Head

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

Center Torso

1. XL Engine
2. XL Engine
3. XL Engine
- 1-3 4. Gyro
5. Gyro
6. Gyro
1. Gyro
2. XL Engine
3. XL Engine
- 4-6 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. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
- 4-6 4. ER Large Laser
5. ER Medium Laser
6. Ferro-Fibrous

Right Torso

1. XL Engine
2. XL Engine
3. Targeting Computer
- 1-3 4. Targeting Computer
5. Anti-Missile System
6. Machine Gun
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
- 4-6 6. Roll Again

Right Leg

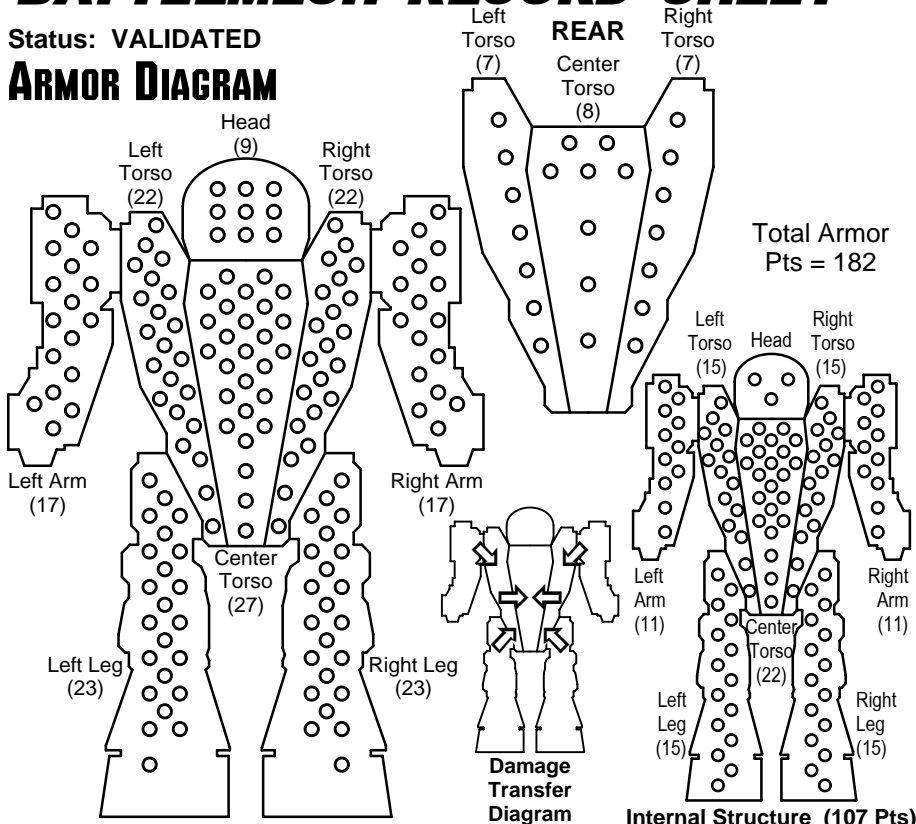
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 182

Internal Structure (107 Pts)

'MECH DATA

Type: **Thor E**
 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	Adv. Tact. Msl. 12	RA	8	2/hit	4	5	10	15
				ER ATM Ammo	1/hit	4	9	18
				HE ATM Ammo	3/hit	-	3	6
1	Adv. Tact. Msl. 6	RA	4	2/hit	4	5	10	15
1	ER PPC	LA	15	15	-	7	14	23

Ammo Type: Rounds:

Adv. Tact. Msl. 12	15
Adv. Tact. Msl. 6	30

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

Auto Eject: Weapon Heat:
 Operational Disabled (27)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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



CRITICAL HIT TABLE

Left Arm

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

Left Torso

- XL Engine
 - XL Engine
- 1-3
- Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
- 4-6
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Left Leg

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

Head

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

Center Torso

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

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

Right Arm

- Shoulder
 - Upper Arm Actuator
- 1-3
- Adv. Tact. Msl. 12
 - Adv. Tact. Msl. 12
 - Adv. Tact. Msl. 12
 - Adv. Tact. Msl. 12
- 4-6
- Adv. Tact. Msl. 12
 - Adv. Tact. Msl. 6
 - Adv. Tact. Msl. 6
 - Adv. Tact. Msl. 6
 - Ferro-Fibrous
 - Roll Again

Right Torso (CASE)

- XL Engine
 - XL Engine
- 1-3
- Ammo (ATM 6) 10
 - Ammo (ATM 6) 10
 - Ammo (ATM 6) 10
 - Ammo (ATM 12) 5
- 4-6
- Ammo (ATM 12) 5
 - Ammo (ATM 12) 5
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again
 - Roll Again

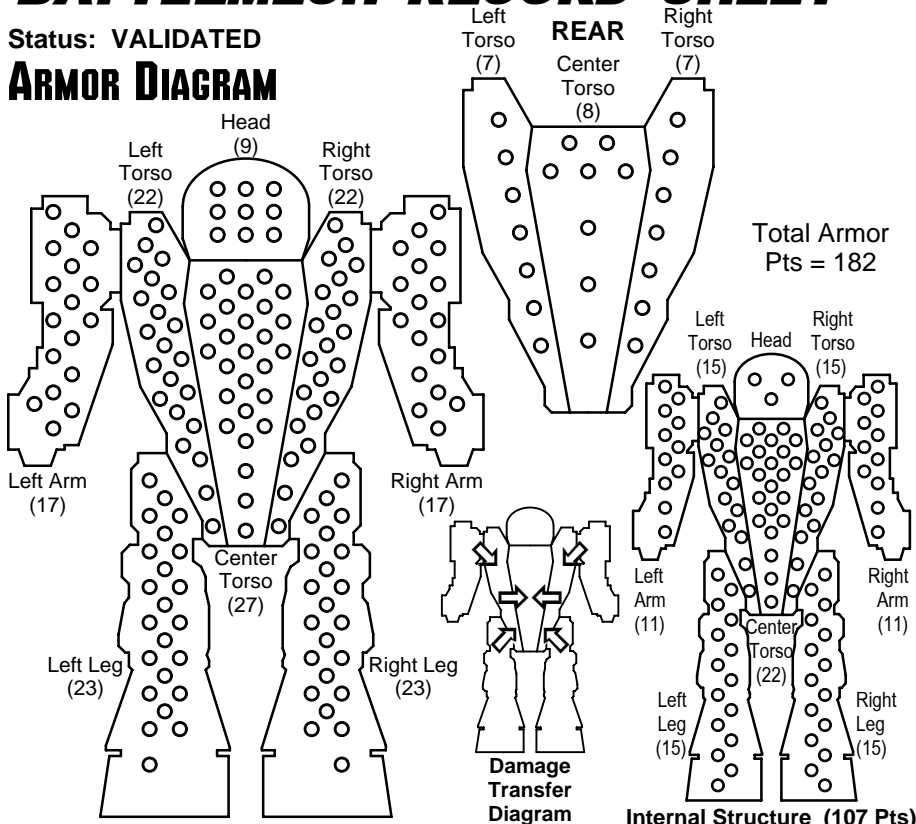
Right Leg

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Thor G**
 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	ER Large Laser	LA	12	10	-	8	15	25
3	SRM 4	RT	3	2/hit	-	3	6	9
3	SRM 4	LT	3	2/hit	-	3	6	9
1	Heavy Small Laser	CT	3	6	-	1	2	3

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

Total Heat Sinks: 18 Double (36)

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Auto Eject: Operational Disabled **Weapon Heat: (48)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

30	** 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	

WARGAMES

CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. ER Large Laser	5. Ferro-Fibrous	6. Roll Again
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. ER PPC	4. ER PPC	5. Ferro-Fibrous	6. Roll Again
Head	1. Life Support	2. Sensors	3. Cockpit	4. Ferro-Fibrous	5. Sensors	6. Life Support
Center Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
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
Right Torso (CASE)	1. XL Engine	2. XL Engine	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
Left Leg	1. SRM 4	2. SRM 4	3. SRM 4	4. Ammo (SRM 4) 25	5. Ferro-Fibrous	6. Ferro-Fibrous
Right Leg	1. SRM 4	2. SRM 4	3. SRM 4	4. Ammo (SRM 4) 25	5. Ferro-Fibrous	6. Ferro-Fibrous

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

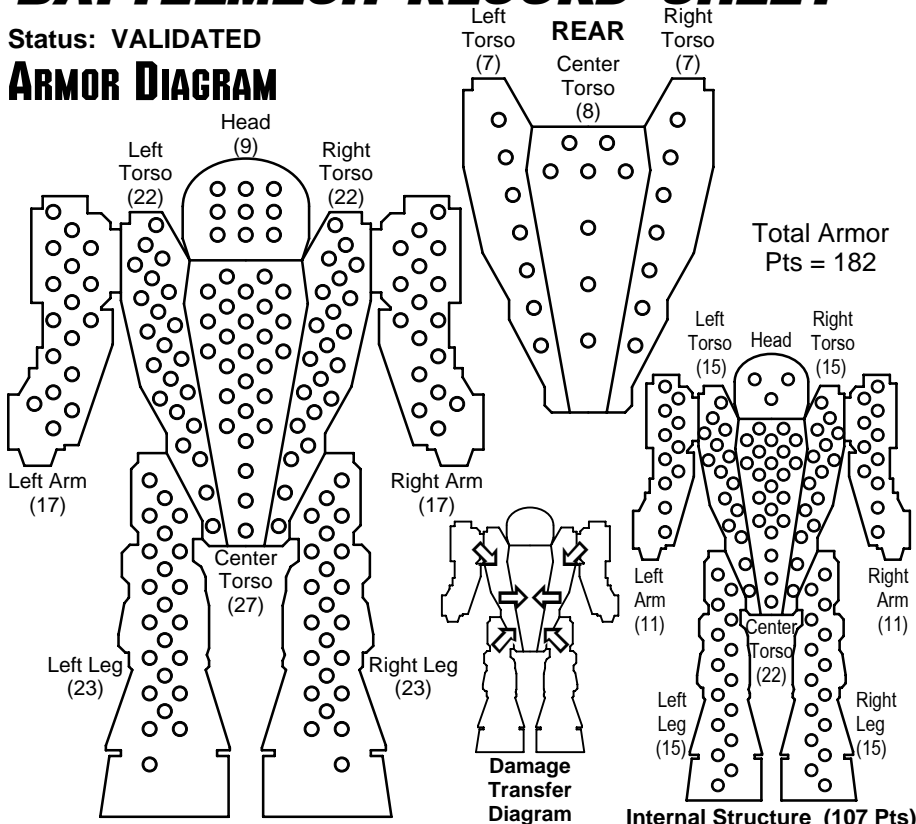
Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **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							

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

Total Heat Sinks: 23 Double (46)

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 ○○○

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

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
Head	1. Life Support	2. Sensors	3. Cockpit	4. Ferro-Fibrous	5. Sensors	6. Life Support
Center Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso (CASE)	1. XL Engine	2. XL Engine	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
Right Torso	1. XL Engine	2. XL Engine	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Jump Jet
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Jump Jet

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

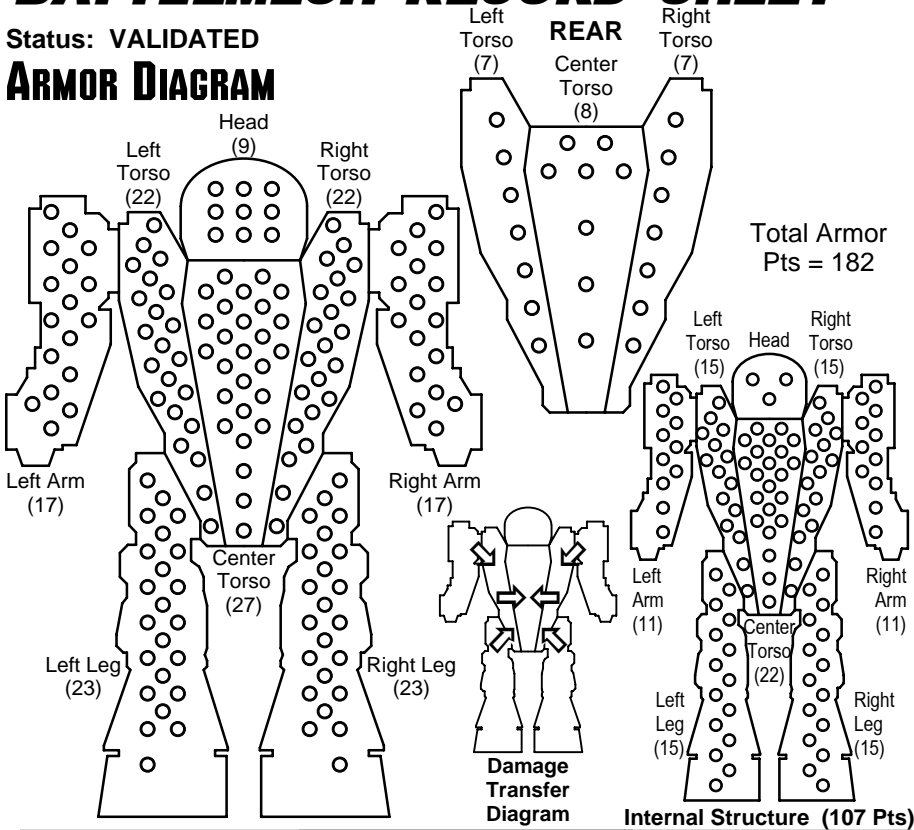
Life Support ○

BATTLETECH®

BATTLEMech RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Total Armor Pts = 182

Internal Structure (107 Pts)

'MECH DATA

Type: Thor HH
 Mass: 70 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
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	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: Weapon Heat: (29)
 Operational Disabled

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- ER Medium Laser
- AP Gauss Rifle
- Ammo (APGR) 40
- Ferro-Fibrous

1-3

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

4-6

Right 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
- Ammo (HAG20) 6
- Ferro-Fibrous

4-6

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
- Jump Jet
- ER Medium Laser

4-6

Left Torso

- XL Engine
- XL Engine
- Plasma Cannon
- Ammo (PC) 10
- Ammo (PC) 10
- Ferro-Fibrous

1-3

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

4-6

Right Torso

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

1-3

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

4-6

Left Leg

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

Right Leg

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

Engine Hits ○ ○ ○

Gyro Hits ○ ○

Sensor Hits ○ ○

Life Support ○

HEAT SCALE

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

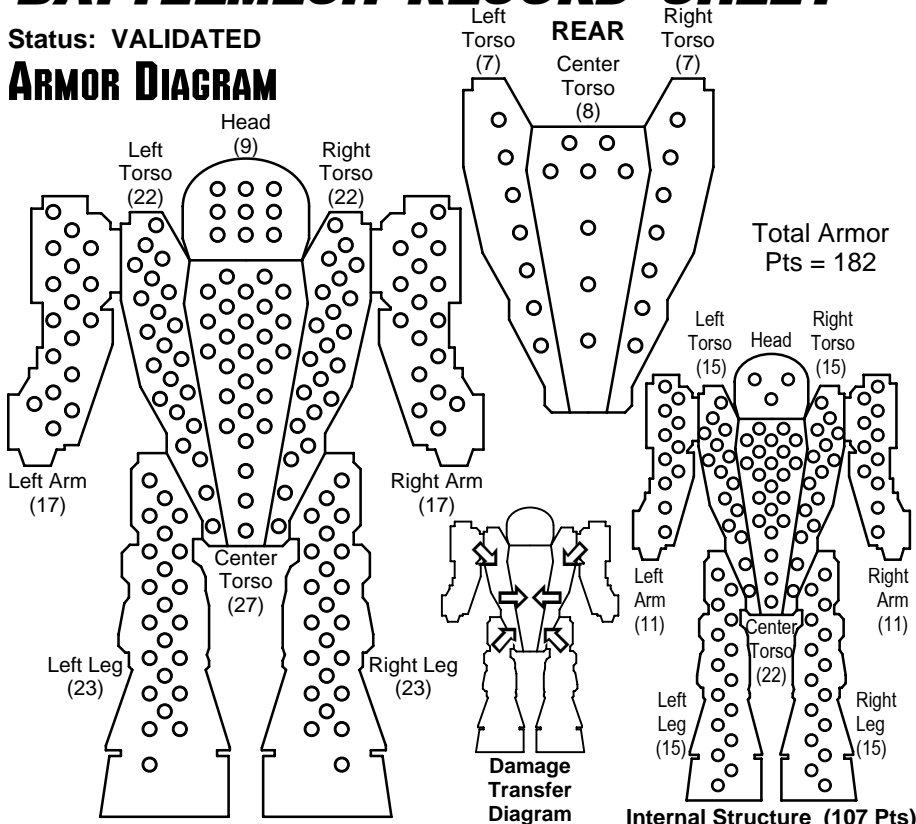


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Thor 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	

WKGAMES

CRITICAL HIT TABLE

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

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

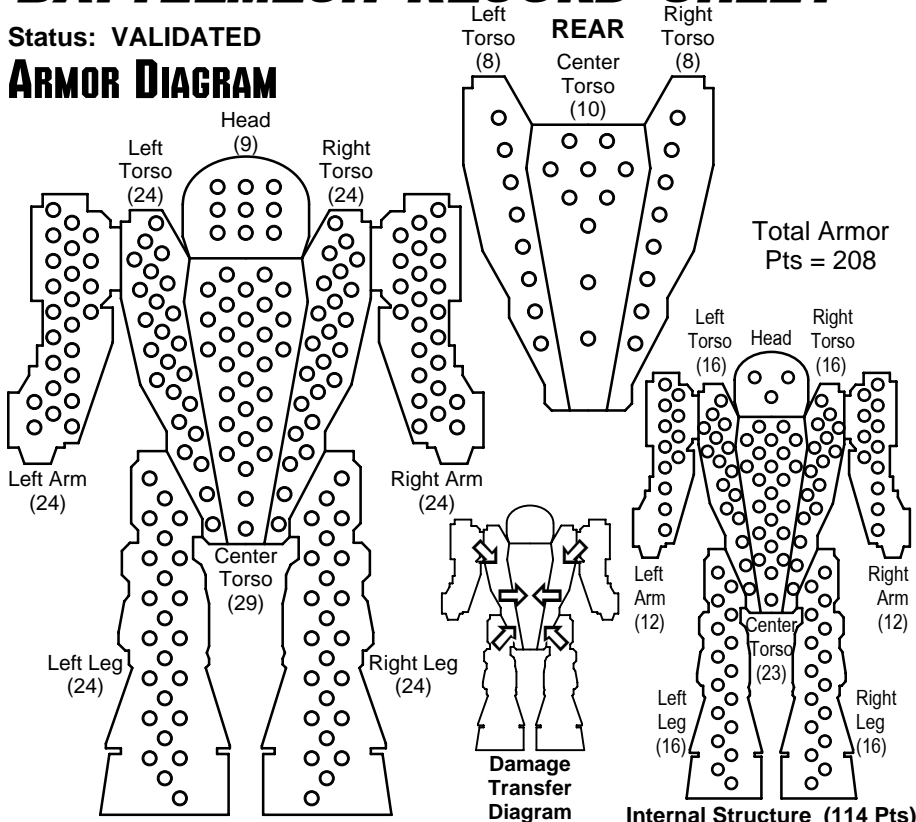
Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Black Knight BL-6-KNT**
 Mass: **75 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	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	Large Laser	RT	8	8	-	5	10	15
1	Medium Laser	RT	3	5	-	3	6	9
1	Large Laser	LT	8	8	-	5	10	15
1	Medium Laser	LT	3	5	-	3	6	9
1	Beagle Active Probe	CT	0	-	-	-	-	4
1	Small Laser	HD	1	3	-	1	2	3

Total Heat Sinks: **20 Single**

Auto Eject: Operational Disabled
 Weapon Heat: **(39)**

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WKGAMES

CRITICAL HIT TABLE

Left Arm	Head	Right Arm
1. Shoulder	1. Life Support	1. Shoulder
2. Upper Arm Actuator	2. Sensors	2. Upper Arm Actuator
3. Lower Arm Actuator	3. Cockpit	3. Lower Arm Actuator
4. Hand Actuator	4. Small Laser	4. Hand Actuator
5. Medium Laser	5. Sensors	5. PPC
6. Roll Again	6. Life Support	6. PPC
1-3		1-3
1. Roll Again		1. PPC
2. Roll Again		2. Medium Laser
3. Roll Again		3. Roll Again
4. Roll Again		4. Roll Again
5. Roll Again		5. Roll Again
6. Roll Again		6. Roll Again
4-6		4-6
1. Roll Again		1. Single Heat Sink
2. Roll Again		2. Single Heat Sink
3. Roll Again		3. Large Laser
4. Roll Again		4. Large Laser
5. Roll Again		5. Medium Laser
6. Roll Again		6. Endo Steel
		1-3
		1. Gyro
		2. Fusion Engine
		3. Fusion Engine
		4. Fusion Engine
		5. Beagle Active Probe
		6. Beagle Active Probe
		4-6
		1. Endo Steel
		2. Endo Steel
		3. Endo Steel
		4. Endo Steel
		5. Endo Steel
		6. Endo Steel
		4-6
		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 ○○

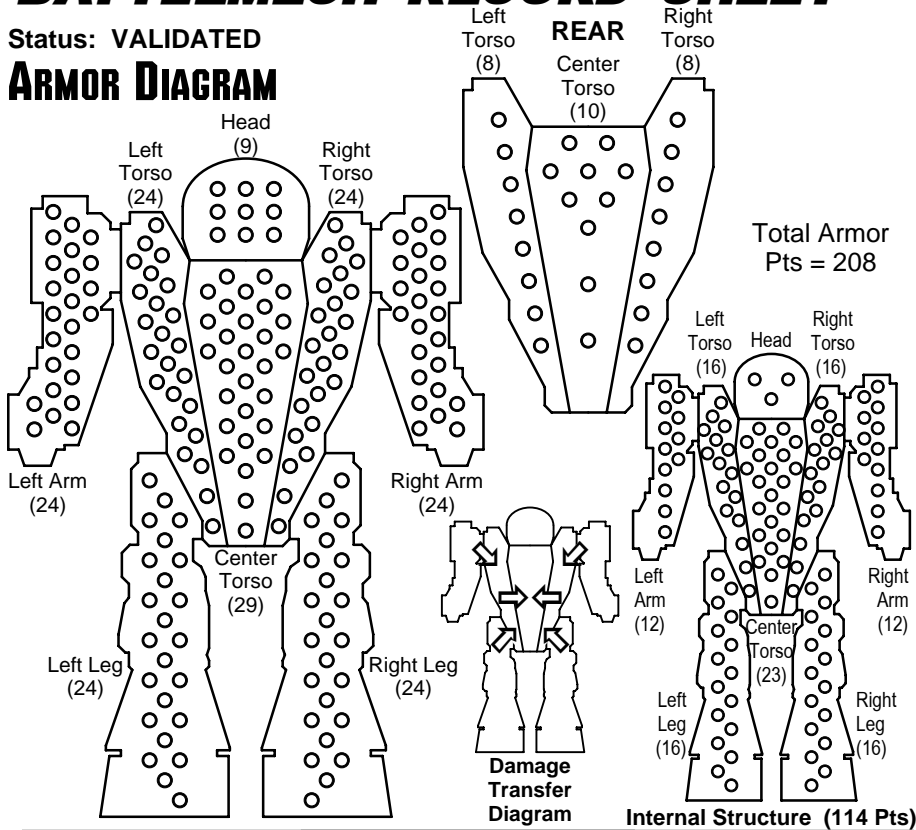
Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: **Black Knight BL-6b-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
1	Medium Laser	RA	3	5	-	3	6
1	Medium Laser	LA	3	5	-	3	6
1	Large Pulse Laser	RT	10	9	-	3	7
1	Medium Laser	RT	3	5	-	3	6
1	Large Pulse Laser	LT	10	9	-	3	7
1	Medium Laser	LT	3	5	-	3	6
1	Beagle Active Probe	CT	0	-	-	-	4
1	Small Laser	HD	1	3	-	1	2

Total Heat Sinks: 16 Double (32)



Auto Eject: Operational Disabled

Weapon Heat: (48)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WIKGAMES

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
 - Medium Laser
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Torso

- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Large Pulse Laser
 - Large Pulse Laser
 - Medium Laser
- 1-3
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 4-6

Left Leg

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

Head

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

Center Torso

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

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

Right Arm

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

Right Torso

- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Large Pulse Laser
 - Large Pulse Laser
 - Medium Laser
- 1-3
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 4-6

Right Leg

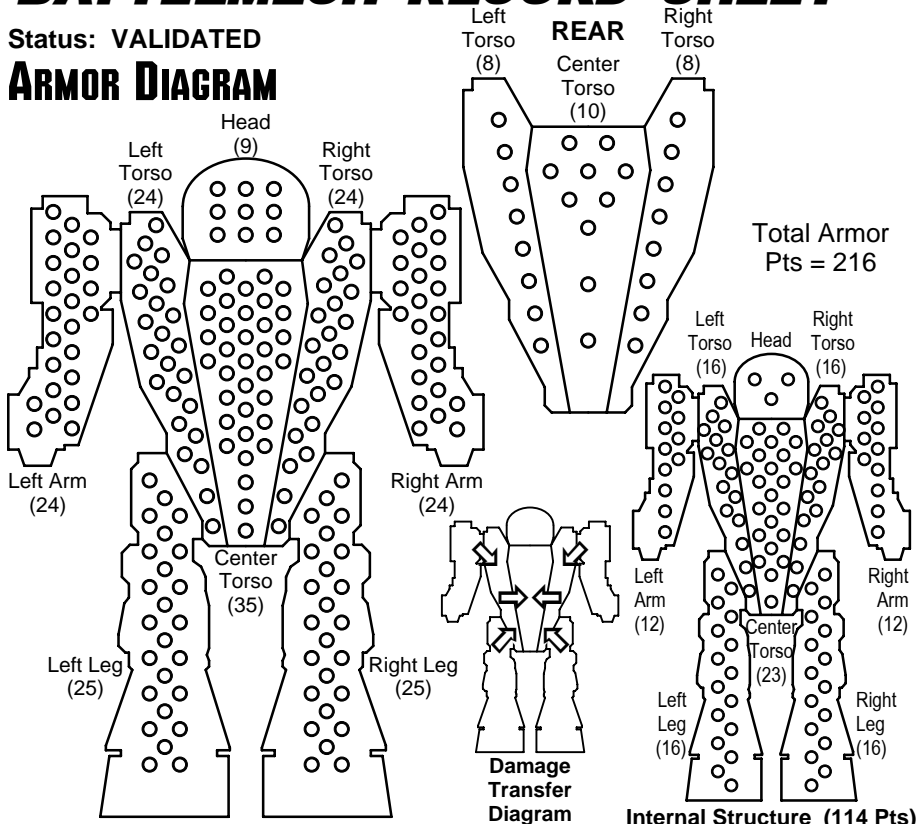
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Roll Again

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
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Medium Pulse Laser	6. Hatchet
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Double Heat Sink	6. Double Heat Sink
Head	1. Life Support	2. Sensors	3. Cockpit	4. Endo Steel	5. Sensors	6. Life Support
Center Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
Right Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
Left Leg	1. Large Laser	2. Large Laser	3. Medium Pulse Laser	4. Endo Steel	5. Endo Steel	6. Endo Steel
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel

Engine Hits ○○○○

Gyro Hits ○○

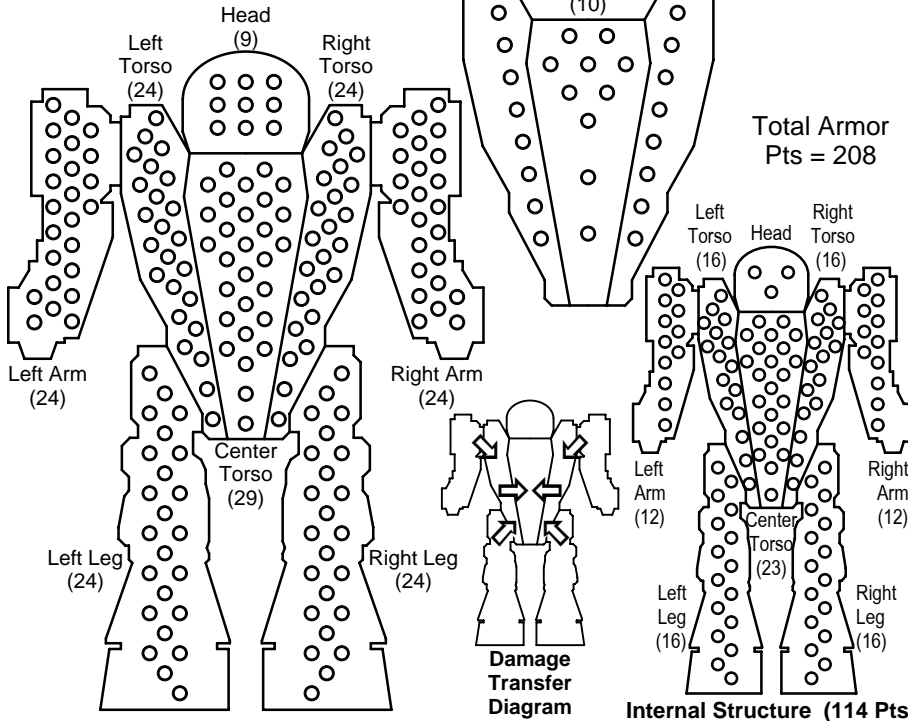
Sensor Hits ○○

Life Support ○

BATTLETECH[®] BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: **Black Knight BL-12-KNT**

Mass: **75 tons**

Movement Points: **Technique & 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	

WZK GAMES

CRITICAL HIT TABLE

Left Arm

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

Left Torso

- Targeting Computer
 - Targeting Computer
 - Targeting Computer
 - Targeting Computer
 - Targeting Computer
 - Targeting Computer
- 1-3
- Large Laser
 - Large Laser
 - ER Medium Laser
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 4-6

Left Leg

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

Head

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

Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Endo Steel
 - Endo Steel
- 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
 - ER Medium Laser
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Roll Again
- 4-6

Right Torso

- Large Laser
 - Large Laser
 - ER Medium Laser
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Endo Steel
 - Endo Steel
 - Roll Again
- 4-6

Right Leg

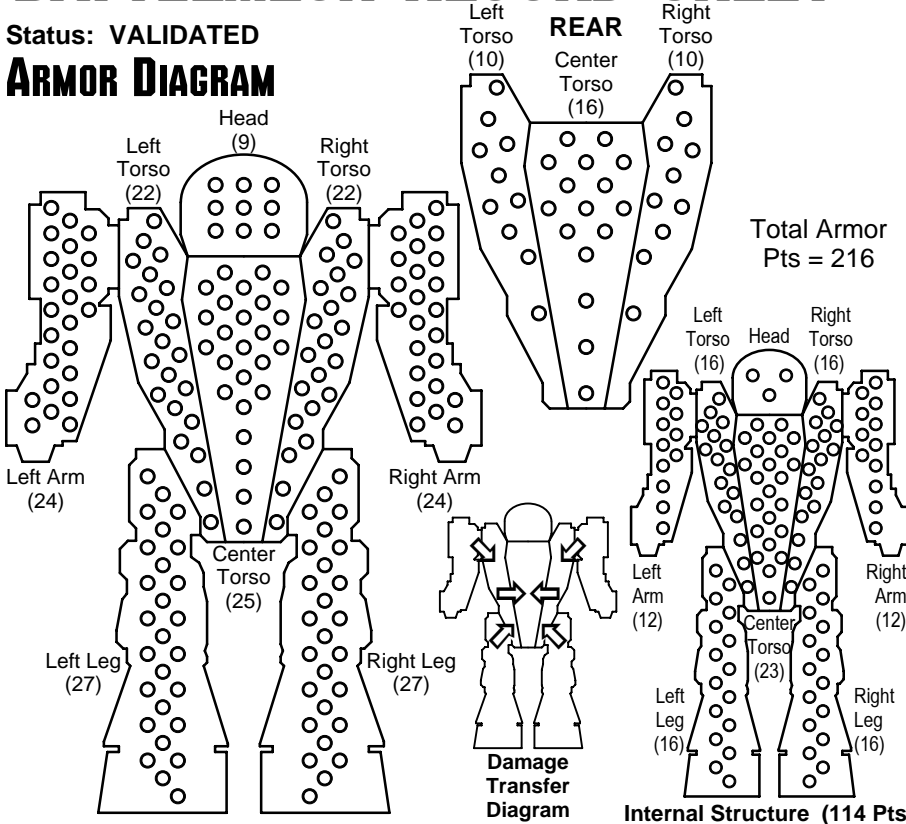
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Flashman FLS-8K**

Mass: **75 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	Large Laser	RA	8	8	-	5	10	15
1	Medium Laser	RA	3	5	-	3	6	9
1	Large Laser	LA	8	8	-	5	10	15
1	Medium Laser	LA	3	5	-	3	6	9
1	Medium Laser	RT	3	5	-	3	6	9
1	Anti-Missile System	RT	1	-	-	-	-	-
1	Medium Laser	LT	3	5	-	3	6	9
1	Medium Laser	LT(R)	3	5	-	3	6	9
1	Large Laser	CT	8	8	-	5	10	15
1	Flamer	HD	3	2	-	1	2	3

Ammo Type: Anti-Missile System
 Rounds: 12

Total Heat Sinks: 15 Double (30)



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	



Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- Large Laser
 - Large Laser
 - Medium Laser

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

Left Torso

- XL Engine
 - XL Engine
 - XL Engine
- 1-3
- Medium Laser
 - Medium Laser (R)
 - Roll Again

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

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

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

- Gyro
 - XL Engine
 - XL Engine
- 4-6
- Large Laser
 - Large Laser

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

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- Large Laser
 - Large Laser
 - Medium Laser

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

Right Torso

- XL Engine
 - XL Engine
 - XL Engine
- 1-3
- Medium Laser
 - Anti-Missile System
 - Ammo (AMS) 12

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

Right Leg

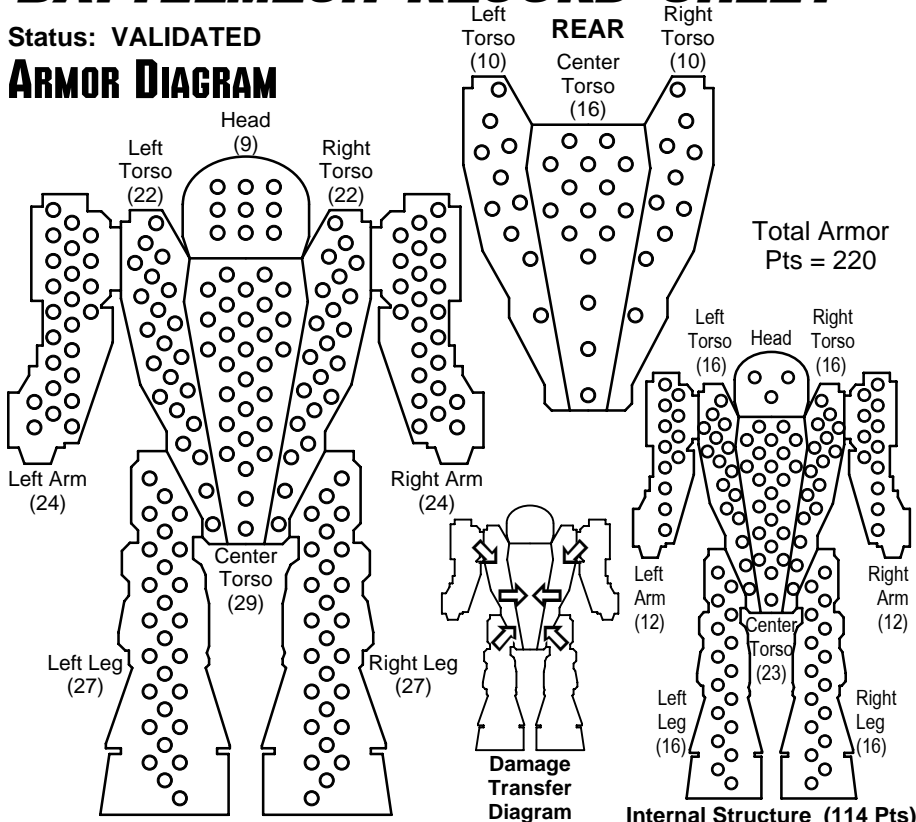
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Flashman FLS-9B**
 Mass: **75 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	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

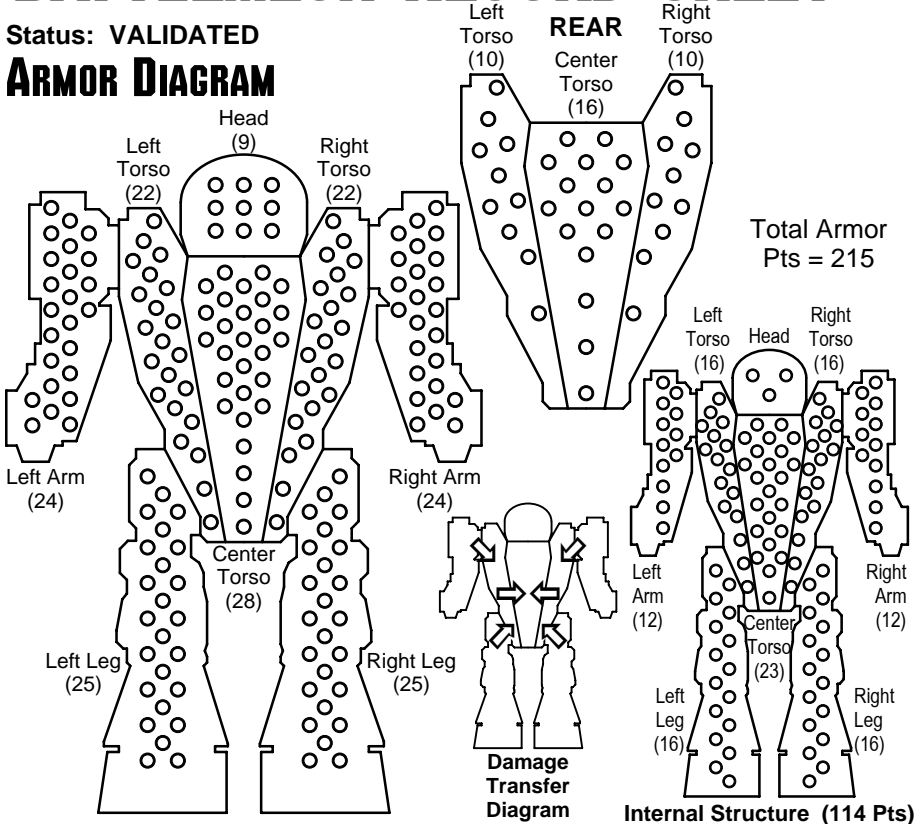
<h4>Left Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator <p>1-3</p> <ol style="list-style-type: none"> ER Large Laser ER Large Laser Medium Pulse Laser <ol style="list-style-type: none"> Roll Again Roll Again Roll Again <p>4-6</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again 	<h4>Head</h4> <ol style="list-style-type: none"> Life Support Sensors Small Cockpit Sensors Improved C³ CPU Improved C³ CPU 	<h4>Right Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator <p>1-3</p> <ol style="list-style-type: none"> ER Large Laser ER Large Laser Medium Pulse Laser <ol style="list-style-type: none"> Roll Again Roll Again Roll Again <p>4-6</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again 								
<h4>Left Torso</h4> <ol style="list-style-type: none"> Light Fusion Engine Light Fusion Engine ER Medium Laser Endo Steel Endo Steel Endo Steel <p>1-3</p> <ol style="list-style-type: none"> Endo Steel Endo Steel Endo Steel Endo Steel <p>4-6</p> <ol style="list-style-type: none"> Light Ferro-Fibrous Light Ferro-Fibrous Light Ferro-Fibrous 	<h4>Center Torso</h4> <ol style="list-style-type: none"> Light Fusion Engine Light Fusion Engine Light Fusion Engine Compact Gyro Compact Gyro Light Fusion Engine <ol style="list-style-type: none"> Light Fusion Engine Light Fusion Engine ER Small Laser Light Ferro-Fibrous Light Ferro-Fibrous Light Ferro-Fibrous 	<h4>Right Torso</h4> <ol style="list-style-type: none"> Light Fusion Engine Light Fusion Engine ER Medium Laser Endo Steel Endo Steel Endo Steel <p>1-3</p> <ol style="list-style-type: none"> Endo Steel Endo Steel Endo Steel Endo Steel <p>4-6</p> <ol style="list-style-type: none"> Light Ferro-Fibrous Light Ferro-Fibrous Light Ferro-Fibrous 								
<h4>Left Leg</h4> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Roll Again Roll Again 	<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"> 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: **Flashman FLS-9C**
 Mass: **75 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	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	Medium Pulse Laser	RT	4	6	-	2	4	6
1	Improved C³ CPU	RT	0	-	-	-	-	-
1	Medium Pulse Laser	LT	4	6	-	2	4	6
1	Medium Laser	LT(R)	3	5	-	3	6	9
1	ER Large Laser	CT	12	8	-	7	14	19

Total Heat Sinks: **16 Double (32)**

Auto Eject: Operational Disabled
 Weapon Heat: **(55)**

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

1-3

- Double Heat Sink
- Double Heat Sink
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Medium Pulse Laser
- Medium Laser (R)
- Ferro-Fibrous

1-3

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

4-6

Left Leg

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

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 Large Laser
- ER Large Laser

4-6

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○

Right Arm

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

1-3

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

4-6

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Medium Pulse Laser
- Improved C³ CPU
- Improved C³ CPU

1-3

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

4-6

Right Leg

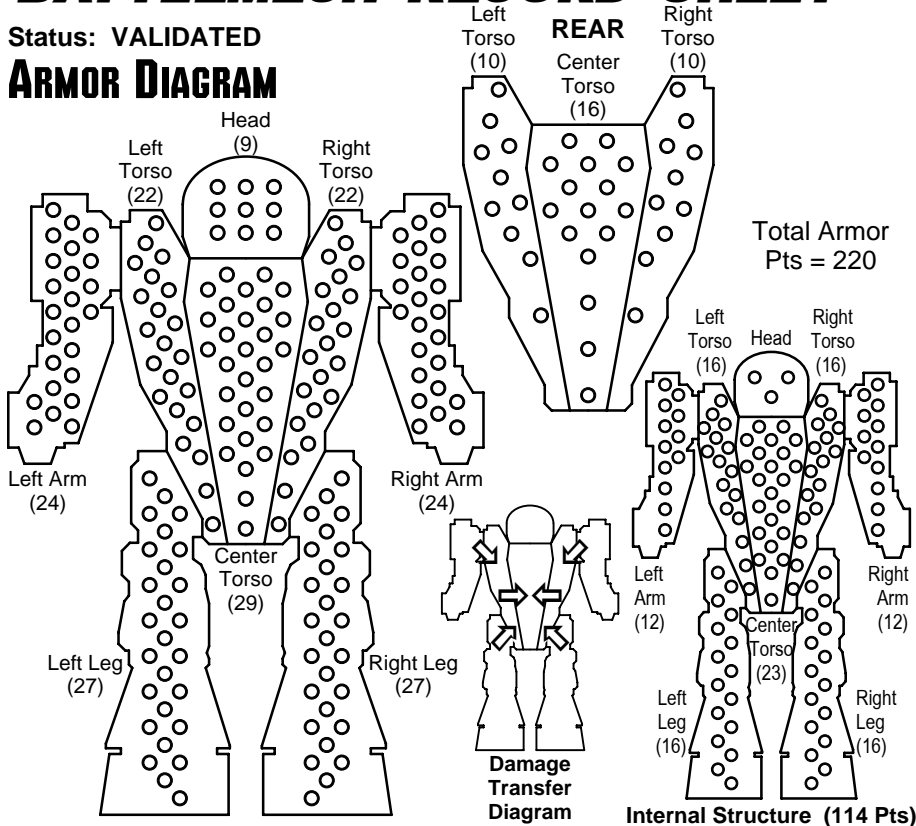
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Flashman FLS-9M**
 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	Heavy PPC	RA	15	15	3	6	12	18
1	Medium Laser	RA	3	5	-	3	6	9
1	Heavy PPC	LA	15	15	3	6	12	18
1	Medium Laser	LA	3	5	-	3	6	9
2	Medium Pulse Laser	RT	4	6	-	2	4	6
1	Medium Laser	RT	3	5	-	3	6	9
2	Medium Pulse Laser	LT	4	6	-	2	4	6
1	Medium Laser	LT	3	5	-	3	6	9
1	Small Laser	HD	1	3	-	1	2	3

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

Auto Eject: Operational Disabled
 Weapon Heat: **(59)**

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WKGAMES

CRITICAL HIT TABLE

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

Engine Hits ○○○○

Gyro Hits ○○

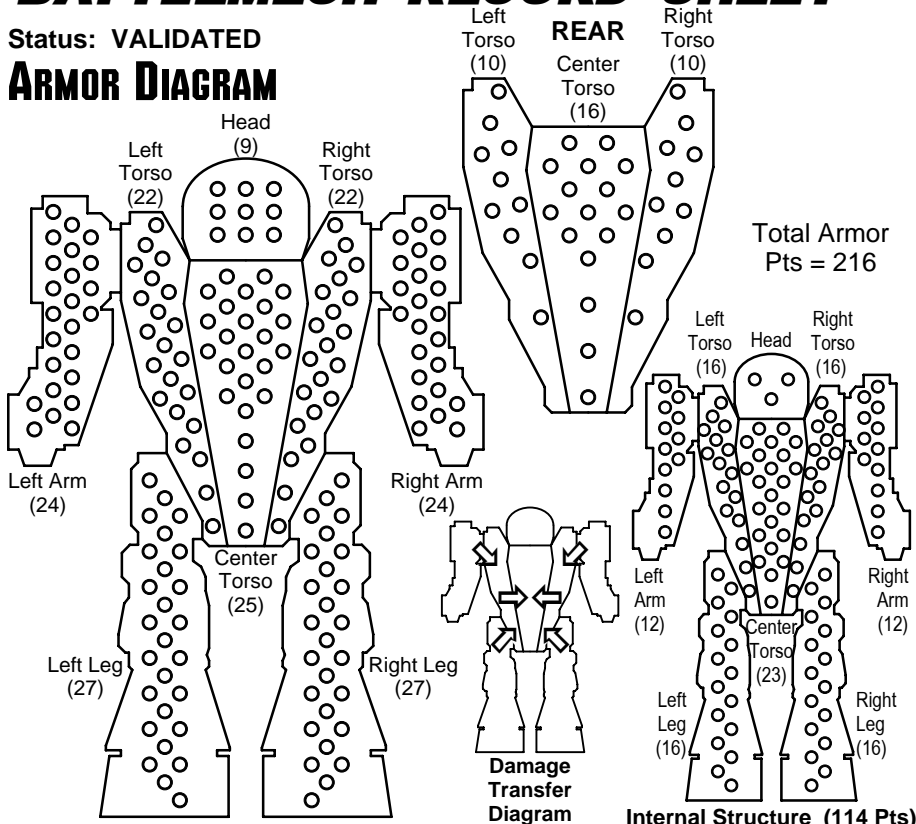
Sensor Hits ○○

Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Flashman FLS-C**
 Mass: **75 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	Large Laser	RA	8	8	-	5	10	15
1	Medium Laser	RA	3	5	-	3	6	9
1	Large Laser	LA	8	8	-	5	10	15
1	Medium Laser	LA	3	5	-	3	6	9
1	Medium Laser	RT	3	5	-	3	6	9
1	Anti-Missile System	RT	1	-	-	-	-	-
1	Medium Laser	LT	3	5	-	3	6	9
1	Medium Laser	LT(R)	3	5	-	3	6	9
1	Large Laser	CT	8	8	-	5	10	15
1	C³ Slave Unit	HD	0	-	-	-	-	-

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

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

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

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

- Large Laser
- Large Laser
- Medium Laser

- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

Head

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

- Large Laser
- Large Laser
- Medium Laser

- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

Center Torso

1-3

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

4-6

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Large Laser
- Large Laser

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

Left Torso

1-3

- XL Engine
- XL Engine
- XL Engine
- Medium Laser
- Medium Laser (R)
- Roll Again

4-6

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

Right Torso

1-3

- XL Engine
- XL Engine
- XL Engine
- Medium Laser
- Anti-Missile System
- Ammo (AMS) 12

4-6

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

Left Leg

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

Right Leg

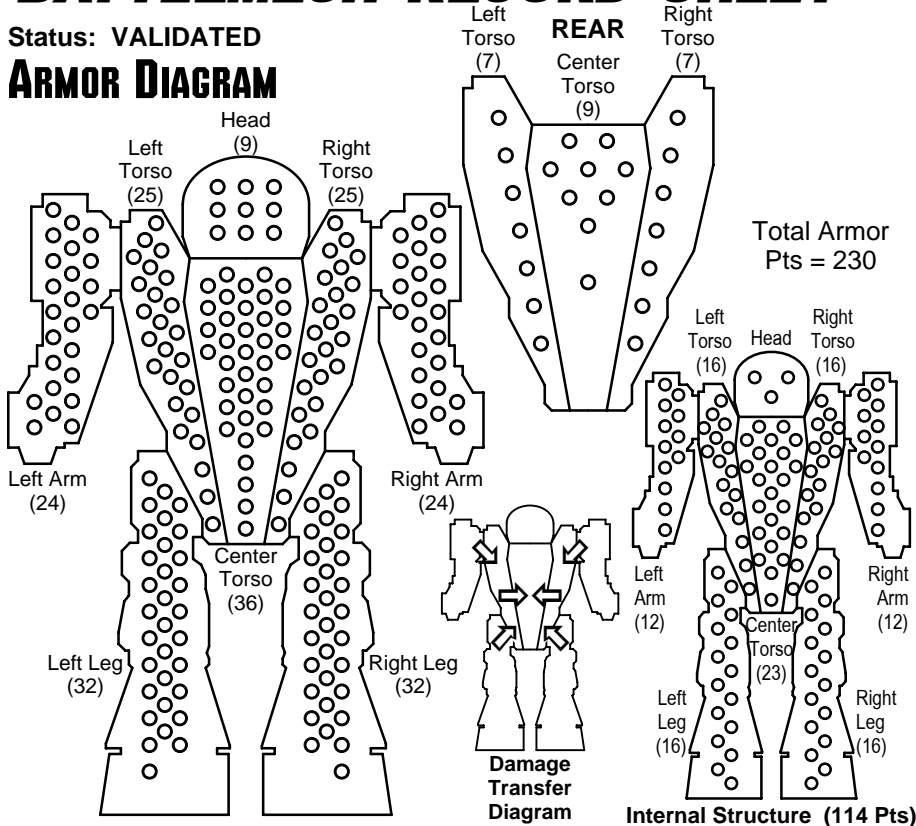
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MEGH DATA

Type: **Mad Cat Prime**
 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	ER Large Laser	RA	12	10	-	8	15	25
1	ER Medium Laser	RA	5	7	-	5	10	15
1	ER Large Laser	LA	12	10	-	8	15	25
1	ER Medium Laser	LA	5	7	-	5	10	15
1	Machine Gun	RT	0	2	-	1	2	3
1	LRM 20	RT	6	1/hit	-	7	14	21
1	Medium Pulse Laser	LT	4	7	-	4	8	12
1	LRM 20	LT	6	1/hit	-	7	14	21
1	Machine Gun	CT	0	2	-	1	2	3

Ammo Type: Machine Gun (200), LRM 20 (12)
Rounds: 200

Total Heat Sinks: 17 Double (34)

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

Part	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Double Heat Sink	5. Double Heat Sink	6. ER Large Laser
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Double Heat Sink	5. Double Heat Sink	6. ER Large Laser
Head	1. Life Support	2. Sensors	3. Cockpit	4. Ferro-Fibrous	5. Sensors	6. Life Support
Center Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso (CASE)	1. XL Engine	2. XL Engine	3. Medium Pulse Laser	4. LRM 20	5. LRM 20	6. LRM 20
Right Torso (CASE)	1. XL Engine	2. XL Engine	3. Machine Gun	4. LRM 20	5. LRM 20	6. LRM 20
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel

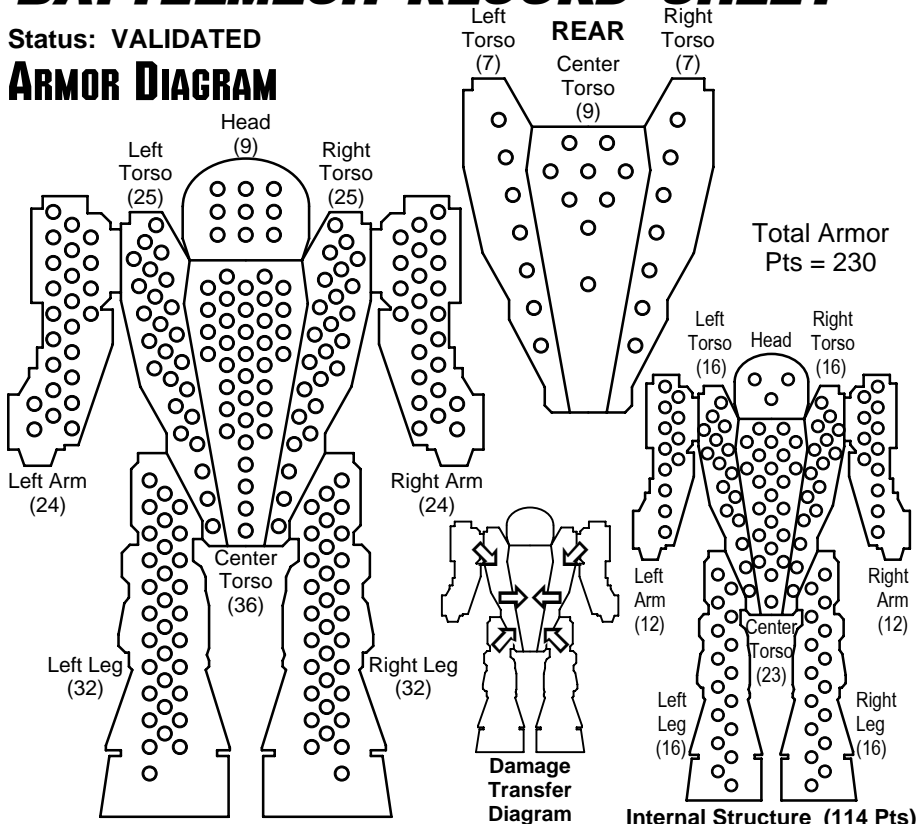
Damage Transfer Diagram

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MEGH DATA

Type: **Mad Cat A**
 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	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
3	Medium Pulse Laser	LT	4	7	-	4	8	12
1	ER Small Laser	CT	2	5	-	2	4	6

