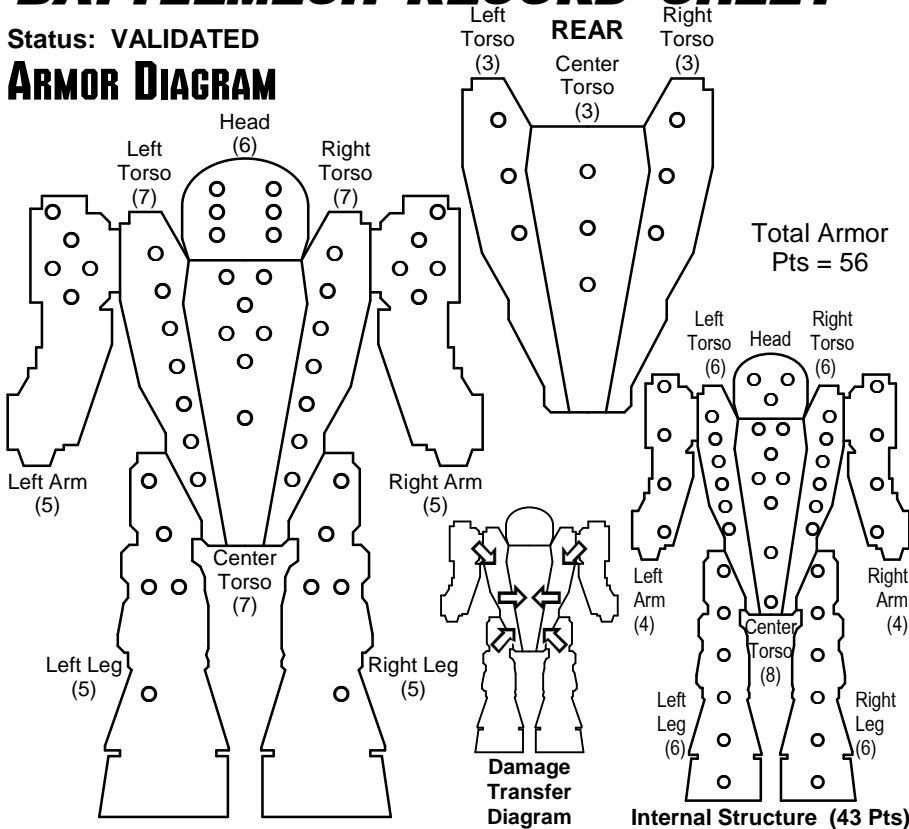


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Dart DRT-4S**
 Mass: **25 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **9** Inner Sphere
 Running: **14** Biped 'Mech
 Jumping: **0** Level 1 / 3025

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	CT	3	5	-	3	6	9
1	Medium Laser	HD	3	5	-	3	6	9

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

Auto Eject: Operational Disabled
Weapon Heat: (9)

WARRIOR DATA

Name: _____
 Gunnery Skill: **4** Piloting Skill: **5**

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

HEAT SCALE

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

WKGAMES

CRITICAL HIT TABLE

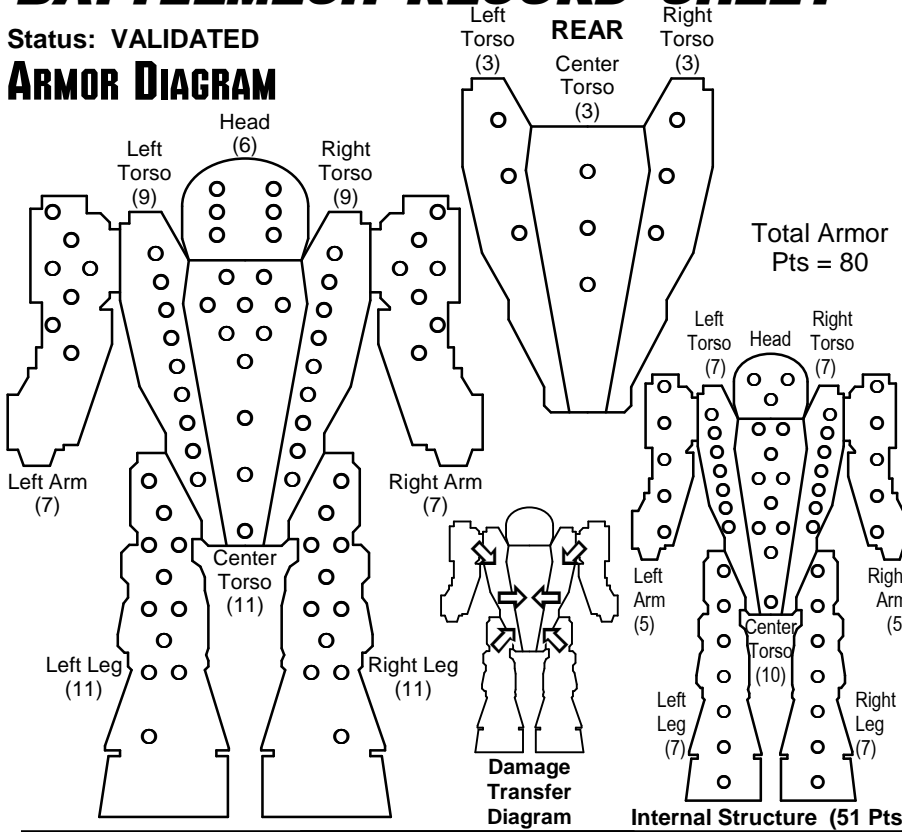
<h4>Left Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Roll Again Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <h4>Left Torso</h4> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <h4>Left Leg</h4> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Roll Again Roll Again 	<h4>Head</h4> <ol style="list-style-type: none"> Life Support Sensors Cockpit Medium Laser Sensors Life Support <p>1-3</p> <h4>Center Torso</h4> <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro Fusion Engine Fusion Engine Fusion Engine Medium Laser Medium Laser <p>4-6</p> <div style="border: 1px solid black; padding: 5px; width: fit-content;"> <p>Engine Hits ○○○○</p> <p>Gyro Hits ○○</p> <p>Sensor Hits ○○</p> <p>Life Support ○</p> </div> <p>Battle Value: 656 Weapon Value: 260 / 260 Cost, C-Bills: 2.273.750</p>	<h4>Right Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Roll Again Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <h4>Right Torso</h4> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <h4>Right Leg</h4> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Single Heat Sink Roll Again
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BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Javelin JVN-10M**
 Mass: **30 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **6** Inner Sphere
 Running: **9** Biped 'Mech
 Jumping: **6** Level 1 / 3025

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	RT	4	2/hit	-	3	6	9
2	Medium Laser	LT	3	5	-	3	6	9

Ammo Type: SRM 6 **Rounds:** 15 **BV2:** 16

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

Auto Eject: Operational Disabled **Weapon Heat:** (10)

WARRIOR DATA

Name: _____

Gunnery Skill: 4 **Piloting Skill: 5**

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

HEAT SCALE

** Avoid Inferno explosion on..
 Shutdown

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

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

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

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

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

-2 Movement Points (** 4+)

+1 Modifier to Fire

-1 Movement Point

WKGAMES

CRITICAL HIT TABLE

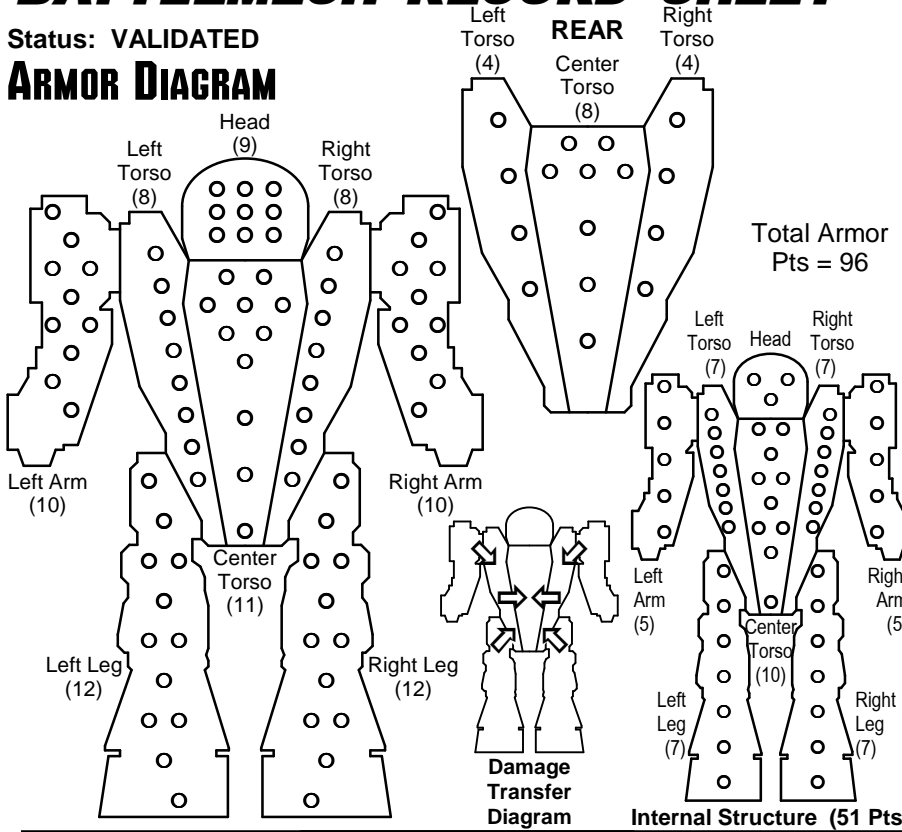
<h4>Left Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Roll Again Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again <p>4-6</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <h4>Left Torso</h4> <ol style="list-style-type: none"> Single Heat Sink Single Heat Sink Medium Laser Medium Laser Roll Again Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again <p>4-6</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <h4>Left Leg</h4> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Jump Jet Jump Jet 	<h4>Head</h4> <ol style="list-style-type: none"> Life Support Sensors Cockpit Roll Again Sensors Life Support <h4>Center Torso</h4> <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro Fusion Engine <p>4-6</p> <ol style="list-style-type: none"> Fusion Engine Jump Jet Jump Jet <div style="border: 1px solid black; padding: 5px; margin-top: 10px;"> <p>Engine Hits ○○○○</p> <p>Gyro Hits ○○</p> <p>Sensor Hits ○○</p> <p>Life Support ○</p> </div> <p>Battle Value: 715 Weapon Value: 303 / 303 Cost, C-Bills: 2.381.340</p>	<h4>Right Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Roll Again Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again <p>4-6</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <h4>Right Torso</h4> <ol style="list-style-type: none"> Single Heat Sink Single Heat Sink SRM 6 SRM 6 Ammo (SRM 6) 15 Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again <p>4-6</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <h4>Right Leg</h4> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Jump Jet Jump Jet
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BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **UrbanMech UM-R60M**

Mass: **30 tons**

Movement Points: Tech, Config. & Level:

Walking: **2**

Running: **3**

Jumping: **2**

Inner Sphere

Biped 'Mech

Level 1 / 3025

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RA	10	10	3	6	12	18
2	LRM 5	RA	2	1/hit	6	7	14	21
1	Small Laser	LA	1	3	-	1	2	3

Ammo Type: LRM 5 Rounds: 24 BV2: 6

Total Heat Sinks: **12 Single**

oooooooooooo oo

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

WARRIOR DATA

Name: _____

Gunnery Skill: **4**

Piloting Skill: **5**

Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

Consciousness #

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

HEAT SCALE

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



CRITICAL HIT TABLE

Left Arm

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

1-3

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

4-6

Left Torso

- Single Heat Sink
- Single Heat Sink
- 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
- Single Heat Sink
- Single Heat Sink

