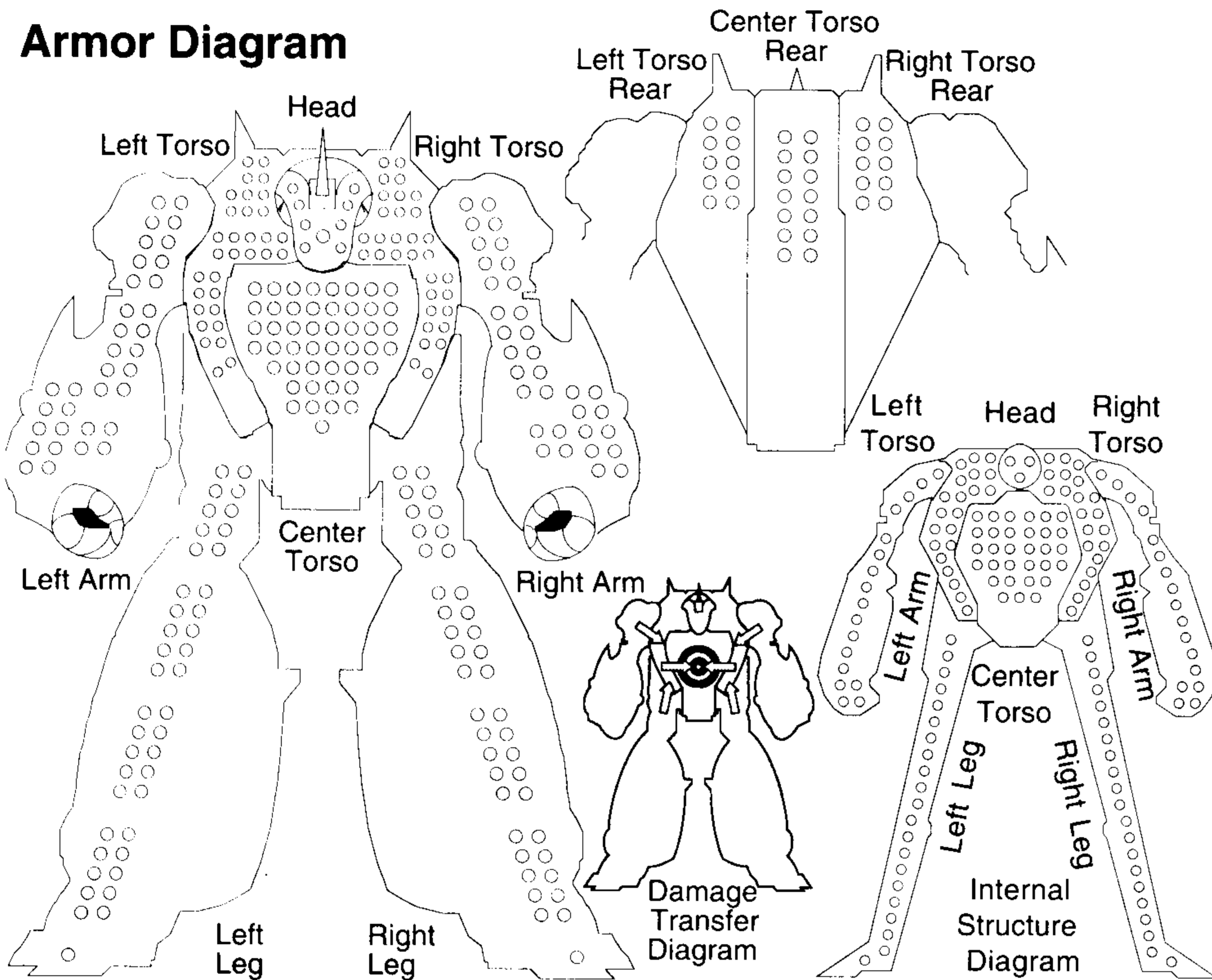


# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **AS7-D Atlas**

Tonnage: **100**

Movement Points

Walking: **3**

Running: **5**

Jumping: **0**

Technology Base:

Inner Sphere

2751

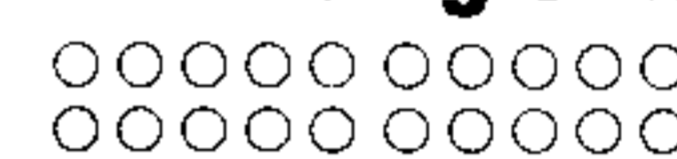
### Weapons Inventory

#	Type	Loc-	Ht	D	Mn	S	M	L
1	Autocannon 20	RT	7	20	0	3	6	9
1	LRM 20	LT	6	1	6	7	14	21
2	Medium Laser	CT (R)	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	SRM 6	LT	4	2	0	3	6	9

### Ammo Type

Ammo Type	Rounds
Autocannon 20	10
LRM 20	12
SRM 6	15

### Total Single Heat Sinks: 20



### 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
- Heat Sink
- Medium Laser

1-3

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

4-6

### Left Torso

- Heat Sink
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- LRM 20

1-3

- SRM 6
- SRM 6

4-6

- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- Ammo (SRM 6) 15
- 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

1-3

#### Center Torso

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

4-6

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

Cost 9,682,000

### Right Arm

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

1-3

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

4-6

### Right Torso

- Autocannon 20
- Autocannon 20
- Autocannon 20
- Autocannon 20
- Autocannon 20
- Autocannon 20

1-3

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

4-6

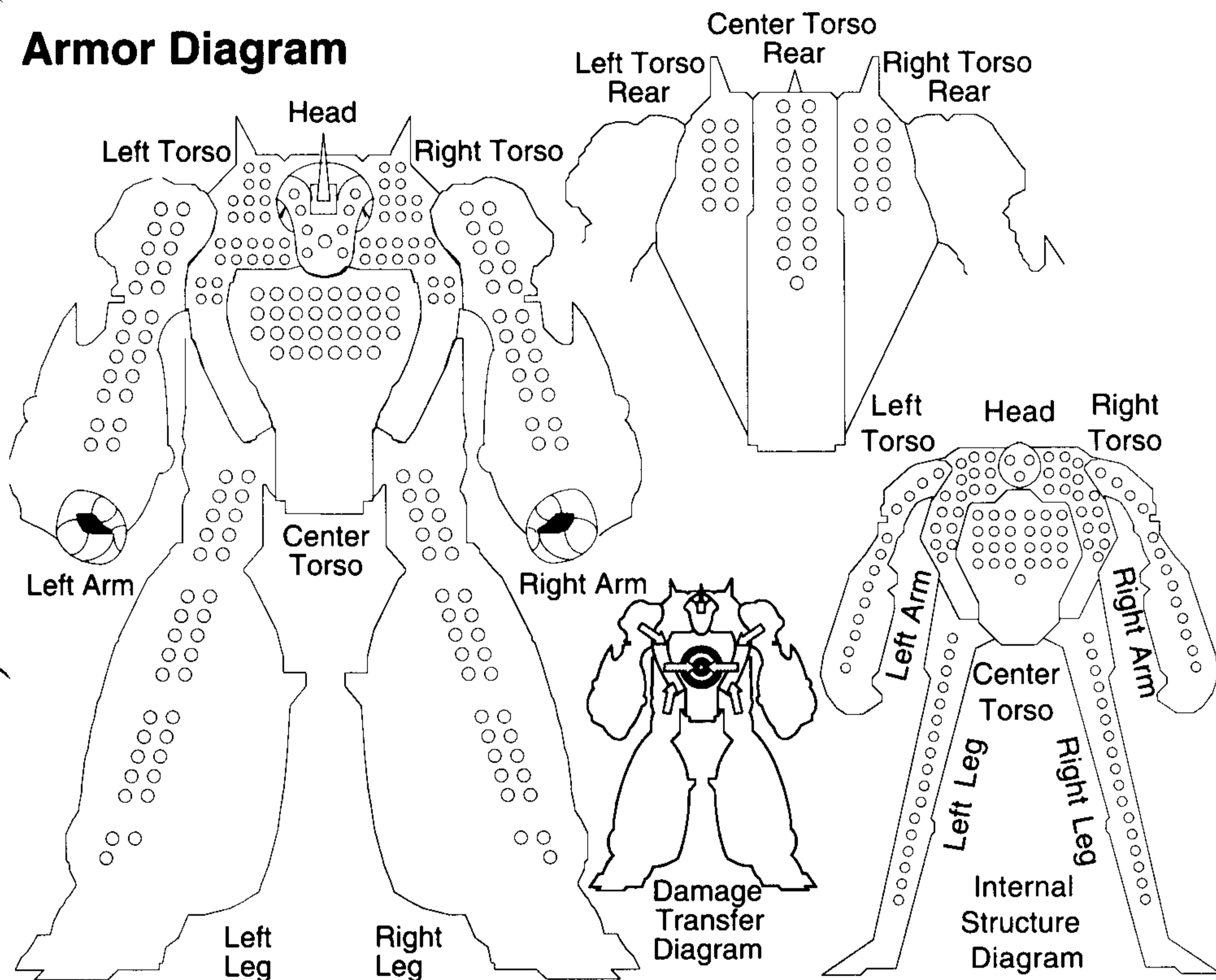
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **AWS-8Q Awesome**

Tonnage: **80**

Movement Points

Walking: **3**

Running: **5**

Jumping: **0**

Technology Base:

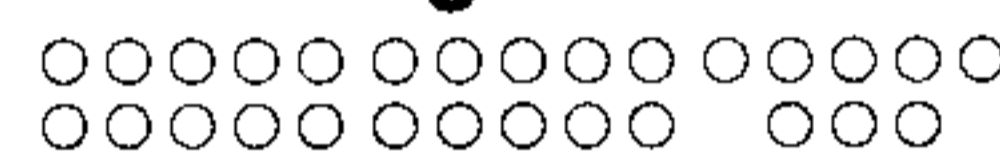
Inner Sphere

2665

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	PPC	LT	10	10	3	6	12	18
1	PPC	RA	10	10	3	6	12	18
1	PPC	RT	10	10	3	6	12	18
1	Small Laser	H	1	3	0	1	2	3

### Total Single Heat Sinks: 28



### 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

4-6

### Left Torso

- PPC
- PPC
- PPC

1-3

- Heat Sink
- Heat Sink
- Heat Sink

4-6

- Heat Sink
- Heat Sink
- 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
- Small Laser
- Sensors
- Life Support

1-3

#### Center Torso

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

4-6

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

Cost 6,598,170

### Right Arm

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

1-3

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

4-6

### Right Torso

- PPC
- PPC
- PPC

1-3

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

4-6

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

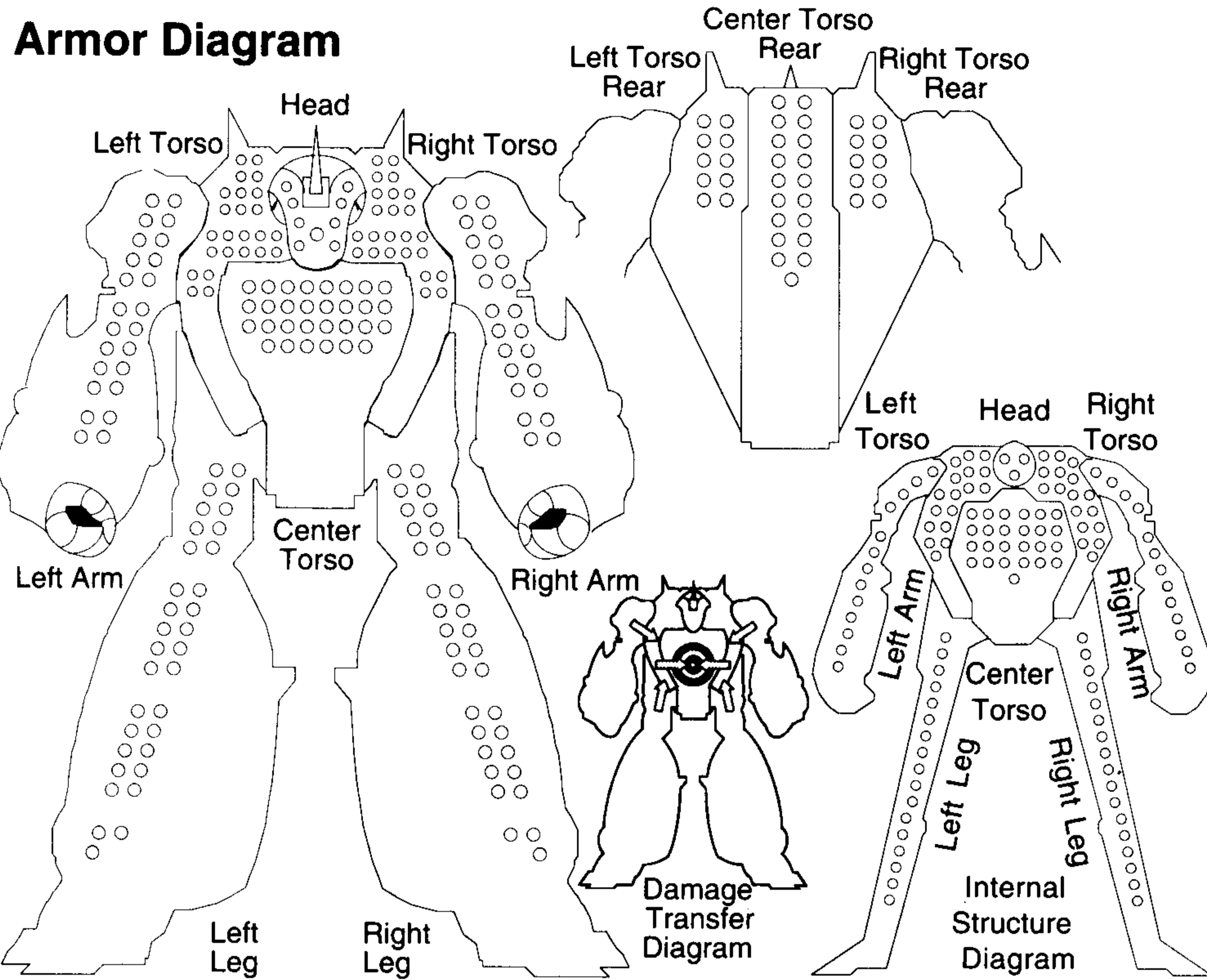
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

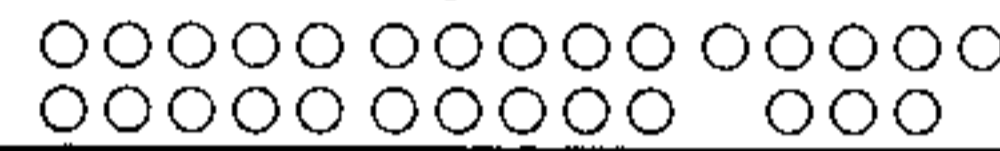
Type: **AWS-8R Awesome**  
 Tonnage: **80** Technology Base: Inner Sphere  
 Movement Points: 2665  
 Walking: **3**  
 Running: **5**  
 Jumping: **0**

### Weapons Inventory

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

Ammo Type	Rounds
LRM 15	16

### Total Single Heat Sinks: 28



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

### Left Torso

- Heat Sink
- Heat Sink
- Heat Sink
- 1-3 4. Heat Sink
- Heat Sink
- Heat Sink
- 4-6 1. LRM 15
2. LRM 15
3. LRM 15
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
- 1-3 6. Life Support

#### Center Torso

- Engine
- Engine
- 1-3 3. Engine
4. Gyro
- Gyro
- Gyro
1. Gyro
2. Engine
3. Engine
- 4-6 4. Engine
5. Ammo (LRM 15) 8
6. Ammo (LRM 15) 8

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

Cost 6,436,170

### Right Arm

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

### Right Torso

- Heat Sink
- Heat Sink
- Heat Sink
- 1-3 4. Heat Sink
- Heat Sink
- Heat Sink
- 4-6 1. LRM 15
2. LRM 15
3. LRM 15
4. Roll Again
5. Roll Again
6. Roll Again

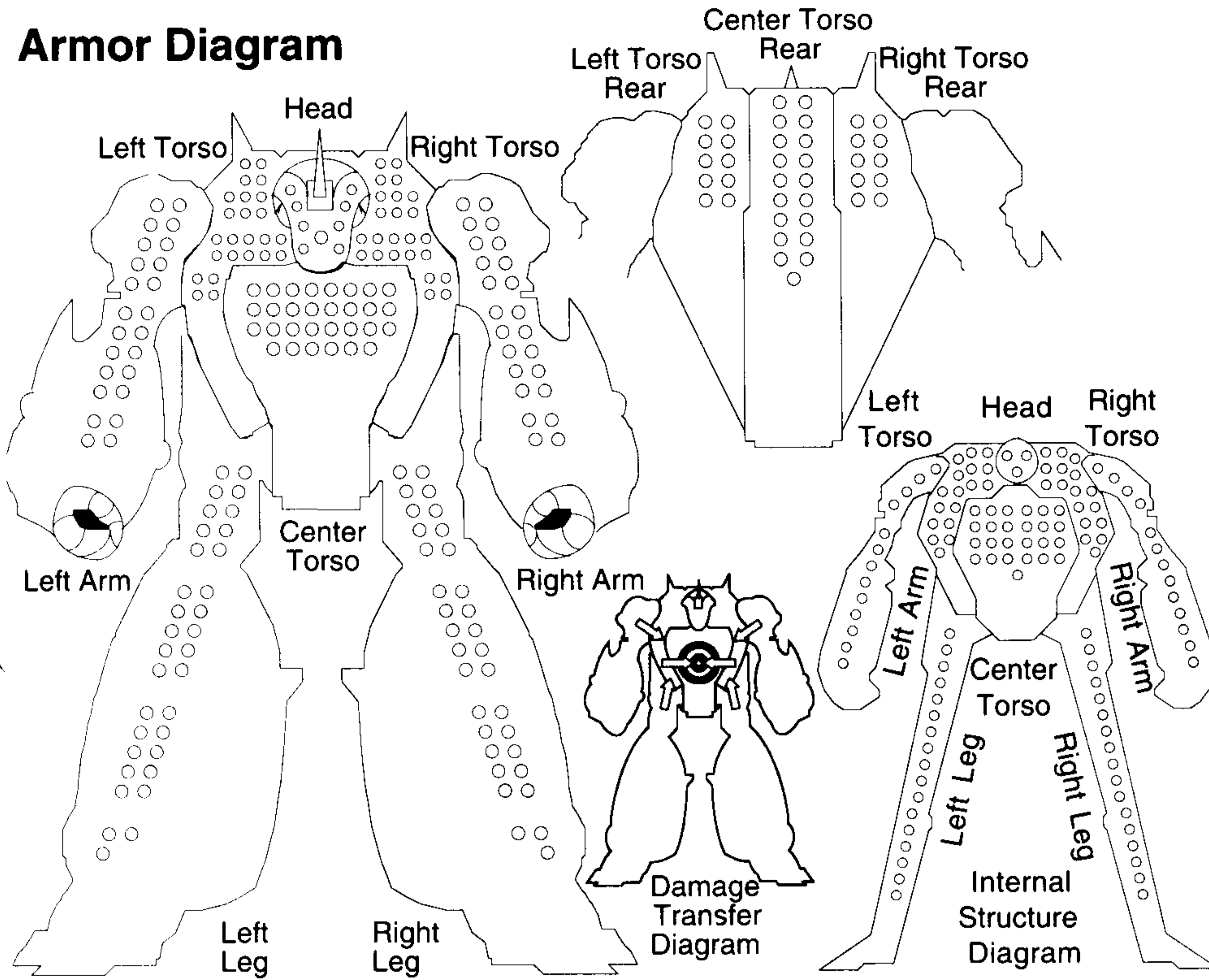
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **AWS-8T Awesome**

Tonnage: **80**

Movement Points

Walking: **3**

Running: **5**

Jumping: **0**

Technology Base:

Inner Sphere

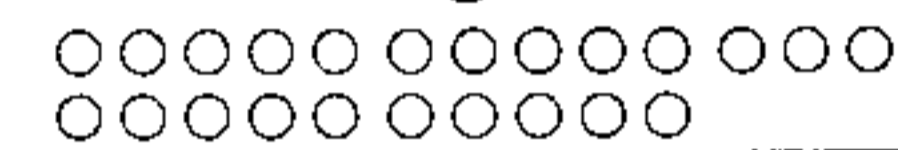
2665

### Weapons Inventory

#	Type	-Loc	Ht	D	Mn	S	M	L
1	Large Laser	RA	8	8	0	5	10	15
1	LRM 15	RT	5	1	6	7	14	21
1	LRM 15	LT	5	1	6	7	14	21
1	Small Laser	H	1	3	0	1	2	3
1	Large Laser	LA	8	8	0	5	10	15

Ammo Type	Rounds
LRM 15	16

**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
- Large Laser
- Large 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
- LRM 15
- LRM 15

1-3

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

4-6

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

Cost 6,598,170

### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Heat Sink
- Large Laser
- Large 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
- Heat Sink
- Heat Sink
- LRM 15

1-3

- LRM 15
- LRM 15
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

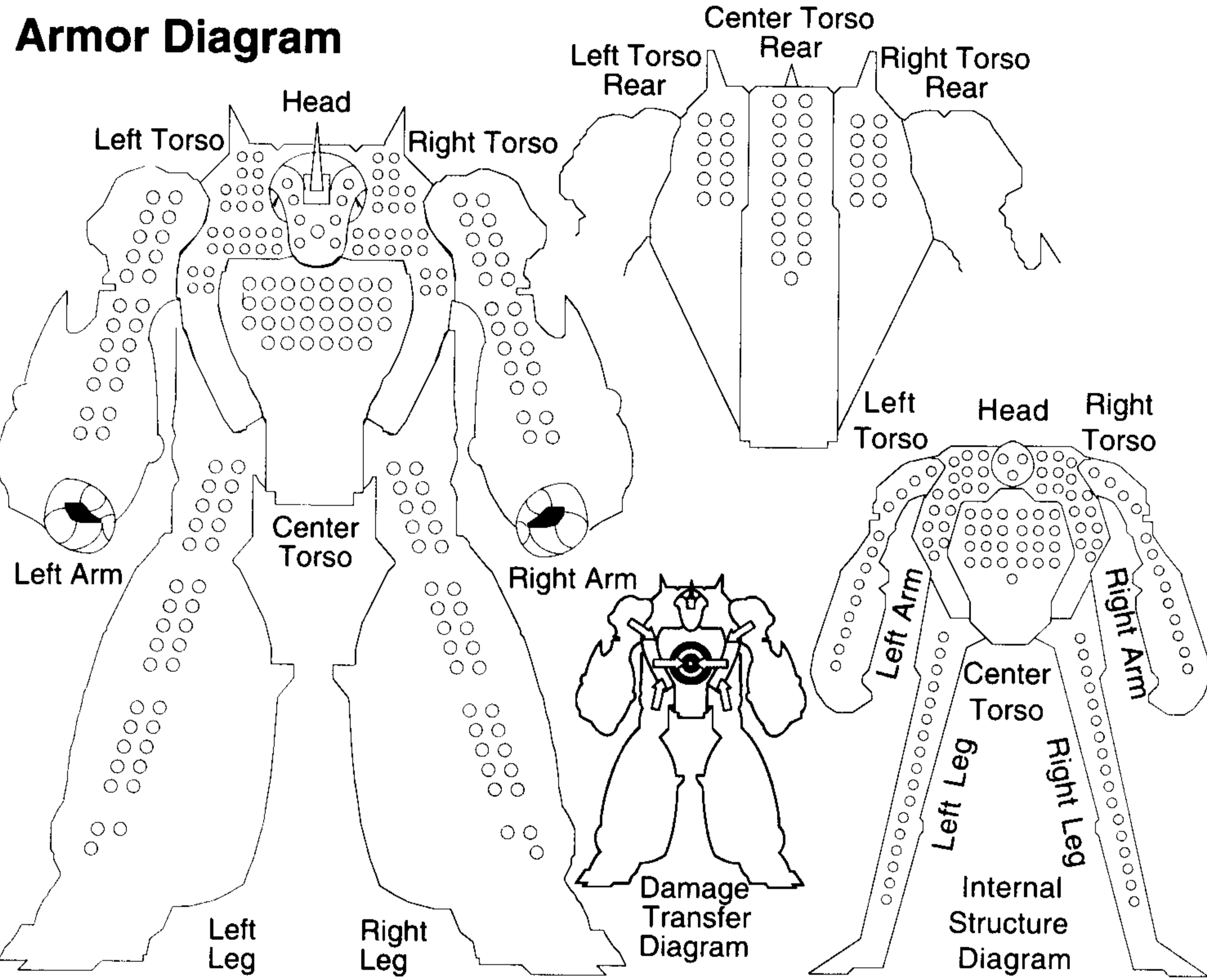
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **AWS-8V Awesome**

Tonnage: **80**  
 Movement Points  
 Walking: **3**  
 Running: **5**  
 Jumping: **0**

Technology Base:  
 Inner Sphere  
 2665

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	PPC	RA	10	10	3	6	12	18
1	Large Laser	LT	8	8	0	5	10	15
1	LRM 15	RT	5	1	6	7	14	21
1	Small Laser	H	1	3	0	1	2	3

Ammo Type	Rounds
LRM 15	16

### Total Single Heat Sinks: 28



### 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
  - Heat Sink
  - Heat Sink
- 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
  - Heat Sink
- 1-3
- Heat Sink
  - Large Laser
  - Large Laser
- 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
  - Ammo (LRM 15) 8
  - Ammo (LRM 15) 8
- 4-6

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

Cost 6,481,170

### Right Arm

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

### Right Torso

- Heat Sink
  - Heat Sink
  - Heat Sink
  - Heat Sink
  - Heat Sink
  - Heat Sink
- 1-3
- LRM 15
  - LRM 15
  - LRM 15
- 4-6
- Roll Again
  - Roll Again
  - Roll Again

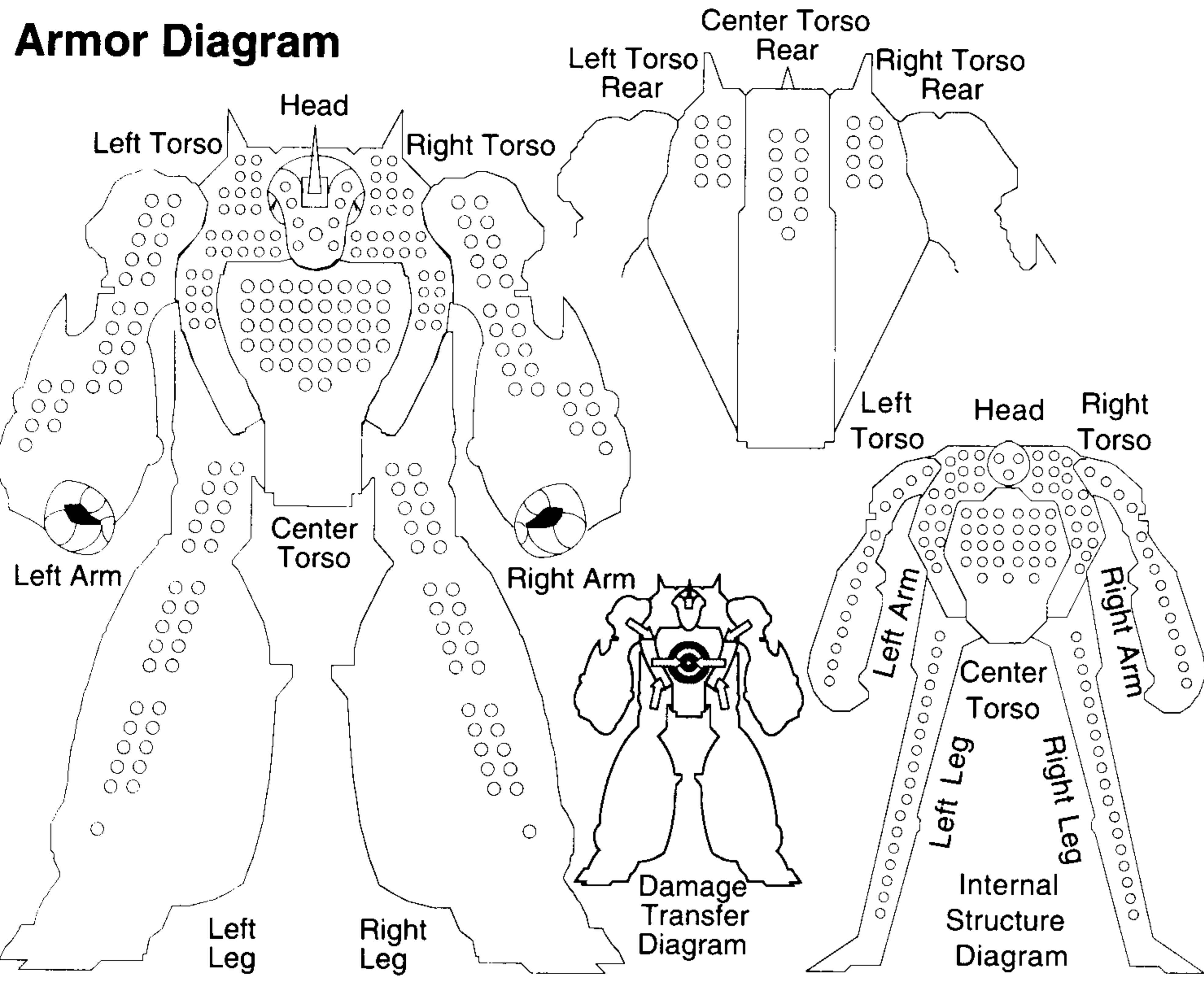
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **BLR-1D Battlemaster**  
 Tonnage: **85** Technology Base:  
 Movement Points Inner Sphere  
 Walking: **4** 2830  
 Running: **6**  
 Jumping: **0**

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	PPC	LA	10	10	3	6	12	18
2	Medium Laser	LT	3	5	0	3	6	9
2	Medium Laser	RT	3	5	0	3	6	9
2	Machine Gun	RA	0	2	0	1	2	3

Ammo Type	Rounds
Machine Gun	200

### Total Single Heat Sinks: 24



### 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

- PPC
- PPC

- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

### Left Torso

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

1-3

- 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

1-3

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

4-6

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

Cost 8,146,044

### Right Arm

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

1-3

- Roll Again
- Roll Again

- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again

### Right Torso

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

1-3

- Roll Again
- Roll Again

- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again

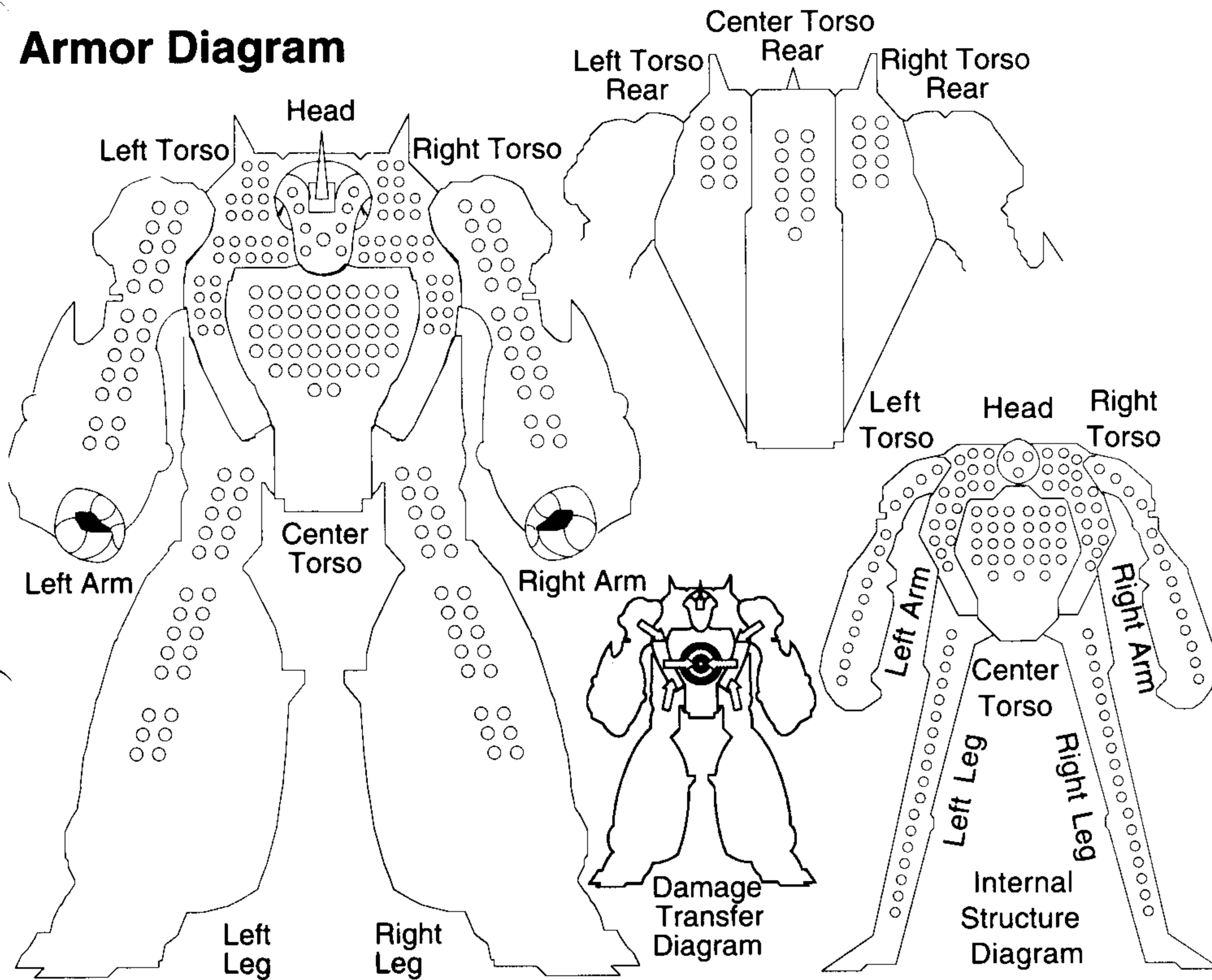
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **BLR-1G Battlemaster**

Tonnage: **85**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2830

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	PPC	RA	10	10	3	6	12	18
2	Medium Laser	LT	3	5	0	3	6	9
1	Medium Laser	LT (R)	3	5	0	3	6	9
2	Medium Laser	RT	3	5	0	3	6	9
1	Medium Laser	RT (R)	3	5	0	3	6	9
2	Machine Gun	LA	0	2	0	1	2	3
1	SRM 6	LT	4	2	0	3	6	9

Ammo Type	Rounds
Machine Gun	200
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
  - Machine Gun
  - Machine Gun

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

- #### Left Torso
- Medium Laser
  - Medium Laser
  - Medium Laser (R)
  - SRM 6
  - SRM 6
  - Ammo (MG) 200

- 1-3**
- Ammo (SRM 6) 15
  - Ammo (SRM 6) 15
  - 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
  - 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

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

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

Cost 8,549,344

- #### 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**
- Roll Again
  - Roll Again
  - Roll Again

- #### Right Torso
- Heat Sink
  - Medium Laser
  - Medium Laser
  - Medium Laser (R)
  - Roll Again
  - Roll Again

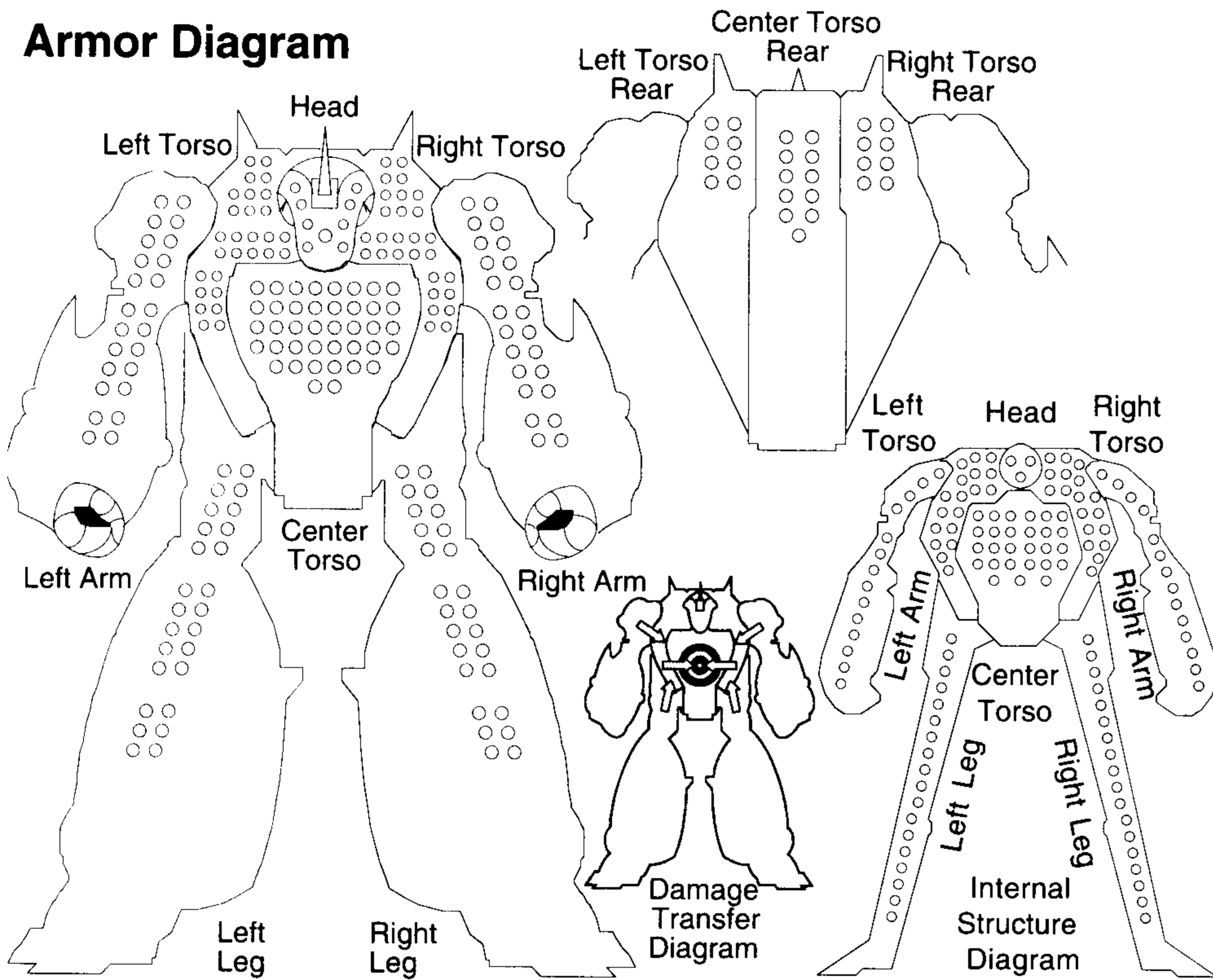
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6**
- Roll Again
  - Roll Again
  - Roll Again

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **BLR-1S Battlemaster**

Tonnage: **85**  
 Movement Points  
 Walking: **4**  
 Running: **6**  
 Jumping: **0**

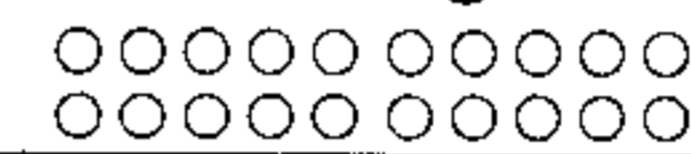
Technology Base:  
 Inner Sphere  
 2830

### Weapons Inventory

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

Ammo Type	Rounds
LRM 15	8
LRM 5	24
SRM 2	50

### Total Single Heat Sinks: 20



### 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

### Critical Hit Table

#### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - LRM 15
  - LRM 15
- 1-3
- LRM 15
  - Ammo (LRM 15) 8
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

#### Left Torso

- Heat Sink
  - Medium Laser
  - Medium Laser
  - LRM 5
  - SRM 2
  - Ammo (LRM 5) 24
- 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