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

Total Heat Sinks: 20 Double (40)
 ○○○○○○○○○○○ ○○○○○○○○○○○

Auto Eject: Operational Disabled **Weapon Heat: (48)**

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WKGAMES

CRITICAL HIT TABLE

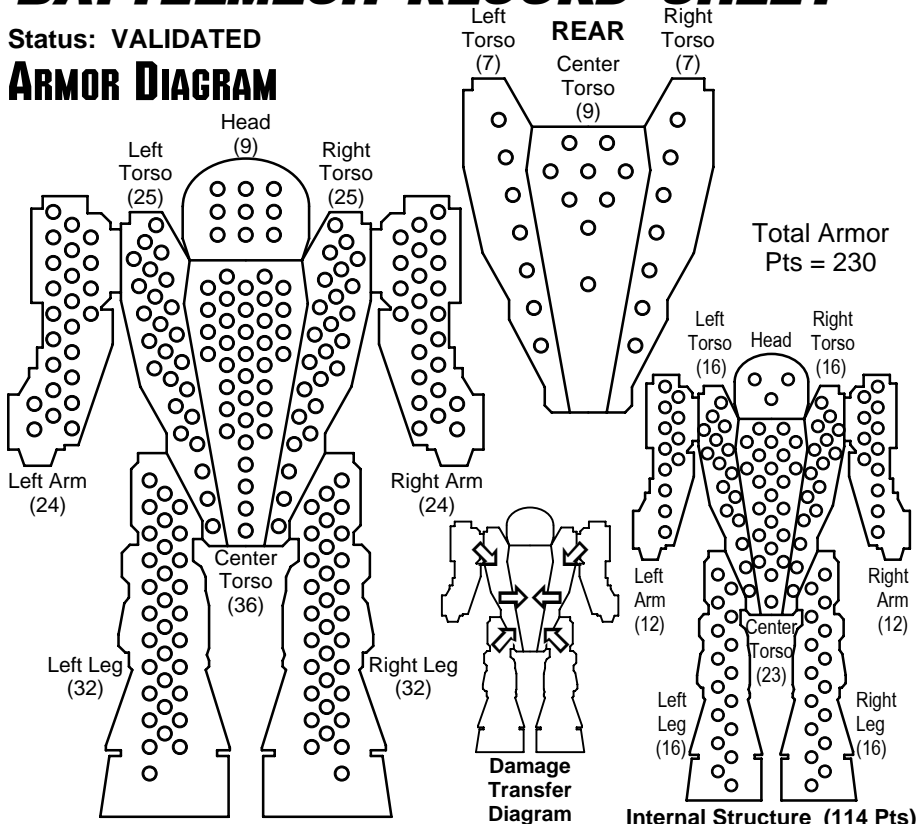
Component	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. ER PPC	4. ER PPC	5. Double Heat Sink	6. Double Heat Sink
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. ER PPC	4. ER PPC	5. Double Heat Sink	6. Double Heat Sink
Head	1. Life Support	2. Sensors	3. Cockpit	4. Ferro-Fibrous	5. Sensors	6. Life Support
Center Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. XL Engine	2. XL Engine	3. Medium Pulse Laser	4. Medium Pulse Laser	5. Medium Pulse Laser	6. Endo Steel
Right Torso (CASE)	1. XL Engine	2. XL Engine	3. Streak SRM 6	4. Streak SRM 6	5. Ammo (Streak 6) 15	6. Endo Steel
Left Leg	1. Ferro-Fibrous	2. Ferro-Fibrous	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
Right Leg	1. Ferro-Fibrous	2. Ferro-Fibrous	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel

Legend:
 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

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

- Large Pulse Laser
- Large Pulse Laser
- Small Pulse Laser

4-6

- Ferro-Fibrous
- Roll Again
- 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
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

1-3

- Gauss Rifle
- Gauss Rifle
- Ammo (Gauss) 8
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

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

1-3

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

4-6

Center Torso

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

1-3

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

4-6

Right Torso (CASE)

- XL Engine
- XL Engine
- SRM 4
- Artemis IV FCS
- Ammo (SRM 4) 25
- Endo Steel

1-3

- Ferro-Fibrous
- 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
- Endo Steel
- Endo Steel

Right Leg

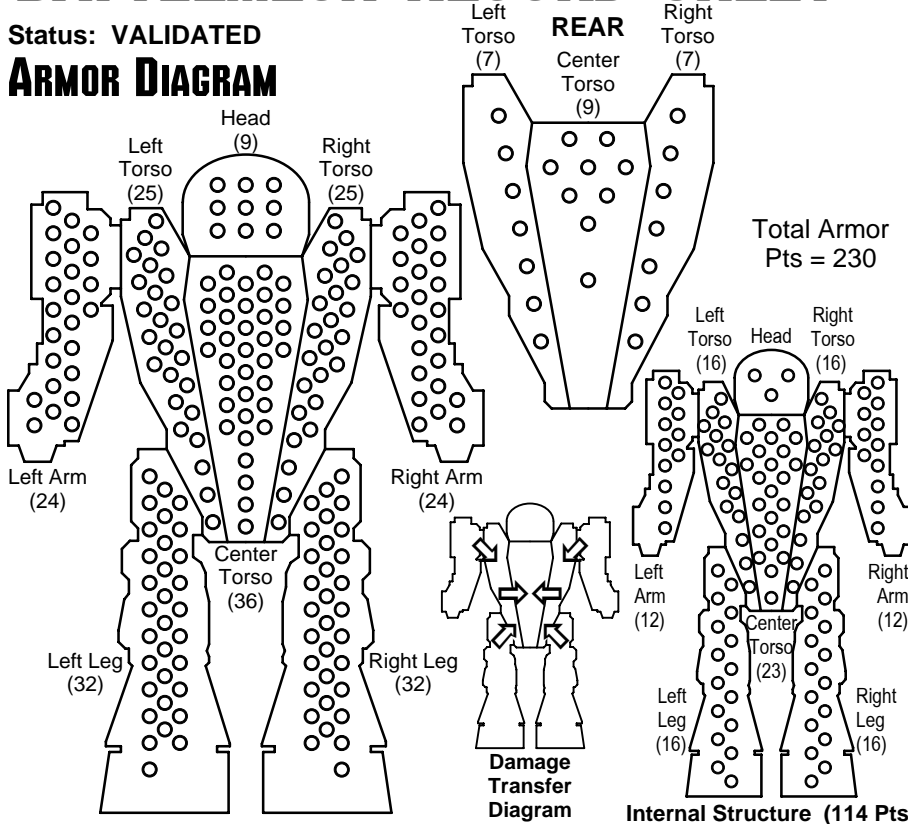
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MEGH DATA

Type: **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

HEAT SCALE

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

WARGAMES

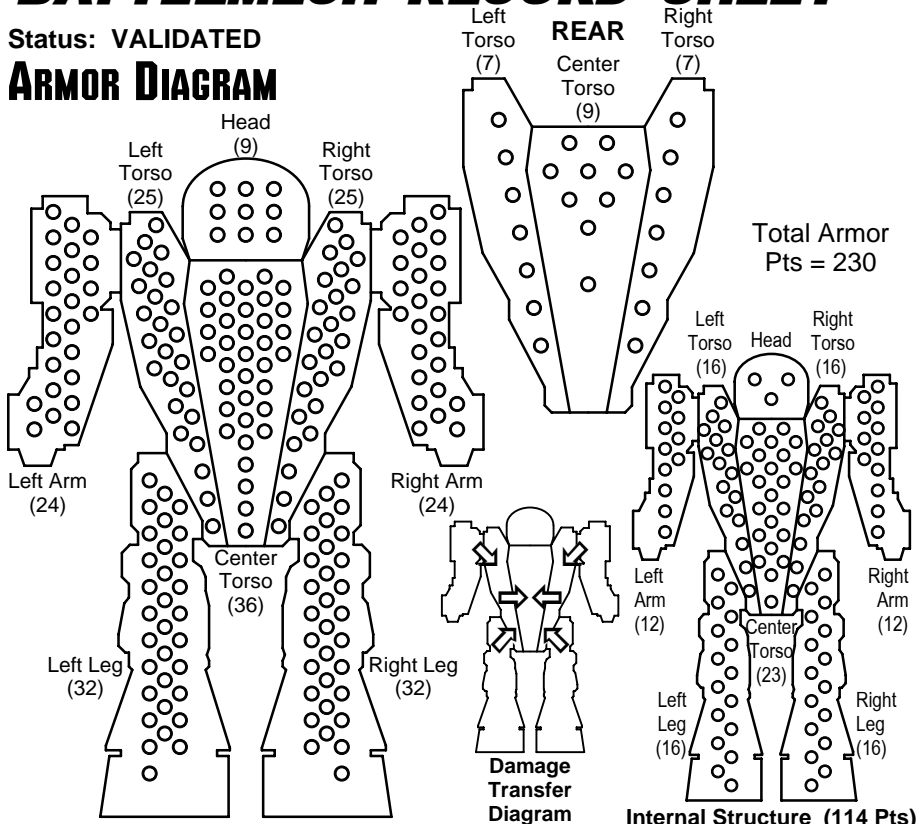
CRITICAL HIT TABLE

<h4>Left Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator <p>1-3</p> <ol style="list-style-type: none"> ER Large Laser ER Large Laser Ferro-Fibrous <p>4-6</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again 	<h4>Head</h4> <ol style="list-style-type: none"> Life Support Sensors Cockpit Ferro-Fibrous Sensors Life Support 	<h4>Right Arm (CASE)</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator <p>1-3</p> <ol style="list-style-type: none"> Ultra AC/5 Ultra AC/5 Ultra AC/5 Ammo (Ult AC/5) 20 <p>4-6</p> <ol style="list-style-type: none"> Ferro-Fibrous Roll Again Roll Again Roll Again Roll Again Roll Again 								
<h4>Left Torso (CASE)</h4> <ol style="list-style-type: none"> XL Engine XL Engine <p>1-3</p> <ol style="list-style-type: none"> LRM 15 LRM 15 Anti-Missile System Ammo (LRM 15) 8 <p>4-6</p> <ol style="list-style-type: none"> Endo Steel Ferro-Fibrous Ferro-Fibrous Roll Again Roll Again Roll Again 	<h4>Center Torso</h4> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro XL Engine XL Engine XL Engine ER Medium Laser Endo Steel <p>4-6</p>	<h4>Right Torso (CASE)</h4> <ol style="list-style-type: none"> XL Engine XL Engine <p>1-3</p> <ol style="list-style-type: none"> LRM 15 LRM 15 Ammo (LRM 15) 8 Ammo (AMS) 24 <p>4-6</p> <ol style="list-style-type: none"> Endo Steel Ferro-Fibrous Ferro-Fibrous Roll Again Roll Again Roll Again 								
<h4>Left Leg</h4> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Endo Steel Endo Steel 	<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"> 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



'MEGH DATA

Type: **Mad Cat D**
 Mass: **75 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	ER PPC	LA	15	15	-	7	14	23
1	Streak SRM 6	RT	4	2/hit	-	4	8	12
1	Streak SRM 6	RT(R)	4	2/hit	-	4	8	12
1	Streak SRM 6	LT	4	2/hit	-	4	8	12
1	Streak SRM 6	LT(R)	4	2/hit	-	4	8	12
1	ER Small Laser	CT	2	5	-	2	4	6

Ammo Type: **Streak SRM 6** Rounds: **45**

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

Auto Eject: Operational Disabled **Weapon Heat: (48)**

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WARGAMES

CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. ER PPC	4. ER PPC	5. Ferro-Fibrous	6. Roll Again
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. ER PPC	4. ER PPC	5. Ferro-Fibrous	6. Roll Again
Head	1. Life Support	2. Sensors	3. Cockpit	4. Ferro-Fibrous	5. Sensors	6. Life Support
Center Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso (CASE)	1. XL Engine	2. XL Engine	3. Streak SRM 6	4. Streak SRM 6	5. Streak SRM 6 (R)	6. Streak SRM 6 (R)
Right Torso (CASE)	1. XL Engine	2. XL Engine	3. Streak SRM 6	4. Streak SRM 6	5. Streak SRM 6 (R)	6. Streak SRM 6 (R)
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel

Engine Hits ○○○○

Gyro Hits ○○

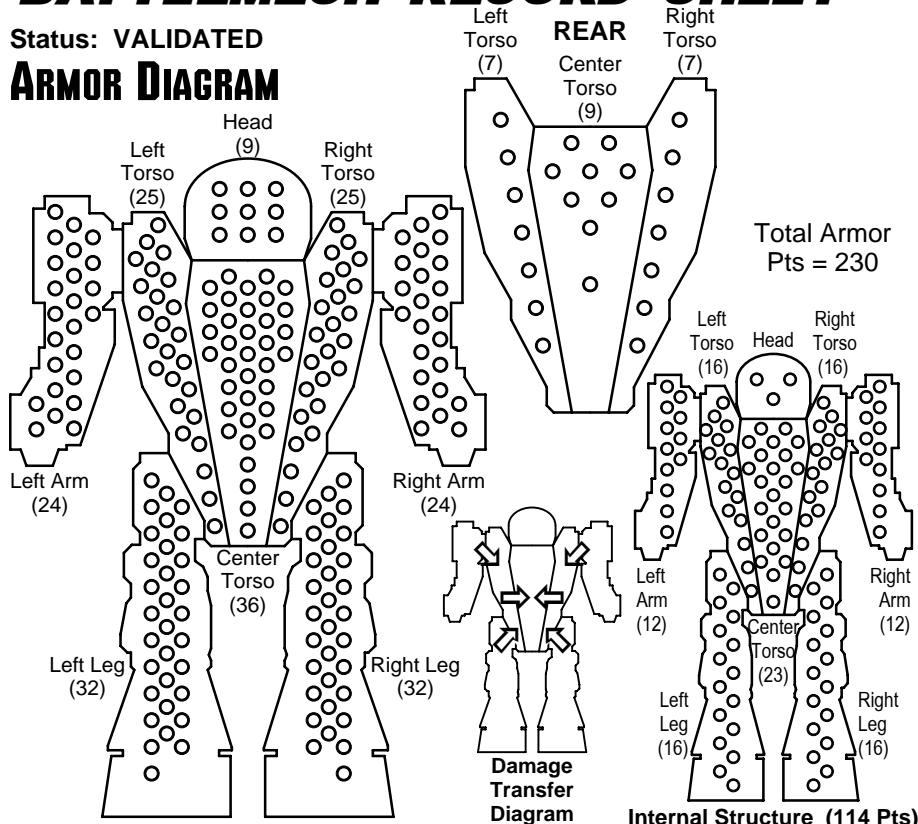
Sensor Hits ○○

Life Support ○

BATTLETECH®

BATTLEMech RECORD SHEET

Status: VALIDATED
ARMOR DIAGRAM



'MEGH DATA

Type: **Mad Cat E**
 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	ER Large Laser	RA	12	10	-	8	15	25
1	ER Large Laser	LA	12	10	-	8	15	25
1	Adv. Tact. Msl. 9	RT	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	LT	6	2/hit	4	5	10	15
1	Light TAG	CT	0	-	-	3	6	9

Ammo Type: Adv. Tact. Msl. 9 Rounds: 42

Total Heat Sinks: 18 Double (36)
 ○○○○○○○○○ ○○○○○○○○

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

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WZGAMES

CRITICAL HIT TABLE

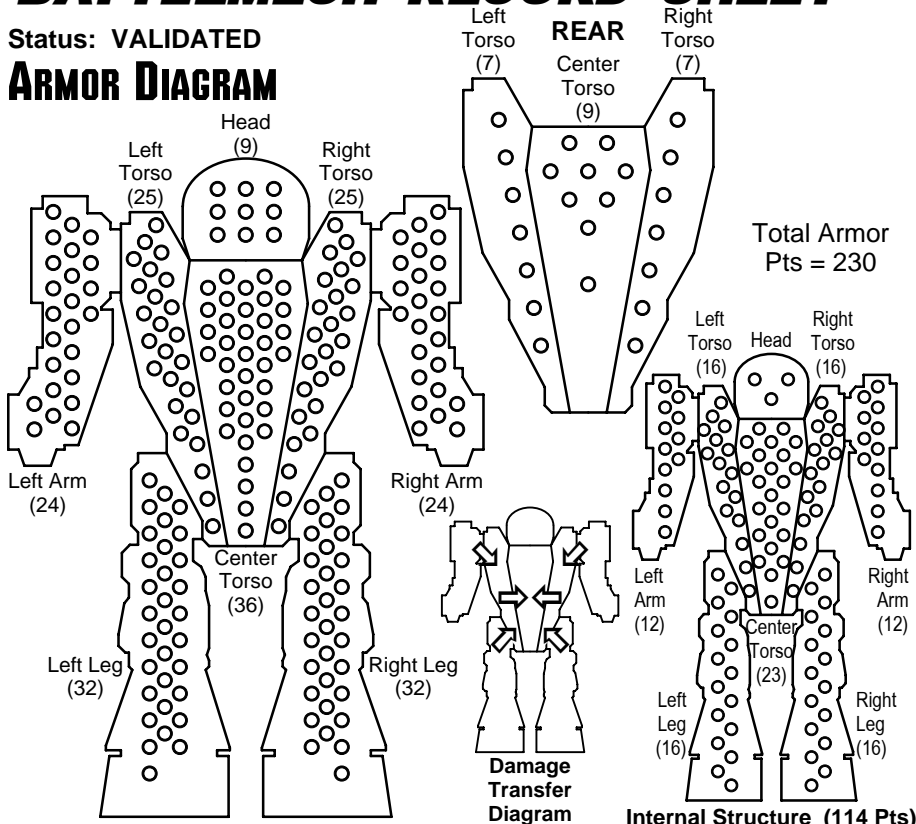
Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Double Heat Sink	5. Double Heat Sink	6. ER Large Laser
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
Head	1. Life Support	2. Sensors	3. Cockpit	4. Ferro-Fibrous	5. Sensors	6. Life Support
Center Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso (CASE)	1. XL Engine	2. XL Engine	3. Adv. Tact. Msl. 9	4. Adv. Tact. Msl. 9	5. Adv. Tact. Msl. 9	6. Adv. Tact. Msl. 9
Right Torso (CASE)	1. XL Engine	2. XL Engine	3. Adv. Tact. Msl. 9	4. Adv. Tact. Msl. 9	5. Adv. Tact. Msl. 9	6. Adv. Tact. Msl. 9
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Mad Cat F**
 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	ER Large Laser	RA	12	10	-	8	15	25
1	ER Medium Laser	RA	5	7	-	5	10	15
1	ER Large Laser	LA	12	10	-	8	15	25
1	ER Medium Laser	LA	5	7	-	5	10	15
1	LRM 20	RT	6	1/hit	-	7	14	21
1	AP Gauss Rifle	RT	1	3	-	3	6	9
1	LRM 20	LT	6	1/hit	-	7	14	21
1	ER Medium Laser	LT	5	7	-	5	10	15
1	AP Gauss Rifle	LT	1	3	-	3	6	9
1	AP Gauss Rifle	CT	1	3	-	3	6	9

Ammo Type: LRM 20 (12), AP Gauss Rifle (40)
 Rounds: 12, 40

Total Heat Sinks: 17 Double (34)
 ○○○○○○○○○○ ○○○○○○

Auto Eject: Operational Disabled
Weapon Heat: (54)

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WARGAMES

CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Double Heat Sink	5. Double Heat Sink	6. ER Large Laser
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Double Heat Sink	5. Double Heat Sink	6. ER Large Laser
Head	1. Life Support	2. Sensors	3. Cockpit	4. Ferro-Fibrous	5. Sensors	6. Life Support
Center Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso (CASE)	1. XL Engine	2. XL Engine	3. LRM 20	4. LRM 20	5. LRM 20	6. LRM 20
Right Torso (CASE)	1. XL Engine	2. XL Engine	3. LRM 20	4. LRM 20	5. LRM 20	6. LRM 20
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

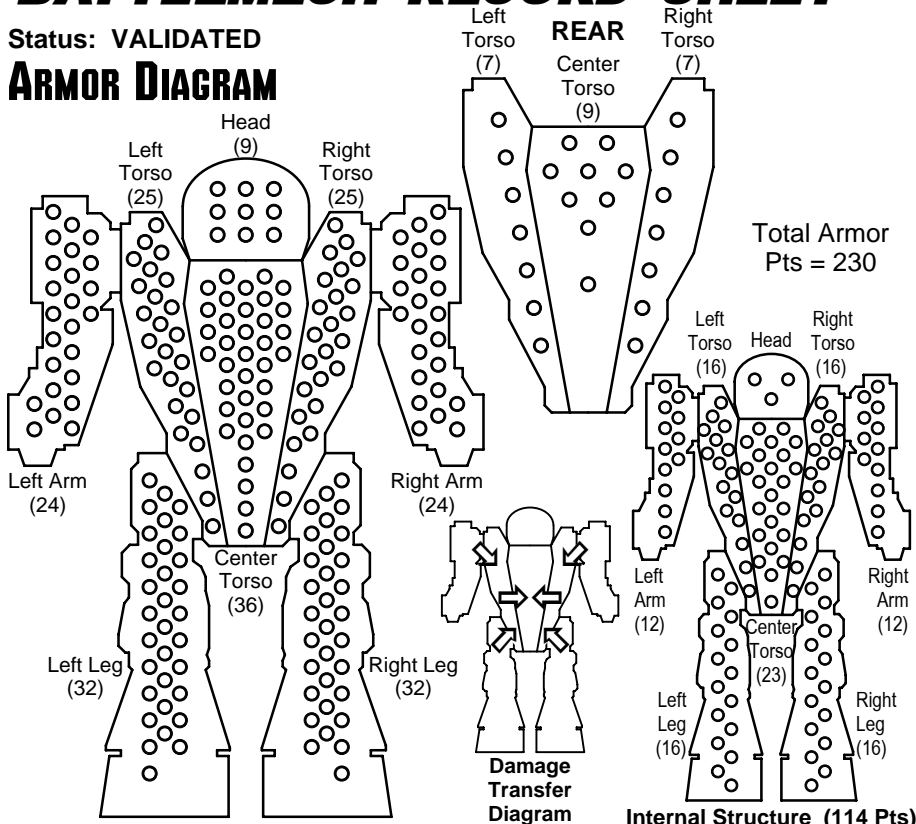
Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Mad Cat H**
 Mass: **75 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	Heavy Large Laser	RA	18	16	-	5	10	15
1	Heavy Large Laser	LA	18	16	-	5	10	15
1	LRM 20 w/ Artemis IV RT		6	1/hit	-	7	14	21
1	LRM 20 w/ Artemis IV LT		6	1/hit	-	7	14	21
1	ER Small Laser	CT	2	5	-	2	4	6

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

Total Heat Sinks: **18 Double (36)**
 ○○○○○○○○○ ○○○○○○○○

Auto Eject: Operational Disabled
 Weapon Heat: **(50)**

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WKGAMES

CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Double Heat Sink	5. Double Heat Sink	6. Heavy Large Laser
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
Head	1. Life Support	2. Sensors	3. Cockpit	4. Ferro-Fibrous	5. Sensors	6. Life Support
Center Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso (CASE)	1. XL Engine	2. XL Engine	3. LRM 20	4. LRM 20	5. LRM 20	6. LRM 20
Right Torso (CASE)	1. XL Engine	2. XL Engine	3. LRM 20	4. LRM 20	5. LRM 20	6. LRM 20
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

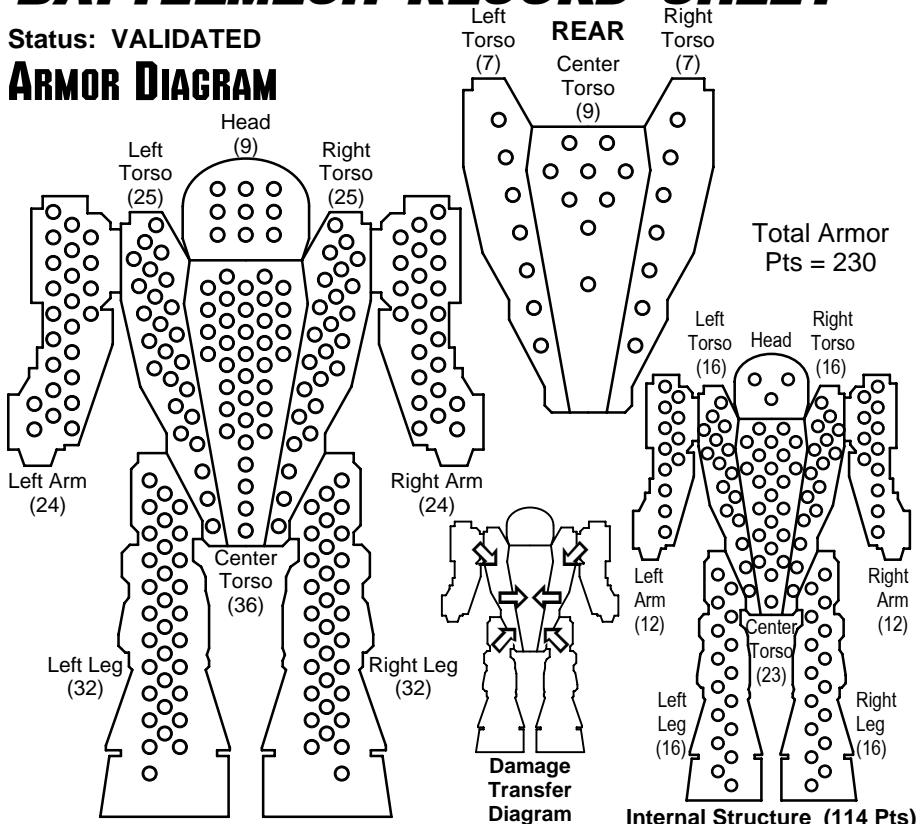
Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MEGH DATA

Type: **Mad Cat S**
 Mass: **75 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
2	Medium Pulse Laser	RA	4	7	-	4	8	12
1	Large Pulse Laser	LA	10	10	-	6	14	20
1	ER Small Laser	RT	2	5	-	2	4	6
1	Machine Gun	RT	0	2	-	1	2	3
2	SRM 6	RT	4	2/hit	-	3	6	9
1	Machine Gun	LT	0	2	-	1	2	3
2	SRM 6	LT	4	2/hit	-	3	6	9

Ammo Type: Rounds:
 Machine Gun: 100
 SRM 6: 60

Total Heat Sinks: 16 Double (32)
 ○○○○○○○○○○ ○○○○○○
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..

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	-2 Movement Points (** 4+)
11	Shutdown, avoid on 4+ (** 6+)
10	+2 Modifier to Fire
9	-2 Movement Points (** 4+)
8	+1 Modifier to Fire
7	-2 Movement Points (** 4+)
6	+1 Modifier to Fire
5	-1 Movement Point
4	-1 Movement Point
3	-1 Movement Point
2	-1 Movement Point
1	-1 Movement Point
0	-1 Movement Point



CRITICAL HIT TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

- Large Pulse Laser
- Large Pulse Laser
- Ammo (SRM 6) 15

4-6

- Ammo (SRM 6) 15
- 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

1-3

- Double Heat Sink
- Double Heat Sink
- Medium Pulse Laser

4-6

- Medium Pulse Laser
- Ammo (SRM 6) 15
- Ammo (SRM 6) 15
- Ferro-Fibrous
- Roll Again
- Roll Again

Center Torso

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

1-3

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

4-6

Left Torso (CASE)

- XL Engine
- XL Engine
- Machine Gun
- SRM 6
- SRM 6
- Ammo (MG) 100

1-3

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

4-6

Right Torso

- XL Engine
- XL Engine
- ER Small Laser
- Machine Gun
- SRM 6
- SRM 6

1-3

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

4-6

Left Leg

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

Right Leg

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

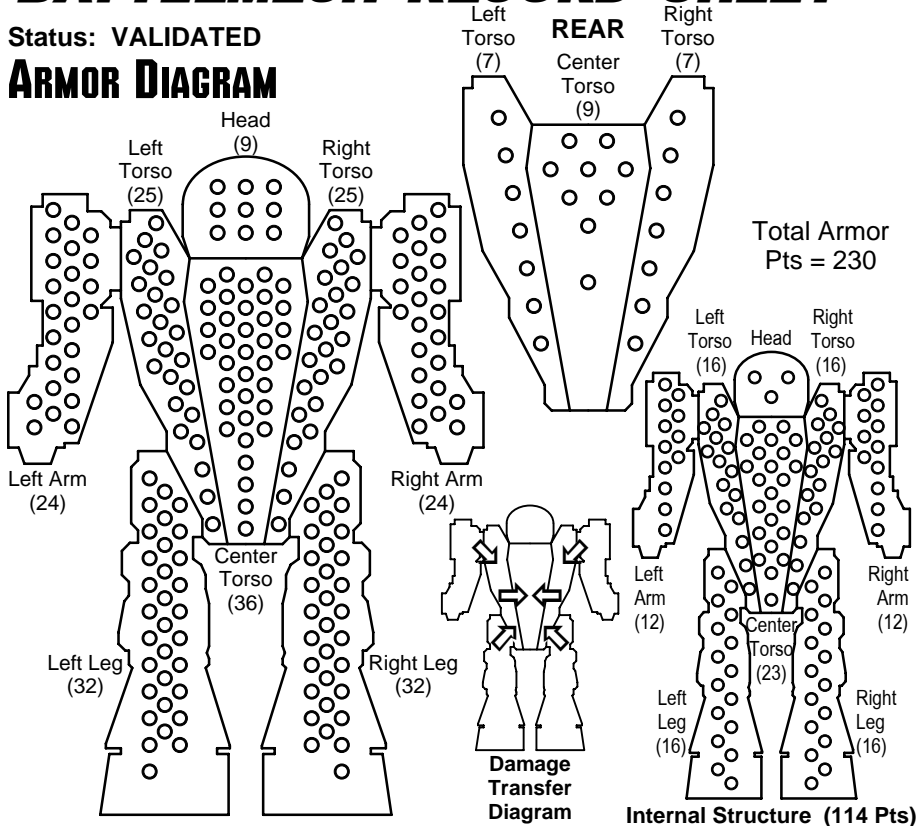
Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Mad Cat Pryde**
 Mass: **75 tons**
 Movement Points: **5** Tech & Configuration:
 Walking: **5** Clan
 Running: **8** Biped OmniMech
 Jumping: **4**

Weapons Inventory:

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	ER Large Laser	LA	12	10	-	8	15	25
1	ER Medium Laser	LA	5	7	-	5	10	15
1	LRM 20	RT	6	1/hit	-	7	14	21
1	LRM 20	LT	6	1/hit	-	7	14	21
1	ER Small Laser	CT	2	5	-	2	4	6

Ammo Type: **LRM 20** Rounds: **12**

Total Heat Sinks: **16 Double (32)**
 ○○○○○○○○○ ○○○○○○

Auto Eject: Operational Disabled Weapon Heat: **(48)**

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WARGAMES

CRITICAL HIT TABLE

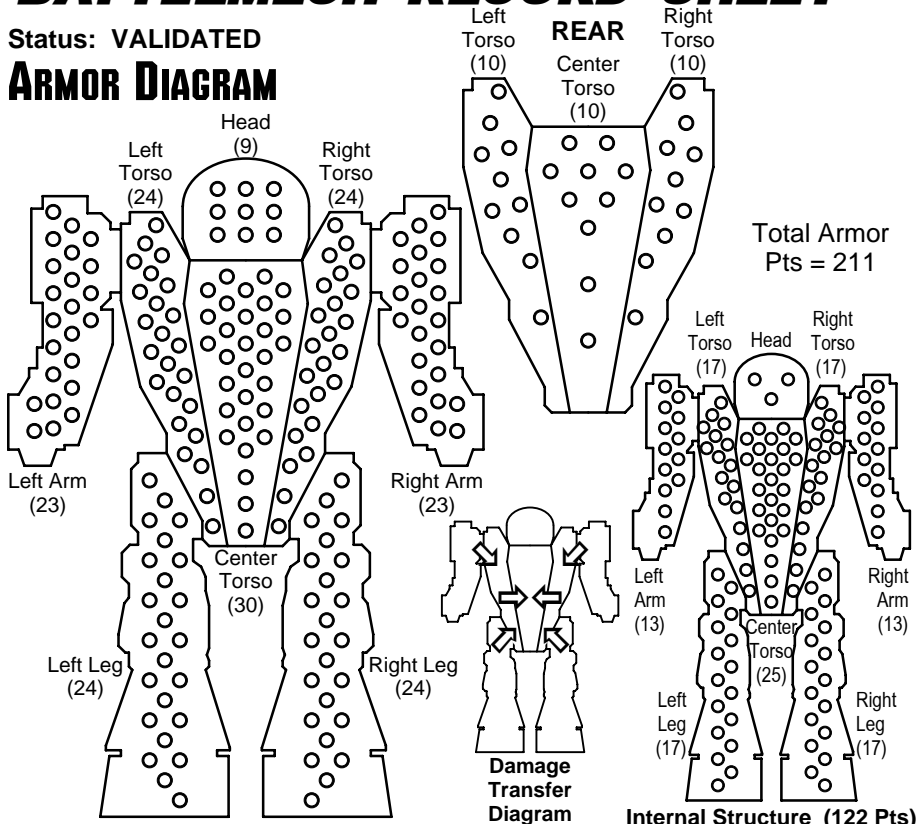
Left Arm	Head	Right Arm
1. Shoulder	1. Life Support	1. Shoulder
2. Upper Arm Actuator	2. Sensors	2. Upper Arm Actuator
3. Lower Arm Actuator	3. Cockpit	3. Lower Arm Actuator
4. Double Heat Sink	4. Ferro-Fibrous	4. ER Large Laser
5. Double Heat Sink	5. Sensors	5. ER Medium Laser
6. ER Large Laser	6. Life Support	6. Ferro-Fibrous
1. ER Medium Laser		1. Roll Again
2. Ferro-Fibrous		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 (CASE)	Center Torso	Right Torso (CASE)
1. XL Engine	1. XL Engine	1. XL Engine
2. XL Engine	2. XL Engine	2. XL Engine
3. Jump Jet	3. XL Engine	3. Jump Jet
4. Jump Jet	4. Gyro	4. Jump Jet
5. LRM 20	5. Gyro	5. LRM 20
6. LRM 20	6. Gyro	6. LRM 20
1. LRM 20	1. Gyro	1. LRM 20
2. LRM 20	2. XL Engine	2. LRM 20
3. Ammo (LRM 20) 6	3. XL Engine	3. Ammo (LRM 20) 6
4. Endo Steel	4. XL Engine	4. Endo Steel
5. Ferro-Fibrous	5. ER Small Laser	5. Ferro-Fibrous
6. Ferro-Fibrous	6. Endo Steel	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. 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: **Man O' War Prime**
 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	LB 5-X AC	RA	1	5	3	8	15	24
1	SRM 6	RA	4	2/hit	-	3	6	9
1	LB 5-X AC	LA	1	5	3	8	15	24
1	SRM 6	LA	4	2/hit	-	3	6	9
1	ER Small Laser	CT	2	5	-	2	4	6

Ammo Type: **Rounds:**
 LB 5-X AC: 40
 SRM 6: 30

Total Heat Sinks: 16 Double (32)
 ○○○○○○○○○ ○○○○○○

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

WKGAMES

CRITICAL HIT TABLE

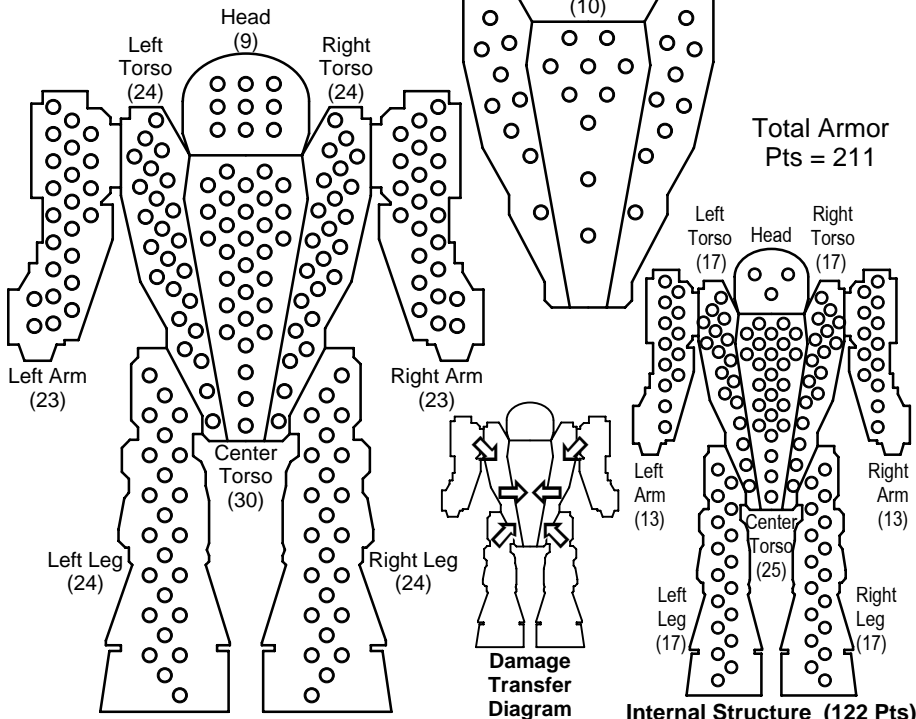
Left Arm	Head	Right Arm
1. Shoulder	1. Life Support	1. Shoulder
2. Upper Arm Actuator	2. Sensors	2. Upper Arm Actuator
3. LB 5-X AC	3. Cockpit	3. LB 5-X AC
4. LB 5-X AC	4. Ferro-Fibrous	4. LB 5-X AC
5. LB 5-X AC	5. Sensors	5. LB 5-X AC
6. LB 5-X AC	6. Life Support	6. LB 5-X AC
1. SRM 6		1. SRM 6
2. Roll 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. XL Engine		1. XL Engine
2. XL Engine		2. XL Engine
3. XL Engine		3. Ammo (LB 5-X) 20
4. Gyro		4. Ammo (SRM 6) 15
5. Gyro		5. Ferro-Fibrous
6. Gyro		6. Ferro-Fibrous
1. Gyro		1. Roll Again
2. XL Engine		2. Roll Again
3. XL Engine		3. Roll Again
4. XL Engine		4. Roll Again
5. ER Small Laser		5. Roll Again
6. Roll Again		6. Roll Again
1. Hip		1. Hip
2. Upper Leg Actuator		2. Upper Leg Actuator
3. Lower Leg Actuator		3. Lower Leg Actuator
4. Foot Actuator		4. Foot Actuator
5. Ferro-Fibrous		5. Ferro-Fibrous
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: **Man O' War A**
 Mass: **80 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
2	ER PPC	RA	15	15	-	7	14	23
1	Large Pulse Laser	LA	10	10	-	6	14	20
1	Medium Pulse Laser	LA	4	7	-	4	8	12
1	ER Medium Laser	LA	5	7	-	5	10	15
1	ER Small Laser	LA	2	5	-	2	4	6

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

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3

4. Hand Actuator
5. Large Pulse Laser
6. Large Pulse Laser

1. Medium Pulse Laser
2. ER Medium Laser
3. ER Small Laser

4-6

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

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. ER PPC
4. ER PPC
5. ER PPC
6. ER PPC

1-3

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

Head

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

Center Torso

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

1-3

1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. Roll Again
6. Roll Again

4-6

Left Torso

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

1-3

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

4-6

Right Torso

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

1-3

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

4-6

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Roll Again

Engine Hits ○ ○ ○ ○

Gyro Hits ○ ○

Sensor Hits ○ ○

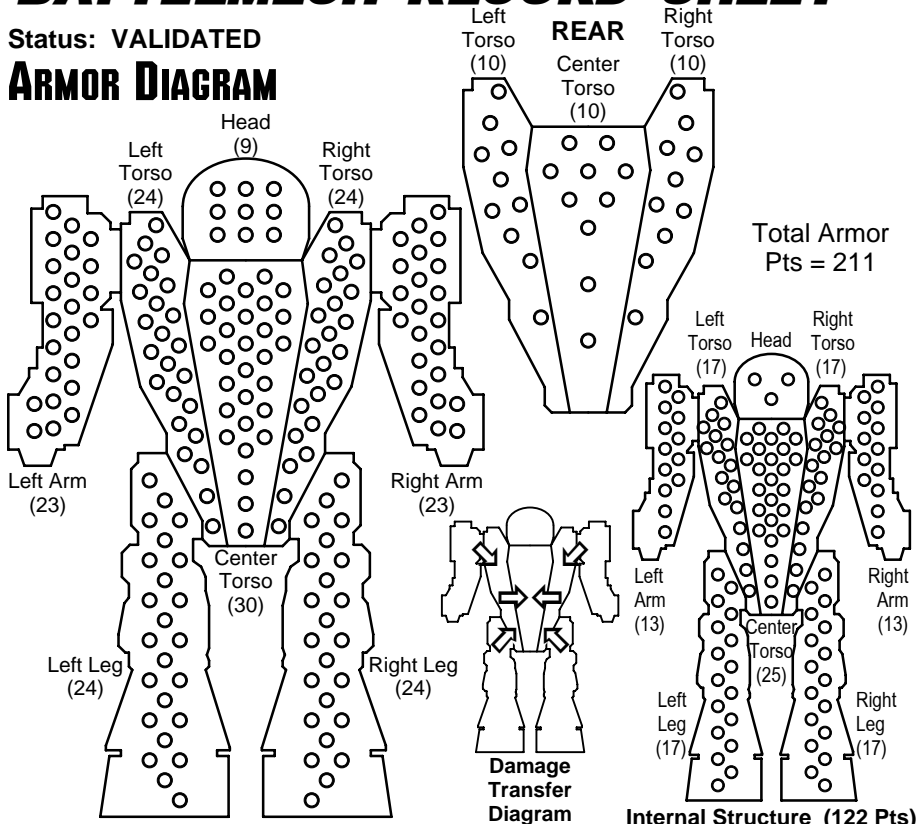
Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'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

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

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

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

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

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

-2 Movement Points (** 4+)

+1 Modifier to Fire

-1 Movement Point

WKGAMES

CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm (CASE)	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. LRM 10	6. Artemis IV FCS
Right Arm (CASE)	1. Shoulder	2. Upper Arm Actuator	3. Gauss Rifle	4. Gauss Rifle	5. Gauss Rifle	6. Gauss Rifle
Head	1. Life Support	2. Sensors	3. Cockpit	4. Ferro-Fibrous	5. Sensors	6. Life Support
Center Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. SRM 4	2. Artemis IV FCS	3. Ammo (LRM 10) 12	4. Ammo (SRM 4) 25	5. Roll Again	6. Roll Again
Right Torso	1. Gauss Rifle	2. Gauss Rifle	3. Ammo (Gauss) 8	4. Ammo (Gauss) 8	5. Roll Again	6. Roll Again
Left Arm	1. XL Engine	2. XL Engine	3. Ferro-Fibrous	4. Ferro-Fibrous	5. Roll Again	6. Roll Again
Right Arm	1. XL Engine	2. XL Engine	3. Ferro-Fibrous	4. Ferro-Fibrous	5. Roll Again	6. Roll Again
Left Leg	1. Roll Again	2. Roll Again	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
Right Leg	1. Roll Again	2. Roll Again	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Ferro-Fibrous	6. Roll Again
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Ferro-Fibrous	6. Roll Again

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

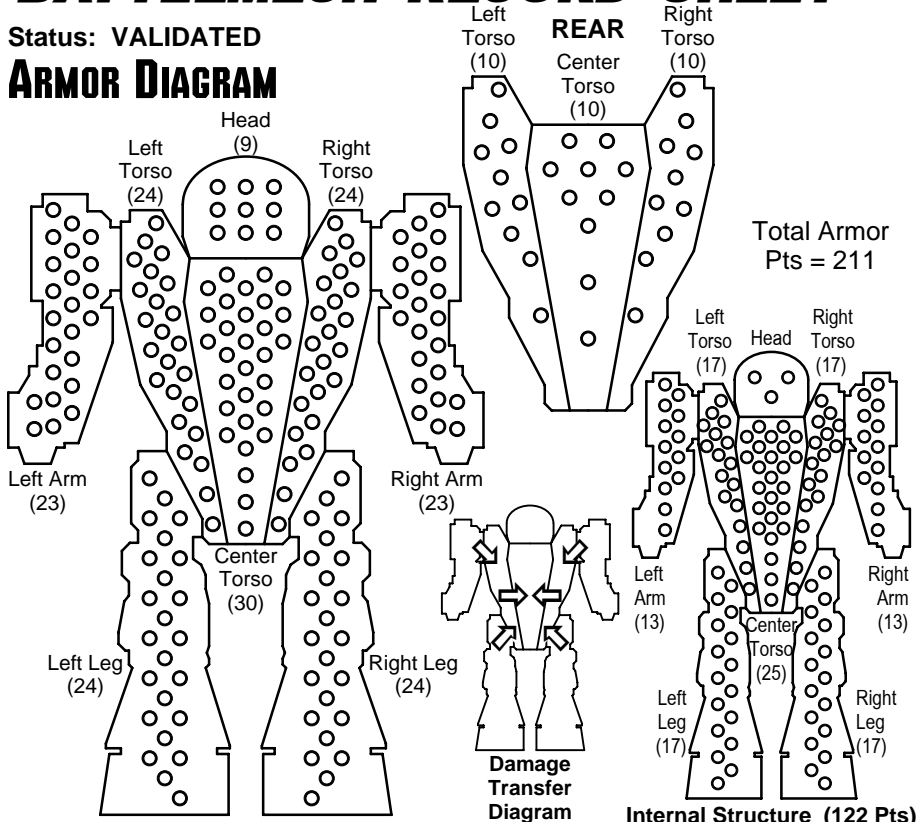
Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Man O' War C**
 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
6	ER Medium Laser	RA	5	7	-	5	10	15
1	Ultra AC/20	LA	7	20	-	4	8	12
1	Anti-Personnel Pod	LL	0	-	-	-	-	-
2	Anti-Personnel Pod	RL	0	-	-	-	-	-

Ammo Type: **Ultra AC/20** Rounds: **10**

Total Heat Sinks: **16 Double (32)**

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
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Ultra AC/20	4. Ultra AC/20	5. Ultra AC/20	6. Ultra AC/20
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. ER Medium Laser	6. ER Medium Laser
Head	1. Life Support	2. Sensors	3. Cockpit	4. Ferro-Fibrous	5. Sensors	6. Life Support
Center Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso (CASE)	1. XL Engine	2. XL Engine	3. Ammo (Ult AC/20) 5	4. Ammo (Ult AC/20) 5	5. Ferro-Fibrous	6. Ferro-Fibrous
Right Torso	1. XL Engine	2. XL Engine	3. Ferro-Fibrous	4. Ferro-Fibrous	5. Ferro-Fibrous	6. Roll Again
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Anti-Personnel Pod	6. Ferro-Fibrous
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Anti-Personnel Pod	6. Anti-Personnel Pod

Engine Hits ○ ○ ○

Gyro Hits ○ ○

Sensor Hits ○ ○

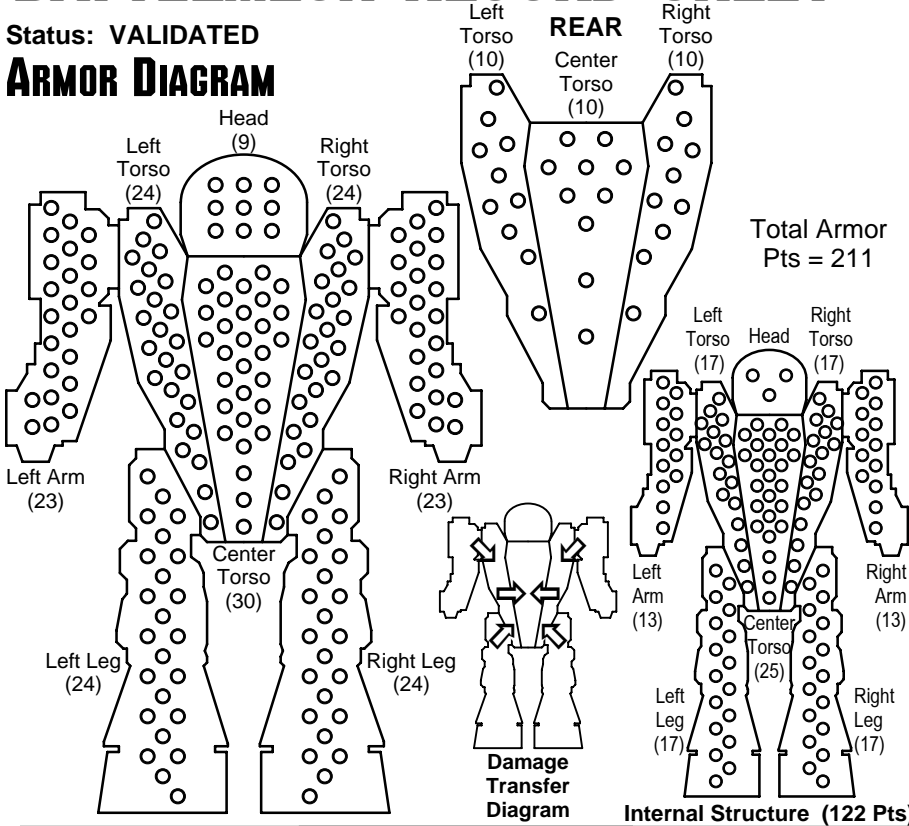
Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MEGH DATA

Type: **Man O' War D**

Mass: **80 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 Large Laser	RA	12	10	-	8	15	25
1	Medium Pulse Laser	RA	4	7	-	4	8	12
1	ER Large Laser	LA	12	10	-	8	15	25
1	Medium Pulse Laser	LA	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
1	Targeting Computer							

Total Heat Sinks: 20 Double (40)



Auto Eject:

Weapon Heat:

Operational Disabled

(38)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Large Laser
6. Medium Pulse Laser

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

Left Torso

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

- 1-3
1. Targeting Computer
 2. Targeting Computer
 3. Targeting Computer
 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. Ferro-Fibrous
6. Roll Again

CRITICAL HIT TABLE

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

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

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

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Large Laser
6. Medium Pulse Laser

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

Right Torso

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

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

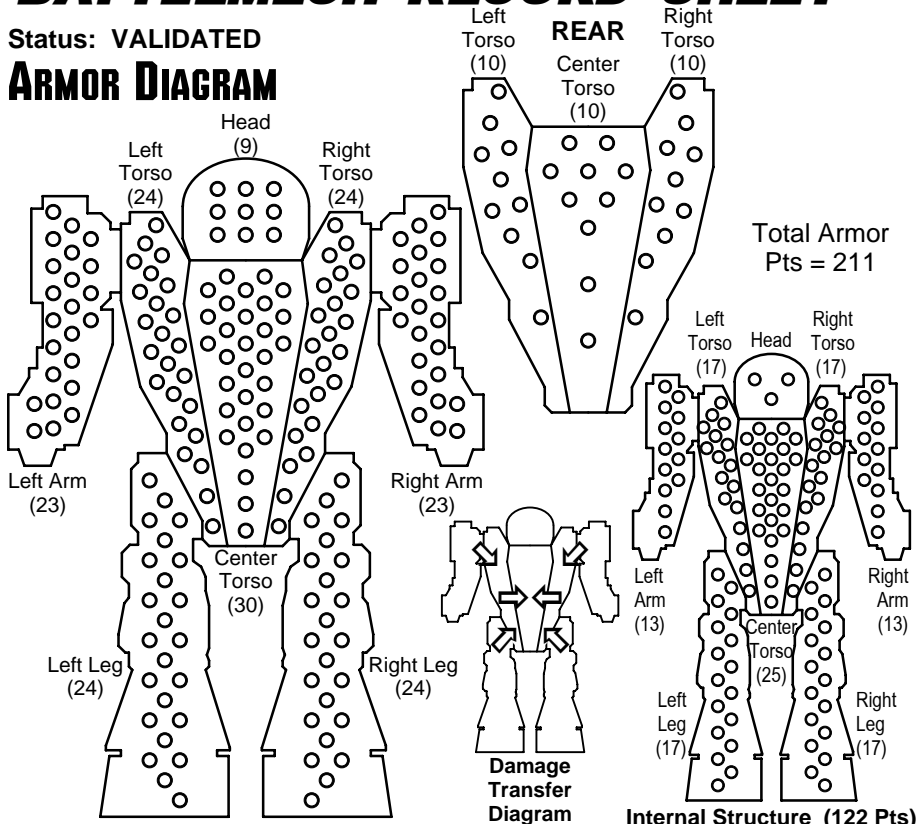
Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Man O' War E**
 Mass: **80 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. 12	RA	8	2/hit	4	5	10	15
	ER ATM Ammo			1/hit	4	9	18	27
	HE ATM Ammo			3/hit	-	3	6	9
2	Heavy Medium Laser	LA	7	10	-	3	6	9
2	ER Micro Laser	RT	1	2	-	1	2	4
2	Heavy Medium Laser	LT	7	10	-	3	6	9
1	Streak SRM 6	LT	4	2/hit	-	4	8	12
1	Targeting Computer							

Ammo Type: **Rounds:**
 Adv. Tact. Msl. 12 **15**
 Streak SRM 6 **15**

Total Heat Sinks: 18 Double (36)
 ○○○○○○○○○ ○○○○○○○○

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

WIZ KIDS GAMES

CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Heavy Medium Laser	6. Heavy Medium Laser
Right Arm (CASE)	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Adv. Tact. Msl. 12	6. Adv. Tact. Msl. 12
Head	1. Life Support	2. Sensors	3. Cockpit	4. Ferro-Fibrous	5. Sensors	6. Life Support
Center Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso (CASE)	1. XL Engine	2. XL Engine	3. Heavy Medium Laser	4. Heavy Medium Laser	5. Heavy Medium Laser	6. Heavy Medium Laser
Right Torso	1. XL Engine	2. XL Engine	3. ER Micro Laser	4. ER Micro Laser	5. Ferro-Fibrous	6. Ferro-Fibrous
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Double Heat Sink	6. Double Heat Sink
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Double Heat Sink	6. Double Heat Sink