Head

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

Center Torso

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

1-3

4-6

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Battle Value: **622**
 Weapon Value: **245 / 245**
 Cost, C-Bills: **1.583.725**

Right Arm

- Shoulder
- Upper Arm Actuator
- PPC
- PPC
- PPC
- LRM 5

1-3

- LRM 5
- Single Heat Sink
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- Single Heat Sink
- Single Heat Sink
- Ammo (LRM 5) 24
- Roll Again
- Roll Again
- Roll Again

1-3

4-6

Right Leg

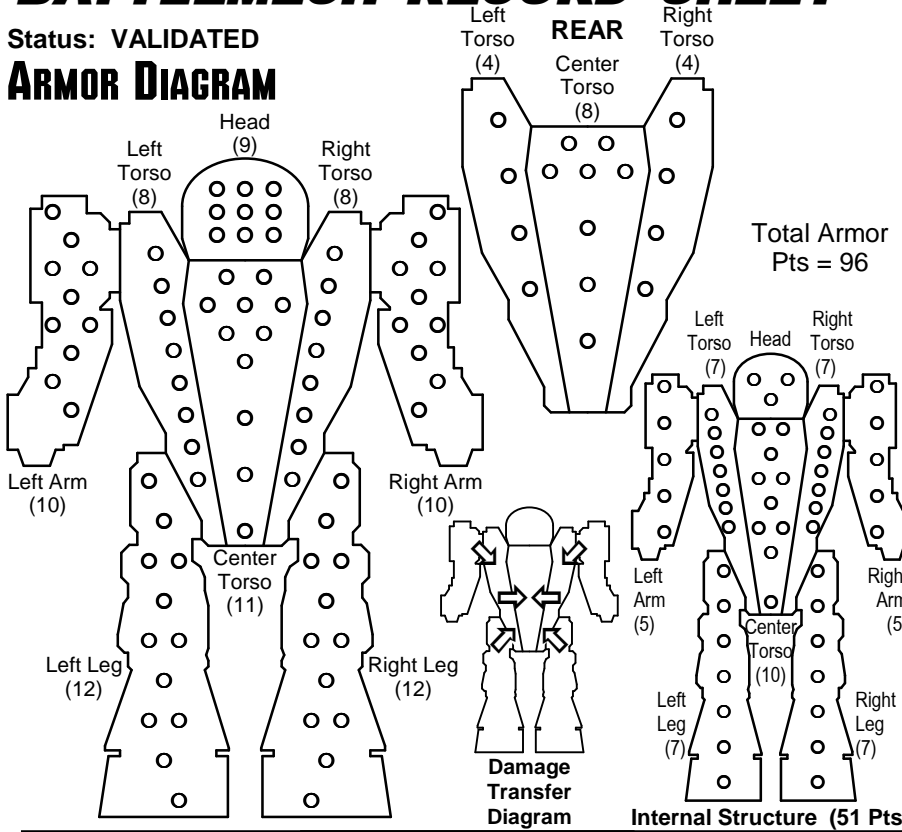
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Single Heat Sink

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **UrbanMech UM-R60M2**

Mass: **30 tons**

Movement Points: Tech, Config. & Level:

Walking: **2** Inner Sphere

Running: **3** Biped 'Mech

Jumping: **0** Level 1 / 3025

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RA	10	10	3	6	12	18
2	LRM 5	RA	2	1/hit	6	7	14	21
1	Small Laser	LA	1	3	-	1	2	3

Ammo Type: LRM 5 Rounds: 24 BV2: 5

Total Heat Sinks: **13 Single**

oooooooooooo ooo

Auto Eject: Operational Disabled Weapon Heat: (15)

WARRIOR DATA

Name: _____

Gunnery Skill: **4** Piloting Skill: **5**

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

HEAT SCALE

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



CRITICAL HIT TABLE

Left Arm

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

Left Torso

- Single Heat Sink
- Single Heat Sink
- 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
- Single Heat Sink
- Single Heat Sink

Head

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

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Fusion Engine
- Fusion Engine
- Single Heat Sink
- Single Heat Sink

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Battle Value: **588**
 Weapon Value: **277 / 277**
 Cost, C-Bills: **1.555.125**

Right Arm

- Shoulder
- Upper Arm Actuator
- PPC
- PPC
- PPC
- LRM 5
- LRM 5
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

- Single Heat Sink
- Single Heat Sink
- Ammo (LRM 5) 24
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

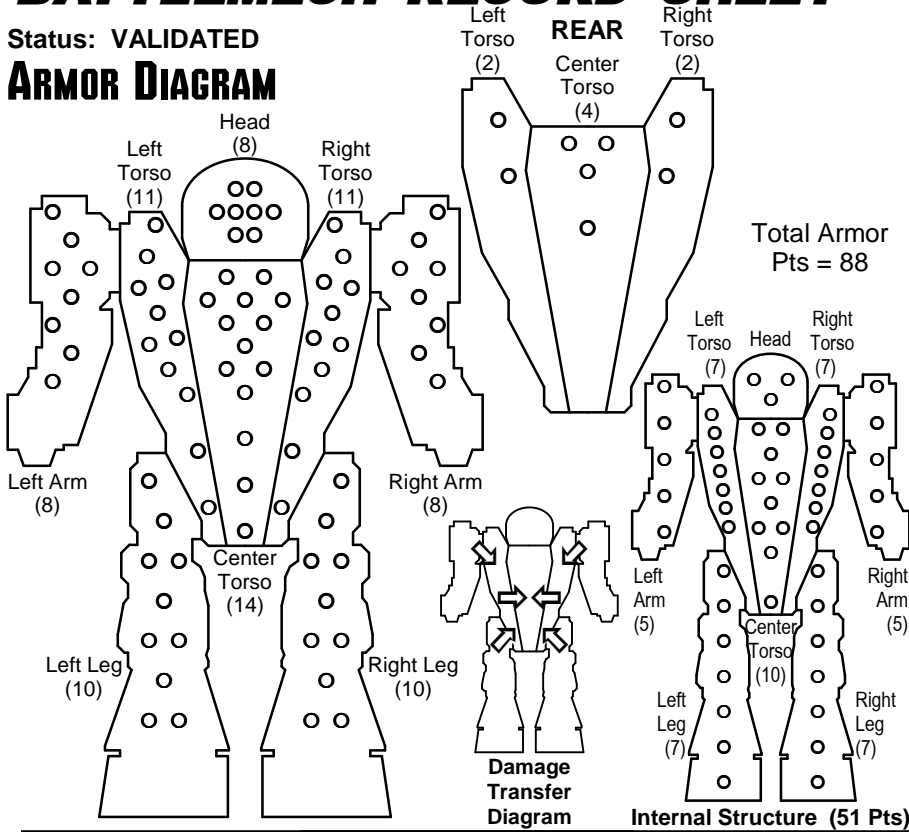
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Single Heat Sink

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 88

Internal Structure (51 Pts)

CRITICAL HIT TABLE

- 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**
- Single Heat Sink
 - Single Heat Sink
 - LRM 15
 - LRM 15
 - LRM 15
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- Left Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Jump Jet
 - Jump Jet

- Head**
- Life Support
 - Sensors
 - Cockpit
 - Roll Again
 - Sensors
 - Life Support
- Center Torso**
- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
 - Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Ammo (LRM 15) 8
 - Roll Again

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

Battle Value: **759**
 Weapon Value: **311 / 311**
 Cost, C-Bills: **2.223.520**

- 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**
- Single Heat Sink
 - Single 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
 - Jump Jet

'MECH DATA

Type: **Valkyrie VLK-QC**
 Mass: **30 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **5** Inner Sphere
 Running: **8** Biped 'Mech
 Jumping: **4** Level 1 / 3025

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5	-	3	6	9
1	LRM 15	LT	5	1/hit	6	7	14	21

Ammo Type: LRM 15
Rounds: 8
BV2: 32

Total Heat Sinks: 10 Single

○○○○○○○○○○

Auto Eject: Operational Disabled
Weapon Heat: (8)

WARRIOR DATA

Name: _____
 Gunnery Skill: **4** Piloting Skill: **5**

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

HEAT SCALE

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

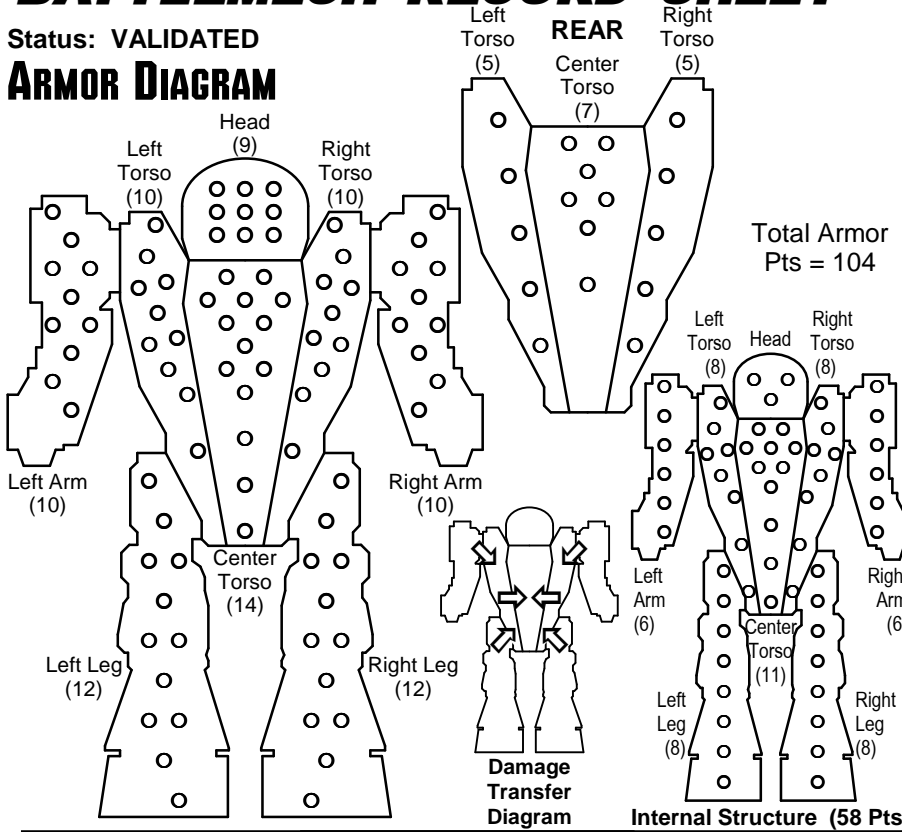


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



CRITICAL HIT TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - 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**
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- Left Torso**
- Single Heat Sink
 - Single Heat Sink
 - Single Heat Sink
 - Ammo (SRM 6) 15
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 1-3**
- 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
 - Jump Jet
 - Jump Jet

- Head**
- Life Support
 - Sensors
 - Cockpit
 - Roll Again
 - Sensors
 - Life Support
- Center Torso**
- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
 - Gyro
 - Fusion Engine
 - Fusion Engine
 - SRM 6
 - SRM 6
- 1-3**
- Gyro
 - Fusion Engine
 - Fusion Engine
- 4-6**
- SRM 6
 - SRM 6

