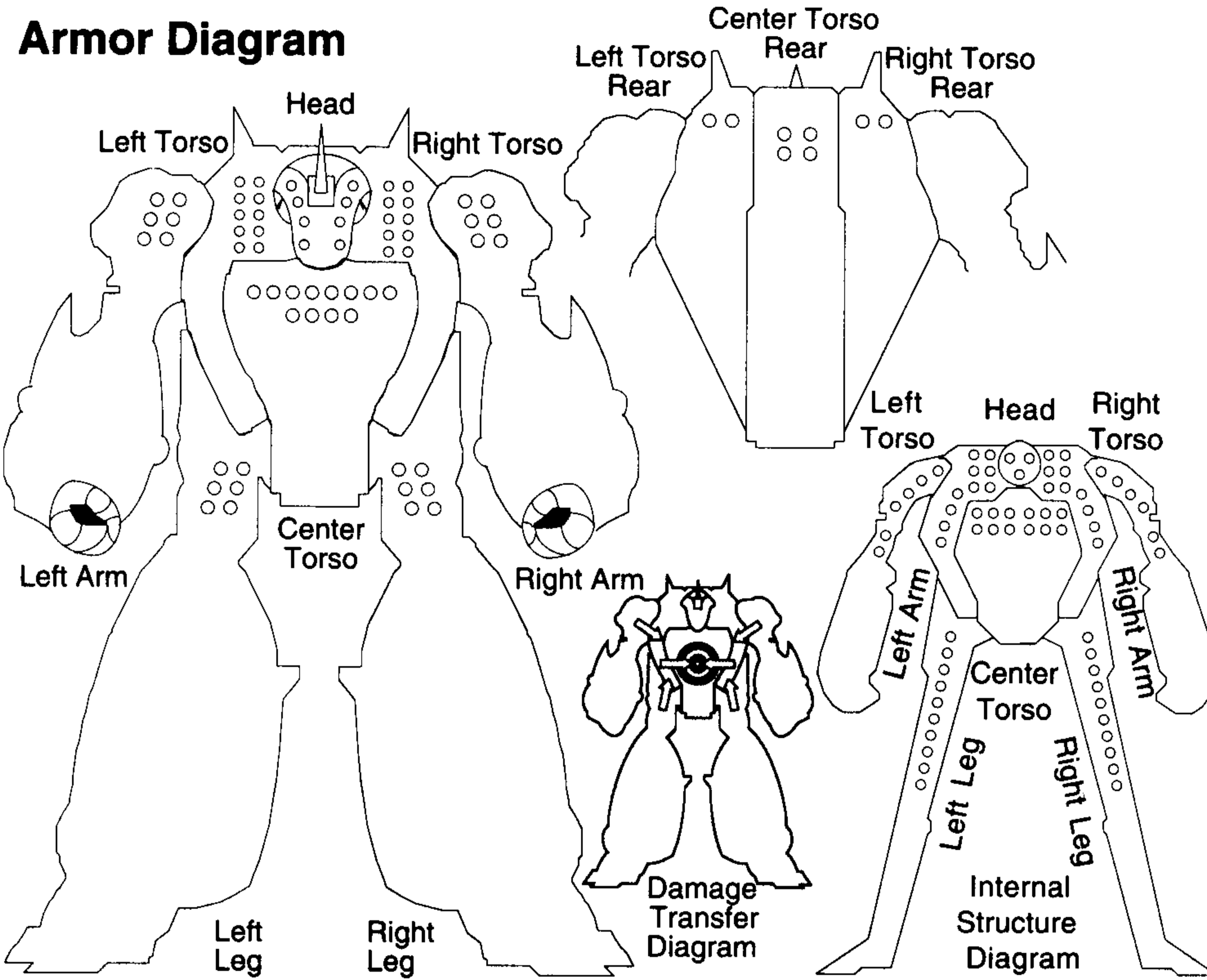


# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **ASN-21 Assassin**  
 Tonnage: **40** Technology Base:  
 Movement Points Inner Sphere  
 Walking: **7** 2980  
 Running: **11**  
 Jumping: **7**

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Medium Laser	RA	3	5	0	3	6	9
1	LRM 5	RT	2	1	6	7	14	21
1	SRM 2	LT	2	2	0	3	6	9

Ammo Type	Rounds
LRM 5	24
SRM 2	50

**Total Single Heat Sinks: 10**

○○○○○○○○○○

### Auto Eject

Operational  Disabled

### Warrior Data

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

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

### Heat Scale

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

### Left Arm

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

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

### Left Torso

- SRM 2
- Ammo (SRM 2) 50
- Jump Jet
- Jump Jet
- Jump Jet
- 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

### Critical Hit Table

#### Head

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

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

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

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

Cost 3,765,814

### Right Arm

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

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

### Right Torso

- LRM 5
- Ammo (LRM 5) 24
- Jump Jet
- Jump Jet
- Jump Jet
- Roll Again

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

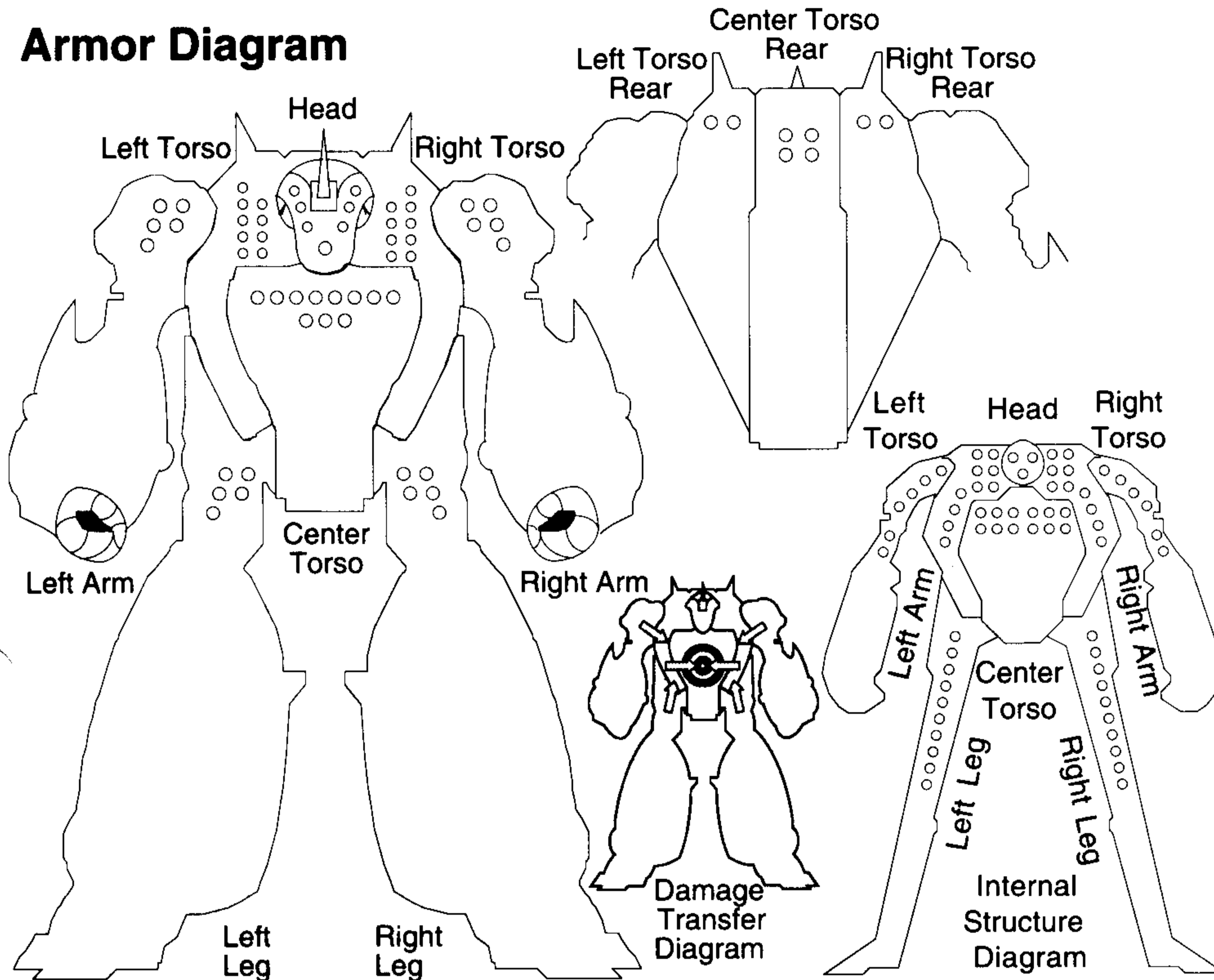
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **ASN-101 Assassin**

Tonnage: **40**  
 Movement Points  
 Walking: **7**  
 Running: **11**  
 Jumping: **5**

Technology Base:  
 Inner Sphere  
 2980

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Medium Laser	RA	3	5	0	3	6	9
1	Small Laser	H	1	3	0	1	2	3
1	Small Laser	LL	1	3	0	1	2	3
1	Small Laser	RL	1	3	0	1	2	3
1	LRM 5	RT	2	1	6	7	14	21
1	SRM 2	LT	2	2	0	3	6	9

Ammo Type	Rounds
LRM 5	24
SRM 2	50

**Total Single Heat Sinks: 10**

○○○○○○○○○○

### Auto Eject

Operational

Disabled

### Warrior Data

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

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

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

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

### Heat Scale

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

### Left Arm

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

1-3

- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

### Left Torso

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

1-3

- 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
- Small Laser
- Roll Again

### Critical Hit Table

#### Head

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

#### Center Torso

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

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

Cost 3,533,064

### Right Arm

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

1-3

- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

### Right Torso

- Jump Jet
- Jump Jet
- LRM 5
- Ammo (LRM 5) 24
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

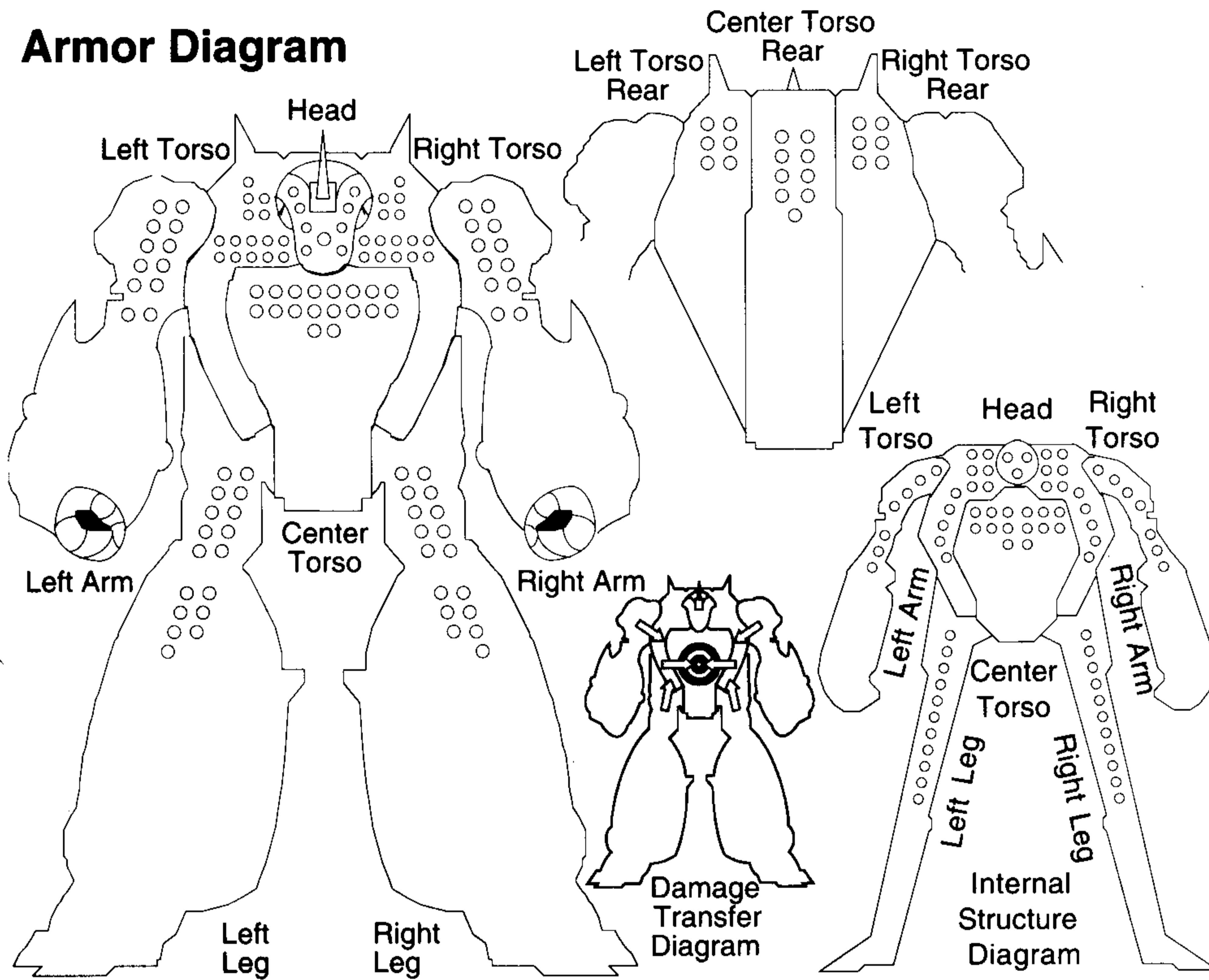
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **BJ-1 Blackjack**

Tonnage: **45**

Movement Points

Walking: **4**

Running: **6**

Jumping: **4**

Technology Base:

Inner Sphere

3022

### Weapons Inventory

#	Type	Loc.	Ht	D	Mn	S	M	L
1	Autocannon 2	RA	1	2	4	8	16	24
1	Autocannon 2	LA	1	2	4	8	16	24
1	Medium Laser	RT	3	5	0	3	6	9
1	Medium Laser	LA	3	5	0	3	6	9
1	Medium Laser	RA	3	5	0	3	6	9
1	Medium Laser	LT	3	5	0	3	6	9

Ammo Type	Rounds
Autocannon 2	45

### Total Single Heat Sinks: 11



### Auto Eject

Operational

Disabled

### Warrior Data

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

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

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

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

### Heat Scale

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

### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Autocannon 2
- Medium Laser
- Roll Again

1-3

- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

### Left Torso

- Heat Sink
- Heat Sink
- Medium Laser
- Roll Again
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

### Left Leg

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

### Critical Hit Table

#### Head

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

#### Center Torso

- Engine
  - Engine
  - Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3
- Gyro
  - Engine
  - Engine
  - Engine
  - Ammo (AC 2) 45
  - Roll Again
- 4-6

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

Cost 3,153,750

### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Autocannon 2
- Medium Laser
- Roll Again

1-3

- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

### Right Torso

- Heat Sink
- Heat Sink
- Medium Laser
- Roll Again
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

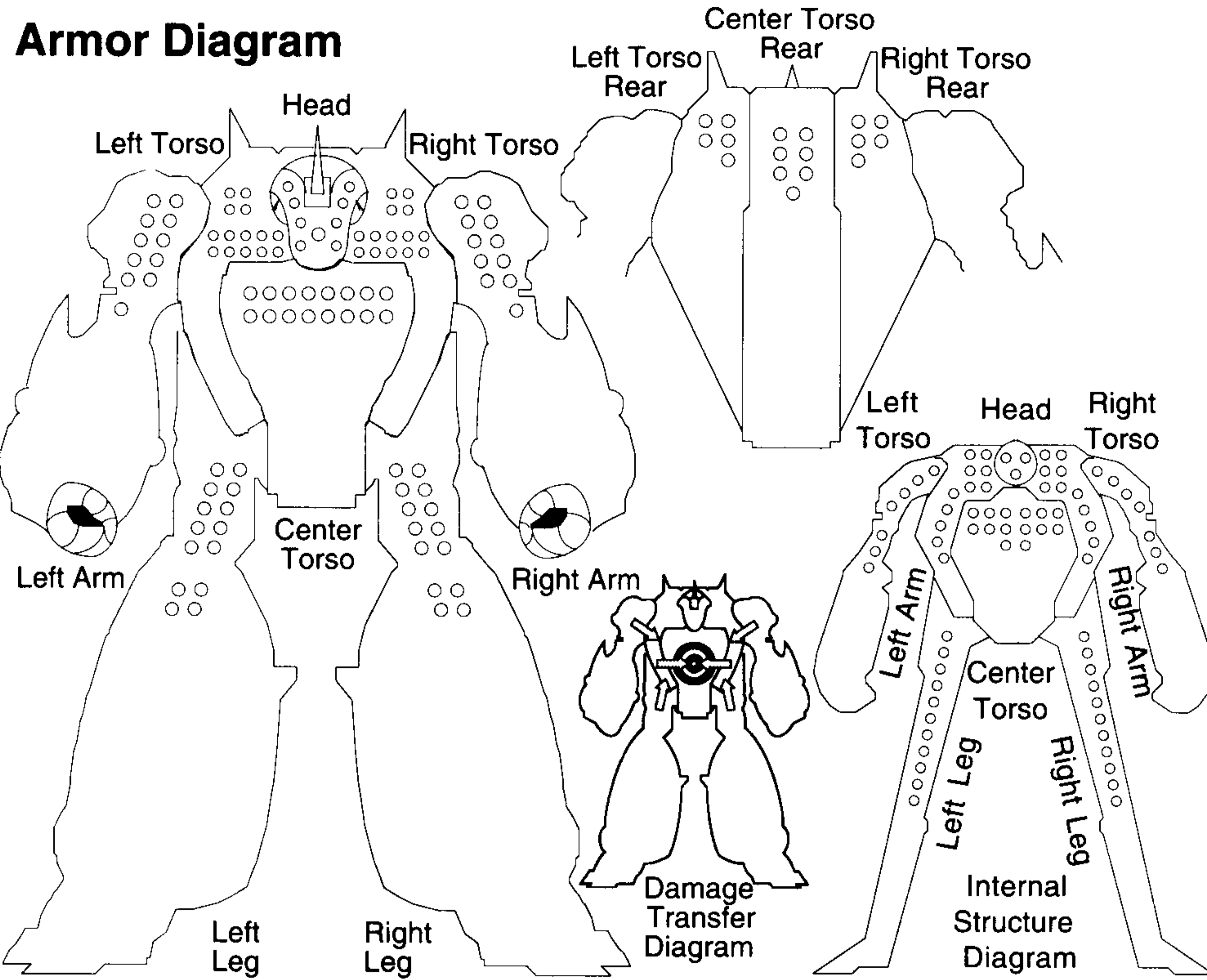
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **BJ-1DB Blackjack**

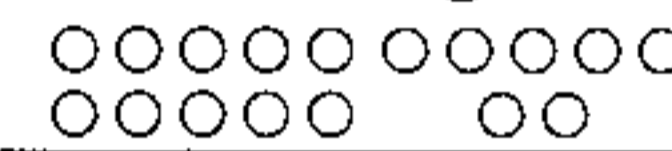
Tonnage: **45**  
 Movement Points  
 Walking: **4**  
 Running: **6**  
 Jumping: **4**

Technology Base:  
 Inner Sphere  
 3022

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Large Laser	RA	8	8	0	5	10	15
1	Large Laser	LA	8	8	0	5	10	15
1	Medium Laser	LA	3	5	0	3	6	9
1	Medium Laser	RA	3	5	0	3	6	9

### Total Single Heat Sinks: 17



### Auto Eject

Operational  Disabled

### Warrior Data

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

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

### Heat Scale

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



### Left Arm

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

### Left Torso

- Heat Sink
- Heat Sink
- 1-3 Heat Sink
- 4 Heat Sink
- Heat Sink
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again
- Roll Again

### Left Leg

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

### Critical Hit Table

#### Head

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

#### Center Torso

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

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

Cost 3,105,175

### Right Arm

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

### Right Torso

- Heat Sink
- Heat Sink
- 1-3 Heat Sink
- 4 Heat Sink
- Heat Sink
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again
- Roll Again

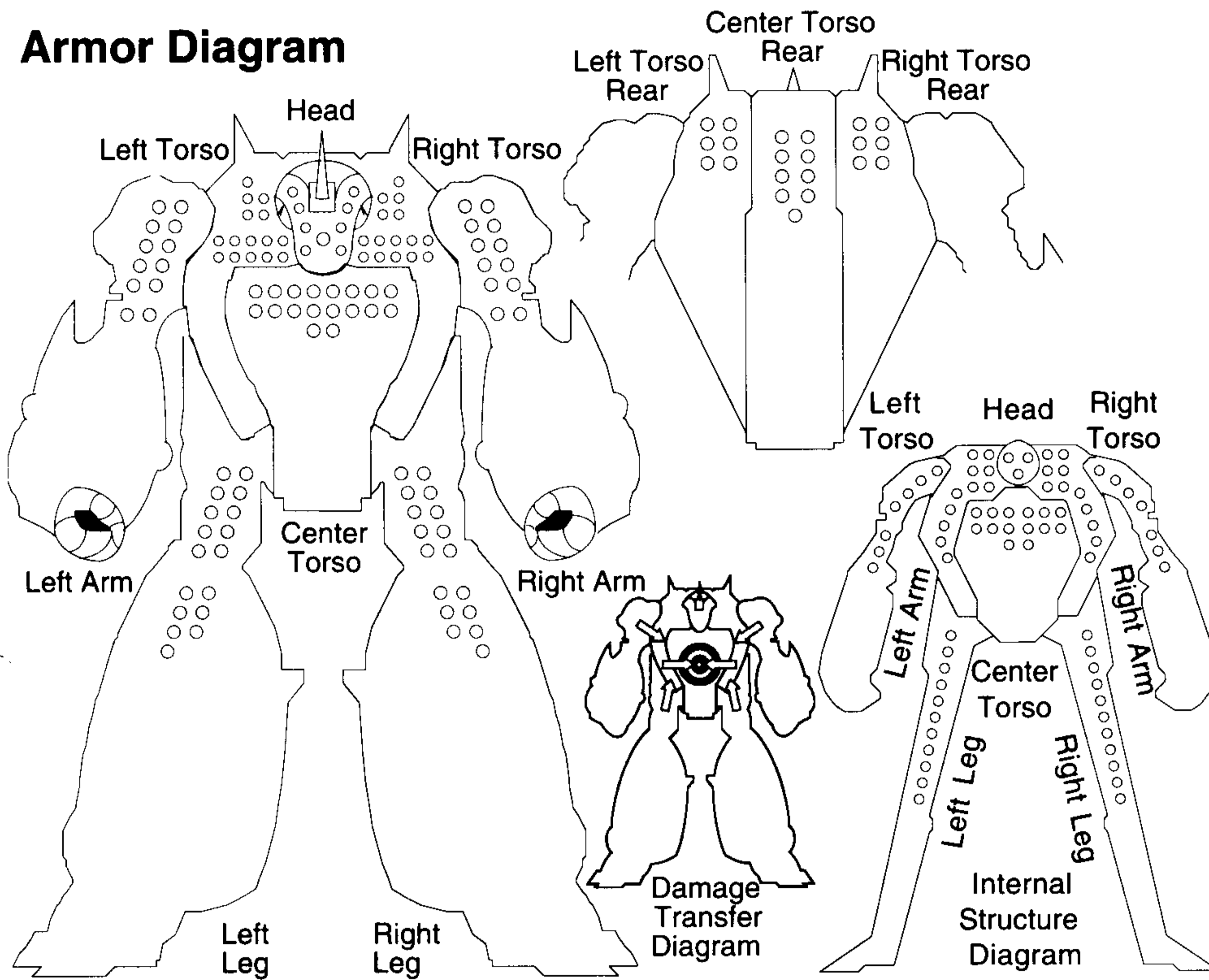
### Right Leg

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

# BATTLETECH®

## BATTEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **BJ-1DC Blackjack**

Tonnage: **45**  
 Movement Points  
 Walking: **4**  
 Running: **6**  
 Jumping: **0**

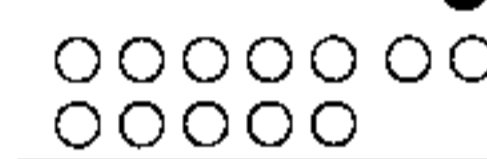
Technology Base:  
 Inner Sphere  
 3022

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Autocannon 2	RA	1	2	4	8	16	24
1	Autocannon 2	LA	1	2	4	8	16	24
1	Medium Laser	LA	3	5	0	3	6	9
1	Medium Laser	RA	3	5	0	3	6	9
1	Medium Laser	RT	3	5	0	3	6	9
1	Medium Laser	LT	3	5	0	3	6	9
1	Small Laser	LT	1	3	0	1	2	3
1	Small Laser	RT	1	3	0	1	2	3

Ammo Type	Rounds
Autocannon 2	45

**Total Single Heat Sinks: 12**



### Auto Eject

Operational

Disabled

### Warrior Data

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

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

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

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

### Heat Scale

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

### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Autocannon 2
  - Medium Laser
  - Roll Again
  - 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 Torso

- Medium Laser
  - Small Laser
  - Roll Again
  - Roll Again
  - Roll Again
  - 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
- Heat Sink
- Heat Sink

### Critical Hit Table

#### Head

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

#### Center Torso

- Engine
  - Engine
  - Engine
  - Gyro
  - Gyro
  - Gyro
  - Gyro
  - Gyro
  - Gyro
  - Gyro
- 1-3**
- Gyro
  - Engine
  - Engine
  - Engine
  - Heat Sink
  - Ammo (AC 2) 45
- 4-6**

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

Cost 2,973,950

### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Autocannon 2
  - Medium Laser
  - Roll Again
  - 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**

### Right Torso

- Medium Laser
  - Small Laser
  - Roll Again
  - Roll Again
  - Roll Again
  - 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**

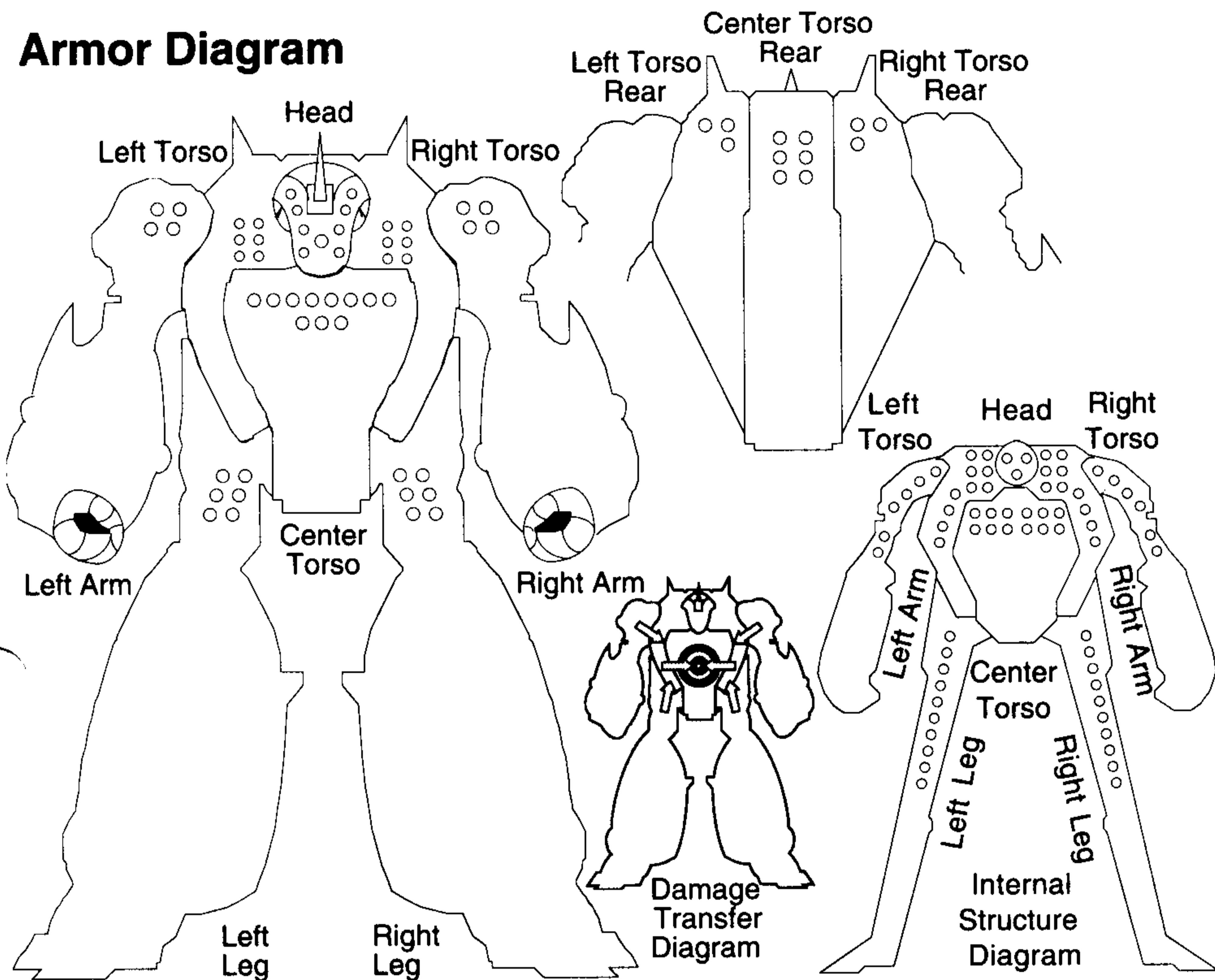
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **CDA-2A Cicada**

Tonnage: **40**  
 Movement Points  
 Walking: **8**  
 Running: **12**  
 Jumping: **0**

Technology Base:  
 Inner Sphere  
 2840

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Medium Laser	RT	3	5	0	3	6	9
1	Medium Laser	LT	3	5	0	3	6	9
1	Small Laser	CT	1	3	0	1	2	3

**Total Single Heat Sinks: 10**

○○○○○○○○○○

### Auto Eject

Operational

Disabled

### Warrior Data

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

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

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

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

### Heat Scale

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

### Left Arm

- Shoulder
- Upper Arm Actuator
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again

4-6

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

### Left Torso

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

1-3

- Roll Again
- Roll Again

4-6

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

### Left Leg

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

### Critical Hit Table

#### Head

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

1-3

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Engine
- Engine
- Engine
- Engine
- Small Laser
- Roll Again

4-6

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

Cost 3,705,218

### Right Arm

- Shoulder
- Upper Arm Actuator
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again

4-6

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

### Right Torso

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

1-3

- Roll Again
- Roll Again

4-6

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

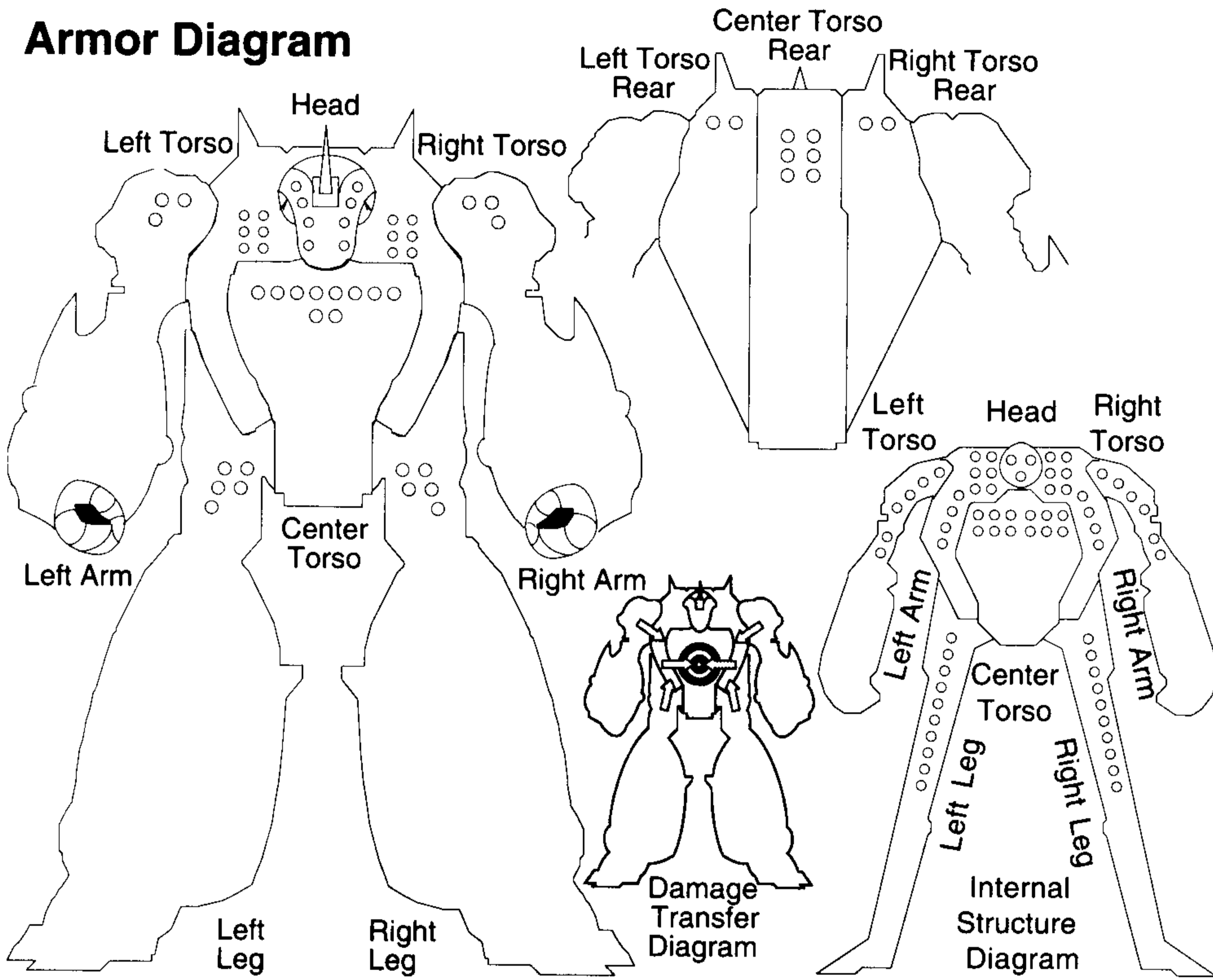
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **CDA-2B Cicada**

Tonnage: **40**  
 Movement Points  
 Walking: **8**  
 Running: **12**  
 Jumping: **0**

Technology Base:  
 Inner Sphere  
 2840

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Medium Laser	RT	3	5	0	3	6	9
1	Medium Laser	LT	3	5	0	3	6	9
1	Flamer	CT	3	2	0	1	2	3

**Total Single Heat Sinks: 10**

○○○○○○○○○○

### Auto Eject

Operational

Disabled

### Warrior Data

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

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

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

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

### Heat Scale

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

### Left Arm

- Shoulder
- Upper Arm Actuator
- 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 Torso

- Medium Laser
- 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

### Critical Hit Table

#### Head

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

1-3

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

4-6

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

Cost 3,692,968

### Right Arm

- Shoulder
- Upper Arm Actuator
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

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

4-6

### Right Torso

- Medium Laser
- 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

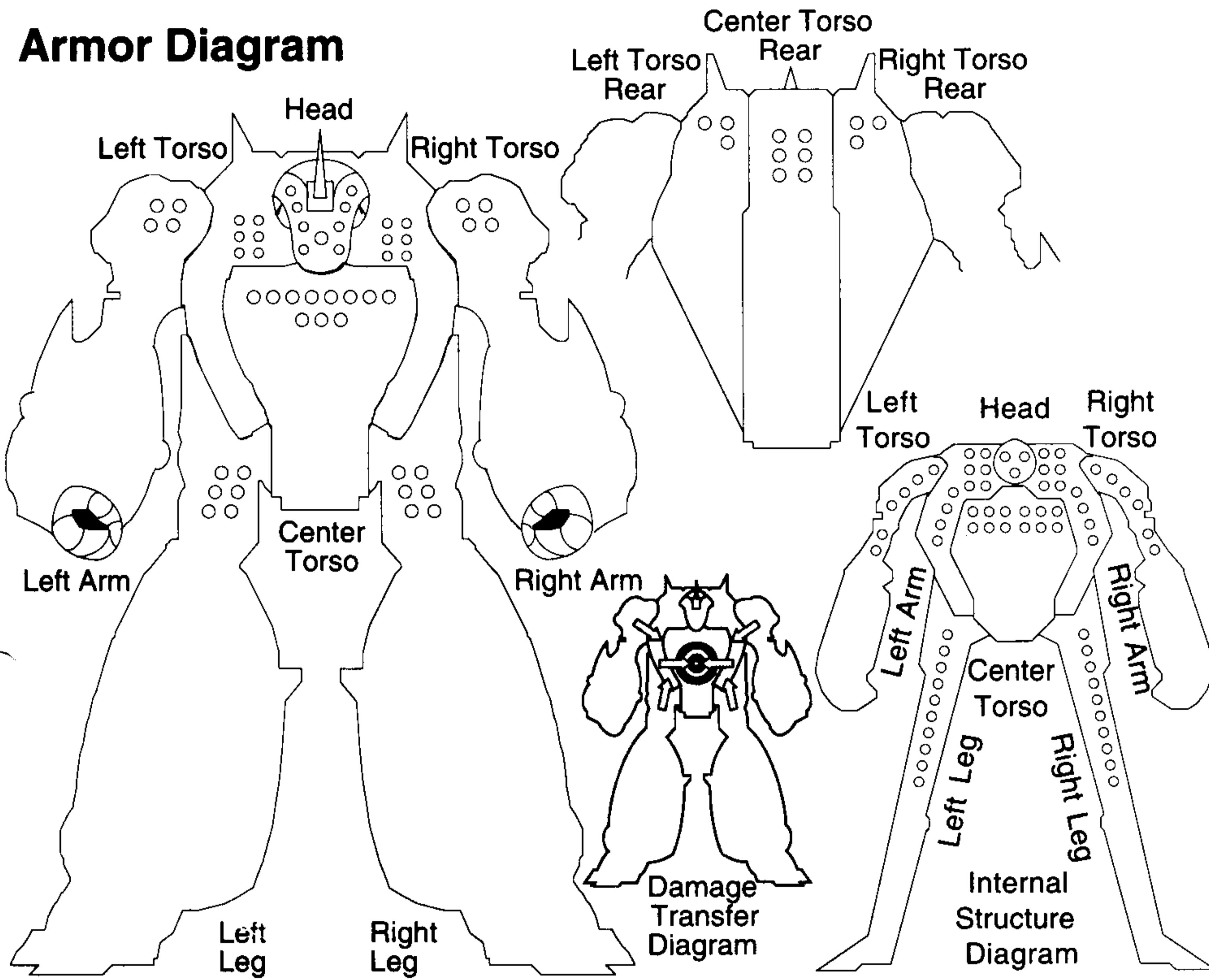
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **CDA-3C Cicada**