Engine Hits ○ ○ ○

Gyro Hits ○ ○

Sensor Hits ○ ○

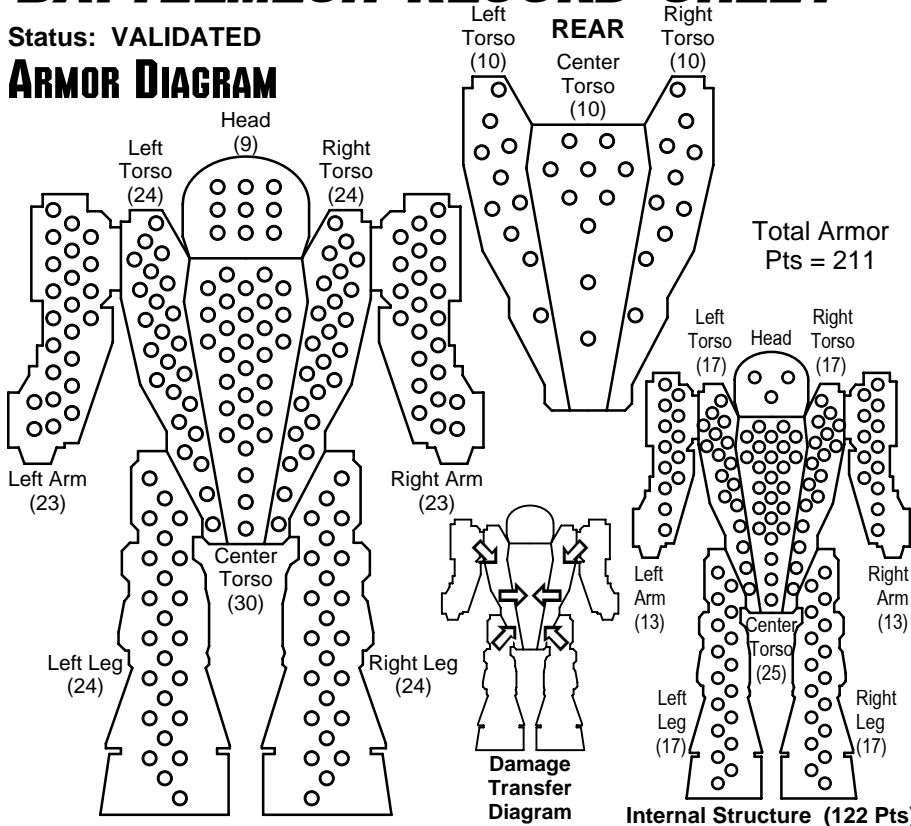
Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 1-3 3. AP Gauss Rifle
- 4. AP Gauss Rifle
- 5. AP Gauss Rifle
- 6. Ammo (APGR) 40
- 1. Roll Again
- 2. Roll Again
- 3. Roll Again
- 4-6 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Left Torso

- 1. XL Engine
- 2. XL Engine
- 1-3 3. ER Medium Laser
- 4. ER Medium Laser
- 5. ER Medium Laser
- 6. ER Medium Laser
- 1. Ferro-Fibrous
- 2. Ferro-Fibrous
- 3. Roll Again
- 4-6 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Ferro-Fibrous
- 6. Roll Again

Head

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

Center Torso

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

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

Right Arm

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

Right Torso (CASE)

- 1. XL Engine
- 2. XL Engine
- 1-3 3. Ammo (LB 20-X) 5
- 4. Ammo (LB 20-X) 5
- 5. Ammo (LB 20-X) 5
- 6. Ferro-Fibrous
- 1. Ferro-Fibrous
- 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. Ferro-Fibrous
- 6. Roll Again

'MEGH DATA

Type: **Man O' War G**

Mass: **80 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	LB 20-X AC	RA	6	20	-	4	8	12
3	AP Gauss Rifle	LA	1	3	-	3	6	9
4	ER Medium Laser	LT	5	7	-	5	10	15

Ammo Type: Rounds:

LB 20-X AC	15
AP Gauss Rifle	40

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

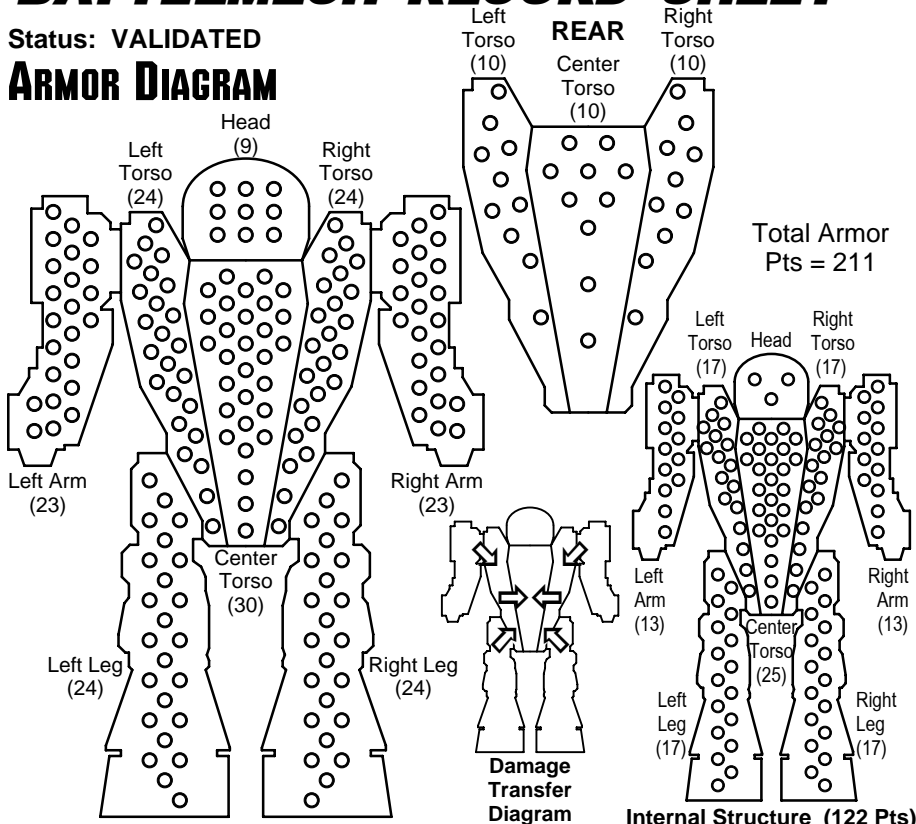
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MEGH DATA

Type: **Man O' War H**
 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	Ultra AC/10	RA	3	10	-	6	12	18
1	Heavy Large Laser	LA	18	16	-	5	10	15
2	ER Medium Laser	LA	5	7	-	5	10	15
1	LRM 10	LT	4	1/hit	-	7	14	21

Ammo Type: **Ultra AC/10** **Rounds:** **20**
LRM 10 **12**

Total Heat Sinks: 16 Double (32)
 ○○○○○○○○○ ○○○○○○

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

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WIZKIDS GAMES

CRITICAL HIT TABLE

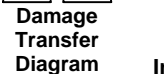
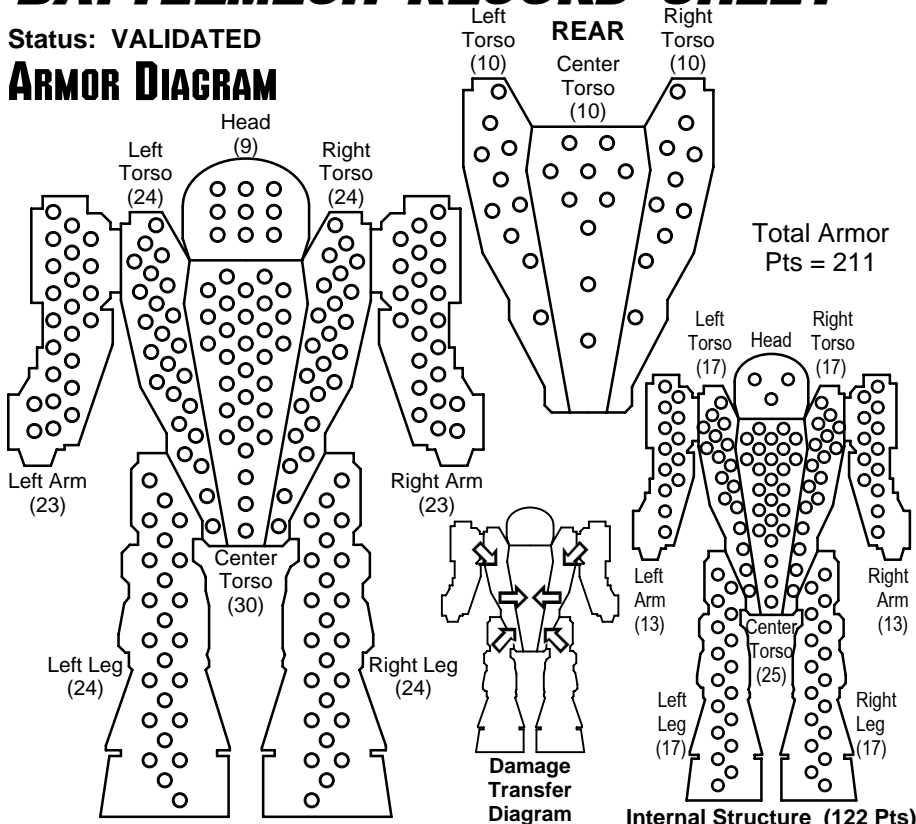
<p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Heavy Large Laser Heavy Large Laser <p>1-3</p> <ol style="list-style-type: none"> Heavy Large Laser ER Medium Laser ER Medium Laser Ferro-Fibrous Roll Again Roll Again <p>4-6</p> <p>Left Torso (CASE)</p> <ol style="list-style-type: none"> XL Engine XL Engine LRM 10 Ammo (LRM 10) 12 Ferro-Fibrous Ferro-Fibrous <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Roll Again Roll Again 	<p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Ferro-Fibrous Sensors Life Support <p>Center Torso</p> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro XL Engine XL Engine XL Engine Roll Again Roll Again <p>4-6</p> <div style="border: 1px solid black; padding: 5px; width: fit-content; margin: 0 auto;"> <p>Engine Hits ○○○</p> <p>Gyro Hits ○○</p> <p>Sensor Hits ○○</p> <p>Life Support ○</p> </div>	<p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Ultra AC/10 Ultra AC/10 Ultra AC/10 Ultra AC/10 <p>1-3</p> <ol style="list-style-type: none"> Ferro-Fibrous Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <p>Right Torso (CASE)</p> <ol style="list-style-type: none"> XL Engine XL Engine Ammo (Ult AC/10) 10 Ammo (Ult AC/10) 10 Ferro-Fibrous Ferro-Fibrous <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Roll Again Roll Again
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BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Man O' War M**
 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	HAG 20	RA	4	20	2	8	16	24
1	ER PPC	LA	15	15	-	7	14	23
3	SRM 2	LT	2	2/hit	-	3	6	9

Ammo Type:

HAG 20	Rounds:	18
SRM 2		50

Total Heat Sinks: 16 Double (32)

○○○○○○○○○○ ○○○○○○

Auto Eject: Operational Disabled **Weapon Heat: (25)**

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 1-3 **ER PPC**
- 4. **ER PPC**
- 5. *Roll Again*
- 6. *Roll Again*

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

Left Torso (CASE)

- 1. **XL Engine**
- 2. **XL Engine**
- 1-3 **SRM 2**
- 4. **SRM 2**
- 5. **SRM 2**
- 6. **Ammo (SRM 2) 50**

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

Left Leg

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

Head

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

Center Torso

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

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

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 1-3 **HAG 20**
- 4. **HAG 20**
- 5. **HAG 20**
- 6. **HAG 20**

- 1. **HAG 20**
- 2. **HAG 20**
- 3. *Roll Again*
- 4-6 **Roll Again**
- 4. *Roll Again*
- 5. *Roll Again*
- 6. *Roll Again*

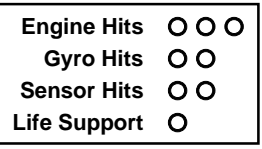
Right Torso

- 1. **XL Engine**
- 2. **XL Engine**
- 1-3 **Ammo (HAG20) 6**
- 4. **Ammo (HAG20) 6**
- 5. **Ammo (HAG20) 6**
- 6. *Ferro-Fibrous*

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

Right Leg

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



HEAT SCALE

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

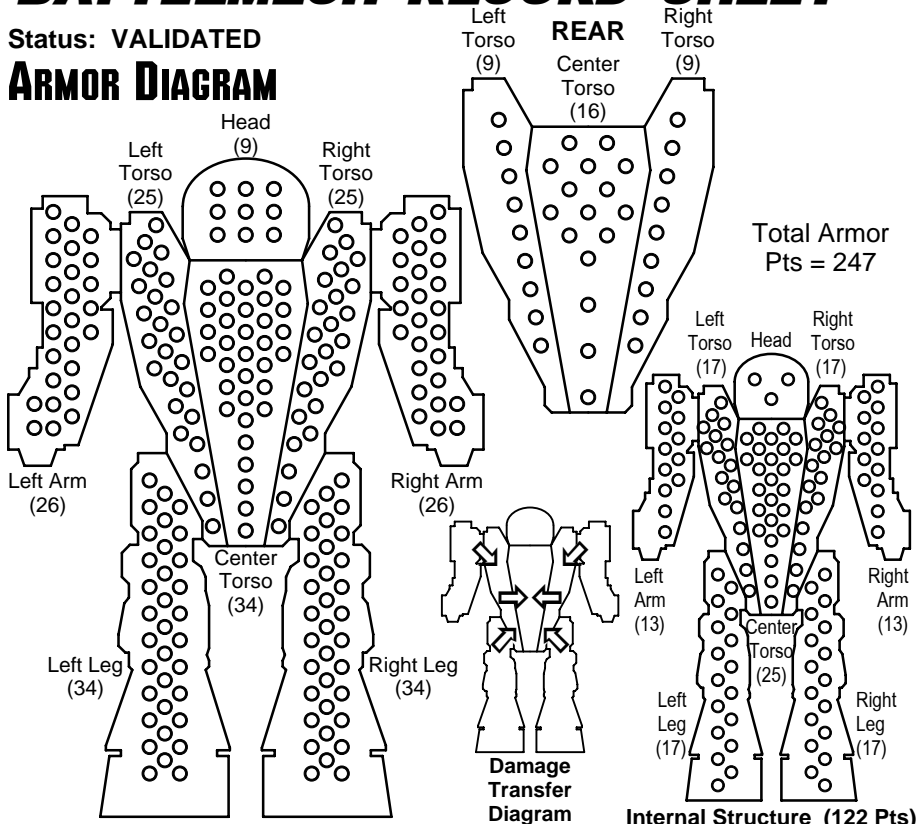
30
29
28 Ammo Explosion, avoid on 8+ (** 12+)
27
26 Shutdown, avoid on 10+
25 -5 Movement Points
24 +4 Modifier to Fire
23 Ammo Explosion, avoid on 6+ (** 10+)
22 Shutdown, avoid on 8+
21
20 -4 Movement Points
19 Ammo Explosion, avoid on 4+ (** 8+)
18 Shutdown, avoid on 6+
17 +3 Modifier to Fire
16
15 -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



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: **Weapon Heat:**
 Operational Disabled **(28)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

** Avoid Inferno explosion on..
 Shutdown

30
29
28
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26
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23
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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. 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
Left Torso	Center Torso	Right Torso
1. Double Heat Sink	1. Fusion Engine	1. Double Heat Sink
2. Double Heat Sink	2. Fusion Engine	2. Double Heat Sink
3. Double Heat Sink	3. Fusion Engine	3. Double Heat Sink
4. 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
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 ○ ○

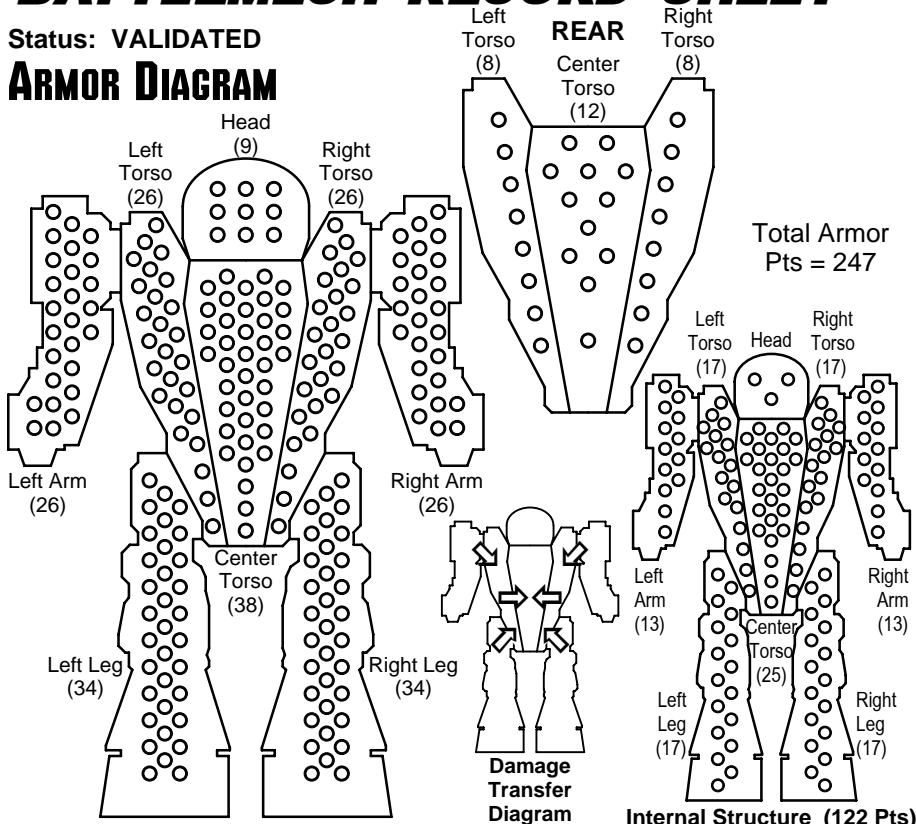
Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: 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: Weapon Heat: (38)
 Operational Disabled

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

** Avoid Inferno explosion on..
 Shutdown

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

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

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

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

-2 Movement Points (** 4+)

+1 Modifier to Fire

-1 Movement Point

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. SRM 6
2. Fusion Engine		2. SRM 6
3. Fusion Engine		3. Ammo (SRM 6) 15
4. Fusion Engine		4. Endo Steel
5. Improved C³ CPU		5. Endo Steel
6. Improved C³ CPU		6. CASE
4-6		4-6
1. Endo Steel		1. Hip
2. Endo Steel		2. Upper Leg Actuator
3. Endo Steel		3. Lower Leg Actuator
4. Endo Steel		4. Foot Actuator
5. Endo Steel		5. Endo Steel
6. Endo Steel		6. Endo Steel
Left Leg		Right Leg
1. Hip		1. Hip
2. Upper Leg Actuator		2. Upper Leg Actuator
3. Lower Leg Actuator		3. Lower Leg Actuator
4. Foot Actuator		4. Foot Actuator
5. Endo Steel		5. Endo Steel
6. Endo Steel		6. Endo Steel

Engine Hits ○○○○

Gyro Hits ○○

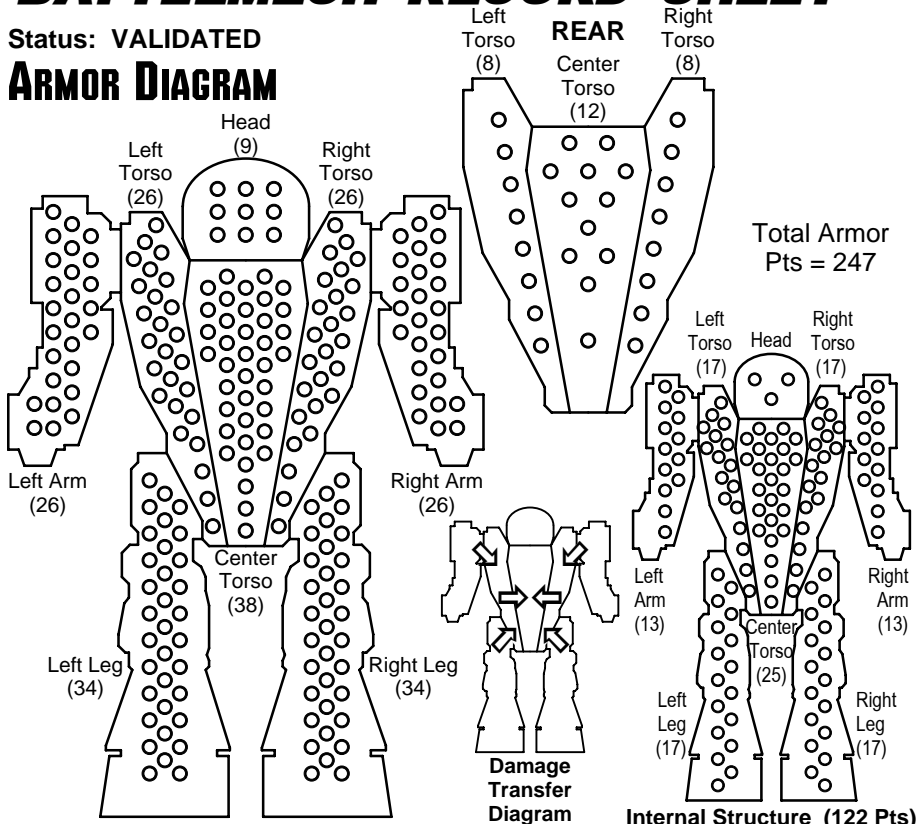
Sensor Hits ○○

Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Thug THG-12K**
 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	Guardian ECM	CT	0	-	-	-	-	6
1	C³ Slave Unit	HD	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

30
29
28
27
26
25
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23
22
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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. Lower Arm Actuator	3. Cockpit	3. Lower Arm Actuator
4. Hand Actuator	4. C³ Slave Unit	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. Endo Steel
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. Endo Steel
6. Roll Again		6. Roll Again

Left Torso	Center Torso	Right Torso
1. Double Heat Sink	1. Fusion Engine	1. Double Heat Sink
2. Double Heat Sink	2. Fusion Engine	2. Double Heat Sink
3. Double Heat Sink	3. Fusion Engine	3. Double Heat Sink
4. SRM 6	4. Gyro	4. Double Heat Sink
5. SRM 6	5. Gyro	5. Double Heat Sink
6. Endo Steel	6. Gyro	6. Double Heat Sink
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. SRM 6		4. Double Heat Sink
5. SRM 6		5. Double Heat Sink
6. Endo Steel		6. Double Heat Sink
1-3		1-3
1. Endo Steel		1. SRM 6
2. Endo Steel		2. SRM 6
3. Endo Steel		3. Ammo (SRM 6) 15
4. Endo Steel		4. Endo Steel
5. Endo Steel		5. Endo Steel
6. Endo Steel		6. CASE
4-6		4-6
1. Endo Steel		1. Hip
2. Endo Steel		2. Upper Leg Actuator
3. Endo Steel		3. Lower Leg Actuator
4. Endo Steel		4. Foot Actuator
5. Endo Steel		5. Endo Steel
6. Endo Steel		6. Endo Steel

Left Leg	Right Leg
1. Hip	1. Hip
2. Upper Leg Actuator	2. Upper Leg Actuator
3. Lower Leg Actuator	3. Lower Leg Actuator
4. Foot Actuator	4. Foot Actuator
5. Endo Steel	5. Endo Steel
6. Endo Steel	6. Endo Steel

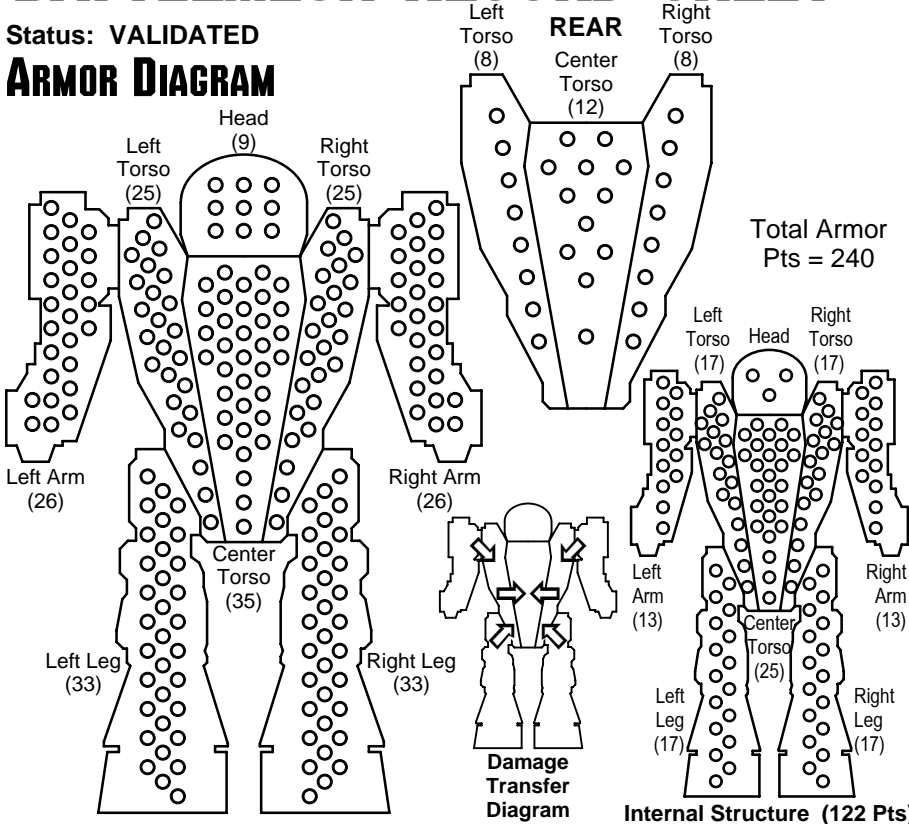
Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor
Pts = 240

Internal Structure (122 Pts)

'MECH DATA

Type: **Thug THG-13K**

Mass: **80 tons**

Movement Points: **Tech & Configuration:**

Walking: **4** Inner Sphere
Running: **6** Biped 'Mech
Jumping: **0**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy PPC	RA	15	15	3	6	12	18
2	Medium Pulse Laser	LA	4	6	-	2	4	6
1	Heavy PPC	RT	15	15	3	6	12	18
1	Heavy PPC	LT	15	15	3	6	12	18
1	Improved C³ CPU	CT	0	-	-	-	-	-

Total Heat Sinks: **16 Double (32)**

○○○○○○○○○○ ○○○○○○

Auto Eject:

Weapon Heat:

Operational Disabled

(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	

CRITICAL HIT TABLE

Left Arm

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

1. Medium Pulse Laser
2. Medium Pulse Laser
- 4-6 3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Torso

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

1. Heavy PPC
2. Heavy PPC
3. Heavy PPC
- 4-6 4. Heavy PPC
5. Endo Steel
6. Endo Steel

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head

1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso

1. XL Engine
 2. XL Engine
 3. XL Engine
 - 1-3 4. Gyro
 5. Gyro
 6. Gyro
1. Gyro
 2. XL Engine
 3. XL Engine
 - 4-6 4. XL Engine
 5. Improved C³ CPU
 6. Improved C³ CPU

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

Right Arm

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

1. Double Heat Sink
2. Heavy PPC
3. Heavy PPC
- 4-6 4. Heavy PPC
5. Heavy PPC
6. Endo Steel

Right Torso

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

1. Heavy PPC
2. Heavy PPC
3. Heavy PPC
- 4-6 4. Heavy PPC
5. Endo Steel
6. Endo Steel

Right Leg

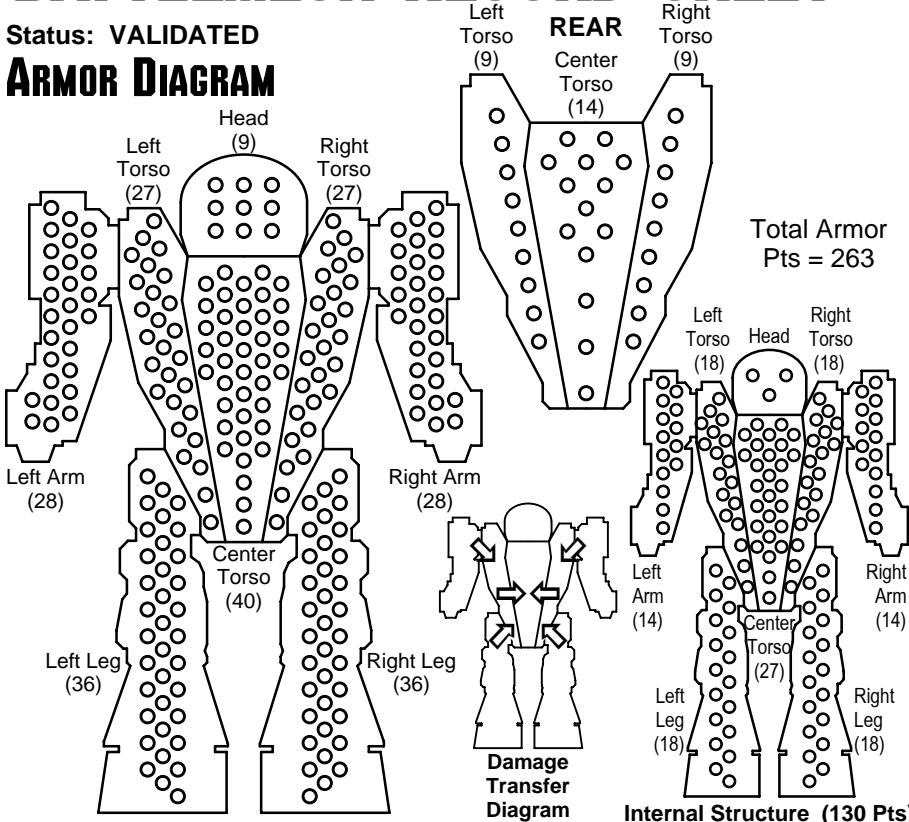
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



MECH DATA

Type: **Crockett CRK-5003-1**
 Mass: **85 tons**
 Movement Points: **Tech & Configuration:**
 Walking: **3** Inner Sphere
 Running: **5** Biped 'Mech
 Jumping: **3**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	RA	1	3	-	1	2	3
1	ER Large Laser	RA	12	8	-	7	14	19
1	Small Laser	LA	1	3	-	1	2	3
1	ER Large Laser	LA	12	8	-	7	14	19
1	SRM 6	RT	4	2/hit	-	3	6	9
1	SRM 6	LT	4	2/hit	-	3	6	9
1	LB 10-X AC	LT	2	10	-	6	12	18

Ammo Type: **Rounds:**
 SRM 6 30
 LB 10-X AC 30

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

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

30
29
28
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5
4
3
2
1
0

28 Ammo Explosion, avoid on 8+ (** 12+)
26 Shutdown, avoid on 10+
 -5 Movement Points
 +4 Modifier to Fire
23 Ammo Explosion, avoid on 6+ (** 10+)
 Shutdown, avoid on 8+
 -4 Movement Points
19 Ammo Explosion, avoid on 4+ (** 8+)
 Shutdown, avoid on 6+
 +3 Modifier to Fire
15 -3 Movement Points
14 Shutdown, avoid on 4+ (** 6+)
 +2 Modifier to Fire
10 -2 Movement Points (** 4+)
8 +1 Modifier to Fire
5 -1 Movement Point

WKGAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

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

4-6

- Small Laser
- ER Large Laser
- ER Large Laser
- Roll Again
- Roll Again
- Roll Again

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- SRM 6
- SRM 6
- LB 10-X AC

1-3

- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- Ammo (LB 10-X) 10

4-6

Left Leg

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

Head

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

Center Torso

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

1-3

- 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

1-3

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

4-6

- Small Laser
- ER Large Laser
- ER Large Laser
- Roll Again
- Roll Again
- Roll Again

Right Torso

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

1-3

- SRM 6
- SRM 6
- Ammo (SRM 6) 15
- Ammo (SRM 6) 15
- Ammo (LB 10-X) 10
- Ammo (LB 10-X) 10

4-6

Right Leg

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

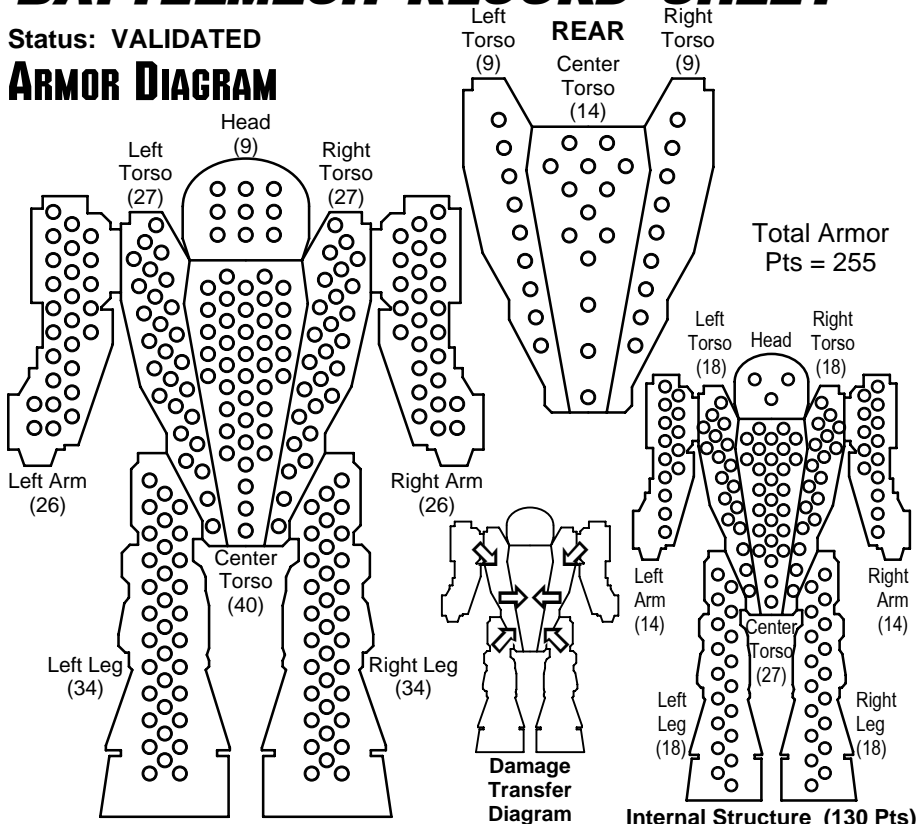
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BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Crockett CRK-5003-3**
 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	Small Laser	RA	1	3	-	1	2	3
1	ER Large Laser	RA	12	8	-	7	14	19
1	Small Laser	LA	1	3	-	1	2	3
1	ER Large Laser	LA	12	8	-	7	14	19
1	SRM 6	RT	4	2/hit	-	3	6	9
1	SRM 6	LT	4	2/hit	-	3	6	9
1	LB 10-X AC	LT	2	10	-	6	12	18

Ammo Type: **Rounds:**

SRM 6	30
LB 10-X AC	30

Total Heat Sinks: 15 Double (30)
 ○○○○○○○○○○ ○○○○
Auto Eject: **Weapon Heat:**
 Operational Disabled **(36)**

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm

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

Head

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Small Laser
- ER Large Laser
- ER Large Laser
- 4-6 Ammo (SRM 6) 15
- Ammo (SRM 6) 15
- Roll Again

Center Torso

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

Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- SRM 6
- SRM 6
3. Ammo (LB 10-X) 10
4. Ammo (LB 10-X) 10
5. Ammo (LB 10-X) 10
- 4-6 CASE

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1-3 SRM 6
- SRM 6
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- 4-6 Roll Again

Left Leg

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

Right Leg

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

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

HEAT SCALE

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

30
29
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14
13
12
11
10
9
8
7
6
5
4
3
2
1
0

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

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

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

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

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

-2 Movement Points (** 4+)

+1 Modifier to Fire

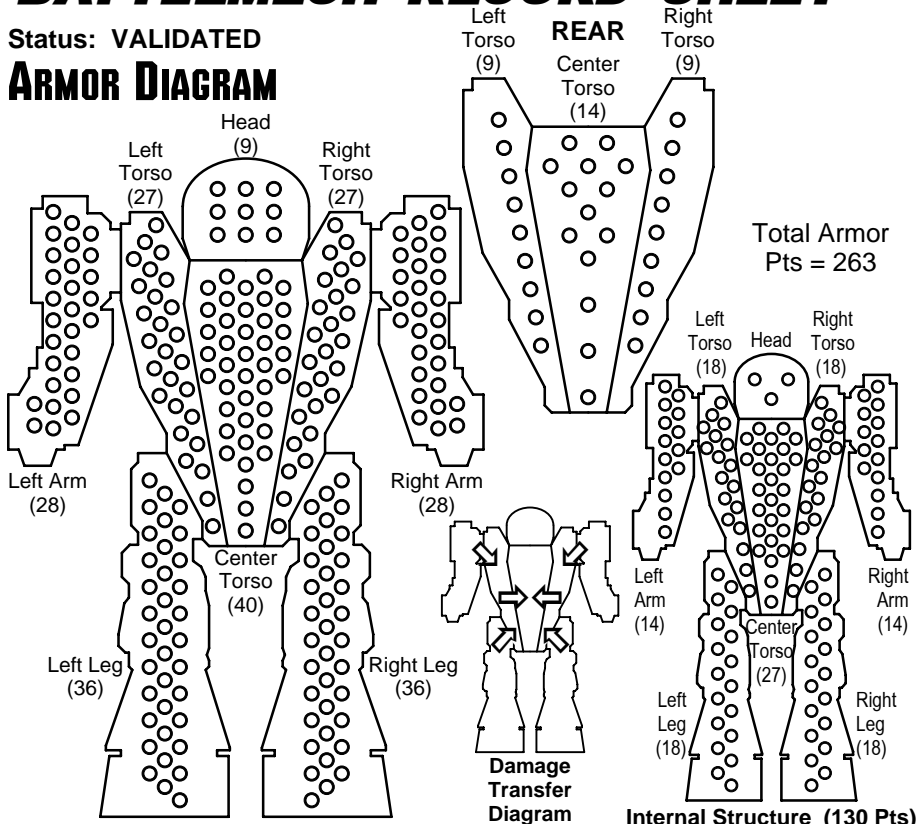
-1 Movement Point



BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MEGH DATA

Type: **Crockett CRK-5003-4**
 Mass: **85 tons**
 Movement Points: **Tech & Configuration:**
 Walking: **3** Inner Sphere
 Running: **5** Biped 'Mech
 Jumping: **3**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	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

30
29
28
27
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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>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator <p>1-3 <ol style="list-style-type: none"> Double Heat Sink Double Heat Sink Double Heat Sink <ol style="list-style-type: none"> ER Large Laser ER Large Laser ER Small Laser <p>4-6 <ol style="list-style-type: none"> Roll Again Roll Again Roll Again <p>Left Torso</p> <ol style="list-style-type: none"> Double Heat Sink Double Heat Sink Double Heat Sink <p>1-3 <ol style="list-style-type: none"> LB 10-X AC LB 10-X AC LB 10-X AC <ol style="list-style-type: none"> LB 10-X AC LB 10-X AC LB 10-X AC <p>4-6 <ol style="list-style-type: none"> SRM 4 Improved C³ CPU Improved C³ CPU <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Jump Jet Roll Again </p></p></p></p>	<p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Roll Again Sensors Life Support <p>Center Torso</p> <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine Gyro Gyro Gyro <p>1-3 <ol style="list-style-type: none"> Gyro Fusion Engine Fusion Engine <p>4-6 <ol style="list-style-type: none"> Jump Jet Roll Again </p></p>	<p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator <p>1-3 <ol style="list-style-type: none"> Double Heat Sink Double Heat Sink Double Heat Sink <ol style="list-style-type: none"> ER Large Laser ER Large Laser ER Small Laser <p>4-6 <ol style="list-style-type: none"> Roll Again Roll Again Roll Again <p>Right Torso</p> <ol style="list-style-type: none"> Double Heat Sink Double Heat Sink Double Heat Sink <p>1-3 <ol style="list-style-type: none"> Double Heat Sink Double Heat Sink Double Heat Sink <ol style="list-style-type: none"> SRM 4 Ammo (SRM 4) 25 Ammo (SRM 4) 25 Ammo (LB 10-X) 10 Ammo (LB 10-X) 10 CASE <p>4-6 <ol style="list-style-type: none"> SRM 4 Ammo (SRM 4) 25 Ammo (SRM 4) 25 Ammo (LB 10-X) 10 Ammo (LB 10-X) 10 CASE <p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Jump Jet Roll Again </p></p></p></p>
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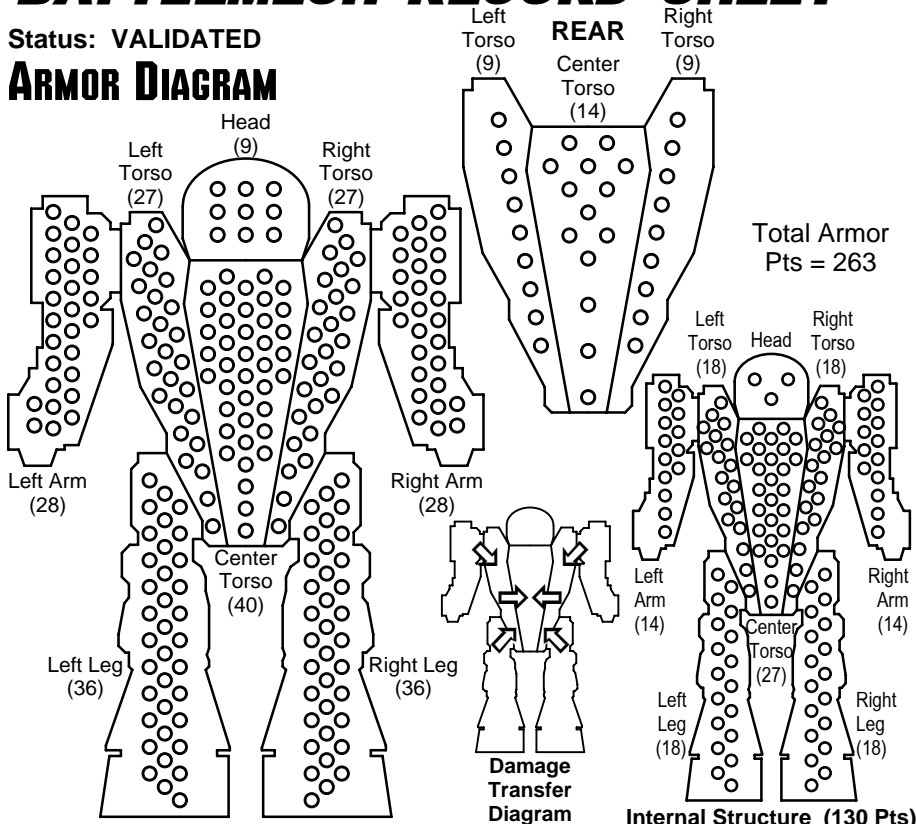
Engine Hits ○ ○ ○
 Gyro Hits ○ ○
 Sensor Hits ○ ○
 Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Crockett CRK-5005-1**
 Mass: **85 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	ER Large Laser	RA	12	8	-	7	14	19
1	ER Large Laser	LA	12	8	-	7	14	19
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	HD	0	-	-	-	-	-

Ammo Type: **Rounds:**

SRM 4	25
LB 10-X AC	20

Total Heat Sinks: 14 Double (28)
 ○○○○○○○○○○○ ○○○○
Auto Eject: **Weapon Heat:**
 Operational Disabled **(32)**

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____ +1
 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. Double Heat Sink
 5. Double Heat Sink
 6. Double Heat Sink

- ER Large Laser
 - ER Large Laser
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Torso

- Light Fusion Engine
 - Light Fusion Engine
 - Improved Jump Jet
 - Improved Jump Jet
 - LB 10-X AC
 - LB 10-X AC
- 1-3

- LB 10-X AC
 - LB 10-X AC
 - LB 10-X AC
 - LB 10-X AC
 - SRM 4
 - Roll Again
- 4-6

Left Leg

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

Head

- Life Support
- Sensors
- Small Cockpit
- Sensors
- Improved C³ CPU
- Improved C³ CPU

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
 - Improved Jump Jet
 - Improved Jump Jet
- 4-6

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

Right Arm

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

- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - ER Large Laser
 - ER Large Laser
 - Roll Again
- 4-6

Right Torso

- Light Fusion Engine
 - Light Fusion Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Improved Jump Jet
- 1-3

- Improved Jump Jet
 - SRM 4
 - Ammo (SRM 4) 25
 - Ammo (LB 10-X) 10
 - Ammo (LB 10-X) 10
 - CASE
- 4-6

Right Leg

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

HEAT SCALE

** Avoid Inferno explosion on..
 Shutdown

30
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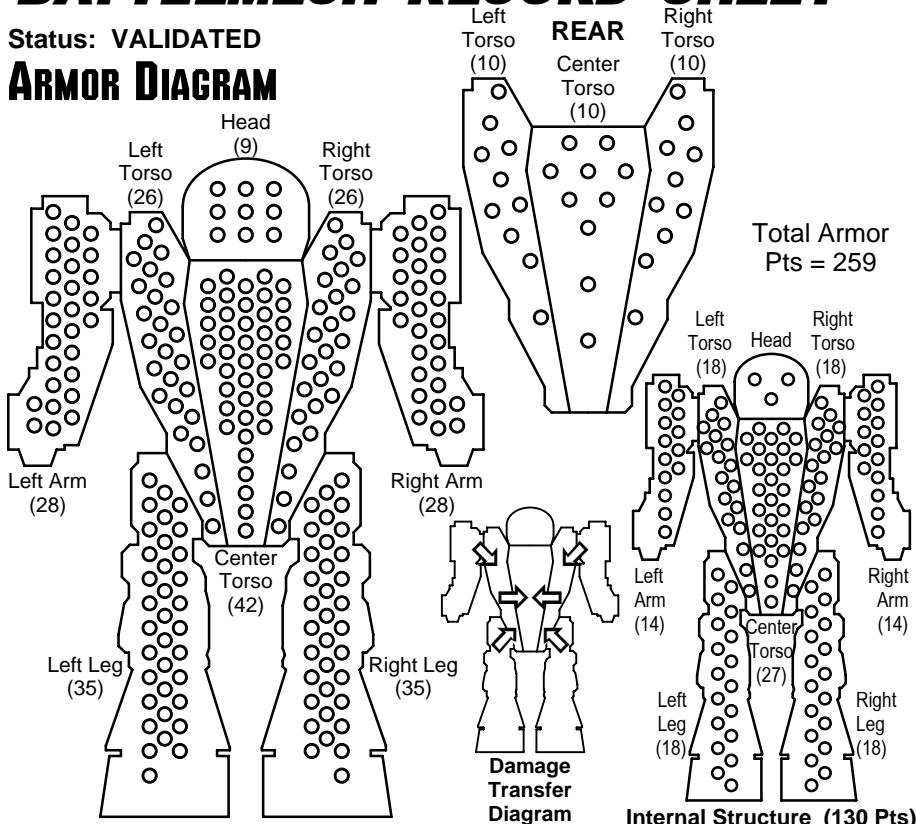
Ammo Explosion, avoid on 8+ (** 12+)
 Shutdown, avoid on 10+
 -5 Movement Points
 +4 Modifier to Fire
 Ammo Explosion, avoid on 6+ (** 10+)
 Shutdown, avoid on 8+
 -4 Movement Points
 Ammo Explosion, avoid on 4+ (** 8+)
 Shutdown, avoid on 6+
 +3 Modifier to Fire
 -3 Movement Points
 Shutdown, avoid on 4+ (** 6+)
 +2 Modifier to Fire
 -2 Movement Points (** 4+)
 +1 Modifier to Fire
 -1 Movement Point

WZK GAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Masakari Prime**
 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	ER PPC	RA	15	15	-	7	14	23
2	ER PPC	LA	15	15	-	7	14	23
1	LRM 10	LA	4	1/hit	-	7	14	21
1	Targeting Computer							

Ammo Type: **LRM 10** Rounds: **12**

Total Heat Sinks: 20 Double (40)
 ○○○○○○○○○ ○○○○○○○○○

Auto Eject: Operational Disabled **Weapon Heat: (64)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

1-3

- LRM 10
- Ammo (LRM 10) 12
- 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
- ER PPC
- ER PPC

1-3

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

4-6

Right Torso

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

1-3

- Targeting Computer
- Targeting Computer
- Targeting Computer
- 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
- Double Heat Sink
- Double Heat Sink

Right Leg

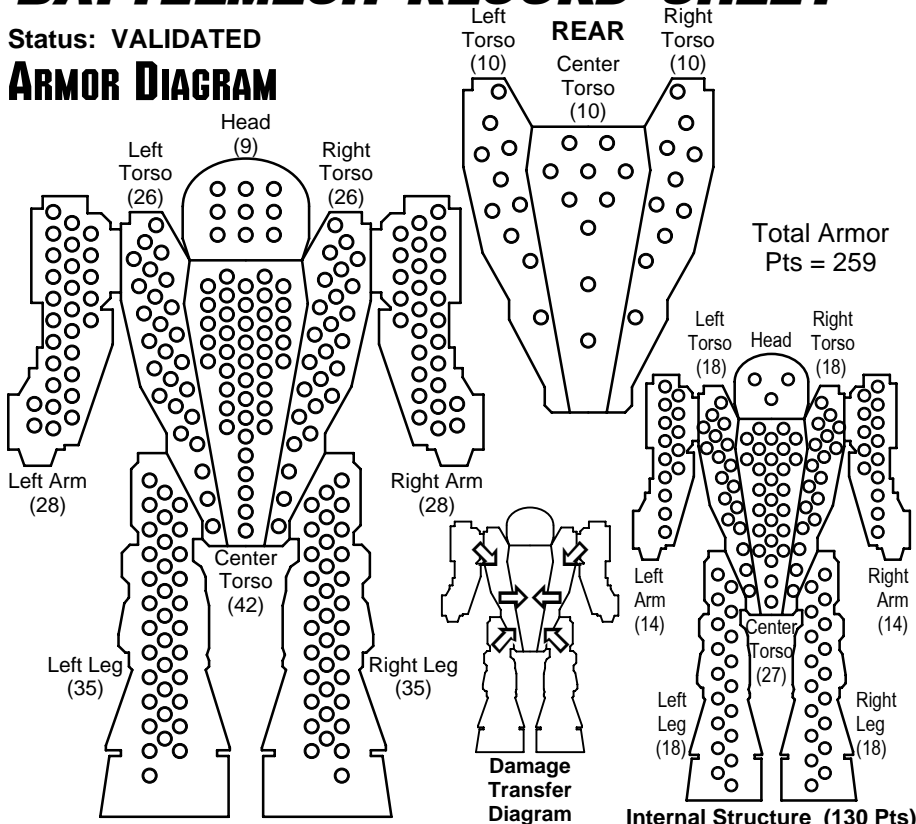
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Masakari 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

Ammo Type: **Rounds:**

LB 10-X AC	20
Streak SRM 6	15
LRM 15	8

Total Heat Sinks: 20 Double (40)

○○○○○○○○○○ ○○○○○○○○○

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

1-3

- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC

4-6

- LB 10-X AC
- Ammo (LB 10-X) 10
- Ammo (LB 10-X) 10
- Ammo (LRM 15) 8
- Ferro-Fibrous
- 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

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
- Ferro-Fibrous
- Ferro-Fibrous

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
- Targeting Computer
- LRM 15
- LRM 15
- Ferro-Fibrous
- Ferro-Fibrous

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

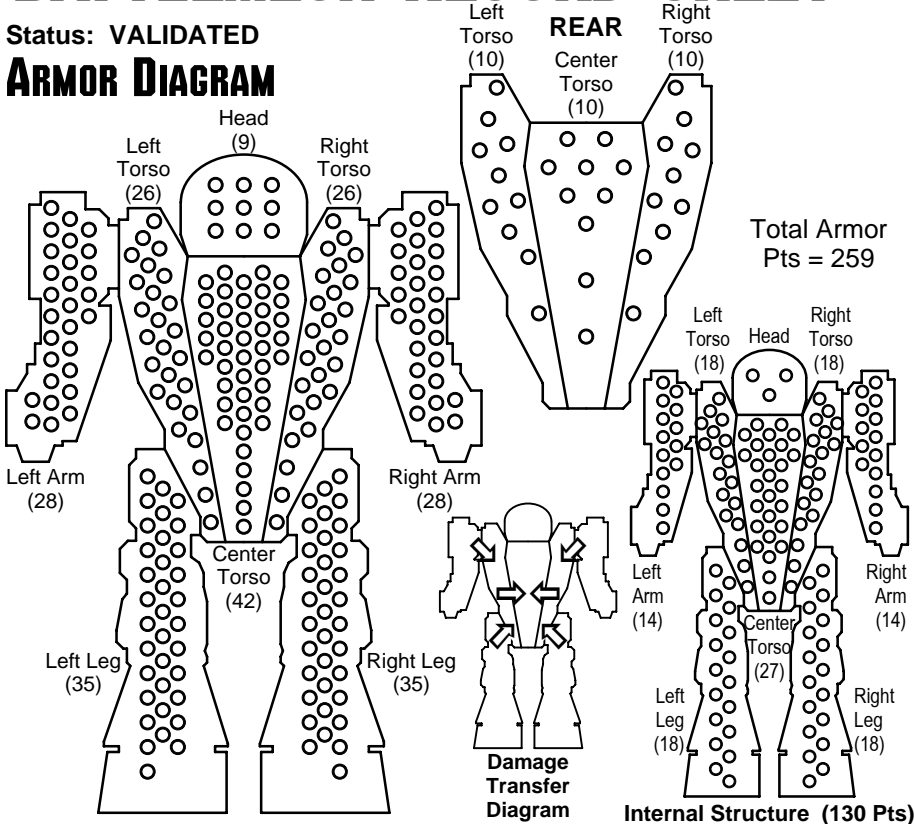
Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MEGH DATA

Type: **Masakari B**
 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
3	ER Medium Laser	RA	5	7	-	5	10	15
1	Gauss Rifle	LA	1	15	2	7	15	22
1	ER Small Laser	LA	2	5	-	2	4	6
2	SRM 6	RT	4	2/hit	-	3	6	9
1	Narc Missile Beacon	CT	0	-	-	4	8	12

1 Targeting Computer

Ammo Type: **Rounds:**

Gauss Rifle	16
SRM 6	75
Narc Missile Beacon	6

Total Heat Sinks: 20 Double (40)

○○○○○○○○○○ ○○○○○○○○○

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

** 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	-1 Movement Point
13	
12	
11	
10	
9	
8	
7	
6	
5	
4	
3	
2	
1	
0	

WARGAMES

CRITICAL HIT TABLE

Left Arm (CASE)

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

1-3

- Gauss Rifle
- Gauss Rifle
- ER Small Laser
- Ammo (Gauss) 8
- Ammo (Gauss) 8
- Ferro-Fibrous

4-6

Left Torso

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

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Leg

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

Head

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

Center Torso (CASE)

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

1-3

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Narc Missile Beacon
- Ammo (Narc Pods) 6

4-6

Right Arm (CASE)