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

Battle Value: **726**
 Weapon Value: **407 / 407**
 Cost, C-Bills: **2.380.410**

- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Single Heat Sink
 - Single Heat Sink
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 1-3**
- Roll Again
 - Roll Again
 - Roll Again
- 4-6**
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- Right Torso**
- Single Heat Sink
 - Single Heat Sink
 - Single Heat Sink
 - Single Heat Sink
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 1-3**
- 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
 - Jump Jet
 - Jump Jet

'MECH DATA

Type: **Panther PNT-8X**
 Mass: **35 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **4** Inner Sphere
 Running: **6** Biped 'Mech
 Jumping: **4** Level 1 / 3025

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8	-	5	10	15
1	SRM 6	CT	4	2/hit	-	3	6	9

Ammo Type: SRM 6
Rounds: 15
BV2: 11

Total Heat Sinks: 14 Single
 ○○○○○○○○○○ ○○○○

Auto Eject: Operational Disabled
Weapon Heat: (12)

WARRIOR DATA

Name: _____
 Gunnery Skill: **4** Piloting Skill: **5**

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

HEAT SCALE

** Avoid Inferno explosion on.. Shutdown

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

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

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

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

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

-2 Movement Points (** 4+)

+1 Modifier to Fire

-1 Movement Point

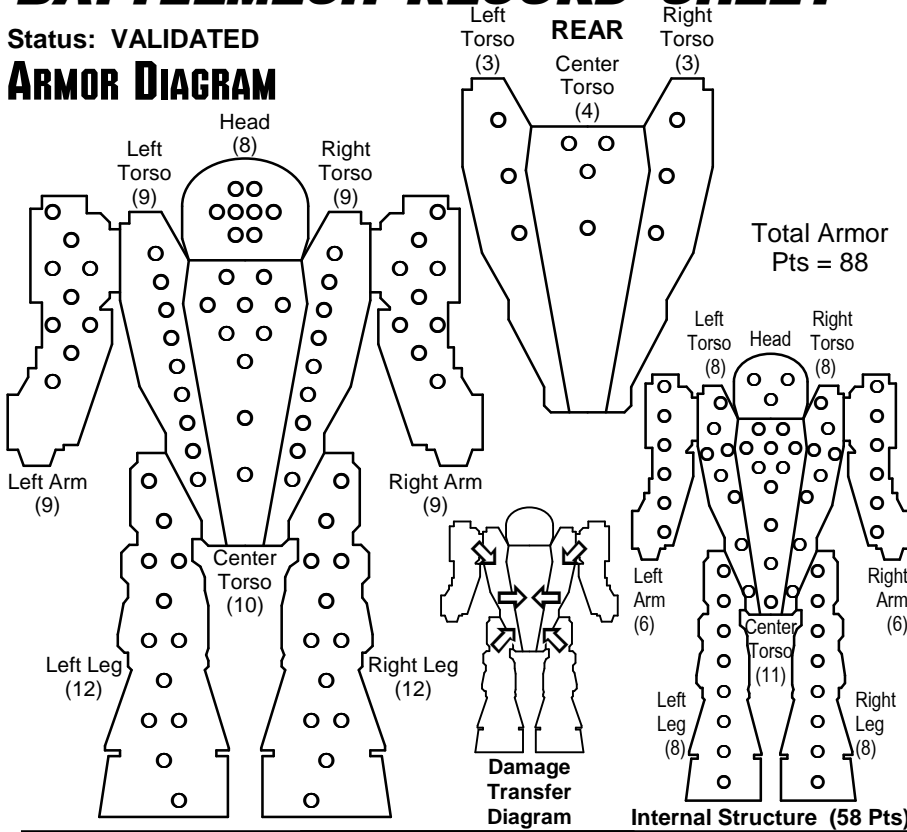


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Raven RVN-1L**
 Mass: **35 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **6** Inner Sphere
 Running: **9** Biped 'Mech
 Jumping: **0** Level 1 / 3025

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	RA	3	5	-	3	6	9
1	SRM 6	RT	4	2/hit	-	3	6	9
1	LRM 5	LT	2	1/hit	6	7	14	21

Ammo Type:	Rounds:	BV2:
SRM 6	15	10
LRM 5	24	9

Total Heat Sinks: 12 Single
 ○○○○○○○○○○○○ ○○
Auto Eject: Operational Disabled
Weapon Heat: (12)

WARRIOR DATA

Name: _____
 Gunnery Skill: **4** Piloting Skill: **5**

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

CRITICAL HIT TABLE

<p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Roll Again Roll Again Roll Again Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <p>Left Torso</p> <ol style="list-style-type: none"> LRM 5 Ammo (LRM 5) 24 Ammo (SRM 6) 15 Roll Again Roll Again Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Single Heat Sink Roll Again 	<p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Single Heat Sink Sensors Life Support <p>Center Torso</p> <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro Fusion Engine Fusion Engine Fusion Engine Single Heat Sink Roll Again <p>4-6</p>	<p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Medium Laser Medium Laser Roll Again Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <p>Right Torso</p> <ol style="list-style-type: none"> SRM 6 SRM 6 Roll Again Roll Again Roll Again Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Single Heat Sink Roll Again
--	---	--

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

Battle Value: **749**
 Weapon Value: **475 / 475**
 Cost, C-Bills: **2.877.525**

HEAT SCALE

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

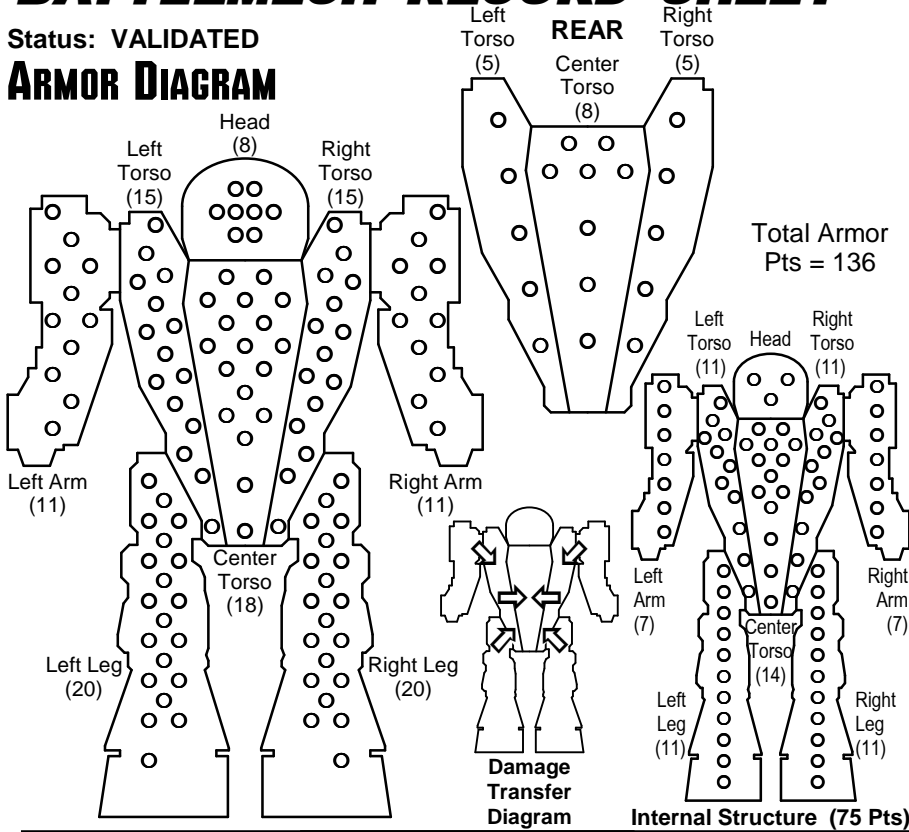


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Hatchetman HCT-3S**

Mass: **45 tons**

Movement Points: Tech, Config. & Level:

Walking: **4**

Running: **6**

Jumping: **4**

Inner Sphere

Biped 'Mech

Level 1 / 3025

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	Large Laser	RT	8	8	-	5	10	15
1	LRM 10	LT	4	1/hit	6	7	14	21
1	Hatchet	RA	0	9				

Ammo Type: LRM 10 Rounds: 24 BV2: 36

Total Heat Sinks: **11 Single**

○○○○○○○○○○○ ○

Auto Eject: Operational Disabled Weapon Heat: **(18)**

WARRIOR DATA

Name: _____

Gunnery Skill: **4** Piloting Skill: **5**

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

CRITICAL HIT TABLE

Left Arm

- 1, Shoulder
- 2, Upper Arm Actuator
- 3, Lower Arm Actuator
- 1-3, Hand Actuator
- 4, Medium Laser
- 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 Torso

- 1, Single Heat Sink
- 2, Single Heat Sink
- 3, LRM 10
- 1-3, LRM 10
- 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

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

Head

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

Center Torso

- 1, Fusion Engine
- 2, Fusion Engine
- 3, Fusion Engine
- 1-3, Gyro
- 4, Gyro
- 5, Gyro
- 6, Gyro
- 1, Gyro
- 2, Fusion Engine
- 3, Fusion Engine
- 4-6, Fusion Engine
- 4, Fusion Engine
- 5, Ammo (LRM 10) 12
- 6, Ammo (LRM 10) 12

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

Battle Value: **1.031**
 Weapon Value: **569 / 569**
 Cost, C-Bills: **3.227.990**

Right Arm

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

Right Torso

- 1, Single Heat Sink
- 2, Single Heat Sink
- 3, Large Laser
- 1-3, Large Laser
- 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

Right Leg

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

HEAT SCALE

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

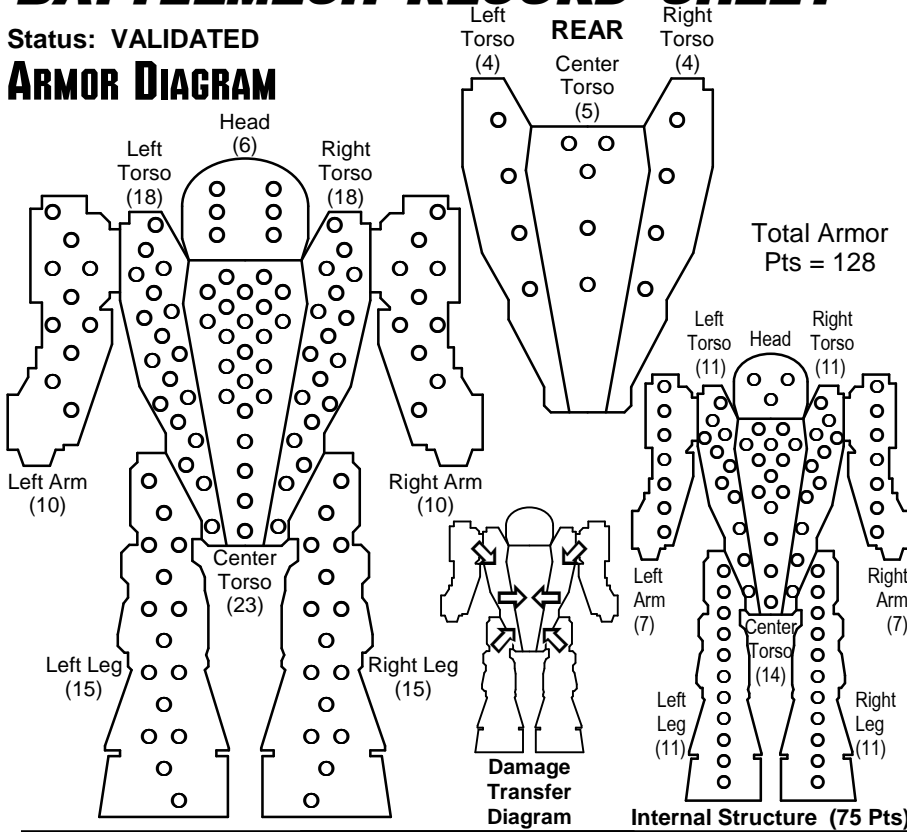


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

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

Mass: **45 tons**

Movement Points: Tech, Config. & Level:

Walking: **5**

Running: **8**

Jumping: **5**

Inner Sphere

Biped 'Mech

Level 1 / 3025

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8	-	5	10	15
1	Medium Laser	RA	3	5	-	3	6	9
1	Large Laser	LA	8	8	-	5	10	15
1	Medium Laser	LA	3	5	-	3	6	9

Total Heat Sinks: **12 Single**

oooooooooooo oo

Auto Eject:

Operational Disabled

Weapon Heat:

(22)

WARRIOR DATA

Name: _____

Gunnery Skill: **4**

Piloting Skill: **5**

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

CRITICAL HIT TABLE

Left Arm

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

Left Torso

- Jump Jet
- Jump Jet
- Single 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

Head

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

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Fusion Engine
- Fusion Engine
- Jump Jet
- Single Heat Sink

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Battle Value: **1.185**

Weapon Value: **519 / 519**

Cost, C-Bills: **3.863.090**

Right Arm

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

Right Torso

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

HEAT SCALE

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

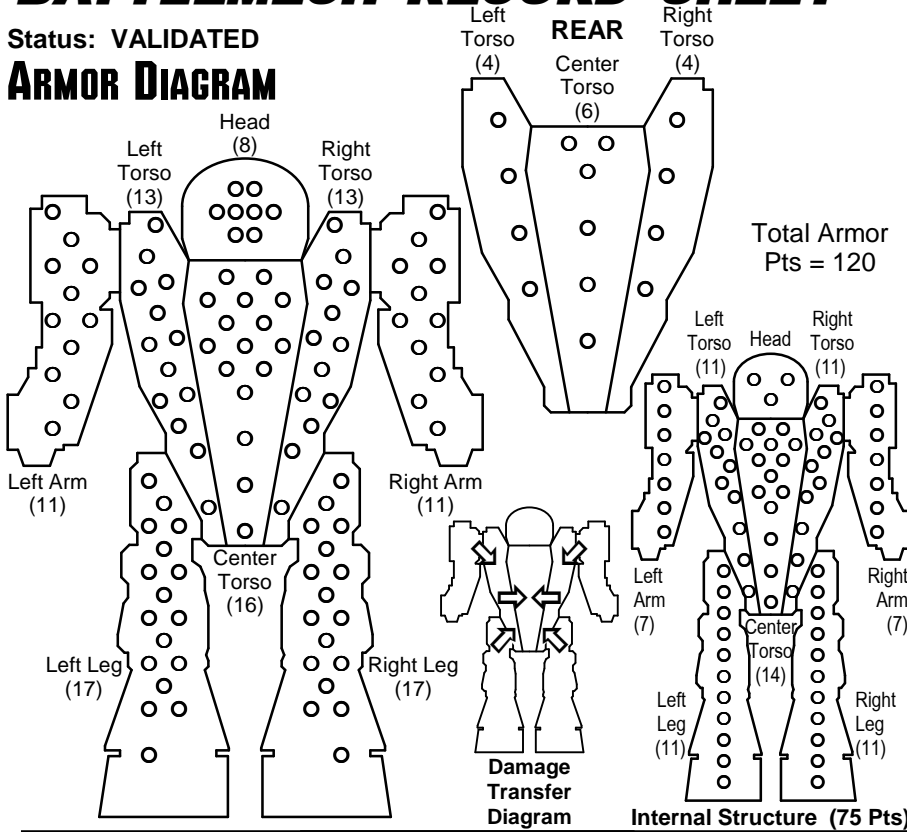


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Vindicator VND-1L**

Mass: **45 tons**

Movement Points: Tech, Config. & Level:

Walking: **4**

Running: **6**

Jumping: **4**

Inner Sphere

Biped 'Mech

Level 1 / 3025

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8	-	5	10	15
1	LRM 20	LT	6	1/hit	6	7	14	21

Ammo Type:	Rounds:	BV2:
LRM 20	12	75

Total Heat Sinks: **12 Single**

oooooooooooo oo

Auto Eject: Operational Disabled **Weapon Heat: (14)**

WARRIOR DATA

Name: _____

Gunnery Skill: **4** Piloting Skill: **5**

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

HEAT SCALE

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



CRITICAL HIT TABLE

Left Arm

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

Left Torso

- Single Heat Sink
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

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

Head

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

Center Torso

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

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Battle Value: **1.027**
 Weapon Value: **567 / 567**
 Cost, C-Bills: **3.290.920**

Right Arm

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

Right Torso

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

Right Leg

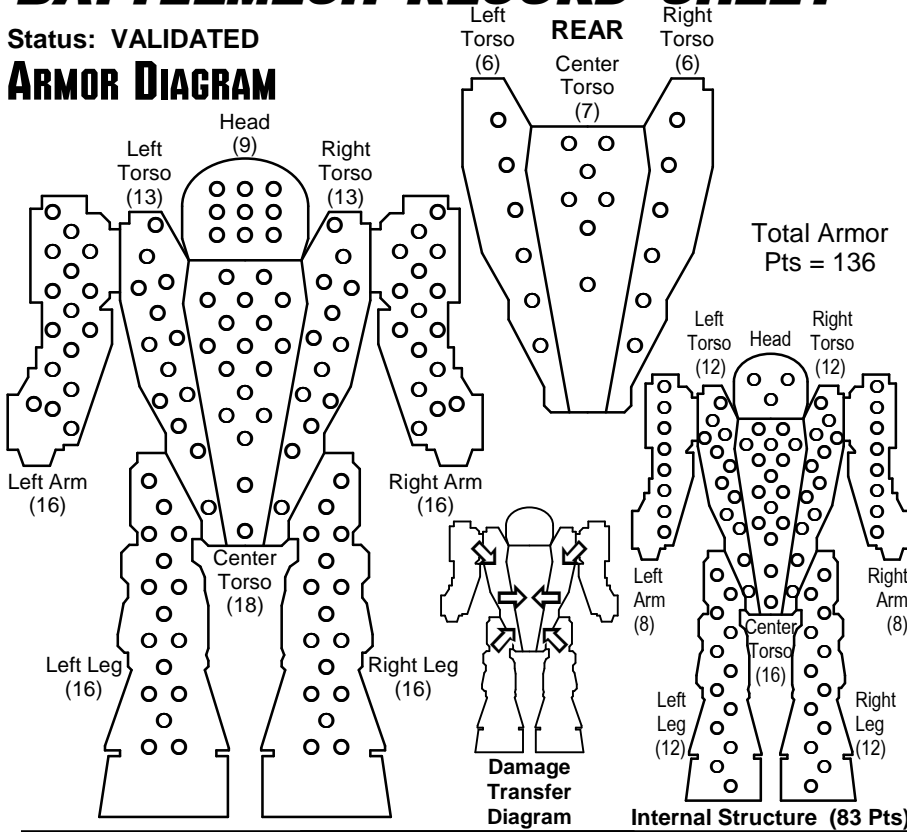
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor
Pts = 136

Internal Structure (83 Pts)

CRITICAL HIT TABLE

- 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**
- Medium Laser
 - 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

- Head**
- Life Support
 - Sensors
 - Cockpit
 - Roll Again
 - Sensors
 - Life Support
- Center Torso**
- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
 - Gyro
 - Fusion Engine
 - Fusion Engine
 - Medium Laser
 - Medium Laser (R)

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

Battle Value: **1.033**
 Weapon Value: **799 / 799**
 Cost, C-Bills: **4.014.500**

- 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**
- Single Heat Sink
 - Ammo (AC/10) 10
 - Ammo (AC/10) 10
 - 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

'MECH DATA

Type: **Centurion CN9-AX**

Mass: **50 tons**

Movement Points: Tech, Config. & Level:

Walking: **5**

Running: **8**

Jumping: **0**

Inner Sphere

Biped 'Mech

Level 1 / 3025

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/10	RA	3	10	-	5	10	15
1	Medium Laser	LT	3	5	-	3	6	9
1	Medium Laser	CT	3	5	-	3	6	9
1	Medium Laser	CT(R)	3	5	-	3	6	9

Ammo Type: Autocannon/10 Rounds: 20 BV2: 41

Total Heat Sinks: **11 Single**

○○○○○○○○○○○ ○

Auto Eject: Operational Disabled Weapon Heat: **(12)**

WARRIOR DATA

Name: _____

Gunnery Skill: **4** Piloting Skill: **5**

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

HEAT SCALE

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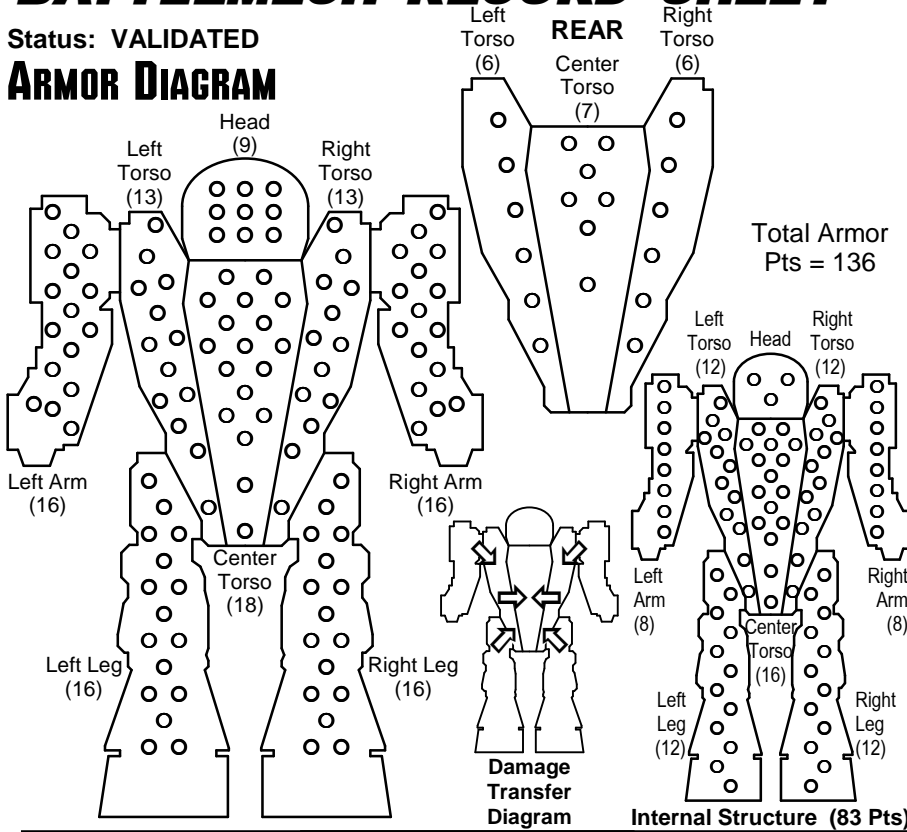


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Centurion CN9-DB**

Mass: **50 tons**

Movement Points: Tech, Config. & Level:

Walking: **4**

Inner Sphere

Running: **6**

Biped 'Mech

Jumping: **0**

Level 1 / 3025

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/10	RA	3	10	-	5	10	15
1	SRM 4	LT	3	2/hit	-	3	6	9
1	SRM 6	LT	4	2/hit	-	3	6	9
1	Medium Laser	CT	3	5	-	3	6	9
1	Medium Laser	CT(R)	3	5	-	3	6	9

Ammo Type: Rounds: BV2:

Autocannon/10	20	34
SRM 4	25	6
SRM 6	15	8

Total Heat Sinks: 10 Single

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Auto Eject:

Weapon Heat:

Operational Disabled

(16)

WARRIOR DATA

Name: _____

Gunnery Skill: **4**

Piloting Skill: **5**

Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

Consciousness #

CRITICAL HIT TABLE

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

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

Head

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

Center Torso

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

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○

Battle Value: **943**

Weapon Value: **697 / 697**

Cost, C-Bills: **3.542.500**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Autocannon/10
- Autocannon/10
- Autocannon/10
- Autocannon/10
- Autocannon/10
- Autocannon/10
- Autocannon/10
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

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

HEAT SCALE

** Avoid Inferno explosion on.. Shutdown

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

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

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

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

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

-2 Movement Points (** 4+)

+1 Modifier to Fire

-1 Movement Point

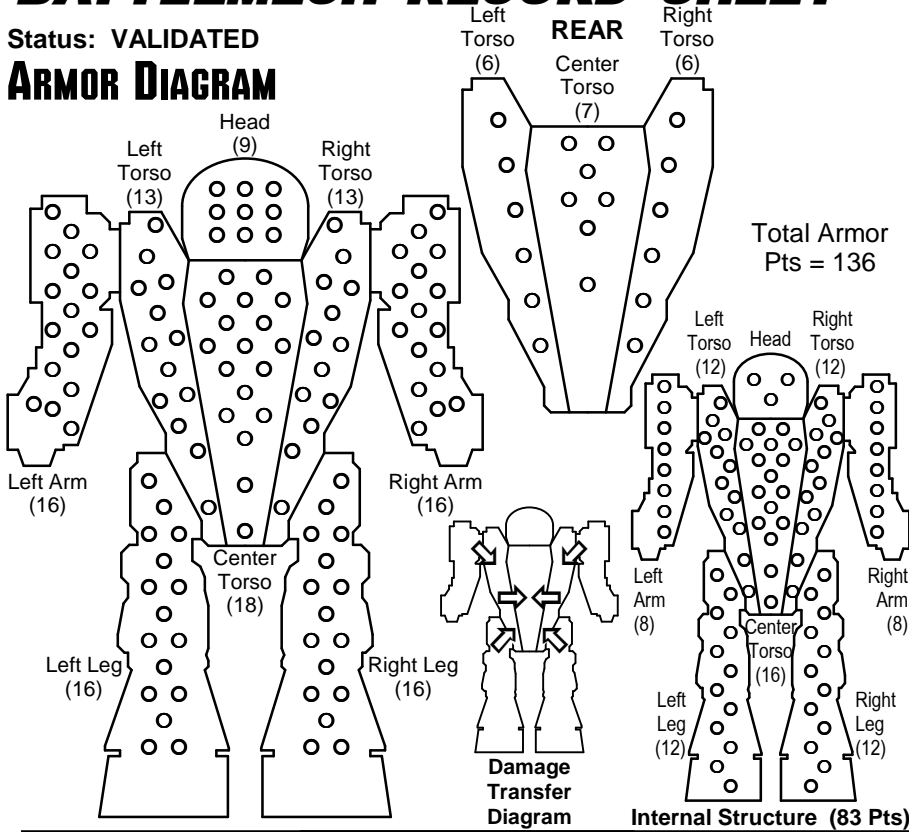


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Centurion CN9-LL**

Mass: **50 tons**

Movement Points: Tech, Config. & Level:

Walking: **5**

Running: **8**

Jumping: **0**

Inner Sphere

Biped 'Mech

Level 1 / 3025

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/20	RA	7	20	-	3	6	9
1	Medium Laser	CT	3	5	-	3	6	9
1	Medium Laser	CT(R)	3	5	-	3	6	9

Ammo Type: Autocannon/20 Rounds: 10 BV2: 60

Total Heat Sinks: **10 Single**

oooooooooooo

Auto Eject: Operational Disabled Weapon Heat: **(13)**

WARRIOR DATA

Name: _____

Gunnery Skill: **4**

Piloting Skill: **5**

Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

Consciousness #	3	5	7	10	11	Dead
-----------------	---	---	---	----	----	------

HEAT SCALE

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



CRITICAL HIT TABLE

Left Arm

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

Left Torso

- Roll Again
- 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

Head

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

Center Torso

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

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

Battle Value: **1.065**
 Weapon Value: **631 / 631**
 Cost, C-Bills: **4.109.750**

Right Arm

- Shoulder
- Upper Arm Actuator
- Autocannon/20
- 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
- Roll Again

Right Leg

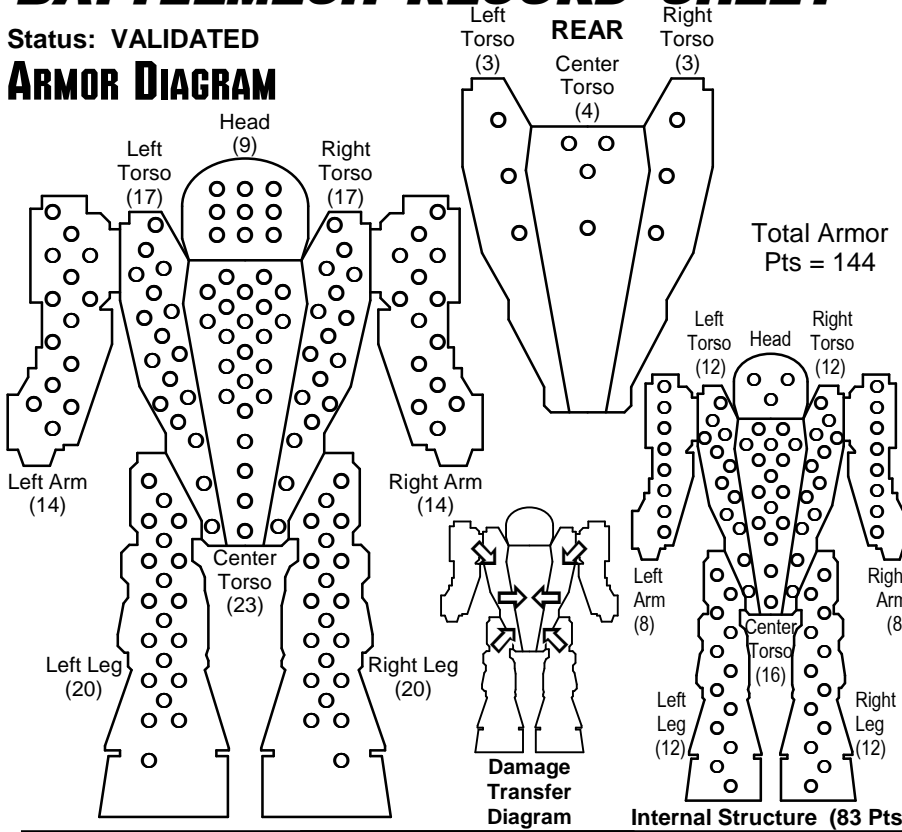
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Enforcer ENF-4A**

Mass: **50 tons**

Movement Points: Tech, Config. & Level:

Walking: **4**

Running: **6**

Jumping: **4**

Inner Sphere

Biped 'Mech

Level 1 / 3025

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20	RA	6	1/hit	6	7	14	21
1	Large Laser	LA	8	8	-	5	10	15
1	Small Laser	LT	1	3	-	1	2	3

Ammo Type: LRM 20 Rounds: 12 BV2: 75

Total Heat Sinks: **13 Single**

oooooooooooo ooo

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

WARRIOR DATA

Name: _____

Gunnery Skill: **4** Piloting Skill: **5**

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

HEAT SCALE

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



CRITICAL HIT TABLE

Left Arm

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

Left Torso

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

Head

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

Center Torso

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

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Battle Value: **1.136**
 Weapon Value: **697 / 697**
 Cost, C-Bills: **3.695.876**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 LRM 20
- 1-3 LRM 20
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

- Single Heat Sink
- Single Heat Sink
- 3 Ammo (LRM 20) 6
- 1-3 Ammo (LRM 20) 6
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

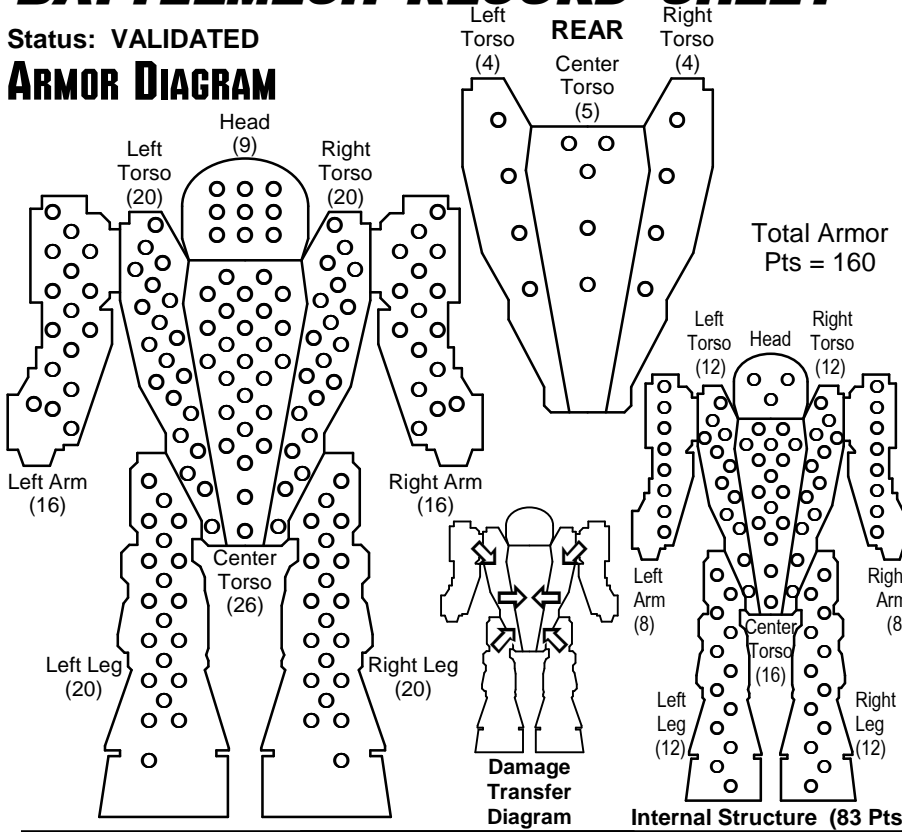
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Hunchback HBK-4F**

Mass: **50 tons**

Movement Points: Tech, Config. & Level:

Walking: **4**

Running: **6**

Jumping: **0**

Inner Sphere

Biped 'Mech

Level 1 / 3025

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	PPC	RT	10	10	3	6	12	18
2	Medium Laser	RT	3	5	-	3	6	9
1	Small Laser	HD	1	3	-	1	2	3

Total Heat Sinks: **20 Single**

○○○○○○○○○○ ○○○○○○○○○

Auto Eject:

Operational Disabled

Weapon Heat:

(23)