#### 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 8,299,594

#### Right Arm

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

#### Right Torso

- Heat Sink
  - Heat Sink
  - Medium Laser
  - Medium Laser
  - Ammo (SRM 2) 50
  - Roll Again
- 1-3
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

#### Right Leg

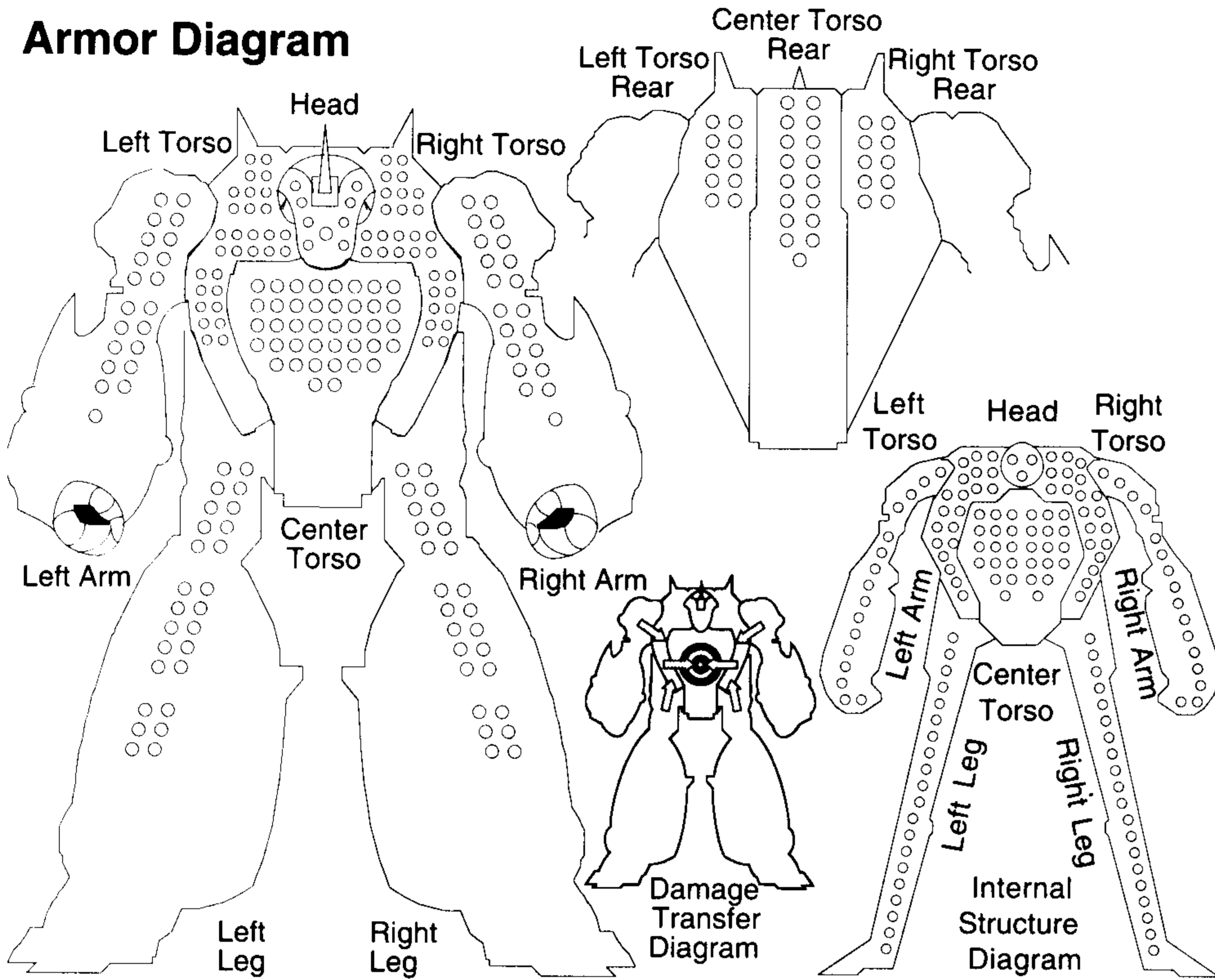
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink



# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

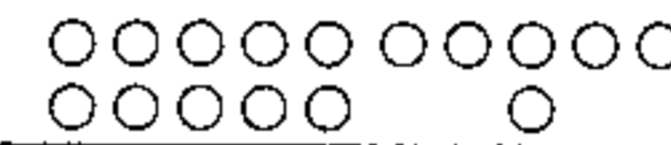
Type: **BNC-3E Banshee**  
 Tonnage: **95** Technology Base: Inner Sphere  
 Movement Points: 2475  
 Walking: **4**  
 Running: **6**  
 Jumping: **0**

### 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	Small Laser	H	1	3	0	1	2	3

Ammo Type	Rounds
Autocannon 5	20

### 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

1-3

- Roll Again
- Roll Again

- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

### Left Torso

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

1-3

- Roll Again
- Roll Again

- Roll Again
- Roll Again

4-6

- 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

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

4-6

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

Cost 9,530,854

### Right Arm

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

1-3

- Roll Again
- Roll Again

- Roll Again
- Roll Again

4-6

- 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

4-6

- Roll Again
- Roll Again

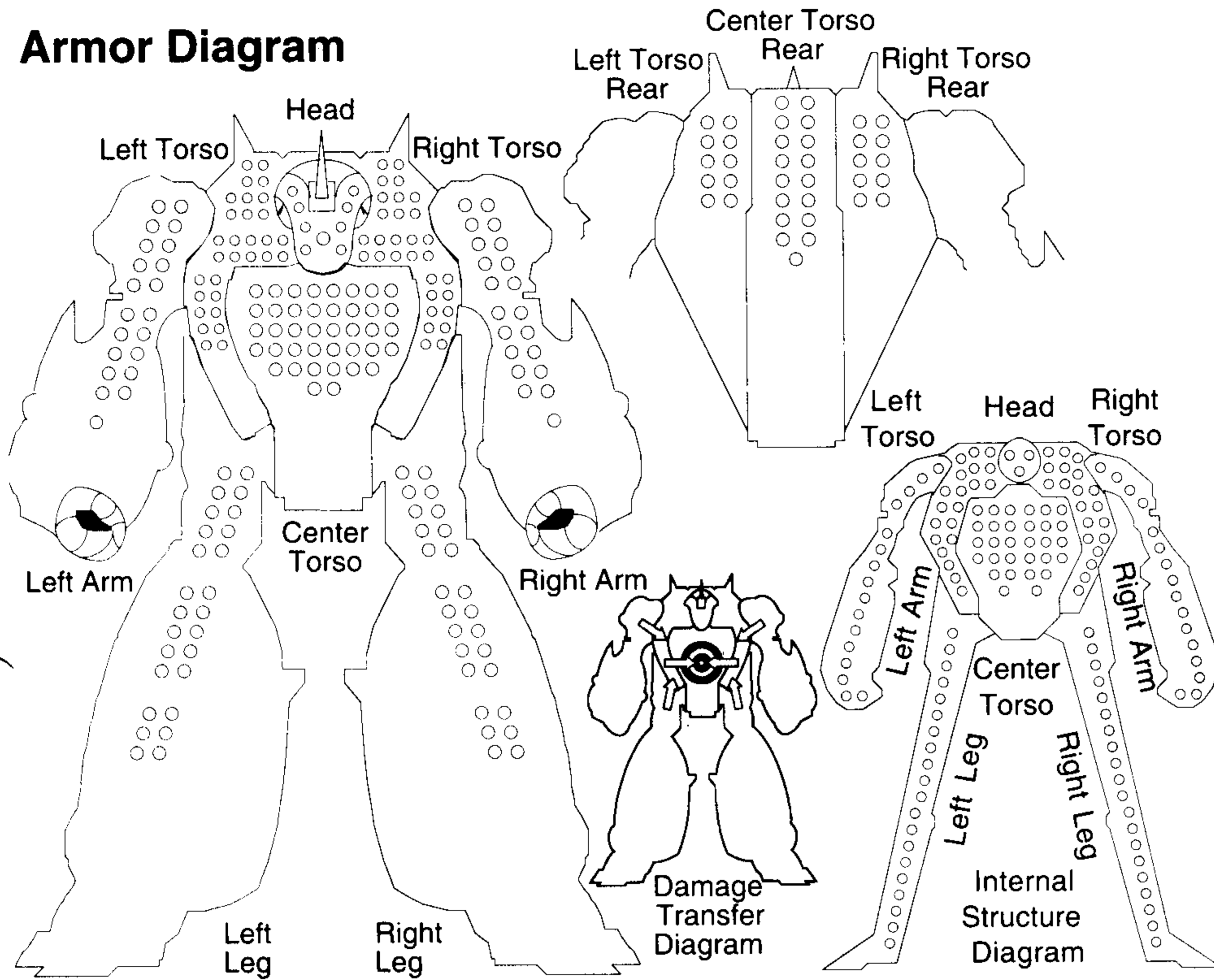
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **BNC-3M Banshee**  
 Tonnage: **95**  
 Movement Points  
 Walking: **4**  
 Running: **6**  
 Jumping: **0**

Technology Base:  
 Inner Sphere  
 2475

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	PPC	RT	10	10	3	6	12	18
1	PPC	LT	10	10	3	6	12	18
1	Medium Laser	LT	3	5	0	3	6	9
1	Medium Laser	RT	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
- Hand Actuator
- Roll Again
- Roll Again

1-3

4-6

### Left Torso

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

1-3

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
- Small Laser
- Sensors
- Life Support

#### Center Torso

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

1-3

4-6

- Gyro
- Engine
- Engine
- Engine
- Heat Sink
- Roll Again

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

Cost 9,824,329

### Right Arm

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

1-3

4-6

### Right Torso

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

1-3

4-6

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

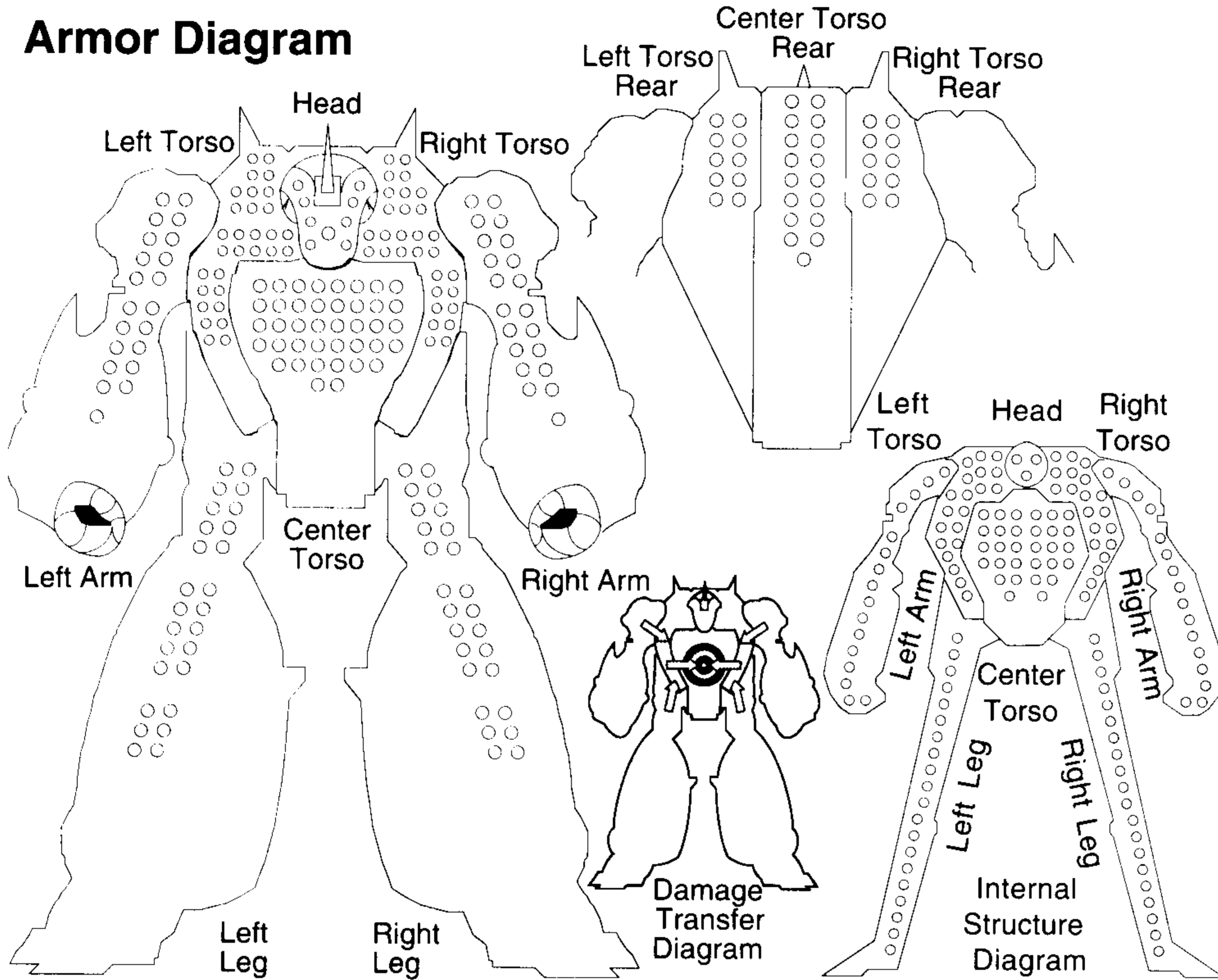
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **BNC-3Q Banshee**  
 Tonnage: **95**  
 Movement Points  
 Walking: **4**  
 Running: **6**  
 Jumping: **0**

Technology Base:  
 Inner Sphere  
 2475

### Weapons Inventory

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

Ammo Type	Rounds
Autocannon 20	30

### 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
- Roll Again
- Roll Again
- Roll Again
- Roll Again

### Left Torso

- Ammo (AC 20) 5
- Ammo (AC 20) 5
- Ammo (AC 20) 5
- Ammo (AC 20) 5
- Ammo (AC 20) 5
- Ammo (AC 20) 5
- 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
- Small Laser
- 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 9,574,729

### Right Arm

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

### Right Torso

- Autocannon 20
- Autocannon 20
- Autocannon 20
- Autocannon 20
- Autocannon 20
- Autocannon 20
- Autocannon 20
- Autocannon 20
- Autocannon 20
- Autocannon 20
- Roll Again
- Roll Again

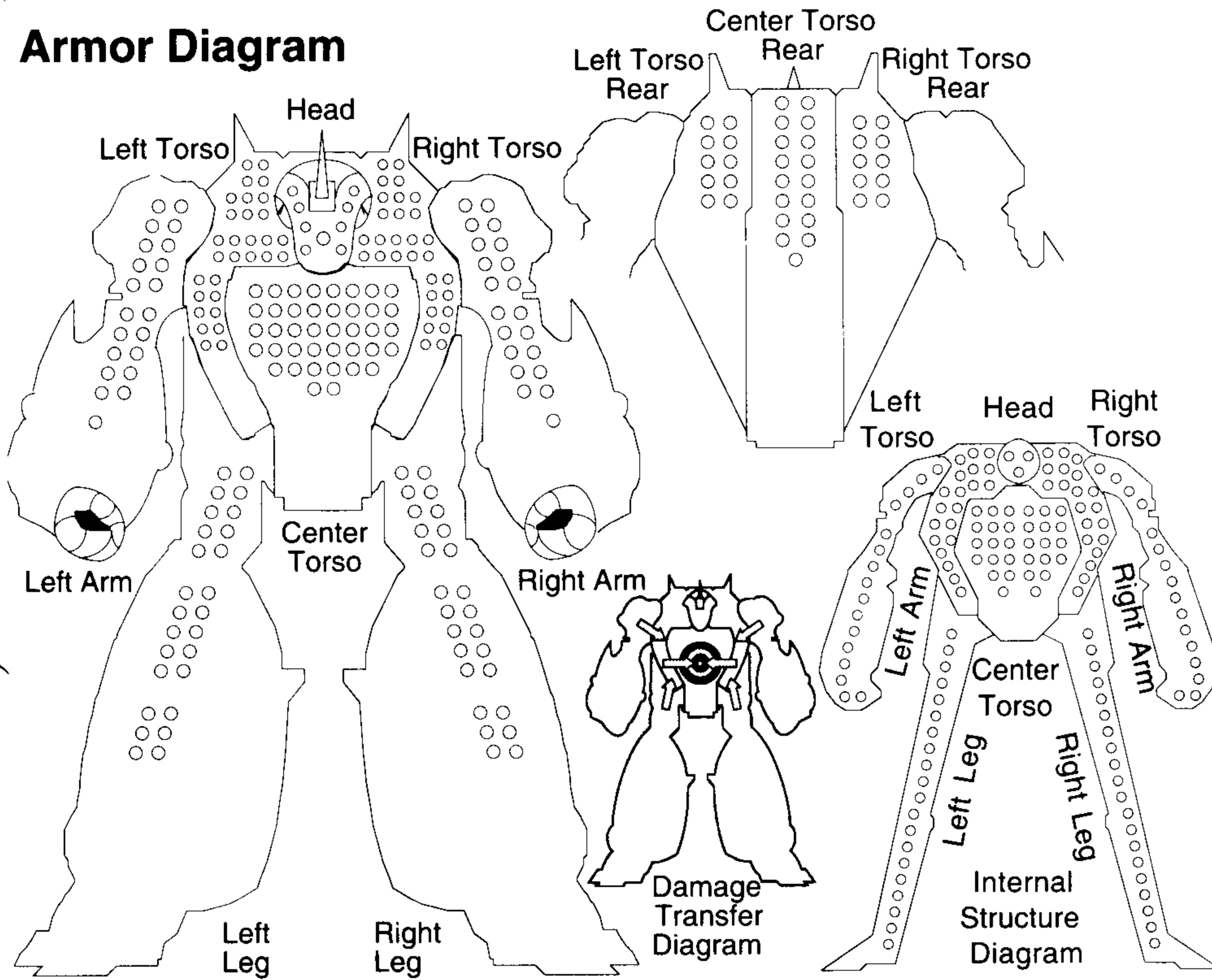
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **BNC-3S Banshee**

Tonnage: **95**

Movement Points

Walking: **3**

Running: **5**

Jumping: **0**

Technology Base:

Inner Sphere

2475

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Autocannon 10	LT	3	10	0	5	10	15
1	PPC	RT	10	10	3	6	12	18
1	PPC	LA	10	10	3	6	12	18
1	SRM 6	RT	4	2	0	3	6	9
4	Medium Laser	RT	3	5	0	3	6	9
1	Small Laser	H	1	3	0	1	2	3
1	Small Laser	CT	1	3	0	1	2	3

Ammo Type	Rounds
Autocannon 10	20
SRM 6	15

**Total Single Heat Sinks: 21**



### 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
- PPC
- PPC
- PPC

1-3

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

4-6

### Left Torso

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

1-3

- Autocannon 10
- Ammo (AC 10) 10
- Ammo (AC 10) 10
- Heat Sink
- Heat Sink
- 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
- Small Laser
- Heat Sink

4-6

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

Cost 8,952,645

### Right Arm

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

1-3

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

4-6

### Right Torso

- PPC
- PPC
- PPC
- SRM 6
- SRM 6
- Medium Laser
- Medium Laser
- Medium Laser
- Medium Laser
- Ammo (SRM 6) 15
- Heat Sink
- Heat Sink