Tonnage: **40**

Movement Points

Walking: **7**

Running: **11**

Jumping: **0**

Technology Base:

Inner Sphere

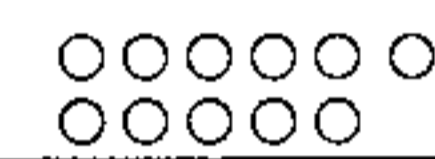
2840

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	PPC	RT	10	10	3	6	12	18
1	Machine Gun	RL	0	2	0	1	2	3
1	Machine Gun	LL	0	2	0	1	2	3

Ammo Type	Rounds
Machine Gun	200

### Total Single Heat Sinks: 11



### Auto Eject

Operational

Disabled

### Warrior Data

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

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

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

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

### Heat Scale

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

**FASA**  
CORPORATION

### Left Arm

- Shoulder
- Upper Arm Actuator
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again

4-6

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

### Left Torso

- Roll Again
- 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
- Machine Gun
- Roll Again

### Critical Hit Table

#### Head

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

1-3

#### Center Torso

- Engine
  - Engine
  - Engine
  - Gyro
  - Gyro
  - Gyro
- Gyro
  - Engine
  - Engine
  - Engine
  - Ammo (MG) 200
  - Roll Again

4-6

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

Cost 3,306,334

### Right Arm

- Shoulder
- Upper Arm Actuator
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again

4-6

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

### Right Torso

- PPC
- PPC
- PPC
- 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
- Machine Gun
- Roll Again



# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Mech Data

Type: **CLN-7V Chameleon**

Tonnage: **50**  
Movement Points

Technology Base:  
Inner Sphere  
3025

Walking: **6**  
Running: **9**  
Jumping: **6**

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Large Laser	RA	8	8	0	5	10	15
1	Medium Laser	RA	3	5	0	3	6	9
1	Medium Laser	LA	3	5	0	3	6	9
2	Small Laser	RT	1	3	0	1	2	3
1	Small Laser	LT	1	3	0	1	2	3
2	Machine Gun	CT	0	2	0	1	2	3

Ammo Type	Rounds
Machine Gun	100

**Total Single Heat Sinks: 10**

○○○○○○○○○○

### Auto Eject

Operational  Disabled

### Warrior Data

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

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

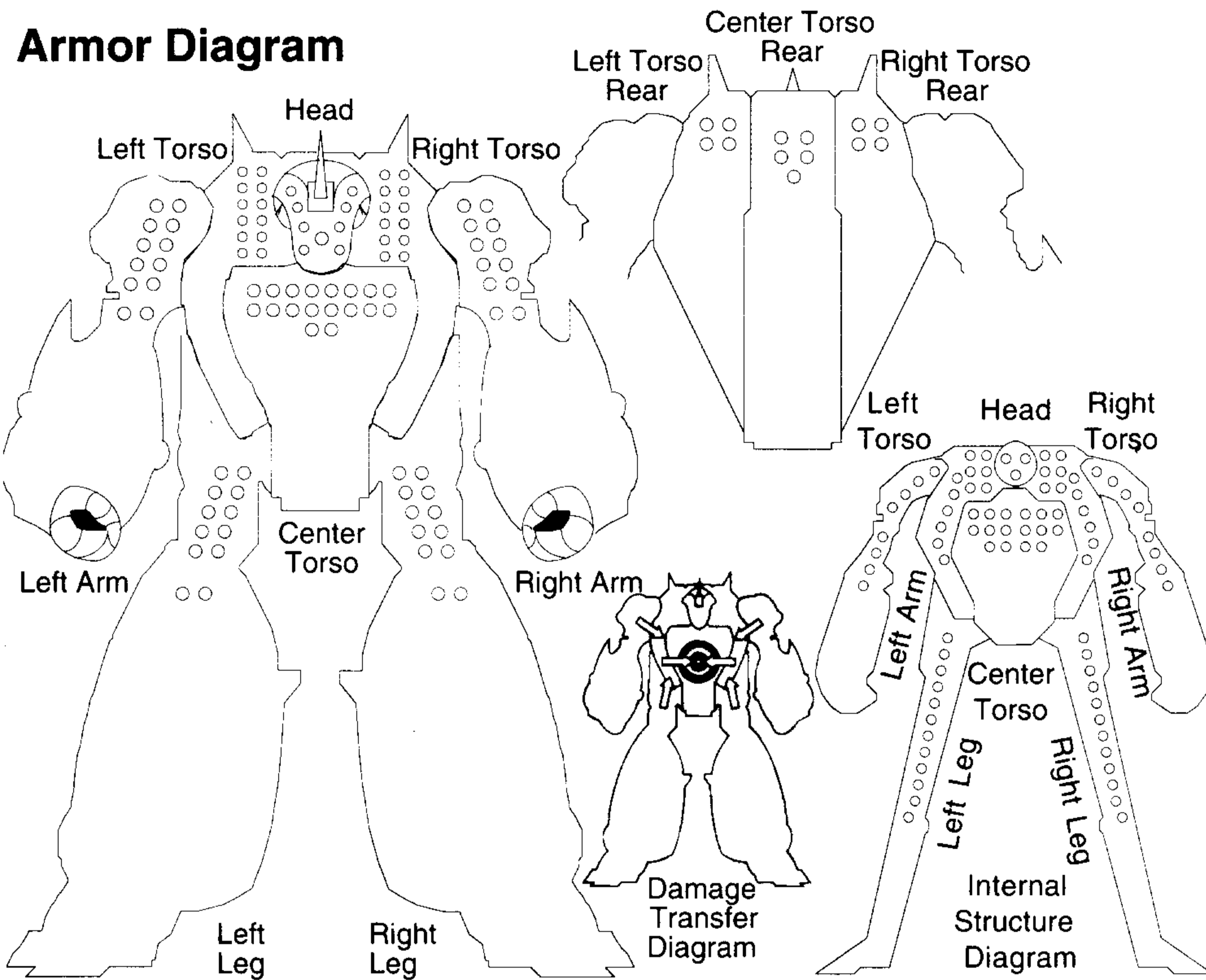
Hits Taken	1	2	3	4	5	6
Conscious #	3	5	7	10	11	Dead

### Heat Scale

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

**FASA®**  
CORPORATION

### Armor Diagram



### Left Arm

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

1. Roll Again  
2. Roll Again

3. Roll Again  
4. Roll Again  
5. Roll Again  
6. Roll Again

### Left Torso

- Jump Jet
- Small Laser
- Ammo (MG) 100
- Roll Again
- Roll Again
- Roll Again

1. Roll Again  
2. Roll Again

3. Roll Again  
4. Roll Again  
5. Roll Again  
6. Roll Again

### Left Leg

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

### Critical Hit Table

#### Head

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

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

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

Cost 4,623,375

### Right Arm

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

1. Medium Laser  
2. Roll Again

3. Roll Again  
4. Roll Again  
5. Roll Again  
6. Roll Again

### Right Torso

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

1. Roll Again  
2. Roll Again

3. Roll Again  
4. Roll Again  
5. Roll Again  
6. Roll Again

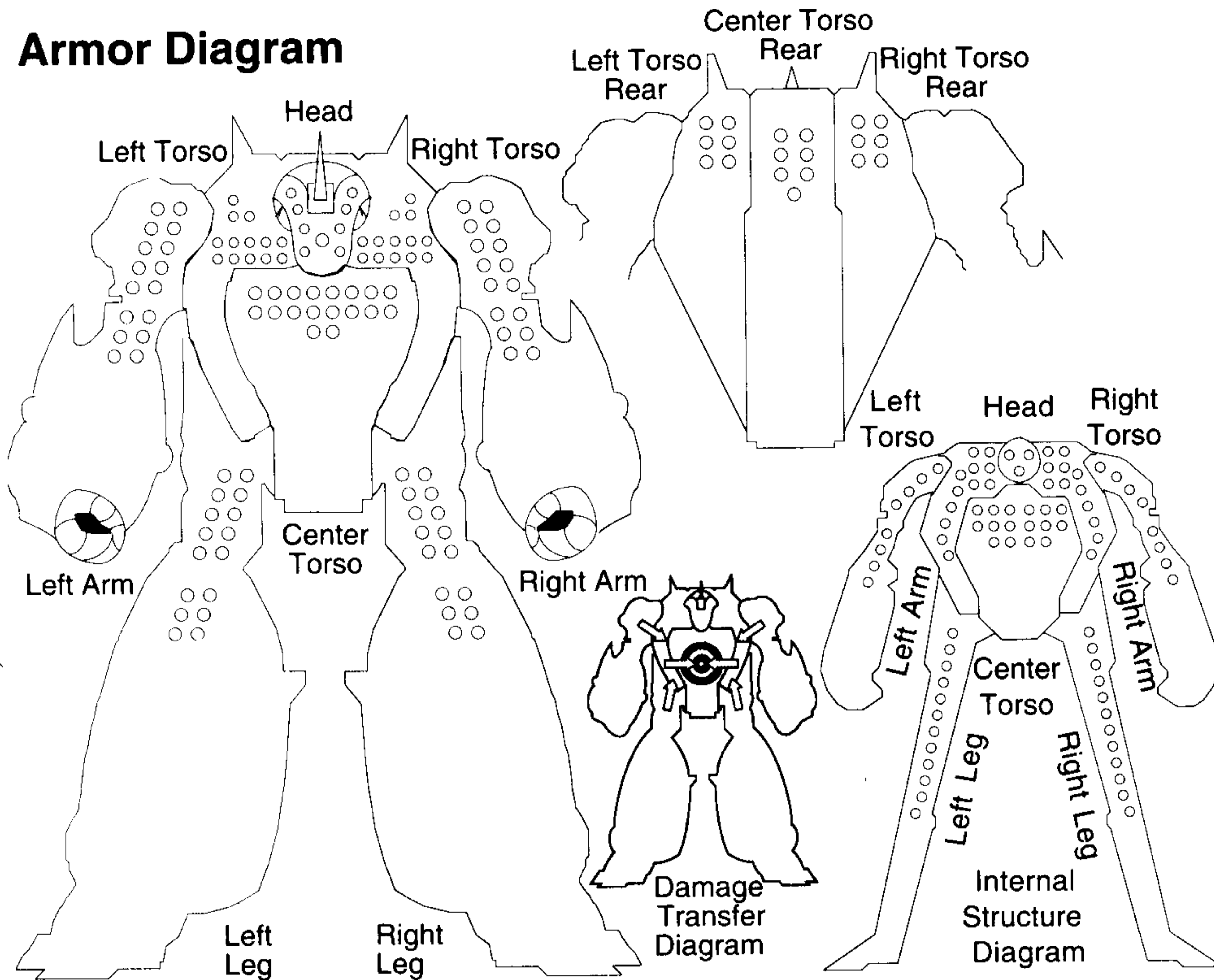
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **CN9-A Centurion**

Tonnage: **50**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2801

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Autocannon 10	RA	3	10	0	5	10	15
1	LRM 10	LT	4	1	6	7	14	21
1	Medium Laser	CT	3	5	0	3	6	9
1	Medium Laser	CT (R)	3	5	0	3	6	9

### Ammo Type

Ammo Type	Rounds
Autocannon 10	20
LRM 10	24

### Total Single Heat Sinks: 10

○○○○○○○○○○

### Auto Eject

Operational

Disabled

### Warrior Data

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

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

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

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

### Heat Scale

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

### Left Arm

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

- Roll Again
- Roll Again
- Roll Again

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

### Left Torso

- Heat Sink
  - LRM 10
  - LRM 10
  - Ammo (LRM 10) 12
  - Ammo (LRM 10) 12
- 1-3**
6. 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
- Roll Again
- Sensors
- Life Support

#### Center Torso

- Engine
  - Engine
  - Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3**
- Gyro
  - Engine
  - Engine
  - Engine
  - Medium Laser
  - Medium Laser (R)
- 4-6**

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

Cost 3,563,501

### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Autocannon 10
  - Autocannon 10
  - Autocannon 10
- 1-3**

- Autocannon 10
- Autocannon 10
- Autocannon 10
- Autocannon 10
- Roll Again
- Roll Again

### Right Torso

- Heat Sink
  - Ammo (AC 10) 10
  - Ammo (AC 10) 10
  - Roll Again
  - Roll Again
  - Roll Again
- 1-3**

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

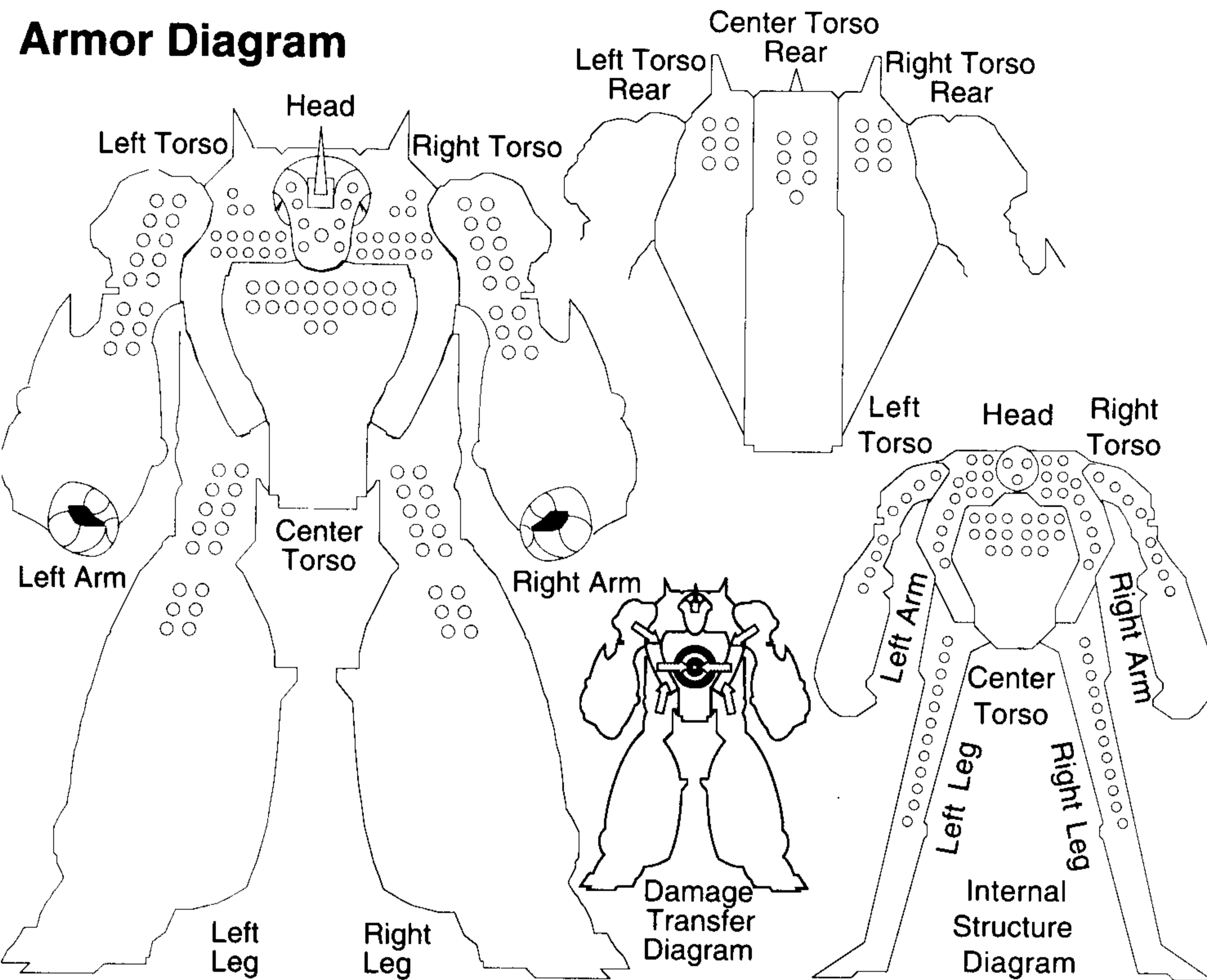
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **CN9-AH Centurion**

Tonnage: **50**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2801

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Autocannon 20	RA	7	20	0	3	6	9
1	LRM 10	LT	4	1	6	7	14	21

Ammo Type	Rounds
Autocannon 20	10
LRM 10	24

### Total Single Heat Sinks: 10

○○○○○○○○○○

### Auto Eject

Operational

Disabled

### Warrior Data

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

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

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

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

### Heat Scale

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

### Left Arm

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

### Left Torso

- LRM 10
- LRM 10
- Ammo (LRM 10) 12
- Ammo (LRM 10) 12
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

### Left Leg

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

### Critical Hit Table

#### Head

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

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Gyro
- Gyro
- Gyro

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

Cost 3,589,751

### Right Arm

- Shoulder
- Upper Arm Actuator
- Autocannon 20
- Autocannon 20
- Autocannon 20
- Autocannon 20
- Autocannon 20
- Autocannon 20
- Autocannon 20
- Autocannon 20

### Right Torso

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

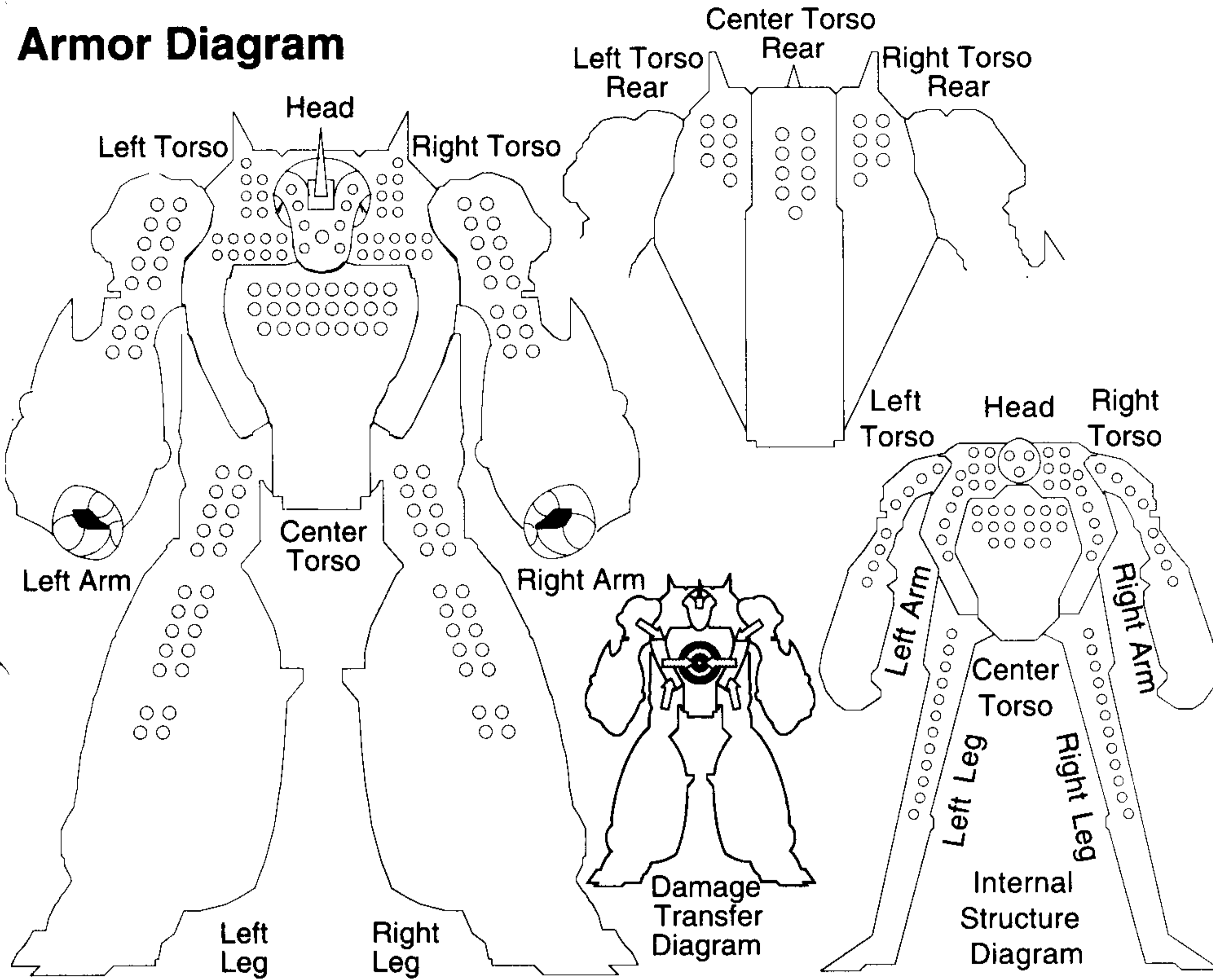
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **CN9-AL Centurion**

Tonnage: **50**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

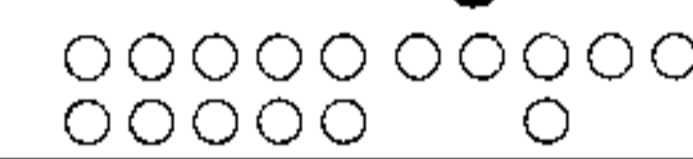
2801

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Large Laser	RA	8	8	0	5	10	15
1	Small Laser	RA	1	3	0	1	2	3
1	LRM 10	LT	4	1	6	7	14	21
1	Medium Laser	CT	3	5	0	3	6	9
1	Medium Laser	CT (R)	3	5	0	3	6	9

Ammo Type	Rounds
LRM 10	24

### Total Single Heat Sinks: 16



### Auto Eject

Operational

Disabled

### Warrior Data

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

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

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

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

### Heat Scale

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

### Left Arm

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

1-3

- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

### Left Torso

- LRM 10
- LRM 10
- Ammo (LRM 10) 12
- Ammo (LRM 10) 12
- 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
- Heat Sink
- Heat Sink

### Critical Hit Table

#### Head

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

1-3

#### Center Torso

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

4-6

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

Cost 3,395,876

### Right Arm

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

1-3

- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

### Right Torso

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

1-3

4-6

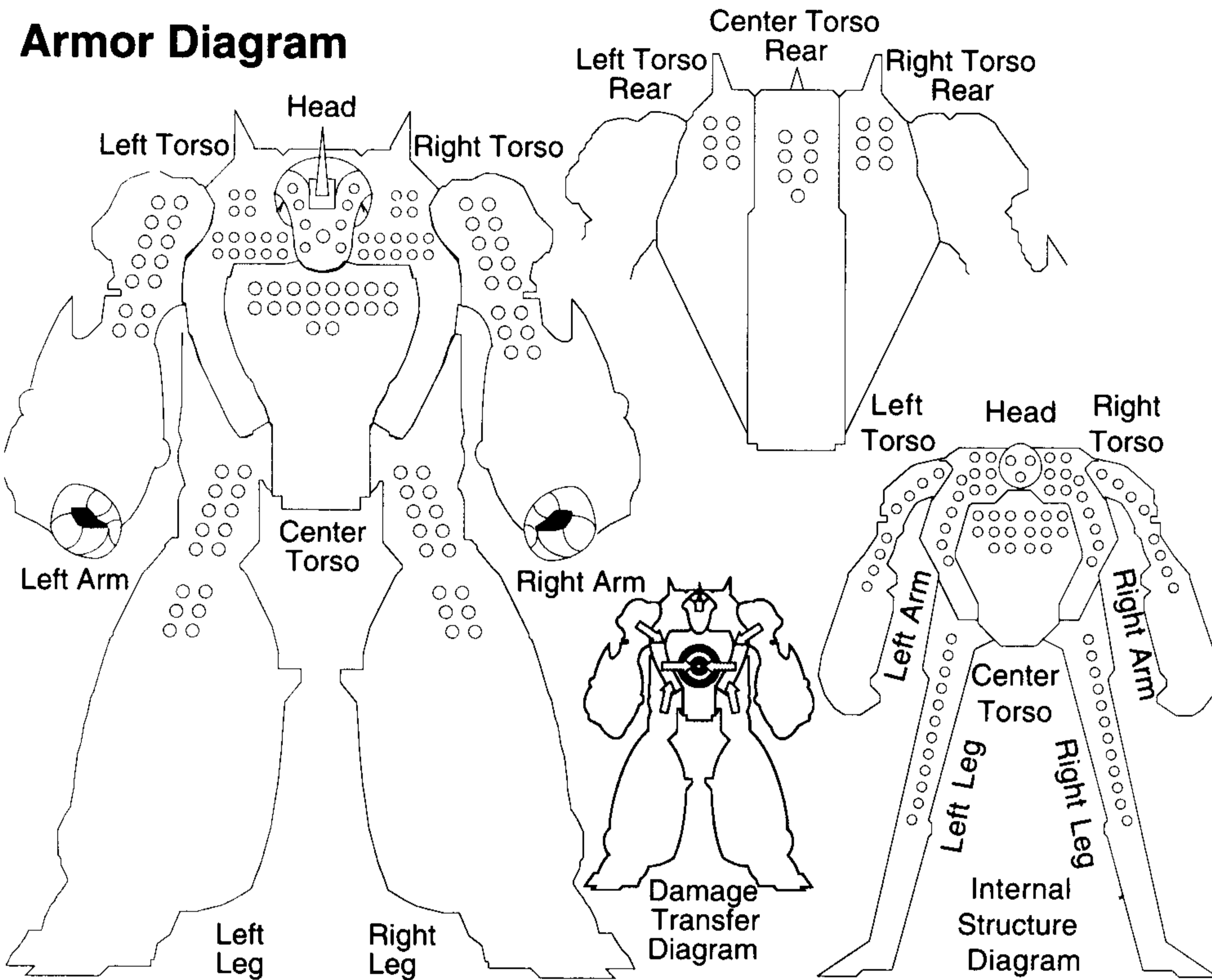
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **CN9-YLW Centurion**

Tonnage: **50**  
 Movement Points  
 Walking: **4**  
 Running: **6**  
 Jumping: **0**

Technology Base:  
 Inner Sphere  
 2801

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Medium Laser	CT	3	5	0	3	6	9
1	Medium Laser	CT (R)	3	5	0	3	6	9
1	Autocannon 20	RA	7	20	0	3	6	9
1	Hatchet	LA	0	10	0	1		

Ammo Type	Rounds
Autocannon 20	15

**Total Single Heat Sinks: 10**

○○○○○○○○○○

### Auto Eject

Operational  Disabled

### Warrior Data

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

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

### Heat Scale

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

### Left Arm

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

### Left Torso

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

### Left Leg

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

### Critical Hit Table

#### Head

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

#### Center Torso

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

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

Cost 3,454,751

### Right Arm

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

### Right Torso

- Heat Sink
- 2 Ammo (AC 20) 5
- 3 Ammo (AC 20) 5
- 4 Ammo (AC 20) 5
- 5 Roll Again
- 6 Roll Again
- 1 Roll Again
- 2 Roll Again
- 3 Roll Again
- 4-6 Roll Again
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

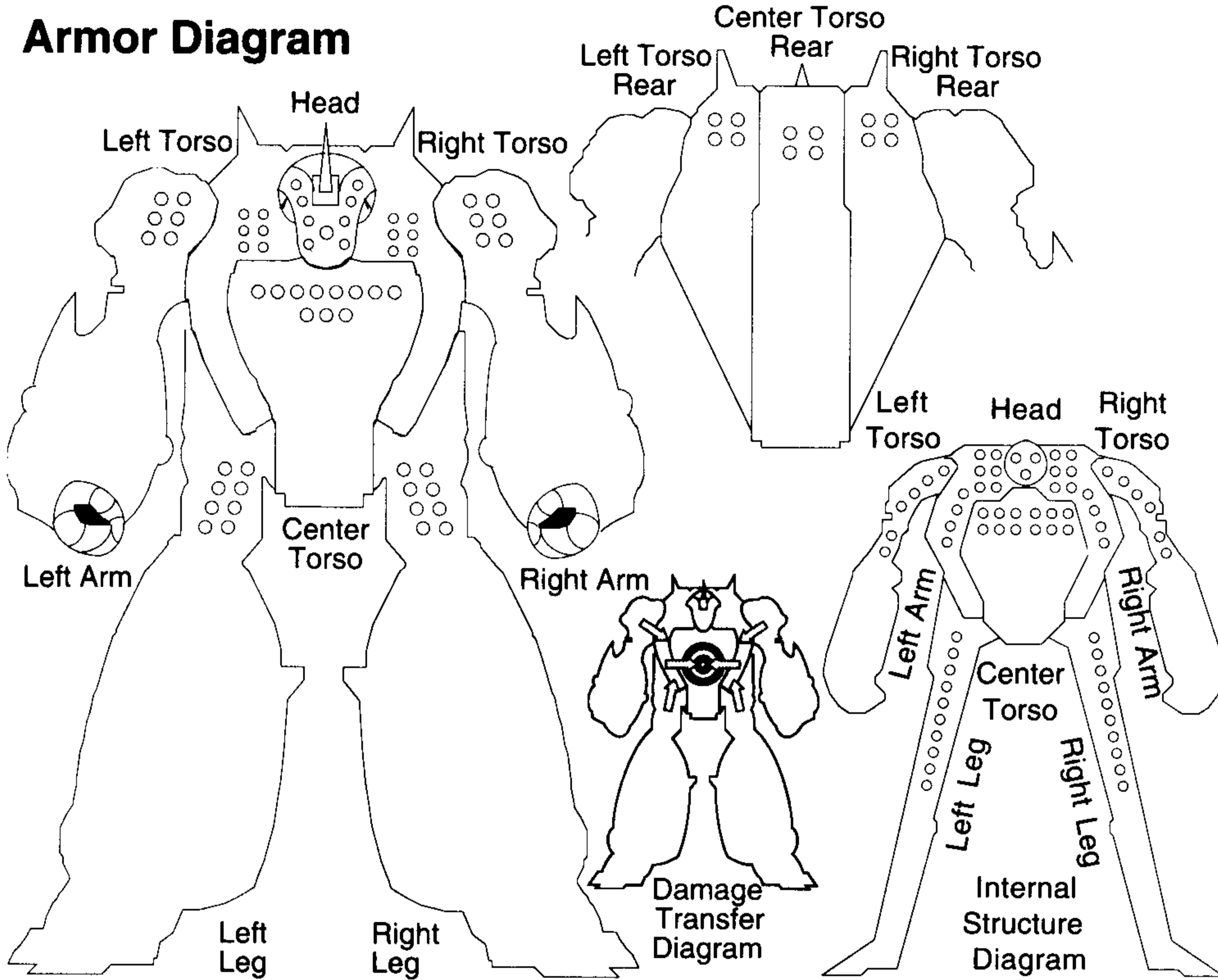
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **CLNT-1-2R Clint**  
 Tonnage: **40** Technology Base:  
 Movement Points Inner Sphere  
 Walking: **6** 2507  
 Running: **9**  
 Jumping: **0**

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Medium Laser	CT	3	5	0	3	6	9
1	Autocannon 10	RA	3	10	0	5	10	15

Ammo Type	Rounds
Autocannon 10	10

### Total Single Heat Sinks: 10

○○○○○○○○○○

### Auto Eject

Operational  Disabled

### Warrior Data

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

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

### Heat Scale

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

**FASA**  
CORPORATION

### Left Arm

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

### Critical Hit Table

#### Head

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

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

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

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

Cost 3,220,280

### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Autocannon 10
- Autocannon 10
- Autocannon 10
- Autocannon 10
- Autocannon 10
- Autocannon 10
- Autocannon 10

#### Right Torso

- Ammo (AC 10) 10
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

### Right Leg

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

### Left Torso

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

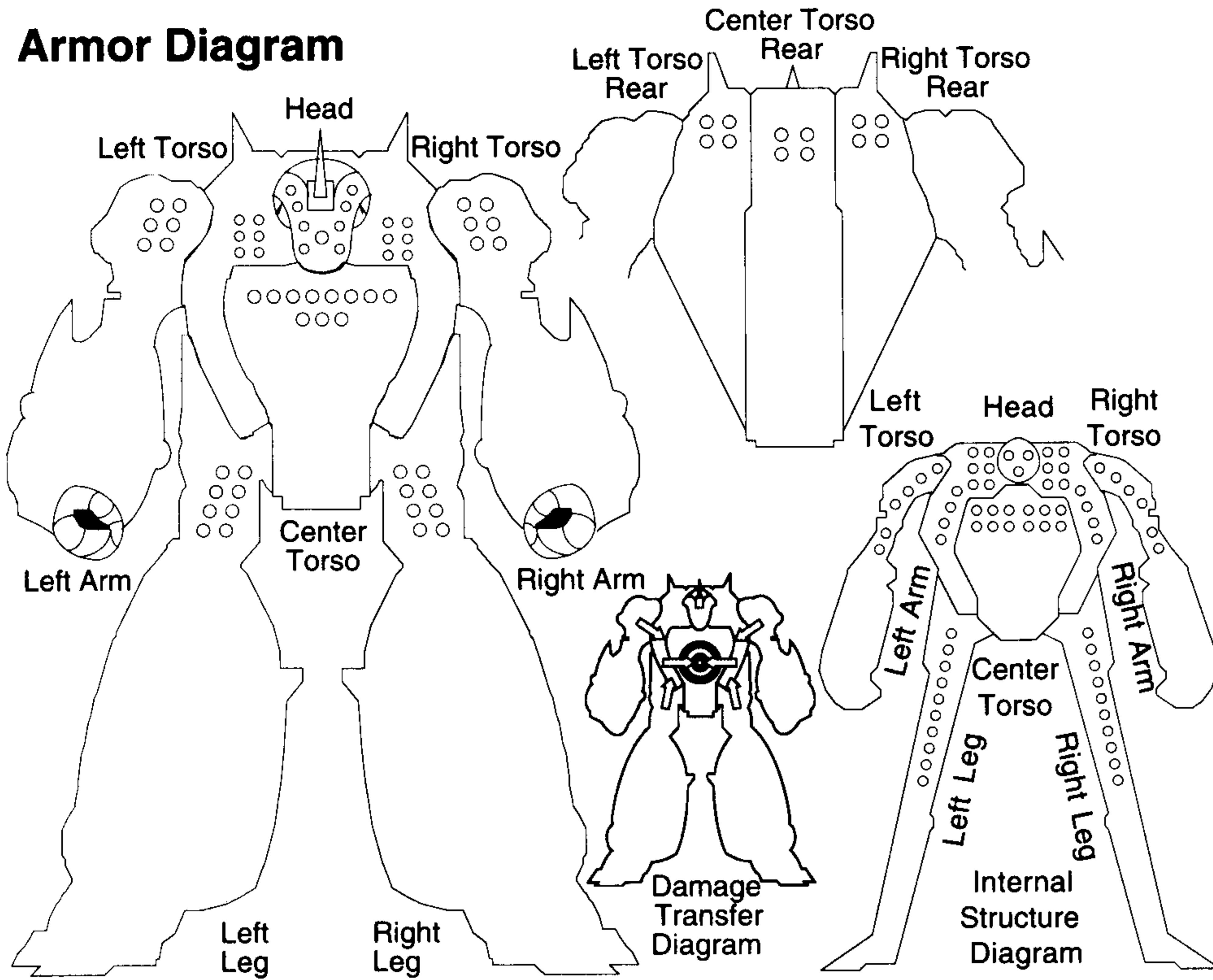
### Left Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **CLNT-2-3T Clint**

Tonnage: **40**

Movement Points

Walking: **6**

Running: **9**

Jumping: **6**

Technology Base:

Inner Sphere

2507

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Autocannon 5	RA	1	5	3	6	12	18
1	Medium Laser	LT	3	5	0	3	6	9
1	Medium Laser	CT	3	5	0	3	6	9

Ammo Type	Rounds
Autocannon 5	20

**Total Single Heat Sinks: 10**

○○○○○○○○○○

### Auto Eject

Operational

Disabled

### Warrior Data

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

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

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

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

### Heat Scale

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

### Left Arm

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

1-3

- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

### Left Torso

- Jump Jet
- Medium Laser
- 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
- Jump Jet
- Jump Jet

### Critical Hit Table

#### Head

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

#### Center Torso

- Engine
  - Engine
  - Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3
- Gyro
  - Engine
  - Engine
  - Engine
  - Medium Laser
  - Roll Again
- 4-6

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

Cost 3,572,380

### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Autocannon 5
- Autocannon 5
- Autocannon 5