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

1-3

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

4-6

Right Leg

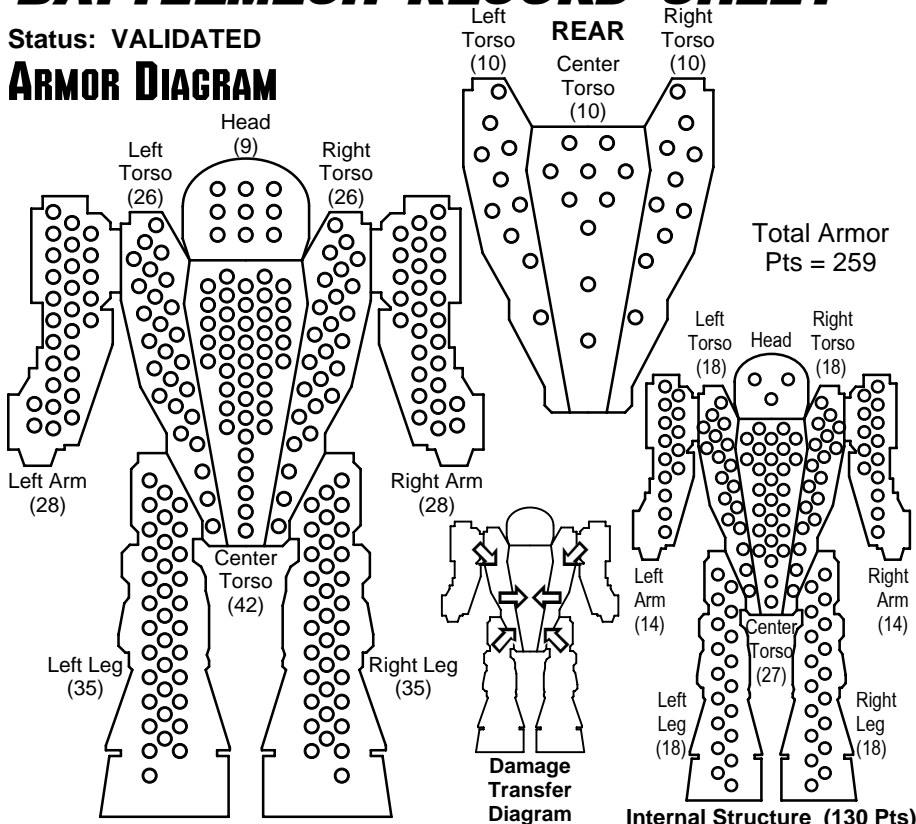
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **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							

Total Heat Sinks: 23 Double (46)
 ○○○○○○○○○○○ ○○○○○○○○○○○
 ○○○

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	

WKGAMES

CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Double Heat Sink	5. Double Heat Sink	6. Large Pulse Laser
Head	1. Life Support	2. Sensors	3. Cockpit	4. Ferro-Fibrous	5. Sensors	6. Life Support
Center Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. XL Engine	2. XL Engine	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
Right Torso	1. XL Engine	2. XL Engine	3. Double Heat Sink	4. Double Heat Sink	5. Targeting Computer	6. Targeting Computer
Left Leg	1. Double Heat Sink	2. Double Heat Sink	3. Double Heat Sink	4. Double Heat Sink	5. Ferro-Fibrous	6. Ferro-Fibrous
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Double Heat Sink	6. Double Heat Sink

Engine Hits ○○○○

Gyro Hits ○○

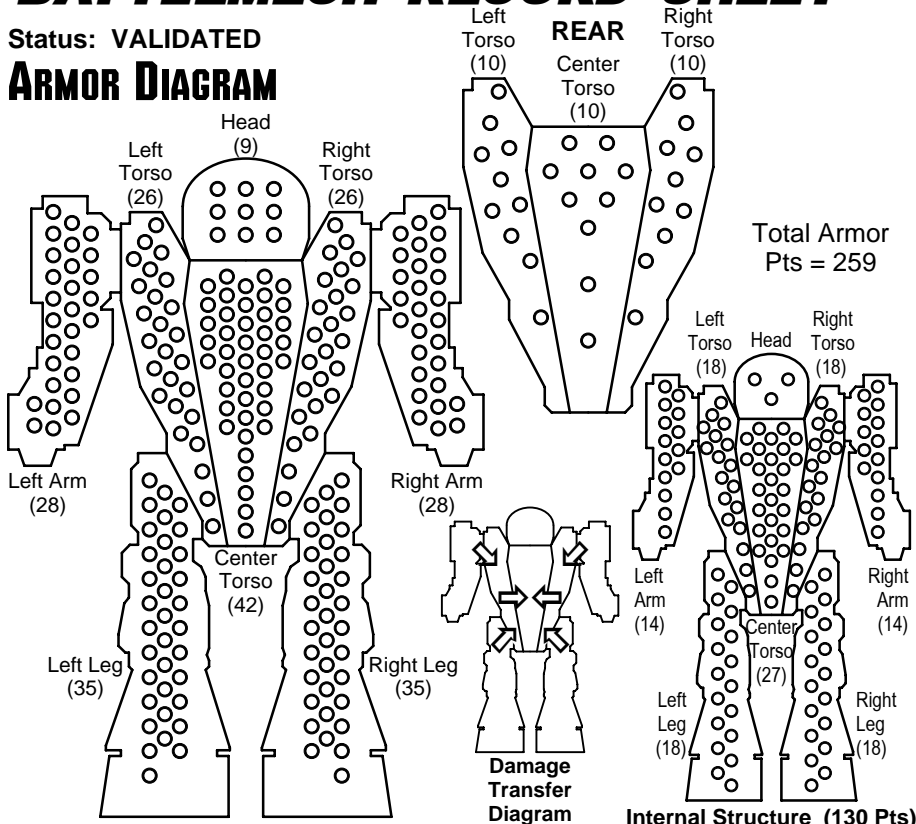
Sensor Hits ○○

Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MEGH DATA

Type: **Masakari D**
 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	Ultra AC/10	RA	3	10	-	6	12	18
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
2	ER Large Laser	RT	12	10	-	8	15	25
1	ER Small Laser	CT	2	5	-	2	4	6
1 Targeting Computer								

Ammo Type: Rounds:
 Ultra AC/10: 20
 Adv. Tact. Msl. 9: 21

Total Heat Sinks: 20 Double (40)
 ○○○○○○○○○ ○○○○○○○○○

Auto Eject: Operational Disabled
Weapon Heat: (38)

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WKGAMES

CRITICAL HIT TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator

1-3

- Adv. Tact. Msl. 9
- Adv. Tact. Msl. 9
- Adv. Tact. Msl. 9
- Adv. Tact. Msl. 9

4-6

- Ammo (ATM 9) 7
- Ammo (ATM 9) 7
- Ammo (ATM 9) 7
- Ferro-Fibrous
- 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
- Double Heat Sink
- Double Heat Sink
- Ferro-Fibrous
- Ferro-Fibrous

Left Leg

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

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 Small Laser
- Roll Again

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator

1-3

- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10

4-6

- Ammo (Ult AC/10) 10
- Ammo (Ult AC/10) 10
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

Right Torso

- XL Engine
- XL Engine

1-3

- Double Heat Sink
- Double Heat Sink
- ER Large Laser
- ER Large Laser

4-6

- Targeting Computer
- Targeting Computer
- Targeting Computer
- Targeting Computer
- Ferro-Fibrous
- Ferro-Fibrous

Right Leg

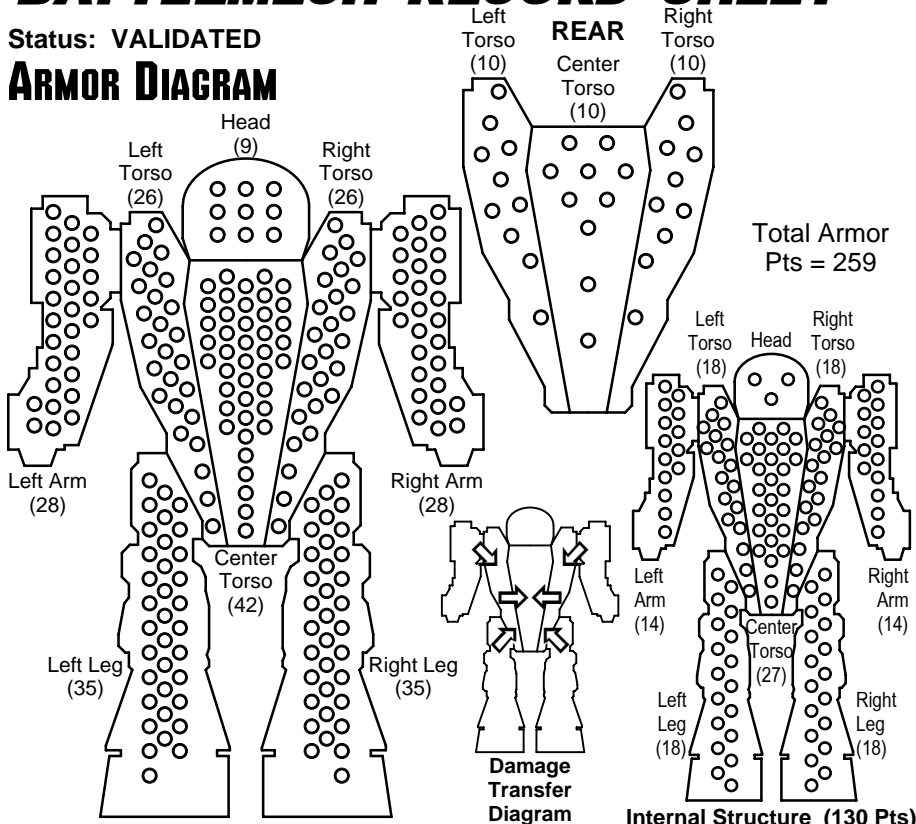
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

BATTLETECH®

BATTLEMech RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Masakari E**
 Mass: **85 tons**
 Movement Points: **4** Tech & Configuration:
 Walking: **4** Clan
 Running: **6** **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	Large Pulse Laser	RA	10	10	-	6	14	20
3	Plasma Cannon	LA	7	-	-	6	12	18
1	SRM 6	LA	4	2/hit	-	3	6	9
1	Targeting Computer							

Ammo Type: **Rounds:**

Plasma Cannon	40
SRM 6	15

Total Heat Sinks: 20 Double (40)

○○○○○○○○○○ ○○○○○○○○○

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

CRITICAL HIT TABLE

Left Arm (CASE)

- 1. Shoulder
 - 2. Upper Arm Actuator
 - 3. Plasma Cannon
 - 4. Plasma Cannon
 - 5. Plasma Cannon
 - 6. Ammo (PC) 10
- 1-3
- 1. Ammo (PC) 10
 - 2. Ammo (PC) 10
 - 3. Ammo (PC) 10
 - 4. SRM 6
 - 5. Ammo (SRM 6) 15
 - 6. Ferro-Fibrous
- 4-6

Left Torso

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

Left Leg

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

Head

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

Center Torso

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

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

Right Arm

- 1. Shoulder
 - 2. Upper Arm Actuator
 - 3. ER PPC
 - 4. ER PPC
 - 5. Large Pulse Laser
 - 6. Large Pulse Laser
- 1-3
- 1. Ferro-Fibrous
 - 2. Roll Again
 - 3. Roll Again
 - 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again
- 4-6

Right Torso

- 1. XL Engine
 - 2. XL Engine
 - 3. Double Heat Sink
 - 4. Double Heat Sink
 - 5. Targeting Computer
 - 6. Targeting Computer
- 1-3
- 1. Targeting Computer
 - 2. Targeting Computer
 - 3. Targeting Computer
 - 4. Ferro-Fibrous
 - 5. Ferro-Fibrous
 - 6. Roll Again
- 4-6

Right Leg

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

HEAT SCALE

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

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

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

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

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

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

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

-2 Movement Points (** 4+)

+1 Modifier to Fire

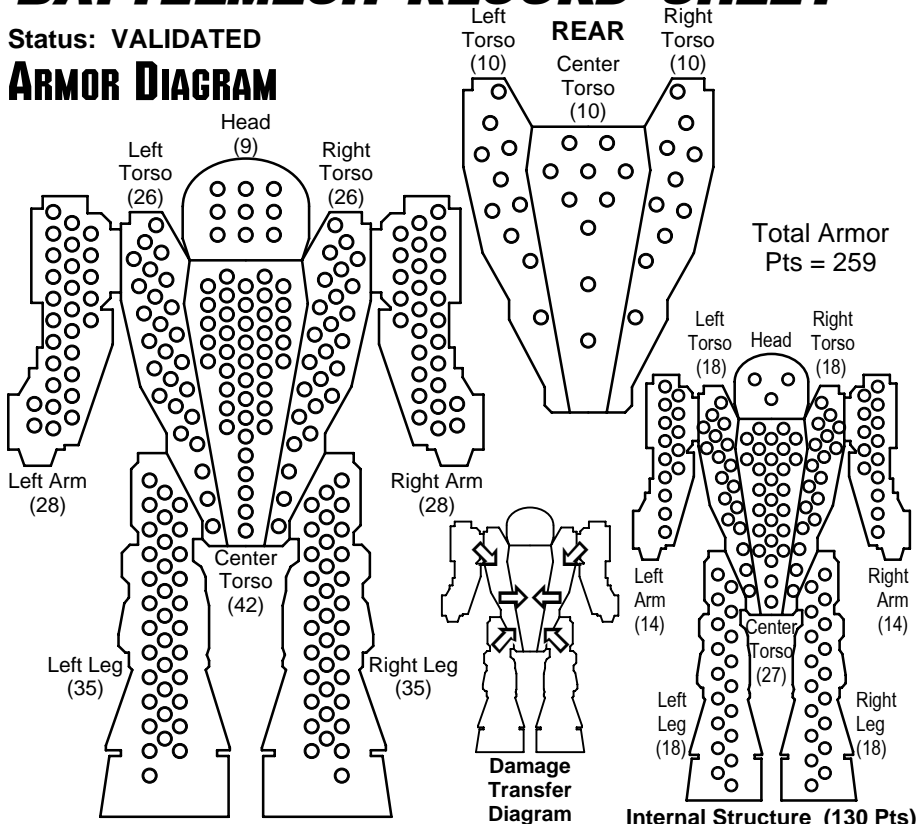
-1 Movement Point



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							

Ammo Type: LRM 10 Rounds: 12

Total Heat Sinks: 25 Double (50)

○○○○○○○○○○ ○○○○○○○○○○
 ○○○○

Auto Eject: **Weapon Heat:**
 Operational Disabled **(60)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to 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)	Head	Right Arm
1. Shoulder	1. Life Support	1. Shoulder
2. Upper Arm Actuator	2. Sensors	2. Upper Arm Actuator
3. Double Heat Sink	3. Cockpit	3. Double Heat Sink
4. Double Heat Sink	4. Ferro-Fibrous	4. Double Heat Sink
5. Heavy Large Laser	5. Sensors	5. Double Heat Sink
6. Heavy Large Laser	6. Life Support	6. Double Heat Sink
1. Heavy Large Laser		1. Large Pulse Laser
2. Heavy Large Laser		2. Large Pulse Laser
3. Heavy Large Laser		3. Large Pulse Laser
4. Heavy Large Laser		4. Large Pulse Laser
5. Ammo (LRM 10) 12		5. LRM 10
6. Ferro-Fibrous		6. Ferro-Fibrous
1. XL Engine		1. XL Engine
2. XL Engine		2. XL Engine
3. XL Engine		3. Targeting Computer
4. Gyro		4. Targeting Computer
5. Gyro		5. Targeting Computer
6. Gyro		6. Targeting Computer
1. Gyro		1. Double Heat Sink
2. XL Engine		2. Double Heat Sink
3. XL Engine		3. Double Heat Sink
4. XL Engine		4. Double Heat Sink
5. Double Heat Sink		5. Ferro-Fibrous
6. Double Heat Sink		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. Double Heat Sink		5. Double Heat Sink
6. Double Heat Sink		6. Double Heat Sink

Center Torso

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

Left Torso

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

Right Torso

- XL Engine
- XL Engine
- Targeting Computer
- Targeting Computer
- Targeting Computer
- Targeting Computer

Left Leg

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Ferro-Fibrous
- Ferro-Fibrous

Right Leg

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Ferro-Fibrous
- Ferro-Fibrous

Engine Hits ○ ○ ○

Gyro Hits ○ ○

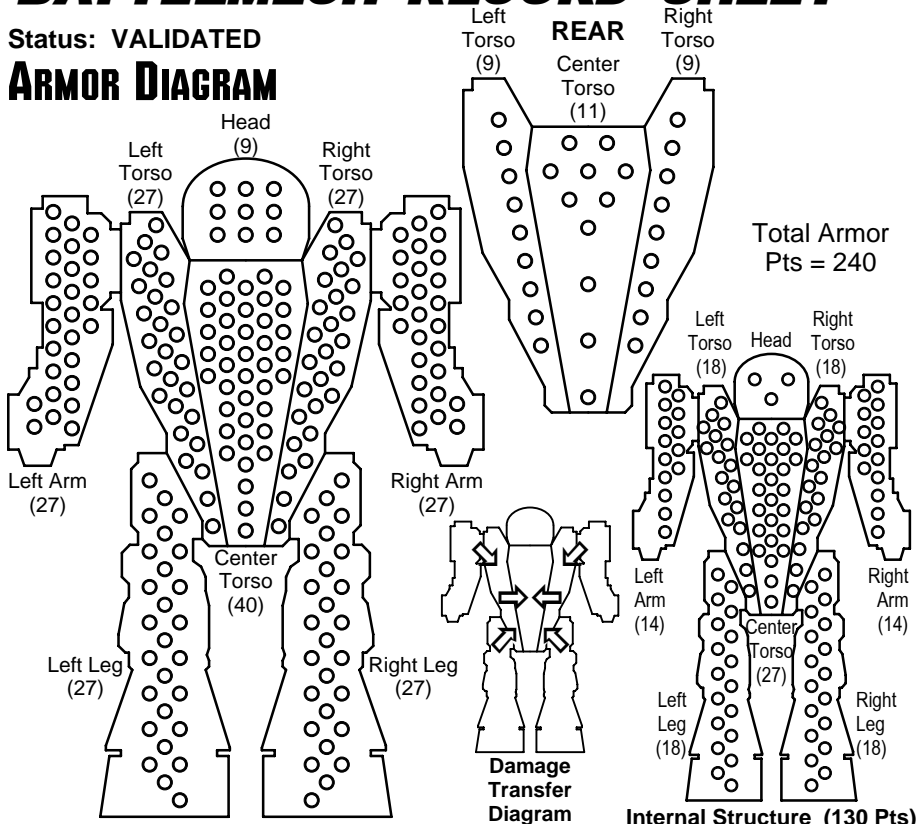
Sensor Hits ○ ○

Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **Shogun C**
 Mass: **85 tons**
 Movement Points: Tech & Configuration:
 Walking: **3** Clan
 Running: **5** Biped 'Mech
 Jumping: **3**

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	LRM 20 w/ Artemis IV LA		6	1/hit	-	7	14	21
2	Streak SRM 6	RT	4	2/hit	-	4	8	12
1	ER PPC	RT	15	15	-	7	14	23
2	Streak SRM 6	LT	4	2/hit	-	4	8	12

Ammo Type: LRM 20, Streak SRM 6
Rounds: 24, 30

Total Heat Sinks: 16 Double (32)
 ○○○○○○○○○ ○○○○○○

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	

WKGAMES

CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
Head	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support
Center Torso	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso (CASE)	1. Double Heat Sink	2. Double Heat Sink	3. Streak SRM 6	4. Streak SRM 6	5. Streak SRM 6	6. Streak SRM 6
Right Torso (CASE)	1. Double Heat Sink	2. Double Heat Sink	3. Streak SRM 6	4. Streak SRM 6	5. Streak SRM 6	6. Streak SRM 6
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Ferro-Fibrous
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Ferro-Fibrous

Engine Hits ○ ○ ○

Gyro Hits ○ ○

Sensor Hits ○ ○

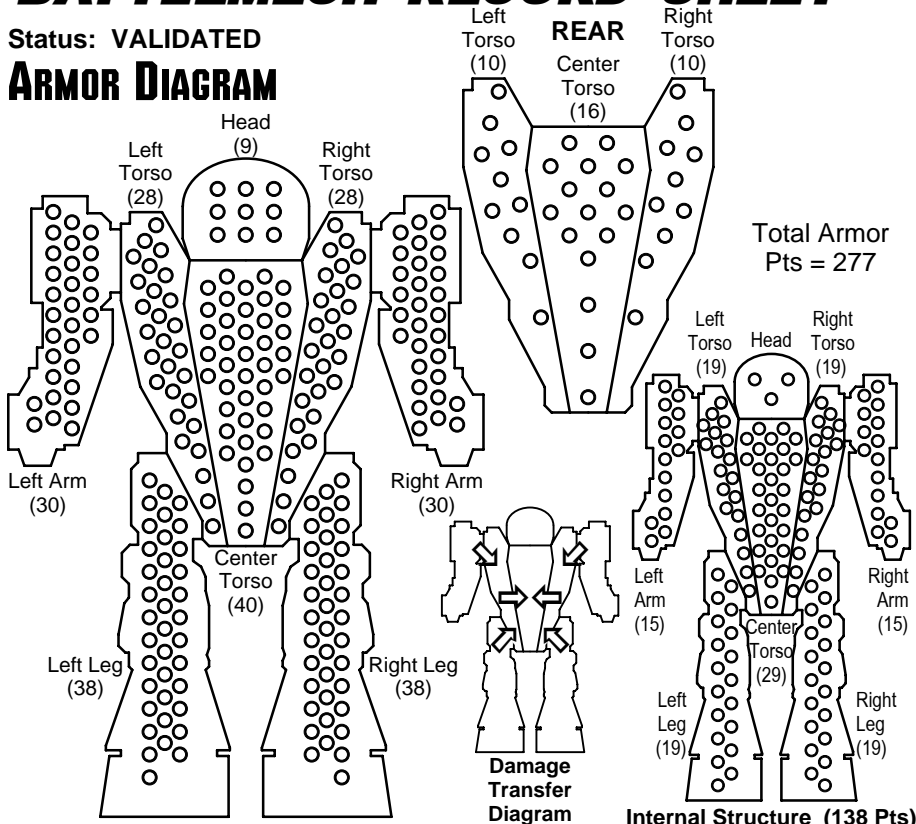
Life Support ○

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

Ammo Type: Rounds:

Gauss Rifle	16
SRM 6	30
LRM 20	12

Total Heat Sinks: 12 Single

○○○○○○○○○○○○○○

Auto Eject: Operational Disabled

Weapon Heat: (17)

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

** 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
 - 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

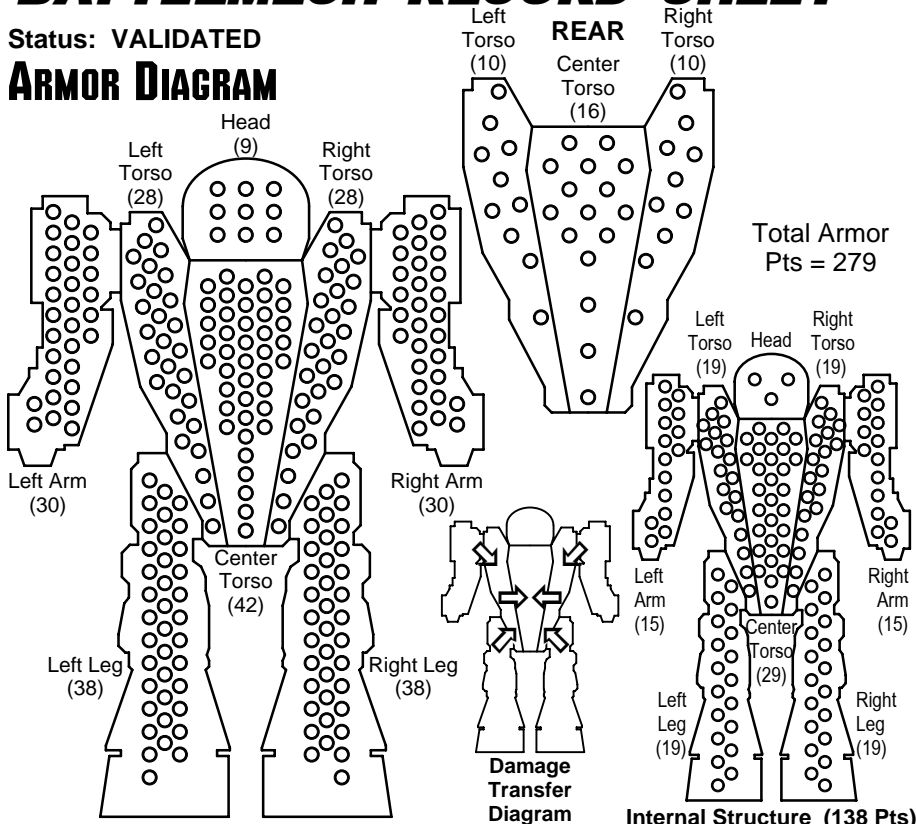
Right Leg

- 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-734**
 Mass: **90 tons**
 Movement Points: **3** Tech & Configuration:
 Walking: **3** Inner Sphere
 Running: **5** Biped 'Mech
 Jumping: **3**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 20-X AC	RA	6	20	-	4	8	12
2	ER Medium Laser	LA	5	5	-	4	8	12
1	ER Large Laser	RT	12	8	-	7	14	19
2	Streak SRM 6	LT	4	2/hit	-	3	6	9
1	Medium Pulse Laser	CT	4	6	-	2	4	6

Ammo Type: Rounds:
 LB 20-X AC: 15
 Streak SRM 6: 15

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

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	

WIZKIDS GAMES

CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Double Heat Sink	6. Double Heat Sink
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. LB 20-X AC	5. LB 20-X AC	6. LB 20-X AC
Head	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support
Center Torso	1. Light Fusion Engine	2. Light Fusion Engine	3. Light Fusion Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. Light Fusion Engine	2. Light Fusion Engine	3. Streak SRM 6	4. Streak SRM 6	5. Streak SRM 6	6. Streak SRM 6
Right Torso	1. Light Fusion Engine	2. Light Fusion Engine	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
Left Leg	1. Ammo (Streak 6) 15	2. Ammo (LB 20-X) 5	3. Ammo (LB 20-X) 5	4. Ammo (LB 20-X) 5	5. CASE	6. Roll Again
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Roll Again

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

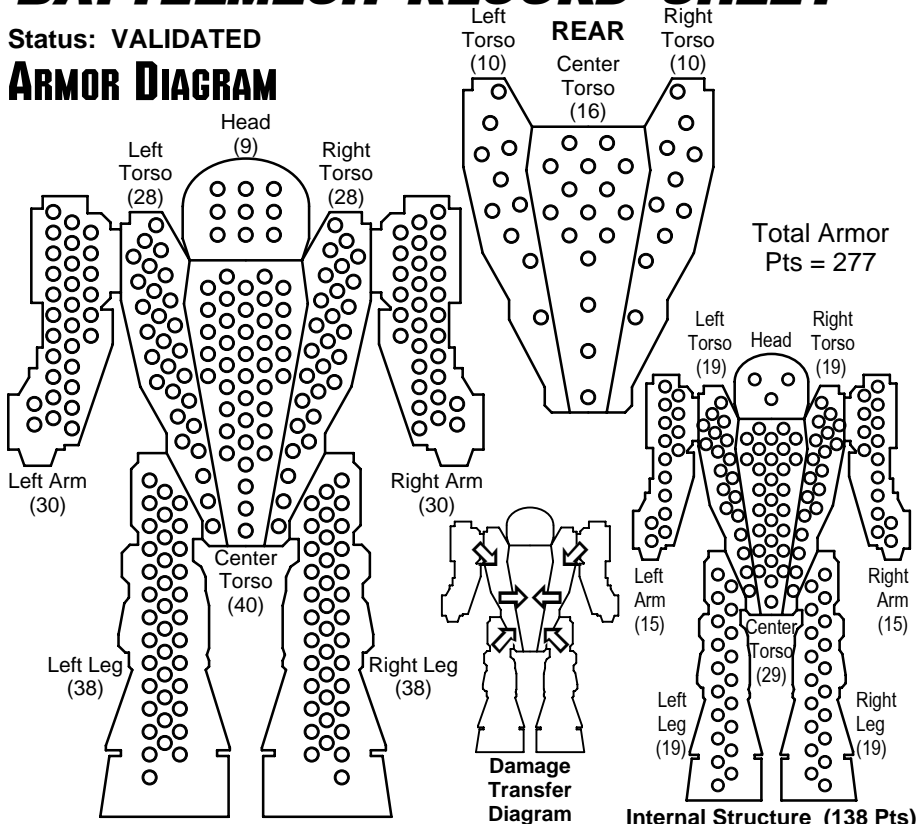
Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Highlander HGN-736**
 Mass: **90 tons**
 Movement Points: **Tech & Configuration:**
 Walking: **3** Inner Sphere
 Running: **5** Biped 'Mech
 Jumping: **3**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	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: 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	

WIZKIDS GAMES

CRITICAL HIT TABLE

Part	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Streak SRM 4	6. Ferro-Fibrous
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Gauss Rifle	5. Gauss Rifle	6. Gauss Rifle
Head	1. Life Support	2. Sensors	3. Cockpit	4. Ferro-Fibrous	5. Sensors	6. Life Support
Center Torso	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. Jump Jet	2. LRM 20	3. LRM 20	4. LRM 20	5. LRM 20	6. LRM 20
Right Torso	1. Jump Jet	2. Medium Laser	3. Medium Laser	4. Ammo (Gauss) 8	5. Ammo (Gauss) 8	6. Improved C³ CPU
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Ferro-Fibrous	6. Ferro-Fibrous
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Ferro-Fibrous	6. Ferro-Fibrous

Engine Hits ○○○○

Gyro Hits ○○

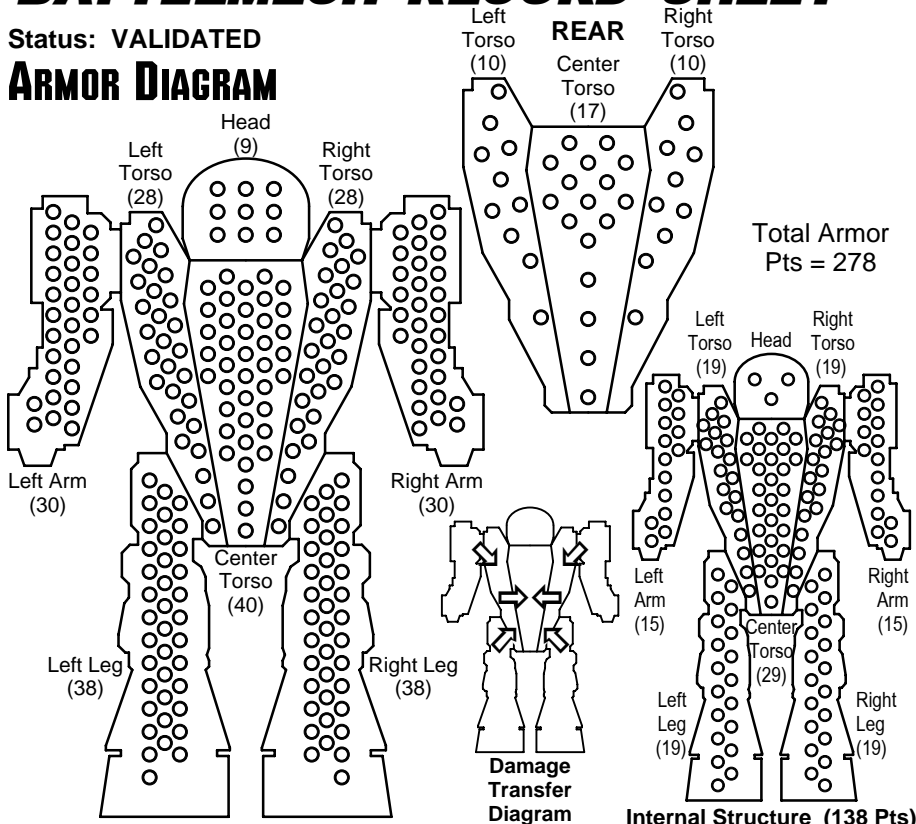
Sensor Hits ○○

Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **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
Left Arm	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
Right Arm	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
Head	1. Life Support 2. Sensors 3. Cockpit 4. ER Medium Laser 5. Sensors 6. Life Support	
Center Torso	1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro	1. Gyro 2. Fusion Engine 3. Fusion Engine 4. Fusion Engine 5. Jump Jet 6. Streak SRM 4
Left Torso	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
Right Torso	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
Left Leg	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Endo Steel 6. Endo Steel	
Right Leg	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Endo Steel 6. Endo Steel	

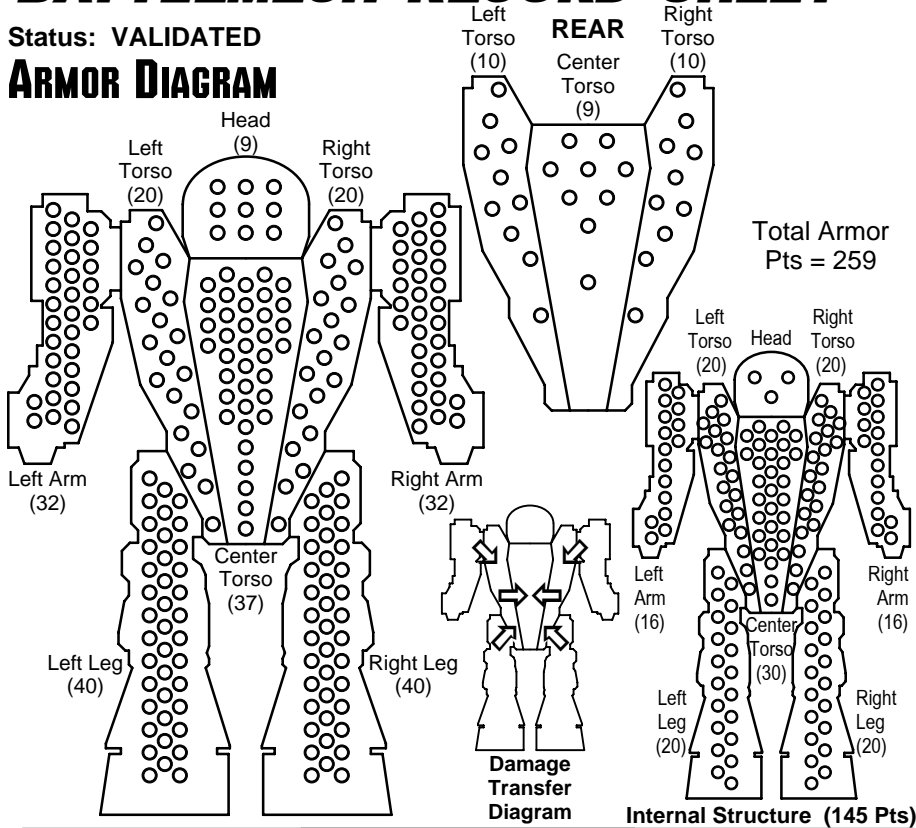
Engine Hits ○○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **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: **(25)**

Operational Disabled

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WIZKIDSGAMES

CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm (CASE)	1. Shoulder	2. Upper Arm Actuator	3. Double Heat Sink	4. Double Heat Sink	5. Gauss Rifle	6. Gauss Rifle
1-3	1. Gauss Rifle	2. Gauss Rifle	3. Gauss Rifle	4. Gauss Rifle	5. Ferro-Fibrous	6. Roll Again
4-6	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. XL Engine	2. XL Engine	3. MASC	4. MASC	5. MASC	6. MASC
1-3	1. Ammo (Gauss) 8	2. Ammo (Gauss) 8	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
4-6	1. XL Engine	2. XL Engine	3. XL Engine	4. XL Engine	5. Ferro-Fibrous	6. Ferro-Fibrous
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
1-3	1. Gyro	2. XL Engine	3. XL Engine	4. XL Engine	5. Ferro-Fibrous	6. Ferro-Fibrous
4-6	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Double Heat Sink	6. Double Heat Sink
1-3	1. Double Heat Sink	2. Double Heat Sink	3. ER Large Laser	4. ER Large Laser	5. Ferro-Fibrous	6. Roll Again
4-6	1. XL Engine	2. XL Engine	3. Double Heat Sink	4. Double Heat Sink	5. Machine Gun	6. Machine Gun
Right Torso (CASE)	1. XL Engine	2. XL Engine	3. Double Heat Sink	4. Double Heat Sink	5. Machine Gun	6. Machine Gun
1-3	1. Ammo (MG) 200	2. Ferro-Fibrous	3. Ferro-Fibrous	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. Jump Jet	6. Jump Jet
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Jump Jet

Engine Hits ○ ○ ○

Gyro Hits ○ ○

Sensor Hits ○ ○

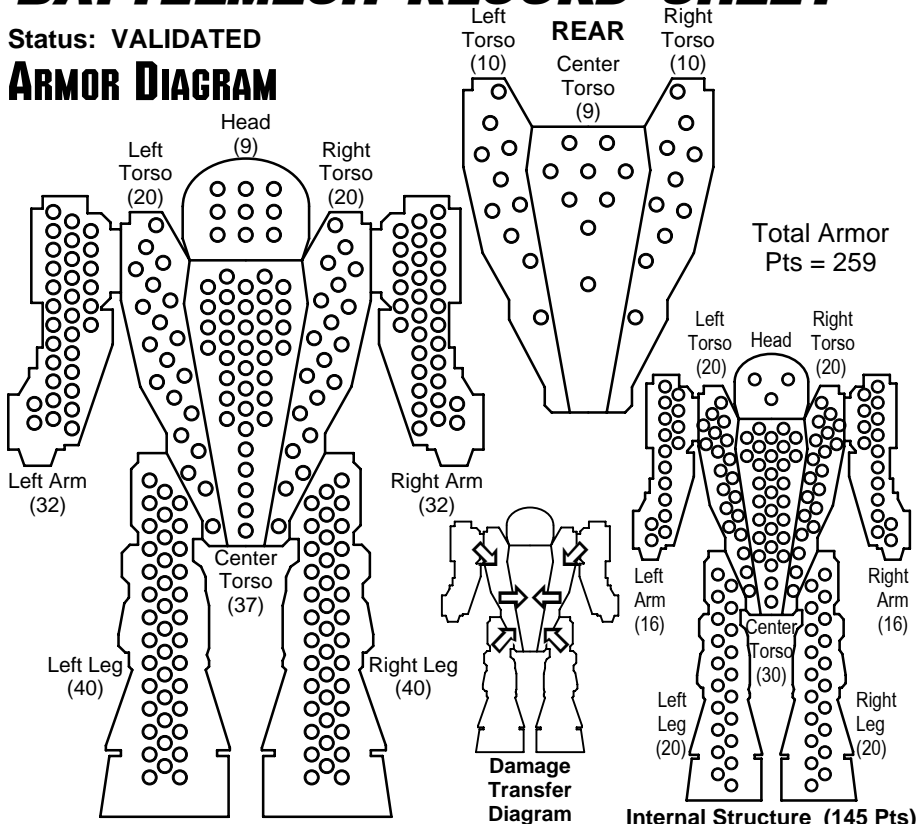
Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **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	

WZK 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
- Roll Again
- Roll Again
- 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
- 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

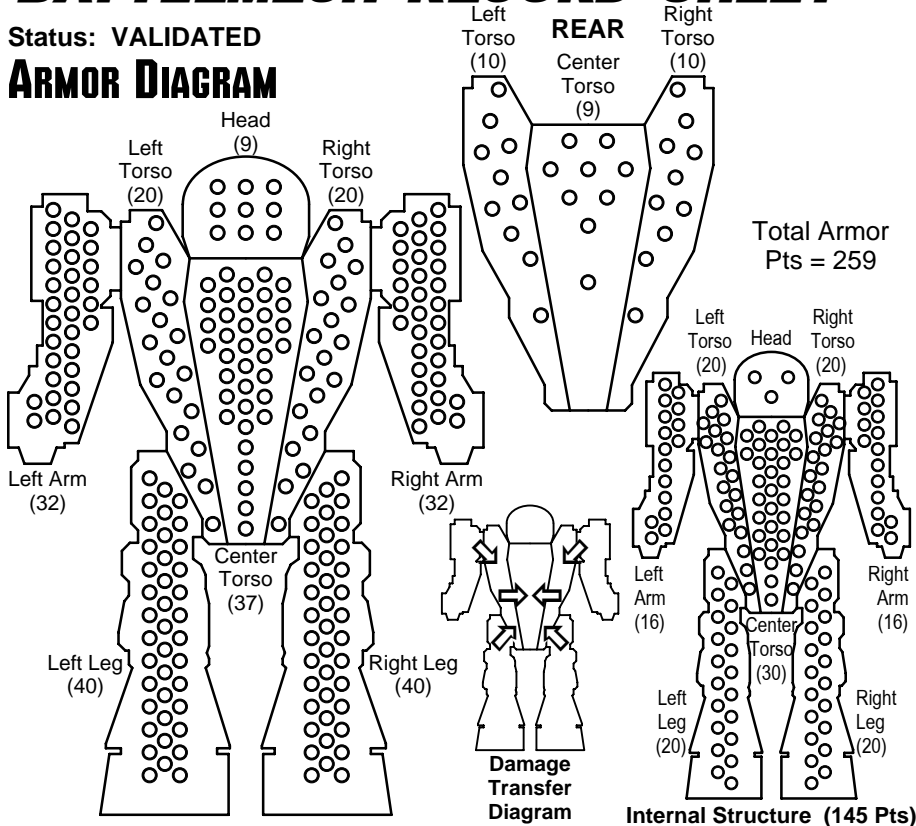
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

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: **Rounds:**
 Ultra AC/20: **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	

WARGAMES

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

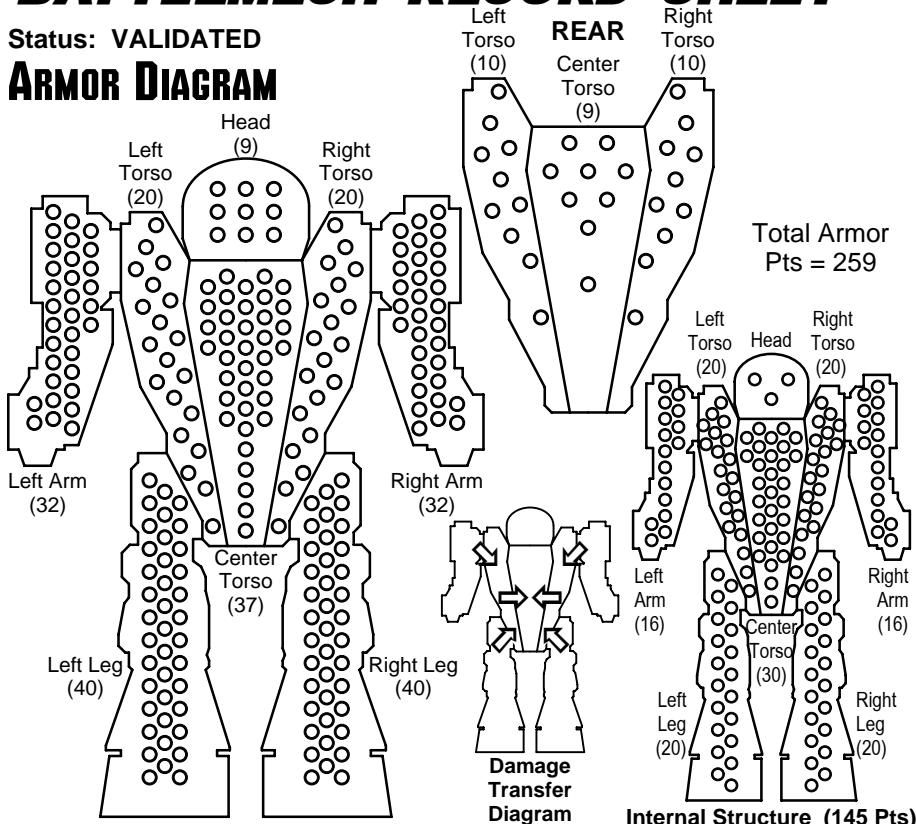
4-6

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Gladiator C**
 Mass: **95 tons**
 Movement Points: **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	Ultra AC/20	RA	7	20	-	4	8	12
1	LRM 20 w/ Artemis IV	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: Weapon Heat: **(22)**

Operational Disabled

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WIZKIDGAMES

CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm (CASE)	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. LRM 20	5. LRM 20	6. LRM 20
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Ultra AC/20	4. Ultra AC/20	5. Ultra AC/20	6. Ultra AC/20
Head	1. Life Support	2. Sensors	3. Cockpit	4. Ferro-Fibrous	5. Sensors	6. Life Support
Center Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. XL Engine	2. XL Engine	3. MASC	4. MASC	5. MASC	6. MASC
Right Torso (CASE)	1. XL Engine	2. XL Engine	3. Double Heat Sink	4. Double Heat Sink	5. Targeting Computer	6. Targeting Computer
Left Leg	1. ER Small Laser	2. Roll Again	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
Right Leg	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 ○○

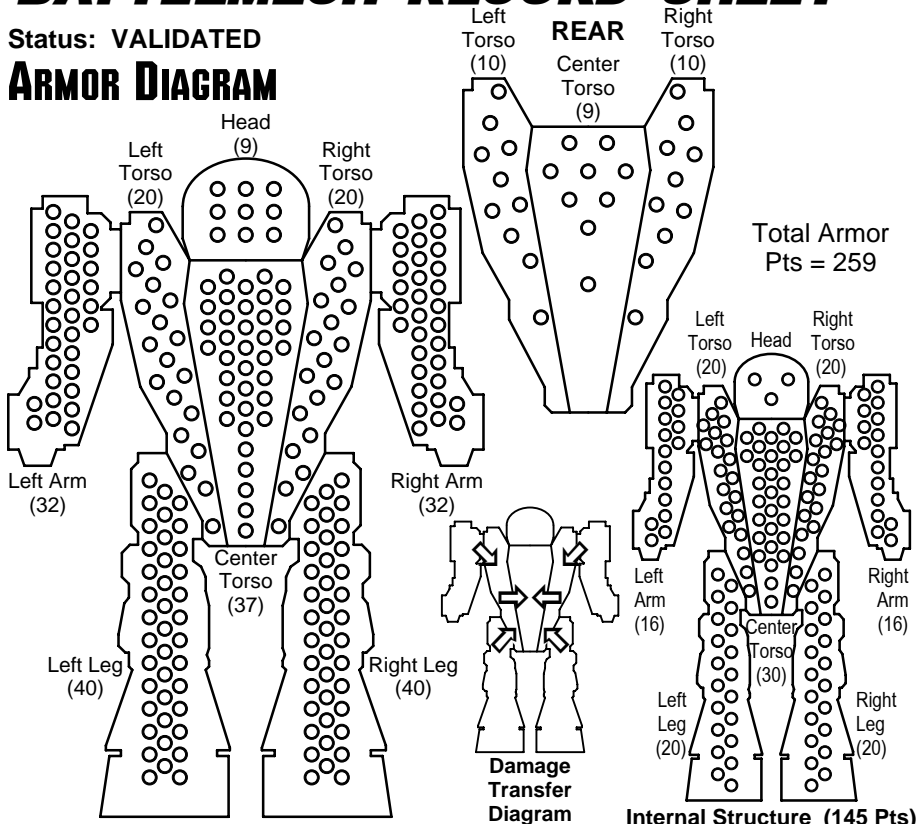
Life Support ○

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

Head

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

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

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

- 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

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

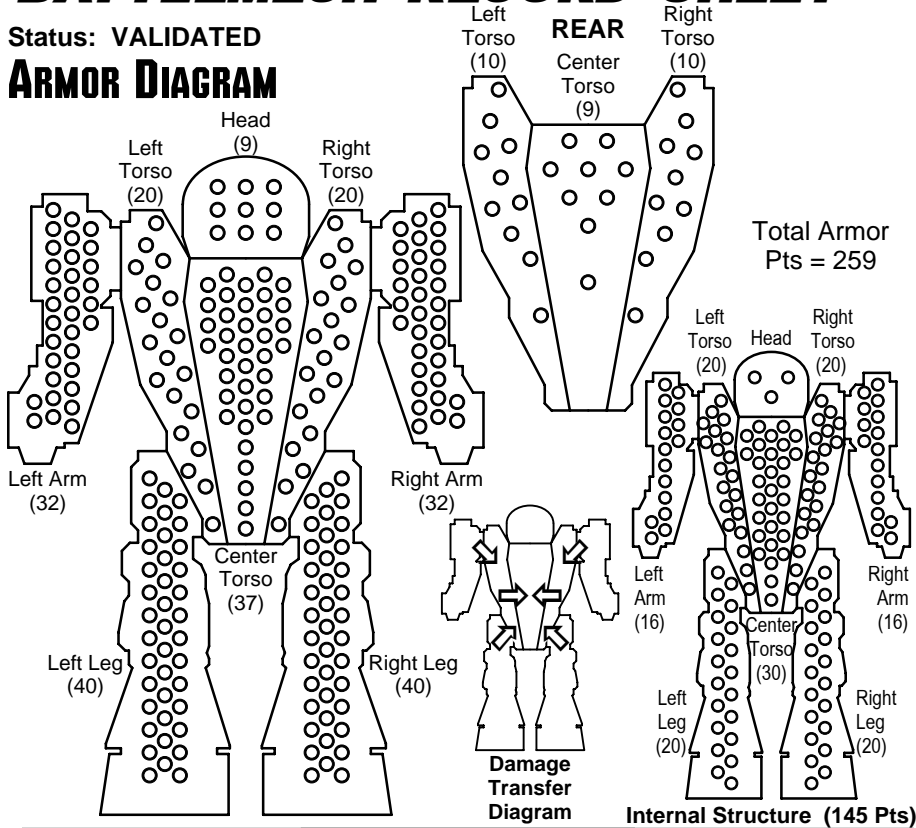
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Gladiator E**
 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
2	ER Large Laser	RA	12	10	-	8	15	25
2	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
2	Heavy Medium Laser RT		7	10	-	3	6	9
1	Heavy Small Laser	RT	3	6	-	1	2	3

Ammo Type: **Rounds:**
 Adv. Tact. Msl. 9 **35**

Total Heat Sinks: 17 Double (34)
 ○○○○○○○○○○○ ○○○○○○○○

Auto Eject: **Weapon Heat:**
 Operational Disabled **(53)**

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WARGAMES

CRITICAL HIT TABLE

Left Arm

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

1-3

- Adv. Tact. Msl. 9
- Adv. Tact. Msl. 9
- Adv. Tact. Msl. 9
- Adv. Tact. Msl. 9
- Ferro-Fibrous
- Roll Again

4-6

Left Torso (CASE)

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

1-3

- Ammo (ATM 9) 7
- Ammo (ATM 9) 7
- Ammo (ATM 9) 7
- Ammo (ATM 9) 7
- Ammo (ATM 9) 7
- 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
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

1-3

- ER Large Laser
- ER Large Laser
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Heavy Medium Laser
- Heavy Medium Laser

1-3

- Heavy Medium Laser
- Heavy Medium Laser
- Heavy Small Laser
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

Right Leg

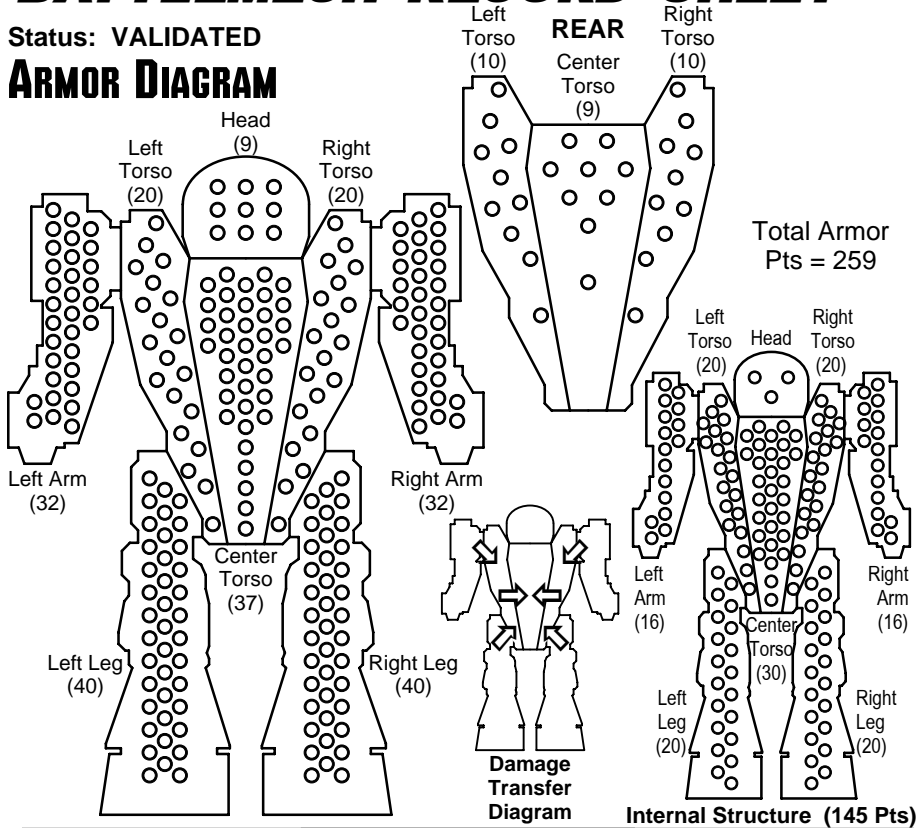
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **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	

WARGAMES

CRITICAL HIT TABLE

Part	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. HAG 20	4. HAG 20	5. HAG 20	6. HAG 20
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. ER Large Laser	6. ER Large Laser
Head	1. Life Support	2. Sensors	3. Cockpit	4. Ferro-Fibrous	5. Sensors	6. Life Support
Center Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. XL Engine	2. XL Engine	3. Double Heat Sink	4. Double Heat Sink	5. MASC	6. MASC
Right Torso	1. XL Engine	2. XL Engine	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
Left Leg	1. MASC	2. MASC	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
Right Leg	1. Light Active Probe	2. Ferro-Fibrous	3. Ferro-Fibrous	4. Roll Again	5. Roll Again	6. Roll Again
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Jump Jet
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Jump Jet