1-3

4-6

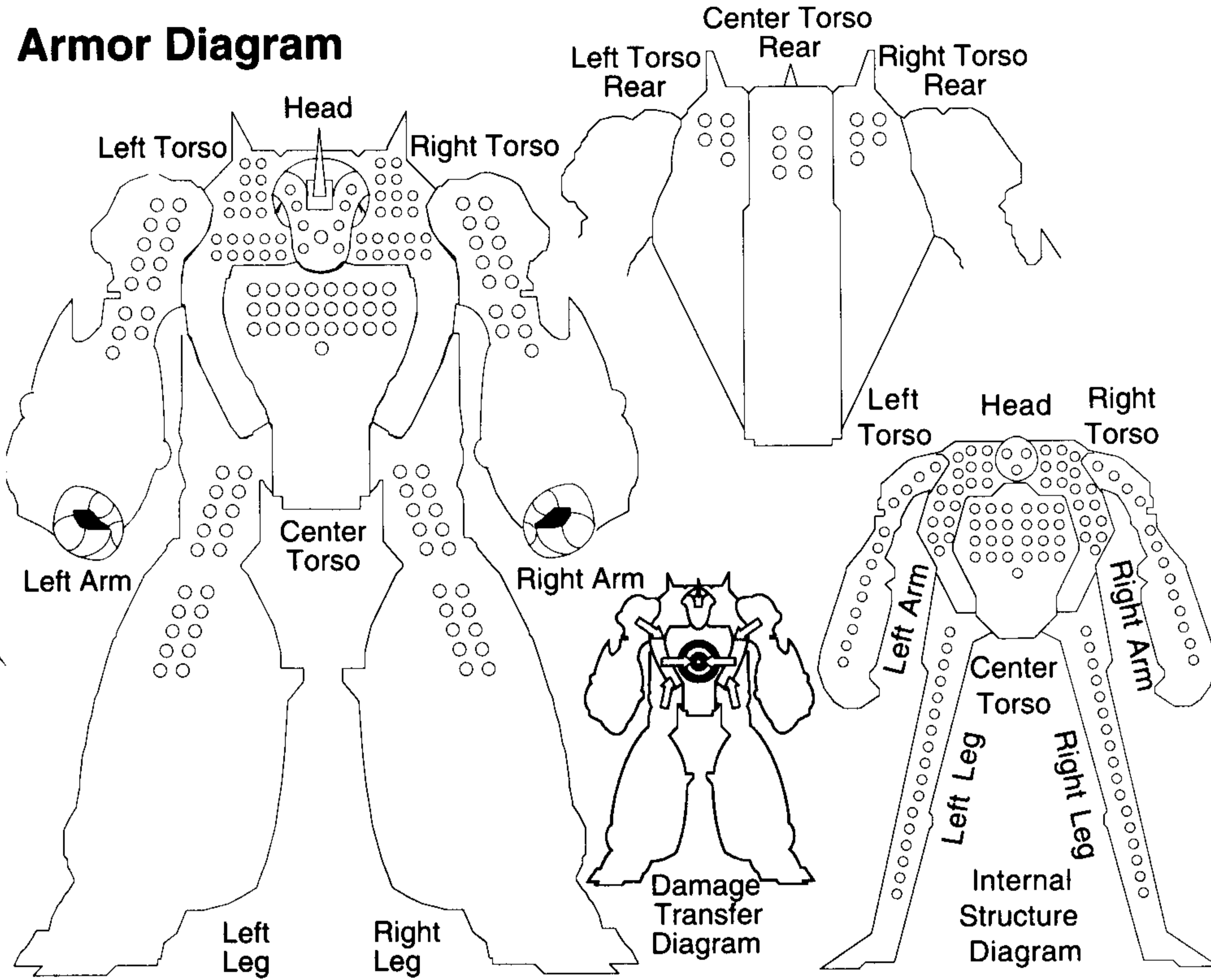
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **CGR-1A1 Charger**

Tonnage: **80**

Movement Points

Walking: **5**

Running: **8**

Jumping: **0**

Technology Base:

Inner Sphere

2665

### Weapons Inventory

#	Type	-Loc	Ht	D	Mn	S	M	L
1	Small Laser	H	1	3	0	1	2	3
1	Small Laser	LT	1	3	0	1	2	3
1	Small Laser	RT	1	3	0	1	2	3
1	Small Laser	LA	1	3	0	1	2	3
1	Small Laser	RA	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
- Lower Arm Actuator
- Small Laser
- Roll Again
- Roll Again

1-3

4-6

### Left Torso

- Small Laser
- 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
- 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

4-6

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

Cost 7,520,372

### Right Arm

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

1-3

4-6

### Right Torso

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

1-3

4-6

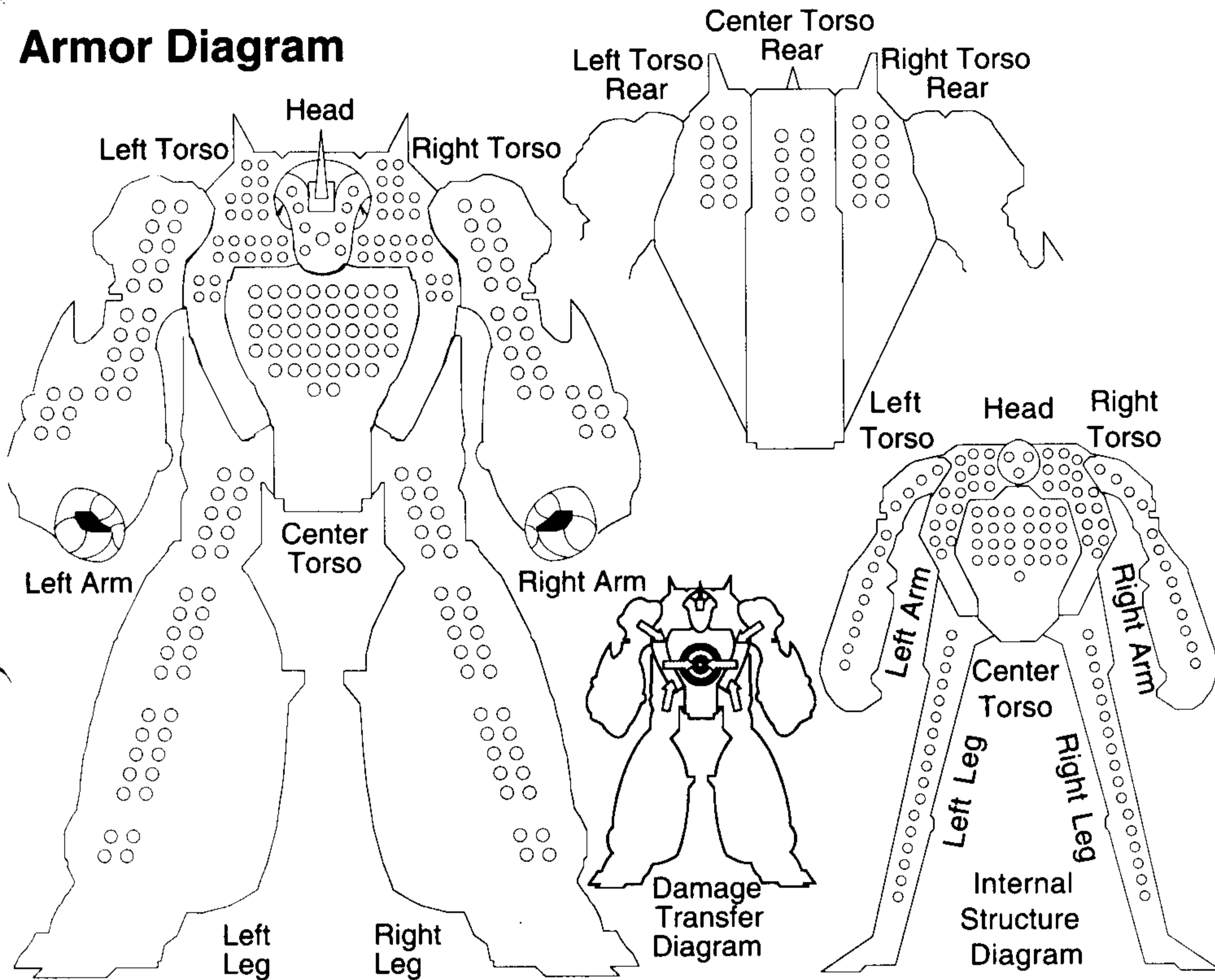
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **CGR-SB Charger**

Tonnage: **80**

Movement Points

Walking: **3**

Running: **5**

Jumping: **0**

Technology Base:

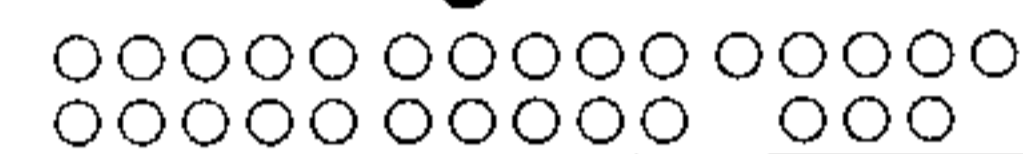
Inner Sphere

2665

### 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
1	Large Laser	LA	8	8	0	5	10	15
1	Large Laser	RA	8	8	0	5	10	15
1	Medium Laser	H	3	5	0	3	6	9

**Total Single Heat Sinks: 28**



### 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
- Heat Sink
- Large Laser
- Large 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
- Heat Sink
- Heat Sink

1-3

- Heat Sink
- Large Laser
- Large Laser
- 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
- Medium 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 6,298,920

### Right Arm

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

1-3

- Heat Sink
- Large Laser
- Large Laser
- Roll Again
- Roll Again
- Roll Again

4-6

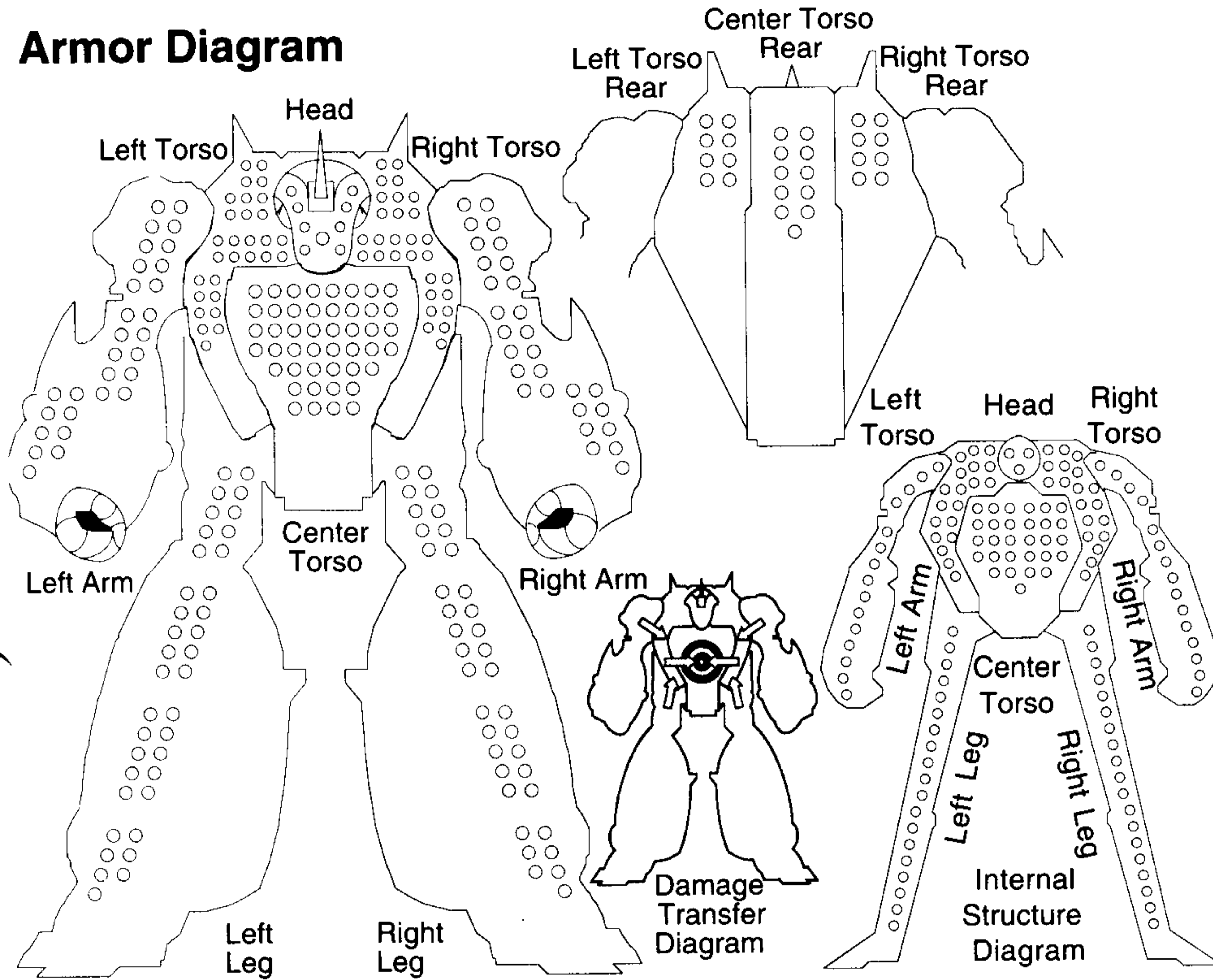
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **CP-10-Q Cyclops**  
 Tonnage: **90**  
 Movement Points  
 Walking: **4**  
 Running: **6**  
 Jumping: **0**

Technology Base:  
 Inner Sphere  
 2710

### 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	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	SRM 4	CT	3	2	0	3	6	9

Ammo Type	Rounds
LRM 10	48
SRM 4	25

### 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
- 4-6**
- 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
- 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

#### Center Torso

- Engine
  - Engine
  - Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3**
- Gyro
  - Engine
  - Engine
  - Engine
  - SRM 4
  - Ammo (SRM 4) 25
- 4-6**

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

Cost 9,126,460

### Right Arm

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

### Right Torso

- LRM 10
  - LRM 10
  - Medium Laser
  - Ammo (LRM 10) 12
  - Ammo (LRM 10) 12
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

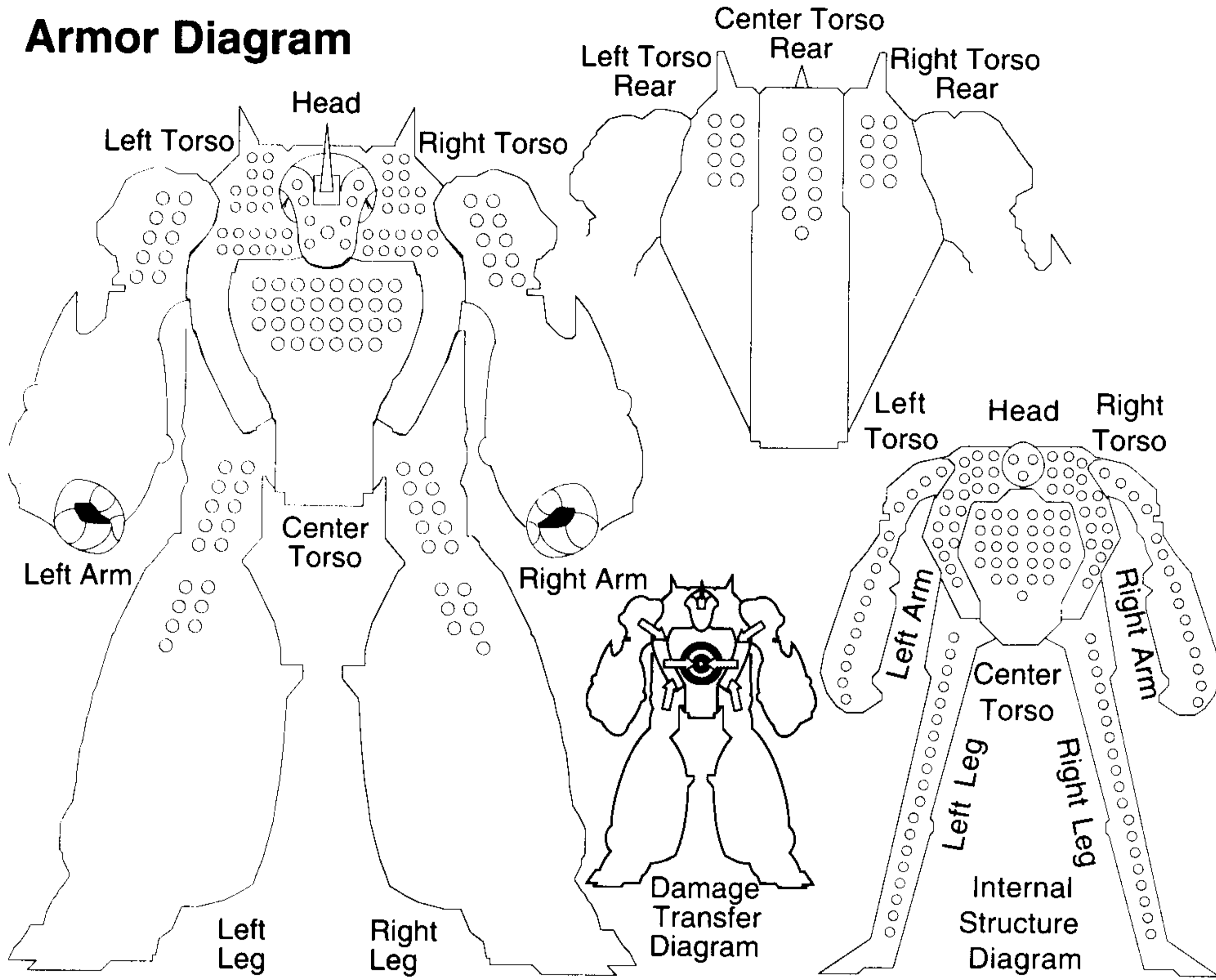
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

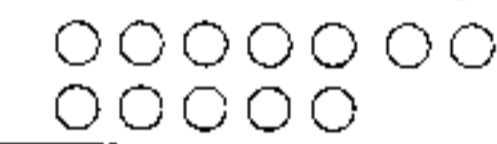
Type: **CP-10-Z Cyclops**  
 Tonnage: **90** Technology Base: Inner Sphere  
 Movement Points: Walking: **4** Running: **6** Jumping: **0**  
 2710

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Autocannon 20	RT	7	20	0	3	6	9
1	LRM 10	LT	4	1	6	7	14	21
1	Medium Laser	RA	3	5	0	3	6	9
1	Medium Laser	LA	3	5	0	3	6	9
1	SRM 4	CT	3	2	0	3	6	9

Ammo Type	Rounds
Autocannon 20	20
LRM 10	12
SRM 4	25

### 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	

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### 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

### Left Torso

- LRM 10
- LRM 10
- Ammo (AC 20) 5
- Ammo (AC 20) 5
- 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
- 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
- SRM 4
- Ammo (SRM 4) 25

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

Cost 9,375,360

### 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

### Right Torso

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

### Right Leg

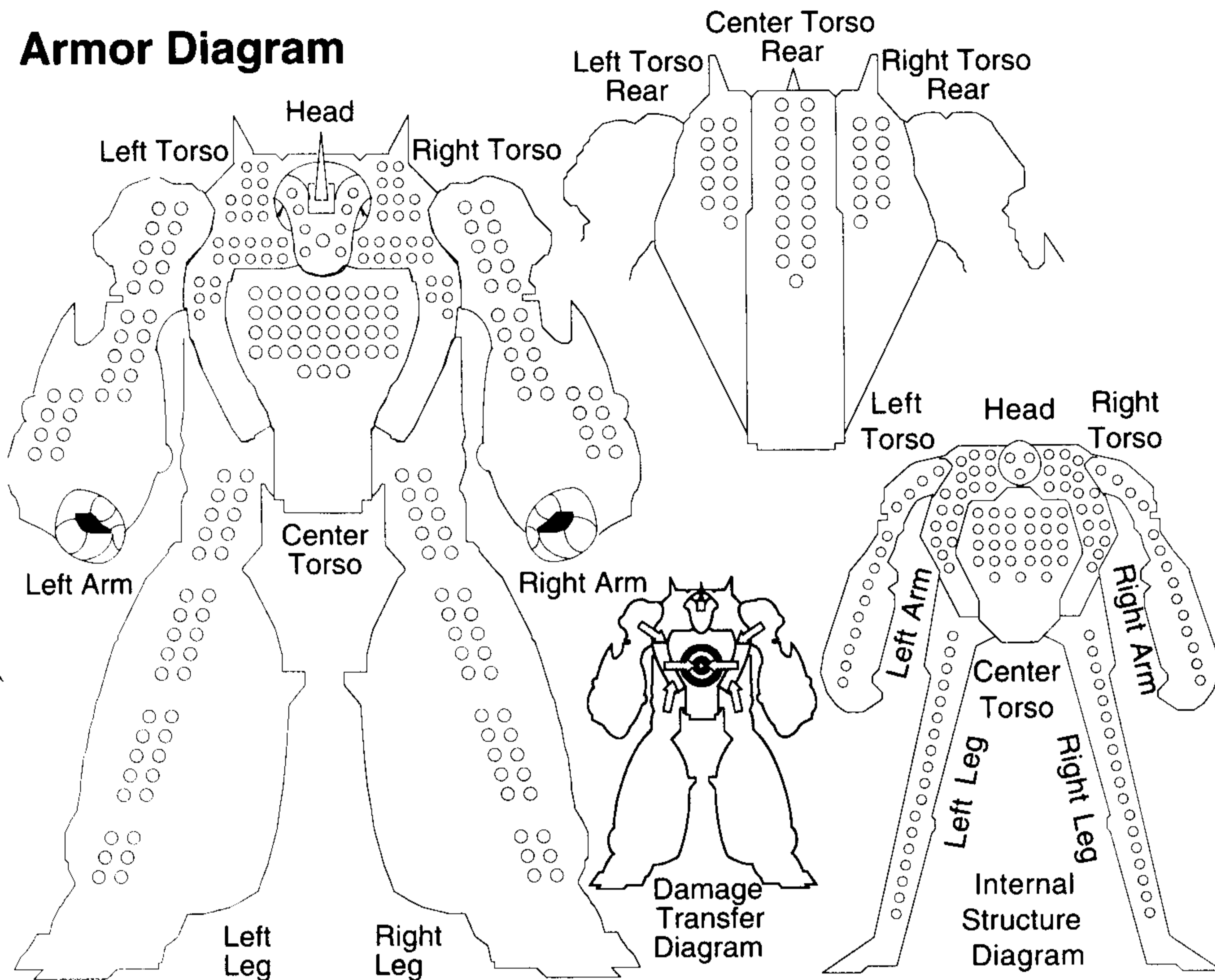
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again



# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **CRK-5003-0 Crockett**

Tonnage: **85**

Movement Points

Walking: **3**

Running: **5**

Jumping: **3**

Technology Base:

Inner Sphere

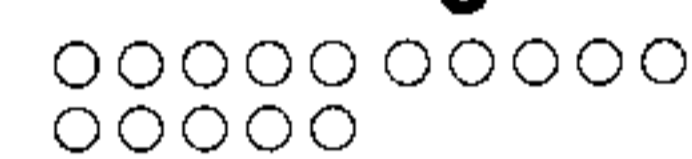
3025

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Small Laser	LA	1	3	0	1	2	3
1	Small Laser	RA	1	3	0	1	2	3
1	SRM 6	LT	4	2	0	3	6	9
1	SRM 6	RT	4	2	0	3	6	9
1	Large Laser	LA	8	8	0	5	10	15
1	Large Laser	RA	8	8	0	5	10	15
1	Autocannon 10	LT	3	10	0	5	10	15

Ammo Type	Rounds
SRM 6	30
Autocannon 10	20

### 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
- Small Laser
- Large Laser
- Large Laser

1-3

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

4-6

### Left Torso

- Heat Sink
- SRM 6
- SRM 6
- Autocannon 10
- Autocannon 10
- Autocannon 10

1-3

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

4-6

### Left Leg

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

4-6

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

Cost 7,378,725

### Right Arm

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

1-3

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

4-6

### Right Torso

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

1-3

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

4-6

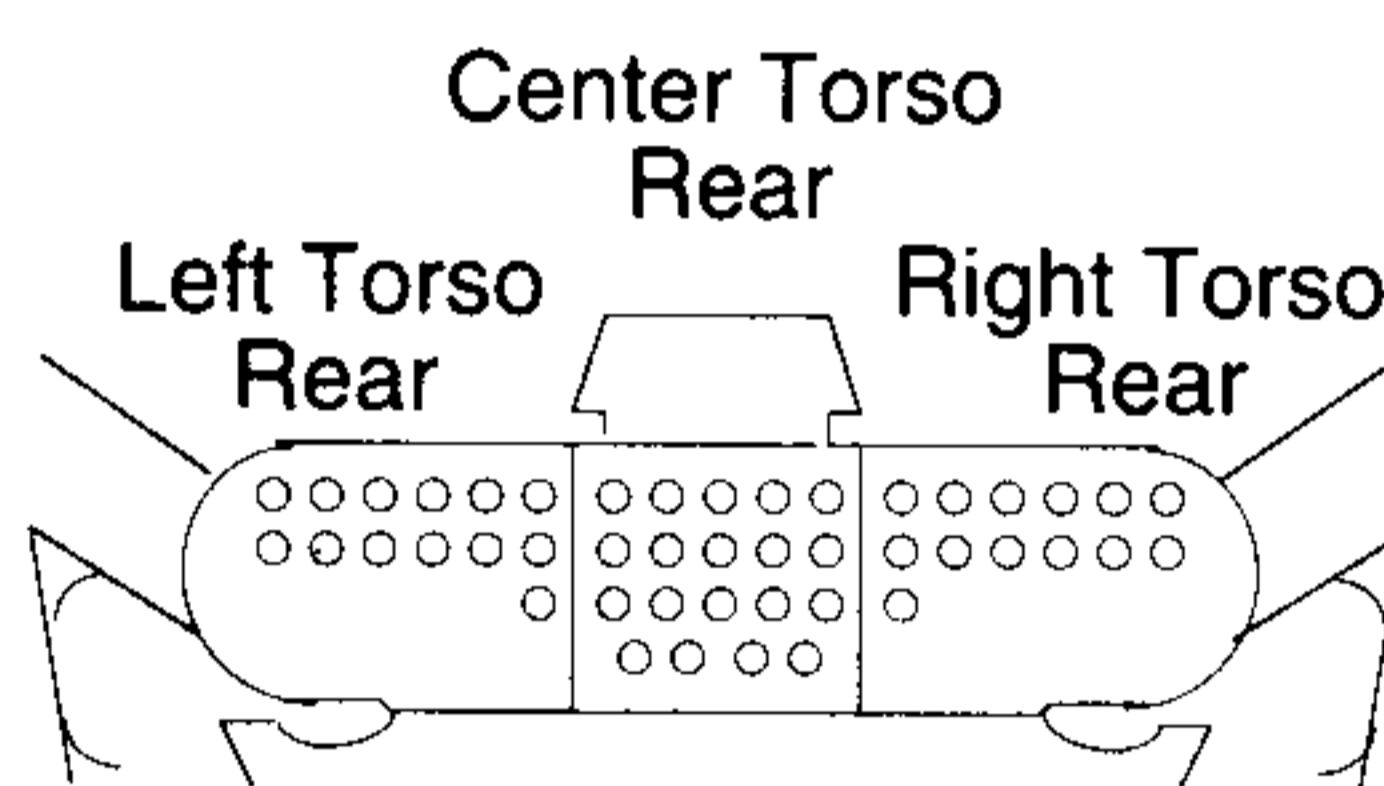
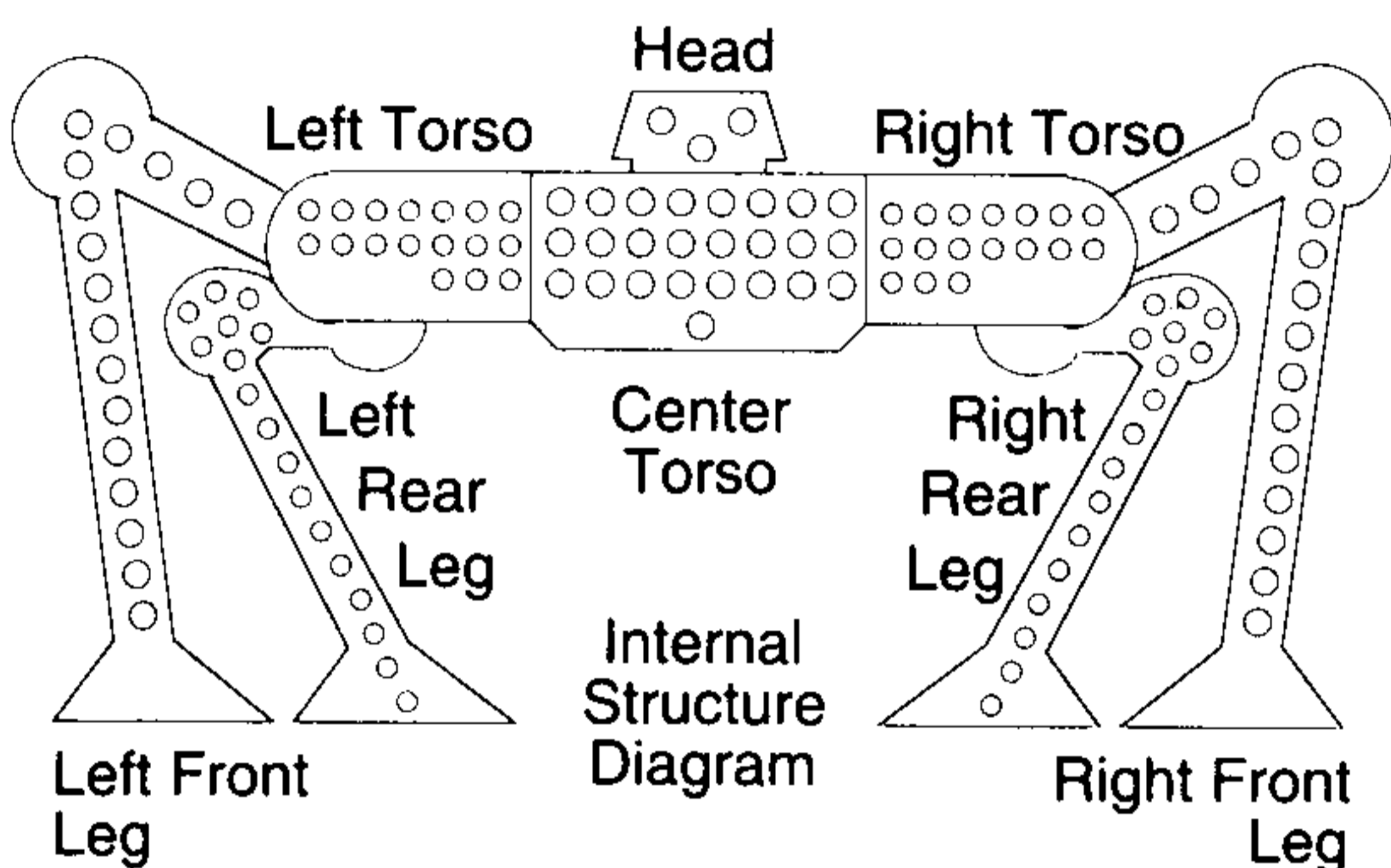
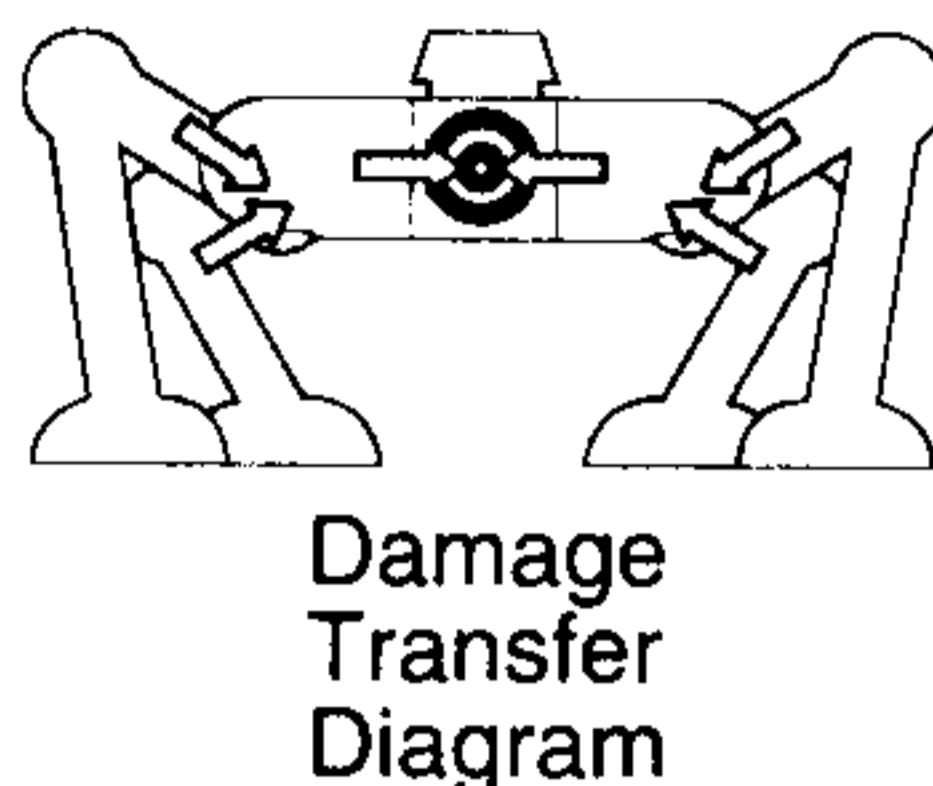
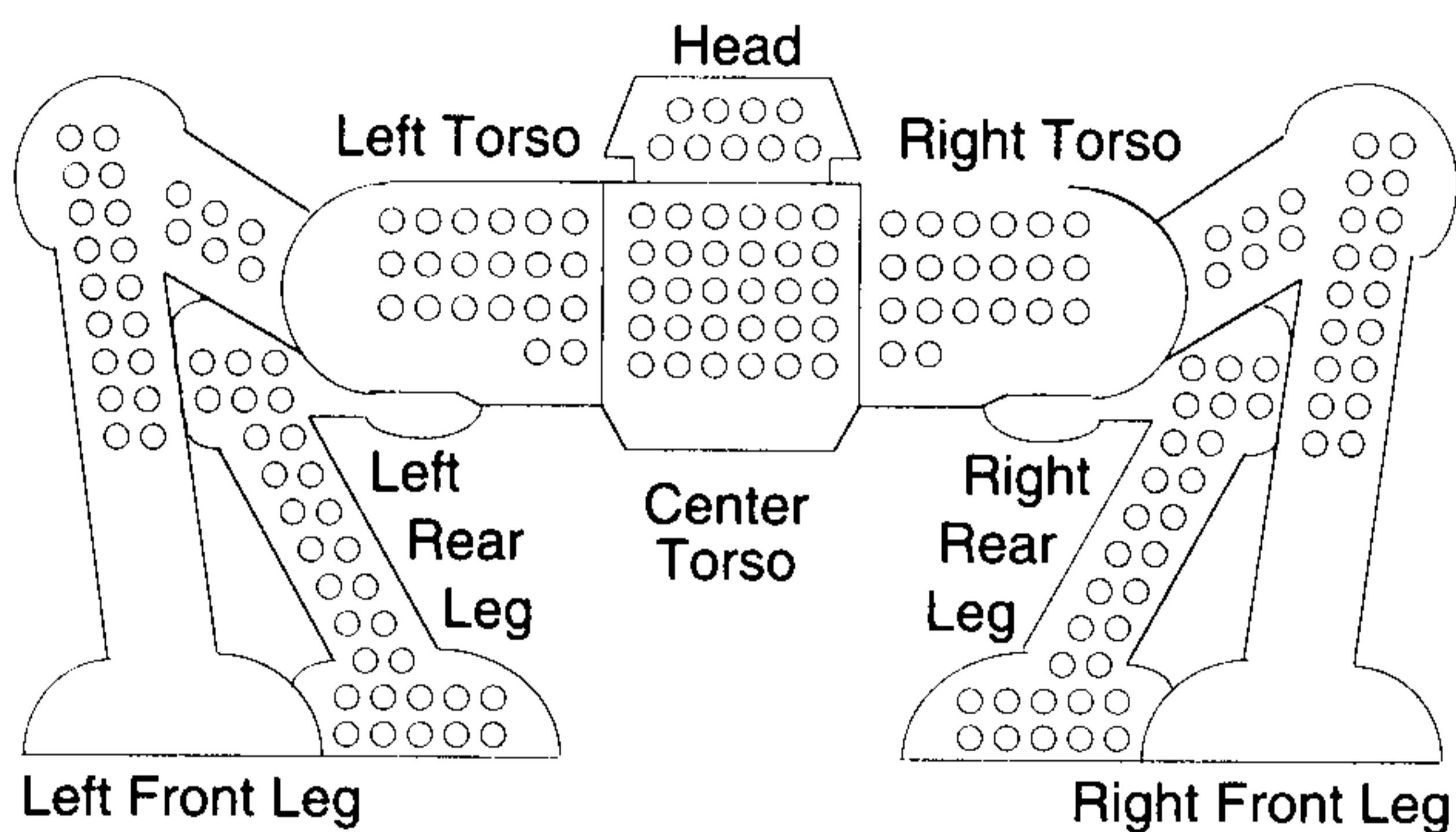
### Right Leg

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

# BATTLETECH<sup>®</sup>

## QUAD BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **GOL-1H Goliath**

Tonnage: **80**  
 Movement Points  
 Walking: **4**  
 Running: **6**  
 Jumping: **0**

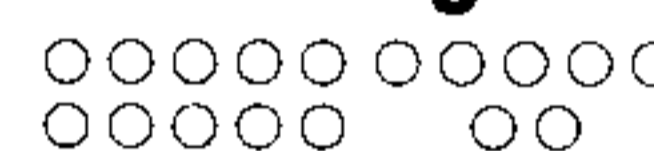
Technology Base:  
 Inner Sphere  
 2901

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	PPC	RT	10	10	3	6	12	18
1	LRM 10	RT	4	1	6	7	14	21
1	LRM 10	LT	4	1	6	7	14	21
1	Machine Gun	RT	0	2	0	1	2	3
1	Machine Gun	LT	0	2	0	1	2	3

Ammo Type	Rounds
LRM 10	24
Machine Gun	200

### 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	

### Critical Hit Table

#### Left Front Leg

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

#### Head

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

#### Right Front Leg

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

#### Center Torso

- Engine
  - Engine
  - Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3
- Gyro
  - Engine
  - Engine
  - Engine
  - Ammo (LRM 10) 12
  - Ammo (LRM 10) 12
- 4-6

#### Right Torso

- PPC
  - PPC
  - PPC
  - LRM 10
  - LRM 10
  - Machine Gun
- 1-3
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

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

Cost 7,546,801

#### Left Rear Leg

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

#### Right Rear Leg

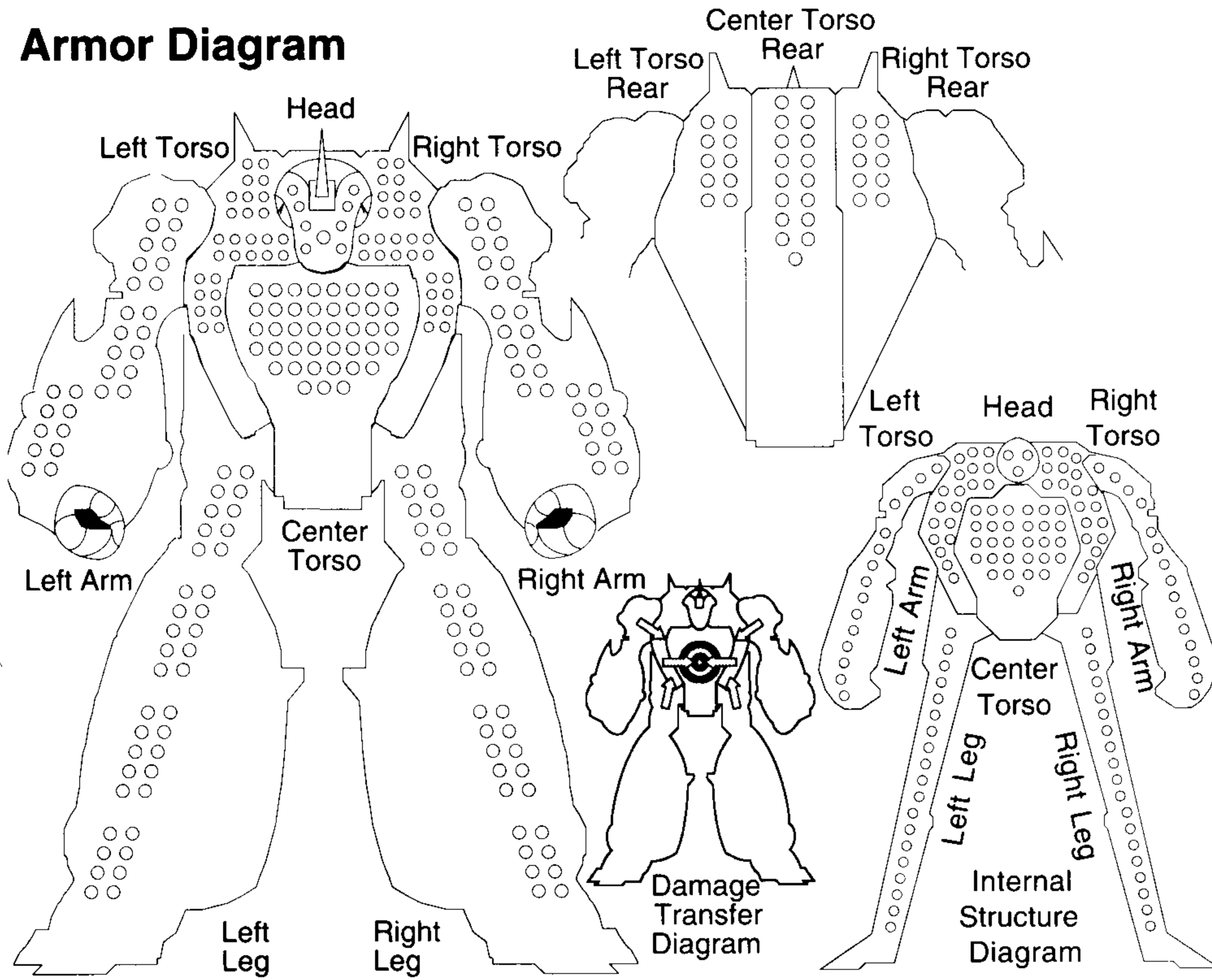
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Roll Again