1-3

- Autocannon 5
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

### Right Torso

- Jump Jet
- Heat Sink
- Ammo (AC 5) 20
- Roll Again
- Roll Again
- Roll Again

1-3

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

4-6

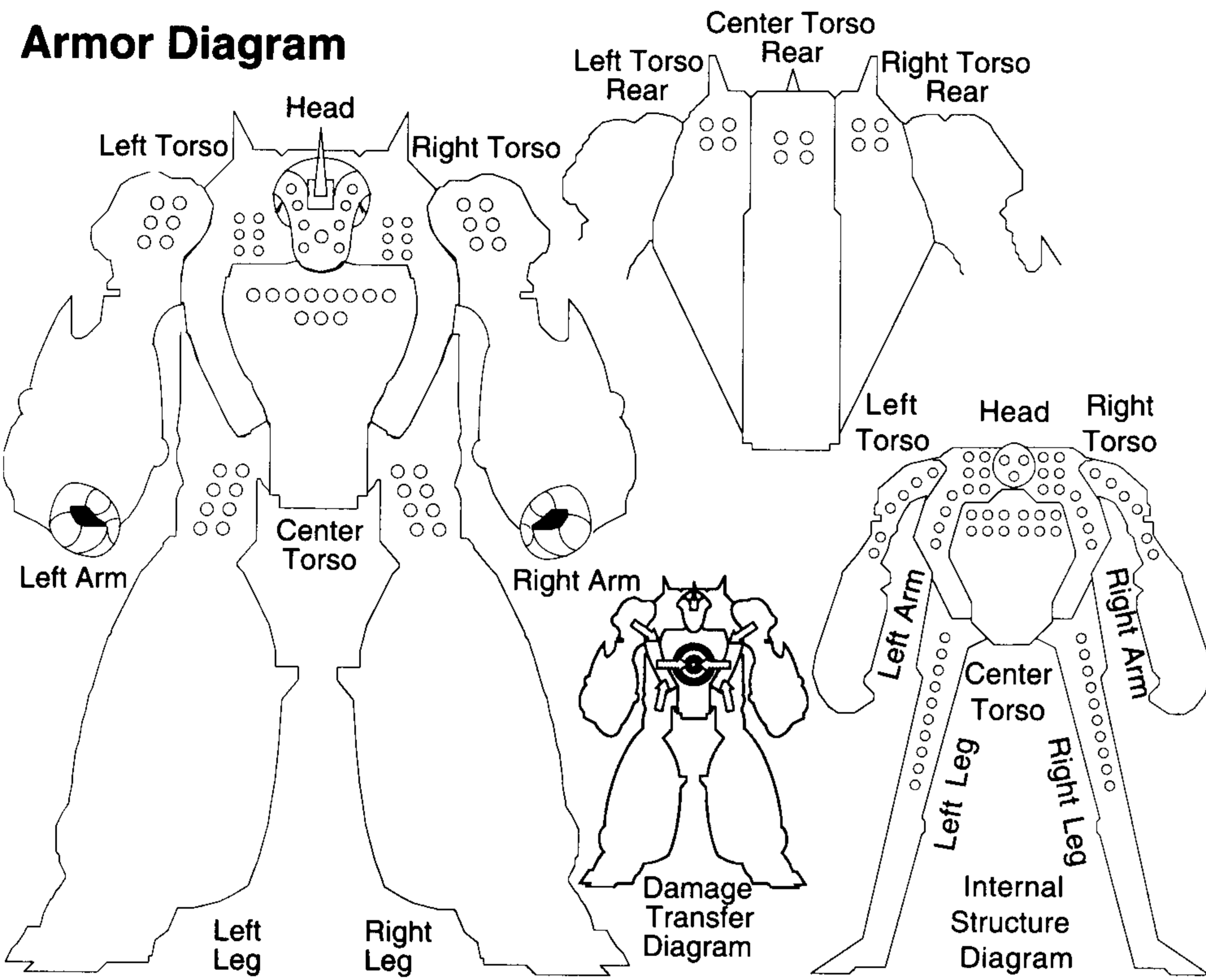
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **CLNT-2-4T Clint**

Tonnage: **40**

Movement Points

Walking: **6**

Running: **9**

Jumping: **0**

Technology Base:

Inner Sphere

2507

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Medium Laser	CT	3	5	0	3	6	9
2	Autocannon 2	RA	1	2	4	8	16	24

Ammo Type	Rounds
Autocannon 2	45

### Total Single Heat Sinks: 10

○○○○○○○○○○

### Auto Eject

Operational

Disabled

### Warrior Data

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

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

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

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

### Heat Scale

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

**FASA**  
CORPORATION

### Left Arm

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

1-3

- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

### Left Torso

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

1-3

- 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
- Roll Again
- Sensors
- Life Support

1-3

#### Center Torso

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

4-6

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

Cost 3,143,280

### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Autocannon 2
- Autocannon 2
- Roll Again

1-3

- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

### Right Torso

- Ammo (AC 2) 45
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

### Right Leg

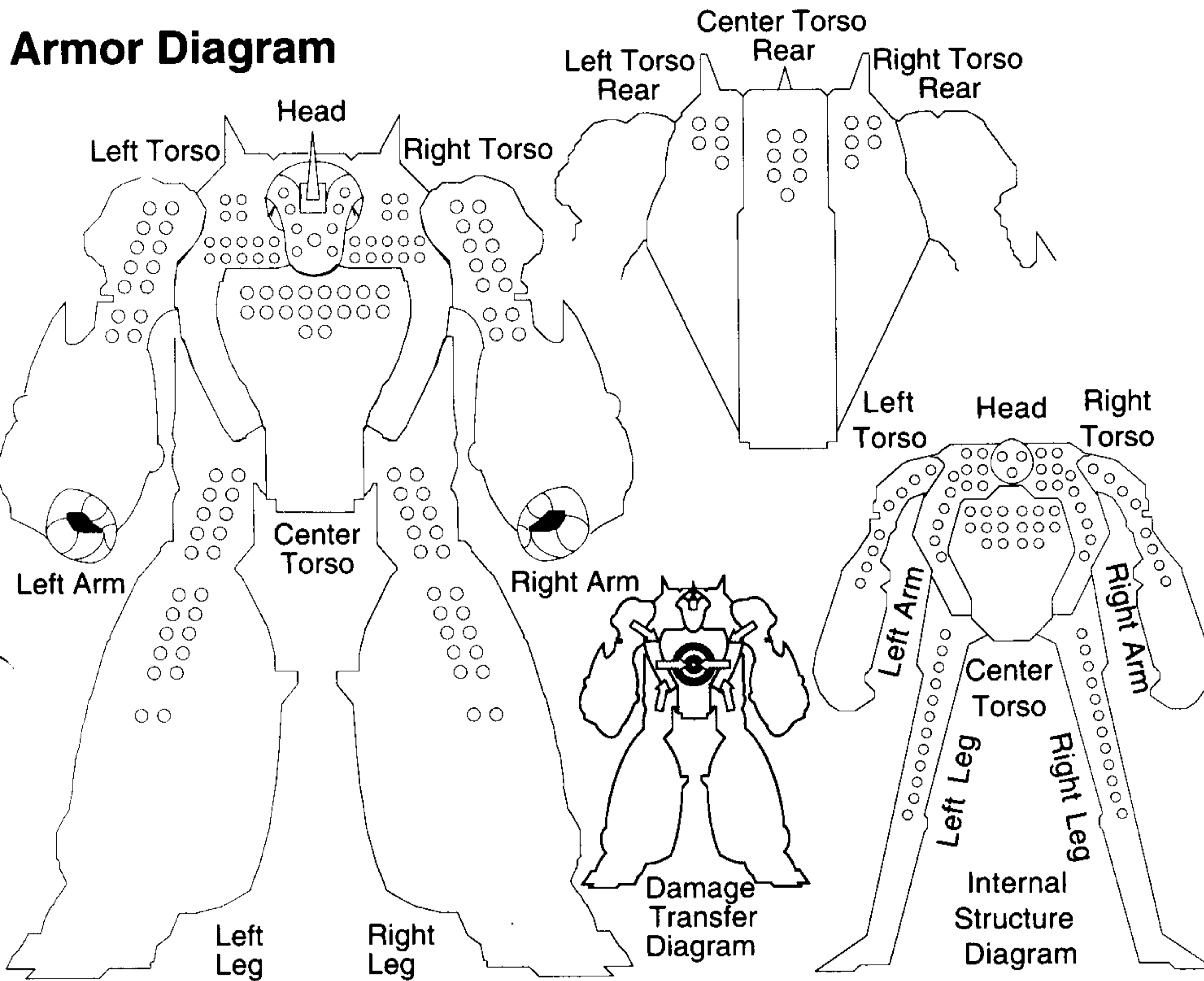
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again



# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **CRB-20 Crab**

Tonnage: **50**

Movement Points

Walking: **5**

Running: **8**

Jumping: **0**

Technology Base:

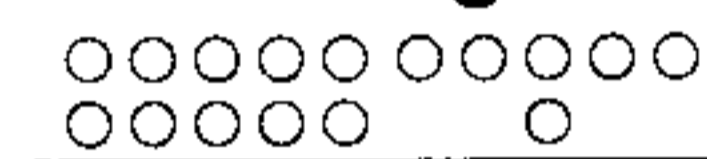
Inner Sphere

3025

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Large Laser	RA	8	8	0	5	10	15
1	Large Laser	LA	8	8	0	5	10	15
1	Medium Laser	CT	3	5	0	3	6	9
1	Small Laser	H	1	3	0	1	2	3

**Total Single Heat Sinks: 16**



### Auto Eject

Operational

Disabled

### Warrior Data

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

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

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

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

### Heat Scale

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

### Left Arm

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

### Left Torso

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

### Left Leg

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

### Critical Hit Table

#### Head

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

#### Center Torso

- 1-3 Engine
- 2 Engine
- 3 Engine
- 4 Gyro
- 5 Gyro
- 6 Gyro
- 1 Gyro
- 2 Engine
- 3 Engine
- 4-6 4 Engine
- 5 Medium Laser
- 6 Roll Again

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

Cost 3,909,876

### Right Arm

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

### Right Torso

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

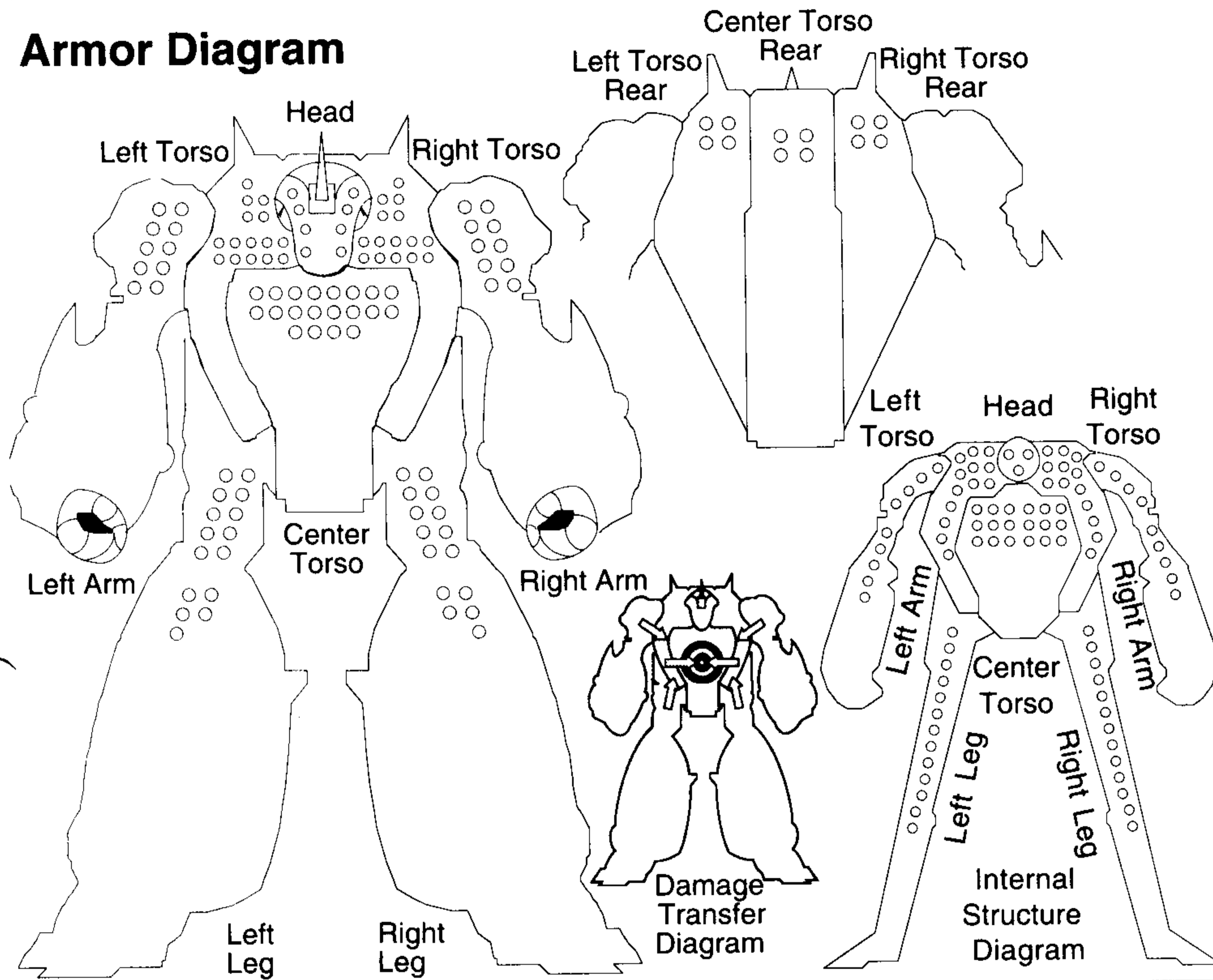
### Right Leg

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

# BATTLETECH®

## BATTEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **DV-6M Dervish**  
 Tonnage: **55**  
 Movement Points  
 Walking: **5**  
 Running: **8**  
 Jumping: **5**

Technology Base:  
 Inner Sphere  
 2520

### Weapons Inventory

#	Type	Lpc	Ht	D	Mn	S	M	L
1	LRM 10	LT	4	1	6	7	14	21
1	LRM 10	RT	4	1	6	7	14	21
1	Medium Laser	LA	3	5	0	3	6	9
1	Medium Laser	RA	3	5	0	3	6	9
1	SRM 2	RA	2	2	0	3	6	9
1	SRM 2	LA	2	2	0	3	6	9

Ammo Type	Rounds
LRM 10	24
SRM 2	100

### Total Single Heat Sinks: 10

○○○○○○○○○○

### Auto Eject

Operational  Disabled

### Warrior Data

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

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

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

### Heat Scale

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

### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Medium Laser
- SRM 2
- Ammo (SRM 2) 50

1-3

- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

### Left Torso

- LRM 10
- LRM 10
- Ammo (LRM 10) 12

1-3

- 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
- Jump Jet
- Jump Jet

### Critical Hit Table

#### Head

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

1-3

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

1-3

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

4-6

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

Cost 4,980,668

### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Medium Laser
- SRM 2
- Ammo (SRM 2) 50

1-3

- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

### Right Torso

- LRM 10
- LRM 10
- Ammo (LRM 10) 12

1-3

- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

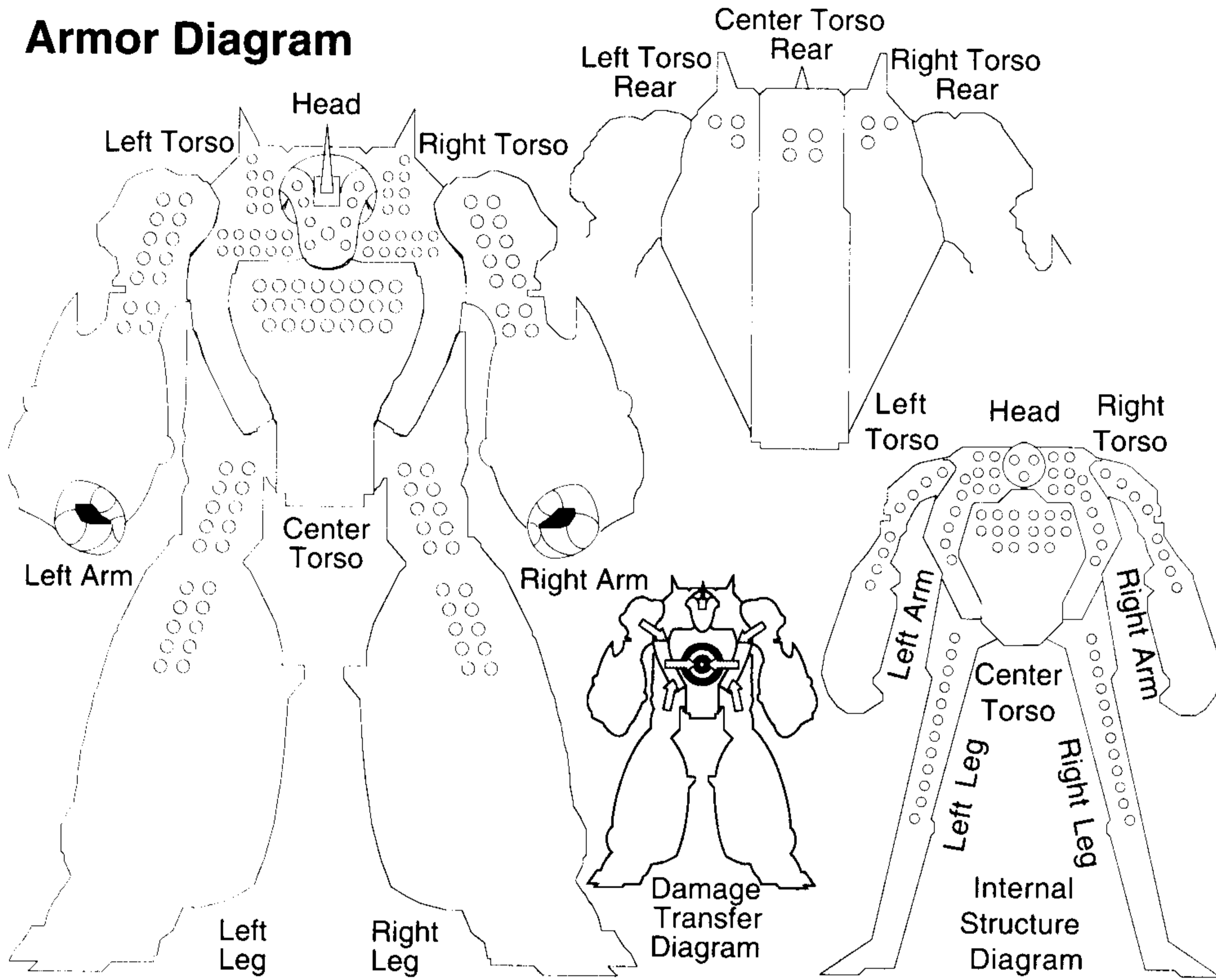
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **ENF-4R Enforcer**

Tonnage: **50**  
 Movement Points  
 Walking: **4**  
 Running: **6**  
 Jumping: **4**

Technology Base:  
 Inner Sphere  
 2777

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Autocannon 10	RA	3	10	0	5	10	15
1	Large Laser	LA	8	8	0	5	10	15
1	Small Laser	LT	1	3	0	1	2	3

Ammo Type	Rounds
Autocannon 10	10

### Total Single Heat Sinks: 12



### Auto Eject

Operational

Disabled

### Warrior Data

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

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

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

### Heat Scale

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

### Left Arm

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

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

### Left Torso

- Heat Sink
- Heat Sink
- 3 Small Laser
- 1-3 Roll Again
- Roll Again
- Roll Again

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

### Left Leg

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

### Critical Hit Table

#### Head

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

#### Center Torso

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

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

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

Cost 3,536,876

### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Autocannon 10
- Autocannon 10
- Autocannon 10

- 1-3 Autocannon 10
- Autocannon 10
- Autocannon 10
- 4-6 Autocannon 10
- Roll Again
- Roll Again

### Right Torso

- Heat Sink
- Heat Sink
- 3 Ammo (AC 10) 10
- 1-3 Roll Again
- Roll Again
- Roll Again

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

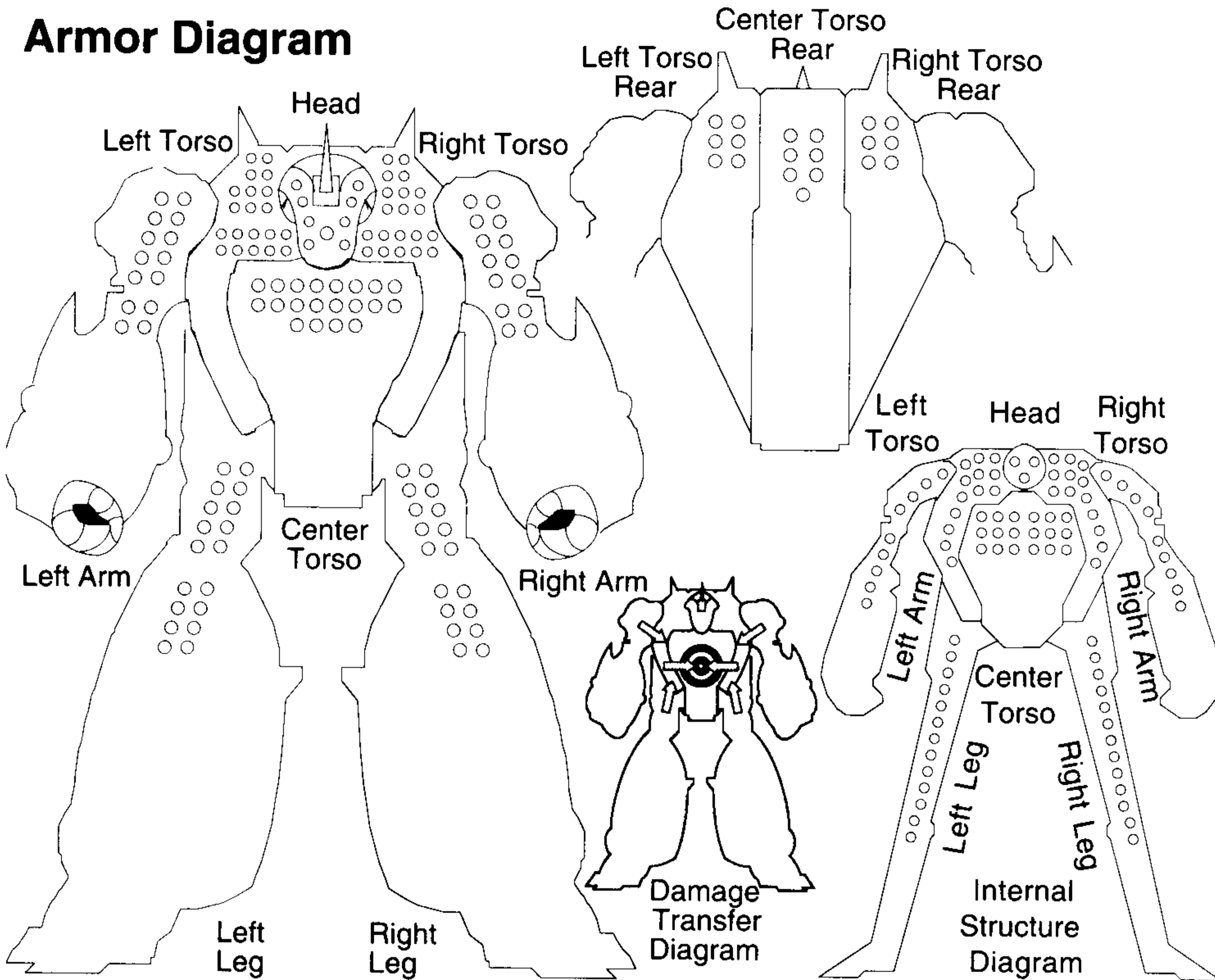
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **GRF-1N Griffin**

Tonnage: **55**

Movement Points

Walking: **5**

Running: **8**

Jumping: **5**

Technology Base:

Inner Sphere

2492

### Weapons Inventory

#	Type	Loc-	Ht	D	Mn	S	M	L
1	PPC	RA	10	10	3	6	12	18
1	LRM 10	RT	4	1	6	7	14	21

Ammo Type	Rounds
LRM 10	24

### Total Single Heat Sinks: 12



### Auto Eject

Operational

Disabled

### Warrior Data

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

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

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

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

### Heat Scale

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

### Left Arm

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

1-3

- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

### Left Torso

- Jump Jet
- Jump Jet
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

- 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
- Roll Again
- Sensors
- Life Support

#### Center Torso

- Engine
  - Engine
  - Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3
- Gyro
  - Engine
  - Engine
  - Engine
  - Jump Jet
  - Heat Sink
- 4-6

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

Cost 4,957,108

### Right Arm

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

1-3

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

4-6

### Right Torso

- Jump Jet
- Jump Jet
- LRM 10
- LRM 10
- Ammo (LRM 10) 12
- Ammo (LRM 10) 12

1-3

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

4-6

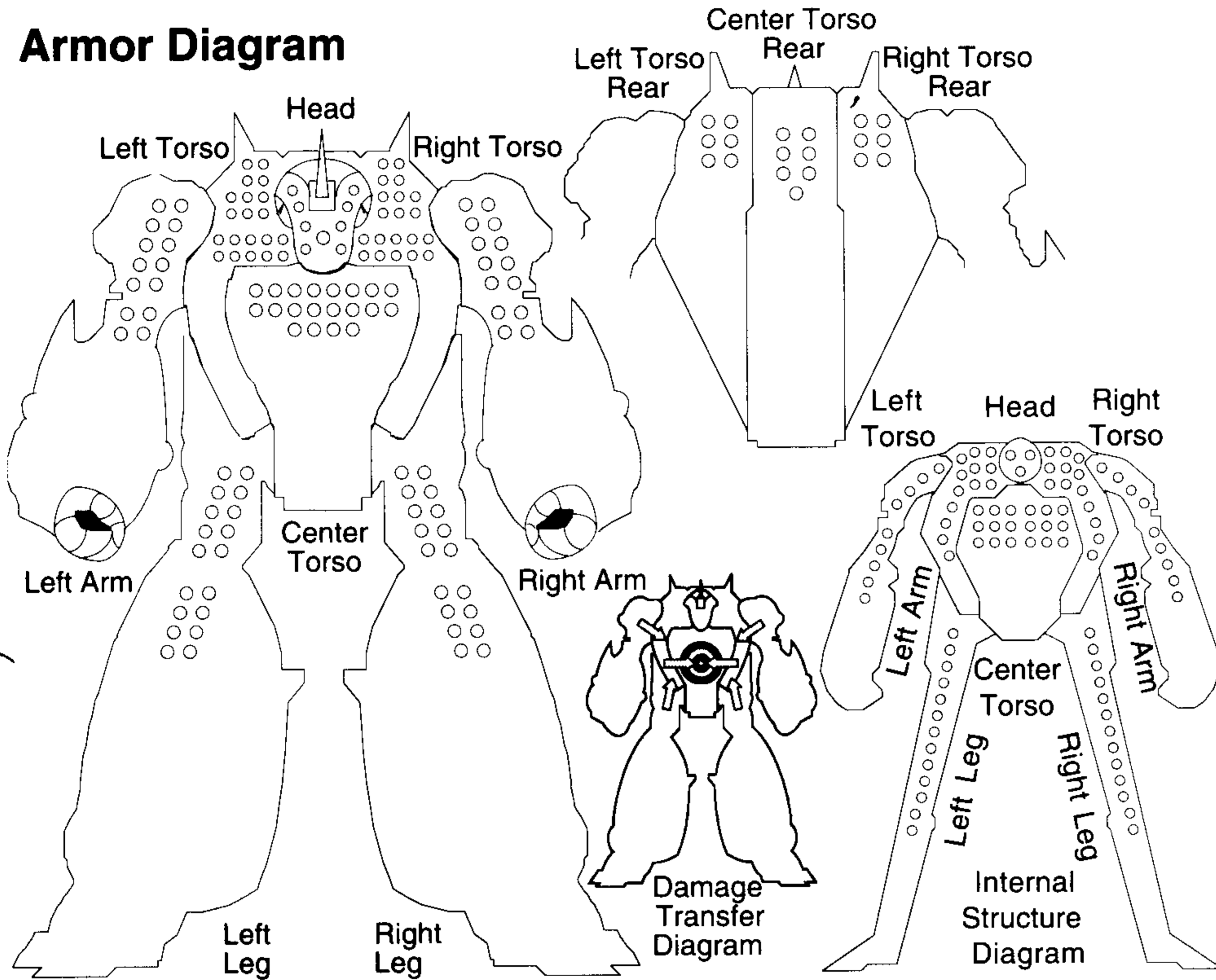
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **GRF-1S Griffin**

Tonnage: **55**  
Movement Points

Technology Base:  
Inner Sphere  
3025

Walking: **5**

Running: **8**

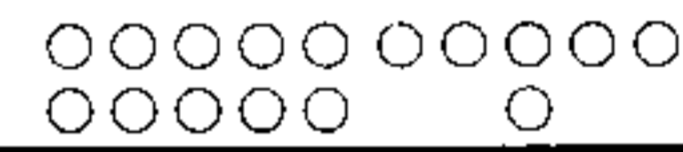
Jumping: **5**

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Large Laser	RA	8	8	0	5	10	15
1	LRM 5	LT	2	1	6	7	14	21
2	Medium Laser	RA	3	5	0	3	6	9

Ammo Type	Rounds
LRM 5	24

**Total Single Heat Sinks: 16**



### Auto Eject

Operational

Disabled

### Warrior Data

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

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

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

### Heat Scale

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

### Left Arm

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

1-3

- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again

### Left Torso

- Jump Jet
- Jump Jet

1-3

- LRM 5
- Roll Again
- Roll Again
- Roll Again

4-6

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

### Left Leg

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

### Critical Hit Table

#### Head

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

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

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

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

Cost 4,783,508

### Right Arm

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

1-3

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

4-6

### Right Torso

- Jump Jet
- Jump Jet

1-3

- Ammo (LRM 5) 24
- Roll Again
- Roll Again
- Roll Again

4-6

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

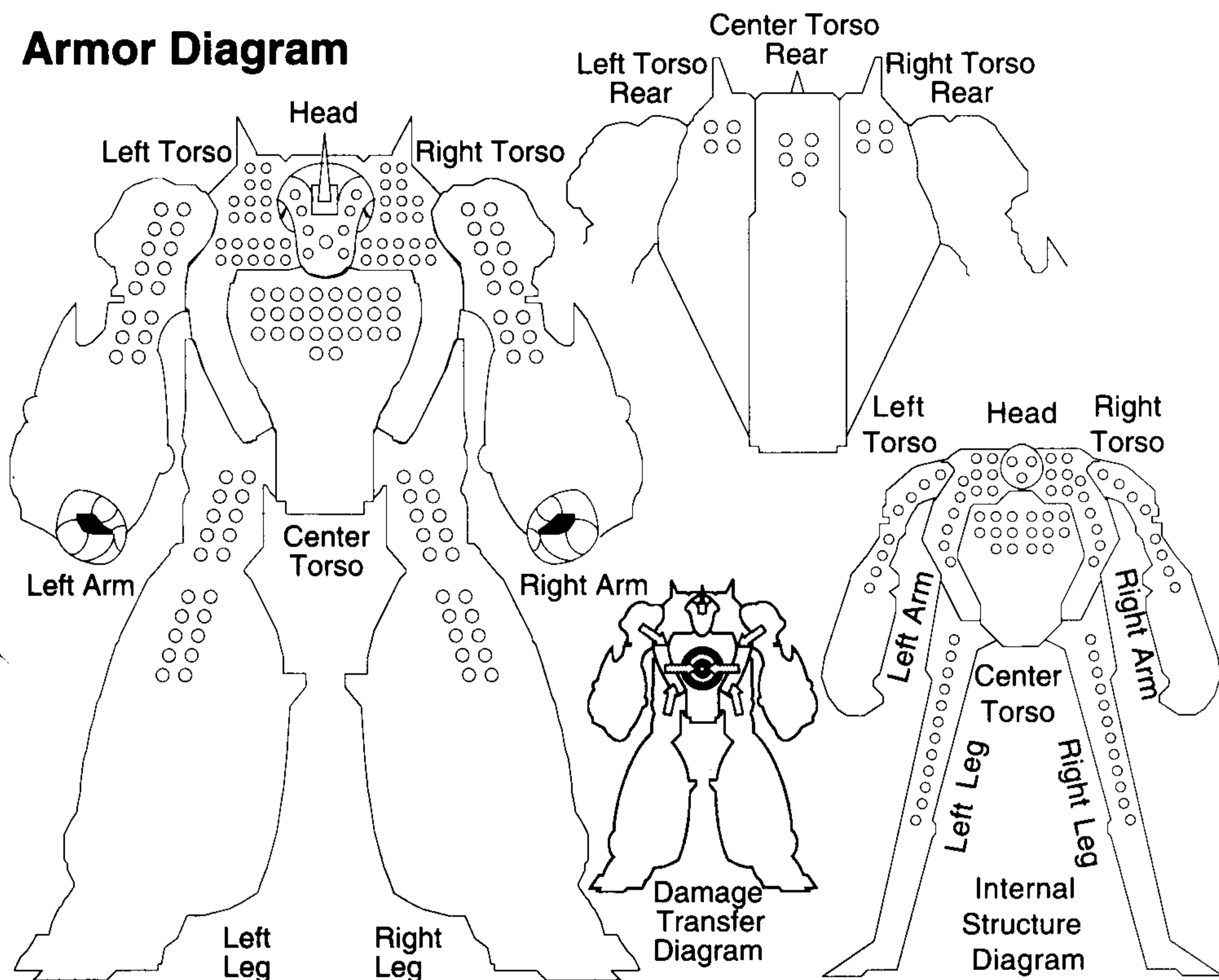
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **HBK-4G Hunchback**

Tonnage: **50**  
 Movement Points  
 Walking: **4**  
 Running: **6**  
 Jumping: **0**

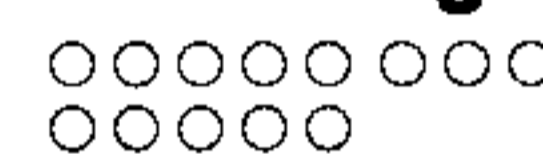
Technology Base:  
 Inner Sphere  
 2572

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Autocannon 20	RT	7	20	0	3	6	9
1	Medium Laser	LA	3	5	0	3	6	9
1	Medium Laser	RA	3	5	0	3	6	9
1	Small Laser	H	1	3	0	1	2	3

Ammo Type	Rounds
Autocannon 20	10

### Total Single Heat Sinks: 13



### Auto Eject

Operational

Disabled

### Warrior Data

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

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

### Heat Scale

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

### Left Arm

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

### Left Torso

- Ammo (AC 20) 5
  - Ammo (AC 20) 5
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 1-3
- 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
- Heat Sink
- Heat Sink

### Critical Hit Table

#### Head

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

#### Center Torso

- Engine
  - Engine
  - Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3
- Gyro
  - Engine
  - Engine
  - Engine
  - Heat Sink
  - Roll Again
- 4-6

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

Cost 3,467,876

### Right Arm

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

### Right Torso

- Autocannon 20
  - Autocannon 20
  - Autocannon 20
  - Autocannon 20
  - Autocannon 20
  - Autocannon 20
- 1-3
- Autocannon 20
  - Autocannon 20
  - Autocannon 20
- 4-6
- Autocannon 20
  - Autocannon 20
  - Autocannon 20

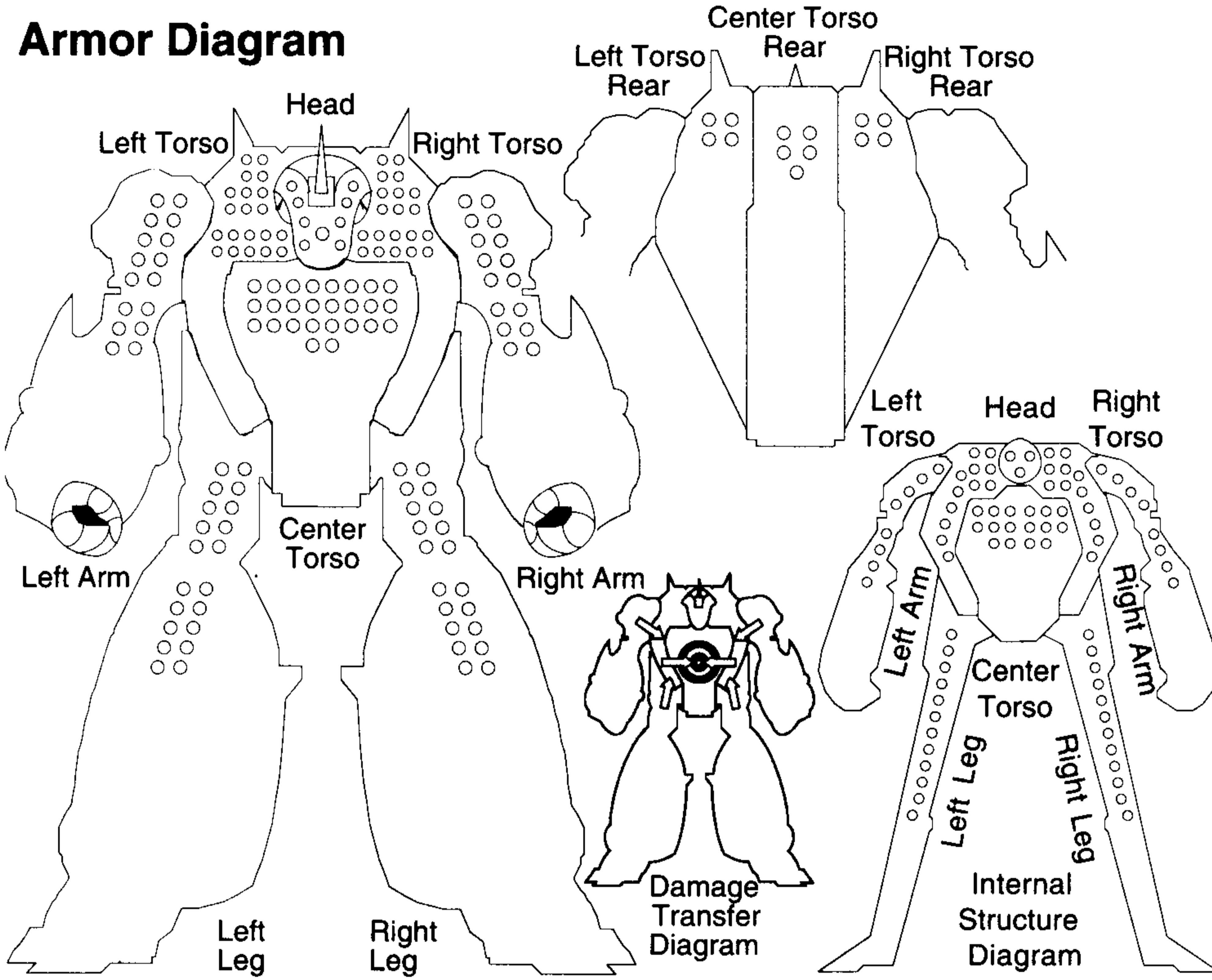
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **HBK-4H Hunchback**