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

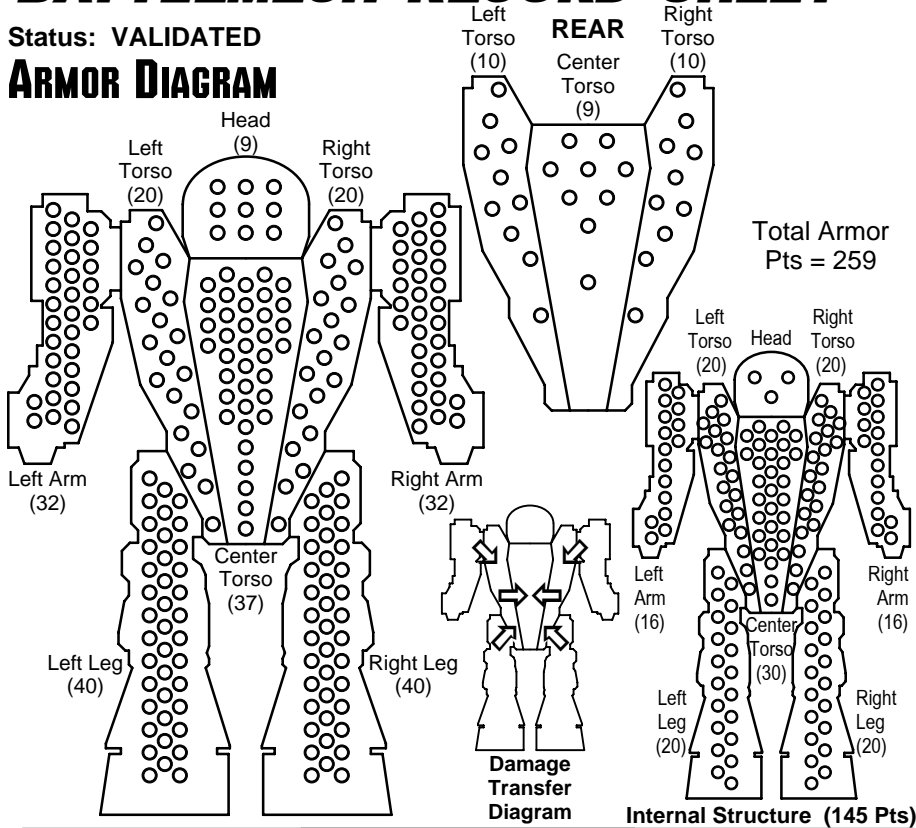
Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Gladiator P**
 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	HAG 30	RA	6	30	2	8	16	24
1	Plasma Cannon	LA	7	-	-	6	12	18
1	LRM 10	RT	4	1/hit	-	7	14	21
3	Heavy Medium Laser	LT	7	10	-	3	6	9

Ammo Type: Rounds:

HAG 30	12
Plasma Cannon	10
LRM 10	12

Total Heat Sinks: 16 Double (32)

○○○○○○○○○○ ○○○○○○

Auto Eject: Operational Disabled

Weapon Heat: (38)

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WARGAMES

CRITICAL HIT TABLE

Component	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Plasma Cannon	6. Ammo (PC) 10
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. HAG 30	4. HAG 30	5. HAG 30	6. HAG 30
Head	1. Life Support	2. Sensors	3. Cockpit	4. Ferro-Fibrous	5. Sensors	6. Life Support
Center Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. XL Engine	2. XL Engine	3. Heavy Medium Laser	4. Heavy Medium Laser	5. Heavy Medium Laser	6. Heavy Medium Laser
Right Torso (CASE)	1. XL Engine	2. XL Engine	3. Double Heat Sink	4. Double Heat Sink	5. LRM 10	6. Ammo (HAG30) 4
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Jump Jet
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Jump Jet

Engine Hits ○○○○

Gyro Hits ○○

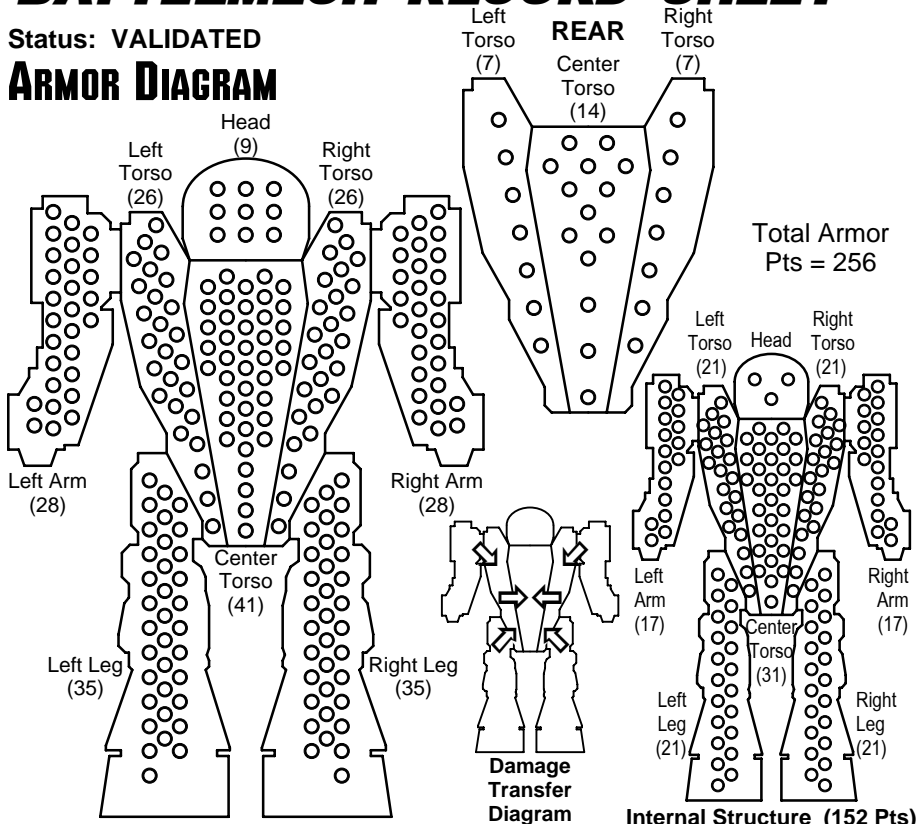
Sensor Hits ○○

Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **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	

WKGAMES

CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Ultra AC/10	5. Ultra AC/10	6. Ultra AC/10
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Ultra AC/10	5. Ultra AC/10	6. Ultra AC/10
Head	1. Life Support	2. Sensors	3. Cockpit	4. Endo Steel	5. Sensors	6. Life Support
Center Torso	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso (CASE)	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
Right Torso (CASE)	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
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel

Engine Hits ○ ○ ○

Gyro Hits ○ ○

Sensor Hits ○ ○

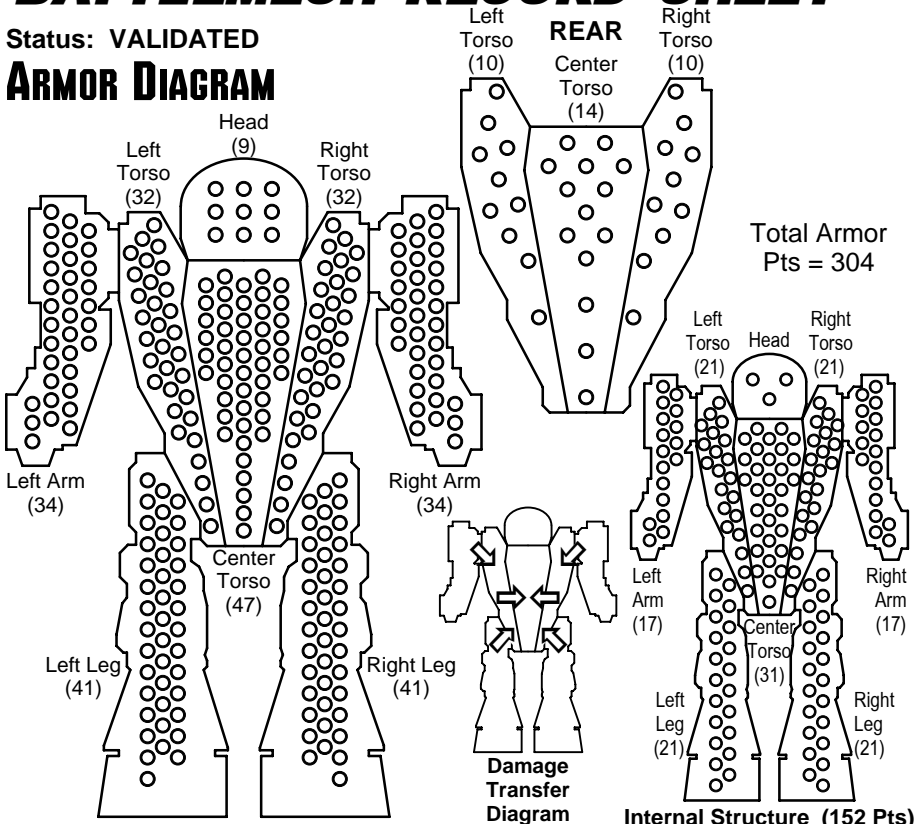
Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Daishi A**
 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
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)

○○○○○○○○○○ ○○○○○○○○○○
 ○

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	

WIZKIDGAMES

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
- Large Pulse Laser
- Large Pulse Laser
- Large Pulse Laser
- 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
- Double Heat Sink
- Double Heat Sink
- 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

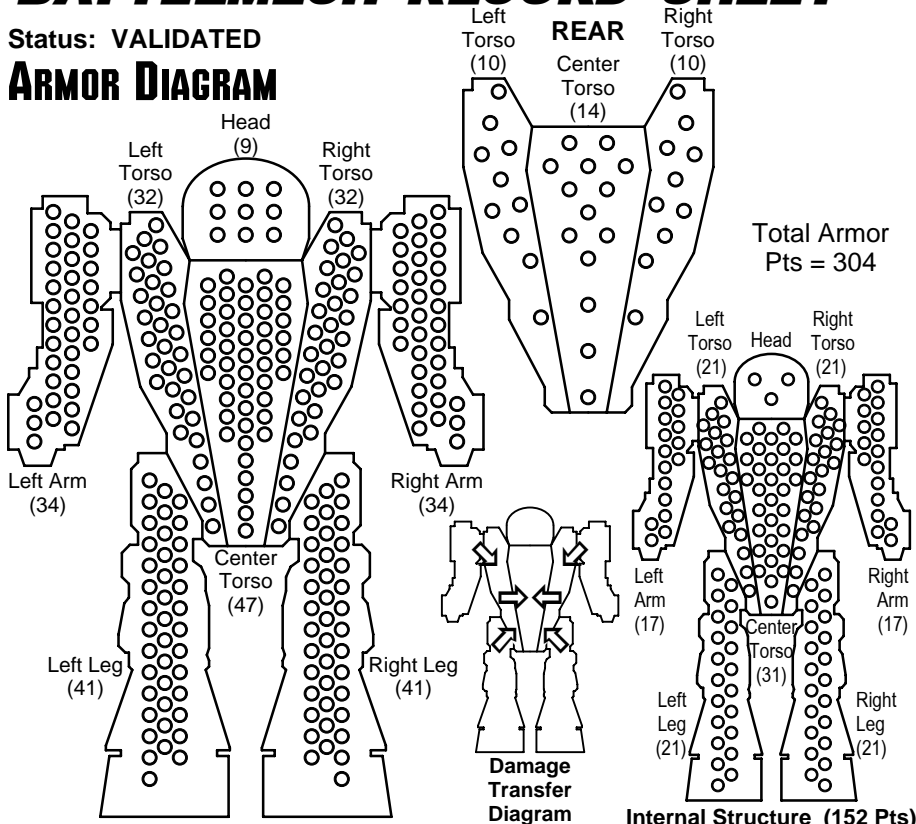
Right Leg

- 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 C**
 Mass: **100 tons**
 Movement Points: **Tech & Configuration:**
 Walking: **3** Clan
 Running: **5** **Biped OmniMech**
 Jumping: **3**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	15	-	7	14	23
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 PPC	LA	15	15	-	7	14	23
1	Adv. Tact. Msl. 6	LA	4	2/hit	4	5	10	15
1	Medium Pulse Laser	RT	4	7	-	4	8	12
3	Medium Pulse Laser	LT	4	7	-	4	8	12
1	ECM Suite	CT	0	-	-	-	-	6
1	Streak SRM 4 (OS)	HD	3	2/hit	-	4	8	12
1	Targeting Computer							

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

Total Heat Sinks: 23 Double (46)
 ○○○○○○○○○○○ ○○○○○○○○○○○
 ○○○

Auto Eject: Operational Disabled **Weapon Heat: (54)**

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WARGAMES

CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm (CASE)	1. Shoulder	2. Upper Arm Actuator	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
1-3						
	1. ER PPC	2. ER PPC	3. Adv. Tact. Msl. 6	4. Adv. Tact. Msl. 6	5. Adv. Tact. Msl. 6	6. Ammo (ATM 6) 10
4-6						
Left Torso	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. Jump Jet	6. ECM Suite
4-6						
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Double Heat Sink	6. Double Heat Sink
1-3						
4-6						
Right Arm (CASE)	1. Shoulder	2. Upper Arm Actuator	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
1-3						
	1. ER PPC	2. ER PPC	3. Adv. Tact. Msl. 6	4. Adv. Tact. Msl. 6	5. Adv. Tact. Msl. 6	6. Ammo (ATM 6) 10
4-6						
Right Torso	1. XL Engine	2. XL Engine	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
1-3						
	1. Medium Pulse Laser	2. Targeting Computer	3. Targeting Computer	4. Targeting Computer	5. Targeting Computer	6. Jump Jet
4-6						
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Double Heat Sink	6. Double Heat Sink
1-3						
4-6						

Engine Hits ○ ○ ○

Gyro Hits ○ ○

Sensor Hits ○ ○

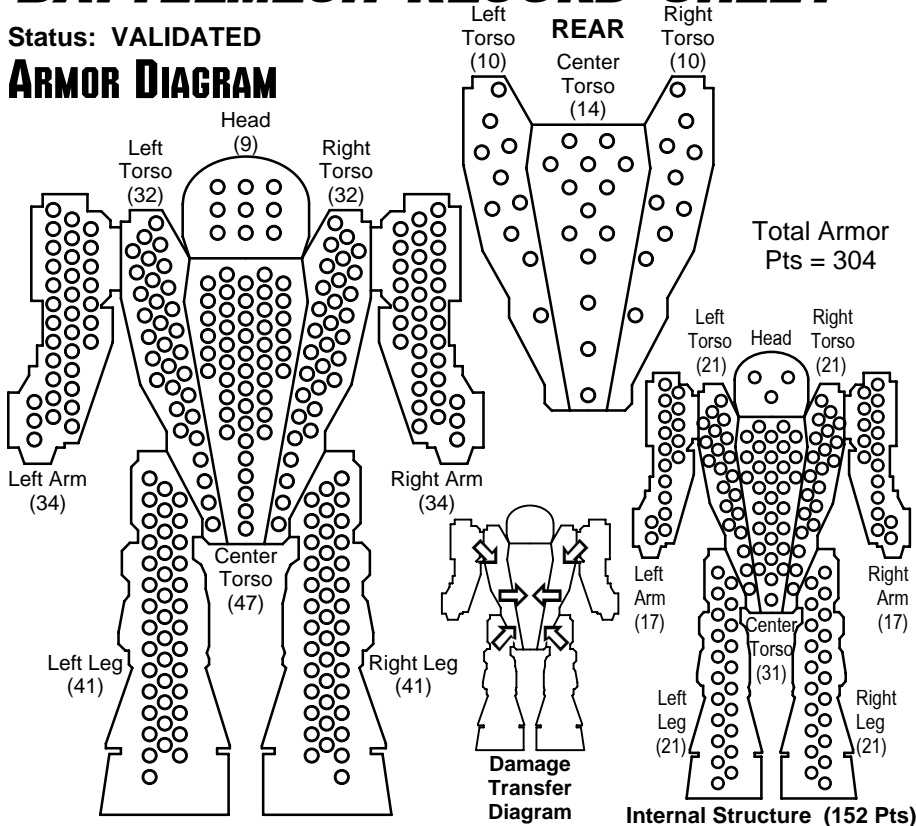
Life Support ○

BATTLETECH®

BATTLEMech RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Daishi D**

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	HAG 40	RA	8	40	2	8	16	24
1	HAG 40	LA	8	40	2	8	16	24
1	Streak SRM 6	LT	4	2/hit	-	4	8	12
2	Medium Pulse Laser	CT	4	7	-	4	8	12
1	ER Small Laser	HD	2	5	-	2	4	6

Ammo Type:

Rounds:

HAG 40

30

Streak SRM 6

15

Total Heat Sinks: 15 Double (30)

○○○○○○○○○○ ○○○○

Auto Eject:

Weapon Heat:

Operational

Disabled

(30)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WZGAMES

Left Arm

- Shoulder
- Upper Arm Actuator
- HAG 40
- HAG 40
- HAG 40
- HAG 40

1-3

4-6

Left Torso (CASE)

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Streak SRM 6
- Streak SRM 6

1-3

4-6

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Medium Pulse Laser
 - Medium Pulse Laser

1-3

4-6

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

Right Arm

- Shoulder
- Upper Arm Actuator
- HAG 40
- HAG 40
- HAG 40
- HAG 40

1-3

4-6

Right Torso

- XL Engine
 - XL Engine
 - Double Heat Sink
 - Double Heat Sink
 - Ammo (HAG40) 3
 - Ammo (HAG40) 3
- Ammo (HAG40) 3
 - Ammo (HAG40) 3
 - Ammo (HAG40) 3
 - Roll Again
 - Roll Again
 - Roll Again

1-3

4-6

Right Leg

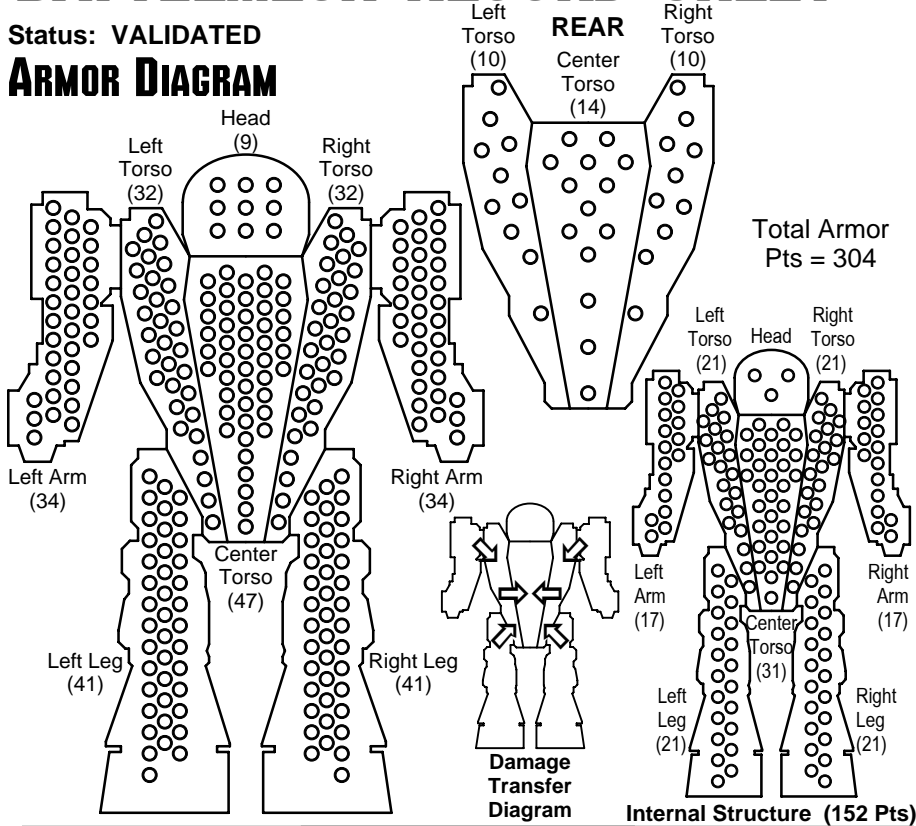
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MEGH 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: Gauss Rifle
Rounds: 32

Total Heat Sinks: 20 Double (40)
 ○○○○○○○○○ ○○○○○○○○○
Auto Eject: Operational Disabled
Weapon Heat: (45)

WARRIOR DATA

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

1	2	3	4	5	6
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 Consciousness #:

3	5	7	10	11	Dead
---	---	---	----	----	------

HEAT SCALE

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

- 1. Shoulder
- 2. Upper Arm Actuator
- 1-3 3. Gauss Rifle
- 4. Gauss Rifle
- 5. Gauss Rifle
- 6. Gauss Rifle

- 1. Gauss Rifle
- 2. Gauss Rifle
- 4-6 3. Heavy Large Laser
- 4. Heavy Large Laser
- 5. Heavy Large Laser
- 6. Ammo (Gauss) 8

Left Torso

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

- 1. Double Heat Sink
- 2. Double Heat Sink
- 4-6 3. Double Heat Sink
- 4. Double Heat Sink
- 5. Ammo (Gauss) 8
- 6. Ammo (Gauss) 8

Left Leg

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

Head

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

Center Torso

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

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

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

Right Arm (CASE)

- 1. Shoulder
- 2. Upper Arm Actuator
- 1-3 3. Gauss Rifle
- 4. Gauss Rifle
- 5. Gauss Rifle
- 6. Gauss Rifle

- 1. Gauss Rifle
- 2. Gauss Rifle
- 4-6 3. Heavy Large Laser
- 4. Heavy Large Laser
- 5. Heavy Large Laser
- 6. Ammo (Gauss) 8

Right Torso

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

- 1. Targeting Computer
- 2. Targeting Computer
- 4-6 3. Targeting Computer
- 4. Targeting Computer
- 5. Targeting Computer
- 6. Medium Pulse Laser

Right Leg

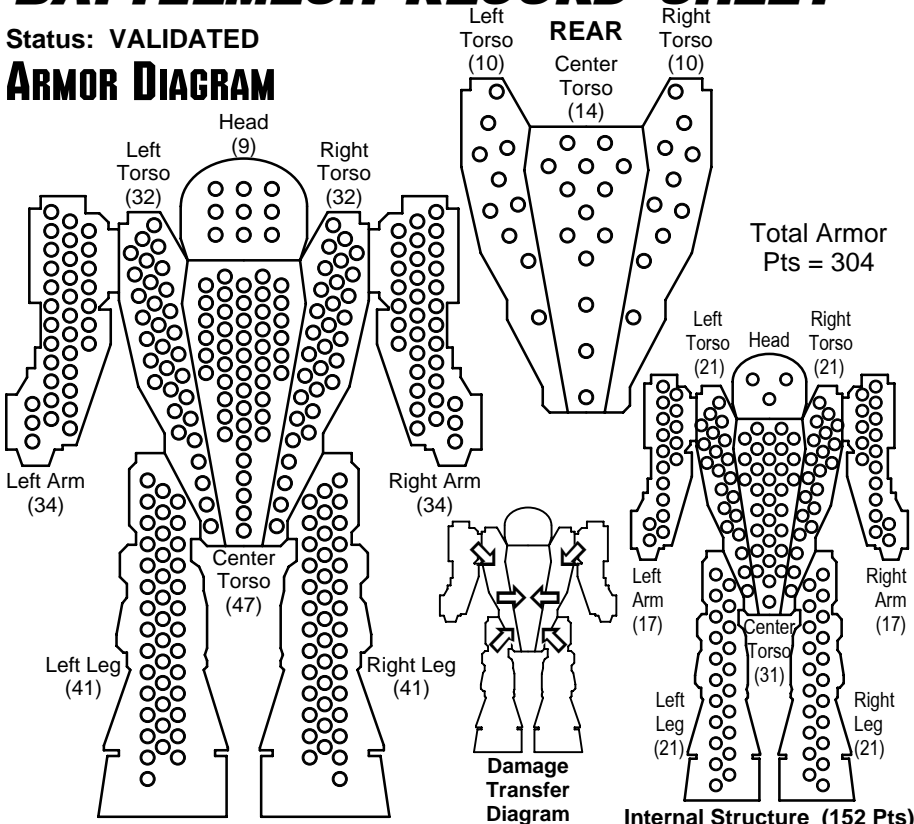
- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Double Heat Sink
- 6. Double Heat Sink

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

Ammo Type: Gauss Rifle 16
 Streak SRM 6 15

Total Heat Sinks: 23 Double (46)

○○○○○○○○○○ ○○○○○○○○○
 ○○○

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	

WIZKIDS GAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator

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
- ER PPC
- ER PPC

Left Torso

- XL Engine
- XL Engine

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
- 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

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

1-3

- 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

4-6

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

Right Torso (CASE)

- XL Engine
- XL Engine

1-3

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

4-6

- Streak SRM 6
- Streak SRM 6
- Ammo (Gauss) 8
- Ammo (Gauss) 8
- Ammo (Streak 6) 15
- Roll Again

Right Leg

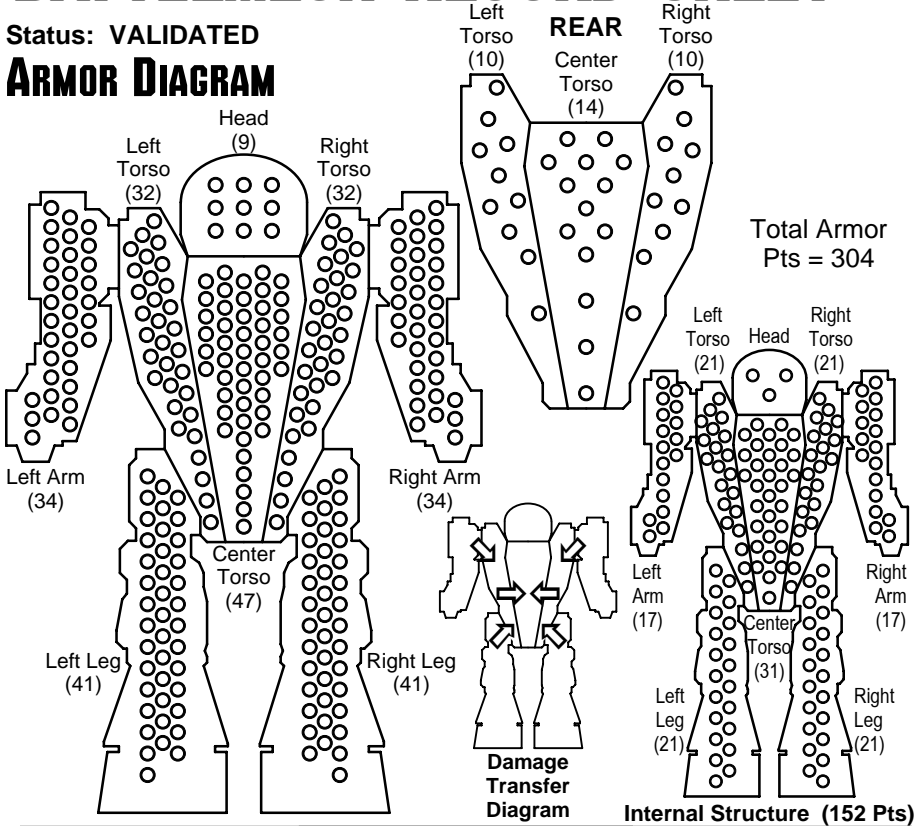
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

BATTLETECH®

BATTLEMech RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH 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)**
 ○○○○○○○○○○○ ○○○○○○○○○○○
 ○○○○○

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

Left Arm

- Shoulder
- Upper Arm Actuator

1-3

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

4-6

- Double Heat Sink
- Double Heat Sink
- Large Pulse Laser
- Large Pulse Laser
- ER PPC
- ER PPC

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
- Double Heat Sink
- Double Heat Sink

Left Leg

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

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator

1-3

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

4-6

- Large Pulse Laser
- Large Pulse Laser
- ER PPC
- ER PPC
- Ammo (Ult AC/20)
- Ammo (Ult AC/20)

Right Torso

- XL Engine
- XL Engine

1-3

- Double Heat Sink
- Double Heat Sink
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20

4-6

- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20

Right Leg

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

Head

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

Center Torso

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

1-3

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

4-6

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

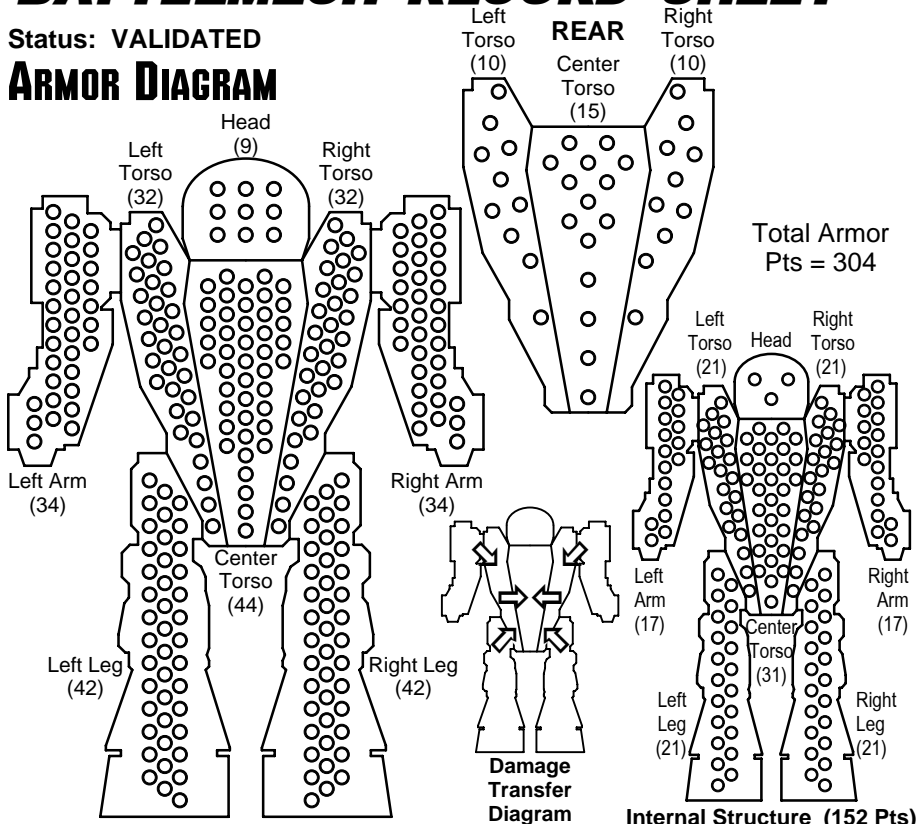
Life Support ○

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)

○○○○○○○○○○ ○○○○○○○○○
 ○○○○

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
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Double Heat Sink	5. Double Heat Sink	6. LRM 20
Head	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support
Center Torso	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso (CASE)	1. Double Heat Sink	2. Double Heat Sink	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
Right Torso	1. Double Heat Sink	2. Double Heat Sink	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
Left Leg	1. ER PPC	2. ER PPC	3. Medium Pulse Laser	4. Ammo (LRM 20) 6	5. Ammo (LRM 20) 6	6. Ammo (LRM 20) 6
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Double Heat Sink	6. Double Heat Sink

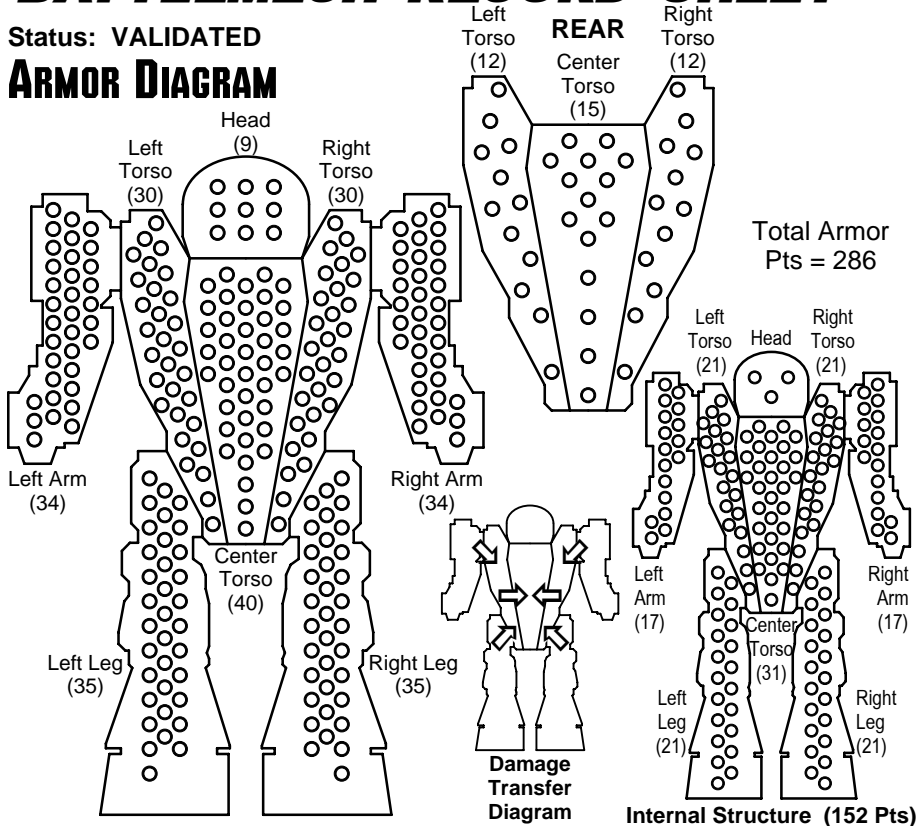
Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **King Crab KGC-000**
 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	Autocannon/20	RA	7	20	-	3	6	9
1	Autocannon/20	LA	7	20	-	3	6	9
1	Large Laser	RT	8	8	-	5	10	15
1	LRM 15	LT	5	1/hit	6	7	14	21

Ammo Type: **Rounds:**

Autocannon/20 10
 LRM 15 8

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

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

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WZK GAMES

CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Autocannon/20 #2	6. Autocannon/20 #2
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Autocannon/20	6. Autocannon/20
Head	1. Life Support	2. Sensors	3. Cockpit	4. Ferro-Fibrous	5. Sensors	6. Life Support
Center Torso	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. Autocannon/20 (Cont)#2	2. Autocannon/20 (Cont)#2	3. LRM 15	4. LRM 15	5. LRM 15	6. Ammo (AC/20) 5
Right Torso	1. Autocannon/20 (Cont)	2. Autocannon/20 (Cont)	3. Large Laser	4. Large Laser	5. Ammo (AC/20) 5	6. CASE
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Single Heat Sink	6. Ferro-Fibrous
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Single Heat Sink	6. Ferro-Fibrous

Engine Hits ○ ○ ○

Gyro Hits ○ ○

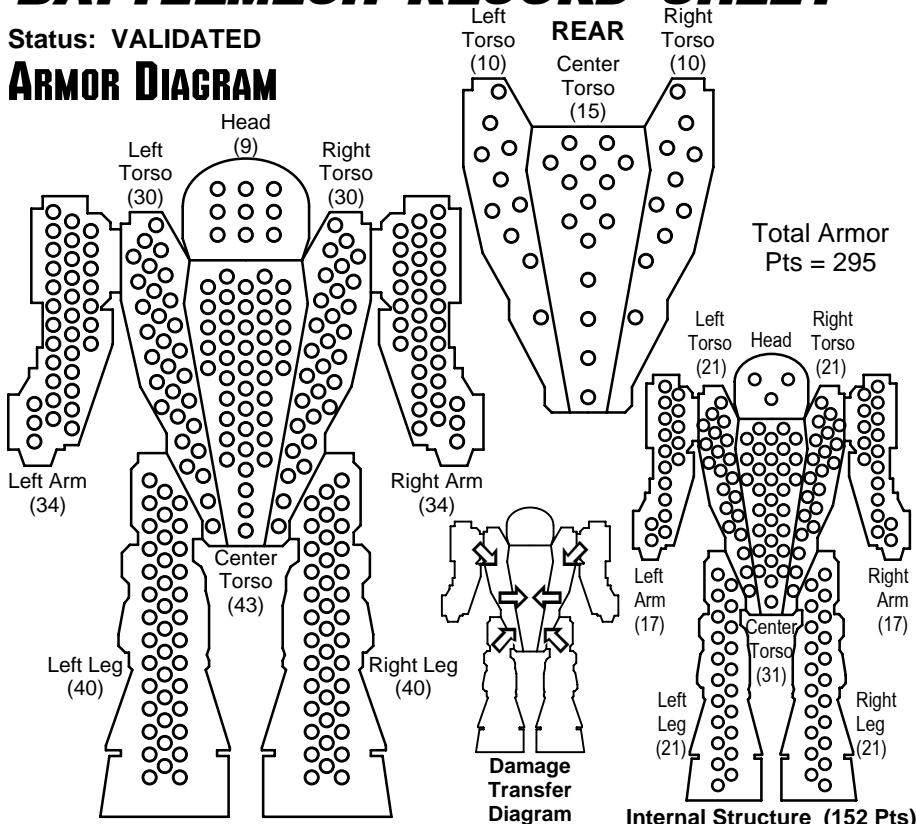
Sensor Hits ○ ○

Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **King Crab KGC-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
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Gauss Rifle	4. Gauss Rifle	5. Gauss Rifle	6. Gauss Rifle
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Gauss Rifle	4. Gauss Rifle	5. Gauss Rifle	6. Gauss Rifle
Head	1. Life Support	2. Sensors	3. Cockpit	4. Ferro-Fibrous	5. Sensors	6. Life Support
Center Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. LRM 15	5. LRM 15	6. LRM 15
Right Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Large Pulse Laser	5. Large Pulse Laser	6. Streak SRM 2
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Ferro-Fibrous	6. Ferro-Fibrous
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Single Heat Sink	6. Ferro-Fibrous

Engine Hits ○○○○

Gyro Hits ○○

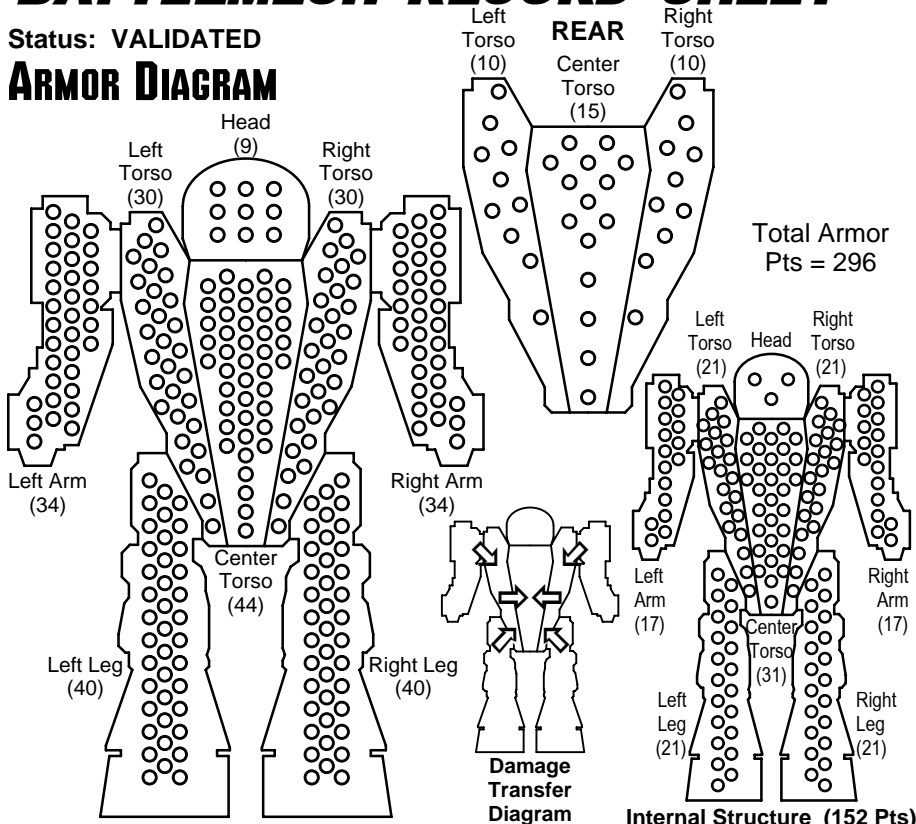
Sensor Hits ○○

Life Support ○

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



'MECH DATA

Type: **King Crab KGC-005**
 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	LB 20-X AC	RA	6	20	-	4	8	12
1	LB 20-X AC	LA	6	20	-	4	8	12
1	ER Large Laser	RT	12	8	-	7	14	19
2	Streak SRM 4	LT	3	2/hit	-	3	6	9
1	Improved C³ CPU	CT	0	-	-	-	-	-

Ammo Type: Rounds:
 LB 20-X AC 30
 Streak SRM 4 25

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	

WKGAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator

1-3

- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC

4-6

- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- Endo Steel

Left Torso

- LB 20-X AC (Cont)
- LB 20-X AC (Cont)

1-3

- Streak SRM 4
- Streak SRM 4
- Ammo (LB 20-X) 5
- Ammo (LB 20-X) 5

4-6

- Ammo (LB 20-X) 5
- Ammo (Streak 4) 25
- CASE
- Endo Steel
- Endo Steel
- Endo Steel

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- 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
- Improved C³ CPU
- Improved C³ CPU

4-6

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○

Right Arm

- Shoulder
- Upper Arm Actuator

1-3

- LB 20-X AC #2
- LB 20-X AC #2
- LB 20-X AC #2
- LB 20-X AC #2

4-6

- LB 20-X AC #2
- LB 20-X AC #2
- LB 20-X AC #2
- LB 20-X AC #2
- LB 20-X AC #2
- Endo Steel

Right Torso

- LB 20-X AC (Cont)#2
- LB 20-X AC (Cont)#2

1-3

- ER Large Laser
- ER Large Laser
- Ammo (LB 20-X) 5
- Ammo (LB 20-X) 5

4-6

- Ammo (LB 20-X) 5
- CASE
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Right Leg

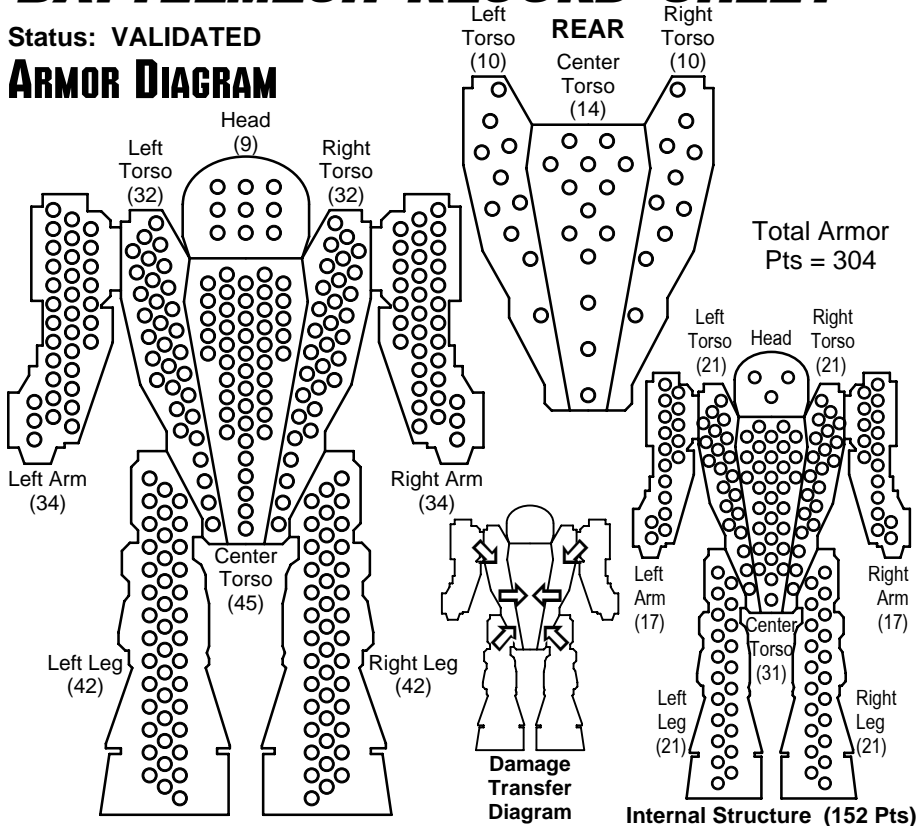
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **King Crab KGC-008**
 Mass: **100 tons**
 Movement Points: **3** 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
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Heavy PPC	4. Heavy PPC	5. Heavy PPC	6. Heavy PPC
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Heavy PPC	4. Heavy PPC	5. Heavy PPC	6. Heavy PPC
Head	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support
Center Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Improved Jump Jet	5. Improved Jump Jet	6. Improved Jump Jet
Right Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Improved Jump Jet	5. Improved Jump Jet	6. Improved Jump Jet
Left Leg	1. Improved Jump Jet	2. ER Medium Laser	3. ER Medium Laser	4. Ammo (LAC/5) 20	5. CASE	6. Ferro-Fibrous
Right Leg	1. Improved Jump Jet	2. Improved C³ CPU	3. Improved C³ CPU	4. Ammo (LAC/5) 20	5. CASE	6. Ferro-Fibrous

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

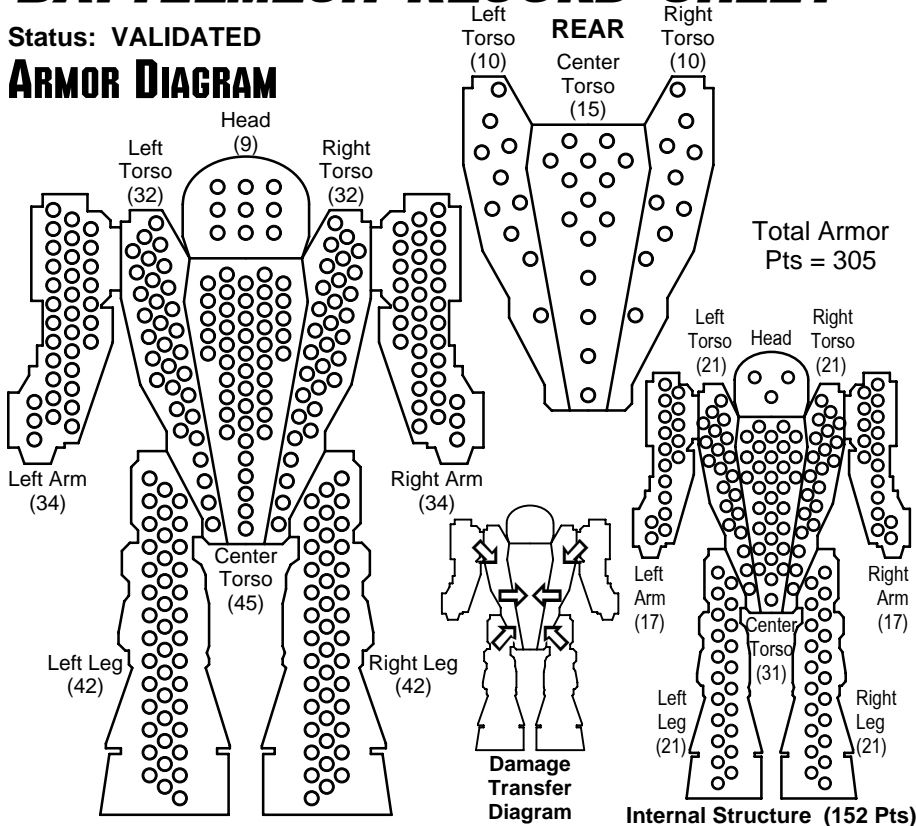
Life Support ○

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

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Rotary AC/5	4. Rotary AC/5	5. Rotary AC/5	6. Rotary AC/5
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Rotary AC/5	4. Rotary AC/5	5. Rotary AC/5	6. Rotary AC/5
Head	1. Life Support	2. Sensors	3. Cockpit	4. Light Ferro-Fibrous	5. Sensors	6. Life Support
Center Torso	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. Plasma Rifle	2. Plasma Rifle	3. Ammo (PR) 10	4. Ammo (PR) 10	5. Roll Again	6. Roll Again
Right Torso	1. Ammo (RAC/5) 20	2. Ammo (RAC/5) 20	3. Ammo (RAC/5) 20	4. Ammo (RAC/5) 20	5. Ammo (RAC/5) 20	6. Ammo (RAC/5) 20
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Light Ferro-Fibrous	6. Light Ferro-Fibrous
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Light Ferro-Fibrous	6. Light Ferro-Fibrous

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

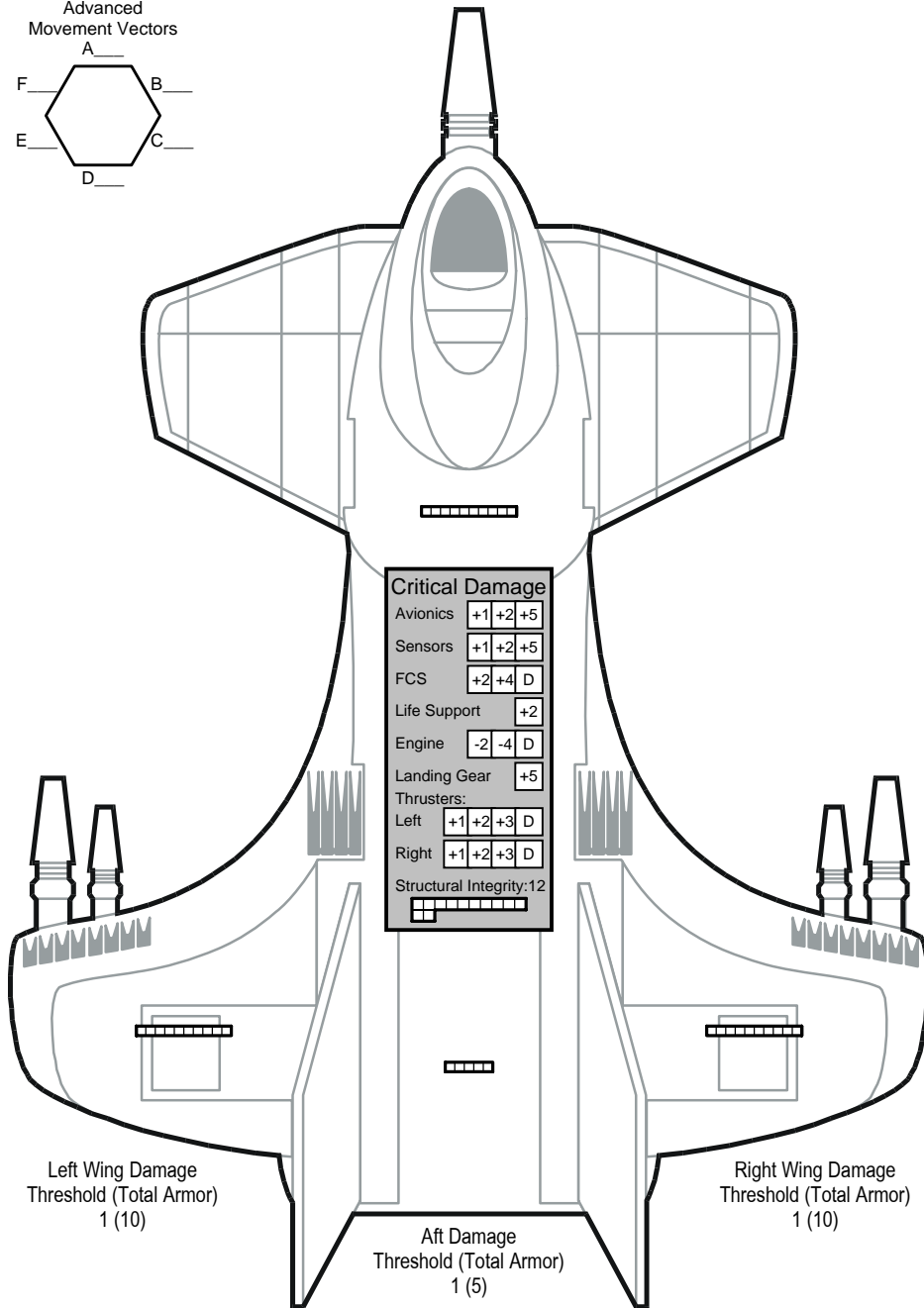
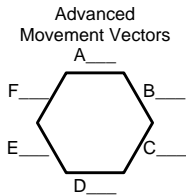
Life Support ○

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	
01	
00	



Velocity Record

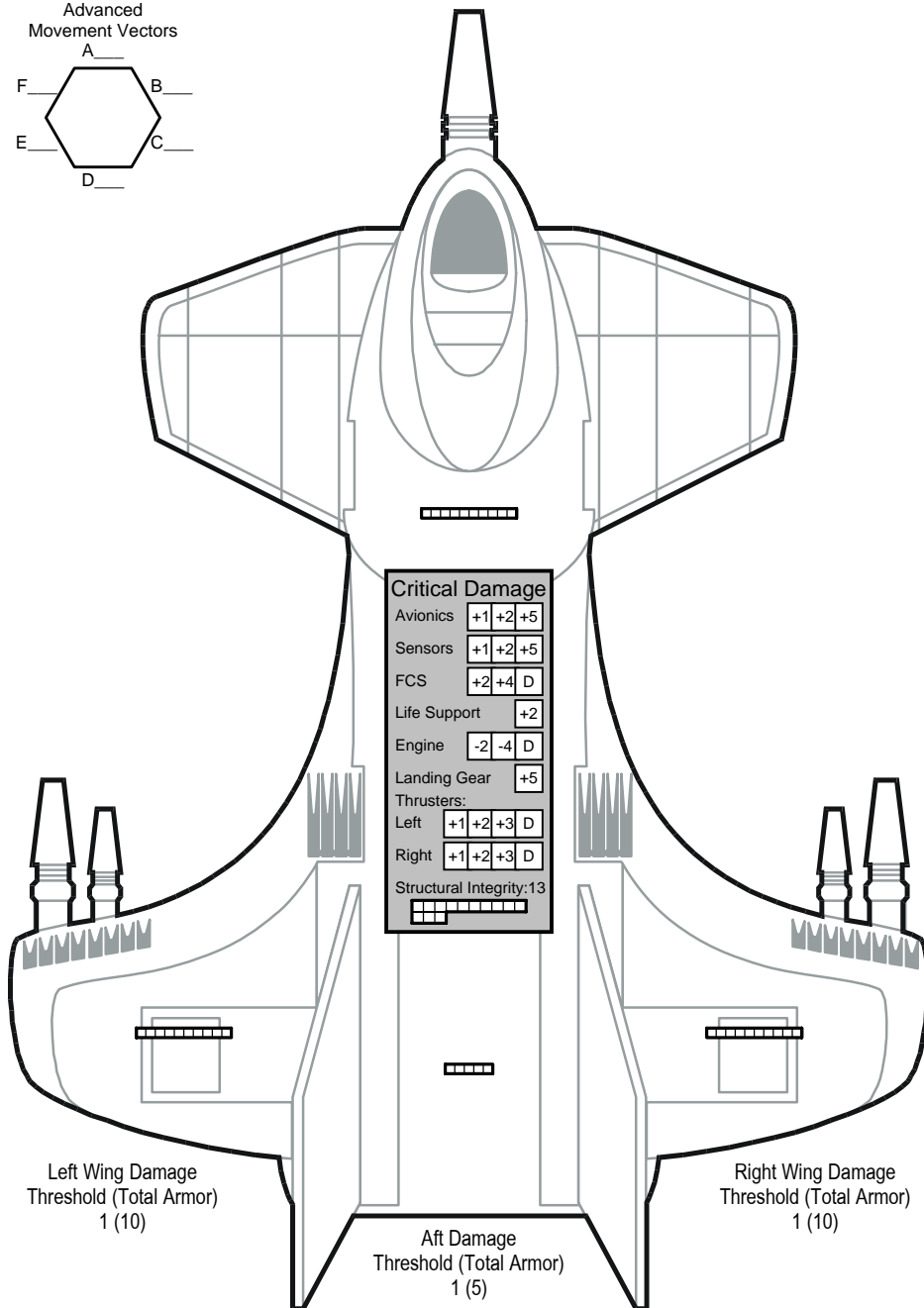
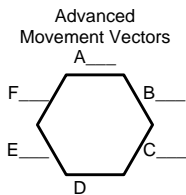
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	240																			

