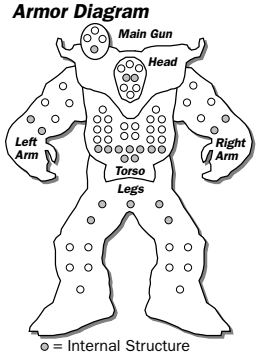
BATTLETECH® PROTOMECH RECORD SHEET

Armor Diagram



○ = Internal Structure

Proto Type _____ **Tonnage** _____ **MP Walk/Run/Jump:** _/_ /_ / **Gunnery** _____

Hit Locations and Critical Hits

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun			
4	Right Arm	☐ +1 to Hit	▨ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	▨ No Move
6,7,8	Torso	▨ –1 Jump*	▨ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	▨ Left Arm Destroyed	
12	Head	☐ +1 to Hit	▨ +2 to Hit; no Long range shots	

*** Roll 1D6:**
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

Weapons Inventory

LOCATION	TYPE	DAM.	MIN.	S	M	L
Main Gun						
Right Arm						
Left Arm						
Torso A						
Torso B						
Ammo:						

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

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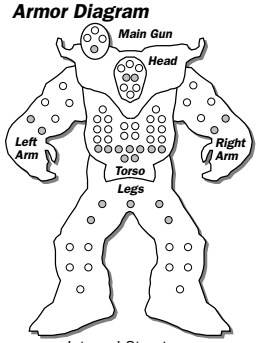

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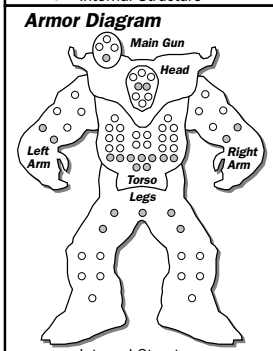

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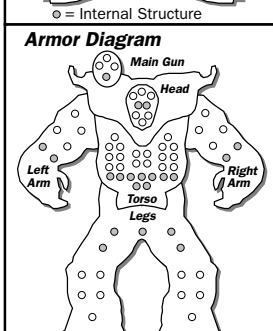

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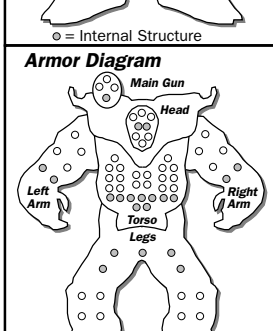

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