Tonnage: **50**  
 Movement Points  
 Walking: **4**  
 Running: **6**  
 Jumping: **0**

Technology Base:  
 Inner Sphere  
 2572

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Autocannon 10	RT	3	10	0	5	10	15
2	Medium Laser	RT	3	5	0	3	6	9
1	Medium Laser	LA	3	5	0	3	6	9
1	Medium Laser	RA	3	5	0	3	6	9
1	Small Laser	H	1	3	0	1	2	3

Ammo Type	Rounds
Autocannon 10	20

### Total Single Heat Sinks: 13



### Auto Eject

Operational  Disabled

### Warrior Data

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

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

### Heat Scale

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

### Left Arm

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

1-3

- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

### Left Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Ammo (AC 10) 10

1-3

- Ammo (AC 10) 10
- 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
- Small Laser
- Sensors
- Life Support

1-3

#### Center Torso

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

4-6

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

Cost 3,425,876

### Right Arm

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

1-3

- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

### Right Torso

- Autocannon 10
- Autocannon 10
- Autocannon 10
- Autocannon 10
- Autocannon 10
- Autocannon 10

1-3

- Autocannon 10
- Medium Laser
- Medium Laser
- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

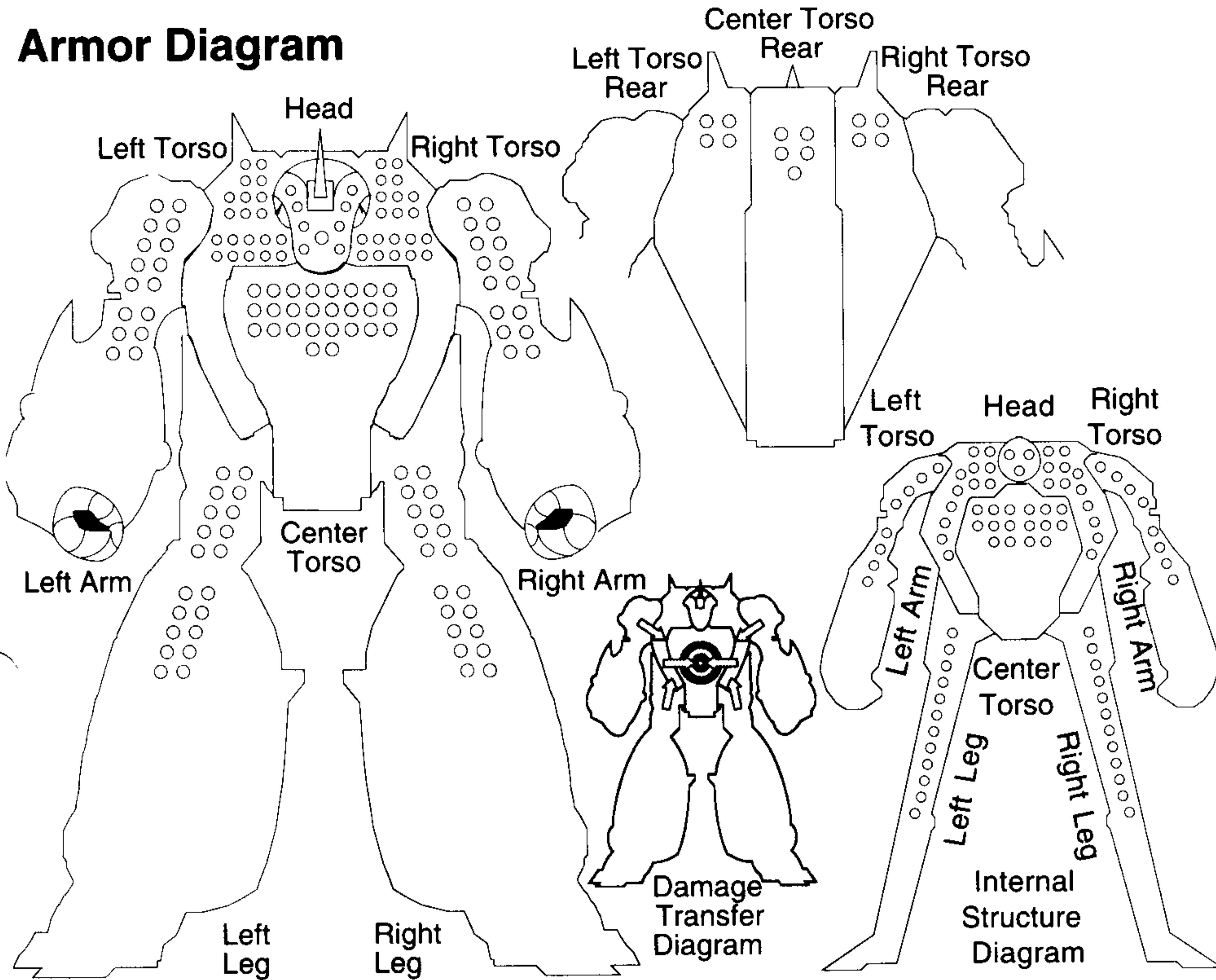
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **HBK-4J Hunchback**

Tonnage: **50**  
 Movement Points  
 Walking: **4**  
 Running: **6**  
 Jumping: **0**

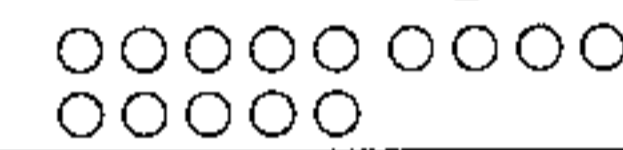
Technology Base:  
 Inner Sphere  
 2572

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
2	LRM 10	RT	4	1	6	7	14	21
3	Medium Laser	RT	3	5	0	3	6	9
1	Medium Laser	LA	3	5	0	3	6	9
1	Medium Laser	RA	3	5	0	3	6	9
1	Small Laser	H	1	3	0	1	2	3

Ammo Type	Rounds
LRM 10	24

**Total Single Heat Sinks: 14**



### Auto Eject

Operational

Disabled

### Warrior Data

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

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

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

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

### Heat Scale

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

### Left Arm

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

1-3

- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

### Left Torso

- Heat Sink
- Heat Sink
- Ammo (LRM 10) 12
- Ammo (LRM 10) 12
- Roll Again
- Roll Again

1-3

- 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
- Heat Sink
- Heat Sink

### Critical Hit Table

#### Head

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

1-3

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

4-6

- Engine
- Engine
- Roll Again
- Roll Again

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

Cost 3,560,876

### Right Arm

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

1-3

- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

### Right Torso

- LRM 10
- LRM 10
- LRM 10
- LRM 10
- Medium Laser
- Medium Laser

1-3

- Medium Laser
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

### Right Leg

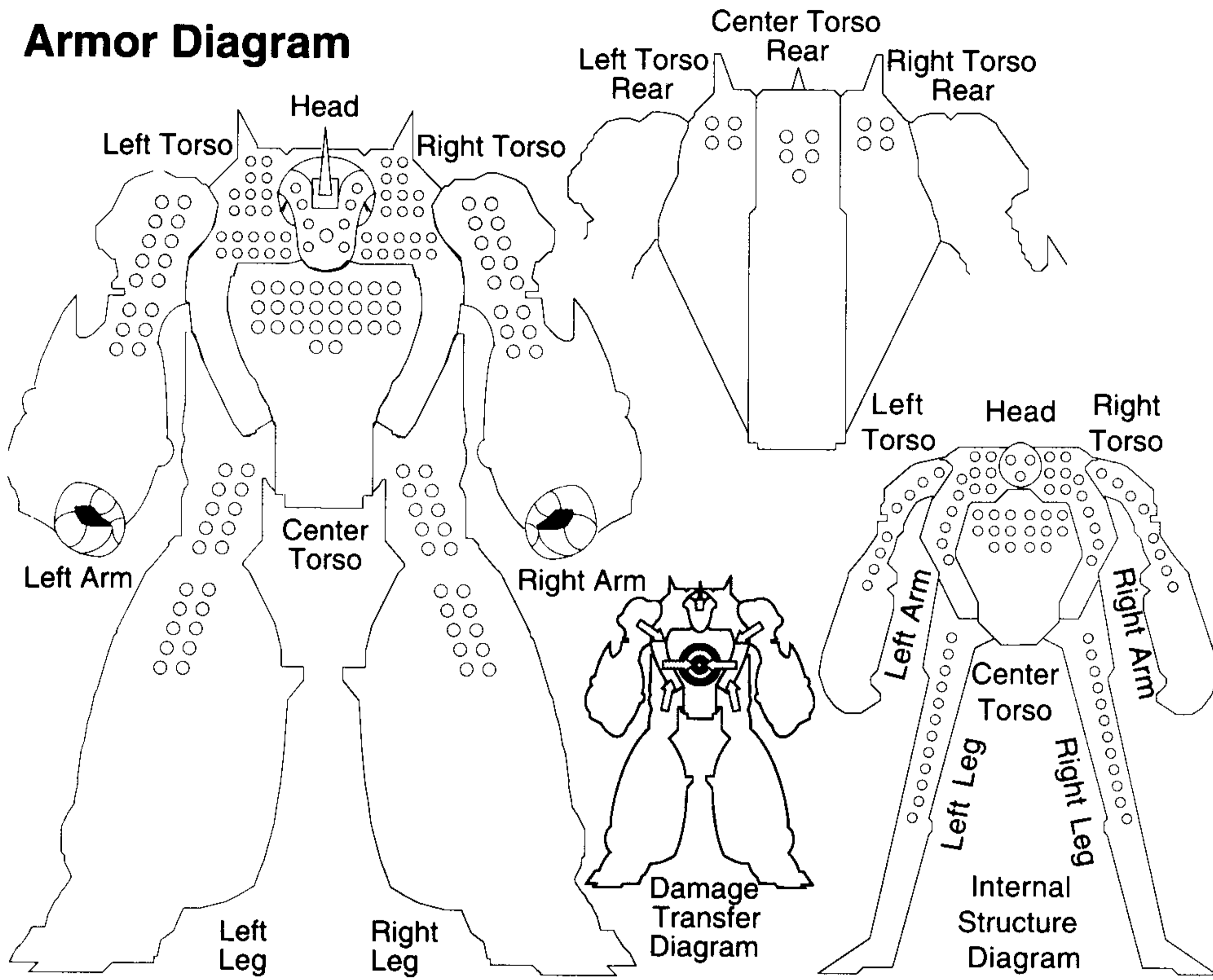
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink



# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **HBK-4N Hunchback**

Tonnage: **50**  
Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

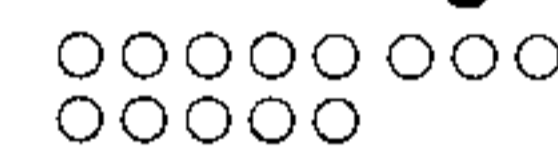
2572

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Autocannon 5	RT	1	5	3	6	12	18
2	LRM 5	RT	2	1	6	7	14	21
2	Medium Laser	RT	3	5	0	3	6	9
1	Medium Laser	LA	3	5	0	3	6	9
1	Medium Laser	RA	3	5	0	3	6	9
1	Small Laser	H	1	3	0	1	2	3

Ammo Type	Rounds
Autocannon 5	20
LRM 5	24

### Total Single Heat Sinks: 13



### Auto Eject

Operational

Disabled

### Warrior Data

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

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

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

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

### Heat Scale

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

### Left Arm

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

1-3

- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

### Left Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Ammo (AC 5) 20

1-3

- Ammo (LRM 5) 24
- 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
- Small Laser
- Sensors
- Life Support

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

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

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

Cost 3,437,126

### Right Arm

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

1-3

- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

### Right Torso

- Autocannon 5
- Autocannon 5
- Autocannon 5
- Autocannon 5
- LRM 5
- LRM 5

1-3

- Medium Laser
- Medium Laser

4-6

- Roll Again
- Roll Again
- Roll Again

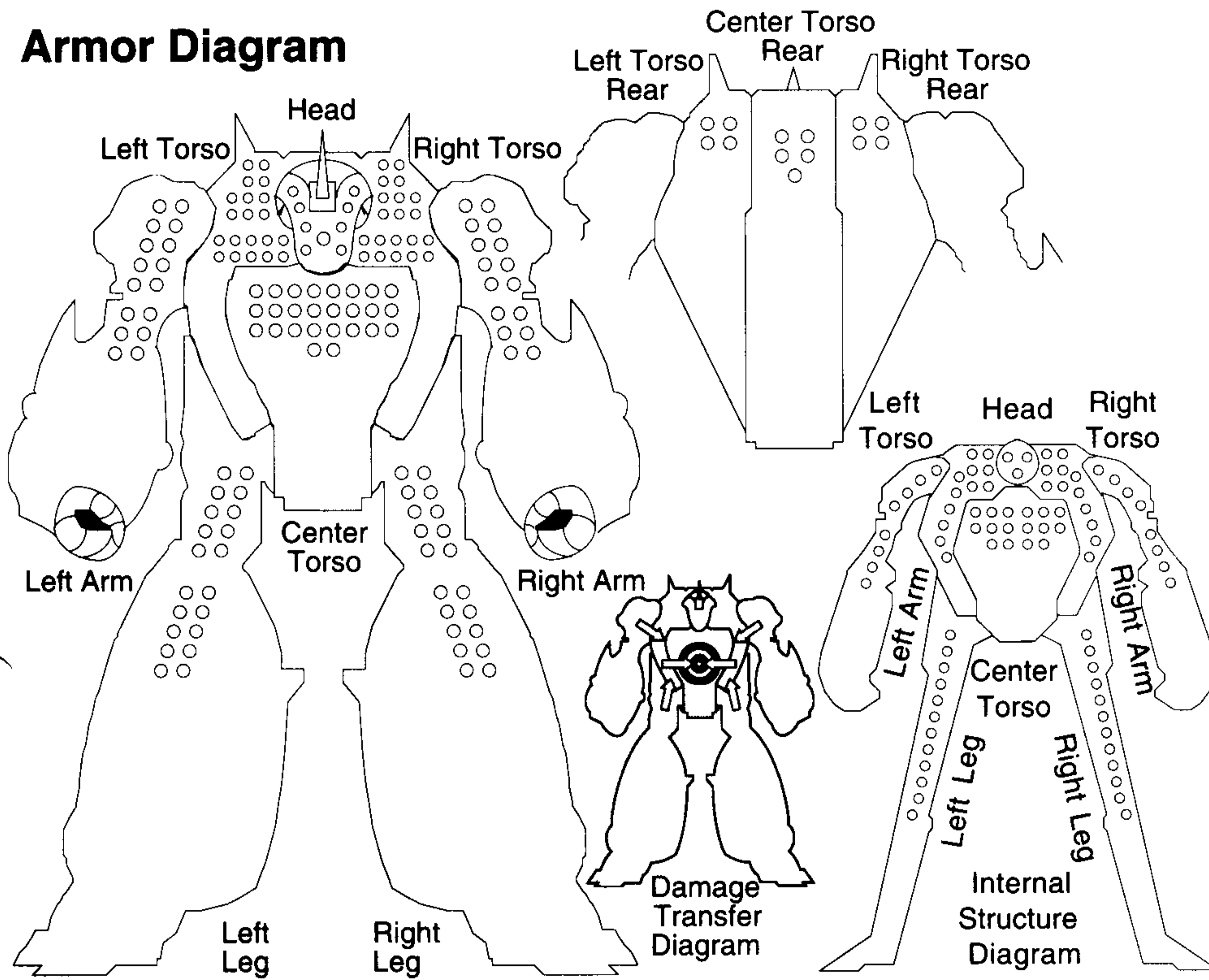
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **HBK-4P Hunchback**

Tonnage: **50**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

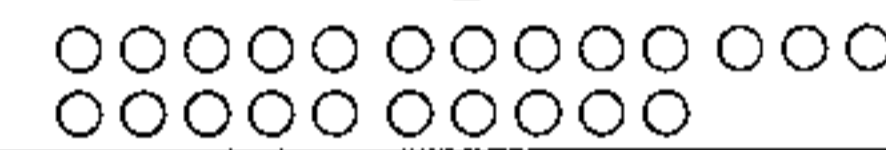
Inner Sphere

2572

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
6	Medium Laser	RT	3	5	0	3	6	9
1	Medium Laser	RA	3	5	0	3	6	9
1	Medium Laser	LA	3	5	0	3	6	9
1	Small Laser	H	1	3	0	1	2	3

### Total Single Heat Sinks: 23



### Auto Eject

Operational

Disabled

### Warrior Data

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

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

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

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

### Heat Scale

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

### Left Arm

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

1-3

- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

### Left Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink

1-3

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

4-6

### Left Leg

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

### Critical Hit Table

#### Head

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

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

- Gyro
- Engine
- Engine
- Engine
- Heat Sink
- Heat Sink

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

Cost 3,377,876

### Right Arm

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

1-3

- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

### Right Torso

- Heat Sink
- Heat Sink
- Medium Laser
- Medium Laser
- Medium Laser
- Medium Laser

1-3

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

4-6

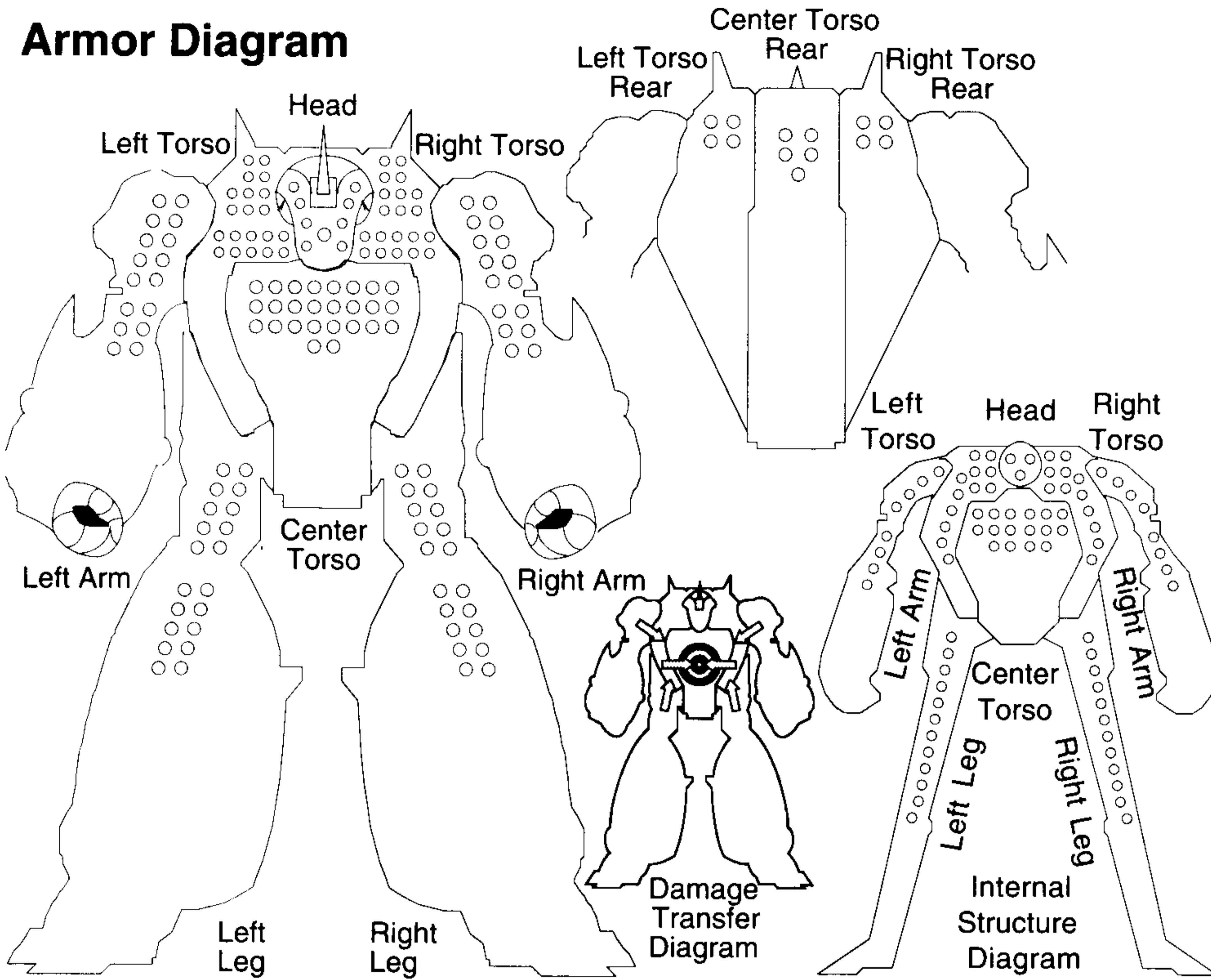
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **HBK-4SP Hunchback**

Tonnage: **50**  
 Movement Points  
 Walking: **4**  
 Running: **6**  
 Jumping: **0**

Technology Base:  
 Inner Sphere  
 2572

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	SRM 6	LT	4	2	0	3	6	9
1	SRM 6	RT	4	2	0	3	6	9
2	Medium Laser	LA	3	5	0	3	6	9
2	Medium Laser	RA	3	5	0	3	6	9
1	Small Laser	H	1	3	0	1	2	3

Ammo Type	Rounds
SRM 6	30

### Total Single Heat Sinks: 19



### Auto Eject

Operational  Disabled

### Warrior Data

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

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

### Heat Scale

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

### Left Arm

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

1-3

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

4-6

### Left Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- SRM 6
- SRM 6

1-3

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

4-6

### Left Leg

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

### Critical Hit Table

#### Head

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

1-3

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Engine
- Engine
- Engine
- Engine
- Ammo (SRM 6) 15
- Ammo (SRM 6) 15

4-6

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

Cost 3,446,876

### Right Arm

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

1-3

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

4-6

### Right Torso

- Heat Sink
- Heat Sink
- Heat Sink
- SRM 6
- SRM 6
- Roll Again

1-3

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

4-6

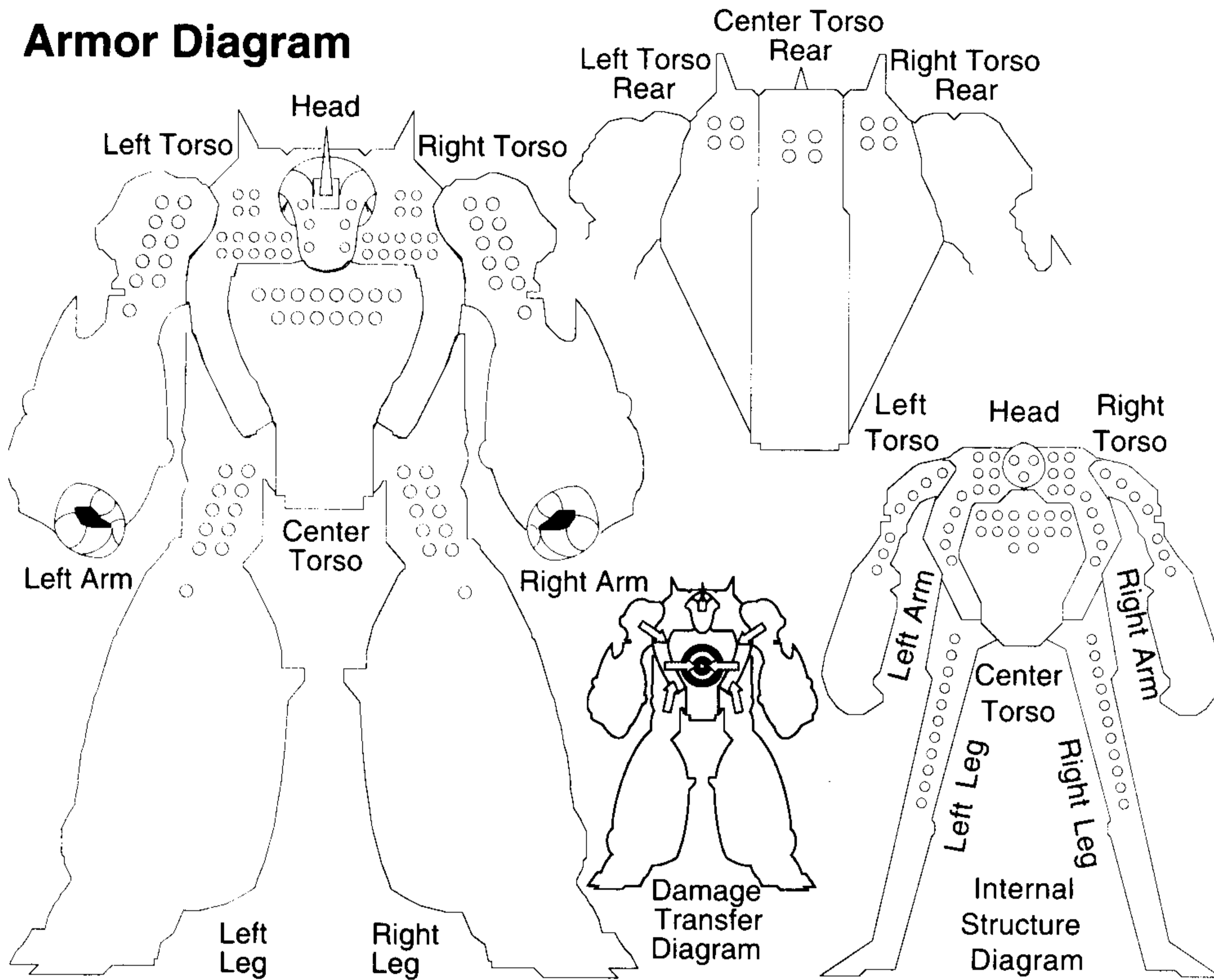
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **HCT-3F Hatchetman**

Tonnage: **45**  
 Movement Points  
 Walking: **4**  
 Running: **6**  
 Jumping: **4**

Technology Base:  
 Inner Sphere  
 3023

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Autocannon 10	RT	3	10	0	5	10	15
1	Medium Laser	LA	3	5	0	3	6	9
1	Medium Laser	RA	3	5	0	3	6	9
1	Hatchet	RA	0	9	0	1		

Ammo Type	Rounds
Autocannon 10	20

### Total Single Heat Sinks: 11



### Auto Eject

Operational

Disabled

### Warrior Data

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

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

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

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

### Heat Scale

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

### Left Arm

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

### Left Torso

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

### Critical Hit Table

#### Head

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

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Gyro
- Gyro
- Gyro

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

Cost 3,129,390

### Right Arm

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

### Right Torso

- Heat Sink
- Heat Sink
- Autocannon 10
- Autocannon 10
- Autocannon 10
- Autocannon 10
- Autocannon 10
- Autocannon 10
- Autocannon 10
- Autocannon 10

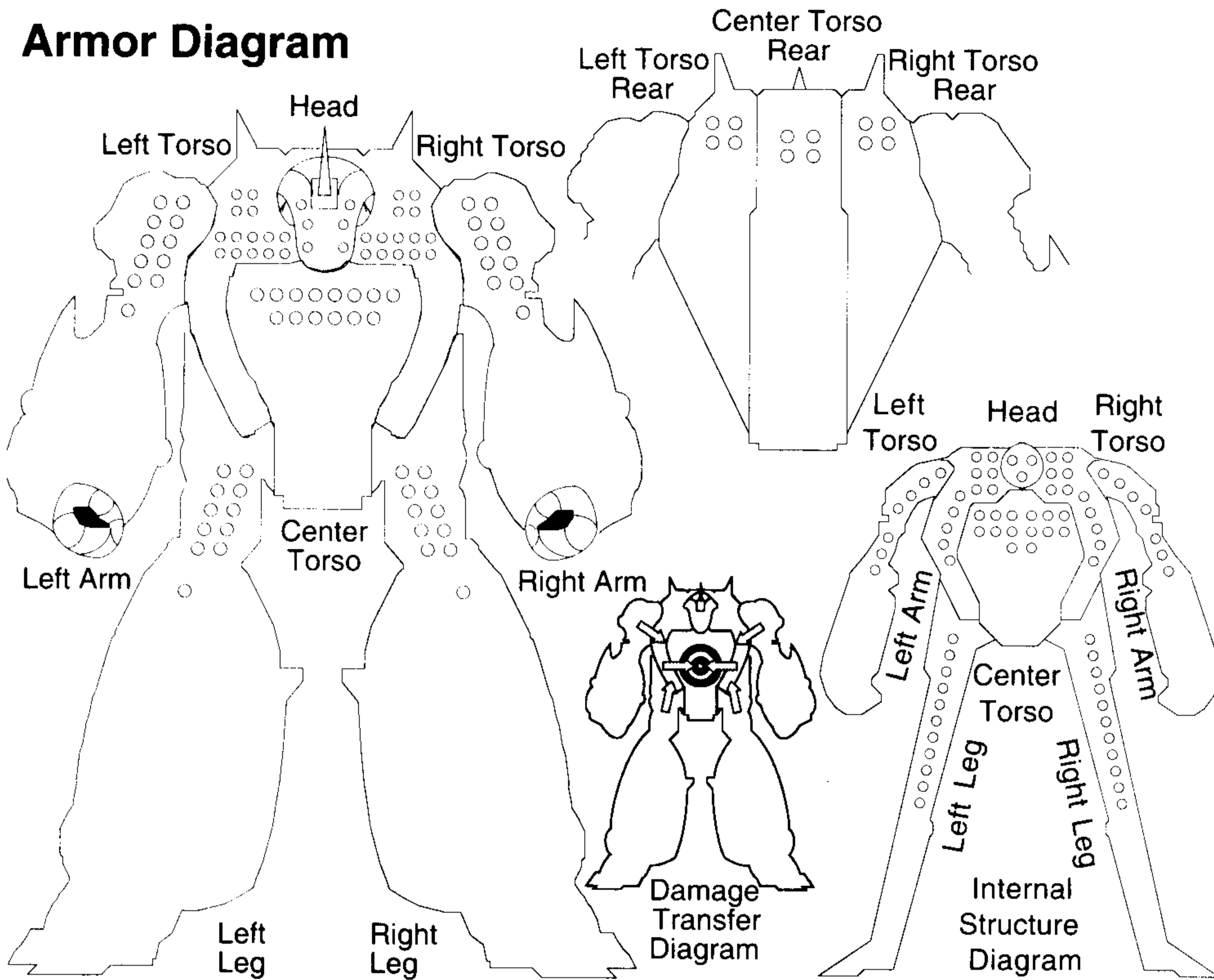
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **HCT-3F Hatchetman**

Tonnage: **45**  
 Movement Points  
 Walking: **4**  
 Running: **6**  
 Jumping: **4**

Technology Base:  
 Inner Sphere  
 3023

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Autocannon 10	RT	3	10	0	5	10	15
1	Medium Laser	LA	3	5	0	3	6	9
1	Medium Laser	RA	3	5	0	3	6	9
1	Hatchet	RA	0	9	0	1		

Ammo Type	Rounds
Autocannon 10	20

### Total Single Heat Sinks: 11



### Auto Eject

Operational  Disabled

### Warrior Data

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

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

### Heat Scale

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



### Left Arm

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

### Left Torso

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

### Critical Hit Table

#### Head

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

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Gyro
- Gyro
- Gyro

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

Cost 3,129,390

### Right Arm

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

### Right Torso

- Heat Sink
- Heat Sink
- Autocannon 10
- Autocannon 10
- Autocannon 10
- Autocannon 10
- Autocannon 10
- Autocannon 10
- Autocannon 10
- Autocannon 10
- Roll Again
- Roll Again
- Roll Again

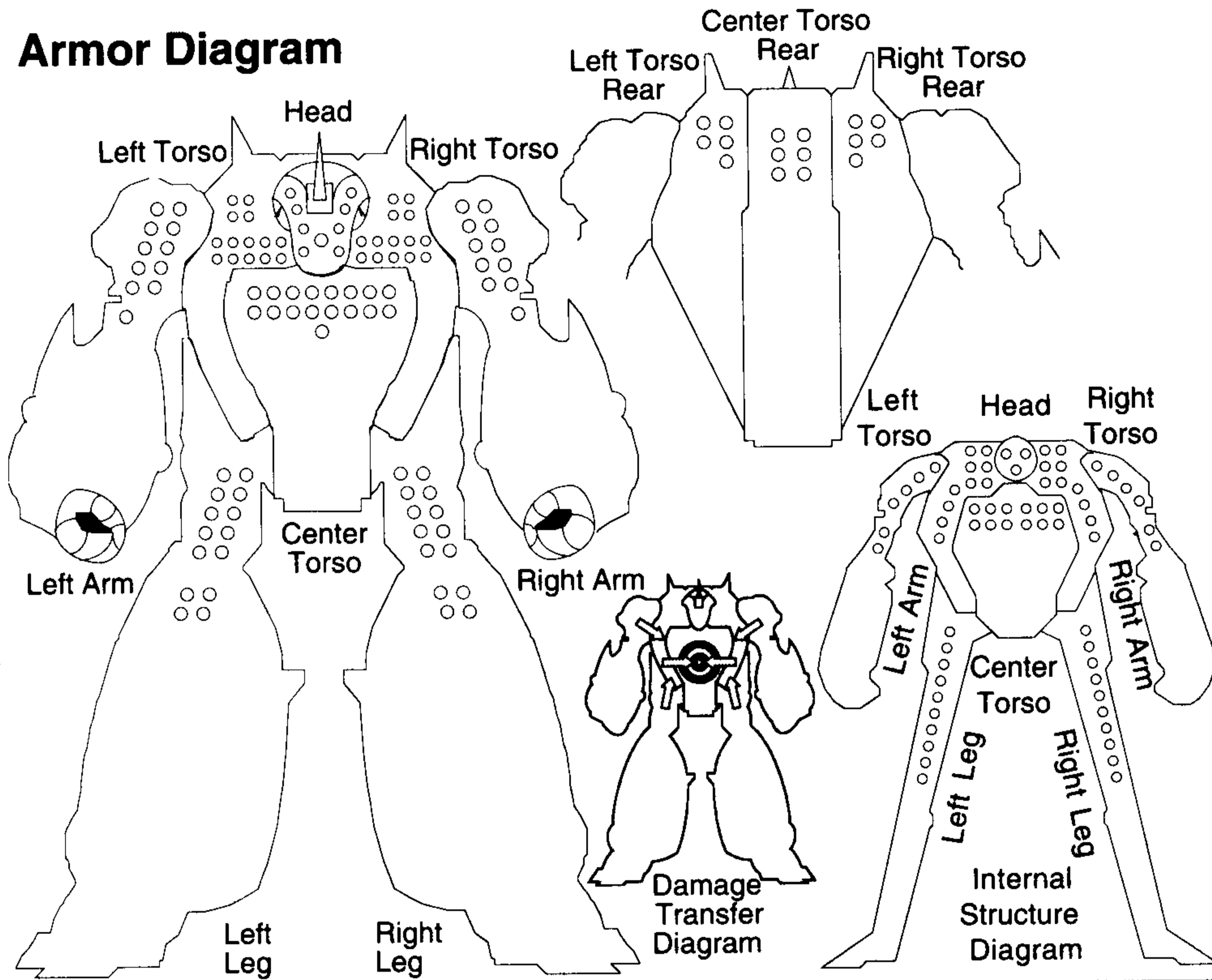
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **HER-4K Hermes II**

Tonnage: **40**

Movement Points

Walking: **6**

Running: **9**

Jumping: **0**

Technology Base:

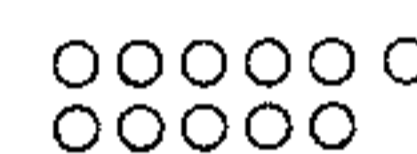
Inner Sphere

2798

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Large Laser	LT	8	8	0	5	10	15
1	Large Laser	RT	8	8	0	5	10	15

**Total Single Heat Sinks: 11**



### Auto Eject

Operational

Disabled

### Warrior Data

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

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

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

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

### Heat Scale

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

### Left Arm

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

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

### Left Torso

- Large Laser
  - Large Laser
  - 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

### Critical Hit Table

#### Head

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

#### Center Torso

- Engine
  - Engine
  - Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3**
- Gyro
  - Engine
  - Engine
  - Engine
  - Heat Sink
  - Heat Sink
- 4-6**

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

Cost 3,205,160

### 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

- Large Laser
  - Large Laser
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 1-3**