AEROTECH 2™

AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM

Nose Damage
Threshold (Total Armor)
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		



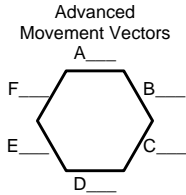
Velocity Record

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																			

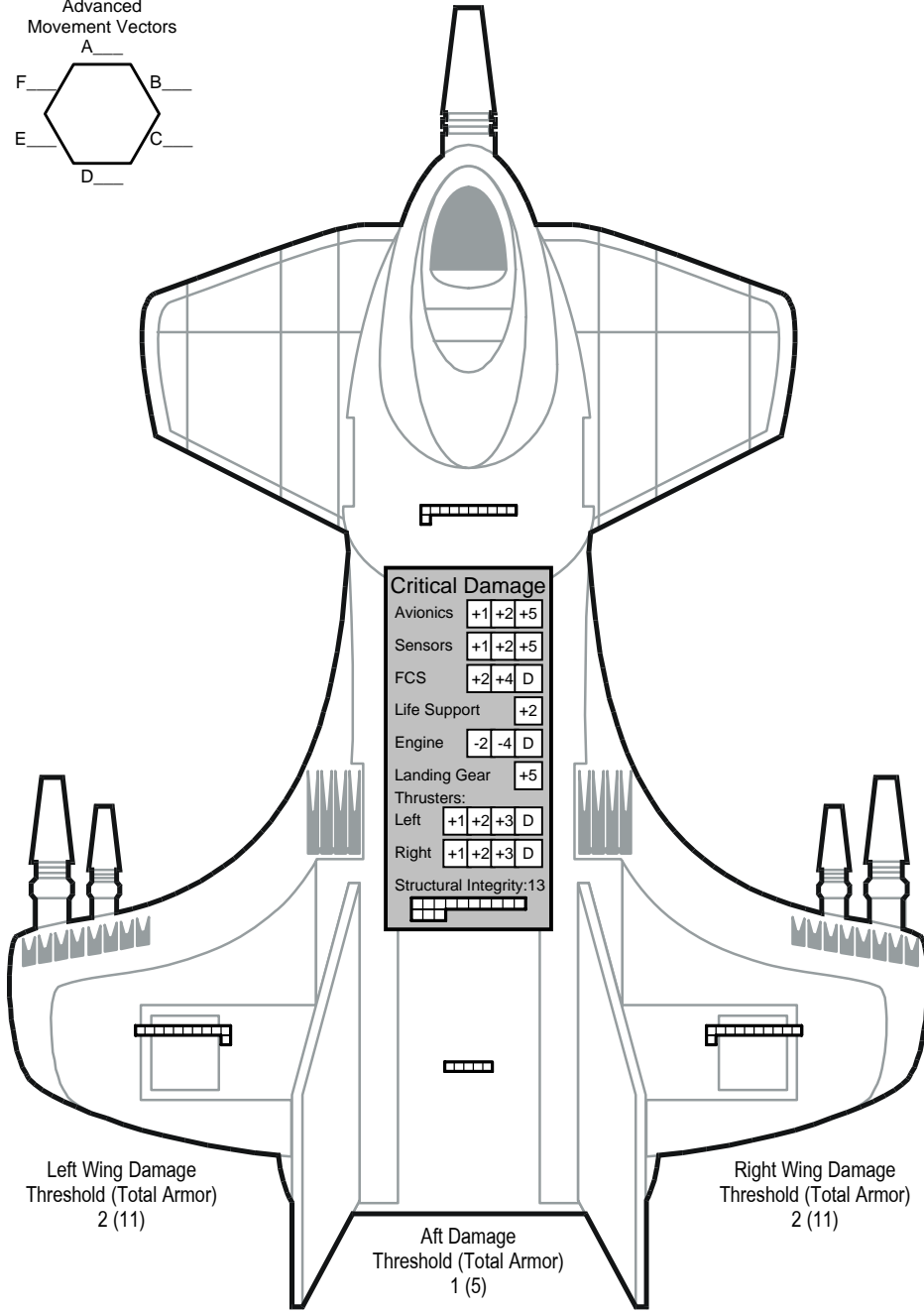
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AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM



Nose Damage Threshold (Total Armor)
2 (11) - Standard Scale



Left Wing Damage Threshold (Total Armor)
2 (11)

Right Wing Damage Threshold (Total Armor)
2 (11)

Aft Damage Threshold (Total Armor)
1 (5)

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	
03	
02	
01	
00	



Velocity Record

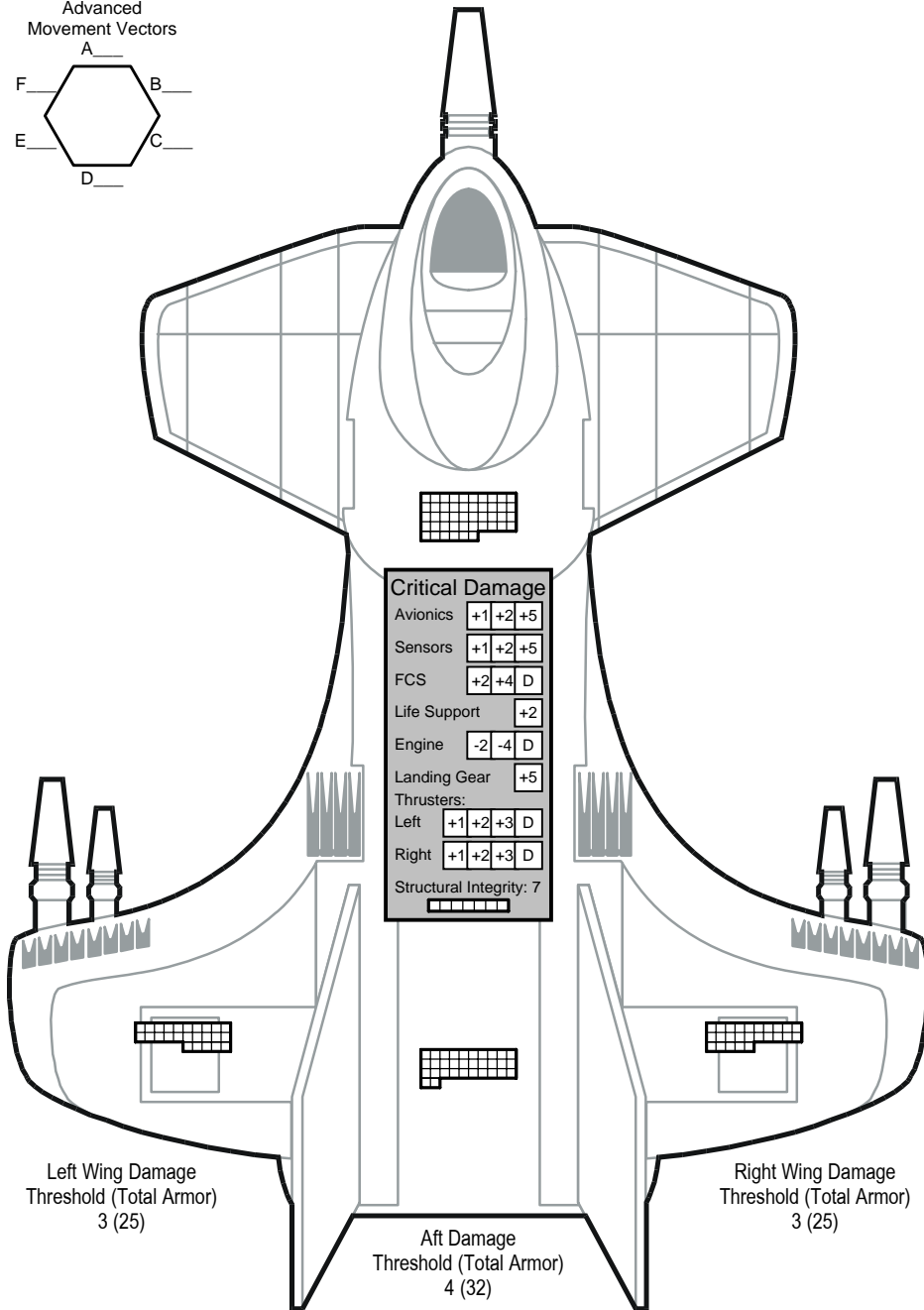
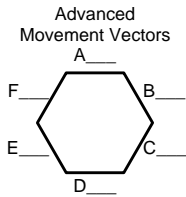
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Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	240																			

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AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM

Nose Damage
Threshold (Total Armor)
5 (46) - Standard Scale



VESSEL DATA

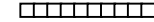
Name: **Spad SPD-502**
 Type: **Aerospace Fighter**
 Mass: **30 tons**
 Thrust: Safe Thrust: **7** Max Thrust: **11**
 Tech: **Inner Sphere**

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	
02	
01	
00	



Velocity Record

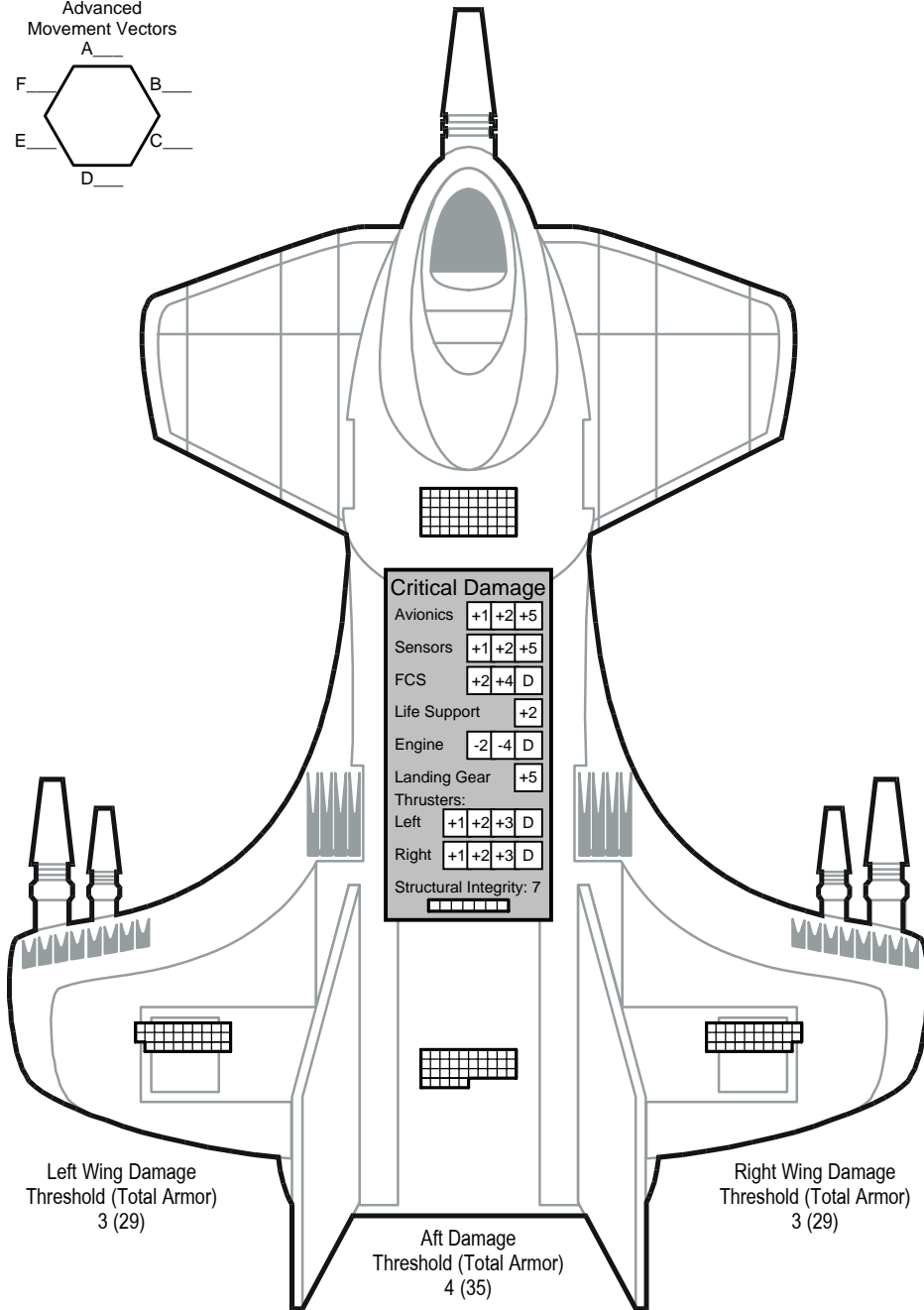
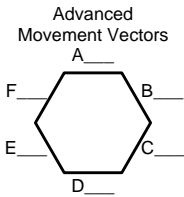
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	400																			

AEROTECH 2™

AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM

Nose Damage
Threshold (Total Armor)
5 (50) - Standard Scale



Left Wing Damage
Threshold (Total Armor)
3 (29)

Right Wing Damage
Threshold (Total Armor)
3 (29)

Aft Damage
Threshold (Total Armor)
4 (35)

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	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

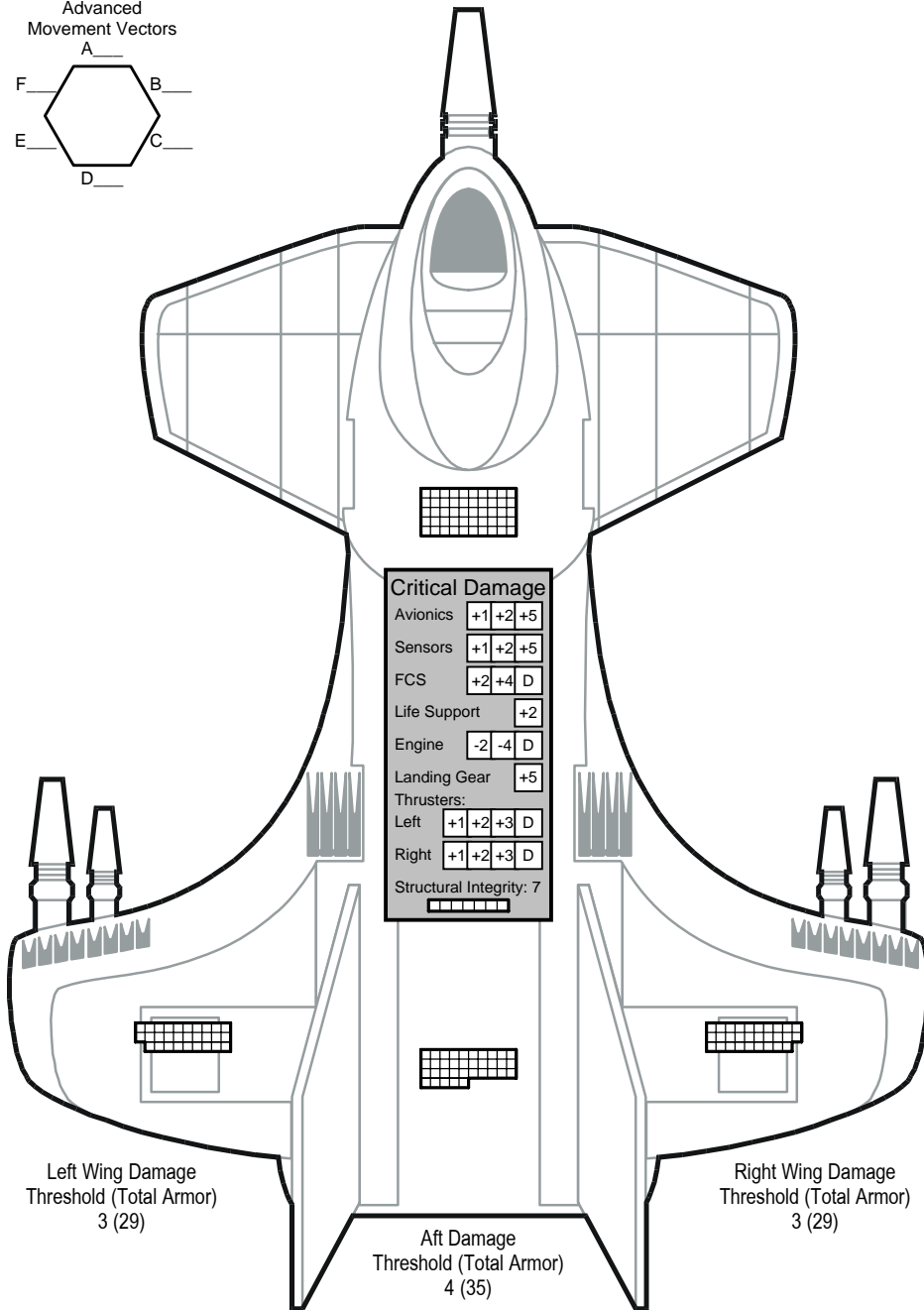
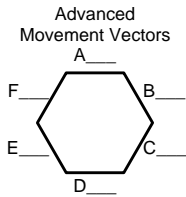
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	400																			

AEROTECH 2™

AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM

Nose Damage
Threshold (Total Armor)
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		
02		
01		
00		



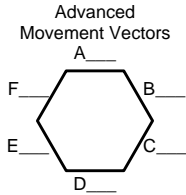
Velocity Record

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																			

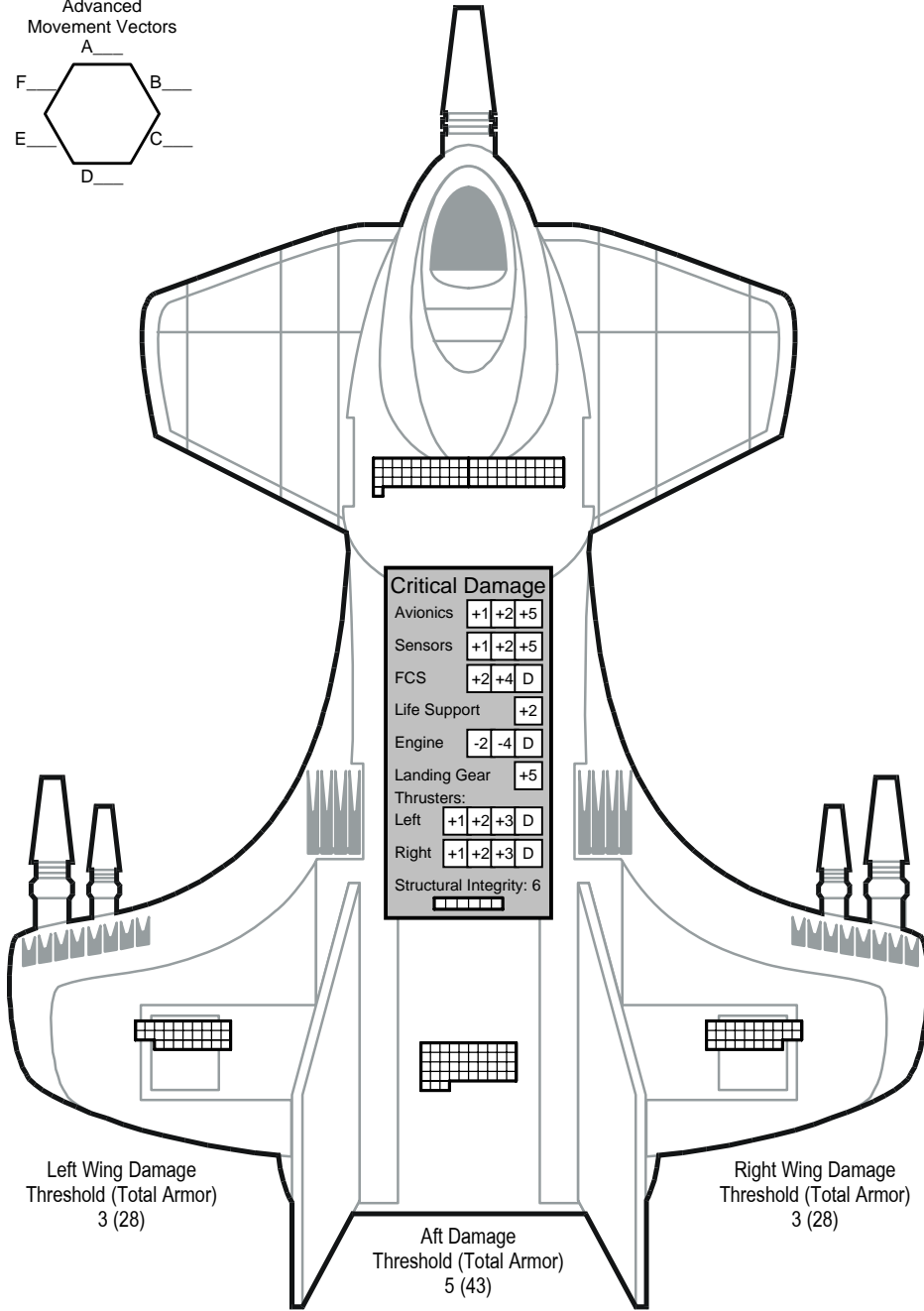
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AEROSPACE FIGHTER RECORD SHEET

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

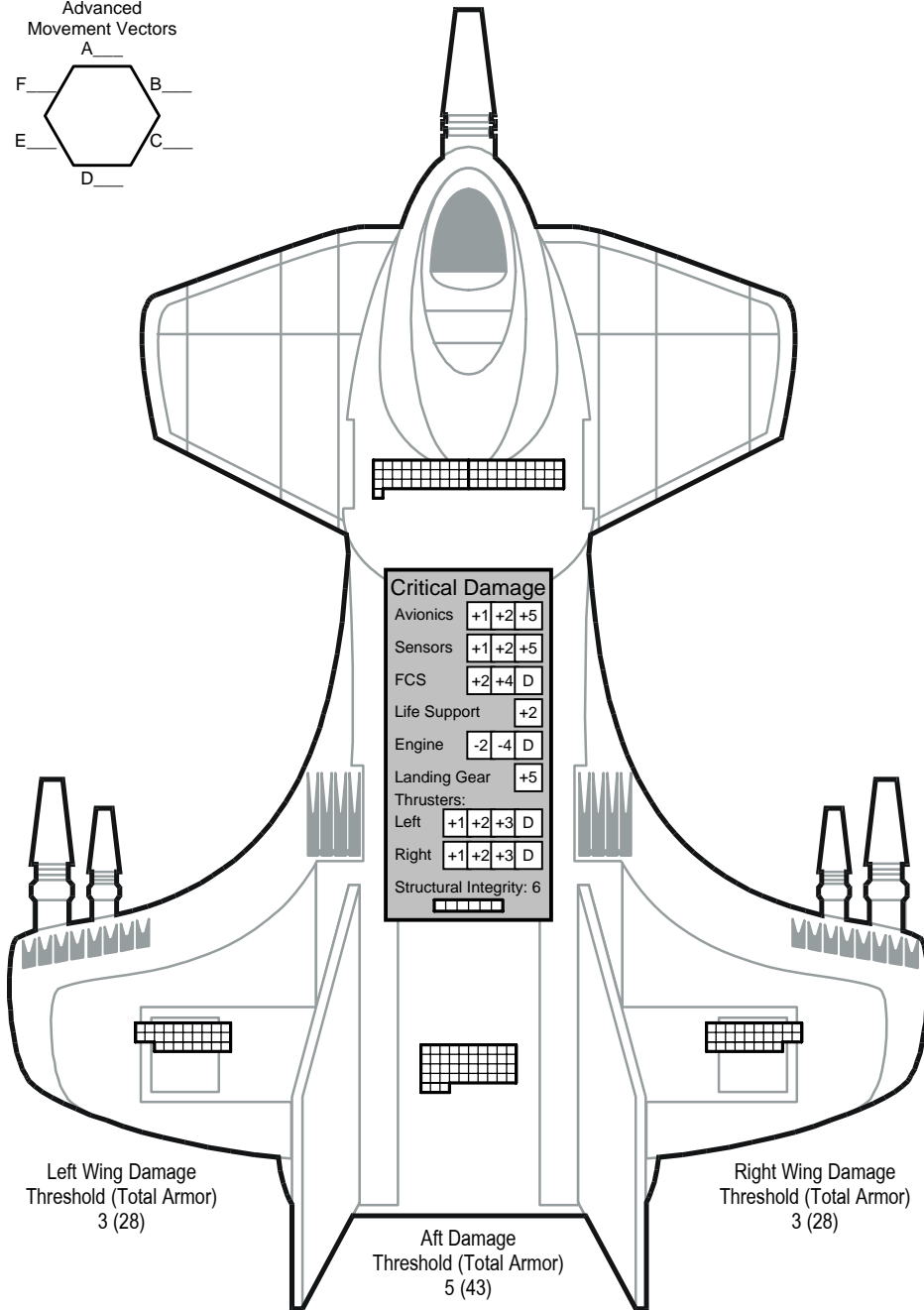
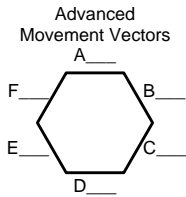
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Thrust																					
Velocity																					
Effective Velocity																					
Altitude Level																					
Fuel Pts	400																				

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+
04	
03	
02	
01	
00	



Velocity Record

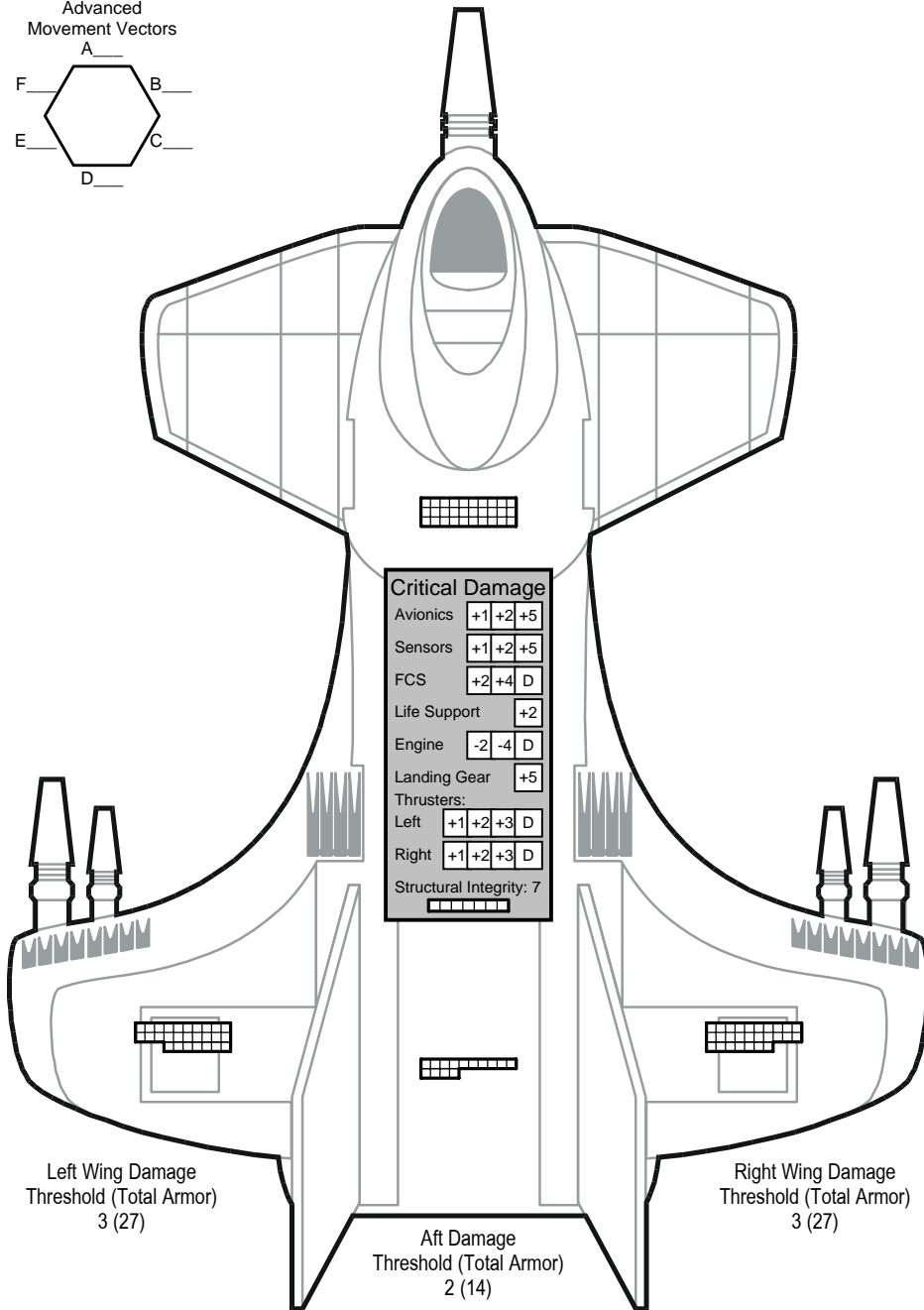
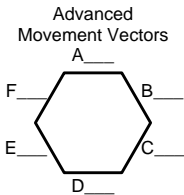
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Thrust																					
Velocity																					
Effective Velocity																					
Altitude Level																					
Fuel Pts	400																				

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+
04	
03	
02	
01	
00	



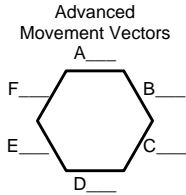
Velocity Record

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																				

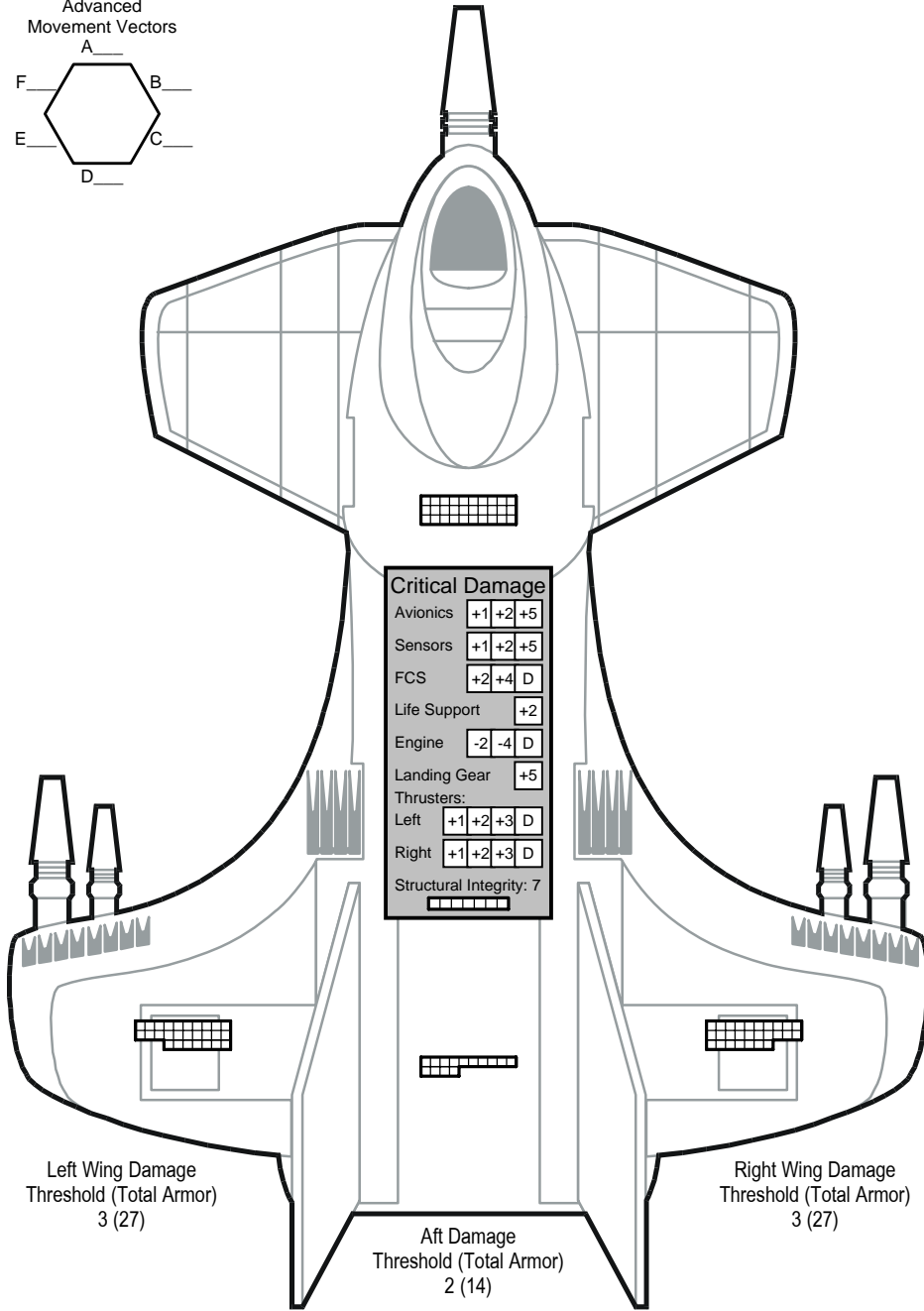
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AEROSPACE FIGHTER RECORD SHEET

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	
02	
01	
00	



Velocity Record

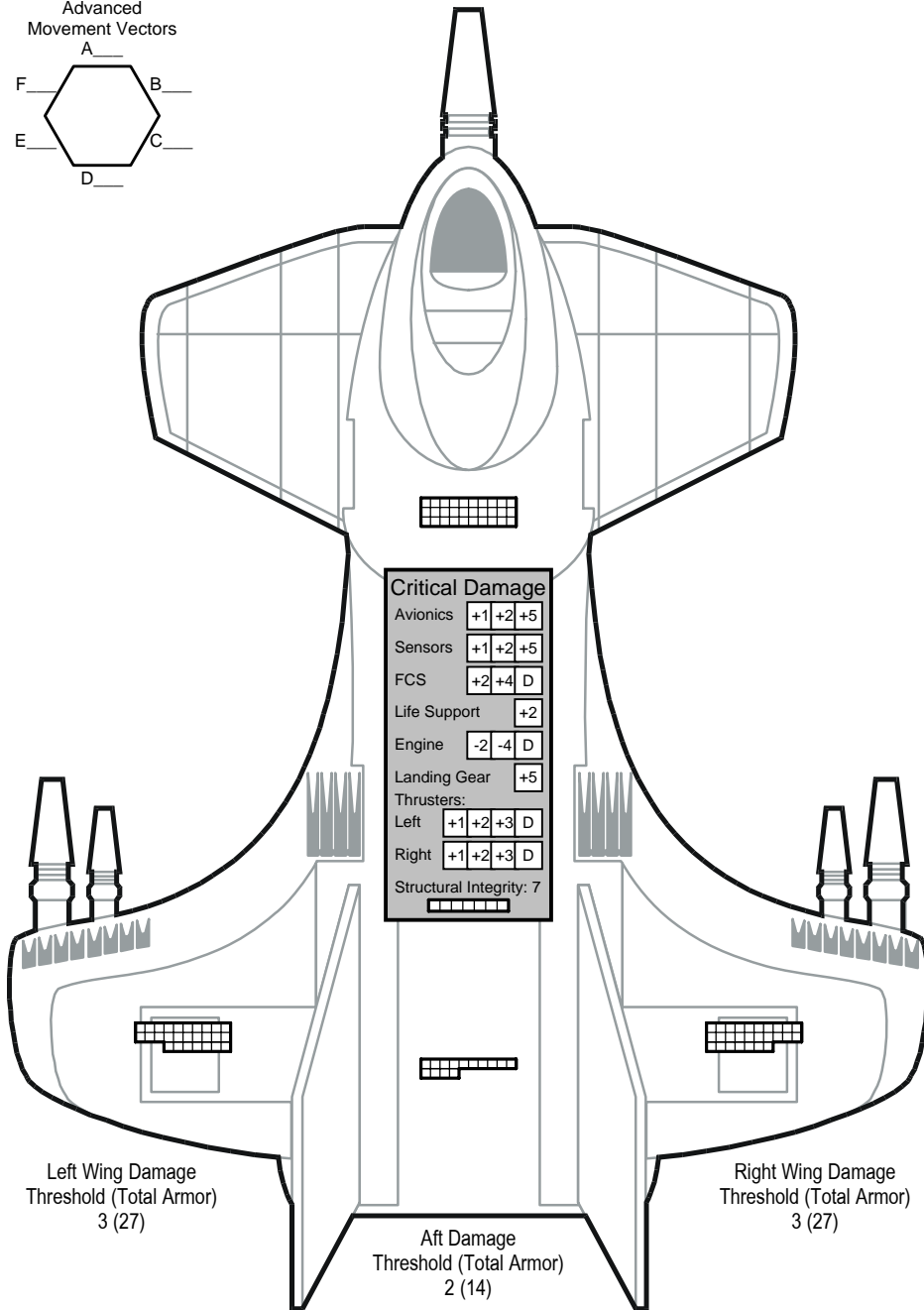
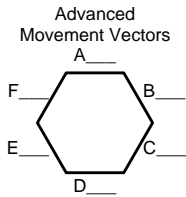
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Thrust																					
Velocity																					
Effective Velocity																					
Altitude Level																					
Fuel Pts	400																				

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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	
03	
02	
01	
00	



Velocity Record

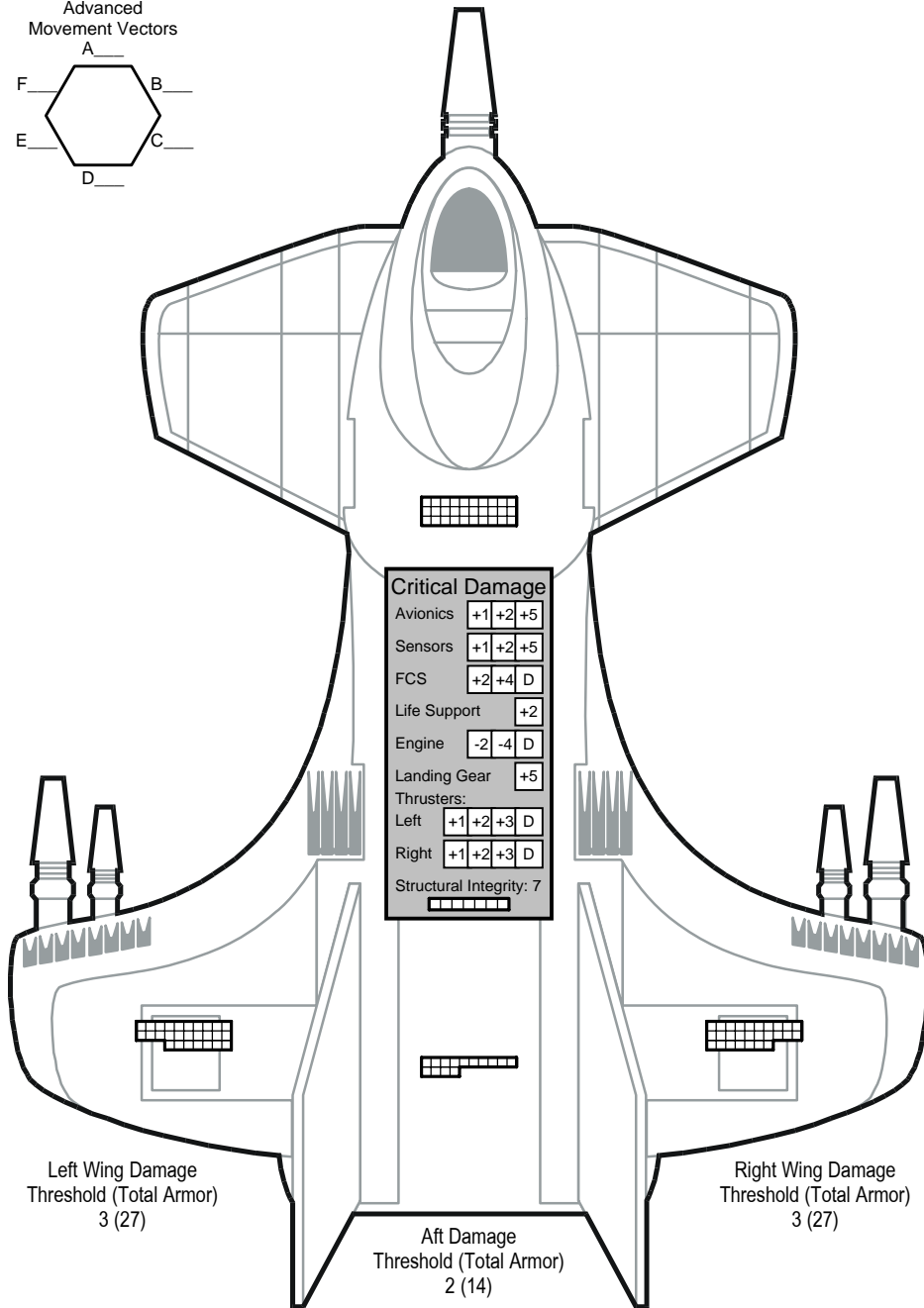
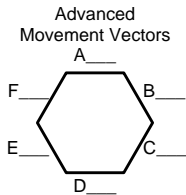
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Thrust																					
Velocity																					
Effective Velocity																					
Altitude Level																					
Fuel Pts	400																				

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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	
03	
02	
01	
00	



Velocity Record

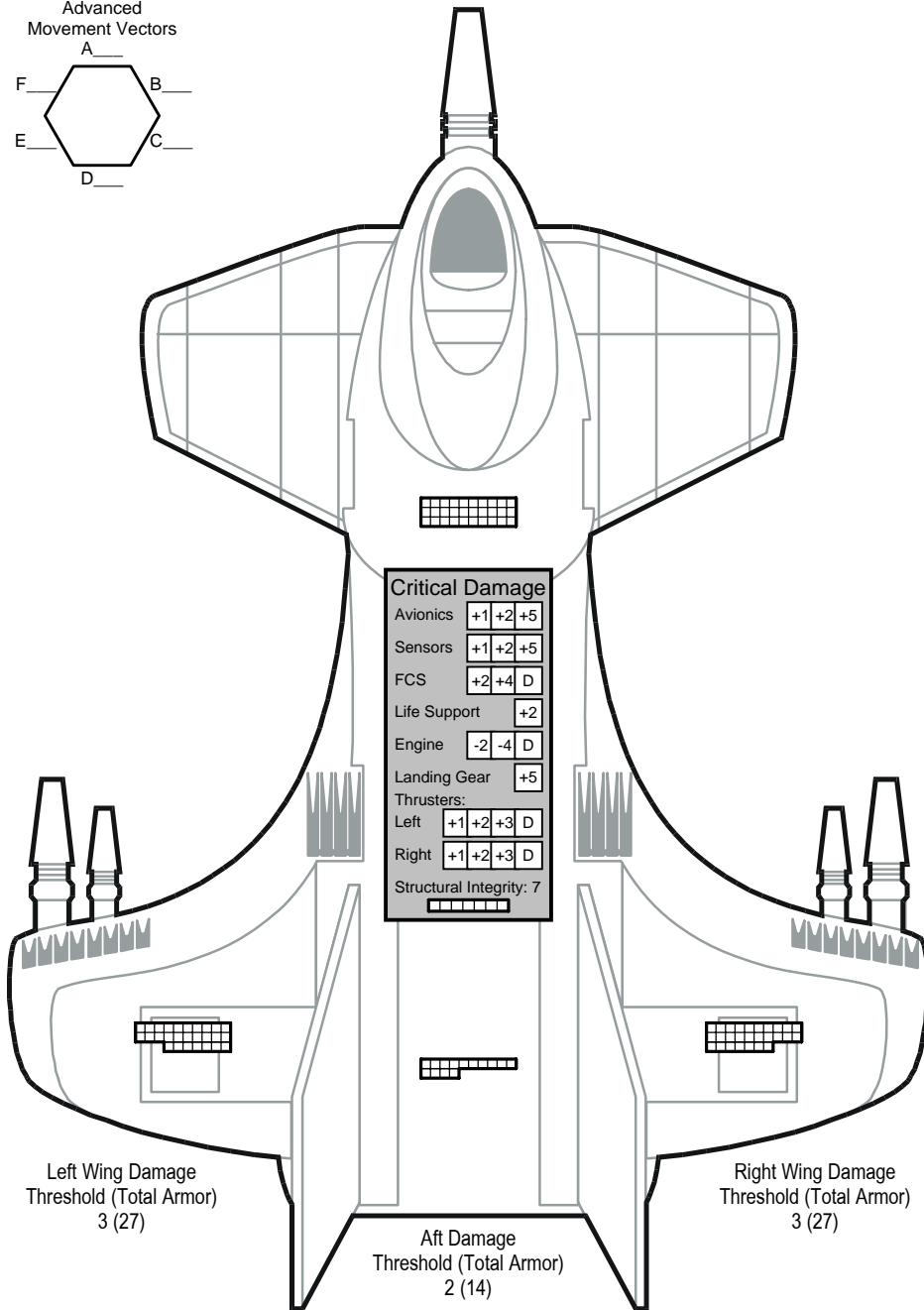
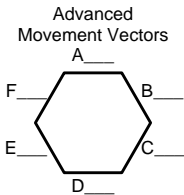
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Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	400																			

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AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM

Nose Damage
Threshold (Total Armor)
3 (30) - Standard Scale



VESSEL DATA

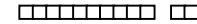
Name: **Rogue RGU-133P**
 Type: **Aerospace Fighter**
 Mass: **40 tons**
 Thrust: Safe Thrust: **7** Max Thrust: **11**
 Tech: **Inner Sphere**

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	
03	
02	
01	
00	



Velocity Record

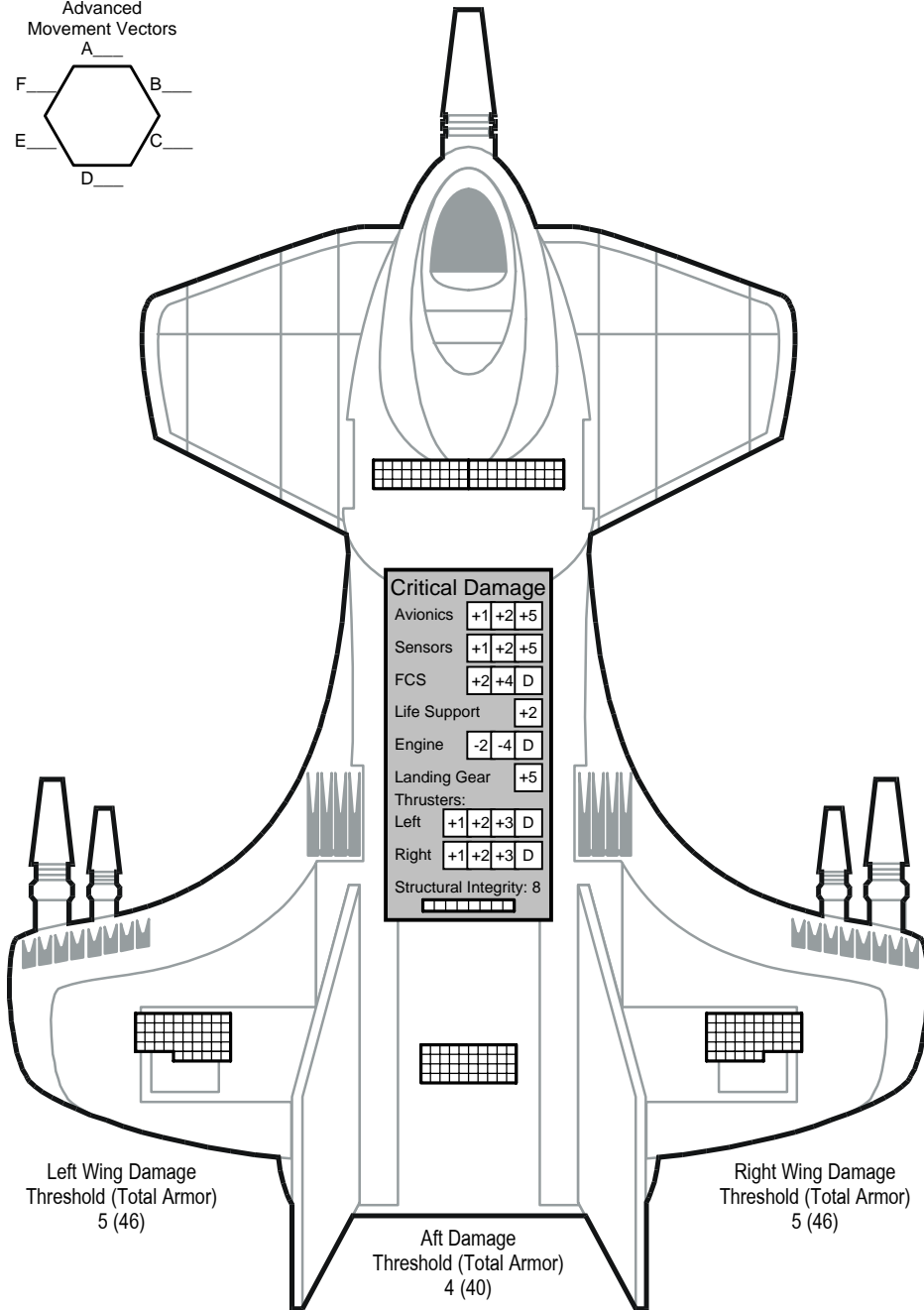
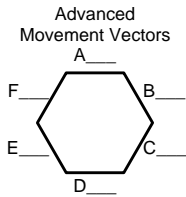
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Thrust																					
Velocity																					
Effective Velocity																					
Altitude Level																					
Fuel Pts	400																				

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AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM

Nose Damage
Threshold (Total Armor)
6 (60) - Standard Scale



VESSEL DATA

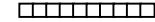
Name: **Tomahawk THK-33**
 Type: **Aerospace Fighter**
 Mass: **45 tons**
 Thrust: Safe Thrust: **8** Max Thrust: **12**
 Tech: **Inner Sphere**

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
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

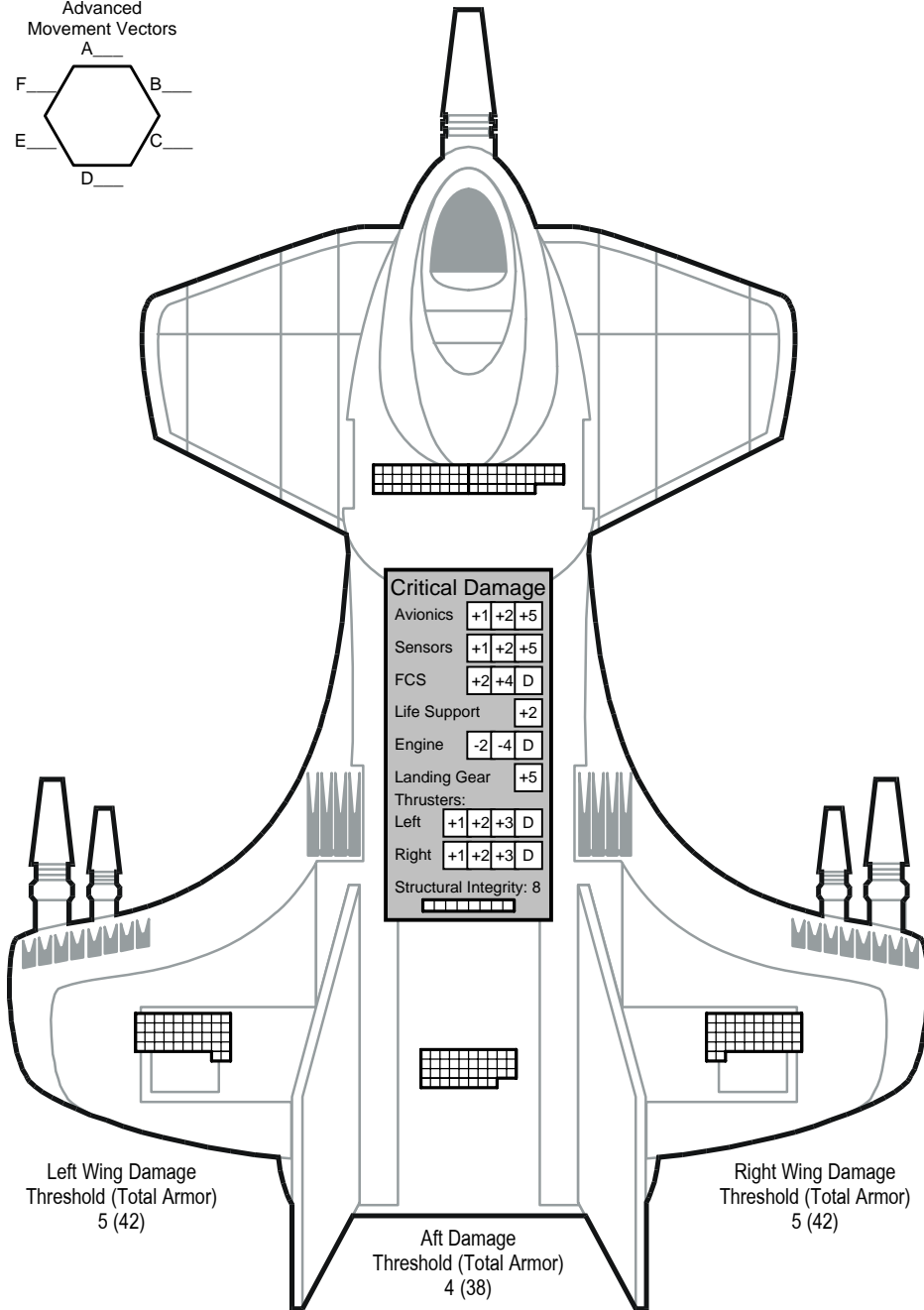
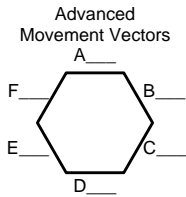
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Thrust																					
Velocity																					
Effective Velocity																					
Altitude Level																					
Fuel Pts	400																				

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AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM

Nose Damage
Threshold (Total Armor)
6 (57) - Standard Scale



VESSEL DATA

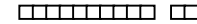
Name: **Tomahawk THK-43**
 Type: **Aerospace Fighter**
 Mass: **45 tons**
 Thrust: Safe Thrust: **8** Max Thrust: **12**
 Tech: **Inner Sphere**

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	
02	
01	
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Velocity Record