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# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **HGN-733 Highlander**

Tonnage: **90**

Movement Points

Walking: **3**

Running: **5**

Jumping: **3**

Technology Base:

Inner Sphere

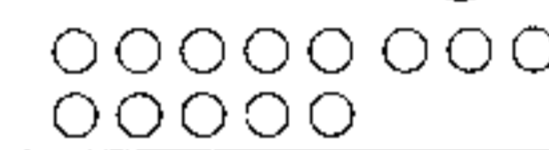
3025

### Weapons Inventory

#	Type	-Loc	Ht	D	Mn	S	M	L
2	Medium Laser	RT	3	5	0	3	6	9
1	SRM 6	LA	4	2	0	3	6	9
1	LRM 20	LT	6	1	6	7	14	21
1	Autocannon 10	RA	3	10	0	5	10	15

Ammo Type	Rounds
SRM 6	30
LRM 20	18
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
- Heat Sink
- SRM 6

1-3

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

4-6

### Left Torso

- Jump Jet
  - LRM 20
  - LRM 20
  - LRM 20
  - LRM 20
  - LRM 20
- Ammo (SRM 6) 15
  - Ammo (SRM 6) 15
  - Ammo (LRM 20) 6
  - Ammo (LRM 20) 6
  - Ammo (LRM 20) 6
  - Roll Again

1-3

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
  - Engine
  - Jump Jet
  - Roll Again

4-6

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

Cost 8,423,460

### Right Arm

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

1-3

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

4-6

### Right Torso

- Jump Jet
  - Medium Laser
  - Medium Laser
  - Ammo (AC 10) 10
  - Ammo (AC 10) 10
  - Roll Again
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

1-3

4-6

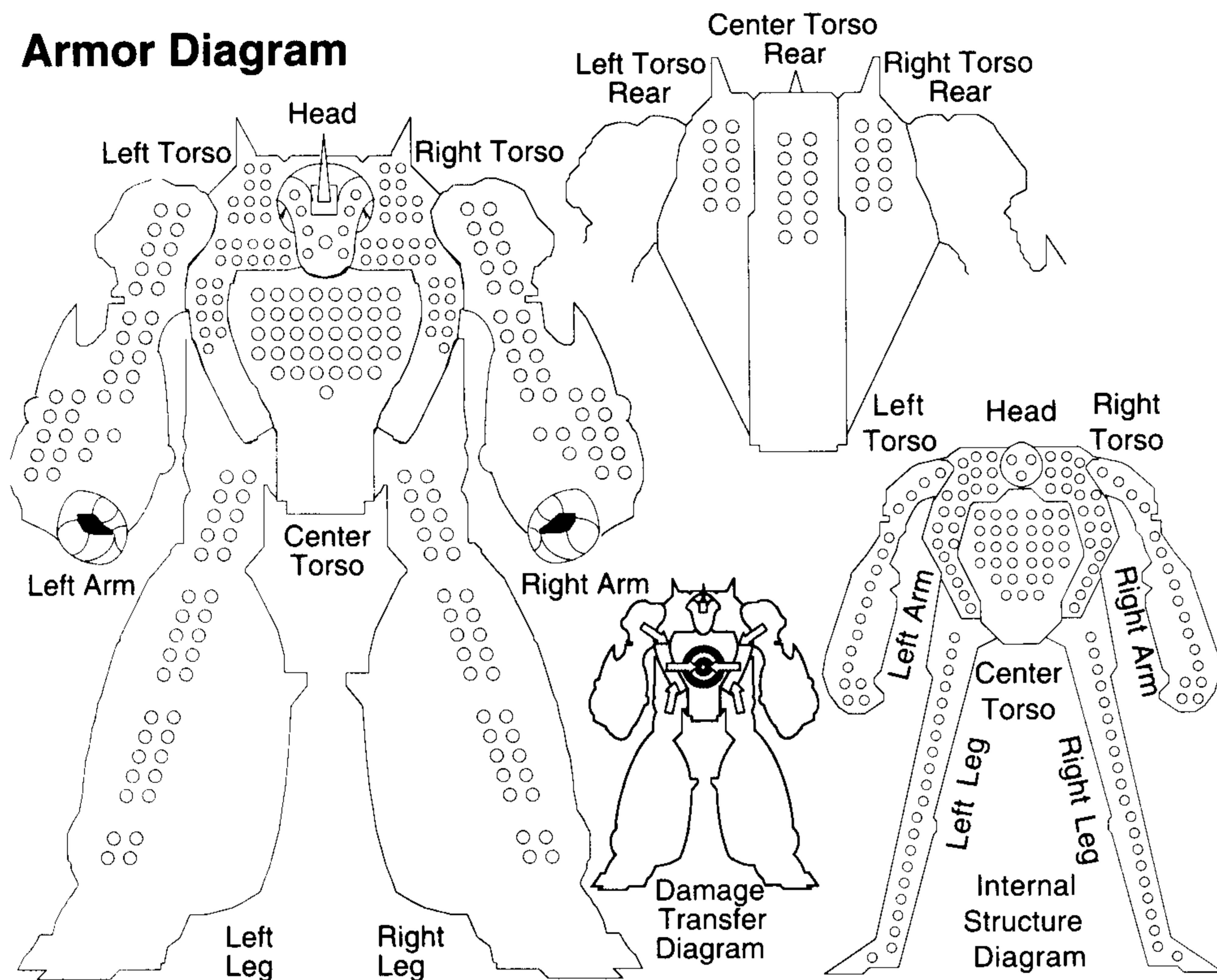
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **KGC-0000 King Crab**

Tonnage: **100**

Movement Points

Walking: **3**

Running: **5**

Jumping: **0**

Technology Base:

Inner Sphere

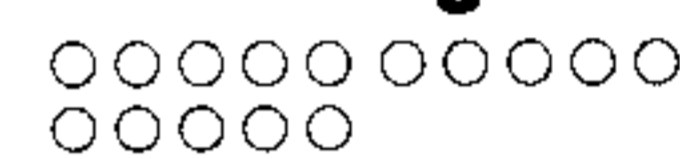
3025

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Autocannon 20	LT/LA	7	20	0	3	6	9
1	Autocannon 20	RT/RA	7	20	0	3	6	9
1	LRM 15	LT	5	1	6	7	14	21
1	Large Laser	RT	8	8	0	5	10	15

Ammo Type	Rounds
Autocannon 20	10
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
- 1-3 Autocannon 20
- 4-6 Autocannon 20

### Left Torso

- 1-3 Autocannon 20
- 4-6 Autocannon 20
- LRM 15
- LRM 15
- LRM 15
- Ammo (AC 20) 5
- 1-3 Ammo (LRM 15) 8
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6 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

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

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

Cost 9,582,000

### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- 1-3 Autocannon 20
- 4-6 Autocannon 20

### Right Torso

- 1-3 Autocannon 20
- 4-6 Autocannon 20
- 1-3 Large Laser
- 4-6 Large Laser
- 5-6 Ammo (AC 20) 5
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again

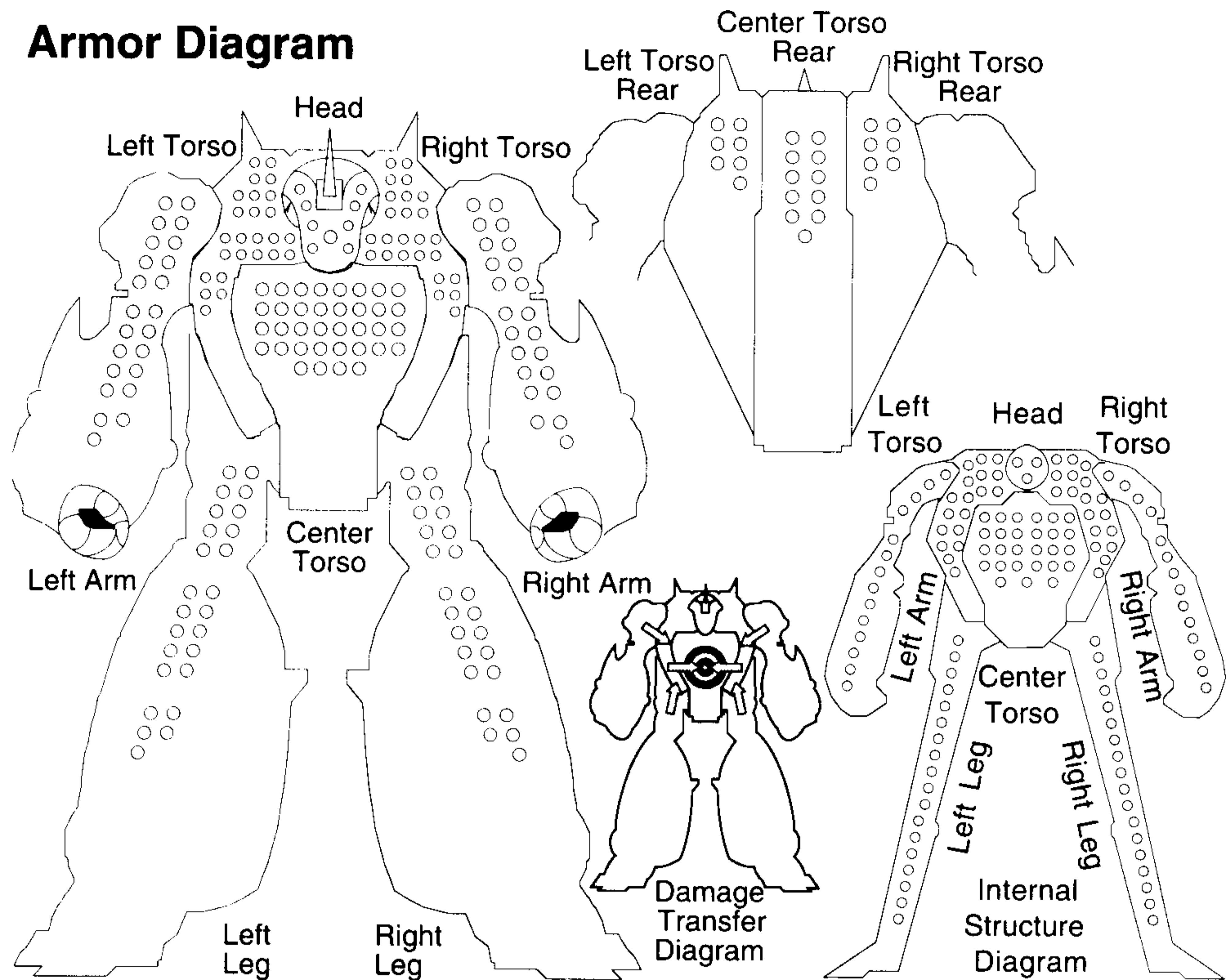
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **STK-3F Stalker**

Tonnage: **85**  
 Movement Points  
 Walking: **3**  
 Running: **5**  
 Jumping: **0**

Technology Base:  
 Inner Sphere  
 2594

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	LRM 10	LA	4	1	6	7	14	21
1	LRM 10	RA	4	1	6	7	14	21
1	Large Laser	LT	8	8	0	5	10	15
1	Large Laser	RT	8	8	0	5	10	15
2	Medium Laser	LA	3	5	0	3	6	9
2	Medium Laser	RA	3	5	0	3	6	9
1	SRM 6	LT	4	2	0	3	6	9
1	SRM 6	RT	4	2	0	3	6	9

Ammo Type	Rounds
LRM 10	24
SRM 6	30

### Total Single Heat Sinks: 20



### 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
- Heat Sink
- LRM 10
- LRM 10
- Medium Laser
- Medium Laser
- Ammo (LRM 10) 12
- Roll Again
- Roll Again
- Roll Again
- Roll Again

### Left Torso

- Heat Sink
- Large Laser
- Large Laser
- SRM 6
- SRM 6
- Ammo (SRM 6) 15
- 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
- Engine
- Heat Sink
- Heat Sink

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

Cost 7,452,725

### Right Arm

- Shoulder
- Upper Arm Actuator
- Heat Sink
- LRM 10
- LRM 10
- Medium Laser
- Medium Laser
- Ammo (LRM 10) 12
- Roll Again
- Roll Again
- Roll Again
- Roll Again

### Right Torso

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

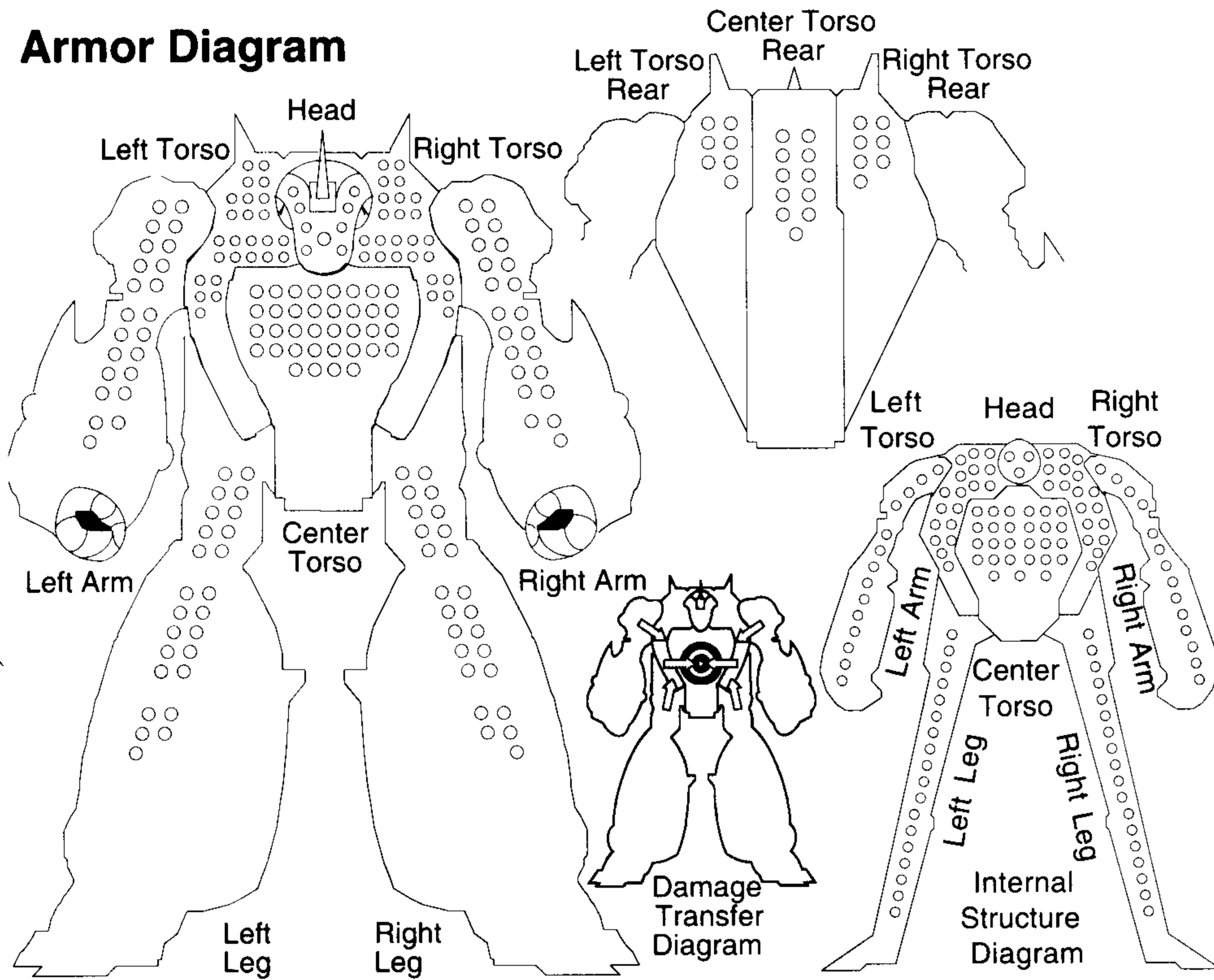
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **STK-3H Stalker**

Tonnage: **85**

Movement Points

Walking: **3**

Running: **5**

Jumping: **0**

Technology Base:

Inner Sphere

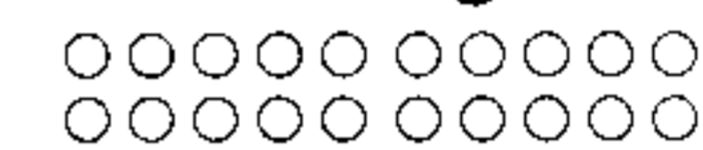
2594

### Weapons Inventory

#	Type	-Loc	Ht	D	Mn	S	M	L
1	LRM 20	LA	6	1	6	7	14	21
1	LRM 20	RA	6	1	6	7	14	21
2	Medium Laser	LA	3	5	0	3	6	9
2	Medium Laser	RA	3	5	0	3	6	9
1	SRM 6	RT	4	2	0	3	6	9
1	SRM 6	LT	4	2	0	3	6	9

Ammo Type	Rounds
LRM 20	12
SRM 6	30

### Total Single Heat Sinks: 20



### 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
- Heat Sink
- 1-3 LRM 20
- LRM 20
- LRM 20
- 1 LRM 20
- 2 LRM 20
- 4-6 Medium Laser
- Medium Laser
- Ammo (LRM 20) 6
- Roll Again

### Left Torso

- Heat Sink
- SRM 6
- 1-3 SRM 6
- Ammo (SRM 6) 15
- Roll Again
- Roll Again
- 1 Roll Again
- 2 Roll Again
- 3 Roll Again
- 4 Roll Again
- 5 Roll Again
- 6 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

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

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

Cost 7,637,725

### Right Arm

- Shoulder
- Upper Arm Actuator
- Heat Sink
- 1-3 LRM 20
- LRM 20
- LRM 20
- 1 LRM 20
- 2 LRM 20
- 4-6 Medium Laser
- Medium Laser
- Ammo (LRM 20) 6
- Roll Again

### Right Torso

- Heat Sink
- SRM 6
- 1-3 SRM 6
- Ammo (SRM 6) 15
- Roll Again
- Roll Again
- 1 Roll Again
- 2 Roll Again
- 3 Roll Again
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again
- 4-6