WARRIOR DATA

Name: _____

Gunnery Skill: **4**

Piloting Skill: **5**

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

CRITICAL HIT TABLE

Left Arm

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

Left Torso

- Single Heat Sink
- Single 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
- Single Heat Sink
- Single Heat Sink

Head

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

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Fusion Engine
- Fusion Engine
- Single Heat Sink
- Roll Again

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

Battle Value: **1.129**
 Weapon Value: **1.149 / 1.149**
 Cost, C-Bills: **3.428.876**

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

- PPC
- PPC
- PPC
- Medium Laser
- Medium Laser
- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- Roll Again
- Roll Again

Right Leg

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

HEAT SCALE

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

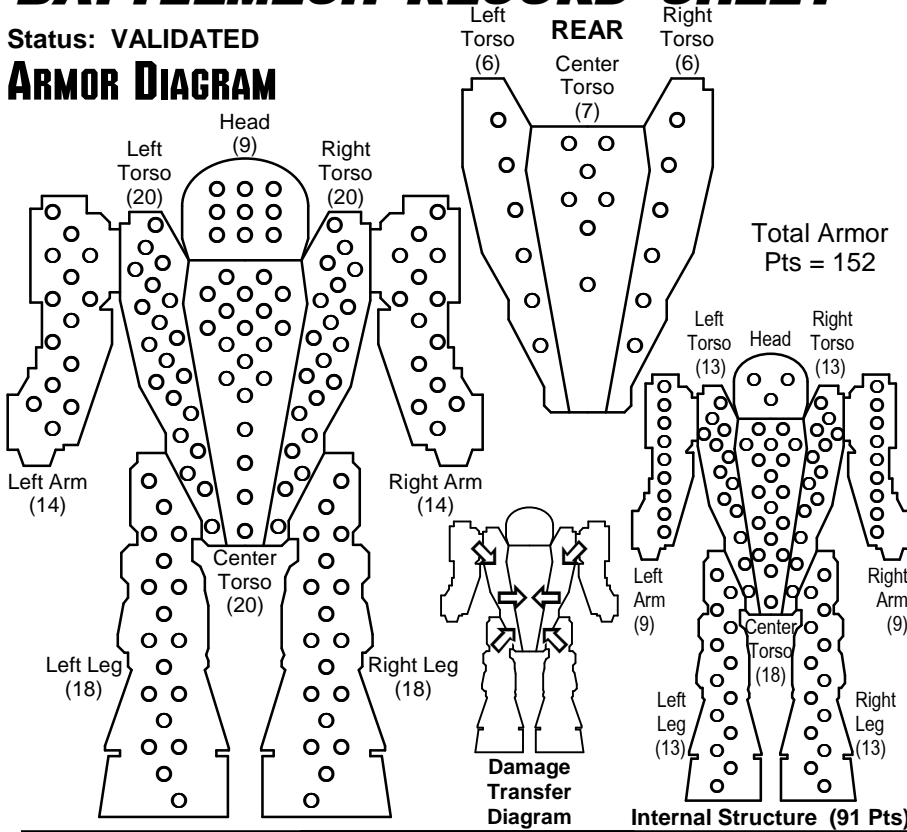


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Griffin GRF-2M**

Mass: **55 tons**

Movement Points: Tech, Config. & Level:

Walking: **5**

Running: **8**

Jumping: **5**

Inner Sphere

Biped 'Mech

Level 1 / 3025

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8	-	5	10	15
1	LRM 15	RT	5	1/hit	6	7	14	21

Ammo Type: LRM 15 Rounds: 16 BV2: 69

Total Heat Sinks: **12 Single**

oooooooooooo oo

Auto Eject: Operational Disabled Weapon Heat: **(13)**

WARRIOR DATA

Name: _____

Gunnery Skill: **4** Piloting Skill: **5**

Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

Consciousness #	3	5	7	10	11	Dead
-----------------	---	---	---	----	----	------

HEAT SCALE

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



CRITICAL HIT TABLE

Left Arm

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

Left Torso

- Jump Jet
- Jump Jet
- 1-3 Roll Again
- 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

Head

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

Center Torso

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

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Battle Value: **1.281**
 Weapon Value: **632 / 632**
 Cost, C-Bills: **4.918.356**

Right Arm

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

Right Torso

- Jump Jet
- Jump Jet
- 1-3 LRM 15
- LRM 15
- LRM 15
- 6, Ammo (LRM 15) 8
- Ammo (LRM 15) 8
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

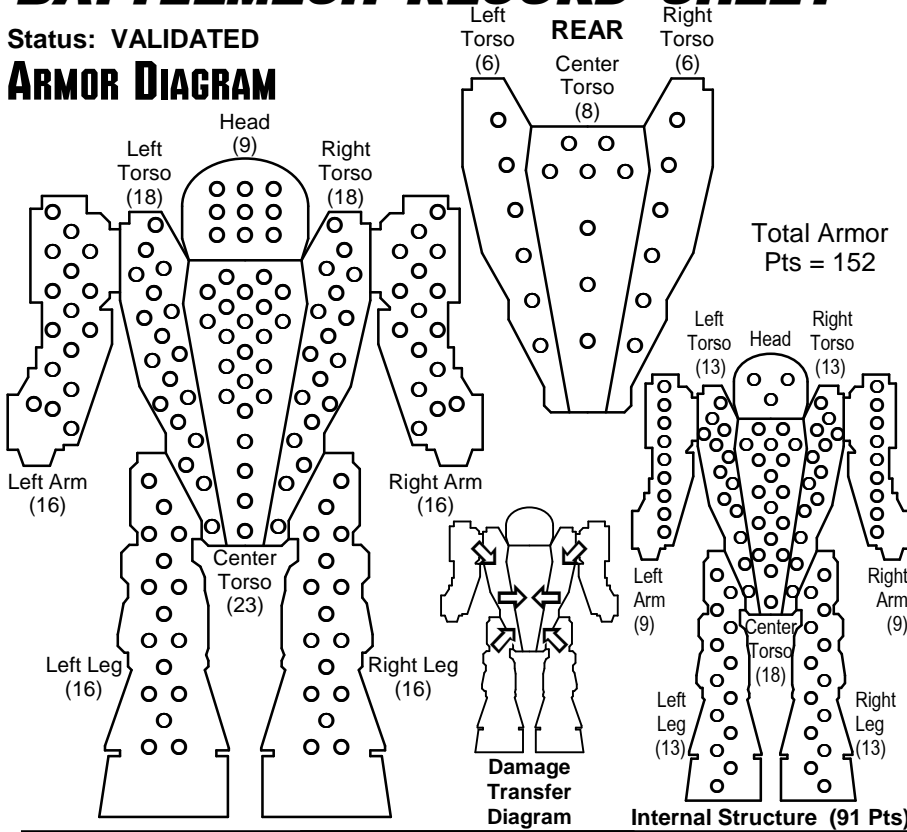
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Shadow Hawk SHD-2HM**
 Mass: **55 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **5** Inner Sphere
 Running: **8** Biped 'Mech
 Jumping: **3** Level 1 / 3025

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	RT	5	1/hit	6	7	14	21
1	Autocannon/5	LT	1	5	3	6	12	18

Ammo Type:	Rounds:	BV2:
LRM 15	8	30
Autocannon/5	20	16

Total Heat Sinks: 10 Single

oooooooooooo

Auto Eject: Operational Disabled **Weapon Heat: (6)**

WARRIOR DATA

Name: _____
 Gunnery Skill: **4** Piloting Skill: **5**

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

CRITICAL HIT TABLE

Left Arm	Head	Right Arm
1, Shoulder	1, Life Support	1, Shoulder
2, Upper Arm Actuator	2, Sensors	2, Upper Arm Actuator
3, Lower Arm Actuator	3, Cockpit	3, Lower Arm Actuator
4, Hand Actuator	4, Roll Again	4, Hand Actuator
5, Roll Again	5, Sensors	5, Roll Again
6, Roll Again	6, Life Support	6, Roll Again
1, Roll Again		1, Roll Again
2, Roll Again		2, Roll Again
3, Roll Again		3, Roll Again
4, Roll Again		4, Roll Again
5, Roll Again		5, Roll Again
6, Roll Again		6, Roll Again
Center Torso	Left Torso	Right Torso
1, Fusion Engine	1, Jump Jet	1, Jump Jet
2, Fusion Engine	2, Autocannon/5	2, LRM 15
3, Fusion Engine	3, Autocannon/5	3, LRM 15
4, Gyro	4, Autocannon/5	4, LRM 15
5, Gyro	5, Ammo (AC/5) 20	5, Ammo (LRM 15) 8
6, Gyro	6, Roll Again	6, Roll Again
1, Gyro		1, Roll Again
2, Fusion Engine		2, Roll Again
3, Fusion Engine		3, Roll Again
4, Fusion Engine		4, Roll Again
5, Jump Jet		5, Roll Again
6, Roll Again		6, Roll Again
Left Leg	Right Leg	
1, Hip	1, Hip	
2, Upper Leg Actuator	2, Upper Leg Actuator	
3, Lower Leg Actuator	3, Lower Leg Actuator	
4, Foot Actuator	4, Foot Actuator	
5, Roll Again	5, Roll Again	
6, Roll Again	6, Roll Again	

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

Battle Value: **1.136**
 Weapon Value: **592 / 592**
 Cost, C-Bills: **4.638.581**

HEAT SCALE

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

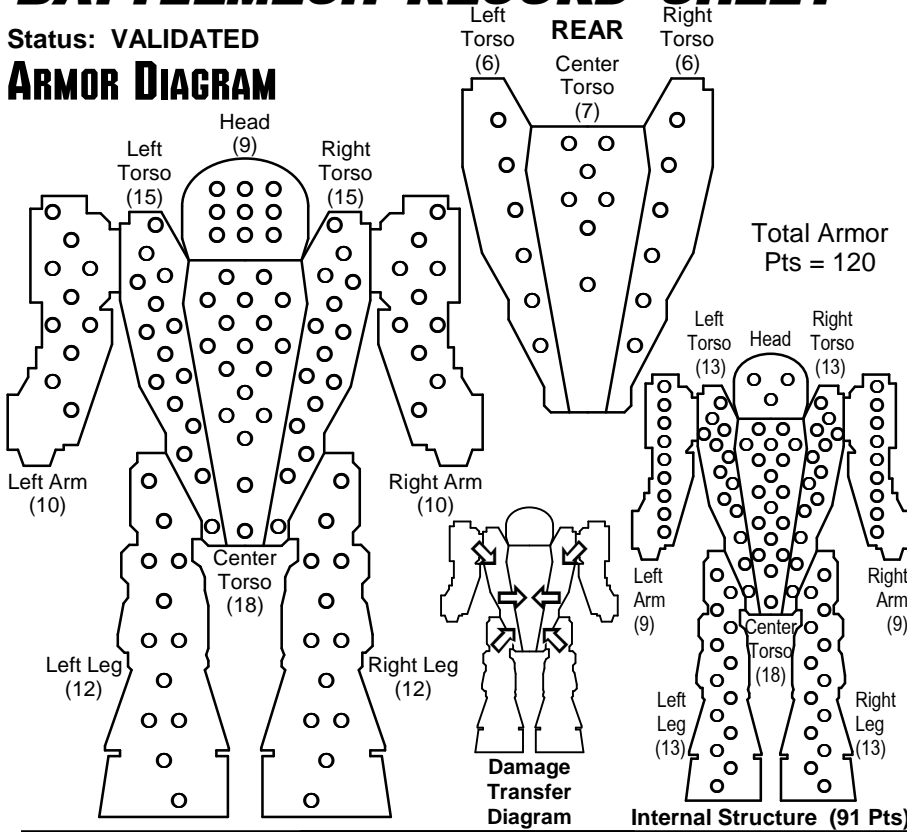


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

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

Mass: **55 tons**

Movement Points: Tech, Config. & Level:

Walking: **5**

Running: **8**

Jumping: **3**

Inner Sphere

Biped 'Mech

Level 1 / 3025

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5	-	3	6	9
1	LRM 15	RT	5	1/hit	6	7	14	21
1	Autocannon/2	LT	1	2	4	8	16	24
1	SRM 4	HD	3	2/hit	-	3	6	9

Ammo Type: Rounds: BV2:

LRM 15 8 30

Autocannon/2 45 9

SRM 4 25 9

Total Heat Sinks: **10 Single**

oooooooooooo

Auto Eject:

Operational Disabled

Weapon Heat:

(12)

WARRIOR DATA

Name: _____

Gunnery Skill: **4**

Piloting Skill: **5**

Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

Consciousness #	3	5	7	10	11	Dead
-----------------	---	---	---	----	----	------

HEAT SCALE

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



CRITICAL HIT TABLE

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

Left Torso

- Jump Jet
- Autocannon/2
- Ammo (AC/2) 45
- 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

Head

- Life Support
- Sensors
- Cockpit
- SRM 4
- Sensors
- Life Support

Center Torso

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

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

Battle Value: **1.099**
 Weapon Value: **559 / 559**
 Cost, C-Bills: **4.721.506**

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

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

Right Leg

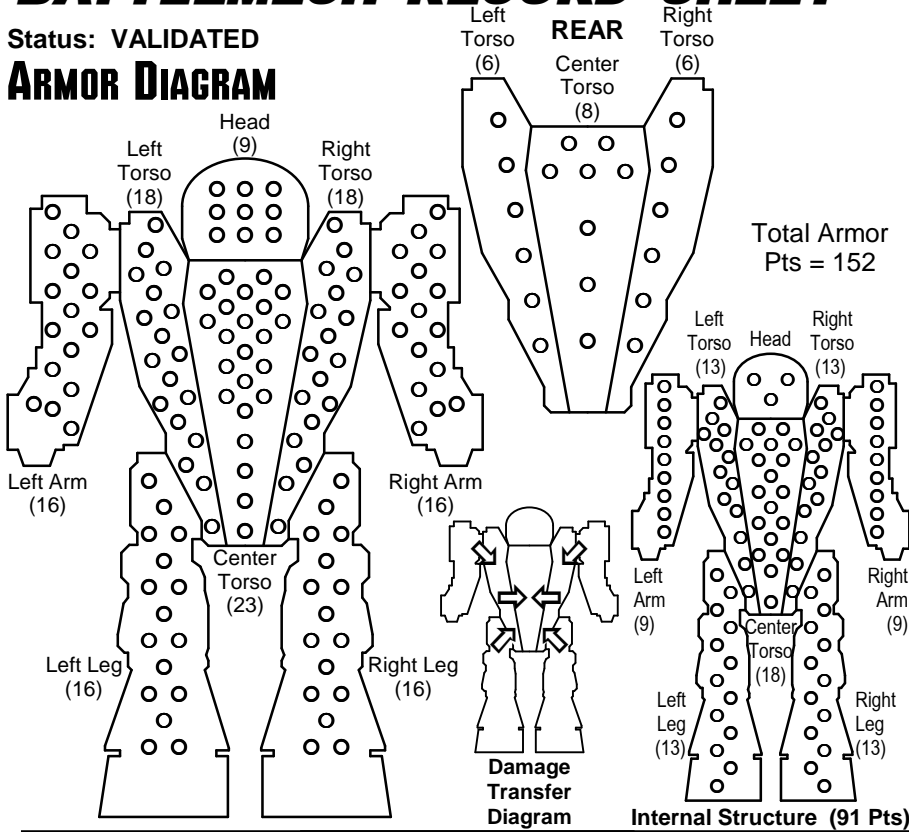
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Shadow Hawk SHD-2M**
 Mass: **55 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **5** Inner Sphere
 Running: **8** Biped 'Mech
 Jumping: **3** Level 1 / 3025

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8	-	5	10	15
1	LRM 5	RT	2	1/hit	6	7	14	21
1	Large Laser	LT	8	8	-	5	10	15

Ammo Type: LRM 5
Rounds: 24
BV2: 11

Total Heat Sinks: 14 Single

○○○○○○○○○○ ○○○○

Auto Eject: Operational Disabled
Weapon Heat: (18)

WARRIOR DATA

Name: _____

Gunnery Skill: **4** Piloting Skill: **5**

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

HEAT SCALE

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



CRITICAL HIT TABLE

Left Arm

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

Left Torso

- Jump Jet
- Large Laser
- Large Laser
- 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
- Single Heat Sink
- Roll Again

Head

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

Center Torso

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

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

Battle Value: **1.261**
 Weapon Value: **729 / 729**
 Cost, C-Bills: **4.535.506**

Right Arm

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

Right Torso

- Jump Jet
- Single Heat Sink
- LRM 5
- Ammo (LRM 5) 24
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

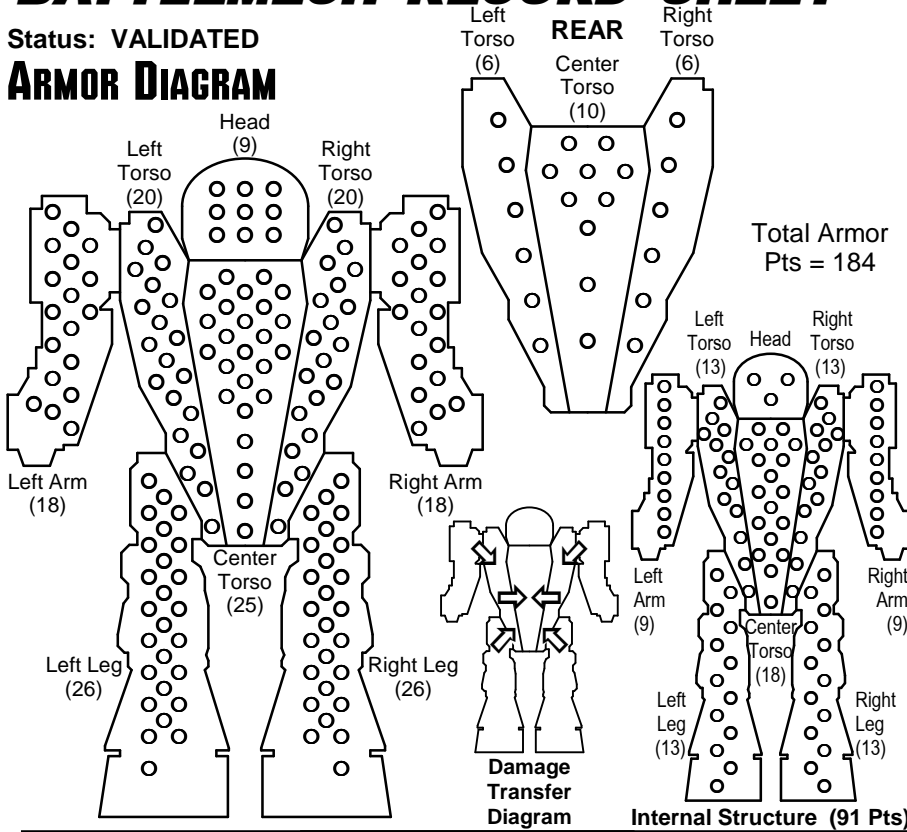
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Wolverine WVR-6L**
 Mass: **55 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **5** Inner Sphere
 Running: **8** Biped 'Mech
 Jumping: **0** Level 1 / 3025

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RA	10	10	3	6	12	18
1	Medium Laser	RA	3	5	-	3	6	9
1	Small Laser	RA	1	3	-	1	2	3
1	SRM 6	LT	4	2/hit	-	3	6	9
1	Medium Laser	HD	3	5	-	3	6	9

Ammo Type: SRM 6
Rounds: 30
BV2: 19

Total Heat Sinks: 12 Single
 ○○○○○○○○○○○○ ○○
Auto Eject: Operational Disabled
Weapon Heat: (21)

WARRIOR DATA

Name: _____
 Gunnery Skill: **4** Piloting Skill: **5**

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

CRITICAL HIT TABLE

<p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>Left Torso</p> <ol style="list-style-type: none"> SRM 6 SRM 6 Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Roll Again Roll Again 	<p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Medium Laser Sensors Life Support <p>Center Torso</p> <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine Gyro Gyro Gyro Gyro Fusion Engine Fusion Engine Single Heat Sink Roll Again <div style="border: 1px solid black; padding: 5px; margin: 10px 0;"> <p>Engine Hits ○○○○ Gyro Hits ○○ Sensor Hits ○○ Life Support ○</p> </div> <p>Battle Value: 1.289 Weapon Value: 835 / 835 Cost, C-Bills: 4.662.994</p>	<p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator PPC PPC PPC Medium Laser Small Laser Roll Again Roll Again Roll Again Roll Again Roll Again <p>Right Torso</p> <ol style="list-style-type: none"> Ammo (SRM 6) 15 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 Roll Again <p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Roll Again Roll Again
--	--	---

HEAT SCALE

** Avoid Inferno explosion on..
 Shutdown

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

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

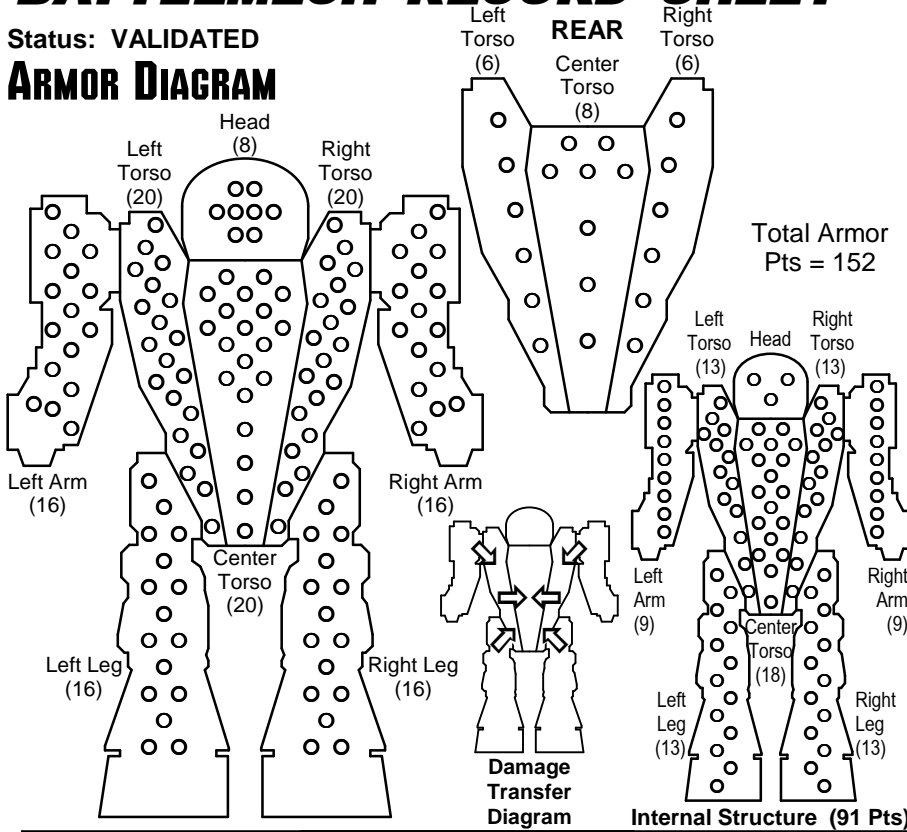


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Wolverine WVR-6S**
 Mass: **55 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **5** Inner Sphere
 Running: **8** Biped 'Mech
 Jumping: **5** Level 1 / 3025