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

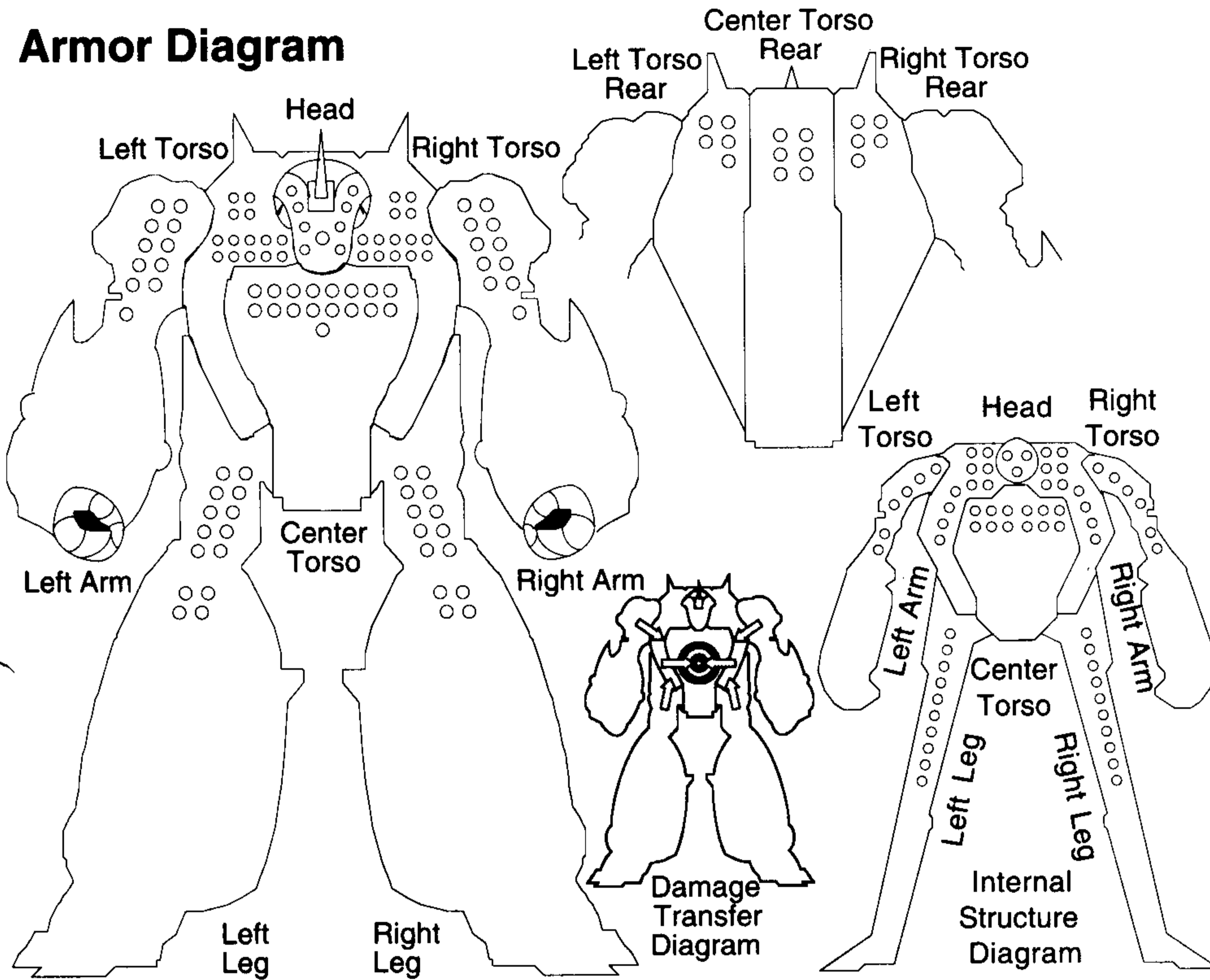
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **HER-2M Hermes II**

Tonnage: **40**

Movement Points

Walking: **7**

Running: **11**

Jumping: **0**

Technology Base:

Inner Sphere

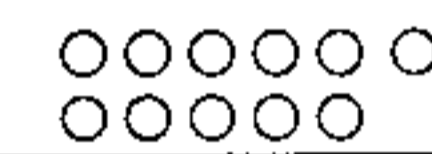
2798

### Weapons Inventory

#	Type	Lqc	Ht	D	Mn	S	M	L
2	Medium Laser	RT	3	5	0	3	6	9
1	Medium Laser	RA	3	5	0	3	6	9
2	Machine Gun	RT	0	2	0	1	2	3
1	Flamer	LA	3	2	0	1	2	3

Ammo Type	Rounds
Machine Gun	100

### Total Single Heat Sinks: 11



### Auto Eject

Operational

Disabled

### Warrior Data

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

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

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

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

### Heat Scale

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

### Left Arm

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

### Left Torso

- Ammo (MG) 200
- 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

### Critical Hit Table

#### Head

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

#### Center Torso

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

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

Cost 3,263,214

### Right Arm

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

### Right Torso

- Medium Laser
- Medium Laser
- Machine Gun
- Machine Gun
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

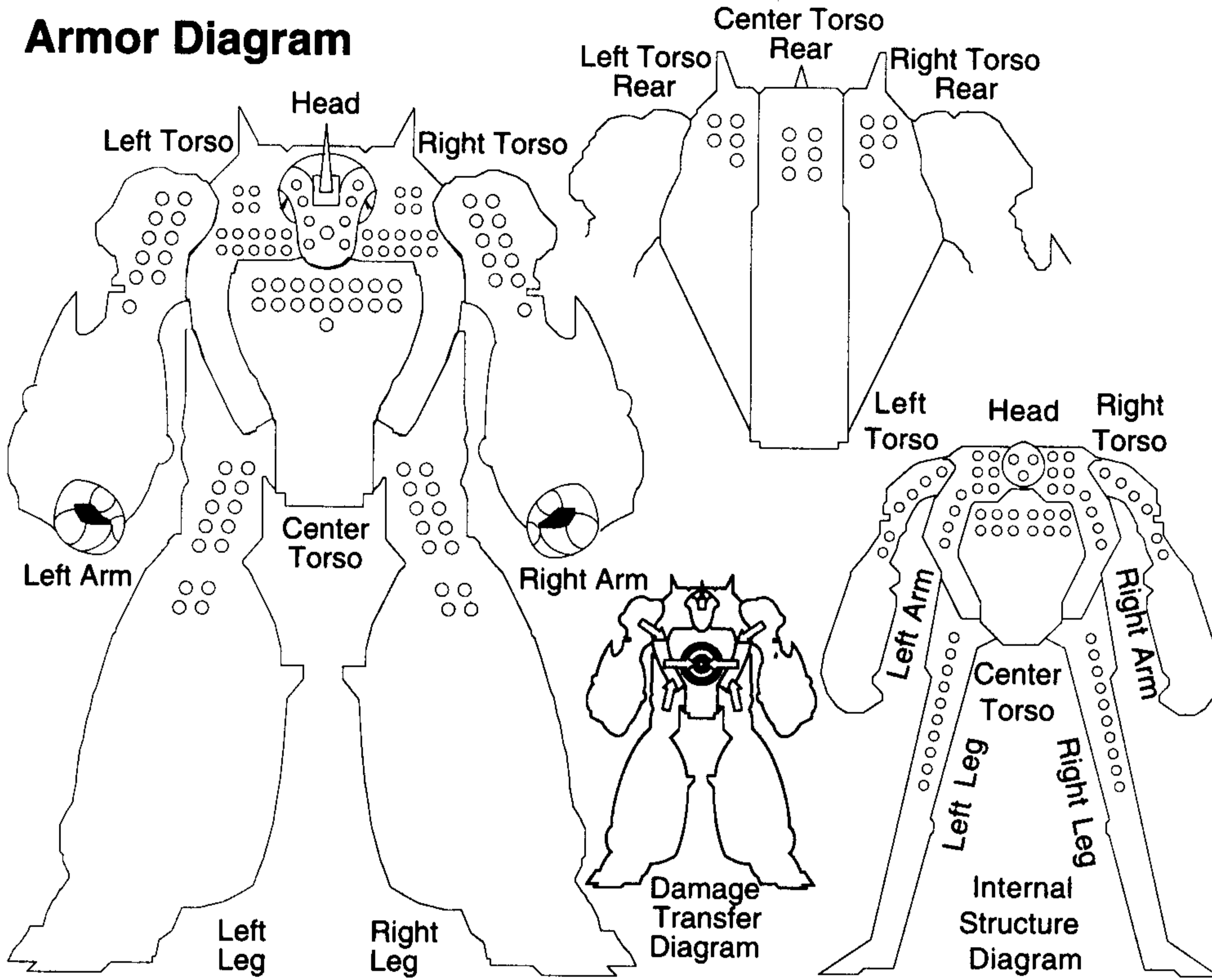
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **HER-2S Hermes II**

Tonnage: **40**  
 Movement Points  
 Walking: **6**  
 Running: **9**  
 Jumping: **0**

Technology Base:  
 Inner Sphere  
 2798

### Weapons Inventory

#	Type	Loc-	Ht	D	Mn	S	M	L
1	Autocannon 5	RT	1	5	3	6	12	18
1	Medium Laser	RA	3	5	0	3	6	9
1	Flamer	LA	3	2	0	1	2	3

Ammo Type	Rounds
Autocannon 5	20

**Total Single Heat Sinks: 10**

○○○○○○○○○○

### Auto Eject

Operational  Disabled

### Warrior Data

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

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

### Heat Scale

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

**FASA**  
CORPORATION

### Left Arm

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

### Left Torso

- Heat Sink
- Ammo (AC 5) 20
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

### Left Leg

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

### Critical Hit Table

#### Head

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

#### Center Torso

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

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

Cost 3,165,680

### Right Arm

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

### Right Torso

- Autocannon 5
- Autocannon 5
- Autocannon 5
- Autocannon 5
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

### Right Leg

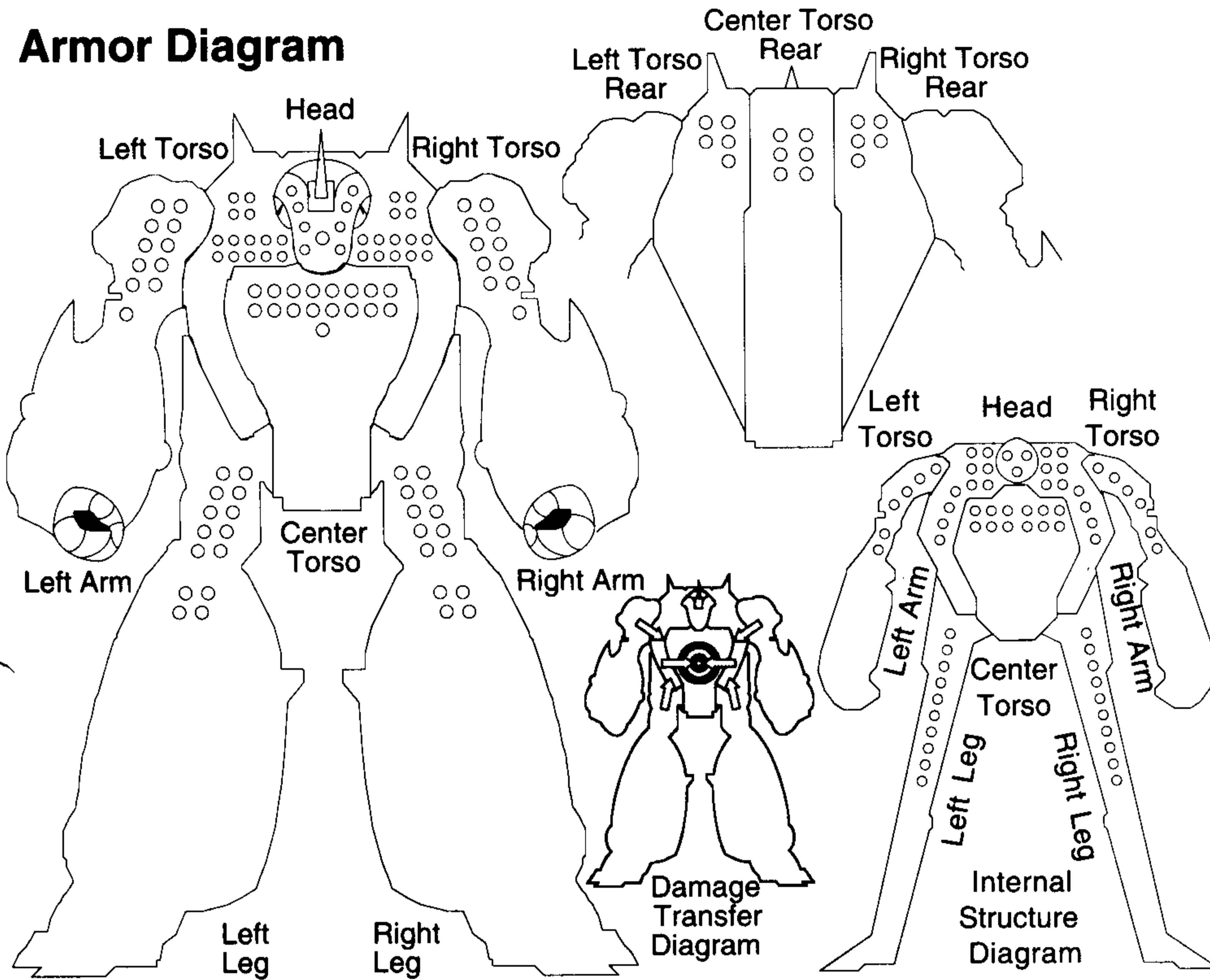
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again



# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **HER-2M Hermes II**

Tonnage: **40**

Movement Points

Walking: **7**

Running: **11**

Jumping: **0**

Technology Base:

Inner Sphere

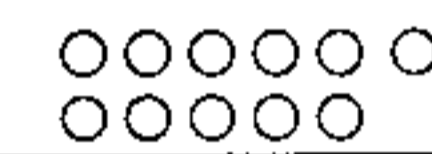
2798

### Weapons Inventory

#	Type	Lqc	Ht	D	Mn	S	M	L
2	Medium Laser	RT	3	5	0	3	6	9
1	Medium Laser	RA	3	5	0	3	6	9
2	Machine Gun	RT	0	2	0	1	2	3
1	Flamer	LA	3	2	0	1	2	3

Ammo Type	Rounds
Machine Gun	100

### Total Single Heat Sinks: 11



### Auto Eject

Operational

Disabled

### Warrior Data

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

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

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

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

### Heat Scale

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

### Left Arm

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

### Left Torso

- Ammo (MG) 200
- 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

### Critical Hit Table

#### Head

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

#### Center Torso

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

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

Cost 3,263,214

### Right Arm

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

### Right Torso

- Medium Laser
- Medium Laser
- Machine Gun
- Machine Gun
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

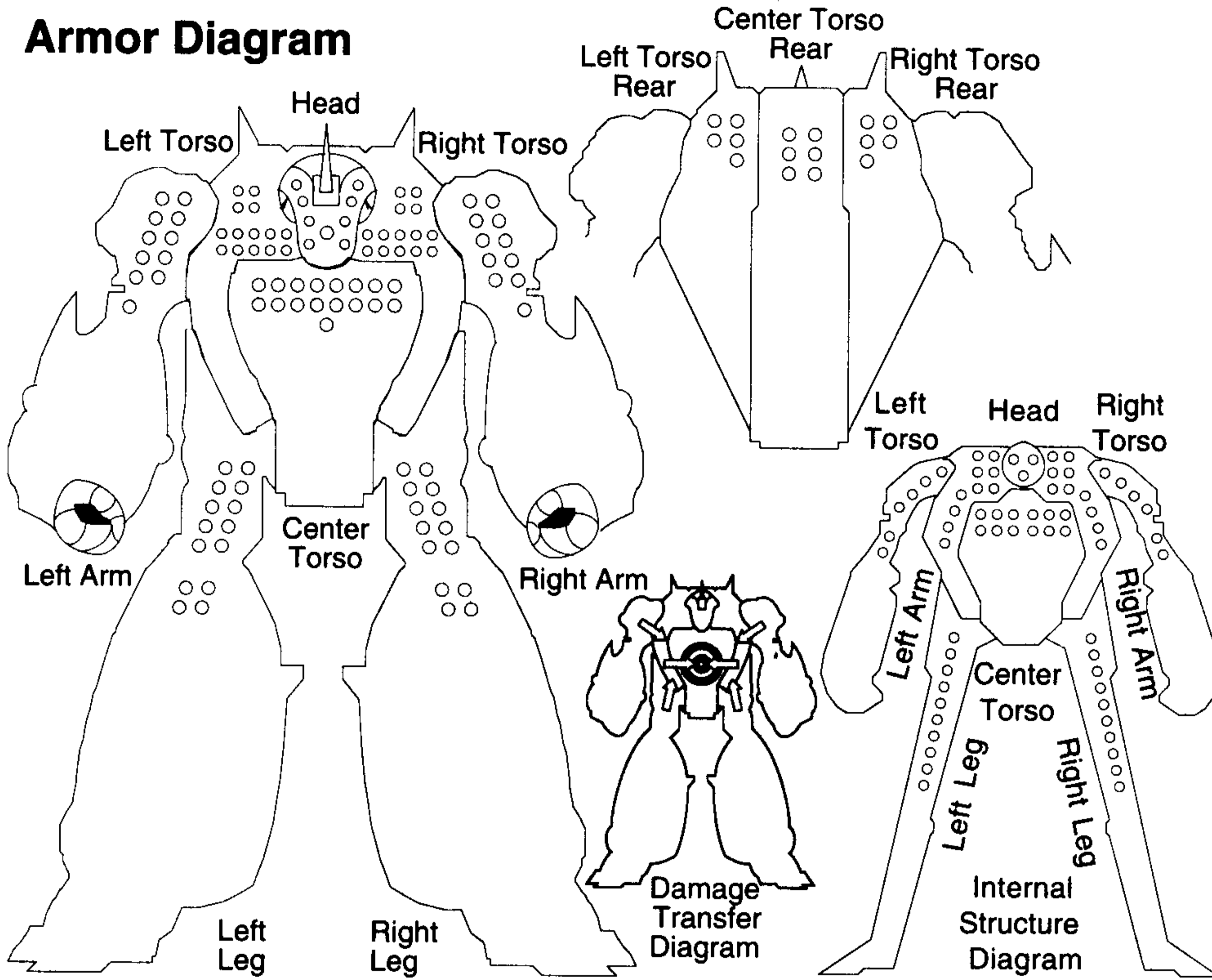
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **HER-2S Hermes II**  
 Tonnage: **40** Technology Base: Inner Sphere  
 Movement Points: 2798  
 Walking: **6**  
 Running: **9**  
 Jumping: **0**

### Weapons Inventory

#	Type	Loc-	Ht	D	Mn	S	M	L
1	Autocannon 5	RT	1	5	3	6	12	18
1	Medium Laser	RA	3	5	0	3	6	9
1	Flamer	LA	3	2	0	1	2	3

Ammo Type	Rounds
Autocannon 5	20

**Total Single Heat Sinks: 10**

○○○○○○○○○○

### Auto Eject

Operational  Disabled

### Warrior Data

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

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

### Heat Scale

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

**FASA**  
CORPORATION

### Left Arm

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

### Left Torso

- Heat Sink
  - Ammo (AC 5) 20
  - 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

### Critical Hit Table

#### Head

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

#### Center Torso

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

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

Cost 3,165,680

### 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

### Right Torso

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

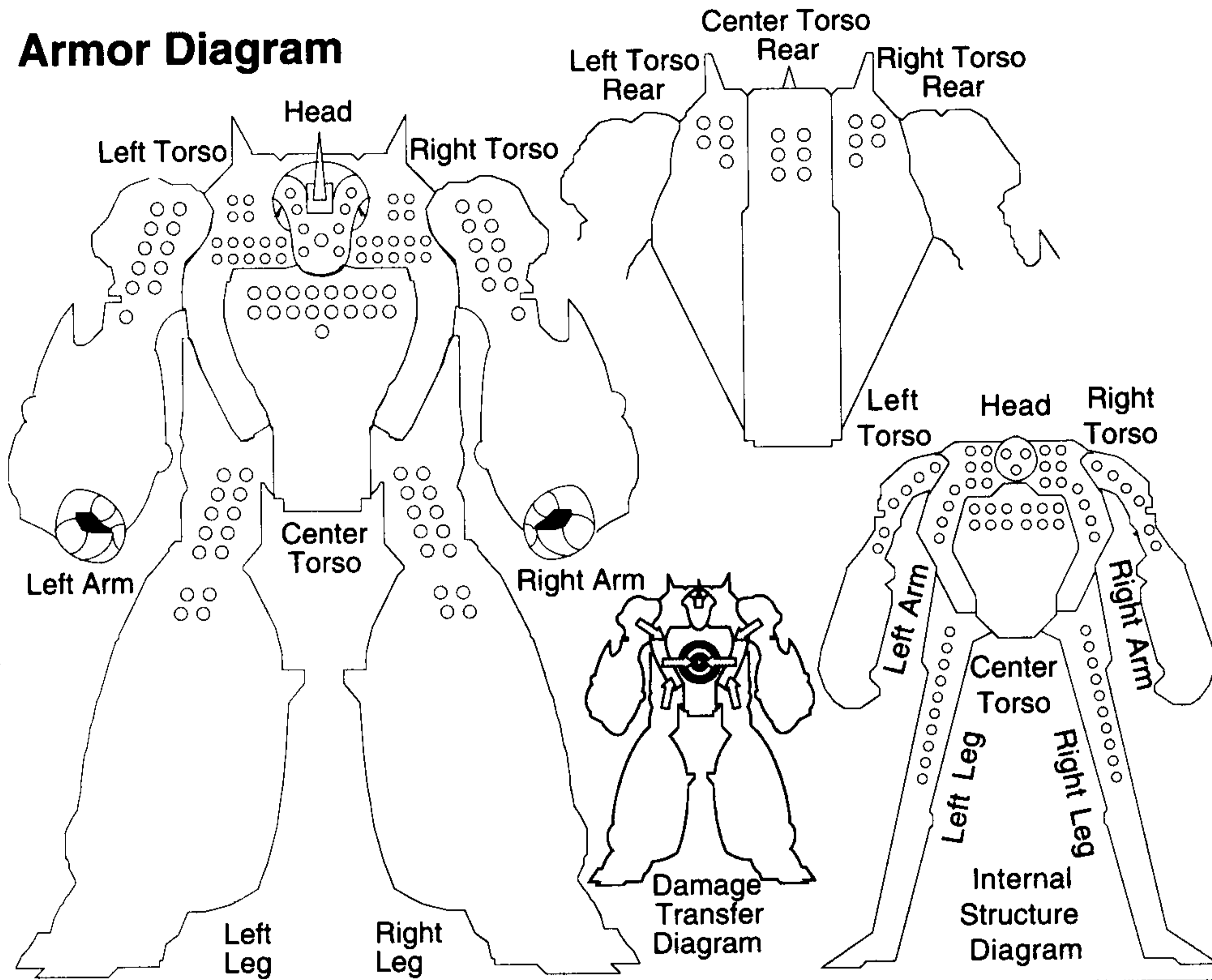
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **HER-4K Hermes II**

Tonnage: **40**

Movement Points

Walking: **6**

Running: **9**

Jumping: **0**

Technology Base:

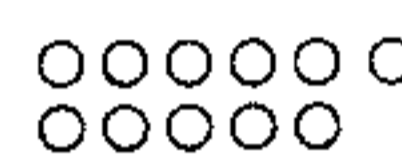
Inner Sphere

2798

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Large Laser	LT	8	8	0	5	10	15
1	Large Laser	RT	8	8	0	5	10	15

**Total Single Heat Sinks: 11**



### Auto Eject

Operational

Disabled

### Warrior Data

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

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

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

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

### Heat Scale

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

### Left Arm

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

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

### Left Torso

- Large Laser
  - Large Laser
- 1-3
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

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

### Left Leg

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

### Critical Hit Table

#### Head

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

#### Center Torso

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

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

Cost 3,205,160

### Right Arm

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

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

### Right Torso

- Large Laser
  - Large Laser
- 1-3
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

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

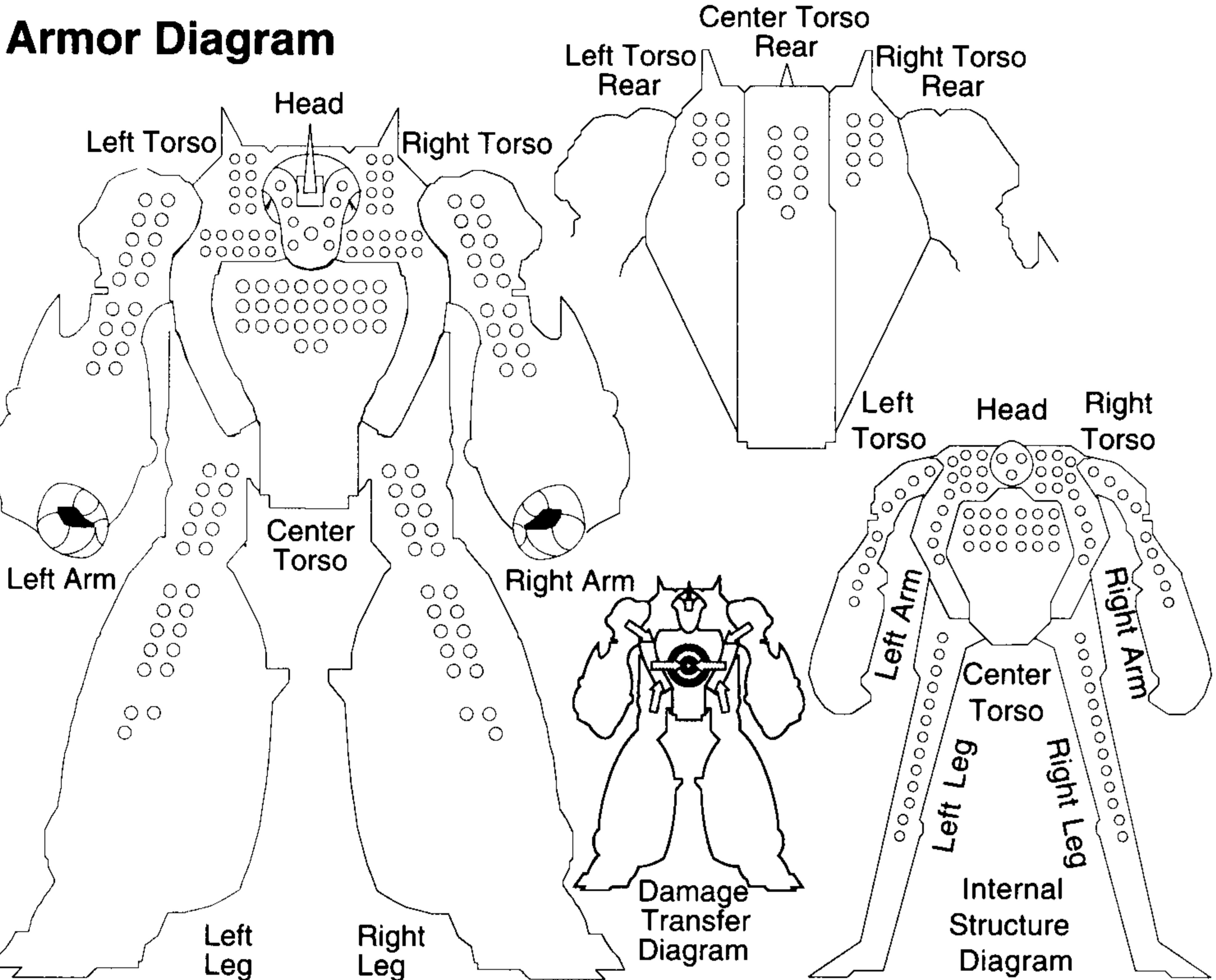
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **KTO-18 Kintaro**  
 Tonnage: **55**  
 Movement Points  
 Walking: **5**  
 Running: **8**  
 Jumping: **0**

Technology Base:  
 Inner Sphere  
 3025

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	LRM 5	LA	2	1	6	7	14	21
1	SRM 6	RT	4	2	0	3	6	9
1	SRM 6	LA	4	2	0	3	6	9
1	Medium Laser	LA	3	5	0	3	6	9
1	Medium Laser	RA	3	5	0	3	6	9
1	SRM 6	CT	4	2	0	3	6	9

Ammo Type	Rounds
LRM 5	24
SRM 6	45

### Total Single Heat Sinks: 10

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

### Auto Eject

Operational  Disabled

### Warrior Data

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

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

### Heat Scale

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



### Critical Hit Table

- Left Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - LRM 5
  - SRM 6
- 1-3
- SRM 6
  - Medium Laser
  - Roll Again
- 4-6
- Roll Again
  - Roll Again
  - Roll Again
- Left Torso**
- Ammo (LRM 5) 24
  - Ammo (SRM 6) 15
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 1-3
- Roll Again
  - Roll Again
  - Roll Again
- 4-6
- Roll Again
  - Roll Again
  - Roll Again
- Left Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Roll Again
  - Roll Again

- Head**
- Life Support
  - Sensors
  - Cockpit
  - Roll Again
  - Sensors
  - Life Support
- Center Torso**
- Engine
  - Engine
  - Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3
- Gyro
  - Engine
  - Engine
  - Engine
  - SRM 6
  - SRM 6
- 4-6
- |              |         |
|--------------|---------|
| Engine Hits  | ○ ○ ○ ○ |
| Gyro Hits    | ○ ○     |
| Sensor Hits  | ○ ○     |
| Life Support | ○       |

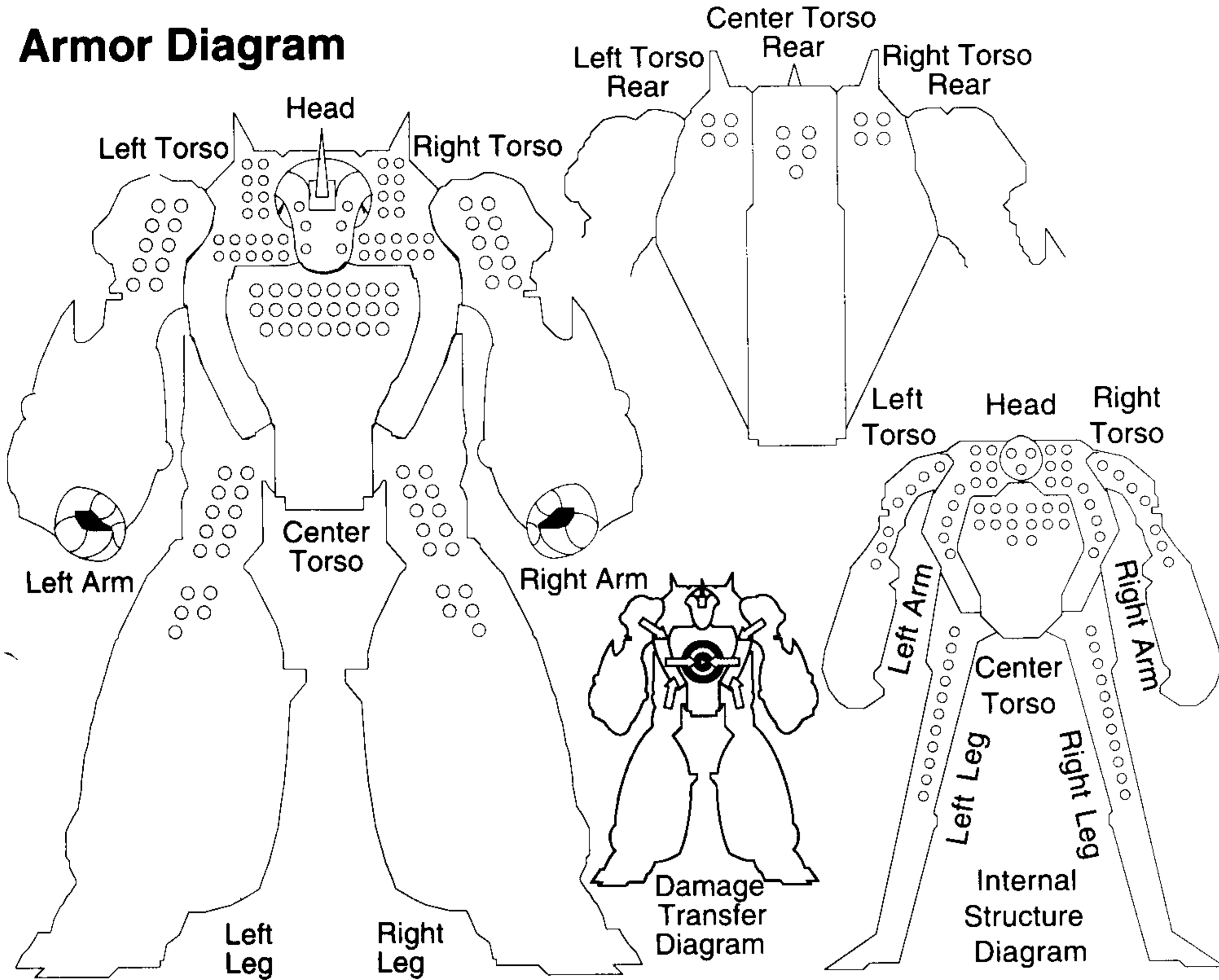
- Right Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Medium Laser
  - Roll Again
- 1-3
- Roll Again
  - Roll Again
  - Roll Again
- 4-6
- Roll Again
  - Roll Again
  - Roll Again
- Right Torso**
- SRM 6
  - SRM 6
  - Ammo (SRM 6) 15
  - Ammo (SRM 6) 15
  - Roll Again
  - Roll Again
- 1-3
- 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

Cost 4,699,808

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **PXH-1 Phoenix Hawk**

Tonnage: **45**

Technology Base:

Movement Points

Inner Sphere

Walking: **6**

3025

Running: **9**

Jumping: **6**

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Large Laser	RA	8	8	0	5	10	15
1	Medium Laser	RA	3	5	0	3	6	9
1	Medium Laser	LA	3	5	0	3	6	9
1	Machine Gun	LA	0	2	0	1	2	3
1	Machine Gun	RA	0	2	0	1	2	3

Ammo Type	Rounds
Machine Gun	200

### Total Single Heat Sinks: 10

○○○○○○○○○○

### Auto Eject

Operational

Disabled

### Warrior Data

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

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

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

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

### Heat Scale

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

### Left Arm

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

1-3

- Roll Again
- Roll Again

4-6

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

### Left Torso

- Jump Jet
- Jump Jet
- Jump Jet
- 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

### Critical Hit Table

#### Head

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

#### Center Torso

1-3

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- Engine
- Engine
- Engine
- Ammo (MG) 200
- Roll Again

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

Cost 4,067,540

### Right Arm

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

1-3

- Medium Laser
- Machine Gun
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

### Right Torso

- Jump Jet
- Jump Jet
- Jump Jet
- Roll Again
- Roll Again
- Roll Again

1-3

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

4-6

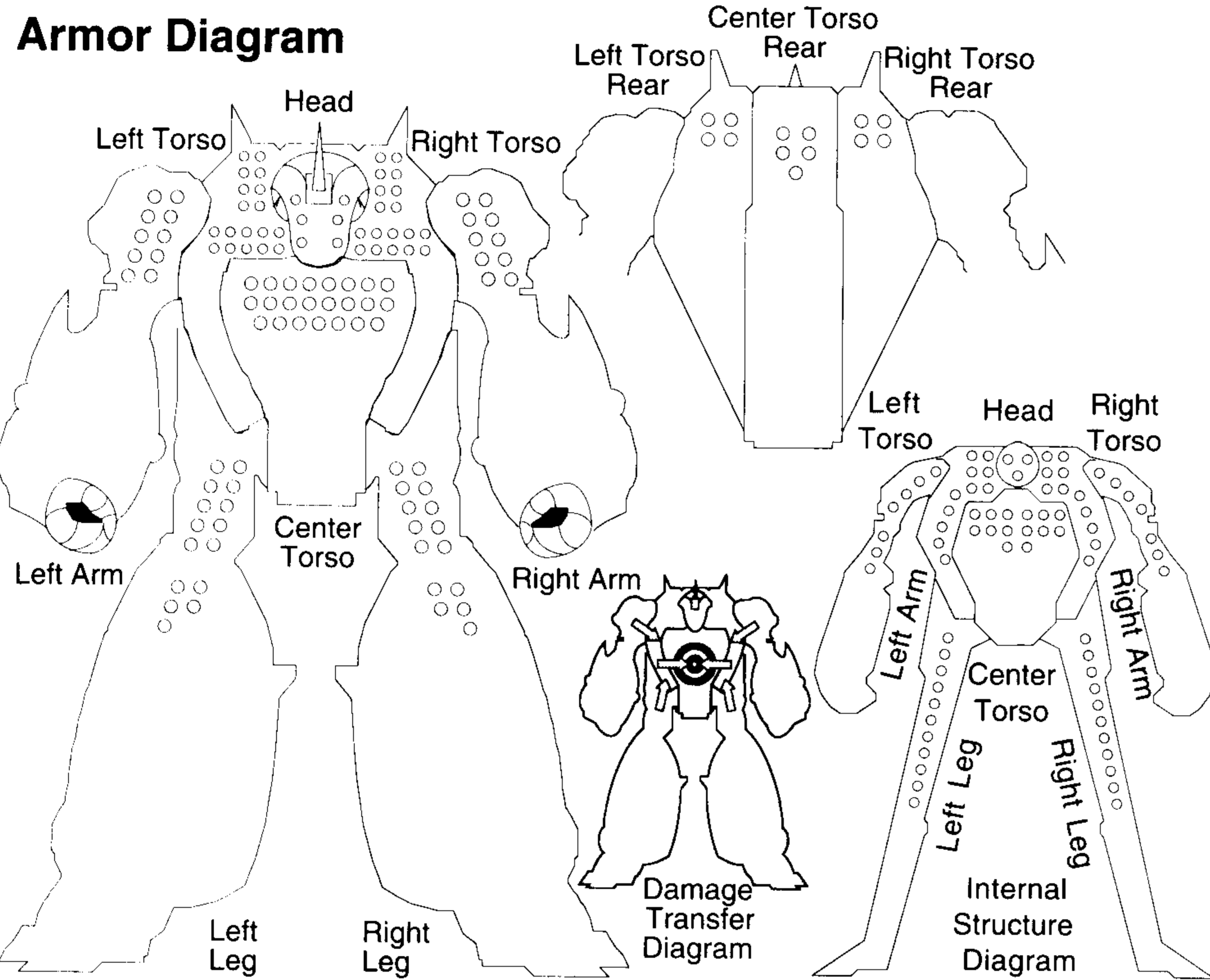
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **PXH-1D Phoenix Hawk**

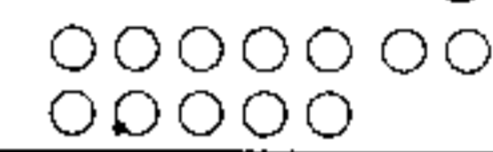
Tonnage: **45**  
 Movement Points  
 Walking: **6**  
 Running: **9**  
 Jumping: **6**