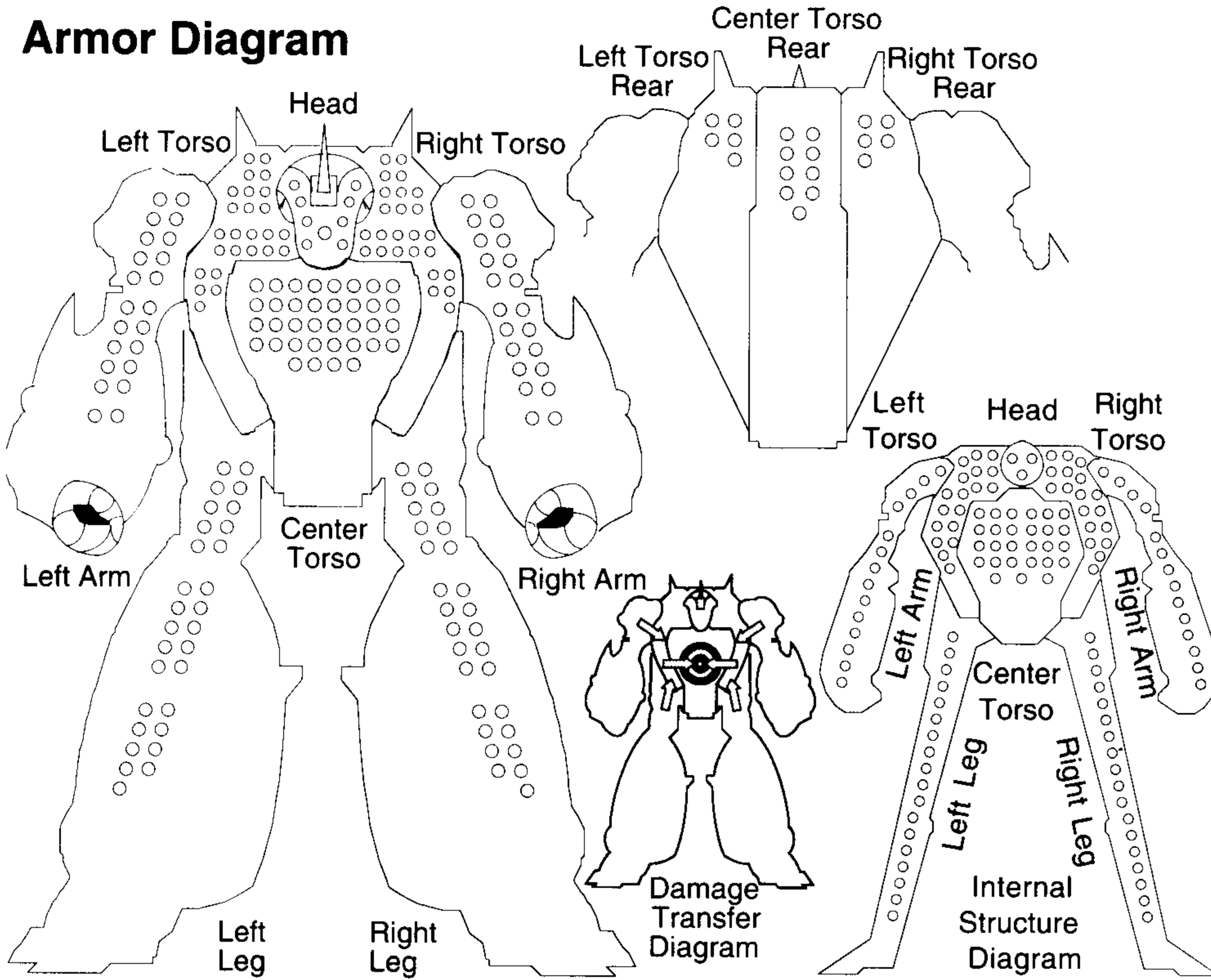
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **STK-4N Stalker**

Tonnage: **85**  
 Movement Points  
 Walking: **3**  
 Running: **5**  
 Jumping: **0**

Technology Base:  
 Inner Sphere  
 2594

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Large Laser	RT	8	8	0	5	10	15
1	Large Laser	LT	8	8	0	5	10	15
2	Medium Laser	LA	3	5	0	3	6	9
2	Medium Laser	RA	3	5	0	3	6	9
1	SRM 6	LT	4	2	0	3	6	9
1	SRM 6	RT	4	2	0	3	6	9
1	LRM 10	RA	4	1	6	7	14	21

Ammo Type	Rounds
SRM 6	30
LRM 10	12

### Total Single Heat Sinks: 26



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

### Left Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Large Laser
- Large Laser
- SRM 6
- SRM 6
- Ammo (SRM 6) 15
- 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
- Gyro
- Engine
- Engine
- Heat Sink
- Heat Sink

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

Cost 7,245,525

### Right Arm

- Shoulder
- Upper Arm Actuator
- Medium Laser
- Medium Laser
- LRM 10
- LRM 10
- Ammo (LRM 10) 12
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

### Right Torso

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

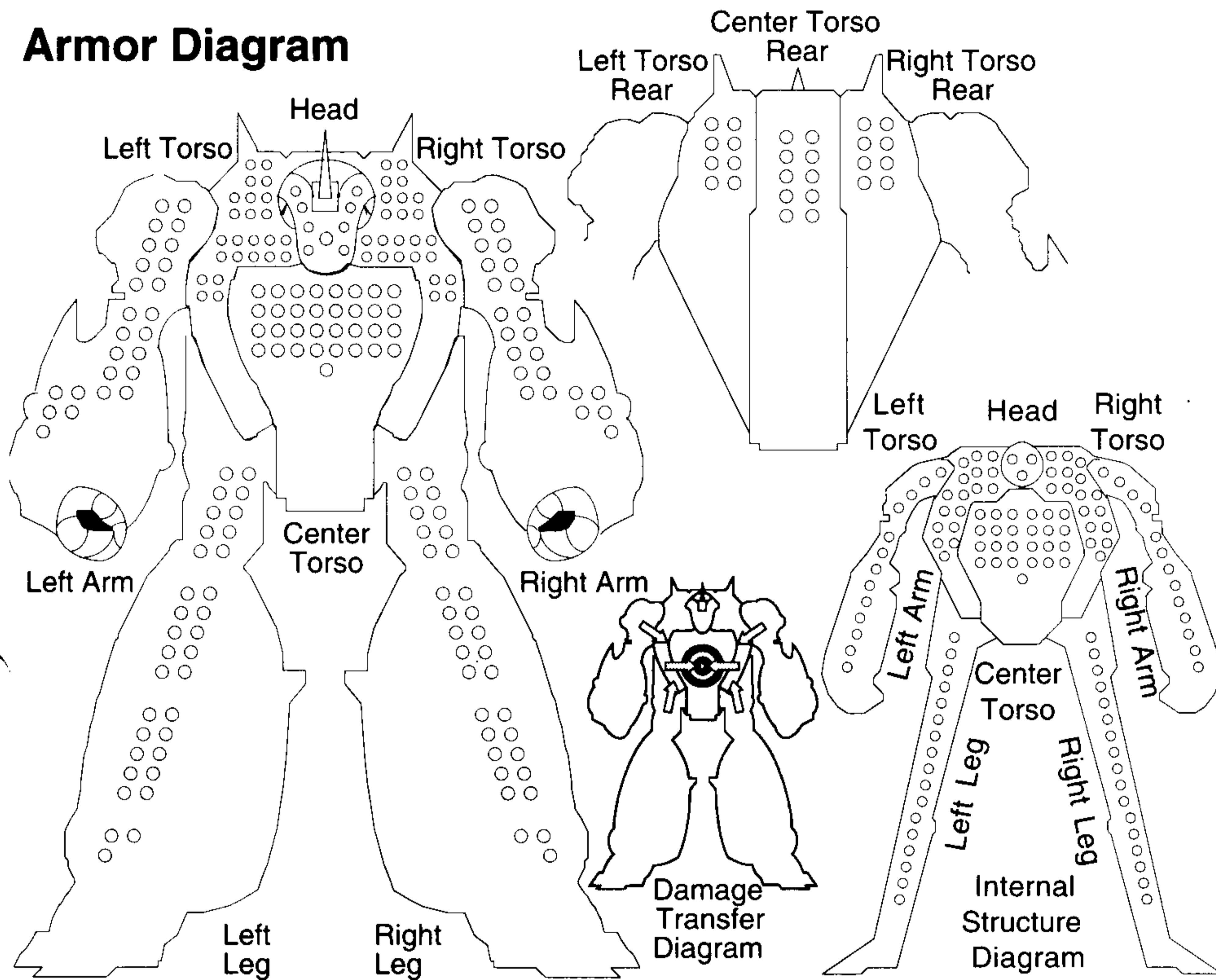
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **THG-10E Thug**  
 Tonnage: **80**  
 Movement Points  
 Walking: **4**  
 Running: **6**  
 Jumping: **0**

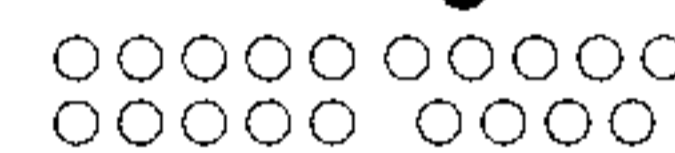
Technology Base:  
 Inner Sphere  
 3025

### Weapons Inventory

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

Ammo Type	Rounds
SRM 4	25

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

### Left Torso

- Heat Sink
  - Heat Sink
  - Heat Sink
  - SRM 4
  - Roll Again
  - Roll Again
- 1-3
- 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
- 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 7,760,641

### Right Arm

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

### Right Torso

- Heat Sink
  - Heat Sink
  - SRM 4
  - Ammo (SRM 4) 25
  - Roll Again
  - Roll Again
- 1-3
- Roll Again
  - Roll Again
- 4-6
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

### Right Leg

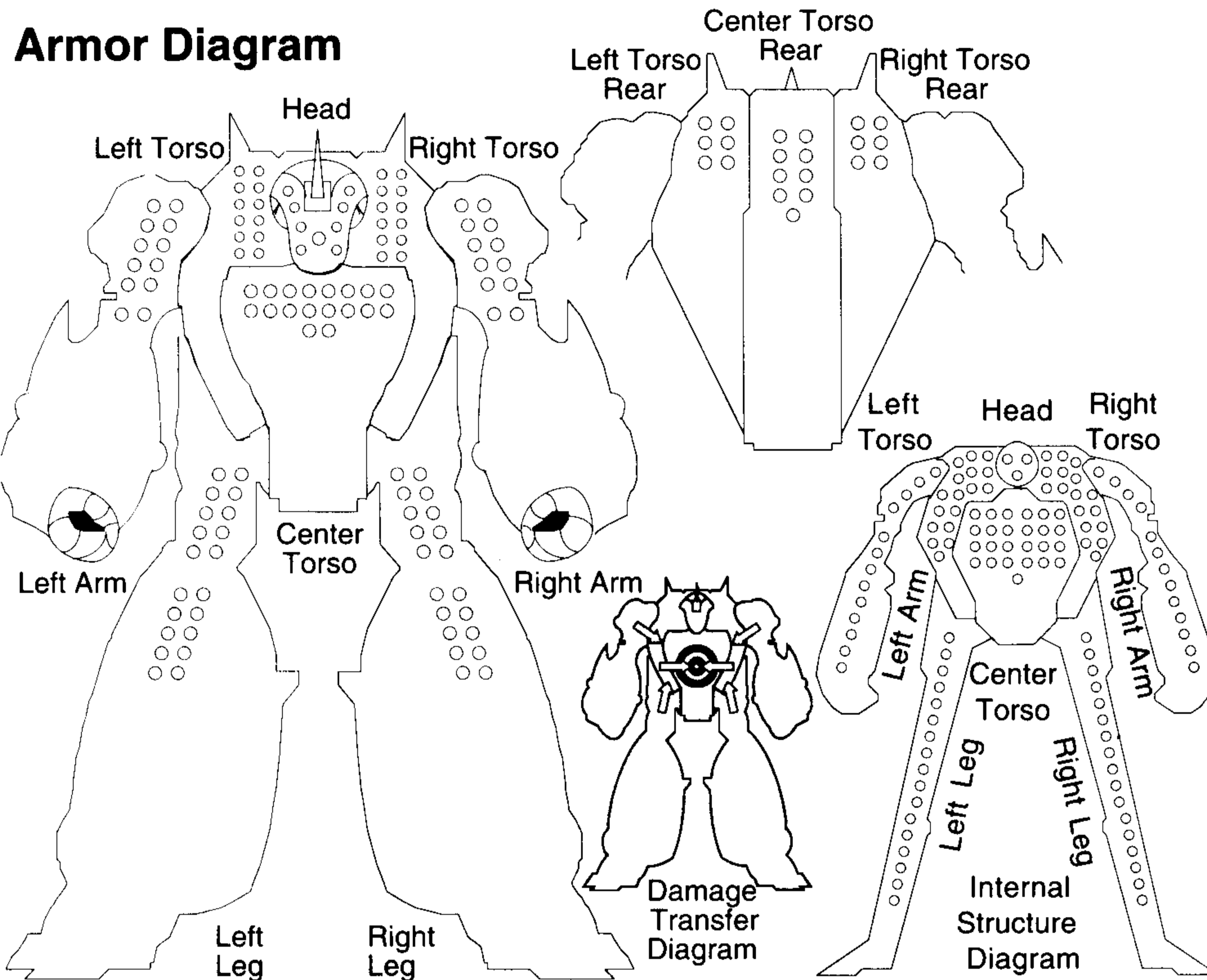
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again



# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **VTR-9A Victor**

Tonnage: **80**

Movement Points

Walking: **4**

Running: **6**

Jumping: **4**

Technology Base:

Inner Sphere

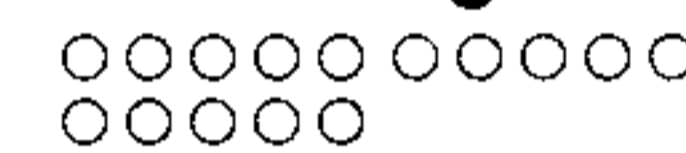
2510

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Autocannon 20	RA	7	20	0	3	6	9
2	Medium Laser	LA	3	5	0	3	6	9
2	Flamer	RT	3	2	0	1	2	3
1	SRM 4	LT	3	2	0	3	6	9
1	Machine Gun	LT	0	2	0	1	2	3

Ammo Type	Rounds
Autocannon 20	15
SRM 4	25
Machine Gun	100

**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
- Medium Laser

1-3

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

4-6

### Left Torso

- Heat Sink
- SRM 4
- Machine Gun
- Ammo (SRM 4) 25
- Ammo (MG) 200
- 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
- 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
  - Jump Jet
  - Jump Jet

1-3

4-6

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

Cost 7,931,821

### Right Arm

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

1-3

- Autocannon 20
- Autocannon 20
- Autocannon 20
- Autocannon 20
- Autocannon 20
- Autocannon 20

4-6

### Right Torso

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

1-3

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

4-6

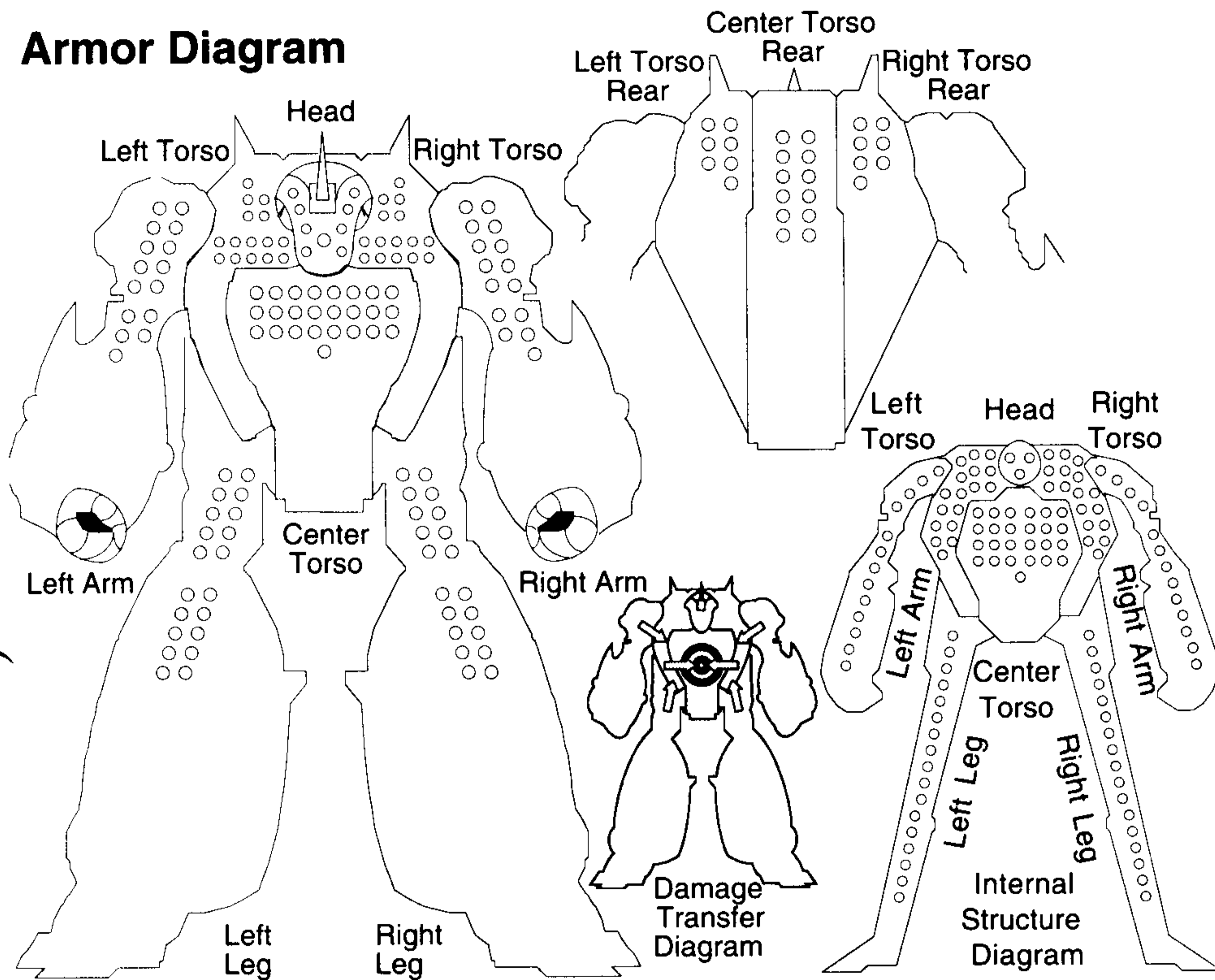
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **VTR-9A1 Victor**

Tonnage: **80**  
 Movement Points  
 Walking: **4**  
 Running: **6**  
 Jumping: **4**

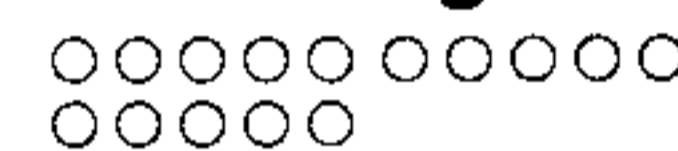
Technology Base:  
 Inner Sphere  
 2510

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Autocannon 20	RA	7	20	0	3	6	9
2	Medium Laser	LA	3	5	0	3	6	9
1	SRM 4	LT	3	2	0	3	6	9
1	Machine Gun	LL	0	2	0	1	2	3
1	Machine Gun	RL	0	2	0	1	2	3

Ammo Type	Rounds
Autocannon 20	15
SRM 4	25
Machine Gun	100

**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
- Medium Laser

1-3

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

4-6

### Left Torso

- Heat Sink
- Heat Sink
- SRM 4
- Ammo (SRM 4) 25
- Ammo (MG) 200
- 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
- Machine Gun