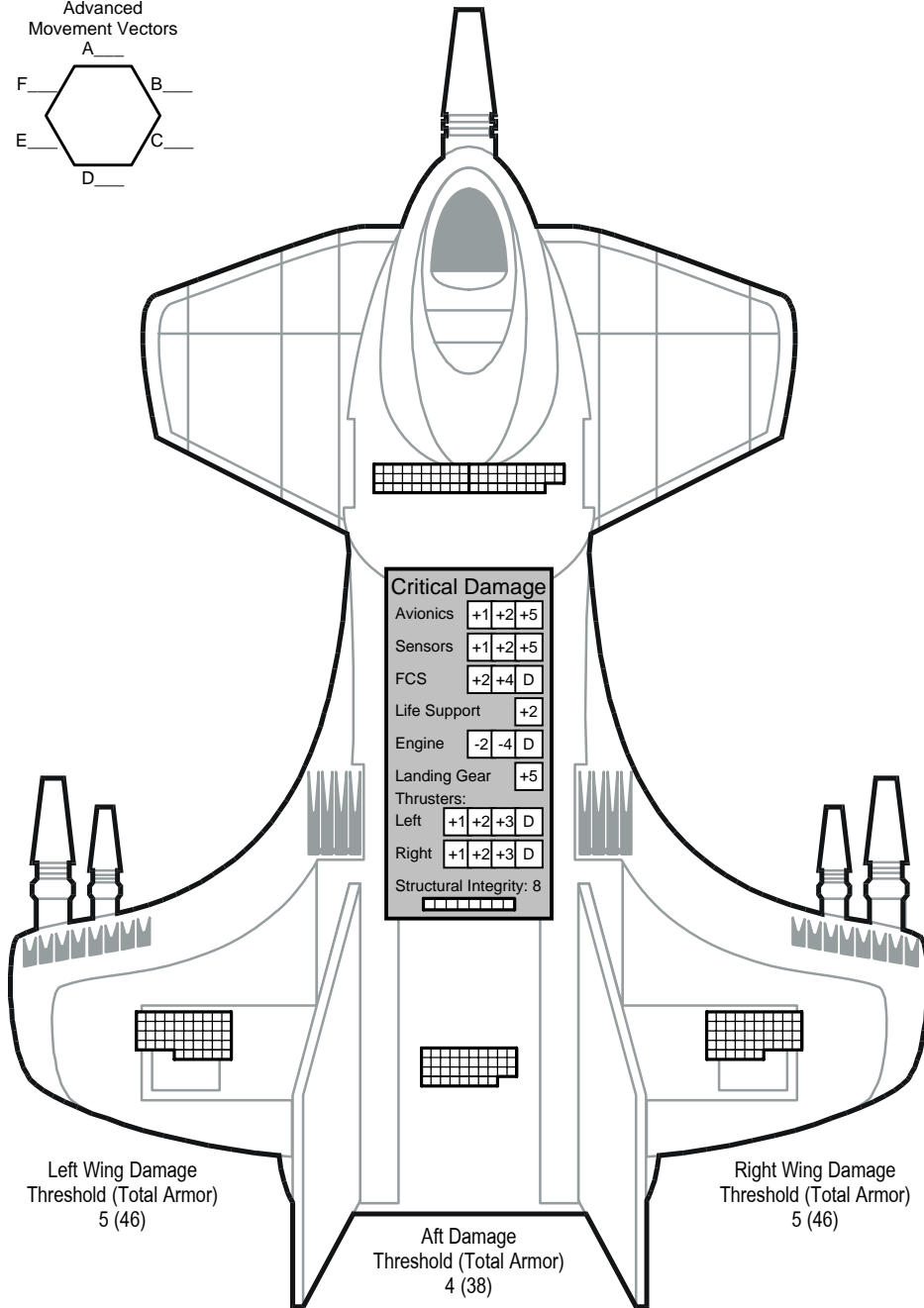
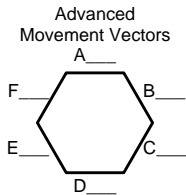
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	400																			

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AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM

Nose Damage
Threshold (Total Armor)
6 (58) - Standard Scale



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+
04	
03	
02	
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Velocity Record

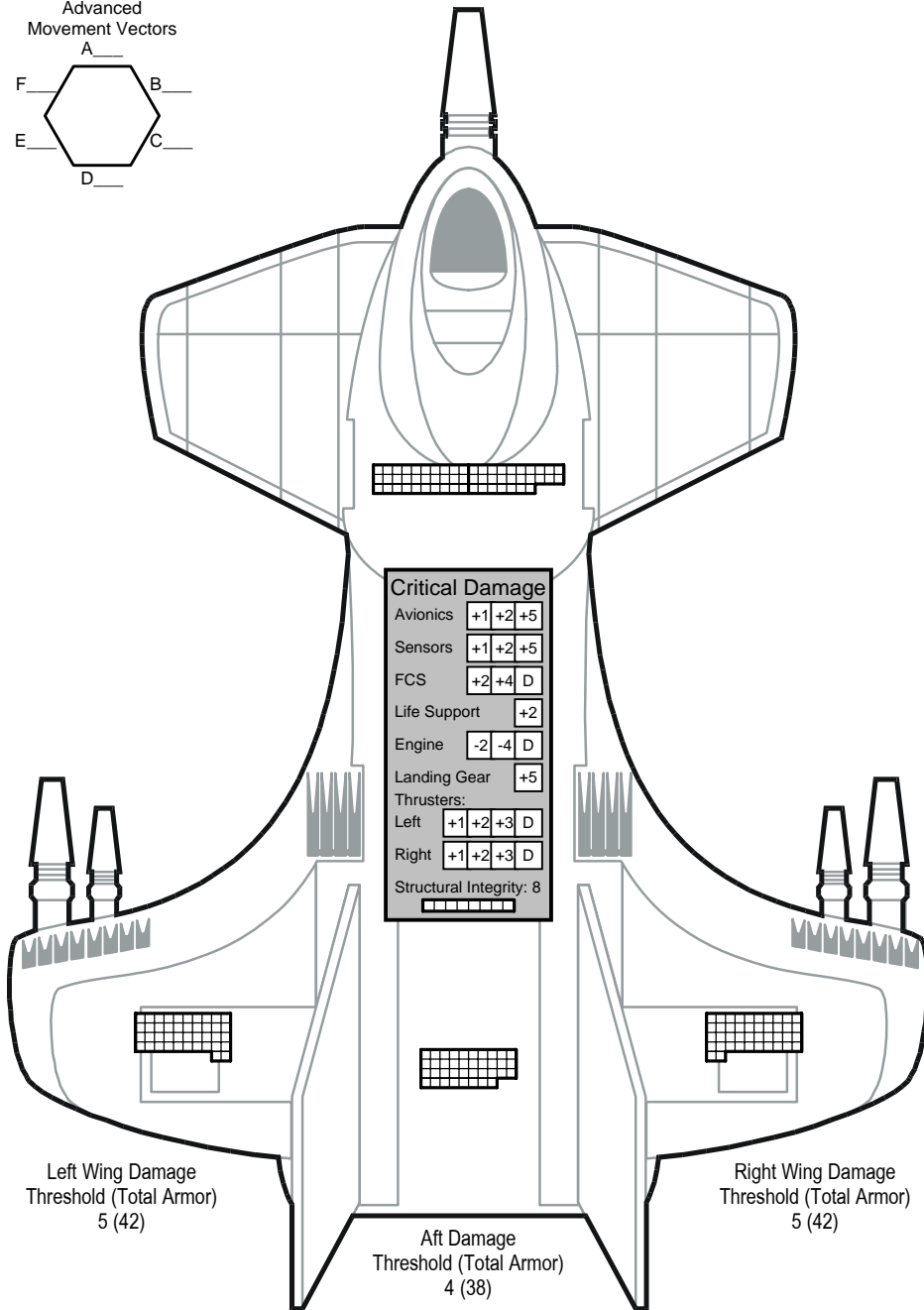
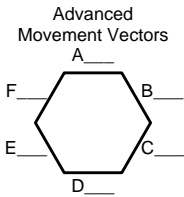
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	400																			

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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+
04	
03	
02	
01	
00	



Velocity Record

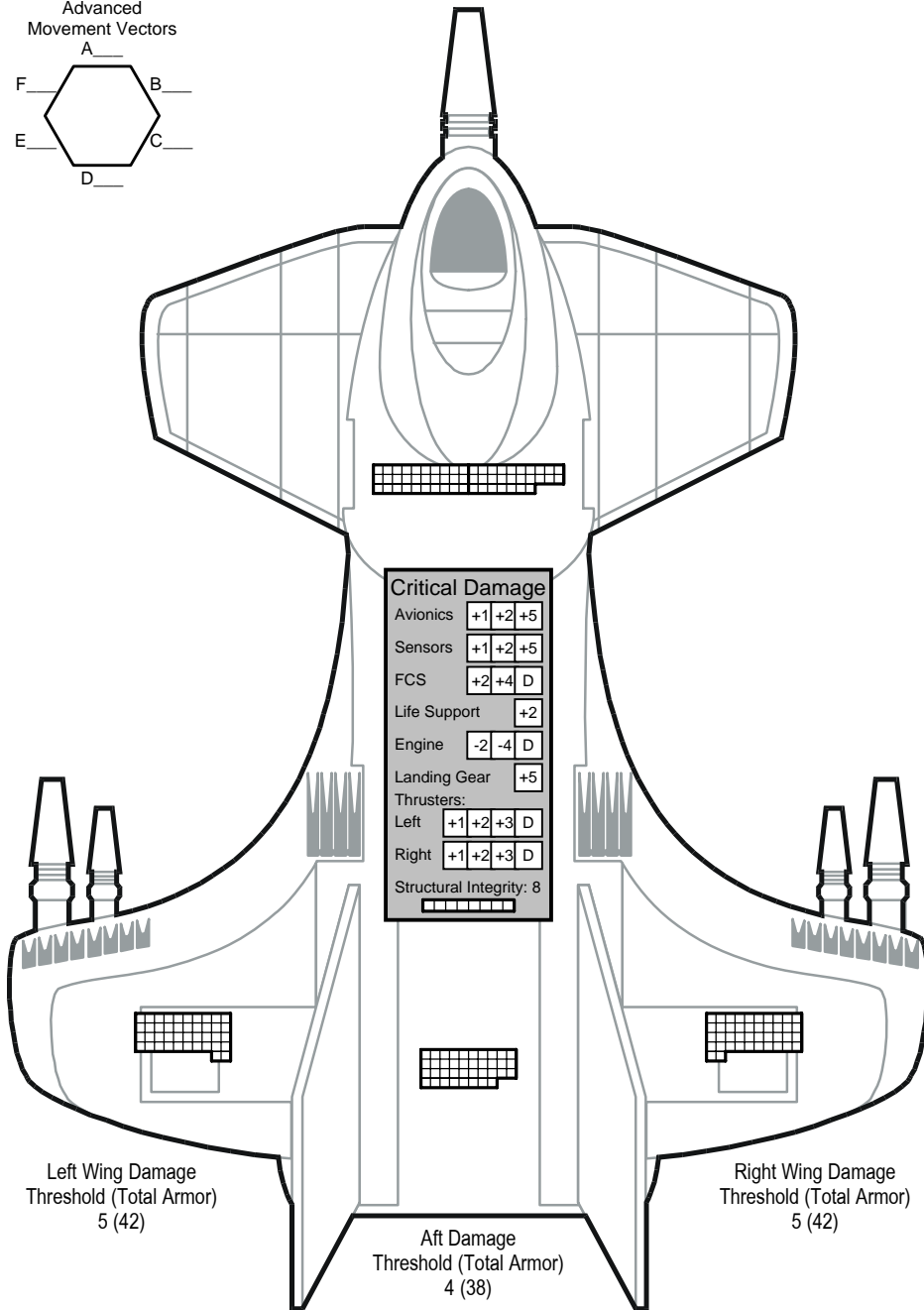
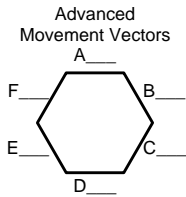
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	400																			

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AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM

Nose Damage
Threshold (Total Armor)
6 (57) - Standard Scale



VESSEL DATA

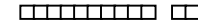
Name: **Tomahawk THK-63CS**
 Type: **Aerospace Fighter**
 Mass: **45 tons**
 Thrust: Safe Thrust: **8** Max Thrust: **12**
 Tech: **Inner Sphere**

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	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		
02		
01		
00		



Velocity Record

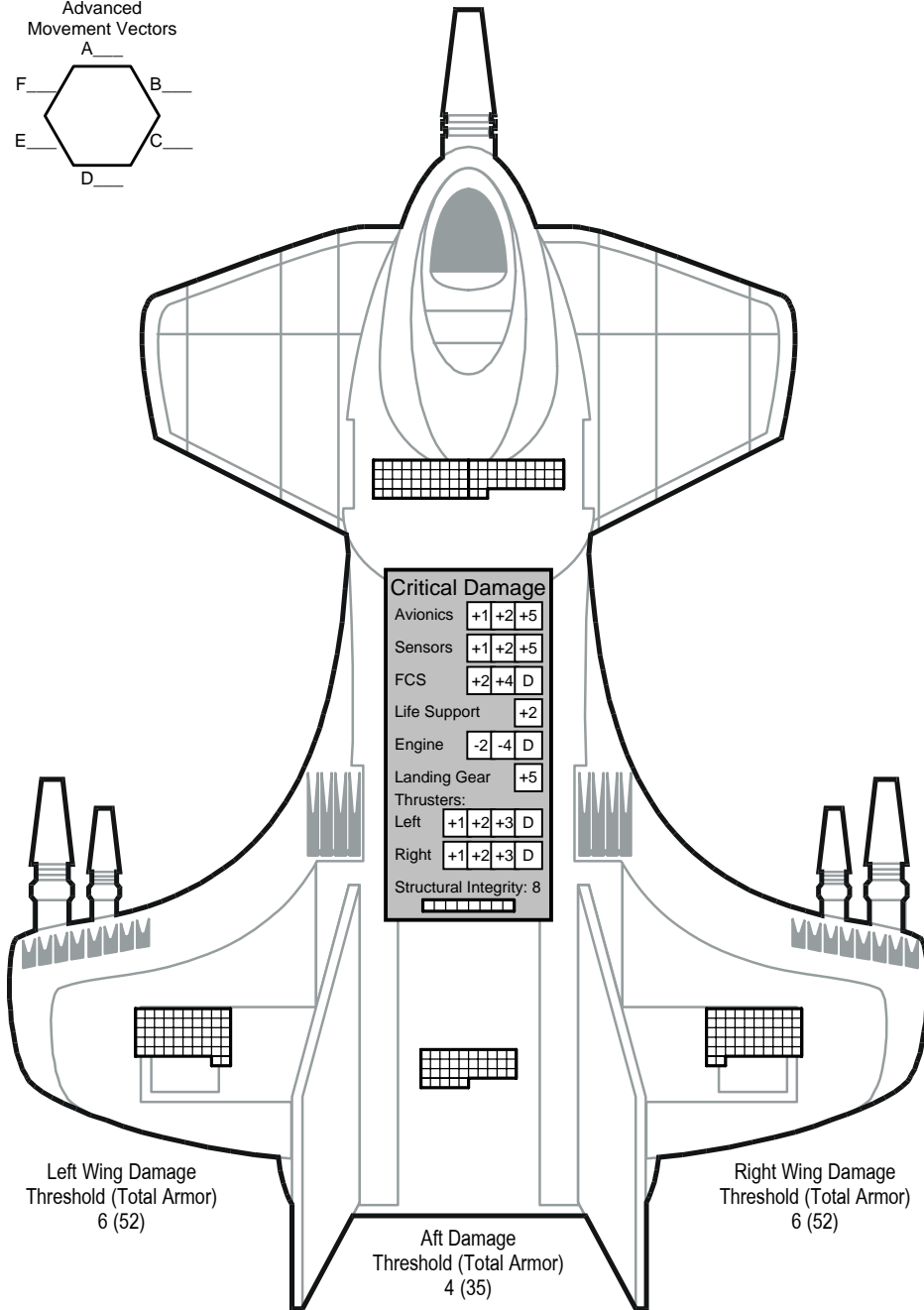
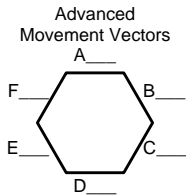
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Thrust																					
Velocity																					
Effective Velocity																					
Altitude Level																					
Fuel Pts	400																				

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AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM

Nose Damage
Threshold (Total Armor)
8 (72) - Standard Scale



Left Wing Damage
Threshold (Total Armor)
6 (52)

Right Wing Damage
Threshold (Total Armor)
6 (52)

Aft Damage
Threshold (Total Armor)
4 (35)

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	
02	
01	
00	



Velocity Record

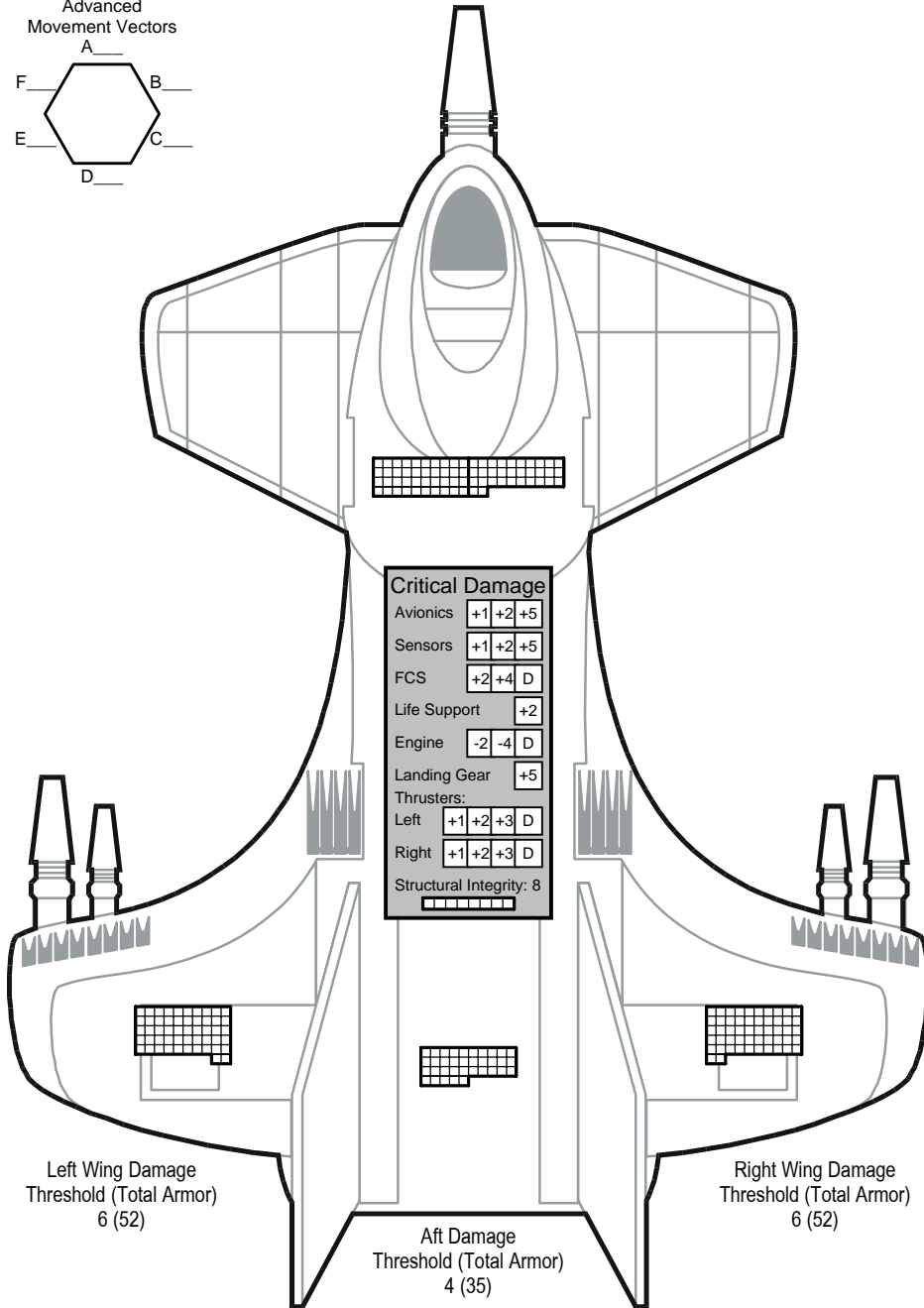
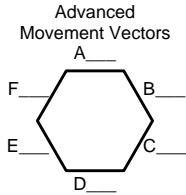
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Thrust																					
Velocity																					
Effective Velocity																					
Altitude Level																					
Fuel Pts	400																				

AEROTECH 2™

AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM

Nose Damage
Threshold (Total Armor)
8 (72) - Standard Scale



VESSEL DATA

Name: **Tomahawk 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	
03	
02	
01	
00	



Velocity Record

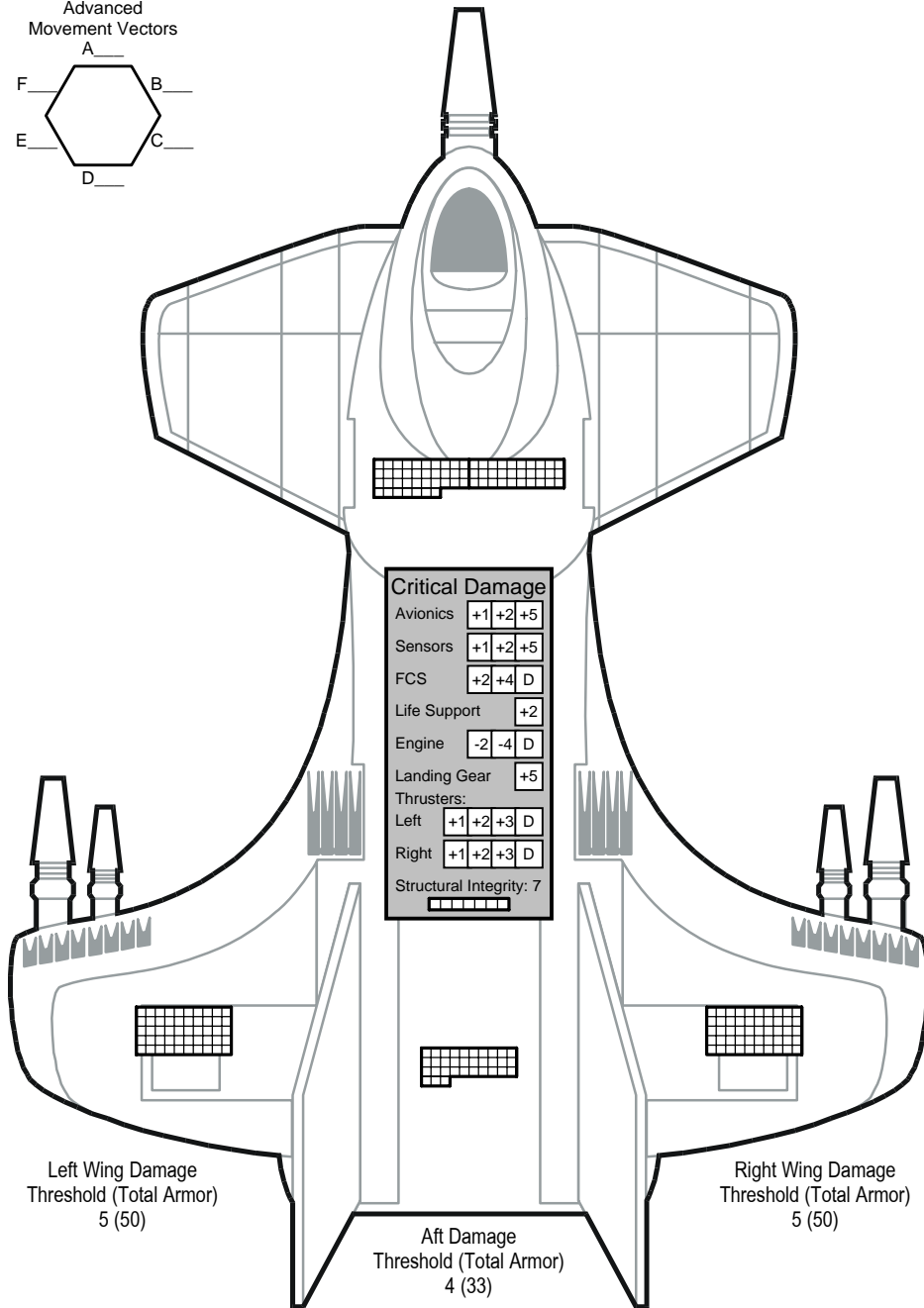
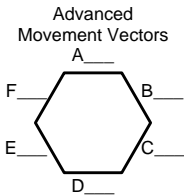
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	400																			

AEROTECH 2™

AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM

Nose Damage
Threshold (Total Armor)
7 (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

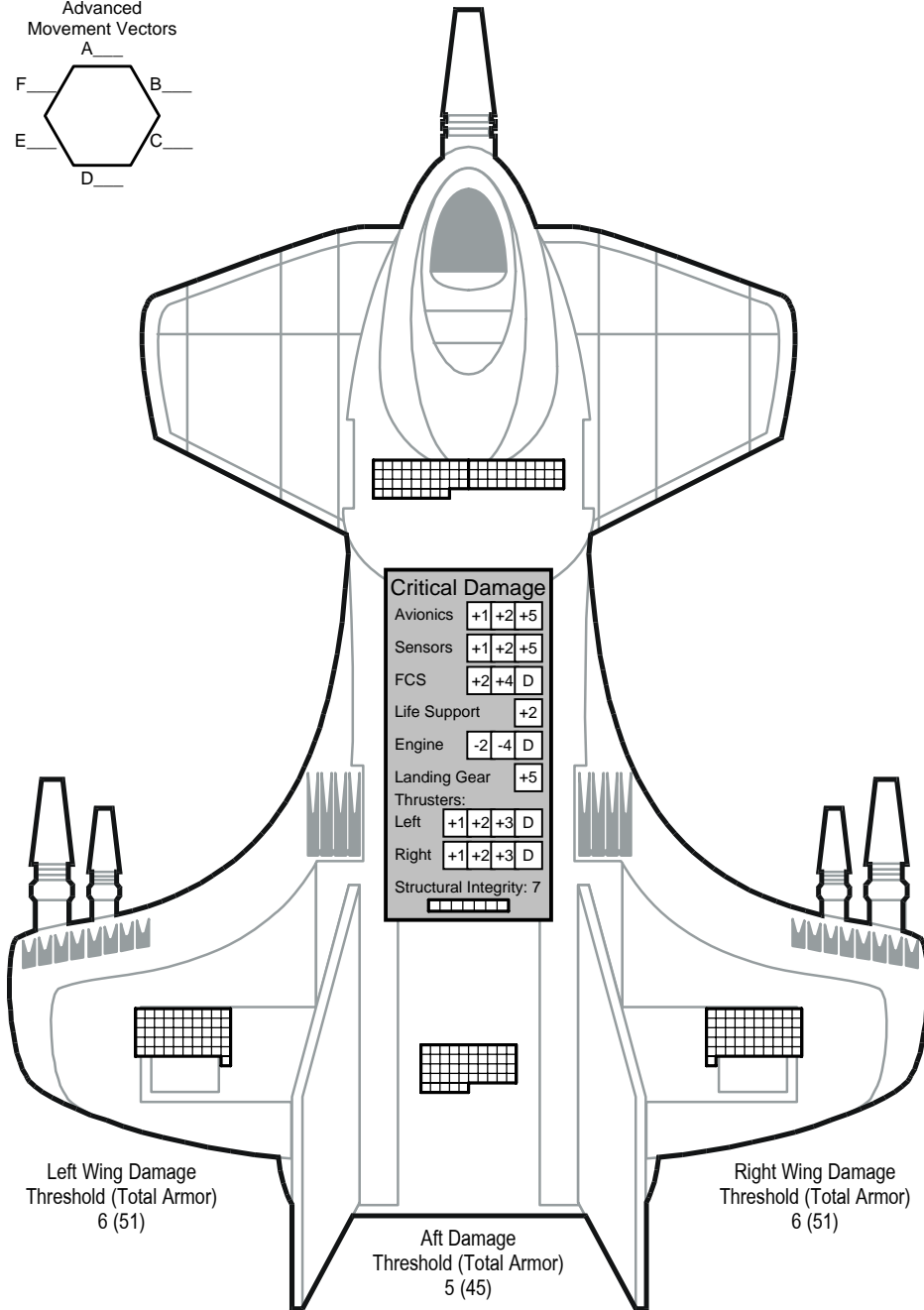
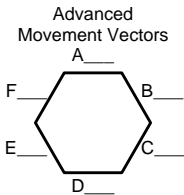
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	400																			

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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

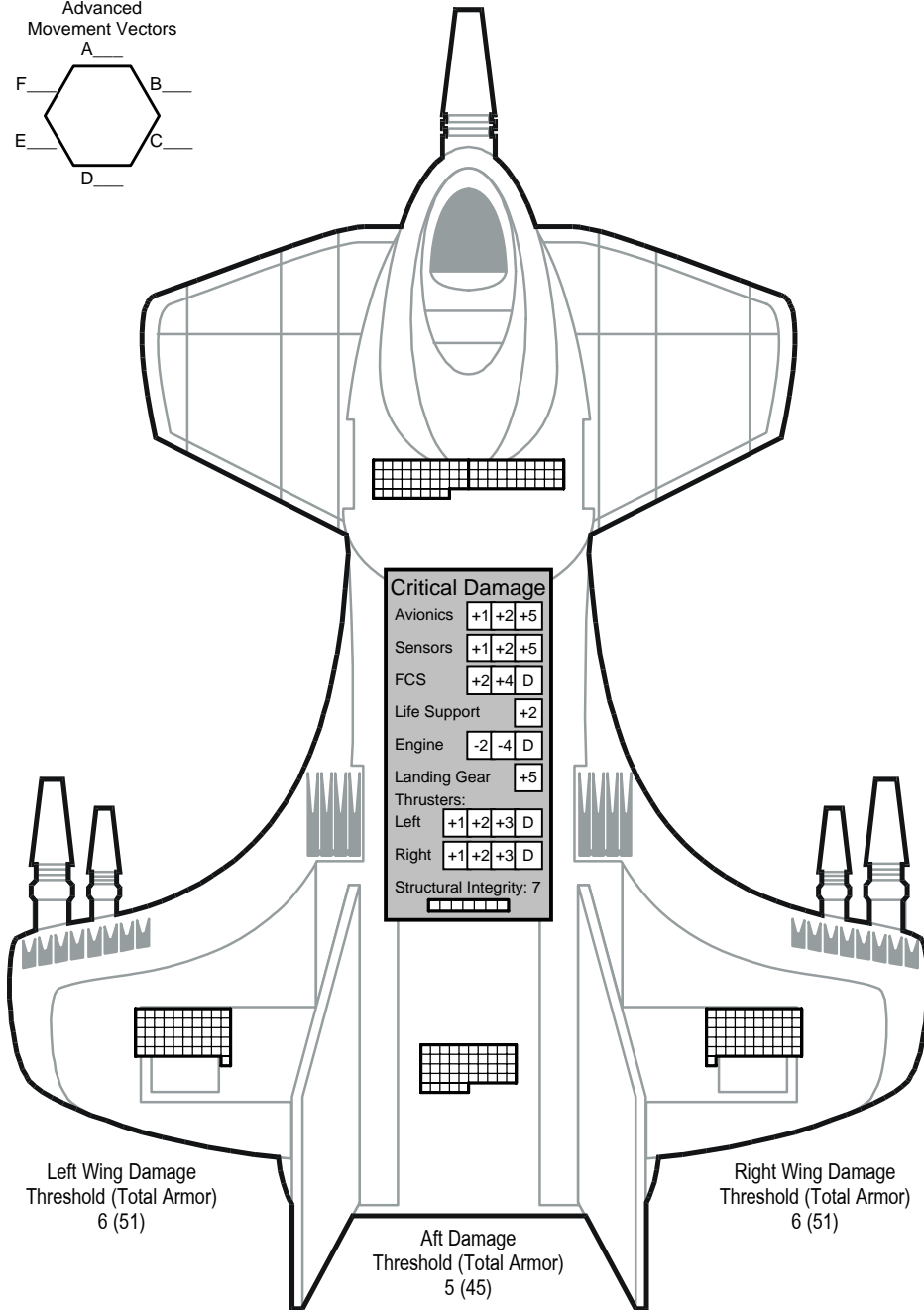
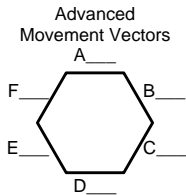
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Thrust																					
Velocity																					
Effective Velocity																					
Altitude Level																					
Fuel Pts	400																				

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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

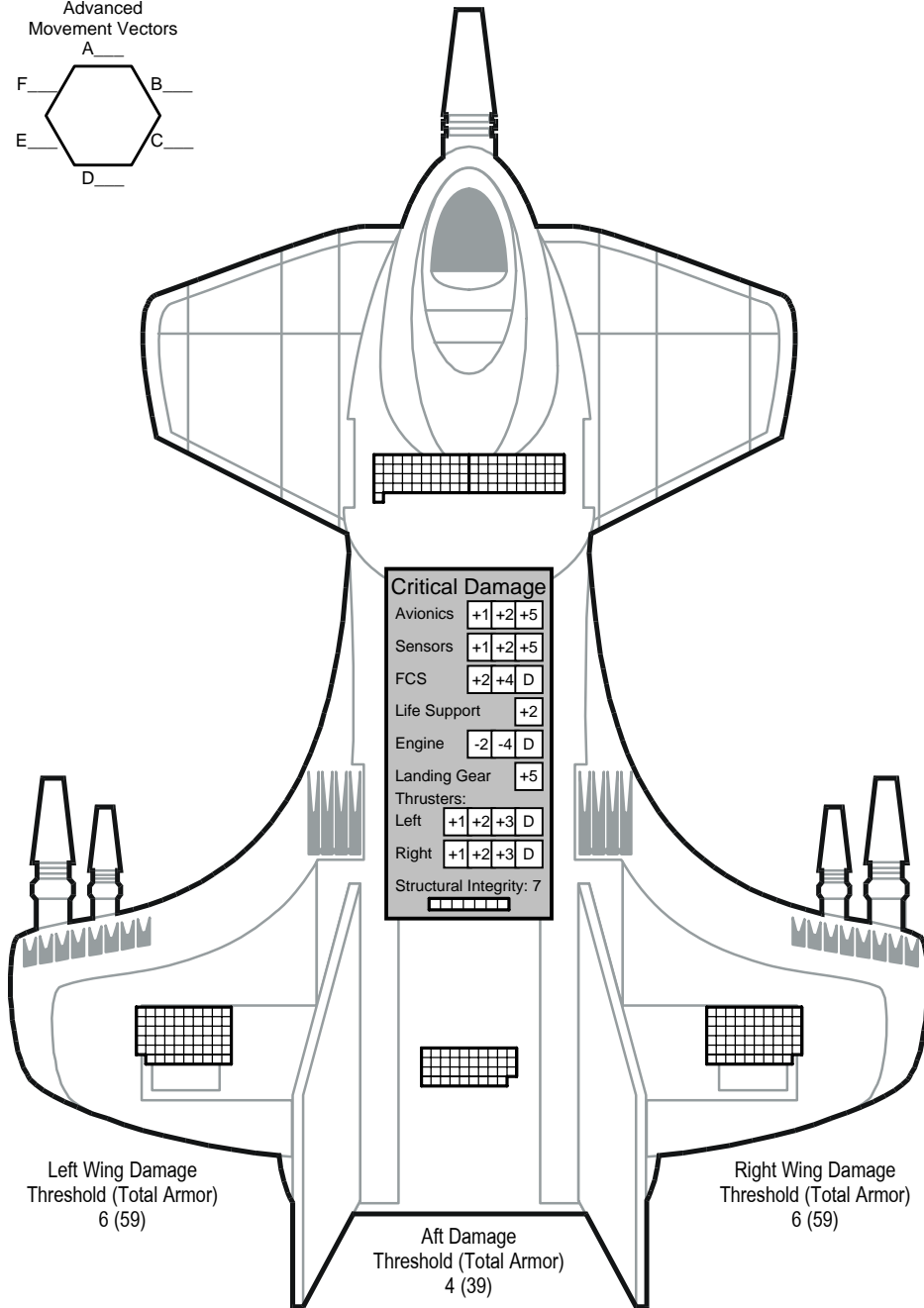
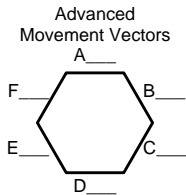
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	400																			

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

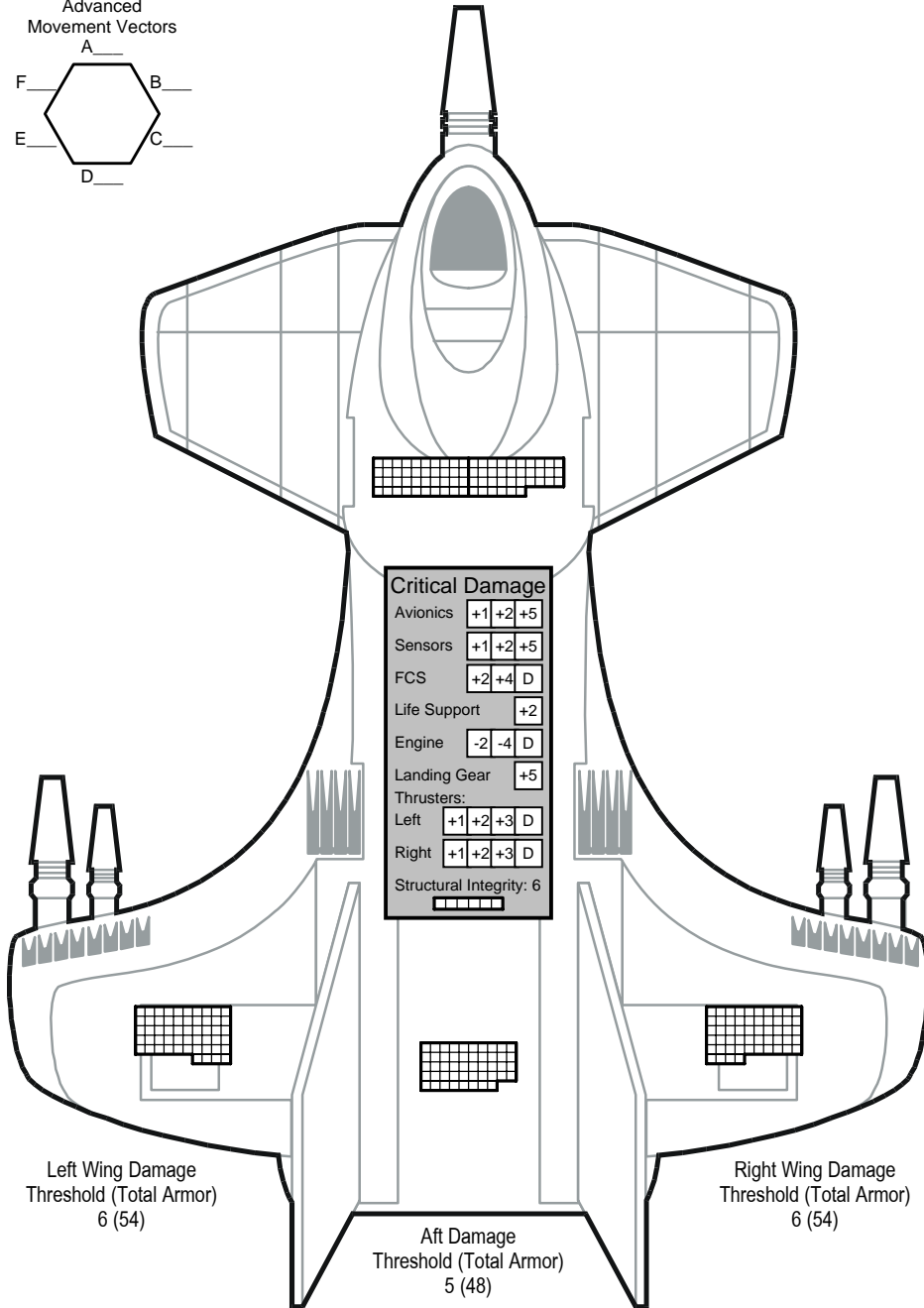
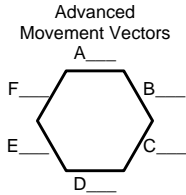
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Thrust																					
Velocity																					
Effective Velocity																					
Altitude Level																					
Fuel Pts	400																				

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+
04	
03	
02	
01	
00	



Velocity Record

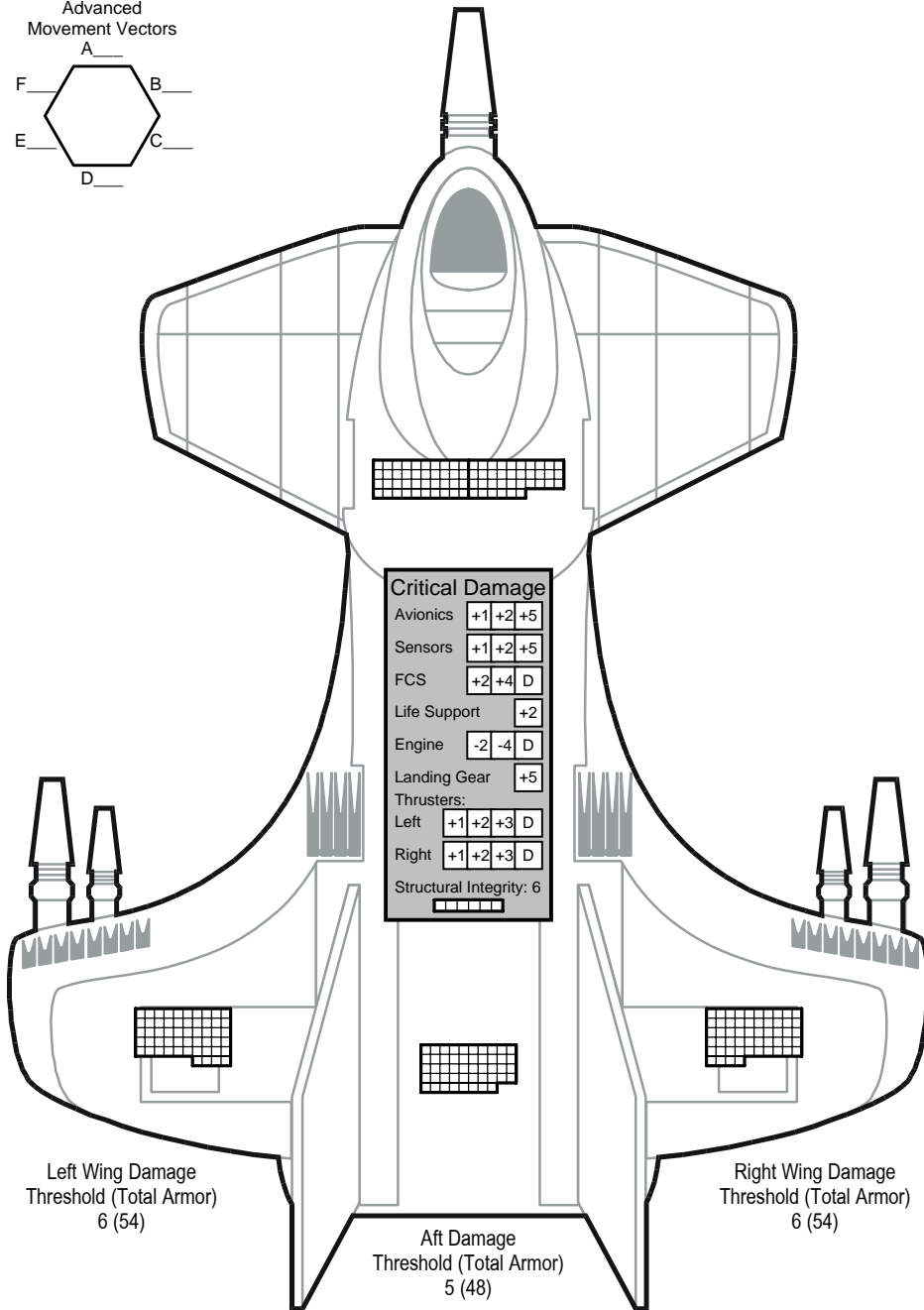
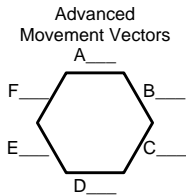
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	480																			

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+
04	
03	
02	
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Velocity Record

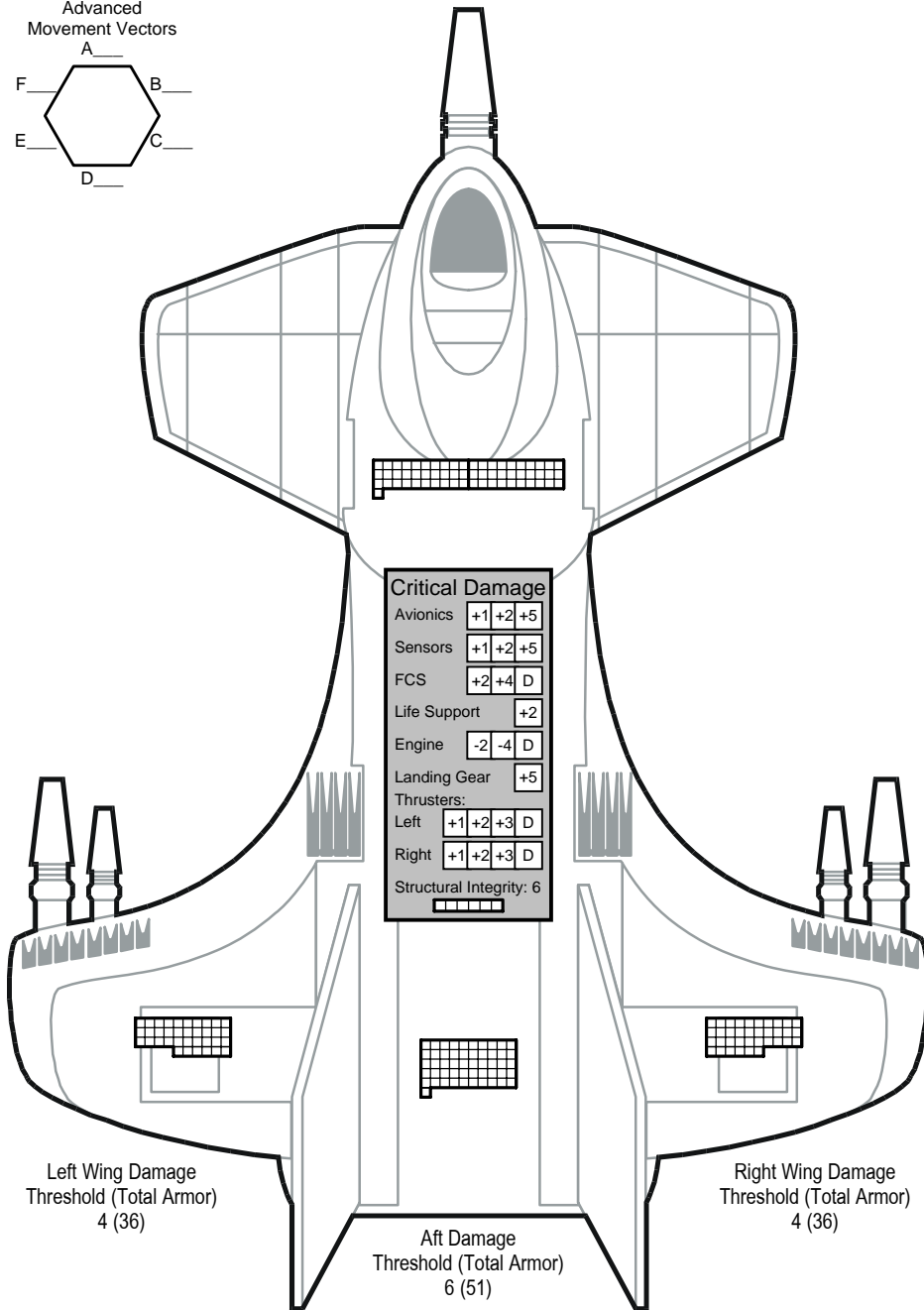
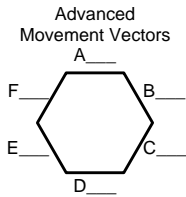
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Thrust																					
Velocity																					
Effective Velocity																					
Altitude Level																					
Fuel Pts	480																				

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

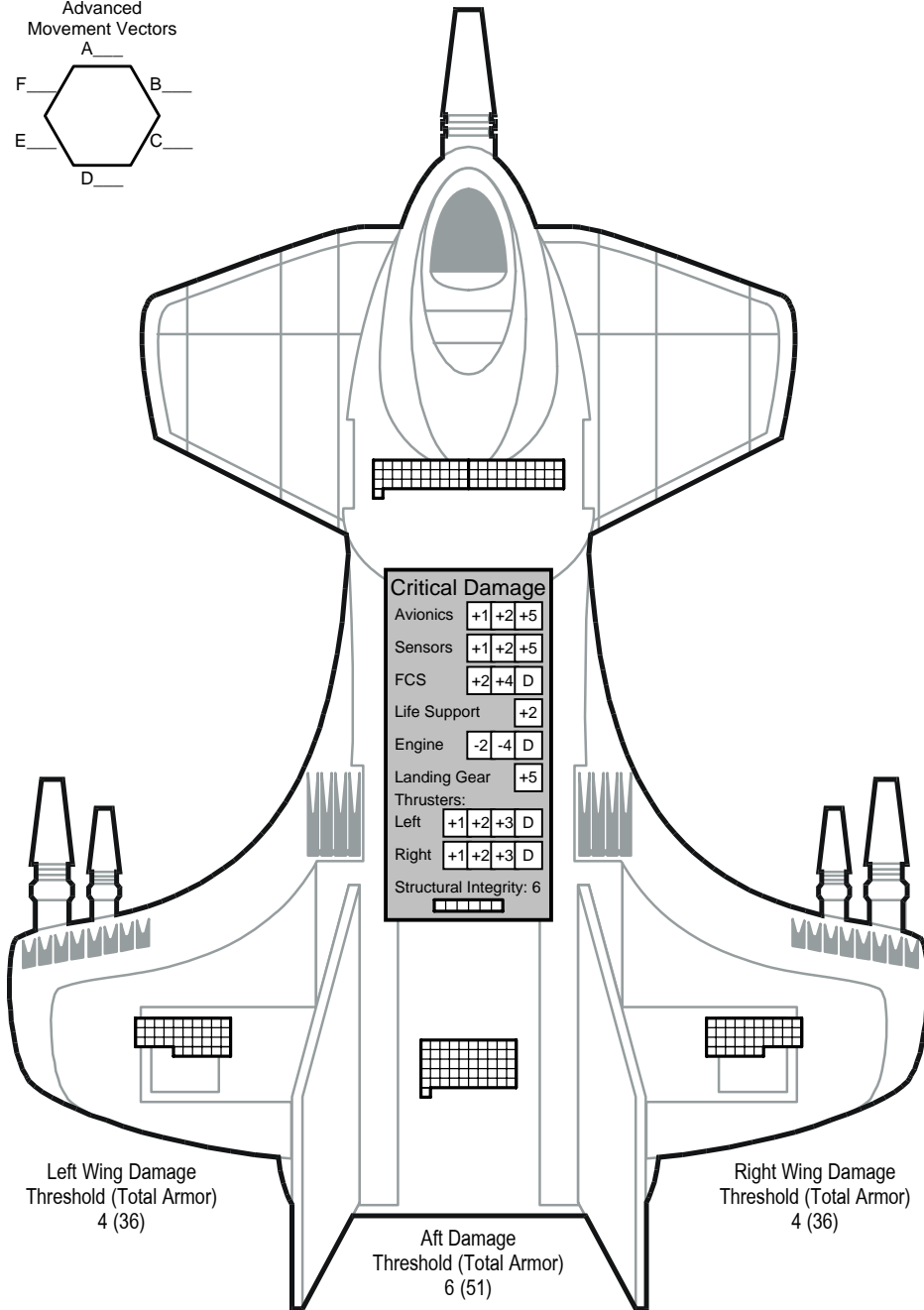
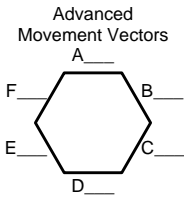
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Thrust																					
Velocity																					
Effective Velocity																					
Altitude Level																					
Fuel Pts	400																				

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 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

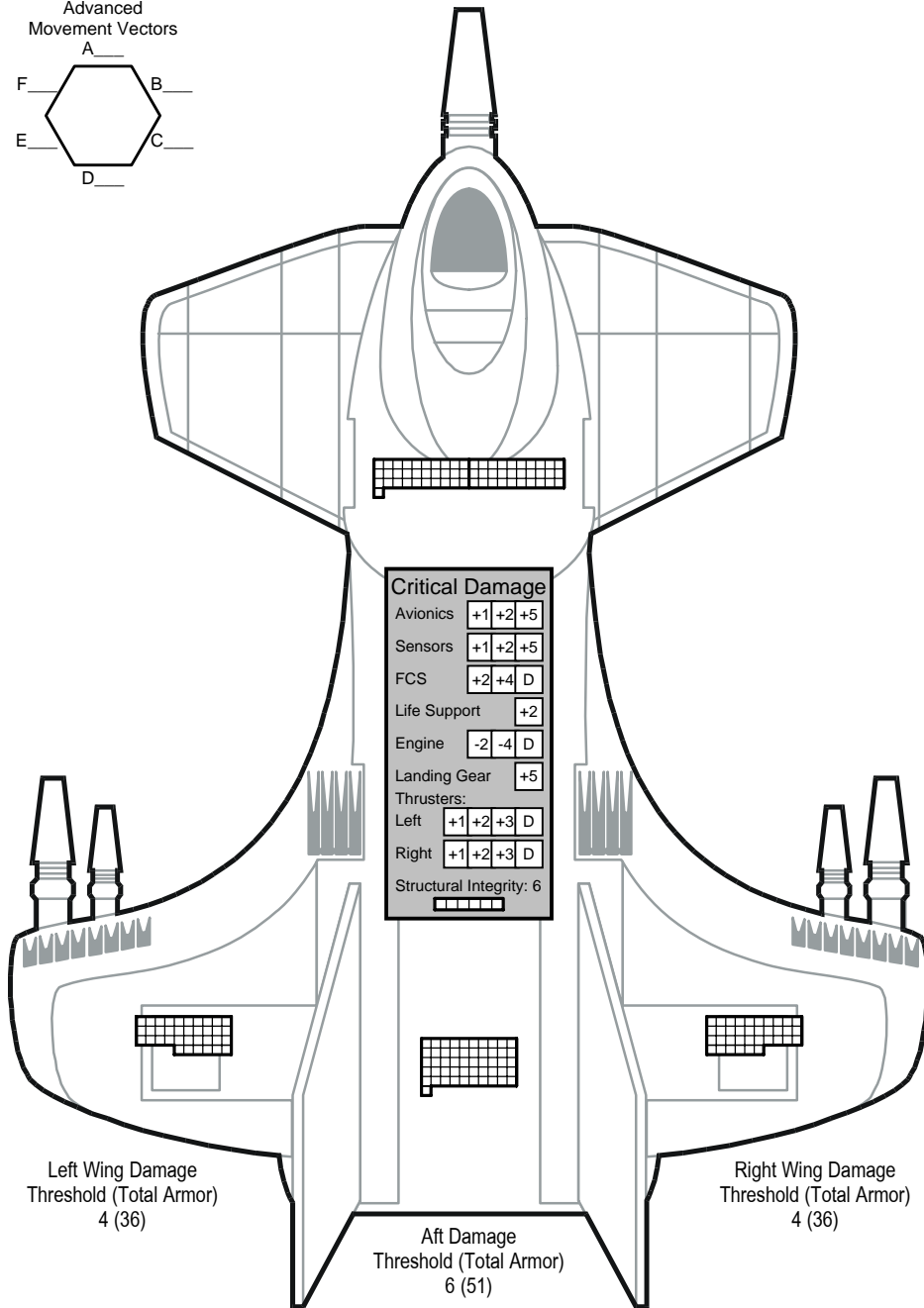
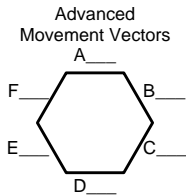
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Thrust																					
Velocity																					
Effective Velocity																					
Altitude Level																					
Fuel Pts	400																				