Technology Base:  
 Inner Sphere  
 3025

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Large Laser	RA	8	8	0	5	10	15
1	Medium Laser	RA	3	5	0	3	6	9
1	Medium Laser	LA	3	5	0	3	6	9

**Total Single Heat Sinks: 12**



### Auto Eject

Operational

Disabled

### Warrior Data

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

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

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

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

### Heat Scale

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

### Left Arm

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

1-3

- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

### Left Torso

- Jump Jet
- Jump Jet
- Jump Jet
- Roll Again
- Roll Again
- Roll Again

1-3

- 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
- Heat Sink
- Roll Again

### Critical Hit Table

#### Head

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

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

1-3

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

4-6

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

Cost 4,057,390

### Right Arm

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

1-3

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

4-6

### Right Torso

- Jump Jet
- Jump Jet
- Jump Jet
- Roll Again
- Roll Again
- Roll Again

1-3

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

4-6

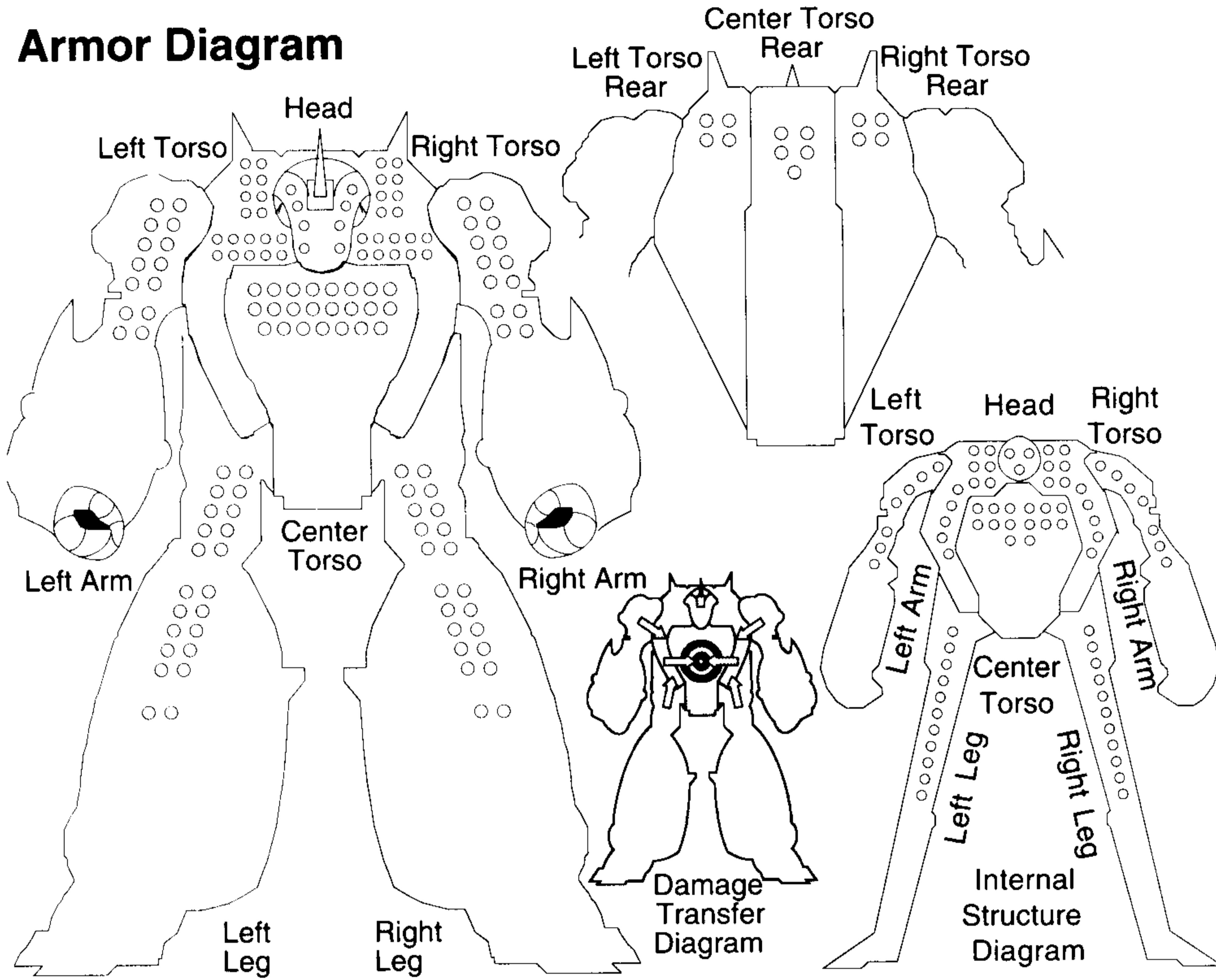
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **PXH-1K Phoenix Hawk**

Tonnage: **45**

Movement Points

Walking: **6**

Running: **9**

Jumping: **0**

Technology Base:

Inner Sphere

3025

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Large Laser	RA	8	8	0	5	10	15
1	Medium Laser	RA	3	5	0	3	6	9
1	Medium Laser	LA	3	5	0	3	6	9
1	Small Laser	CT	1	3	0	1	2	3

### Total Single Heat Sinks: 13



### Auto Eject

Operational

Disabled

### Warrior Data

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

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

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

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

### Heat Scale

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

### Left Arm

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

1-3

- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

### Left Torso

- Roll Again
- 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
- Heat Sink
- Roll Again

### Critical Hit Table

#### Head

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

1-3

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Engine
- Engine
- Heat Sink
- Small Laser

4-6

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

Cost 3,628,553

### Right Arm

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

1-3

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

4-6

### Right Torso

- Roll Again
- 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

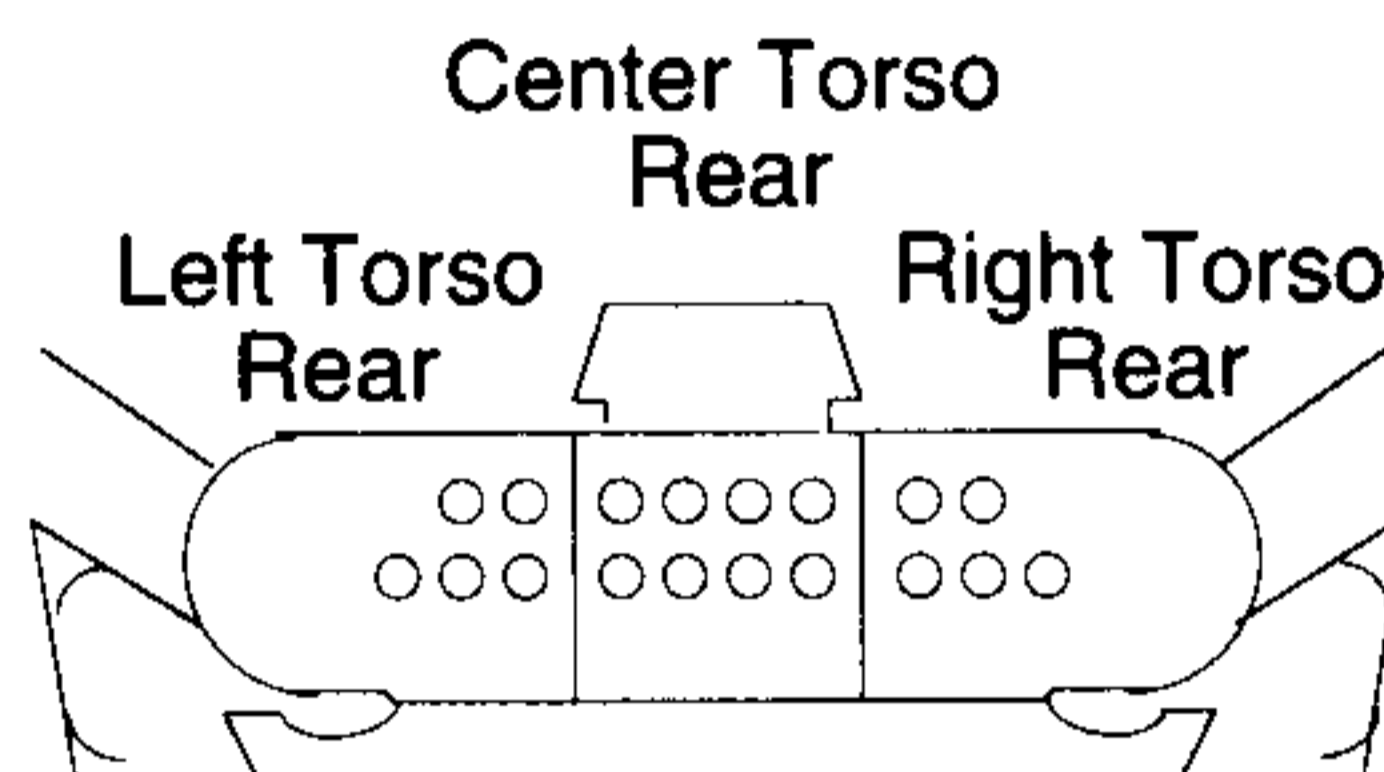
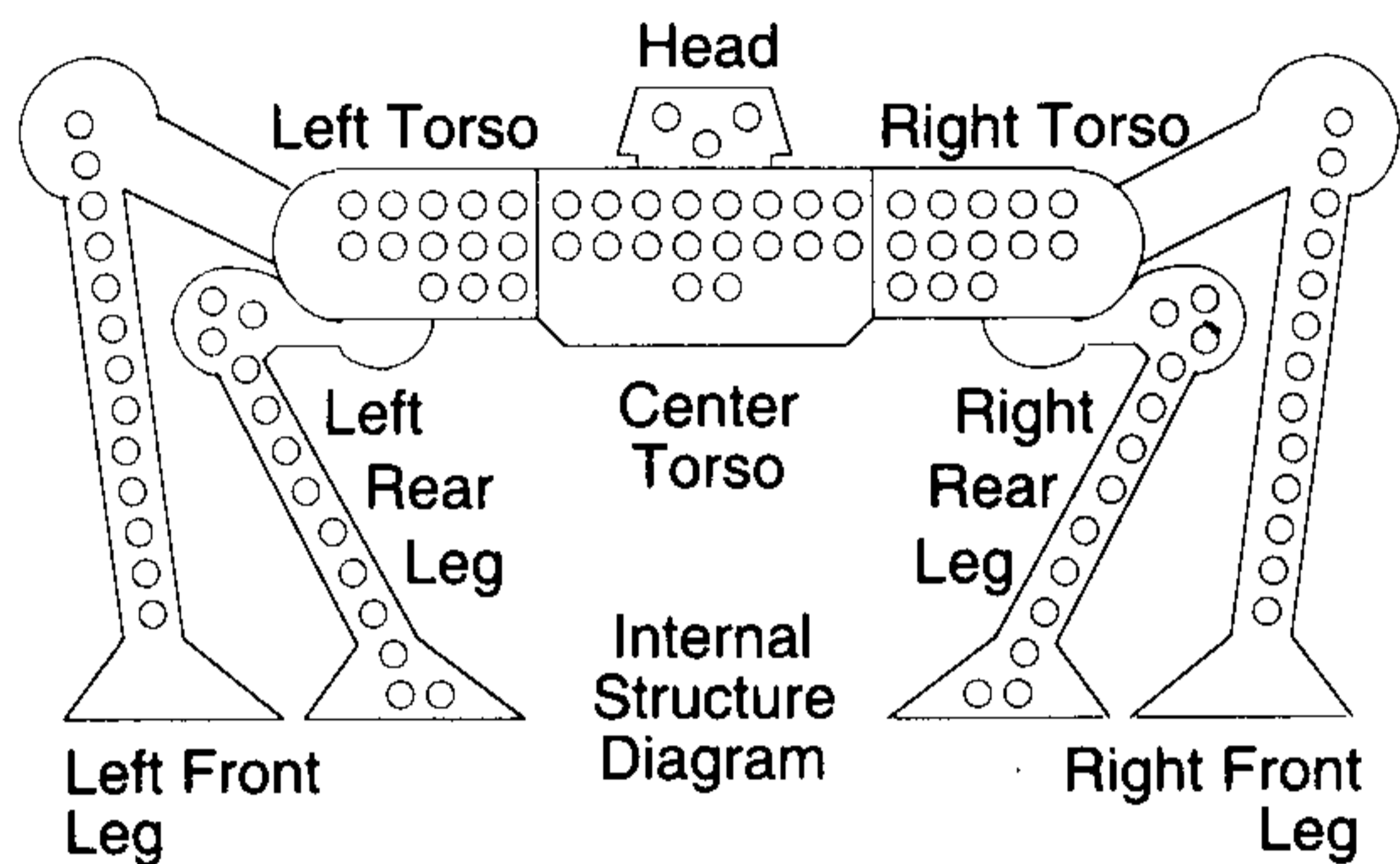
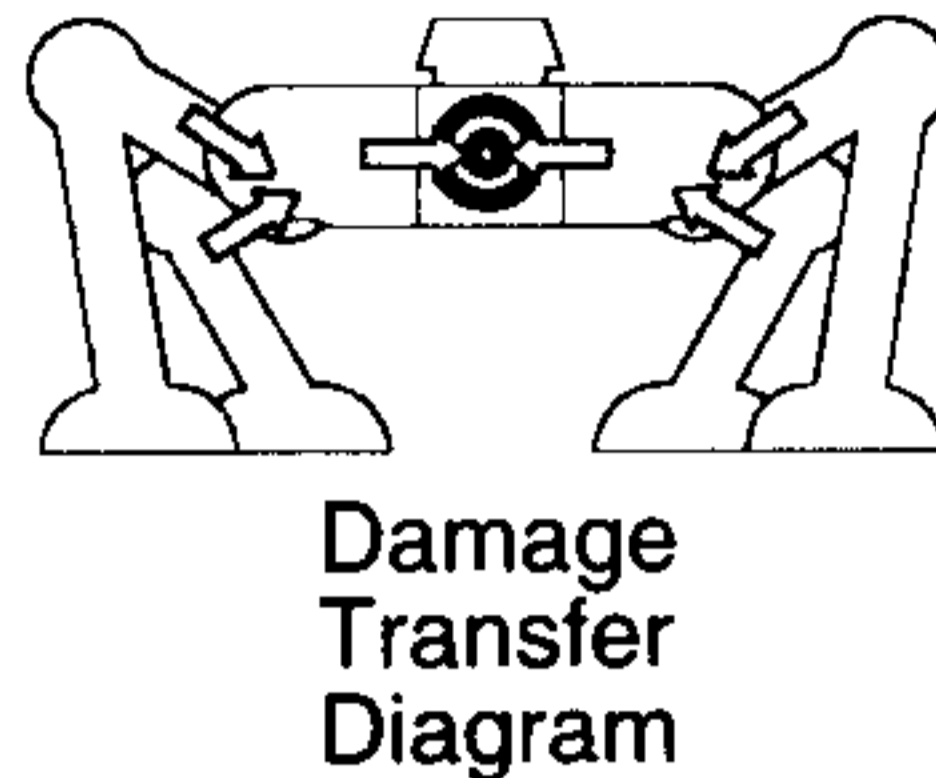
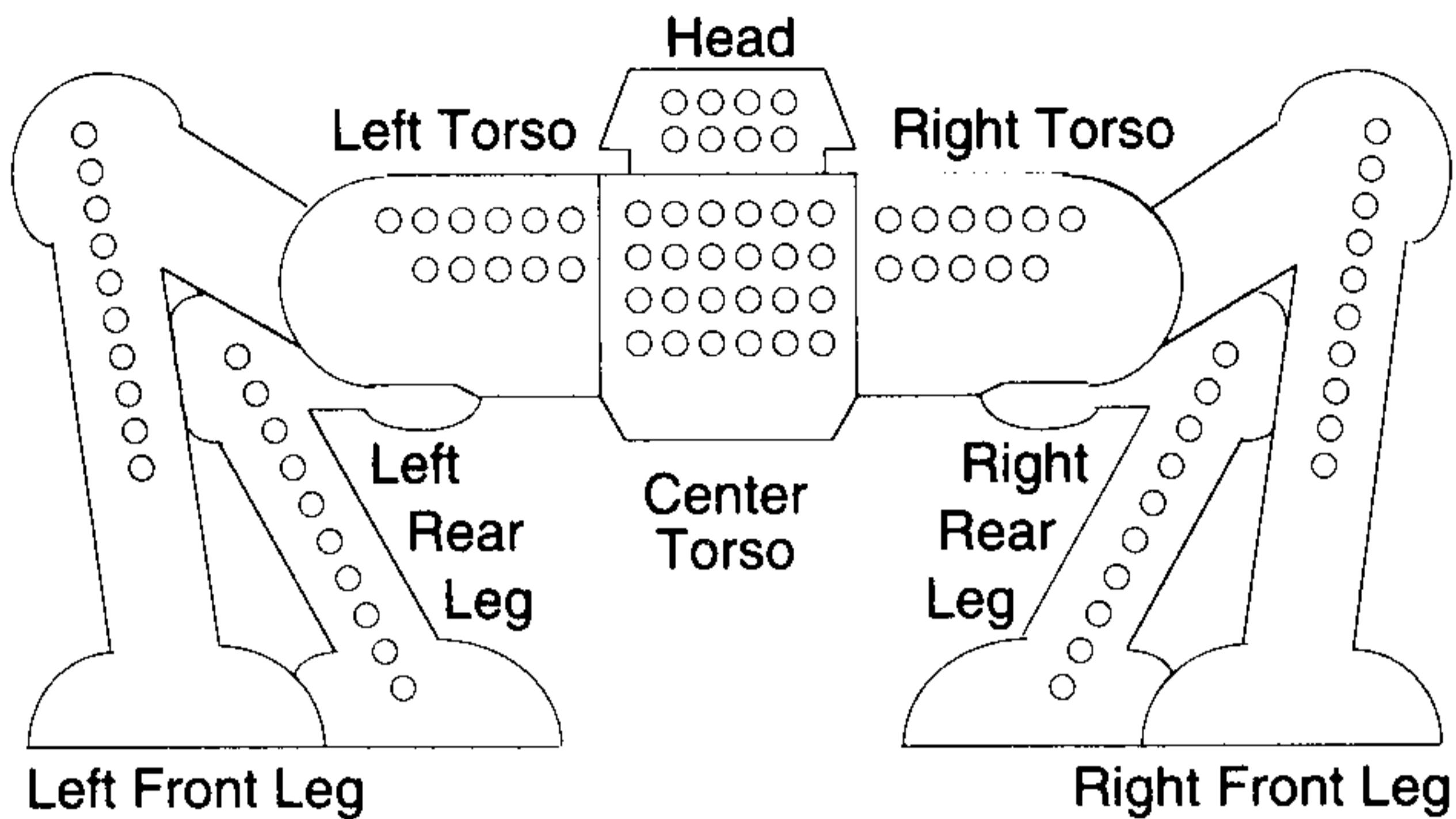
### Right Leg

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

# BATTLETECH<sup>®</sup>

## QUAD BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **SCP-1N Scorpion**

Tonnage: **55**  
 Movement Points  
 Walking: **6**  
 Running: **9**  
 Jumping: **0**

Technology Base:  
 Inner Sphere  
 2944

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	PPC	RT	10	10	3	6	12	18
1	SRM 6	RT	4	2	0	3	6	9

Ammo Type	Rounds
SRM 6	15

**Total Single Heat Sinks: 10**

○○○○○○○○○○

### Auto Eject

Operational

Disabled

### Warrior Data

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

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

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

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

### Heat Scale

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

### Critical Hit Table

#### Left Front Leg

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

1-3

#### Left Torso

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

4-6

#### Left Rear Leg

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

#### Head

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

1-3

#### Center Torso

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

4-6

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

Cost 5,201,800

#### Right Front Leg

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

1-3

#### Right Torso

- PPC
  - PPC
  - PPC
  - SRM 6
  - SRM 6
  - Roll Again
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

4-6

#### Right Rear Leg

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

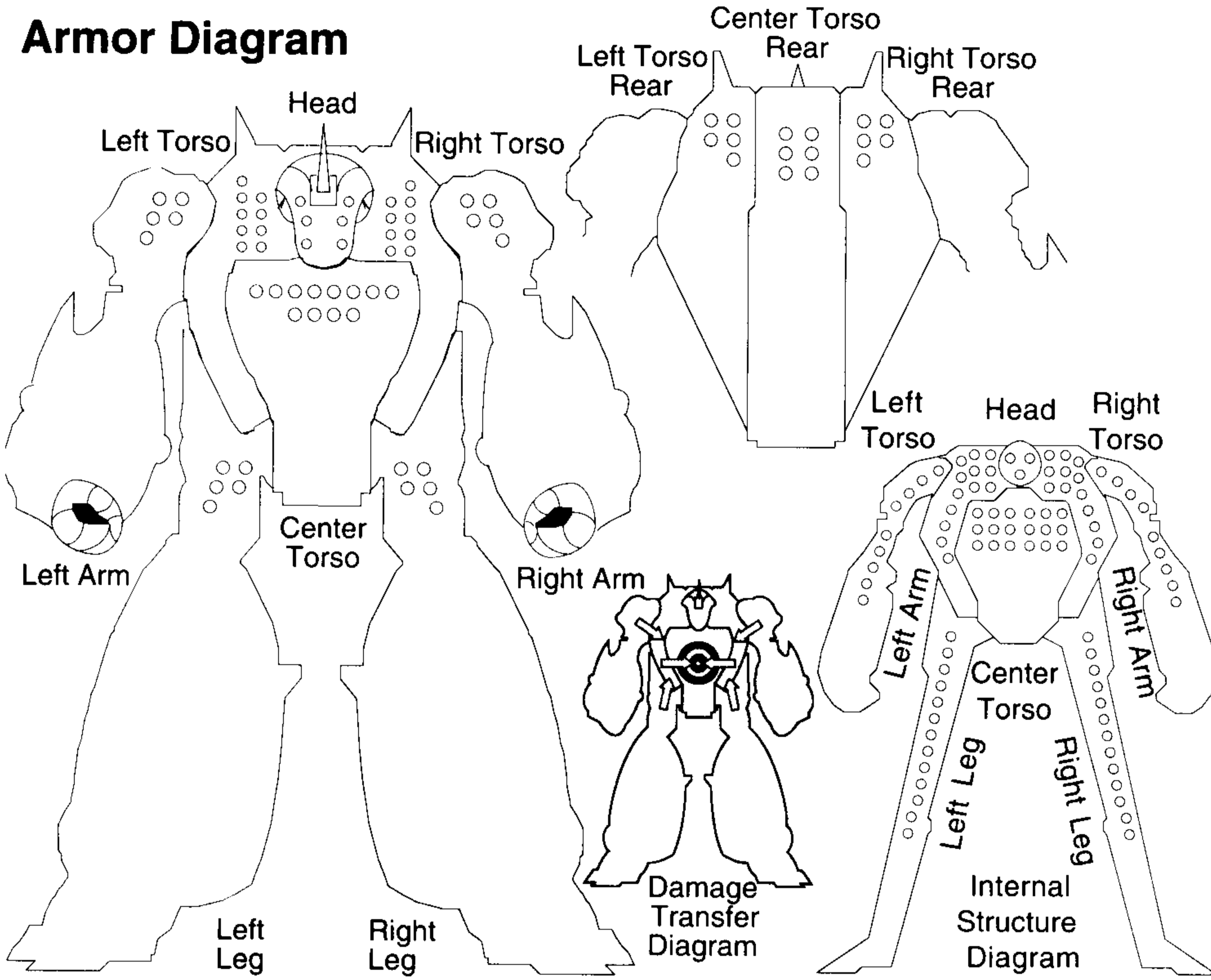
**FASA<sup>®</sup>**  
CORPORATION



# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **SHD-2D Shadow Hawk**

Tonnage: **55**  
 Movement Points  
 Walking: **5**  
 Running: **8**  
 Jumping: **3**

Technology Base:  
 Inner Sphere  
 2550

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Autocannon 5	LT	1	5	3	6	12	18
1	LRM 5	RT	2	1	6	7	14	21
1	SRM 2	H	2	2	0	3	6	9
1	SRM 2	CT	2	2	0	3	6	9
1	Medium Laser	LA	3	5	0	3	6	9
1	Medium Laser	RA	3	5	0	3	6	9

Ammo Type	Rounds
Autocannon 5	20
LRM 5	24
SRM 2	100

**Total Single Heat Sinks: 14**



### Auto Eject

Operational  Disabled

### Warrior Data

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

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

### Heat Scale

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

### Left Arm

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

- Roll Again
- Roll Again

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

### Left Torso

- Jump Jet
- Autocannon 5
- Autocannon 5
- Autocannon 5
- Autocannon 5
- Ammo (AC 5) 20

- Ammo (SRM 2) 50
- 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

### Critical Hit Table

#### Head

- Life Support
- Sensors
- Cockpit
- SRM 2
- Sensors
- Life Support

#### Center Torso

- Engine
  - Engine
  - Engine
  - Gyro
  - Gyro
  - Gyro
- Gyro
  - Engine
  - Engine
  - Engine
  - Jump Jet
  - SRM 2

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

Cost 4,617,658

### Right Arm

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

- Roll Again
- Roll Again

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

### Right Torso

- Jump Jet
- Heat Sink
- Heat Sink
- Heat Sink
- LRM 5
- Ammo (LRM 5) 24

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

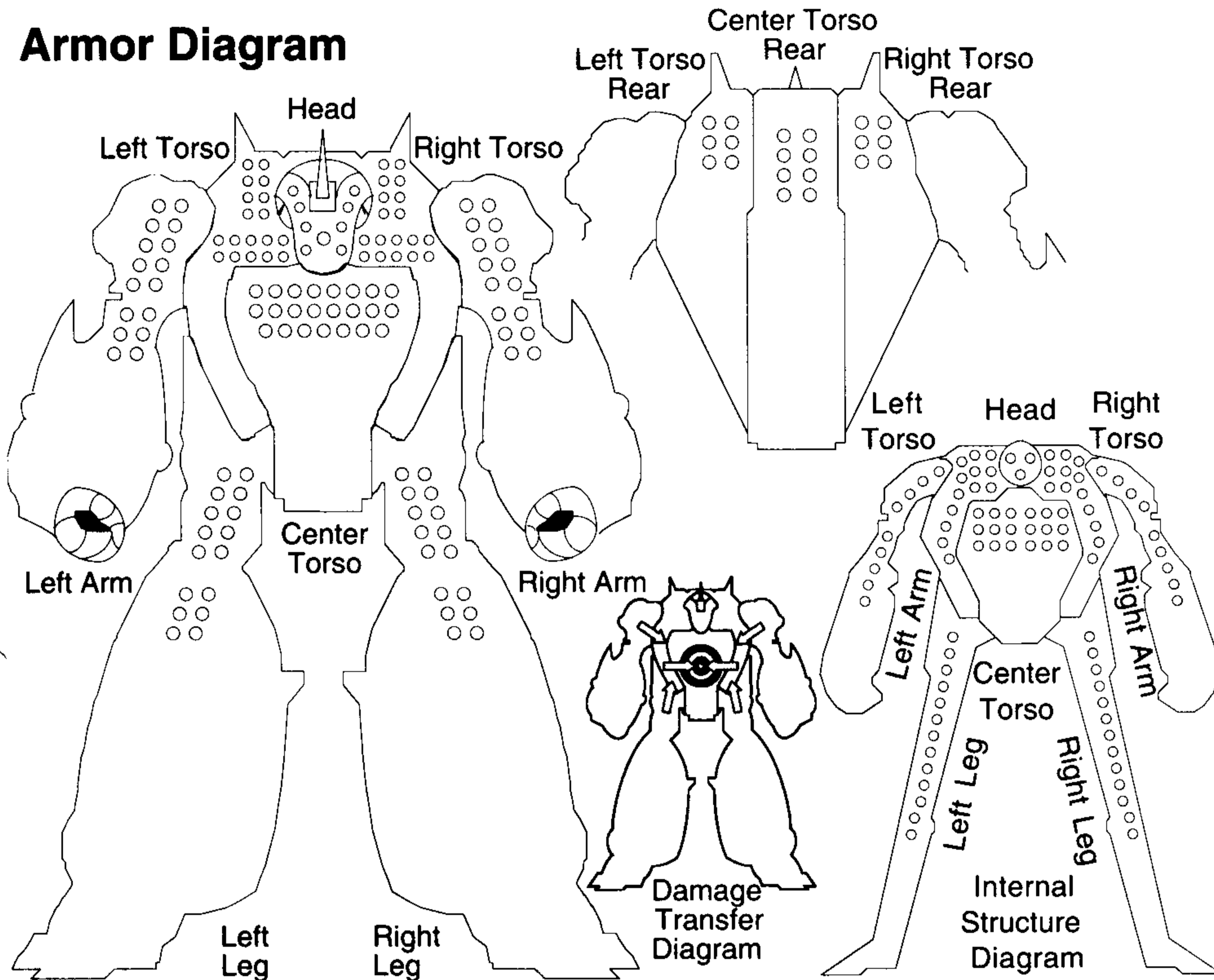
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **SHD-2H Shadow Hawk**

Tonnage: **55**

Technology Base:

Movement Points

Inner Sphere

Walking: **5**

2550

Running: **8**

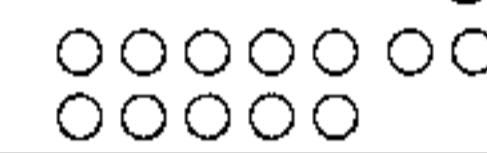
Jumping: **3**

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Autocannon 5	LT	1	5	3	6	12	18
1	LRM 5	RT	2	1	6	7	14	21
1	SRM 2	H	2	2	0	3	6	9
1	Medium Laser	RA	3	5	0	3	6	9

Ammo Type	Rounds
Autocannon 5	20
LRM 5	24
SRM 2	50

**Total Single Heat Sinks: 12**



### Auto Eject

Operational

Disabled

### Warrior Data

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

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

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

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

### Heat Scale

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

### Left Arm

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

### Left Torso

- Jump Jet
  - Autocannon 5
  - Autocannon 5
  - Autocannon 5
  - Autocannon 5
  - Ammo (AC 5) 20
- 1-3**
- 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
- SRM 2
- Sensors
- Life Support

#### Center Torso

- Engine
  - Engine
  - Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3**
- Gyro
  - Engine
  - Engine
  - Engine
  - Jump Jet
  - Ammo (SRM 2) 50
- 4-6**

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

Cost 4,539,383

### Right Arm

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

### Right Torso

- Jump Jet
  - Heat Sink
  - LRM 5
  - Ammo (LRM 5) 24
  - Roll Again
  - Roll Again
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again
- 4-6**
- Roll Again
  - Roll Again
  - Roll Again

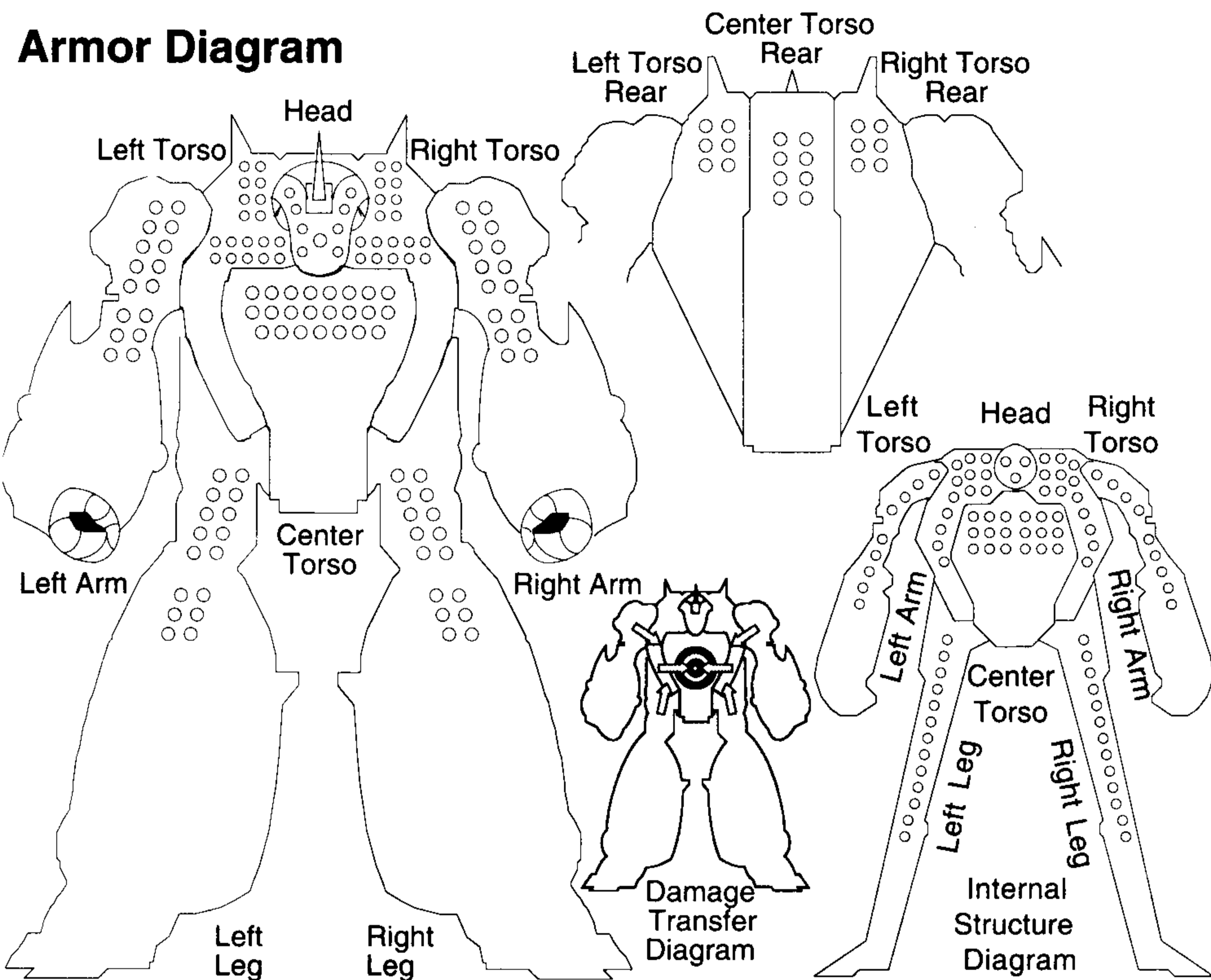
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **SHD-2K Shadow Hawk**

Tonnage: **55**  
 Movement Points  
 Walking: **5**  
 Running: **8**  
 Jumping: **3**

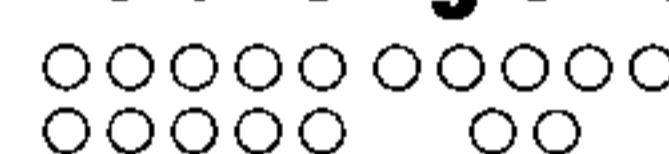
Technology Base:  
 Inner Sphere  
 2550

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	LRM 5	RT	2	1	6	7	14	21
1	PPC	LT	10	10	3	6	12	18

Ammo Type	Rounds
LRM 5	24

### Total Single Heat Sinks: 17



### Auto Eject

Operational  Disabled

### Warrior Data

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

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

### Heat Scale

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



### Left Arm

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

- Jump Jet
  - Heat Sink
  - PPC
  - PPC
  - PPC
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 1-3**
- 4-6**

### Left Leg

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

### Critical Hit Table

#### Head

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

#### Center Torso

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

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

Cost 4,505,283

### Right Arm

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

### Right Torso

- Jump Jet
  - Heat Sink
  - LRM 5
  - Ammo (LRM 5) 24
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 1-3**
- 4-6**

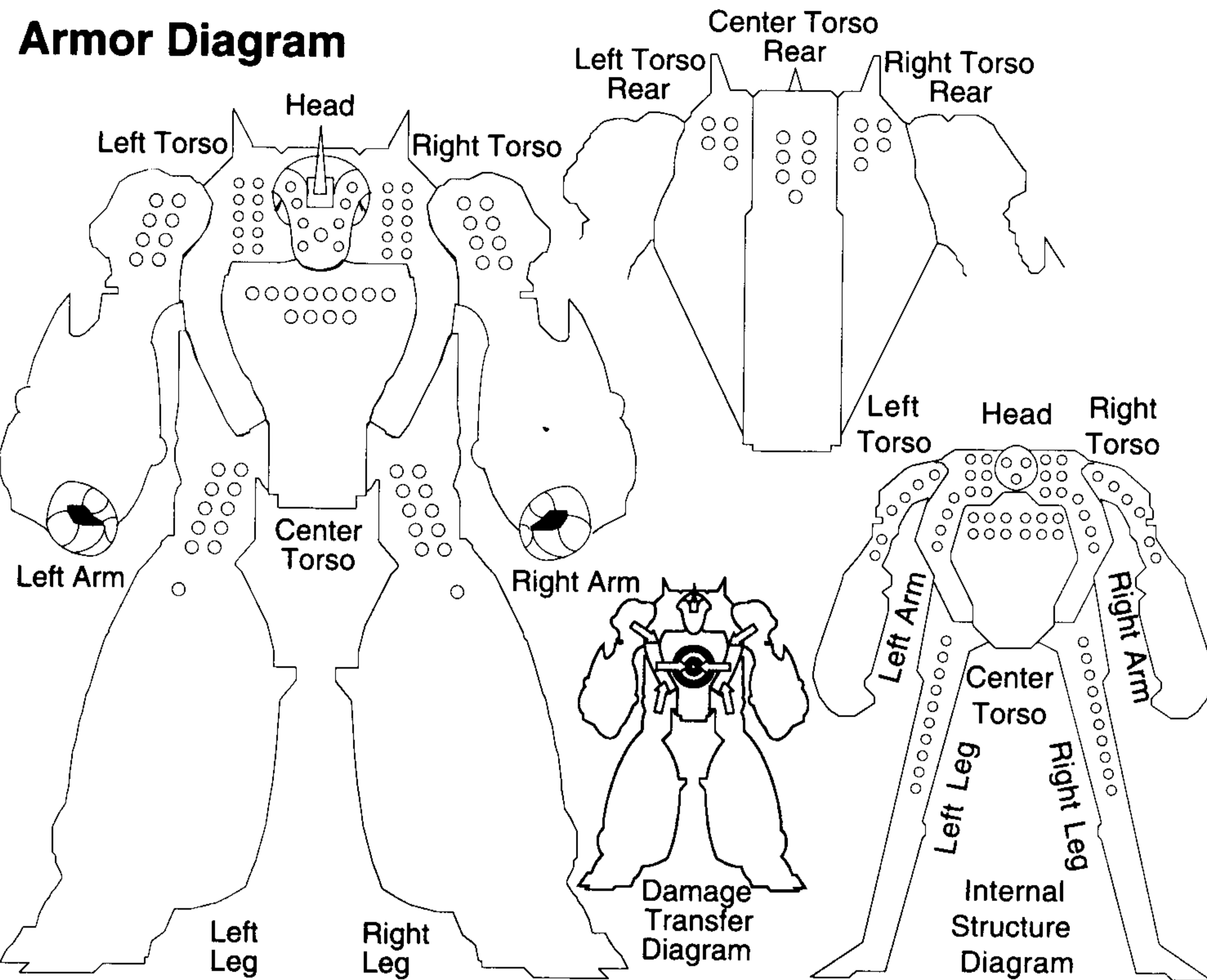
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **STN-3K Sentinel**