### 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
- Jump Jet
- Jump Jet

4-6

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

Cost 7,940,821

### Right Arm

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

1-3

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

4-6

### Right Torso

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

1-3

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

4-6

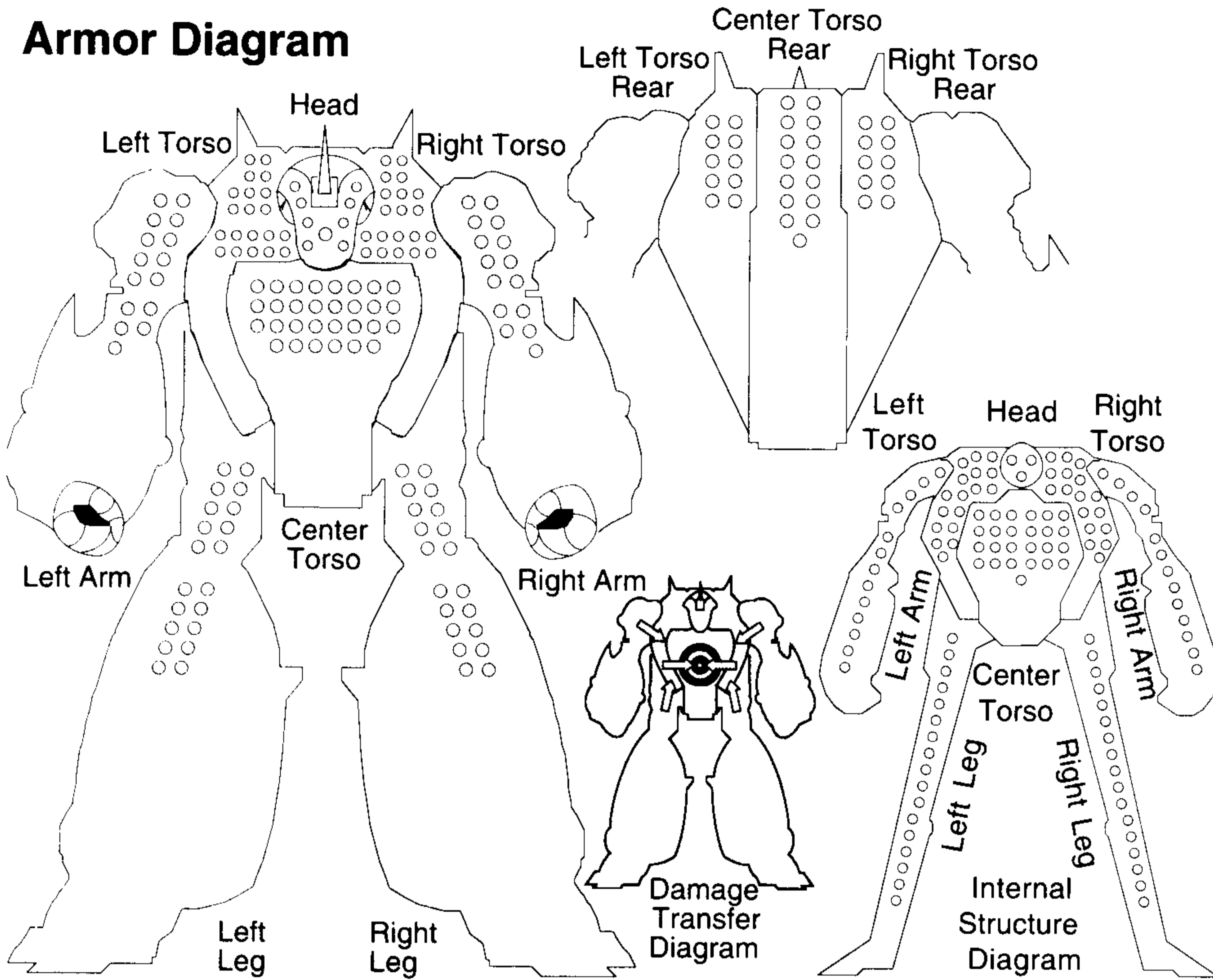
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **VTR-9B Victor**

Tonnage: **80**

Movement Points

Walking: **4**

Running: **6**

Jumping: **4**

Technology Base:

Inner Sphere

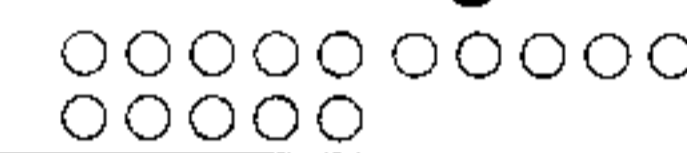
2510

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Autocannon 20	RA	7	20	0	3	6	9
2	Medium Laser	LA	3	5	0	3	6	9
1	SRM 4	LT	3	2	0	3	6	9

Ammo Type	Rounds
Autocannon 20	15
SRM 4	25

### 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
- Medium Laser

1-3

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

4-6

### Left Torso

- SRM 4
- Ammo (SRM 4) 25
- 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
- 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
- Engine
- Jump Jet
- Jump Jet

4-6

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

Cost 8,013,721

### Right Arm

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

1-3

- Autocannon 20
- Autocannon 20
- Autocannon 20
- Autocannon 20
- Autocannon 20
- Autocannon 20

4-6

### Right Torso

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

1-3

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

4-6

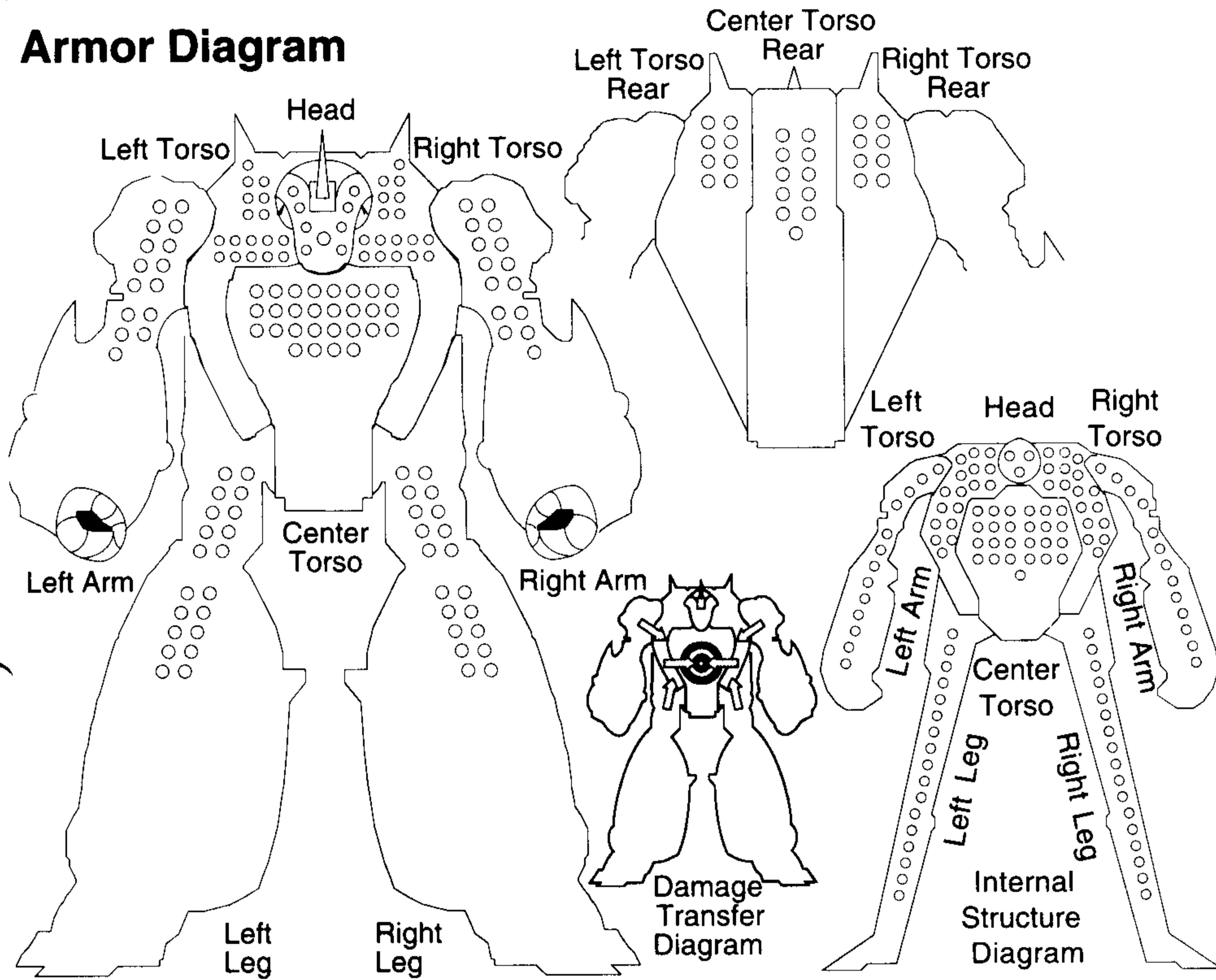
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **VTR-9S Victor**

Tonnage: **80**

Movement Points

Walking: **4**

Running: **6**

Jumping: **4**

Technology Base:

Inner Sphere

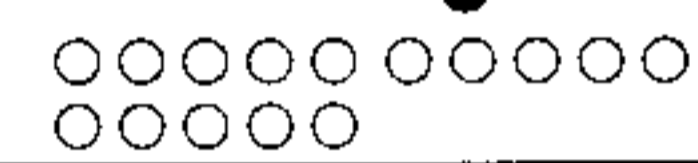
2510

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Autocannon 20	RA	7	20	0	3	6	9
2	Medium Laser	LA	3	5	0	3	6	9
1	SRM 6	LT	4	2	0	3	6	9

Ammo Type	Rounds
Autocannon 20	15
SRM 6	15

### 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
- Medium Laser

1-3

1. Roll Again

2. Roll Again

4-6

3. Roll Again

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

4-6

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
- 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

4-6

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

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

Cost 8,154,121

### Right Arm

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

1-3

1. Roll Again

2. Roll Again

4-6

3. Roll Again

4. Roll Again

5. Roll Again

6. Roll Again

### Right Torso

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

1-3

1. Roll Again

2. Roll Again

3. Roll Again

4. Roll Again

5. Roll Again

6. Roll Again

4-6

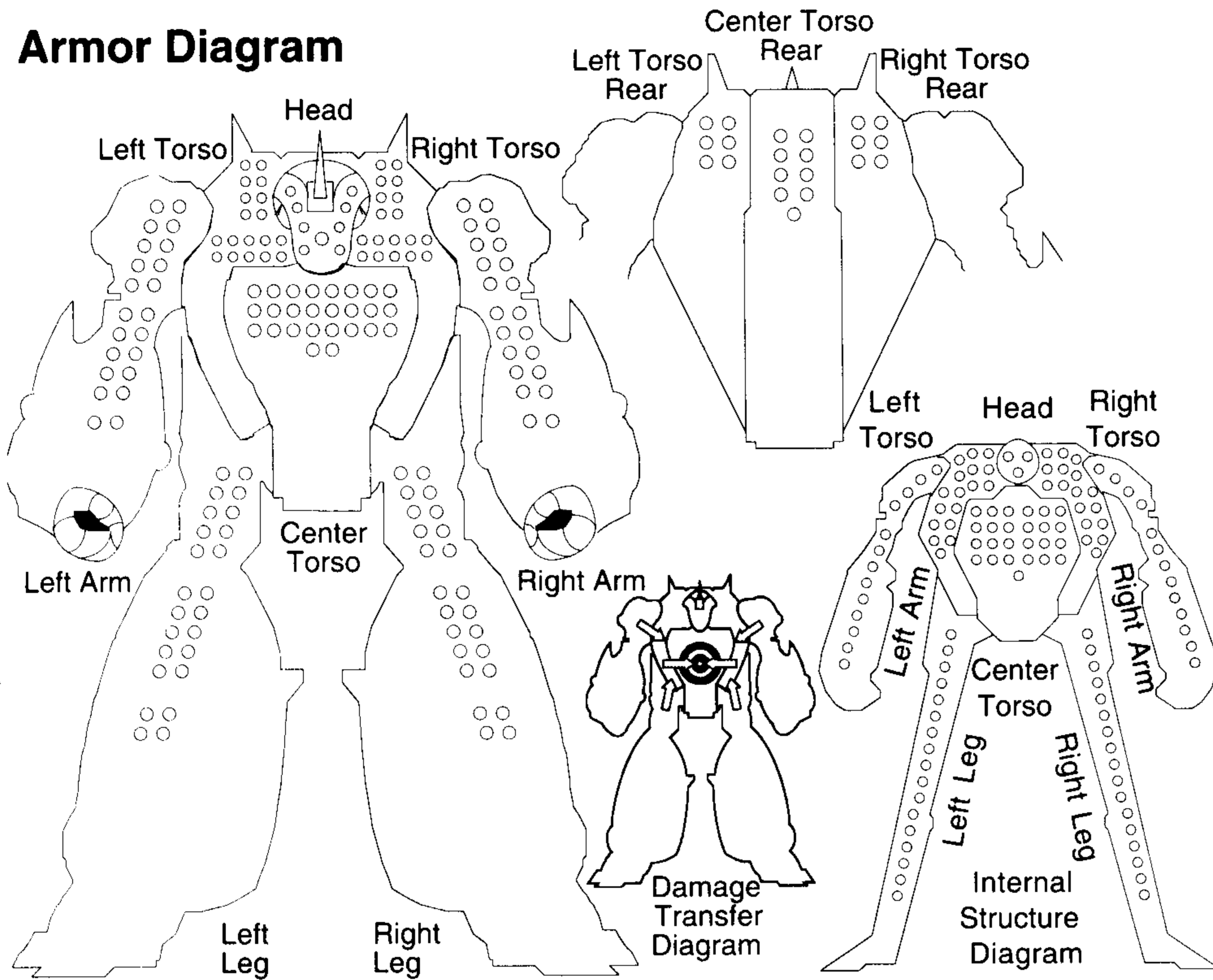
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **ZEUS-6T Zeus**  
 Tonnage: **80**  
 Movement Points  
 Walking: **4**  
 Running: **6**  
 Jumping: **0**

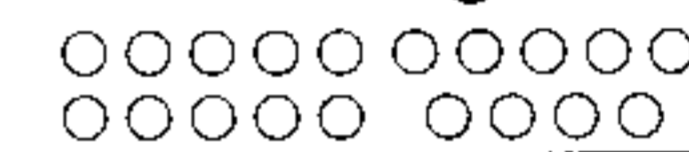
Technology Base:  
 Inner Sphere  
 2439

### Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	PPC	LA	10	10	3	6	12	18
1	Large Laser	LT	8	8	0	5	10	15
1	LRM 15	RA	5	1	6	7	14	21
1	Medium Laser	CT	3	5	0	3	6	9
1	Medium Laser	LT (R)	3	5	0	3	6	9

Ammo Type	Rounds
LRM 15	8

### 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
- 1-3 PPC
- PPC
- PPC

- Roll Again
- Roll Again

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

### Left Torso

- 1-3 Large Laser
- Large Laser
- Medium Laser (R)
- 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
- Roll Again
- Sensors
- Life Support

#### Center Torso

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

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

Cost 7,752,001

### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 LRM 15
- LRM 15
- LRM 15

- Roll Again
- Roll Again

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

### Right Torso

- 1-3 Heat Sink
- Heat Sink
- Ammo (LRM 15) 8
- Roll Again
- Roll Again
- Roll Again

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

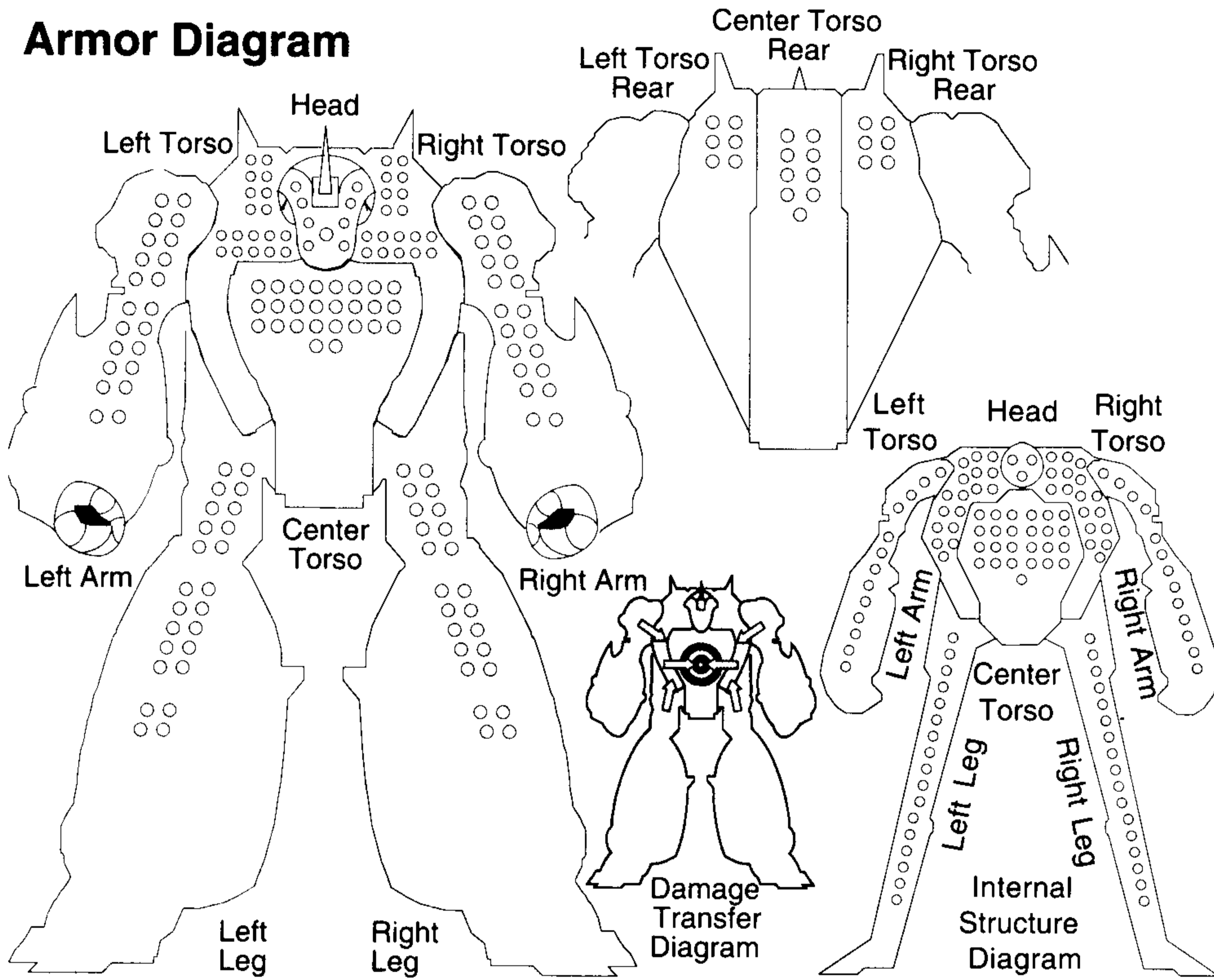
### Right Leg

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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

### Armor Diagram



### Mech Data

Type: **ZEU-6S Zeus**

Tonnage: **80**

Movement Points

Walking: **4**

Running: **6**

Jumping: **0**

Technology Base:

Inner Sphere

2439

### Weapons Inventory

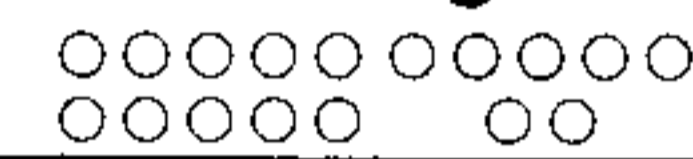
#	Type	Loc -	Ht	D	Mn	S	M	L
1	Large Laser	LT	8	8	0	5	10	15
1	LRM 15	RA	5	1	6	7	14	21
1	Medium Laser	LT (R)	3	5	0	3	6	9
1	Medium Laser	CT	3	5	0	3	6	9
1	Autocannon 5	LA	1	5	3	6	12	18

Ammo Type      Rounds

LRM 15                      8

Autocannon 5              20

### 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
- 1-3 Autocannon 5
- Autocannon 5
- Autocannon 5

1-3

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

4-6

### Left Torso

- Large Laser
- Large Laser
- 1-3 Medium Laser (R)
- 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

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

1-3

4-6

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

Cost 7,617,901

### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 LRM 15
- LRM 15
- LRM 15

1-3

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

4-6

### Right Torso

- 1-3 Ammo (LRM 15) 8
- 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