AEROTECH 2™

AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM

Nose Damage
Threshold (Total Armor)
7 (61) - Standard Scale



VESSEL DATA

Name: **Ironsides IRN-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	
02	
01	
00	



Velocity Record

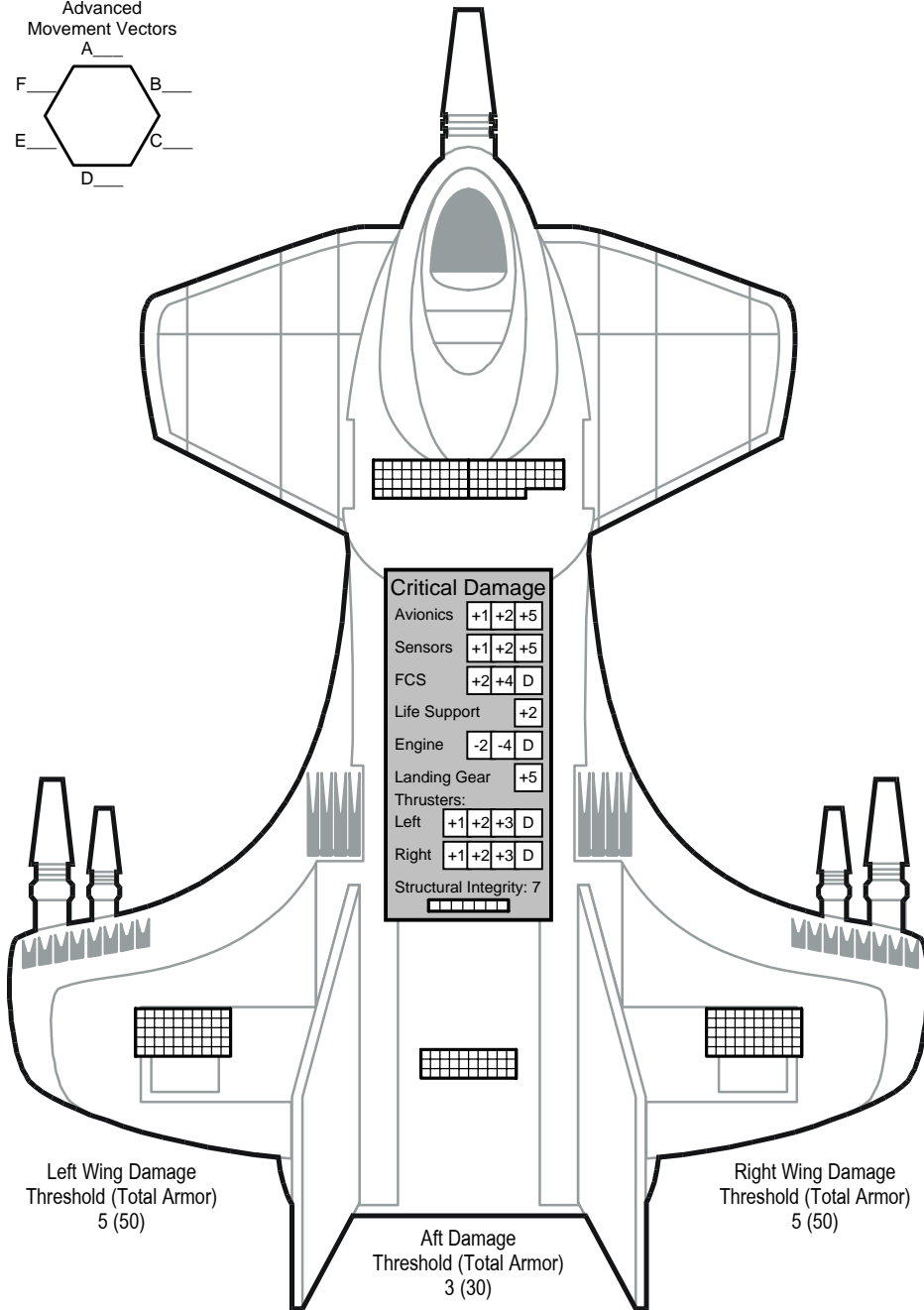
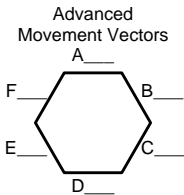
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Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	400																			

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
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

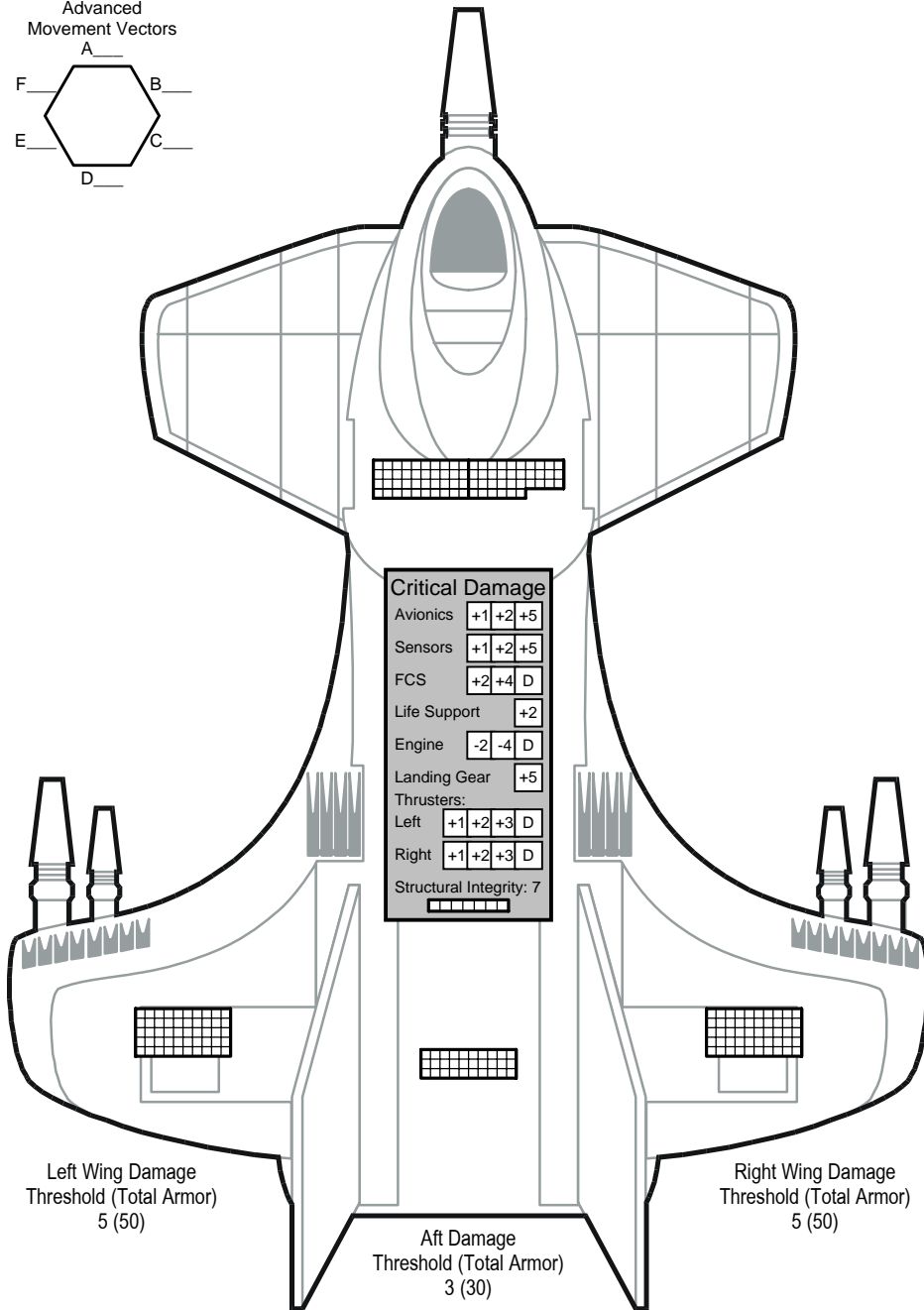
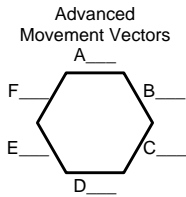
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	400																			

AEROTECH 2™

AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM

Nose Damage
Threshold (Total Armor)
8 (76) - Standard Scale



VESSEL DATA

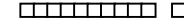
Name: **Hammerhead HMR-HE**
 Type: **Aerospace Fighter**
 Mass: **75 tons**
 Thrust: Safe Thrust: **7** Max Thrust: **11**
 Tech: **Inner Sphere / Level 2 / 3067**

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 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

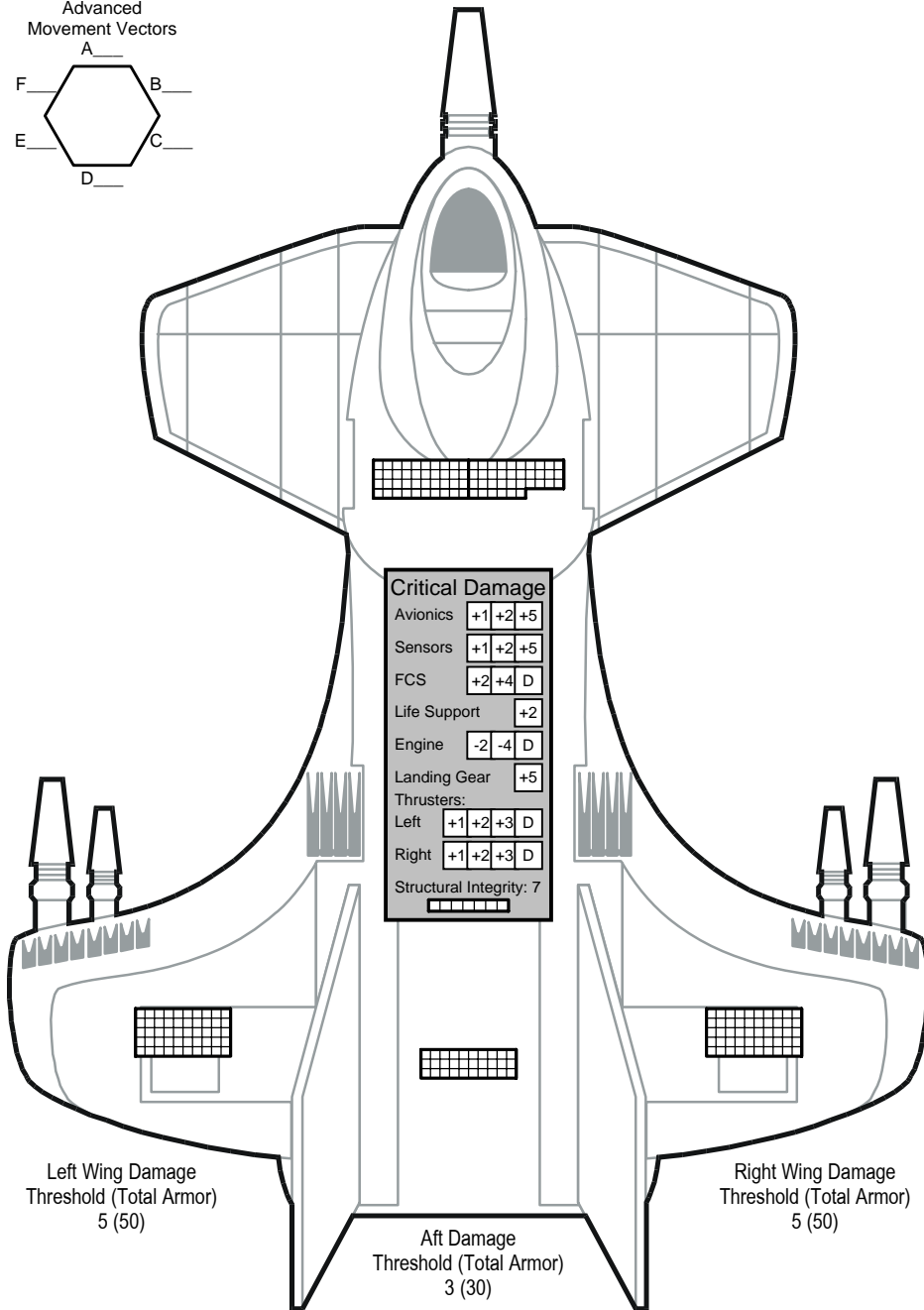
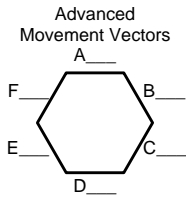
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Thrust																					
Velocity																					
Effective Velocity																					
Altitude Level																					
Fuel Pts	560																				

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 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

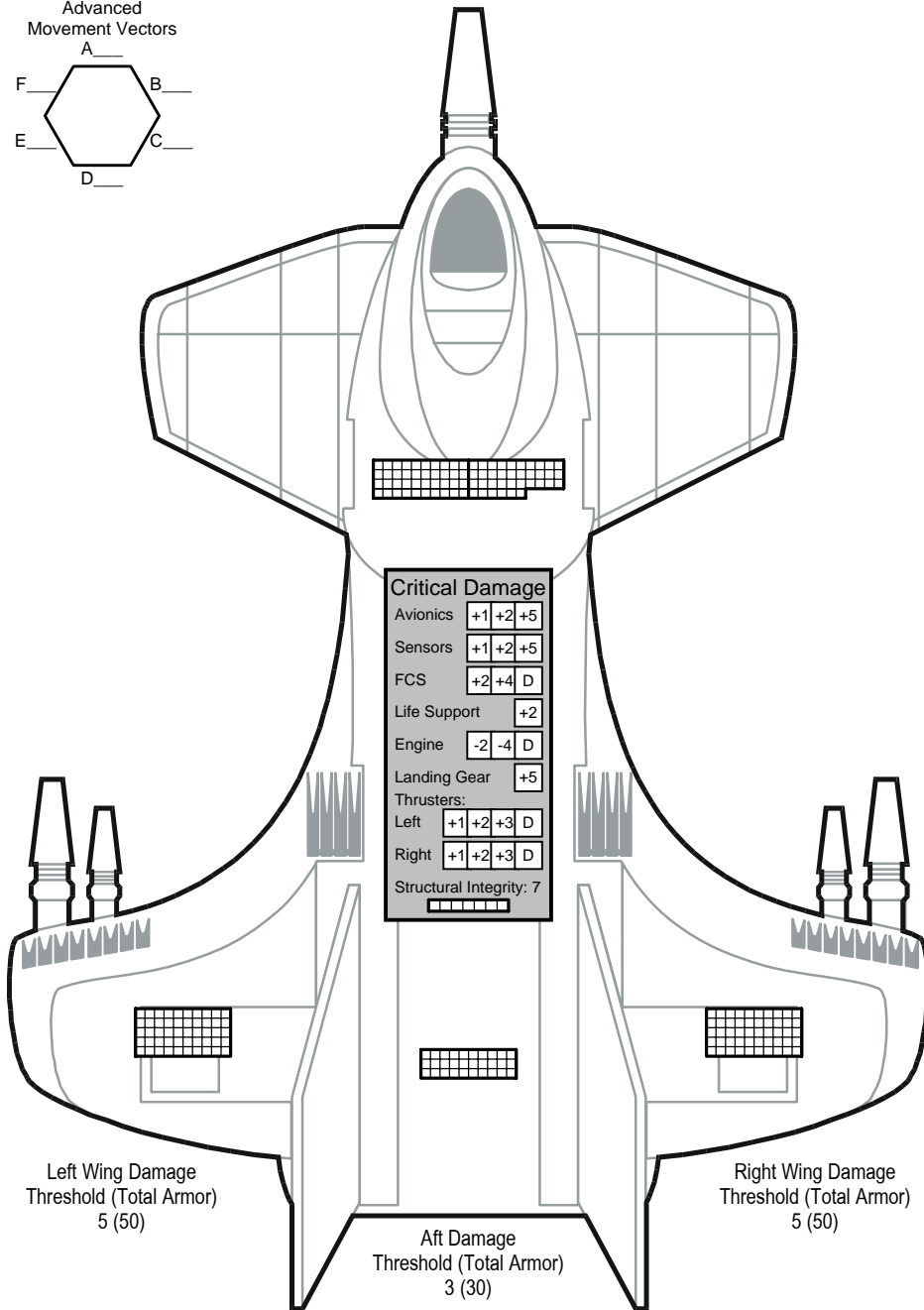
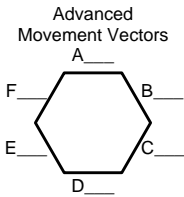
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Thrust																					
Velocity																					
Effective Velocity																					
Altitude Level																					
Fuel Pts	560																				

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	
02	
01	
00	



Velocity Record

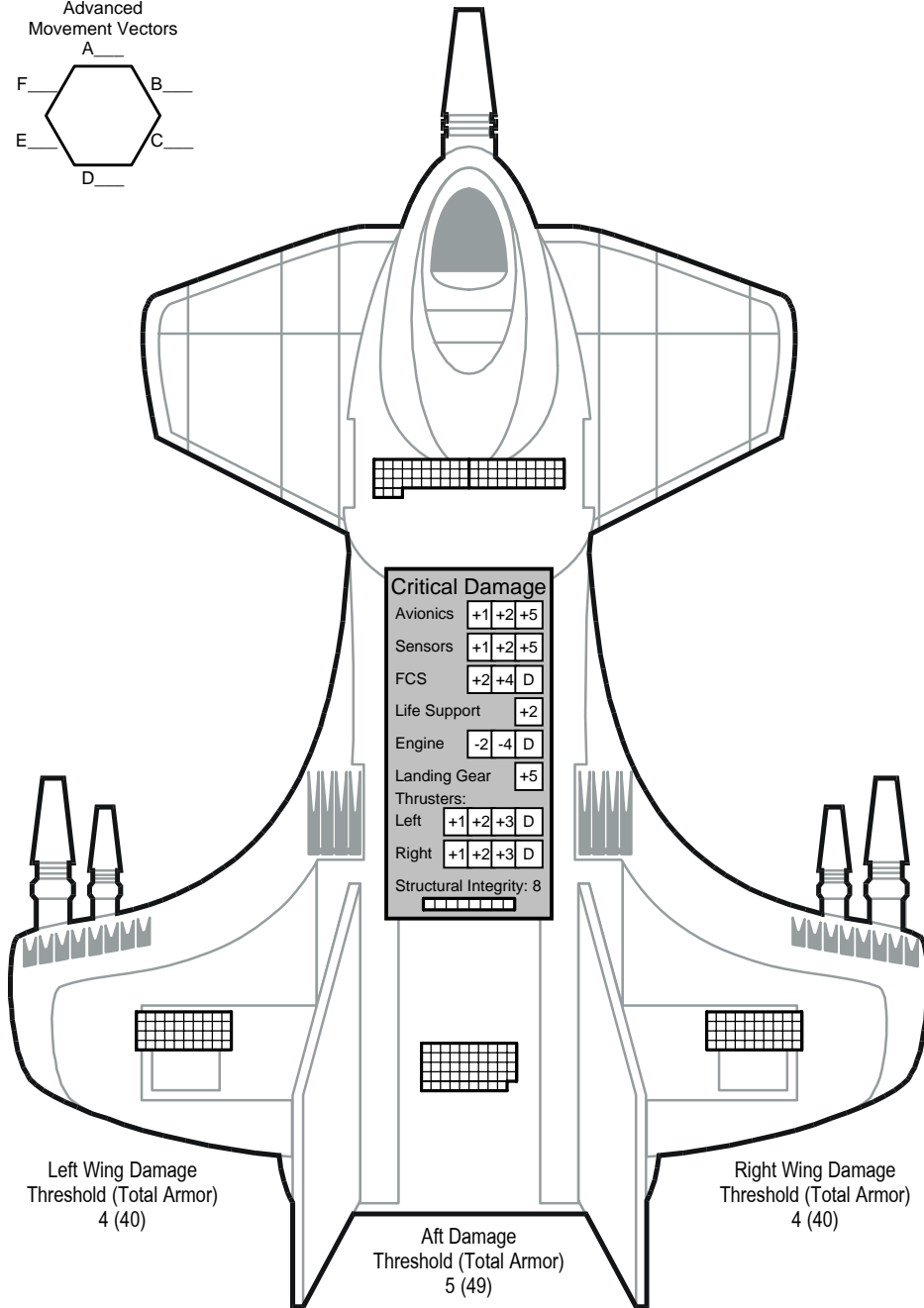
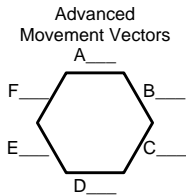
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Thrust																					
Velocity																					
Effective Velocity																					
Altitude Level																					
Fuel Pts	400																				

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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
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

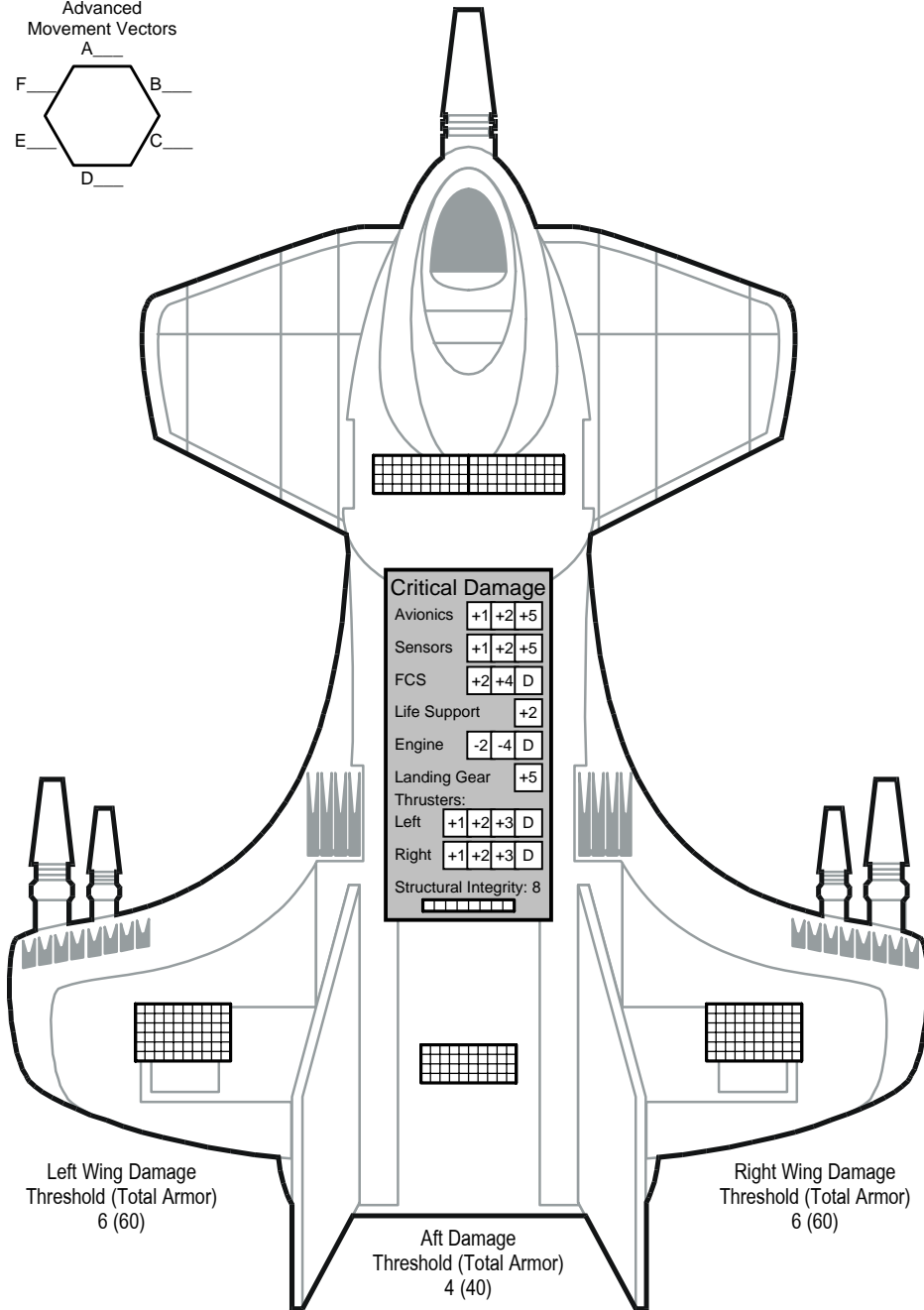
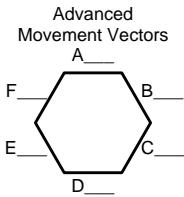
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Thrust																					
Velocity																					
Effective Velocity																					
Altitude Level																					
Fuel Pts	400																				

AEROTECH 2™

AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM

Nose Damage
Threshold (Total Armor)
8 (80) - Standard Scale



Left Wing Damage
Threshold (Total Armor)
6 (60)

Right Wing Damage
Threshold (Total Armor)
6 (60)

Aft Damage
Threshold (Total Armor)
4 (40)

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+
04	
03	
02	
01	
00	



Velocity Record

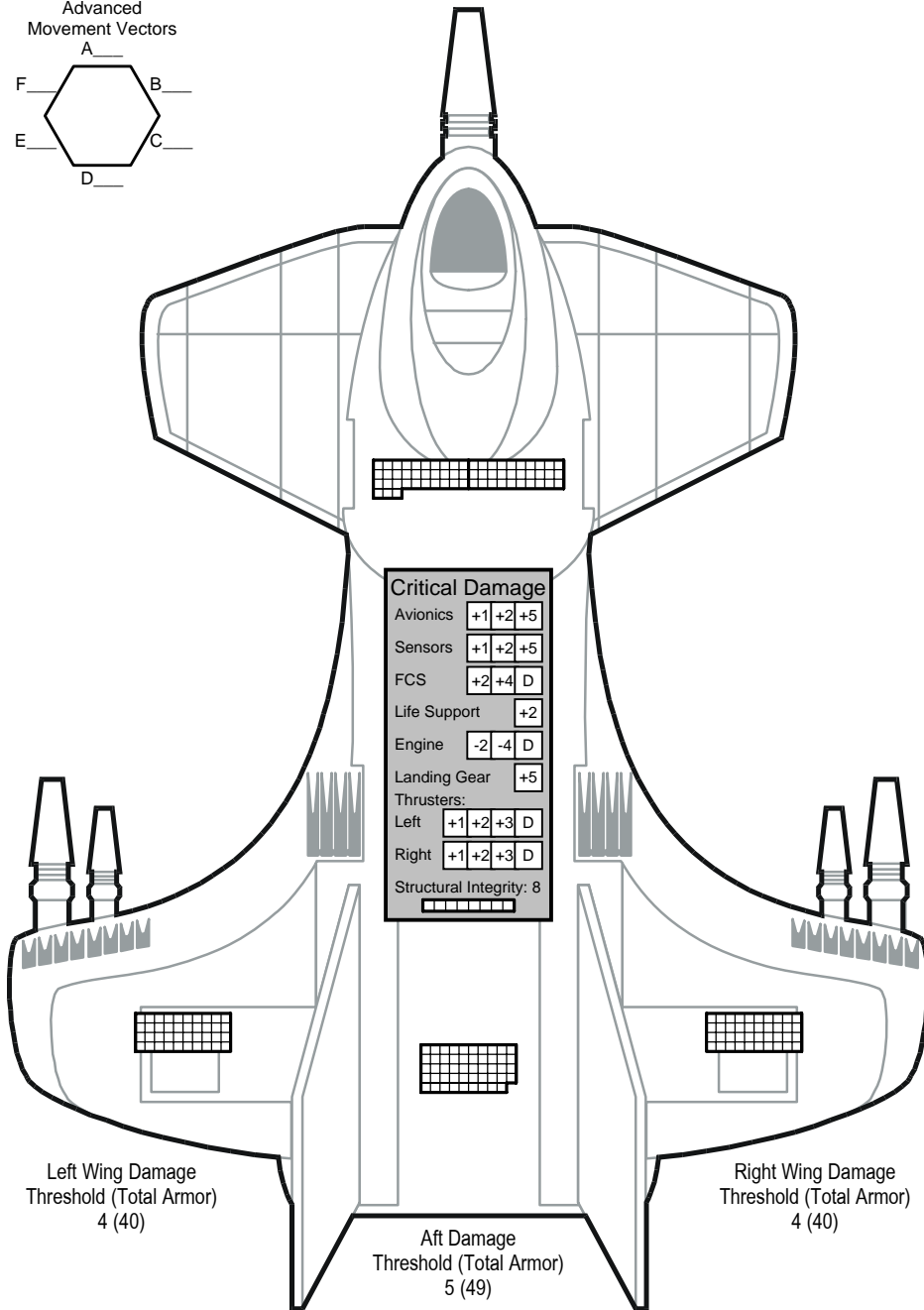
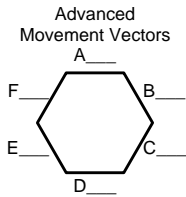
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Thrust																					
Velocity																					
Effective Velocity																					
Altitude Level																					
Fuel Pts	400																				

AEROTECH 2™

AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM

Nose Damage
Threshold (Total Armor)
7 (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	
01	
00	



Velocity Record

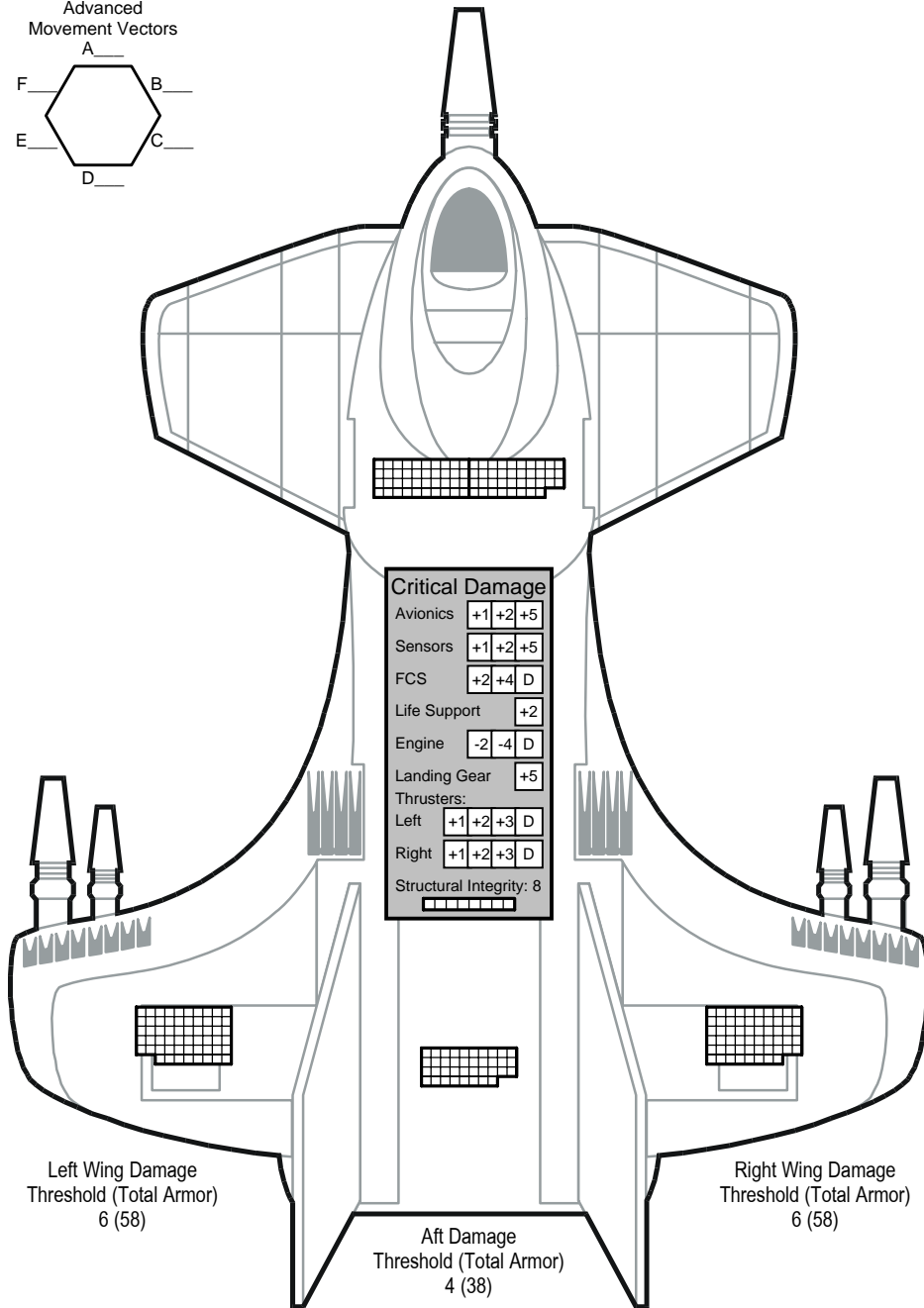
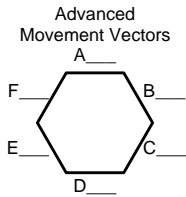
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Thrust																					
Velocity																					
Effective Velocity																					
Altitude Level																					
Fuel Pts	400																				

AEROTECH 2™

AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM

Nose Damage
Threshold (Total Armor)
8 (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
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

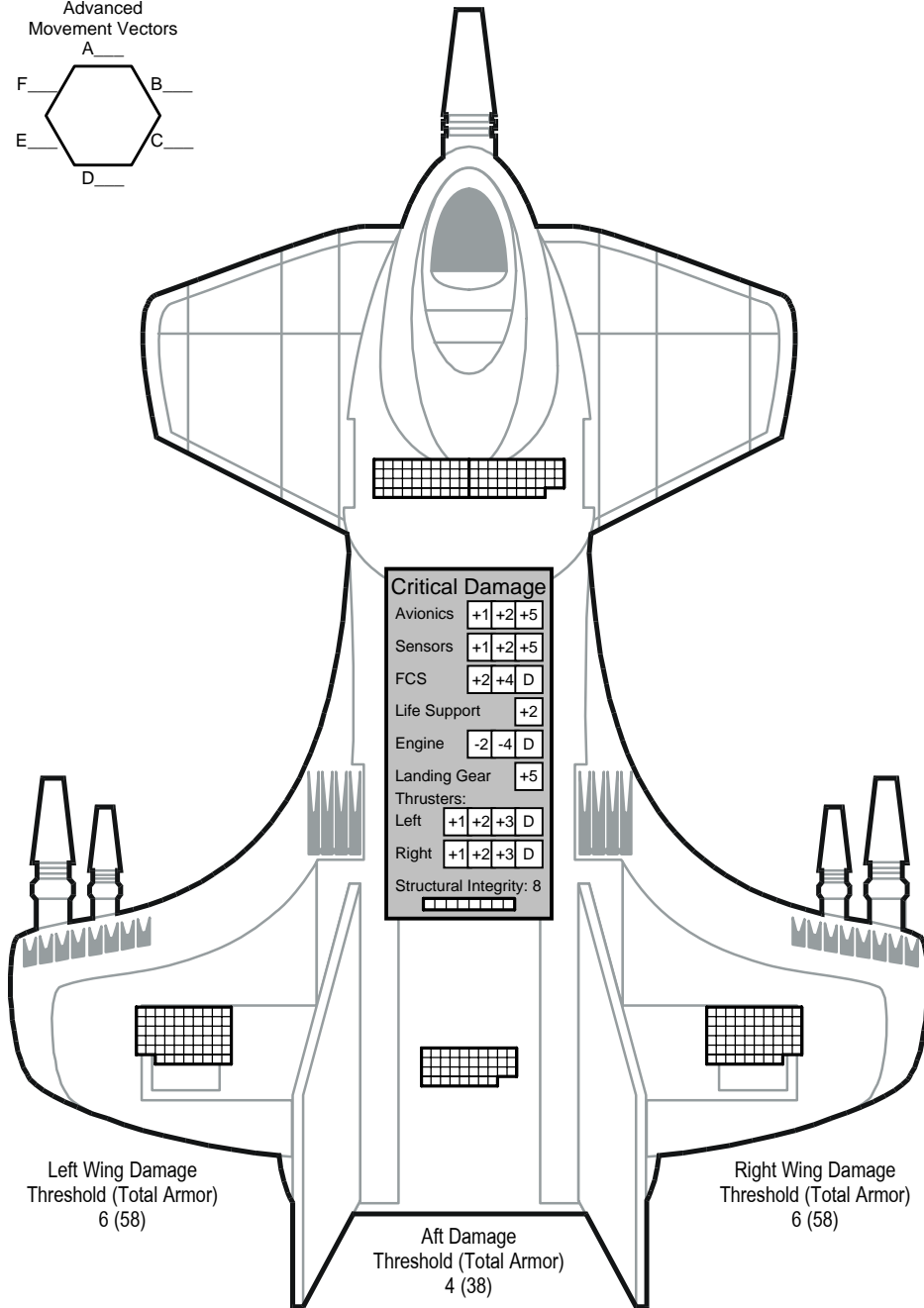
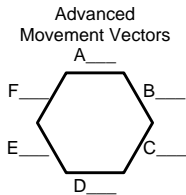
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Thrust																					
Velocity																					
Effective Velocity																					
Altitude Level																					
Fuel Pts	400																				

AEROTECH 2™

AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM

Nose Damage
Threshold (Total Armor)
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+
04	
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WIZKIDS

Velocity Record

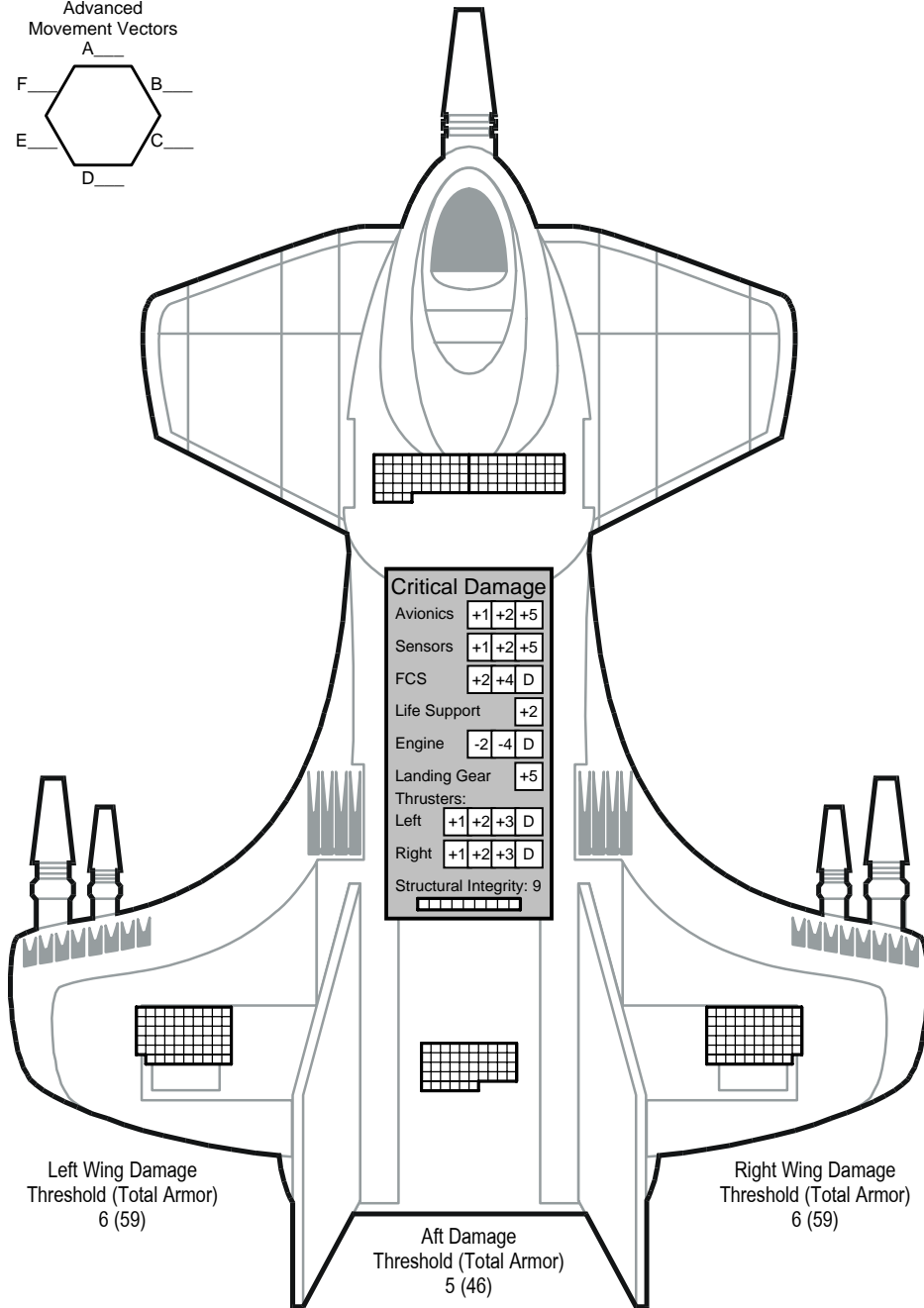
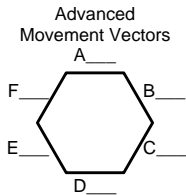
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	400																			

AEROTECH 2™

AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM

Nose Damage
Threshold (Total Armor)
9 (84) - Standard Scale



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-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
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	
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Velocity Record

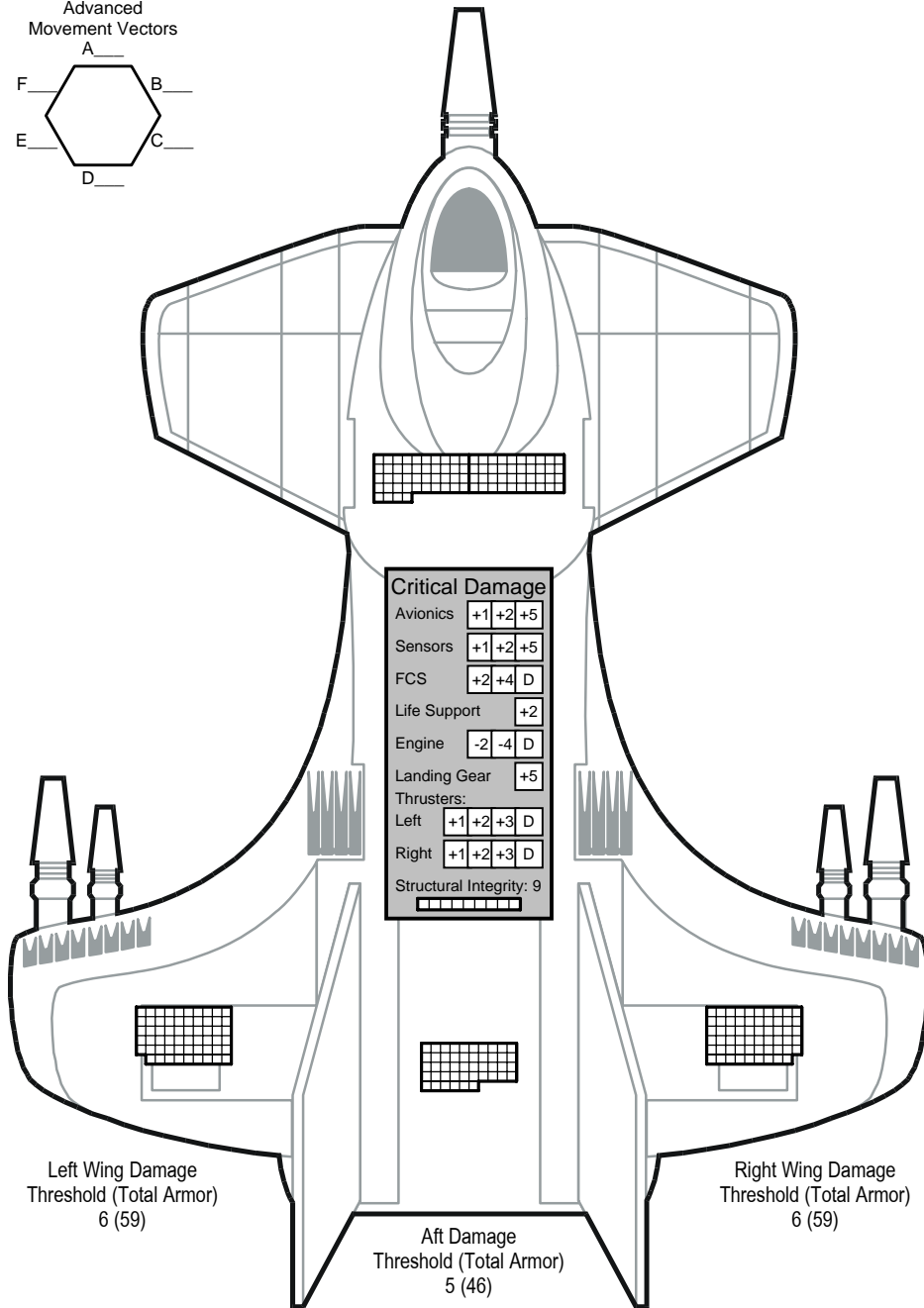
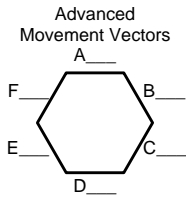
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Thrust																					
Velocity																					
Effective Velocity																					
Altitude Level																					
Fuel Pts	400																				

AEROTECH 2™

AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM

Nose Damage
Threshold (Total Armor)
9 (84) - Standard Scale



VESSEL DATA

Name: **Ahab AHB-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+
04	
03	
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Velocity Record

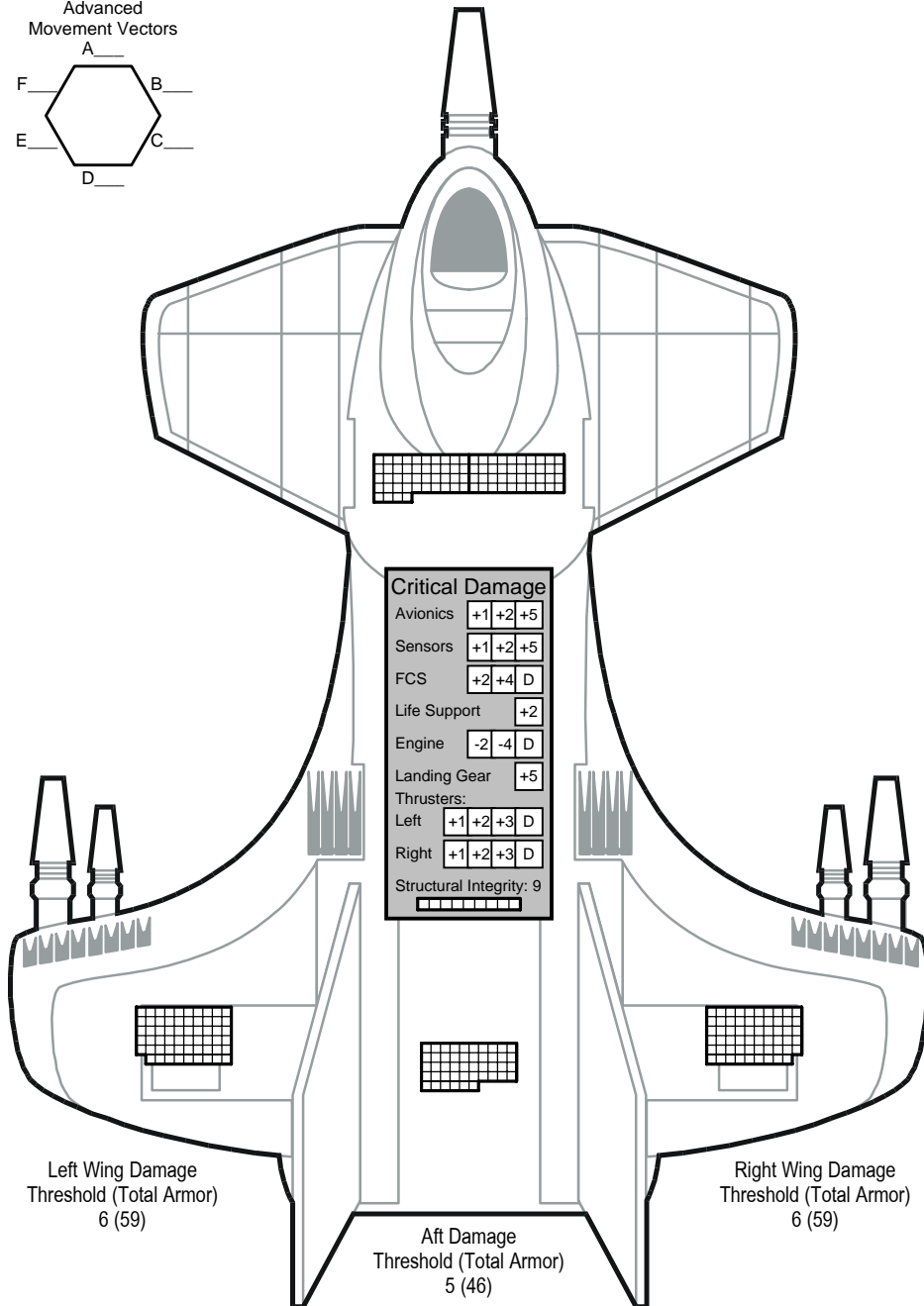
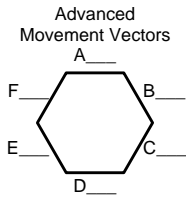
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Thrust																					
Velocity																					
Effective Velocity																					
Altitude Level																					
Fuel Pts	400																				

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-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	
01	
00	



Velocity Record

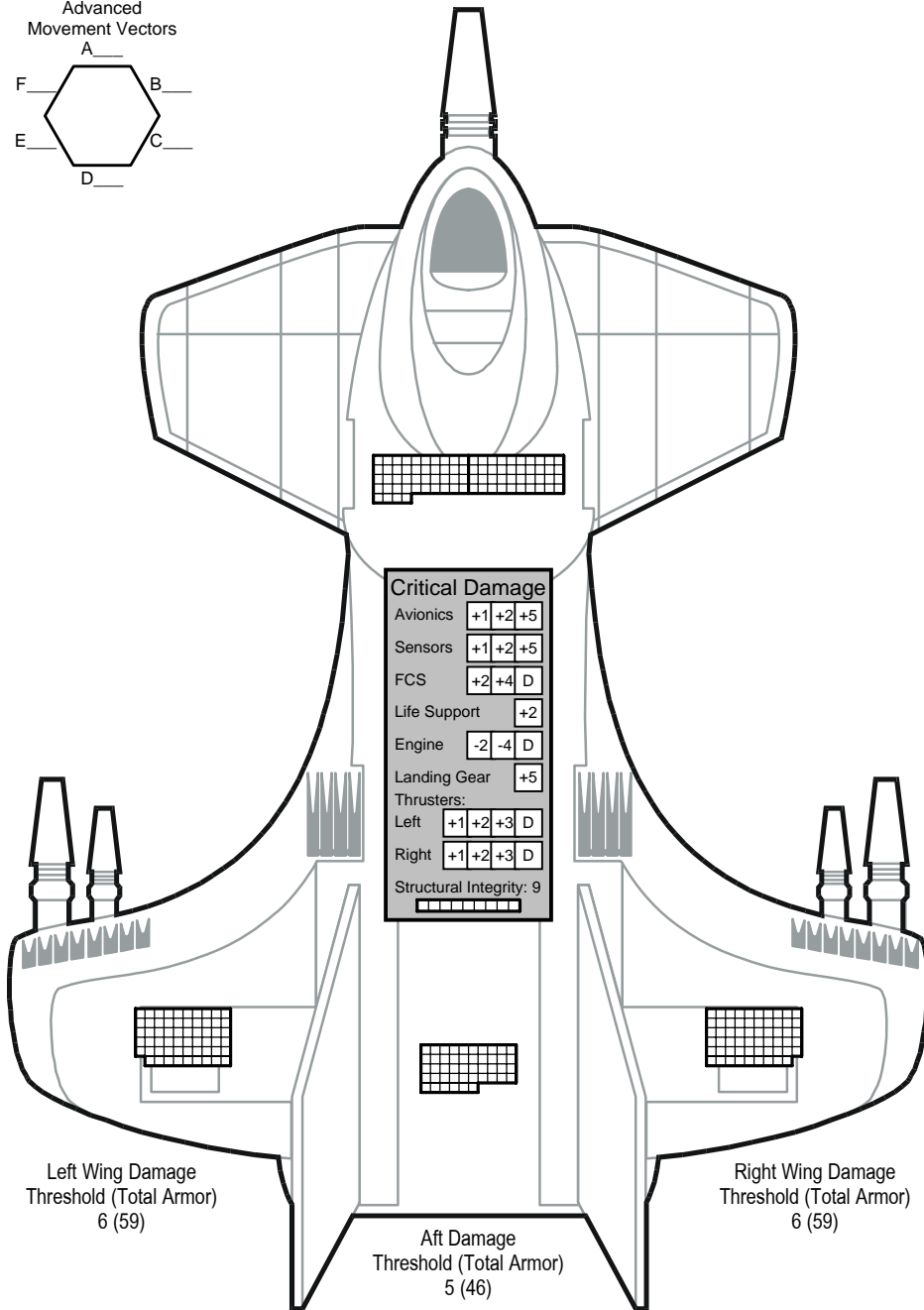
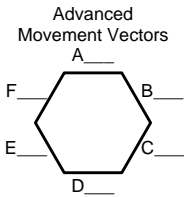
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	400																			

AEROTECH 2™

AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM

Nose Damage
Threshold (Total Armor)
9 (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-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 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	400																				