Tonnage: **40**  
 Movement Points  
 Walking: **6**  
 Running: **9**  
 Jumping: **0**

Technology Base:  
 Inner Sphere  
 3025

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Small Laser	RT	1	3	0	1	2	3
1	Autocannon 5	LA	1	5	3	6	12	18
1	SRM 2	RT	2	2	0	3	6	9

Ammo Type	Rounds
Autocannon 5	40
SRM 2	50

**Total Single Heat Sinks: 10**

○○○○○○○○○○

### Auto Eject

Operational  Disabled

### Warrior Data

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

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

### Heat Scale

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

**FASA**  
CORPORATION

### Left Arm

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

### Left Torso

- Heat Sink
  - Ammo (AC 5) 20
  - Ammo (AC 5) 20
  - Roll Again
  - Roll Again
  - Roll Again
- 1-3
- 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
- Roll Again
- Sensors
- Life Support

#### Center Torso

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

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

Cost 3,117,730

### Right Arm

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

### Right Torso

- Small Laser
  - SRM 2
  - Ammo (SRM 2) 50
  - Roll Again
  - Roll Again
  - Roll Again
- 1-3
- Roll Again
  - Roll Again
  - Roll Again
- 4-6
- Roll Again
  - Roll Again
  - Roll Again

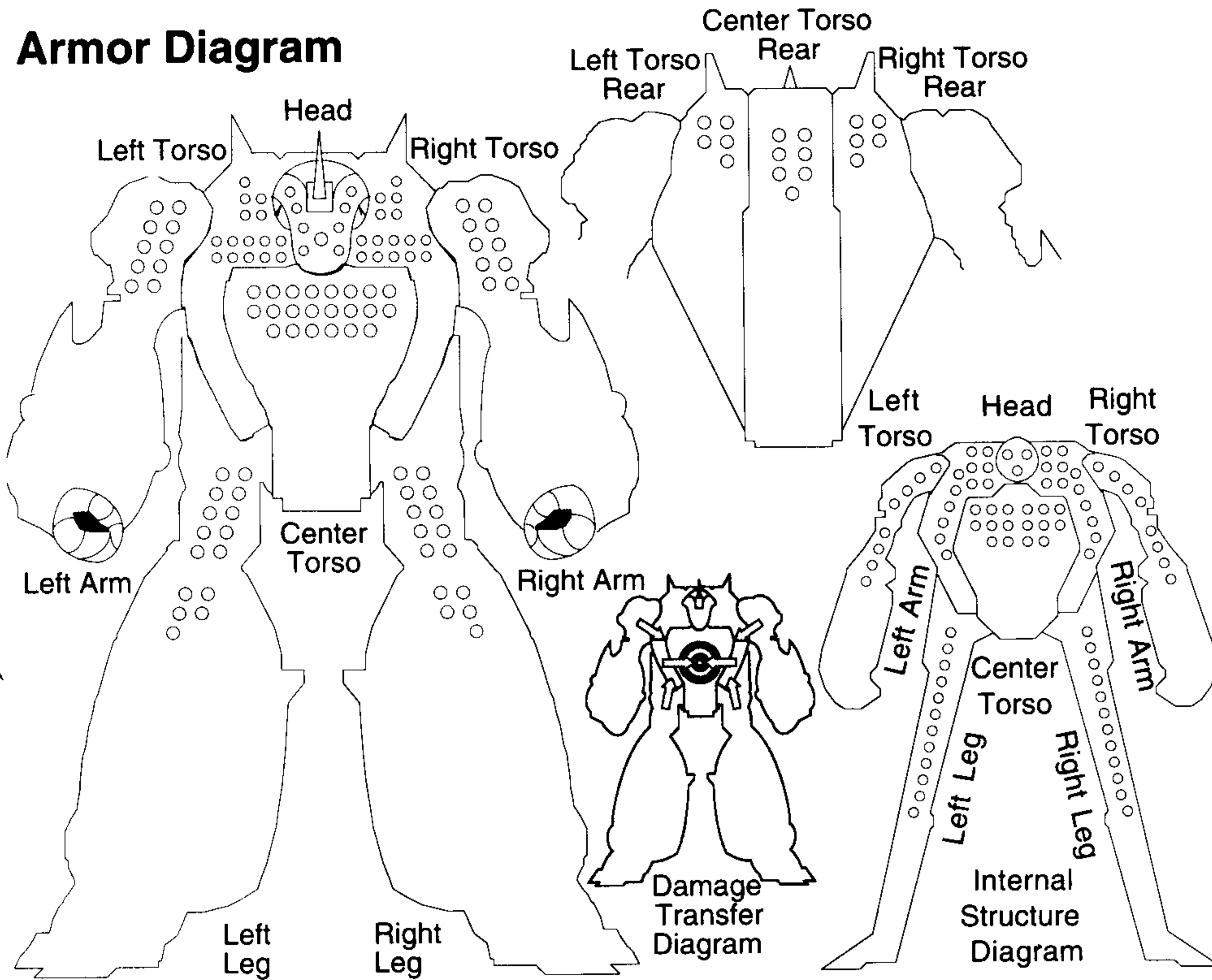
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **TBT-5J Trebuchet**

Tonnage: **50**

Movement Points

Walking: **5**

Running: **8**

Jumping: **5**

Technology Base:

Inner Sphere

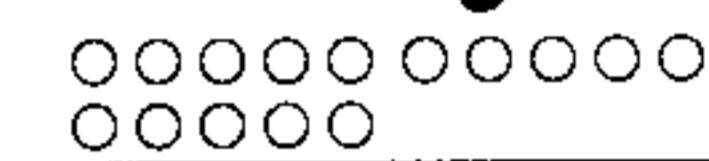
2780

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	LRM 15	RT	5	1	6	7	14	21
1	Medium Laser	LA	3	5	0	3	6	9
2	Medium Laser	RA	3	5	0	3	6	9

Ammo Type	Rounds
LRM 15	8

**Total Single Heat Sinks: 15**



### Auto Eject

Operational

Disabled

### Warrior Data

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

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

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

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

### Heat Scale

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

### Left Arm

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

1-3

- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

### Left Torso

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

1-3

- 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
- Jump Jet
- Jump Jet

### Critical Hit Table

#### Head

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

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

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

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

Cost 4,383,501

### Right Arm

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

1-3

- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

### Right Torso

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

1-3

- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

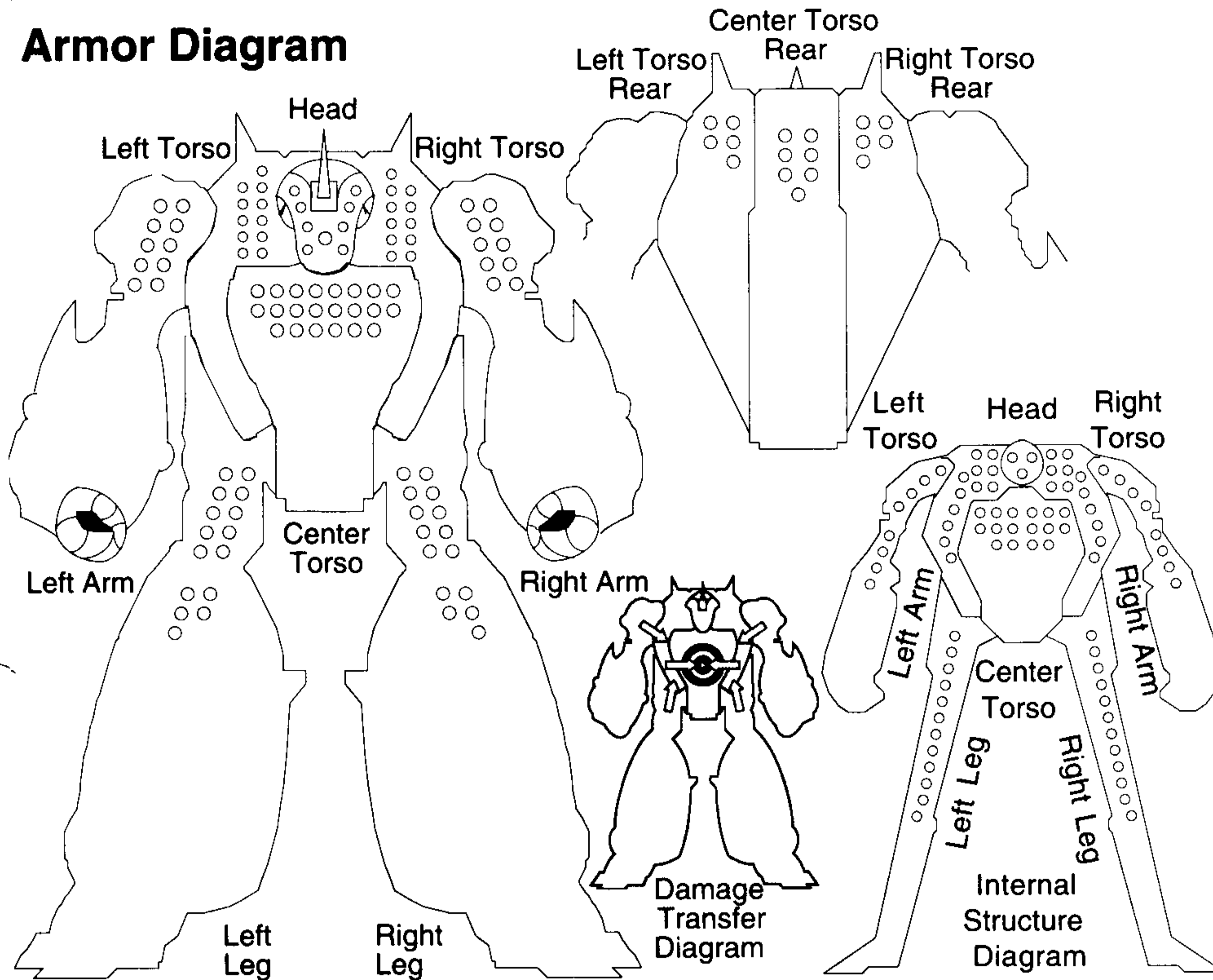
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



Mech Data	
Type: <b>TBT-7K Trebuchet</b>	Technology Base: Inner Sphere
Tonnage: <b>50</b>	3025
Movement Points	
Walking: <b>5</b>	
Running: <b>8</b>	
Jumping: <b>0</b>	

Weapons Inventory						
#	Type	Loc	Ht	D	Mn	S M L
1	PPC	RT	10	10	3	6 12 18
1	Autocannon 5	LT	1	5	3	6 12 18
1	SRM 2	RA	2	2	0	3 6 9

Ammo Type	Rounds
Autocannon 5	20
SRM 2	50

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

**Auto Eject**  
 Operational  Disabled

**Warrior Data**  
 Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

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



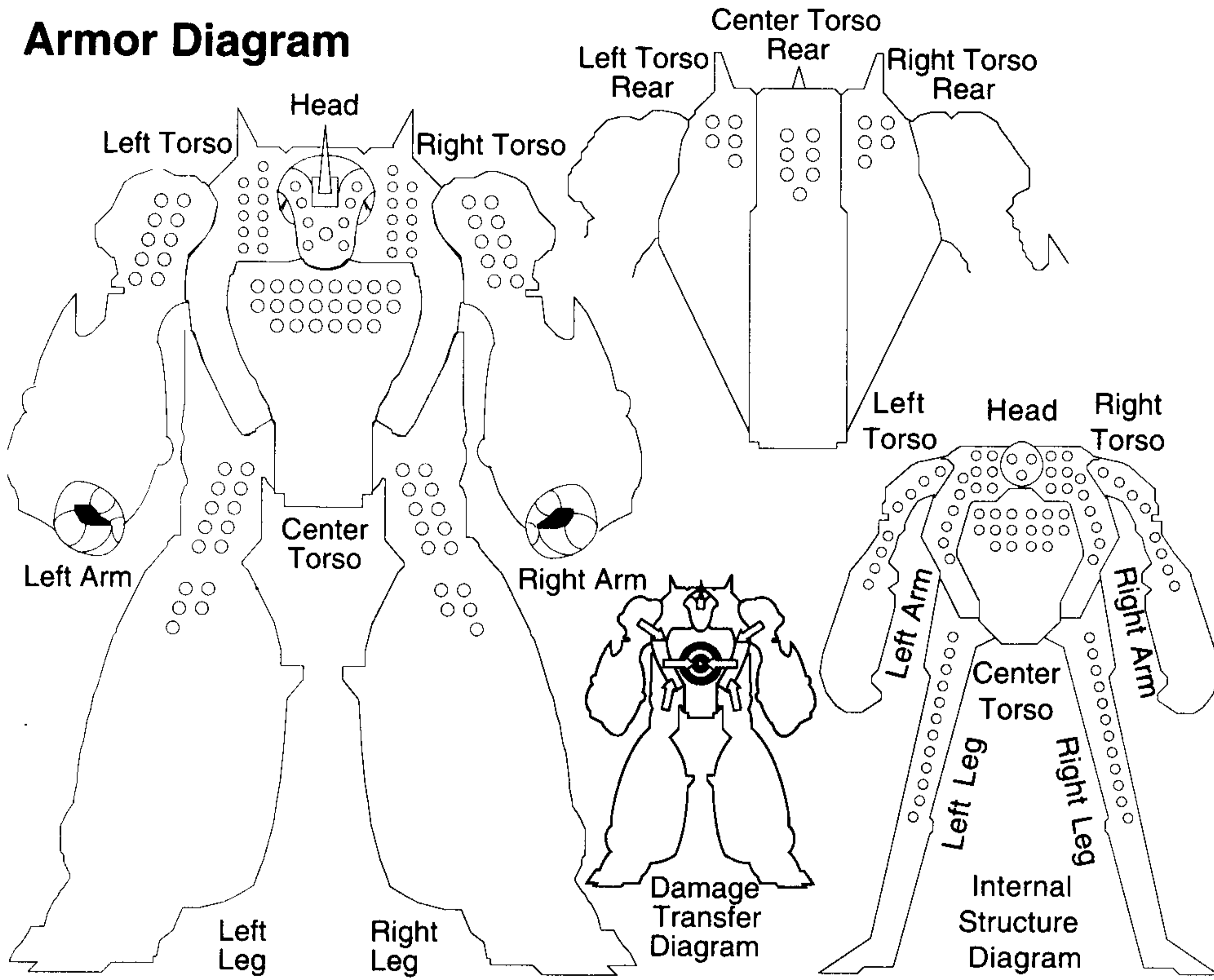
Left Arm	Critical Hit Table	Right Arm								
1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator <b>1-3</b> 4. Hand Actuator 5. Roll Again 6. Roll Again 1. Roll Again 2. Roll Again <b>4-6</b> 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again <b>Left Torso</b> <b>1-3</b> 1. Autocannon 5 2. Autocannon 5 3. Autocannon 5 4. Autocannon 5 5. Roll Again 6. Roll Again 1. Roll Again 2. Roll Again <b>4-6</b> 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again <b>Left Leg</b> 1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Roll Again 6. Roll Again	<b>Head</b> 1. Life Support 2. Sensors 3. Cockpit 4. Roll Again 5. Sensors 6. Life Support <b>Center Torso</b> <b>1-3</b> 1. Engine 2. Engine 3. Engine 4. Gyro 5. Gyro 6. Gyro <b>4-6</b> 1. Gyro 2. Engine 3. Engine 4. Engine 5. Heat Sink 6. 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	○	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator <b>1-3</b> 4. SRM 2 5. Ammo (SRM 2) 50 6. Roll Again 1. Roll Again 2. Roll Again <b>4-6</b> 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again <b>Right Torso</b> <b>1-3</b> 1. PPC 2. PPC 3. PPC 4. Ammo (AC 5) 20 5. Roll Again 6. Roll Again 1. Roll Again 2. Roll Again <b>4-6</b> 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again <b>Right Leg</b> 1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Roll Again 6. Roll Again
Engine Hits	○○○									
Gyro Hits	○○○									
Sensor Hits	○○○									
Life Support	○									

Cost 4,085,001

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **TBT-5N Trebuchet**

Tonnage: **50**  
 Movement Points  
 Walking: **5**  
 Running: **8**  
 Jumping: **0**

Technology Base:  
 Inner Sphere  
 2780

### Weapons Inventory

#	Type	Loc-	Ht	D	Mn	S	M	L
1	LRM 15	LA	5	1	6	7	14	21
1	LRM 15	RT	5	1	6	7	14	21
1	Medium Laser	LA	3	5	0	3	6	9
2	Medium Laser	RA	3	5	0	3	6	9

Ammo Type	Rounds
LRM 15	16

**Total Single Heat Sinks: 10**

○○○○○○○○○○

### Auto Eject

Operational  Disabled

### Warrior Data

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

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

### Heat Scale

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



### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - LRM 15
  - LRM 15
- 1-3**
- LRM 15
  - Medium Laser
  - Roll Again
- 4-6**
- Roll Again
  - Roll Again
  - Roll Again

### Left Torso

- Ammo (LRM 15) 8
  - Roll Again
  - Roll Again
- 1-3**
- 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
- Roll Again
- Sensors
- Life Support

#### Center Torso

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

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

Cost 4,293,501

### Right Arm

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

### Right Torso

- LRM 15
  - LRM 15
  - LRM 15
  - Ammo (LRM 15) 8
  - Roll Again
  - Roll Again
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again
- 4-6**
- Roll Again
  - Roll Again
  - Roll Again

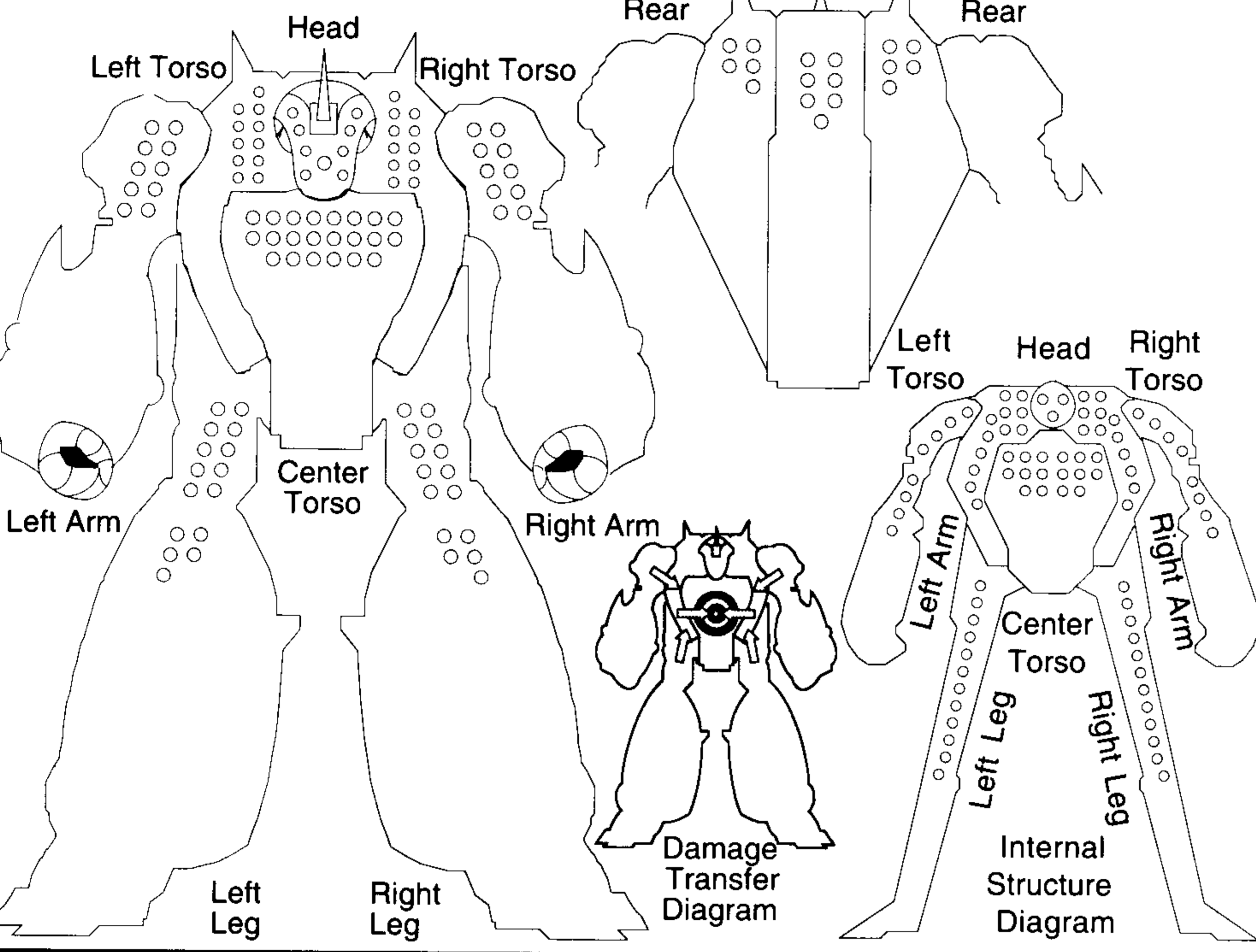
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **TBT-5S Trebuchet**  
 Tonnage: **50** Technology Base:  
 Movement Points Inner Sphere  
 Walking: **5** 2780  
 Running: **8**  
 Jumping: **0**

### Weapons Inventory

#	Type	Loc.	Ht	D	Mn	S	M	L
1	SRM 6	RT	4	2	0	3	6	9
1	SRM 6	LA	4	2	0	3	6	9
1	Medium Laser	LA	3	5	0	3	6	9
2	Medium Laser	RA	3	5	0	3	6	9

Ammo Type	Rounds
SRM 6	30

### Total Single Heat Sinks: 18



### Auto Eject

Operational  Disabled

### Warrior Data

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

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

### Heat Scale

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



### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - SRM 6
  - SRM 6
- Medium Laser
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

### Left Torso

- Heat Sink
  - Heat Sink
  - Ammo (SRM 6) 15
  - 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
- Heat Sink
- Heat Sink

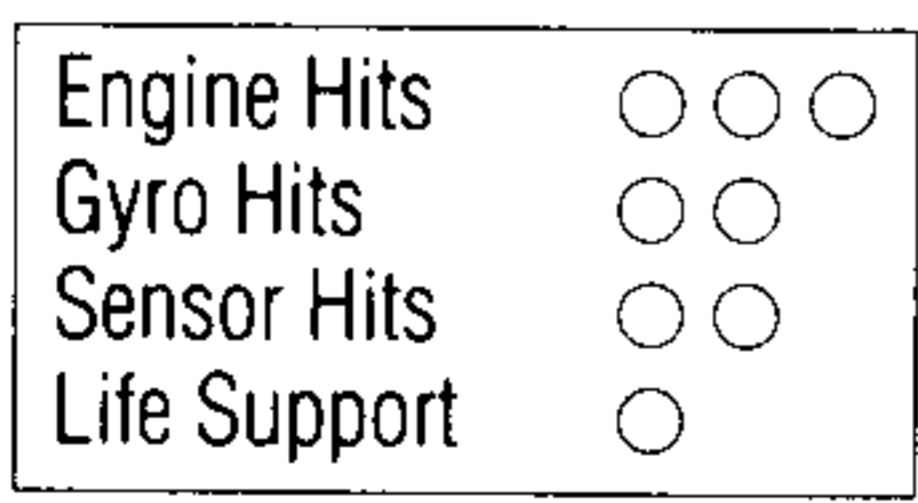
### Critical Hit Table

#### Head

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

#### Center Torso

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



Cost 4,023,501

### Right Arm

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

### Right Torso

- Heat Sink
  - Heat Sink
  - SRM 6
  - SRM 6
  - Ammo (SRM 6) 15
  - Roll Again
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

### Right Leg

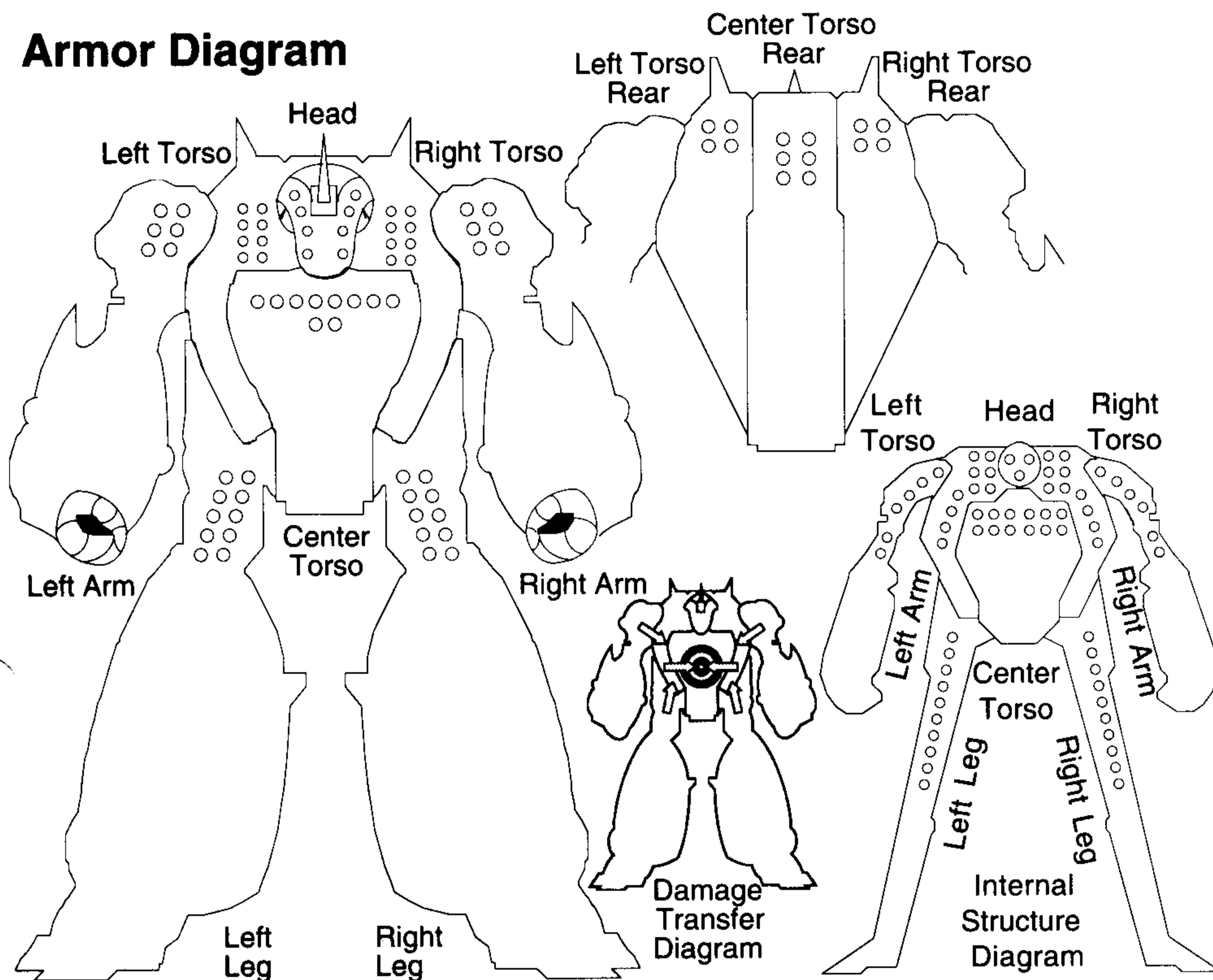
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink



# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **VL-2T Vulcan**

Tonnage: **40**

Movement Points

Walking: **6**

Running: **9**

Jumping: **6**

Technology Base:

Inner Sphere

3025

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Autocannon 2	RT	1	2	4	8	16	24
1	Medium Laser	LT	3	5	0	3	6	9
1	Flamer	RA	3	2	0	1	2	3
1	Machine Gun	LA	0	2	0	1	2	3

Ammo Type      Rounds

Autocannon 2      45

Machine Gun      200

**Total Single Heat Sinks: 10**

○○○○○○○○○○

### Auto Eject

Operational

Disabled

### Warrior Data

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

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

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

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

### Heat Scale

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

### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Machine Gun
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

### Left Torso

- Jump Jet
- Jump Jet
- Medium Laser
- Ammo (MG) 200
- 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

### Critical Hit Table

#### Head

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

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

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

Cost      3,462,900

### Right Arm

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

1-3

- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

### Right Torso

- Jump Jet
- Jump Jet
- Heat Sink
- Autocannon 2
- Ammo (AC 2) 45
- Roll Again

1-3

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

4-6

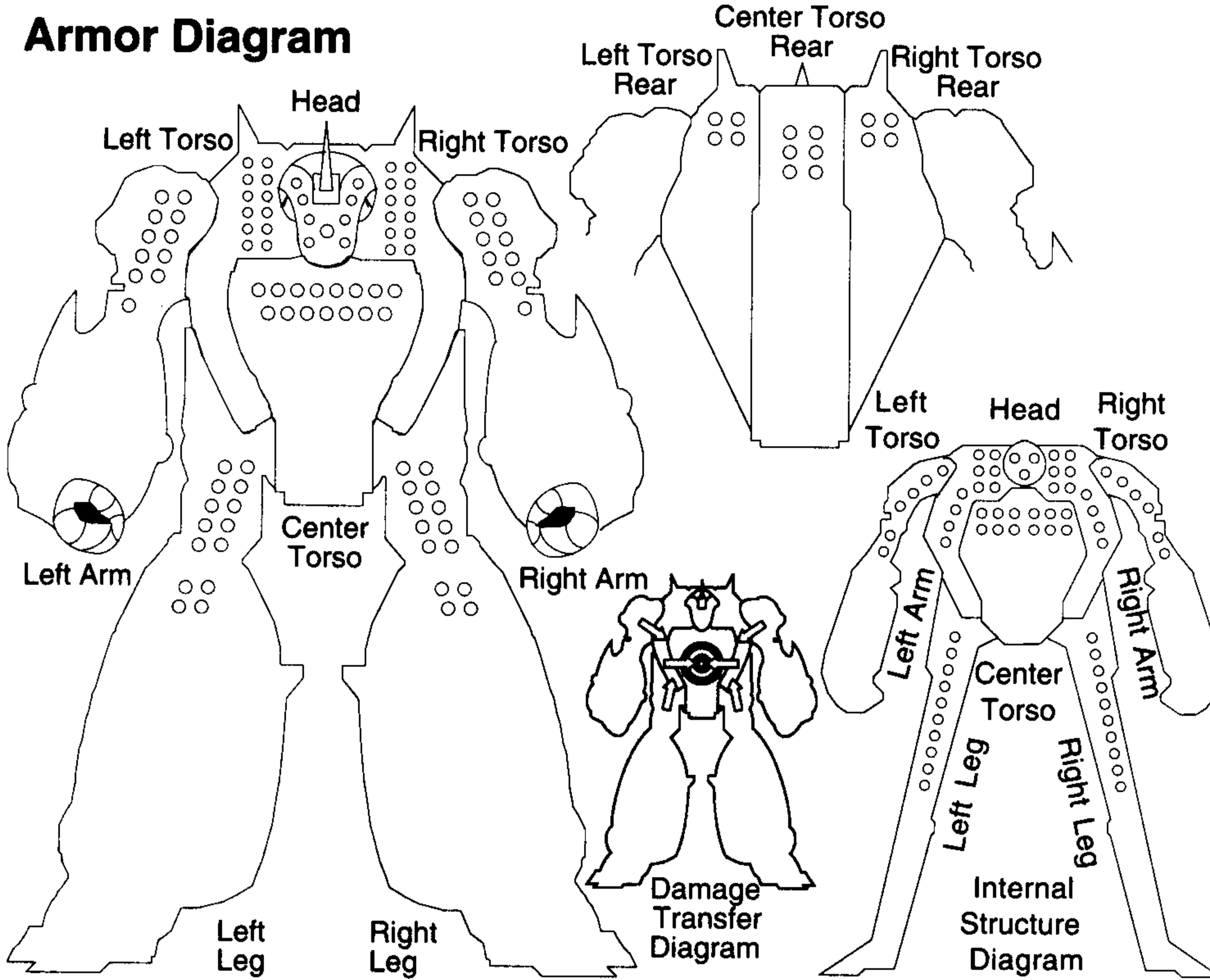
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **VL-5T Vulcan**

Tonnage: **40**  
Movement Points

Walking: **6**

Running: **9**

Jumping: **6**

Technology Base:  
Inner Sphere  
3025

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Medium Laser	LT	3	5	0	3	6	9
3	Medium Laser	RT	3	5	0	3	6	9
1	Flamer	RA	3	2	0	1	2	3
1	Machine Gun	LA	0	2	0	1	2	3

Ammo Type	Rounds
Machine Gun	200

### Total Single Heat Sinks: 12



### Auto Eject

Operational

Disabled

### Warrior Data

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

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

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

### Heat Scale

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

### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Machine Gun
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

### Left Torso

- Jump Jet
- Jump Jet
- Heat Sink
- Medium Laser
- Ammo (MG) 200
- Roll Again

1-3

- 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
- Heat Sink
- Roll Again

### Critical Hit Table

#### Head

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

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

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

Cost 3,558,100

### Right Arm

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

1-3

- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

### Right Torso

- Jump Jet
- Jump Jet
- Medium Laser
- Medium Laser
- Medium Laser
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

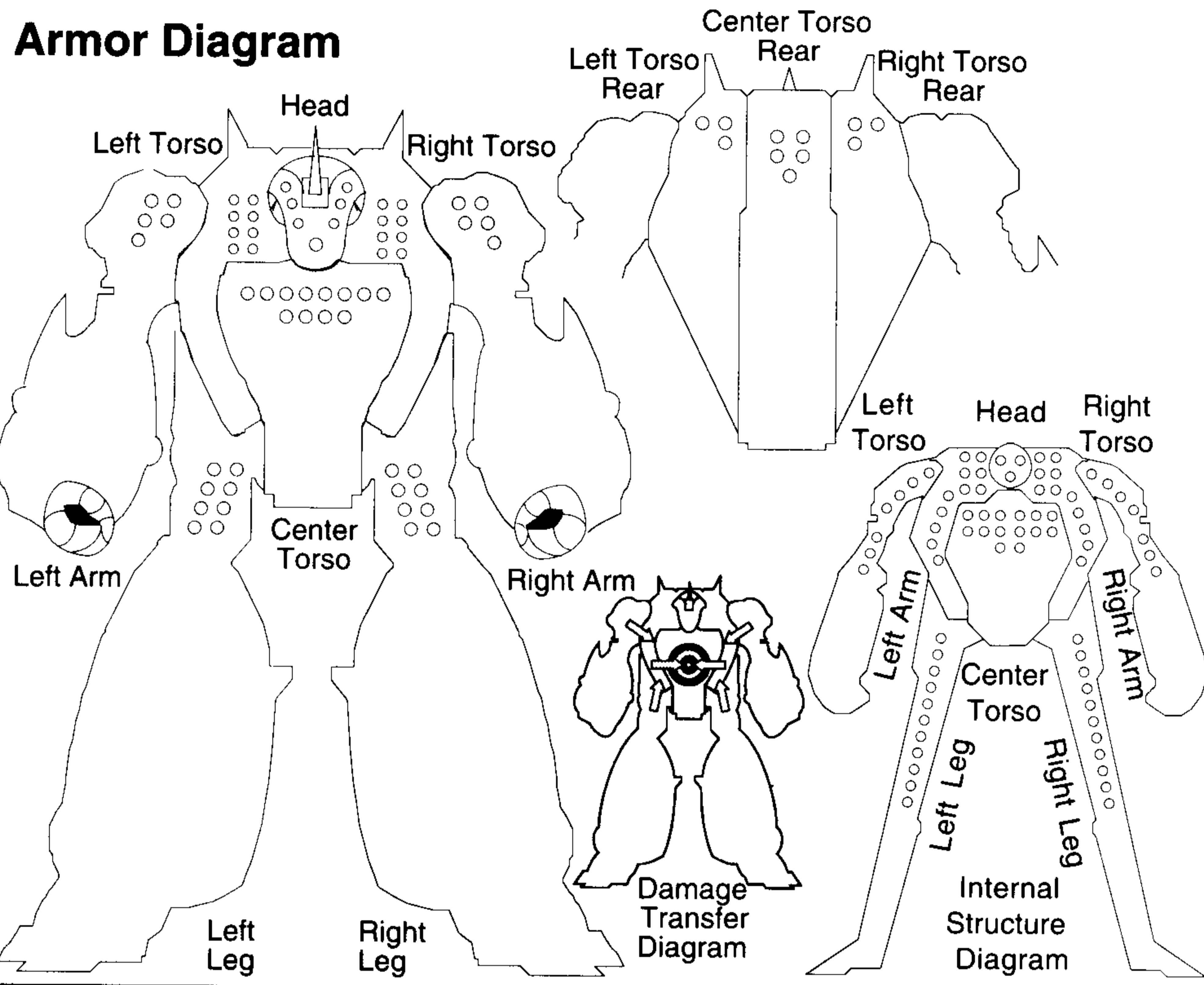
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **VND-1AA Vindicator**  
 Tonnage: **45** Technology Base: Inner Sphere  
 Movement Points: 2826  
 Walking: **5**  
 Running: **8**  
 Jumping: **5**

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	LRM 5	LT	2	1	6	7	14	21
1	PPC	RA	10	10	3	6	12	18
1	Medium Laser	H	3	5	0	3	6	9
1	Small Laser	LA	1	3	0	1	2	3

Ammo Type	Rounds
LRM 5	24

### Total Single Heat Sinks: 16



### Auto Eject

Operational  Disabled

### Warrior Data

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

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

### Heat Scale

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



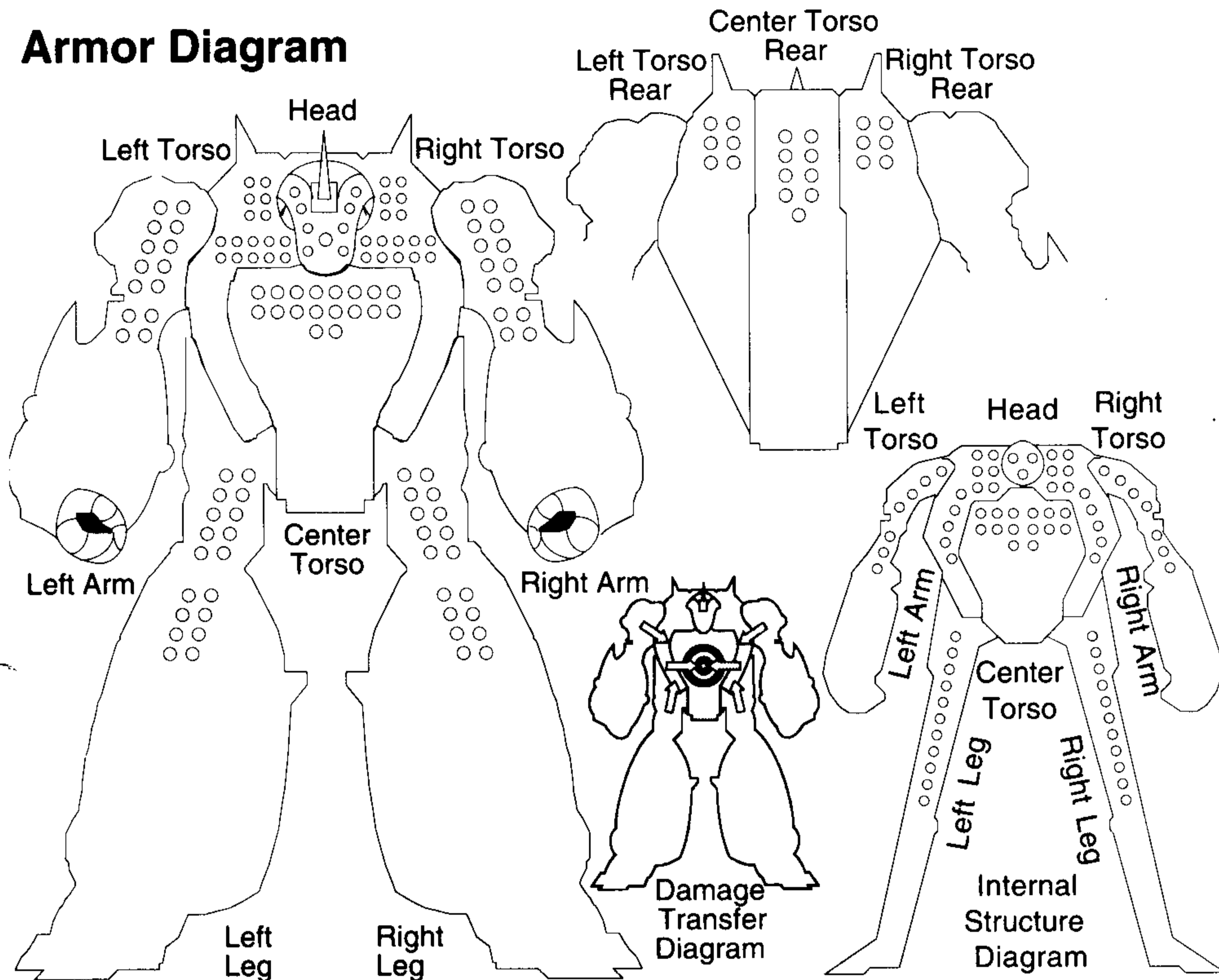
### Critical Hit Table

<h4>Left Arm</h4> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> <li>Hand Actuator</li> <li>Small Laser</li> <li>Roll Again</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <h4>Left Torso</h4> <ol style="list-style-type: none"> <li>Heat Sink</li> <li>Heat Sink</li> <li>LRM 5</li> <li>Ammo (LRM 5) 24</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <h4>Left Leg</h4> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Jump Jet</li> <li>Jump Jet</li> </ol>	<h4>Head</h4> <ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>Medium Laser</li> <li>Sensors</li> <li>Life Support</li> </ol> <h4>Center Torso</h4> <ol style="list-style-type: none"> <li>Engine</li> <li>Engine</li> <li>Engine</li> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Gyro</li> <li>Engine</li> <li>Engine</li> <li>Engine</li> <li>Jump Jet</li> <li>Heat Sink</li> </ol> <p>4-6</p> <div style="border: 1px solid black; padding: 5px; width: fit-content; margin: 10px auto;"> <p>Engine Hits    ○ ○ ○</p> <p>Gyro Hits     ○ ○</p> <p>Sensor Hits   ○ ○</p> <p>Life Support   ○</p> </div> <p>Cost    3,864,033</p>	<h4>Right Arm</h4> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> <li>PPC</li> <li>PPC</li> <li>PPC</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <h4>Right Torso</h4> <ol style="list-style-type: none"> <li>Heat Sink</li> <li>Heat Sink</li> <li>Heat Sink</li> <li>Heat Sink</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <h4>Right Leg</h4> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Jump Jet</li> <li>Jump Jet</li> </ol>
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# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **VND-1R Vindicator**

Tonnage: **45**  
 Movement Points  
 Walking: **4**  
 Running: **6**  
 Jumping: **4**

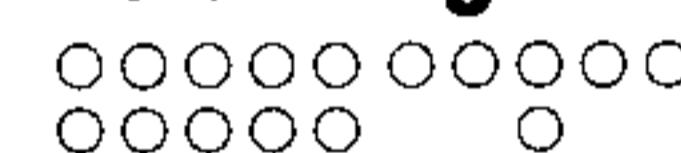
Technology Base:  
 Inner Sphere  
 2826

### Weapons Inventory

#	Type	Lqc	Ht	D	Mn	S	M	L
1	LRM 5	LT	2	1	6	7	14	21
1	PPC	RA	10	10	3	6	12	18
1	Medium Laser	H	3	5	0	3	6	9
1	Small Laser	LA	1	3	0	1	2	3

Ammo Type	Rounds
LRM 5	24

**Total Single Heat Sinks: 16**



### Auto Eject

Operational  Disabled

### Warrior Data

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

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

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

### Heat Scale

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

### Left Arm

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

- Roll Again
- Roll Again

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

### Left Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- LRM 5
- Ammo (LRM 5) 24

- 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
- Jump Jet
- Roll Again

### Critical Hit Table

#### Head

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

#### Center Torso

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

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

Cost 3,181,083

### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- PPC
- PPC
- PPC

- Roll Again
- Roll Again

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

### Right Torso

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

- Roll Again
- Roll Again

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

### Right Leg

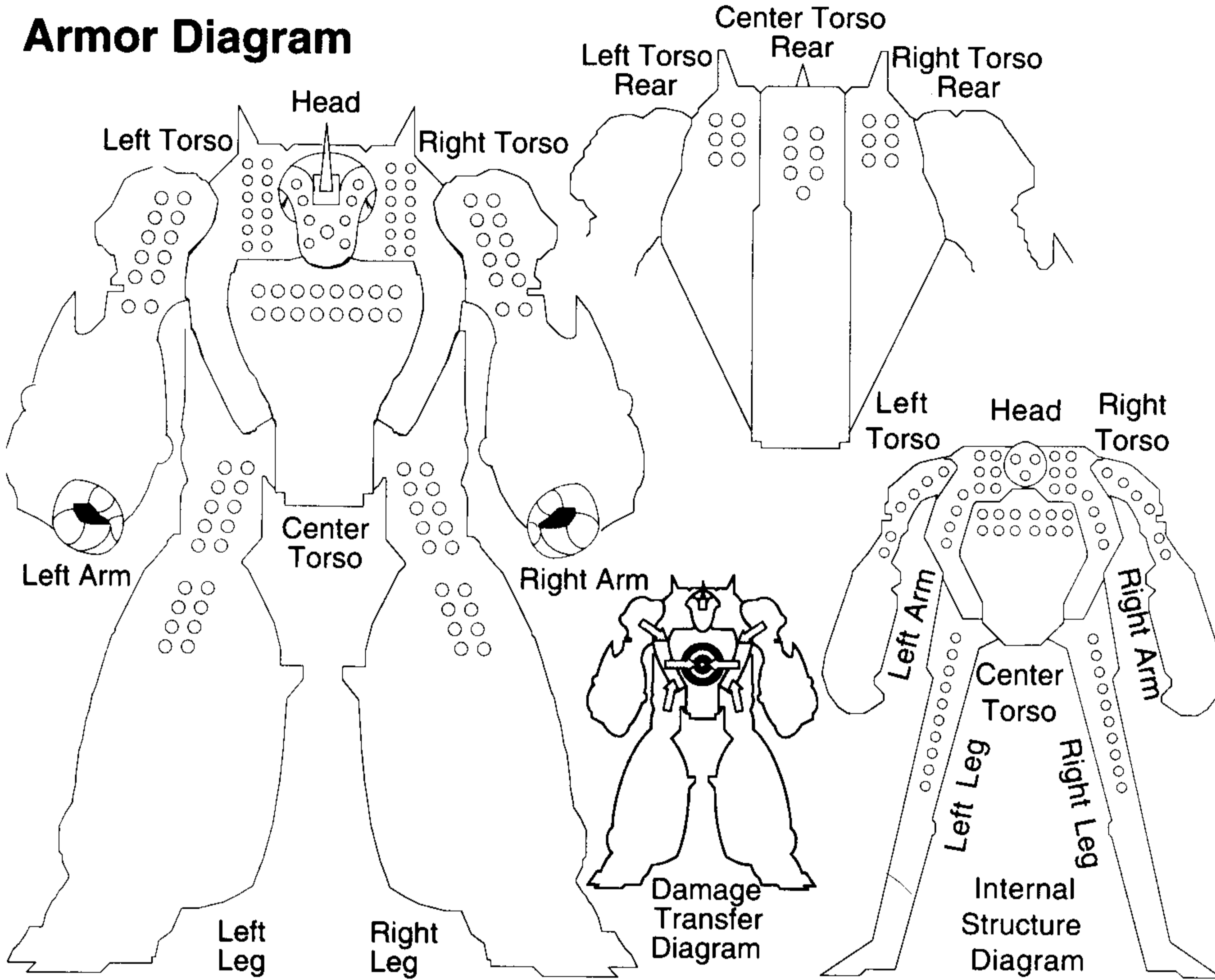
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Roll Again



# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **WTH-1 Whitworth**

Tonnage: **40**  
 Movement Points  
 Walking: **4**  
 Running: **6**  
 Jumping: **4**

Technology Base:  
 Inner Sphere  
 2610

### Weapons Inventory

#	Type	Loc*	Ht	D	Mn	S	M	L
1	LRM 10	LT	4	1	6	7	14	21
1	LRM 10	RT	4	1	6	7	14	21
1	Medium Laser	H	3	5	0	3	6	9
1	Medium Laser	RA	3	5	0	3	6	9
1	Medium Laser	LA	3	5	0	3	6	9

Ammo Type	Rounds
LRM 10	24

**Total Single Heat Sinks: 10**

○○○○○○○○○○

### Auto Eject

Operational  Disabled

### Warrior Data

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

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

### Heat Scale

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

### Left Arm

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

### Left Torso

- Heat Sink
- Heat Sink
- LRM 10
- LRM 10
- Ammo (LRM 10) 12
- 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

### Critical Hit Table

#### Head

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

#### Center Torso

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

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

Cost 2,912,934

### Right Arm

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

### Right Torso

- Heat Sink
- Heat Sink
- LRM 10
- LRM 10
- Ammo (LRM 10) 12
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

### Right Leg

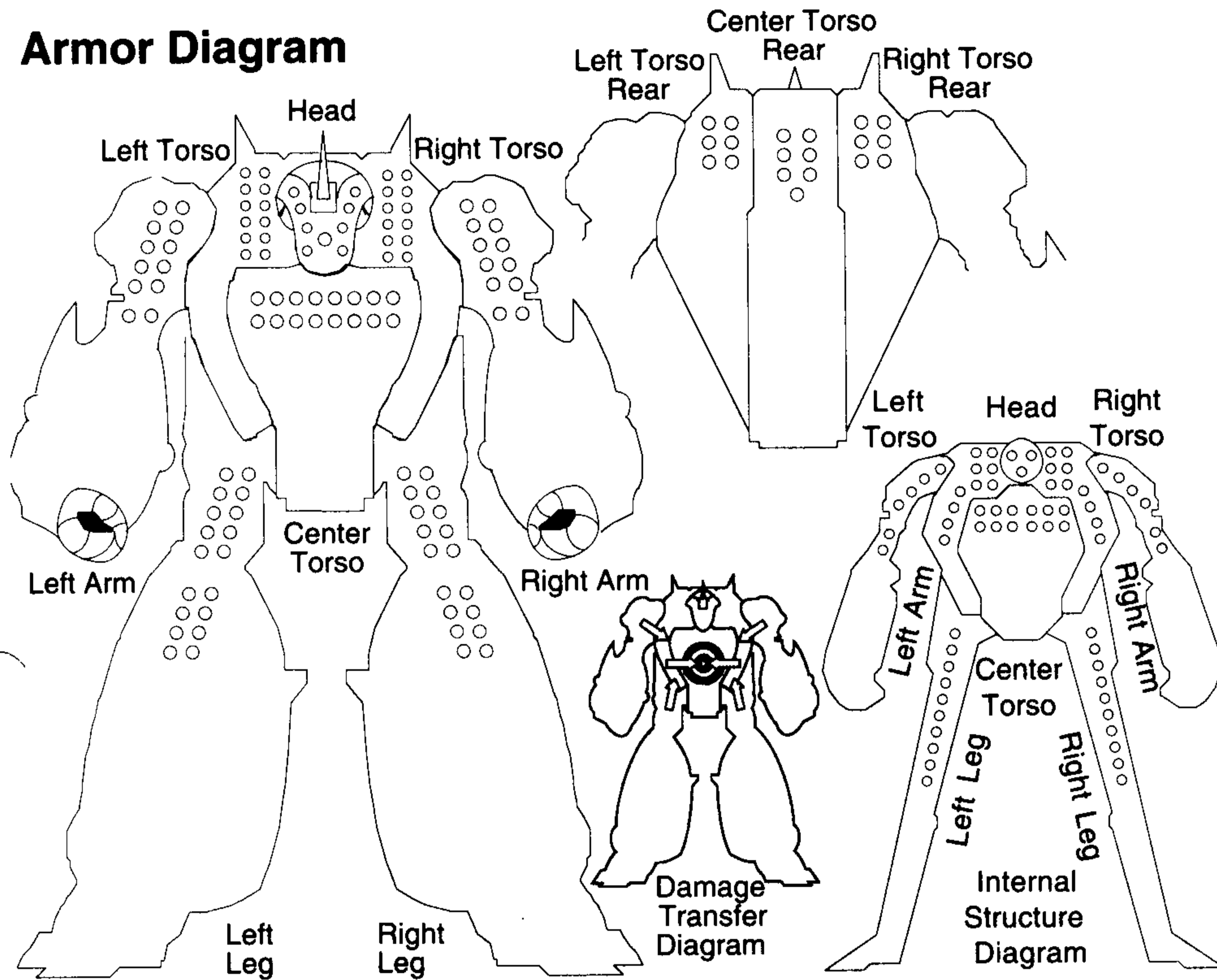
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet



# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **WTH-1S Whitworth**

Tonnage: **40**

Movement Points

Walking: **4**

Running: **6**

Jumping: **4**

Technology Base:

Inner Sphere

3025

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	SRM 6	LT	4	2	0	3	6	9
1	SRM 6	RT	4	2	0	3	6	9
1	Medium Laser	H	3	5	0	3	6	9
1	Medium Laser	RA	3	5	0	3	6	9
1	Medium Laser	LA	3	5	0	3	6	9

Ammo Type	Rounds
SRM 6	30

**Total Single Heat Sinks: 14**



### Auto Eject

Operational

Disabled

### Warrior Data

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

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

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

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

### Heat Scale

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

### Left Arm

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

1-3

4-6

### Left Torso

- Heat Sink
- Heat Sink
- Heat Sink
- SRM 6
- SRM 6
- Ammo (SRM 6) 15

1-3

4-6

### Left Leg

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

### Critical Hit Table

#### Head

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

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

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

Cost 2,859,734

### Right Arm

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

1-3

4-6

### Right Torso

- Heat Sink
- Heat Sink
- Heat Sink
- SRM 6
- SRM 6
- Ammo (SRM 6) 15

1-3

4-6

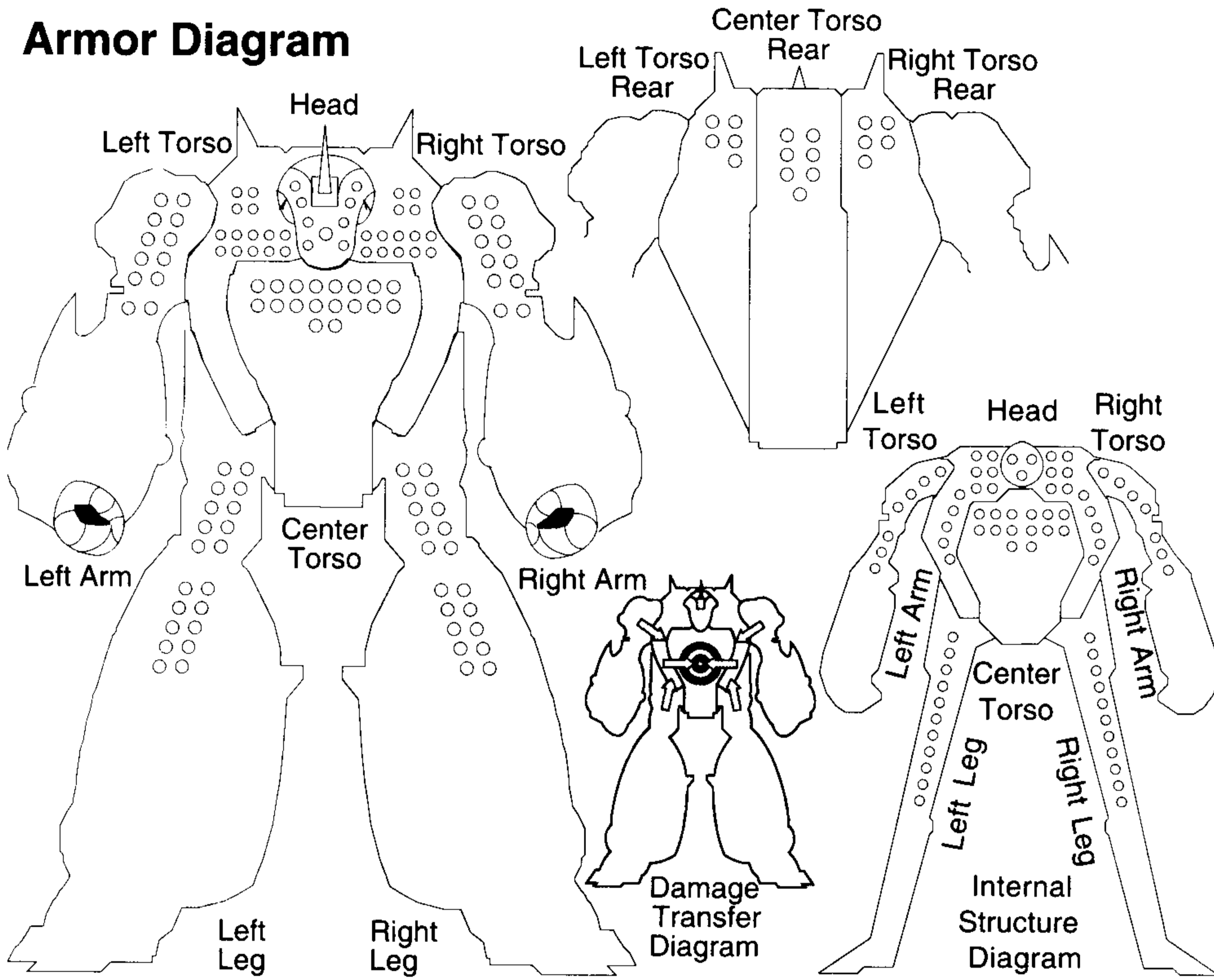
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **WVE-6N Wyvern**  
 Tonnage: **45**  
 Movement Points  
 Walking: **4**  
 Running: **6**  
 Jumping: **4**

Technology Base:  
 Inner Sphere  
 3025

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	LRM 10	CT	4	1	6	7	14	21
1	Large Laser	RA	8	8	0	5	10	15
2	Small Laser	RA	1	3	0	1	2	3
1	SRM 6	RT	4	2	0	3	6	9

Ammo Type	Rounds
LRM 10	12
SRM 6	15

### Total Single Heat Sinks: 12

○ ○ ○ ○ ○ ○  
 ○ ○ ○ ○ ○ ○

### Auto Eject

Operational  Disabled

### Warrior Data

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

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

### Heat Scale

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

**FASA®**  
 CORPORATION

### Left Arm

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

### Left Torso

- Heat Sink
- Heat Sink
- Jump Jet
- Ammo (LRM 10) 12
- 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
- Roll Again

### Critical Hit Table

#### Head

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

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Engine
- Engine
- Engine
- Engine
- LRM 10
- LRM 10

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

Cost 3,241,765

### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Large Laser
- Large Laser
- Small Laser
- Small Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

### Right Torso

- Heat Sink
- Heat Sink
- Jump Jet
- SRM 6
- SRM 6
- Ammo (SRM 6) 15
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

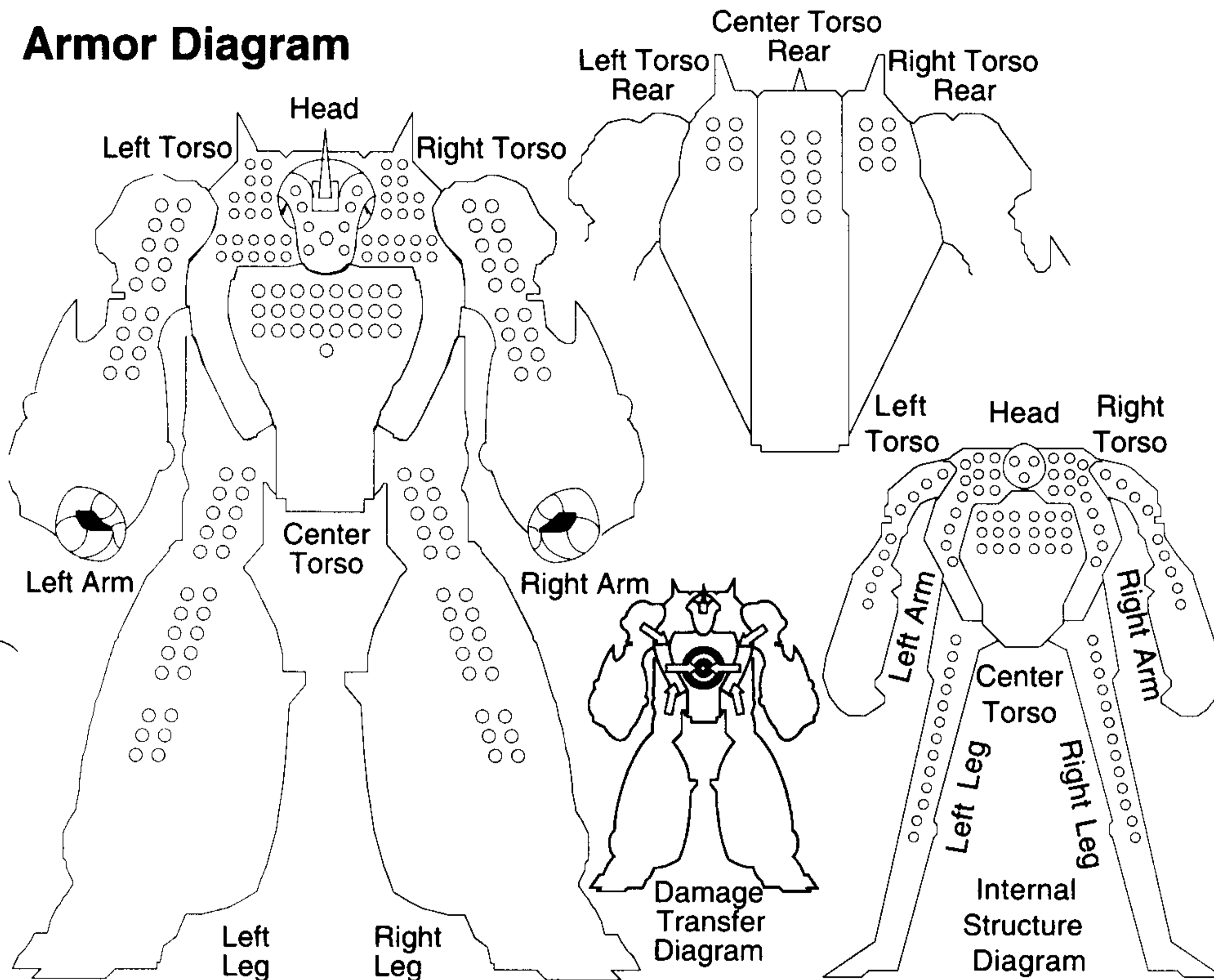
### Right Leg

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

# BATTLETECH<sup>®</sup>

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **WVR-6K Wolverine**  
 Tonnage: **55**  
 Movement Points  
 Walking: **5**  
 Running: **8**  
 Jumping: **0**

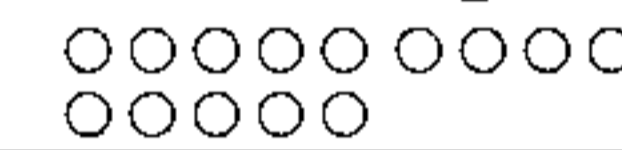
Technology Base:  
 Inner Sphere  
 3025

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Large Laser	RA	8	8	0	5	10	15
1	Medium Laser	H	3	5	0	3	6	9
1	Medium Laser	RA	3	5	0	3	6	9
1	Small Laser	RA	1	3	0	1	2	3
1	SRM 6	LT	4	2	0	3	6	9

Ammo Type	Rounds
SRM 6	30

**Total Single Heat Sinks: 14**



### Auto Eject

Operational

Disabled

### Warrior Data

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

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

### Heat Scale

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

### Left Arm

- 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

### Left Torso

- SRM 6
  - SRM 6
  - 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
- Heat Sink
- Roll Again

### Critical Hit Table

#### Head

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

#### Center Torso

- Engine
  - Engine
  - Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3
- Gyro
  - Engine
  - Engine
  - Engine
  - Heat Sink
  - Roll Again
- 4-6

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

Cost 4,514,196

### Right Arm

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

### Right Torso

- Ammo (SRM 6) 15
  - Ammo (SRM 6) 15
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 1-3
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

### Right Leg

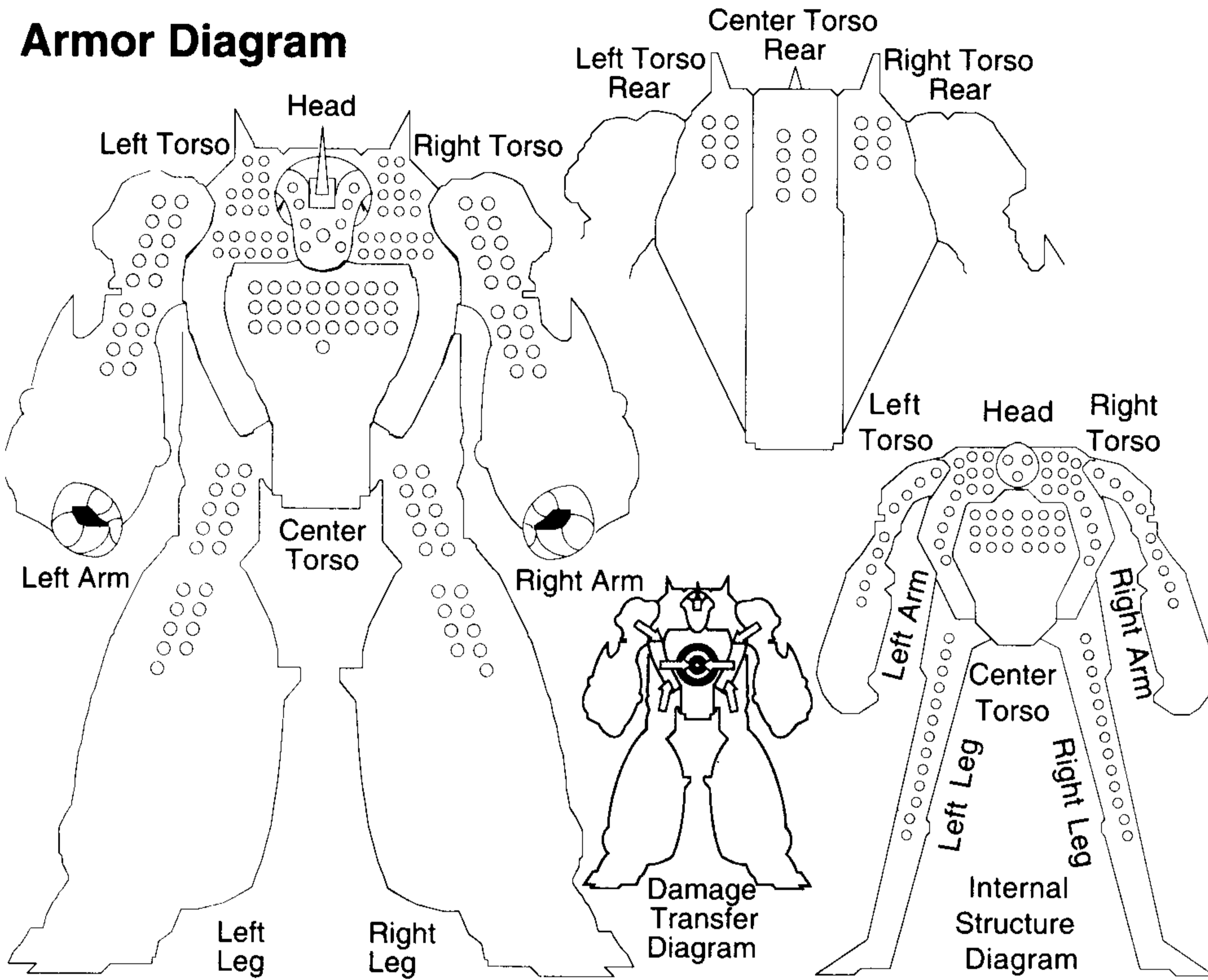
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Roll Again



# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **WVR-6M Wolverine**

Tonnage: **55**  
Movement Points

Technology Base:  
Inner Sphere  
3025

Walking: **5**  
Running: **8**  
Jumping: **5**

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Large Laser	RA	8	8	0	5	10	15
1	Medium Laser	H	3	5	0	3	6	9
1	Medium Laser	LA	3	5	0	3	6	9
1	SRM 6	LT	4	2	0	3	6	9

Ammo Type	Rounds
SRM 6	15

### Total Single Heat Sinks: 14



### Auto Eject

Operational

Disabled

### Warrior Data

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

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

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

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

### Heat Scale

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

### Left Arm

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

1-3

- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

### Left Torso

- Jump Jet
- Jump Jet

1-3

- SRM 6
- SRM 6

- Roll Again
- Roll Again

- Roll Again
- Roll Again

4-6

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

### Left Leg

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

### Critical Hit Table

#### Head

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

1-3

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

4-6

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

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

Cost 4,865,658

### Right Arm

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

1-3

- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

### Right Torso

- Heat Sink
- Jump Jet
- Jump Jet
- Ammo (SRM 6) 15

1-3

- Roll Again
- Roll Again

4-6

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

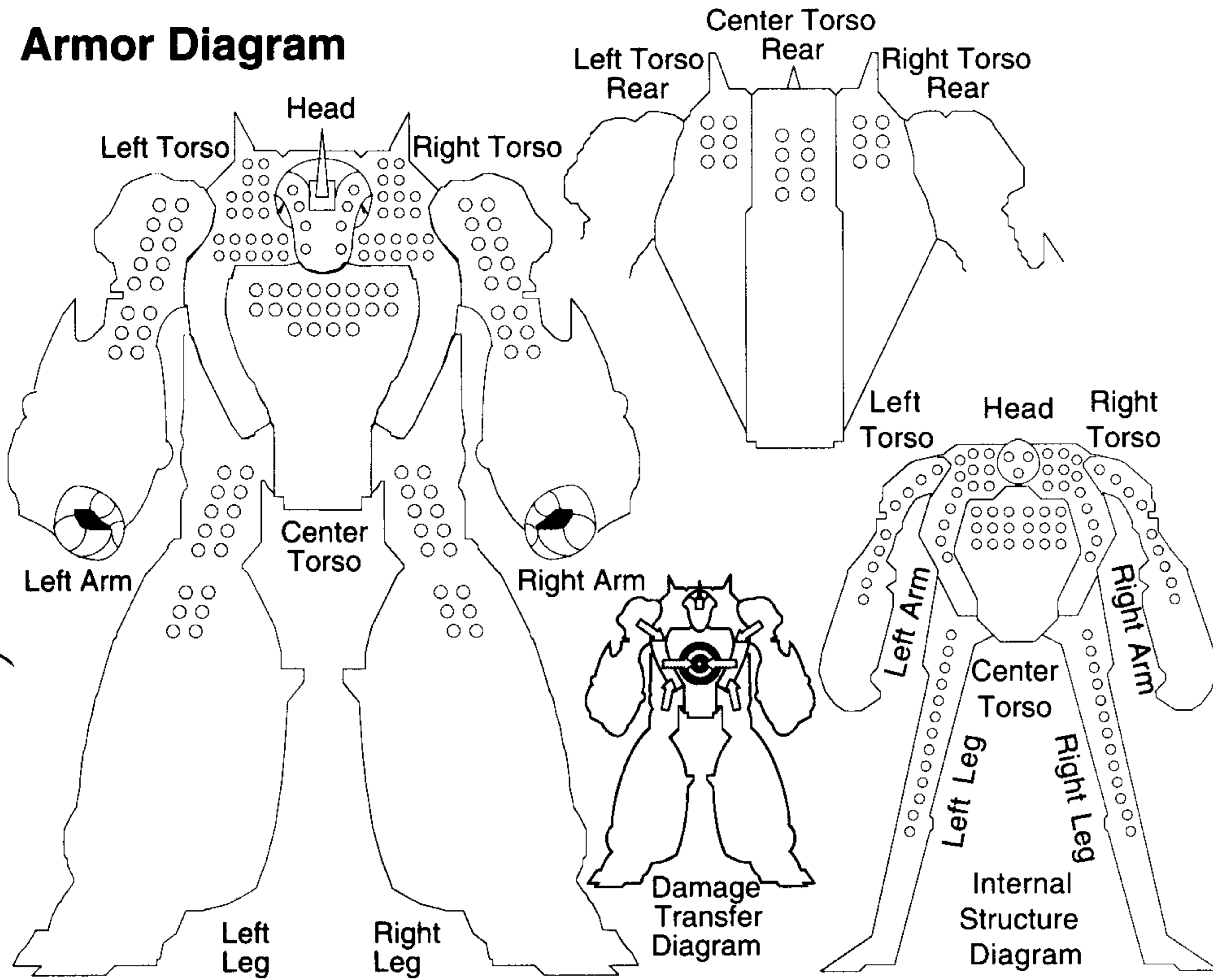
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **WVR-6R Wolverine**

Tonnage: **55**  
 Movement Points  
 Walking: **5**  
 Running: **8**  
 Jumping: **5**

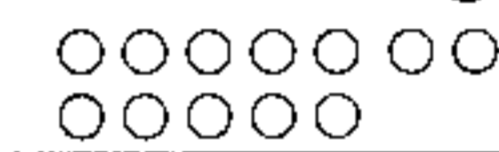
Technology Base:  
 Inner Sphere  
 2932

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Autocannon 5	RA	1	5	3	6	12	18
1	SRM 6	LT	4	2	0	3	6	9
1	Medium Laser	H	3	5	0	3	6	9

Ammo Type	Rounds
Autocannon 5	20
SRM 6	15

**Total Single Heat Sinks: 12**



### Auto Eject

Operational

Disabled

### Warrior Data

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

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

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

### Heat Scale

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

### Left Arm

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

### Left Torso

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

### Left Leg

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

### Critical Hit Table

#### Head

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

#### Center Torso

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

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

Cost 4,827,683

### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 4. Hand Actuator
5. Autocannon 5
6. Autocannon 5
1. Autocannon 5
2. Autocannon 5
3. Ammo (AC 5) 20
- 4-6 4. Roll Again
5. Roll Again
6. Roll Again

### Right Torso

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

### Right Leg

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