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/10	RA	3	10	-	5	10	15
1	SRM 2	LT	2	2/hit	-	3	6	9
1	Medium Laser	HD	3	5	-	3	6	9

Ammo Type: **Rounds:** **BV2:**

Autocannon/10	10	30
SRM 2	50	6

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

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

WARRIOR DATA

Name: _____

Gunnery Skill: **4** Piloting Skill: **5**

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

HEAT SCALE

** Avoid Inferno explosion on..
 Shutdown

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

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

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

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

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

-2 Movement Points (** 4+)

+1 Modifier to Fire

-1 Movement Point

WKGAMES

CRITICAL HIT TABLE

Left Arm	Head	Right Arm
1, Shoulder	1, Life Support	1, Shoulder
2, Upper Arm Actuator	2, Sensors	2, Upper Arm Actuator
3, Lower Arm Actuator	3, Cockpit	3, Lower Arm Actuator
4, Hand Actuator	4, Medium Laser	4, Hand Actuator
5, Roll Again	5, Sensors	5, Autocannon/10
6, Roll Again	6, Life Support	6, Autocannon/10
1, Roll Again		1, Autocannon/10
2, Roll Again		2, Autocannon/10
3, Roll Again		3, Autocannon/10
4, Roll Again		4, Autocannon/10
5, Roll Again		5, Autocannon/10
6, Roll Again		6, Ammo (AC/10) 10
1, Roll Again		
2, Roll Again		
3, Roll Again		
4, Roll Again		
5, Roll Again		
6, Roll Again		
1, SRM 2		
2, Ammo (SRM 2) 50		
3, Roll Again		
4, Roll Again		
5, Roll Again		
6, Roll Again		
1, Roll Again		
2, Roll Again		
3, Roll Again		
4, Roll Again		
5, Roll Again		
6, Roll Again		
1, Gyro		
2, Fusion Engine		
3, Fusion Engine		
4, Gyro		
5, Gyro		
6, Gyro		
1, Gyro		
2, Fusion Engine		
3, Fusion Engine		
4, Fusion Engine		
5, Jump Jet		
6, Roll Again		
1, Roll Again		
2, Roll Again		
3, Roll Again		
4, Roll Again		
5, Roll Again		
6, Roll Again		
1, Hip		
2, Upper Leg Actuator		
3, Lower Leg Actuator		
4, Foot Actuator		
5, Jump Jet		
6, Jump Jet		

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○

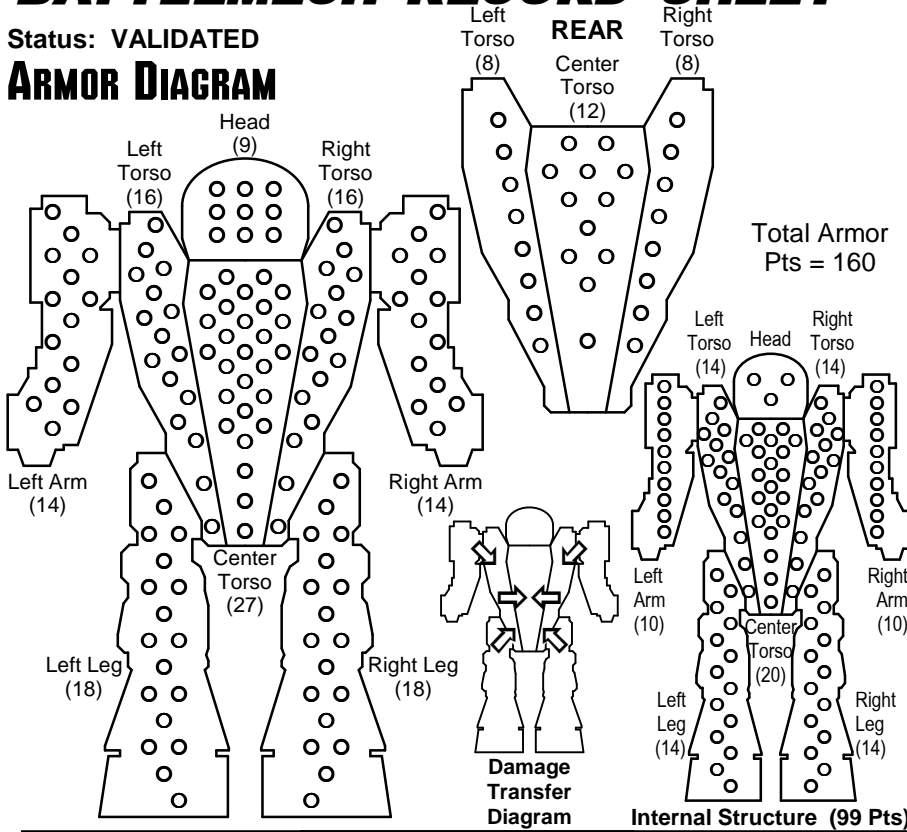
Battle Value: **1.131**
 Weapon Value: **604 / 604**
 Cost, C-Bills: **4.831.556**

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Dragon DRG-1K**

Mass: **60 tons**

Movement Points: Tech, Config. & Level:

Walking: **5**

Running: **8**

Jumping: **0**

Inner Sphere

Biped 'Mech

Level 1 / 3025

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/10	RA	3	10	-	5	10	15
1	Medium Laser	LA	3	5	-	3	6	9
1	Medium Laser	LT(R)	3	5	-	3	6	9
1	SRM 4	CT	3	2/hit	-	3	6	9

Ammo Type: Rounds: BV2:

Autocannon/10 20 41

SRM 4 25 7

Total Heat Sinks: **10 Single**

oooooooooooo

Auto Eject:

Operational Disabled

Weapon Heat:

(12)

WARRIOR DATA

Name: _____

Gunnery Skill: **4**

Piloting Skill: **5**

Hits Taken

1	2	3	4	5	6
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Consciousness #	3	5	7	10	11	Dead
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HEAT SCALE

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



CRITICAL HIT TABLE

Left Arm

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

Left Torso

- 1, Medium Laser (R)
- 2, Ammo (SRM 4) 25
- 3, Roll Again
- 1-3 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

Head

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

Center Torso

- 1, Fusion Engine
- 2, Fusion Engine
- 3, Fusion Engine
- 1-3 Gyro
- Gyro
- Gyro
- 1, Gyro
- 2, Fusion Engine
- 4-6 3, Fusion Engine
- 4, Fusion Engine
- 5, SRM 4
- 6, Roll Again

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

Battle Value: **1.140**
 Weapon Value: **844 / 844**
 Cost, C-Bills: **5.044.800**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Autocannon/10
- Autocannon/10
- Autocannon/10
- 1, Autocannon/10
- 2, Autocannon/10
- 4-6 3, Autocannon/10
- 4, Autocannon/10
- 5, Roll Again
- 6, Roll Again

Right Torso

- 1, Ammo (AC/10) 10
- 2, Ammo (AC/10) 10
- 3, Roll Again
- 1-3 Roll Again
- Roll Again
- Roll Again
- 6, Roll Again
- 1, Roll Again
- 2, Roll Again
- 3, Roll Again
- 4, Roll Again
- 5, Roll Again
- 6, Roll Again

Right Leg

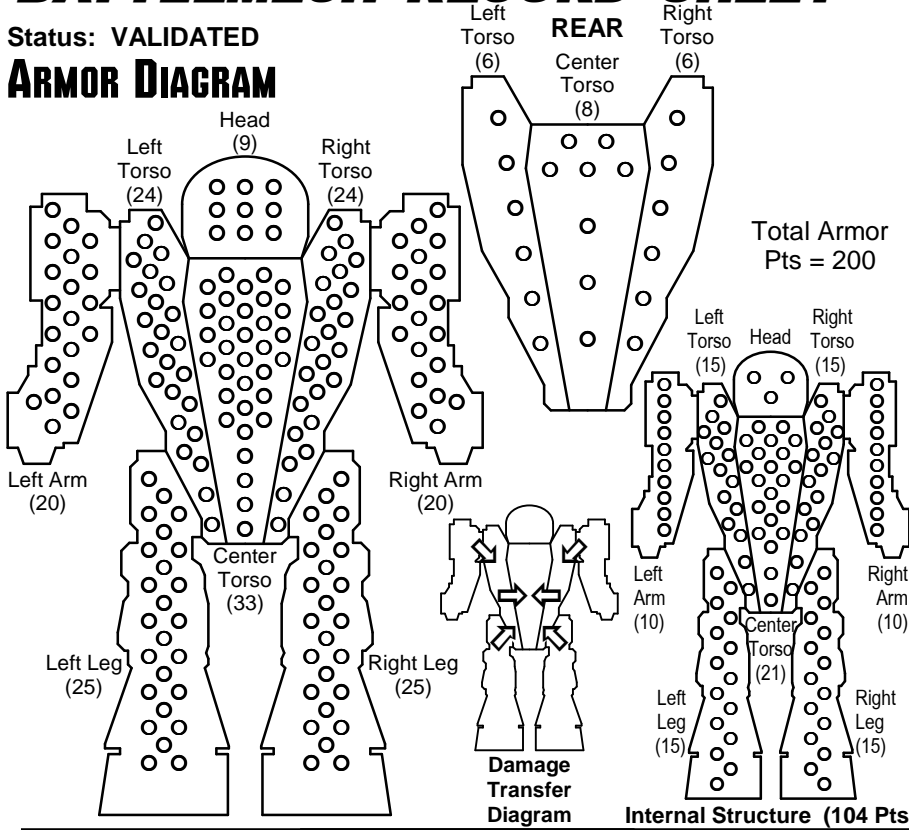
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Templar CRD-3T**
 Mass: **65 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **4** Inner Sphere
 Running: **6** Biped 'Mech
 Jumping: **0** Level 1 / 3025

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RA	10	10	3	6	12	18
2	Machine Gun	RA	0	2	-	1	2	3
1	SRM 6	LA	4	2/hit	-	3	6	9
1	LRM 15	LT	5	1/hit	6	7	14	21
2	Medium Laser	LT	3	5	-	3	6	9

Ammo Type: **Rounds:** **BV2:**

Machine Gun	100	1
SRM 6	15	8
LRM 15	8	19

Total Heat Sinks: 14 Single

oooooooooooo oooo

Auto Eject: **Weapon Heat:**
 Operational Disabled **(25)**

WARRIOR DATA

Name: _____

Gunnery Skill: **4** Piloting Skill: **5**

Hits Taken

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

Consciousness #

HEAT SCALE

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

CRITICAL HIT TABLE

Left Arm

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

Left Torso

- LRM 15
- LRM 15
- LRM 15
- Medium Laser
- Medium Laser
- 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

Head

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

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Fusion Engine
- Fusion Engine
- Ammo (MG) 100
- Ammo (LRM 15) 8

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

Battle Value: **1.351**
 Weapon Value: **1.180 / 1.180**
 Cost, C-Bills: **5.566.386**

Right Arm

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

Right Torso

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

Right Leg

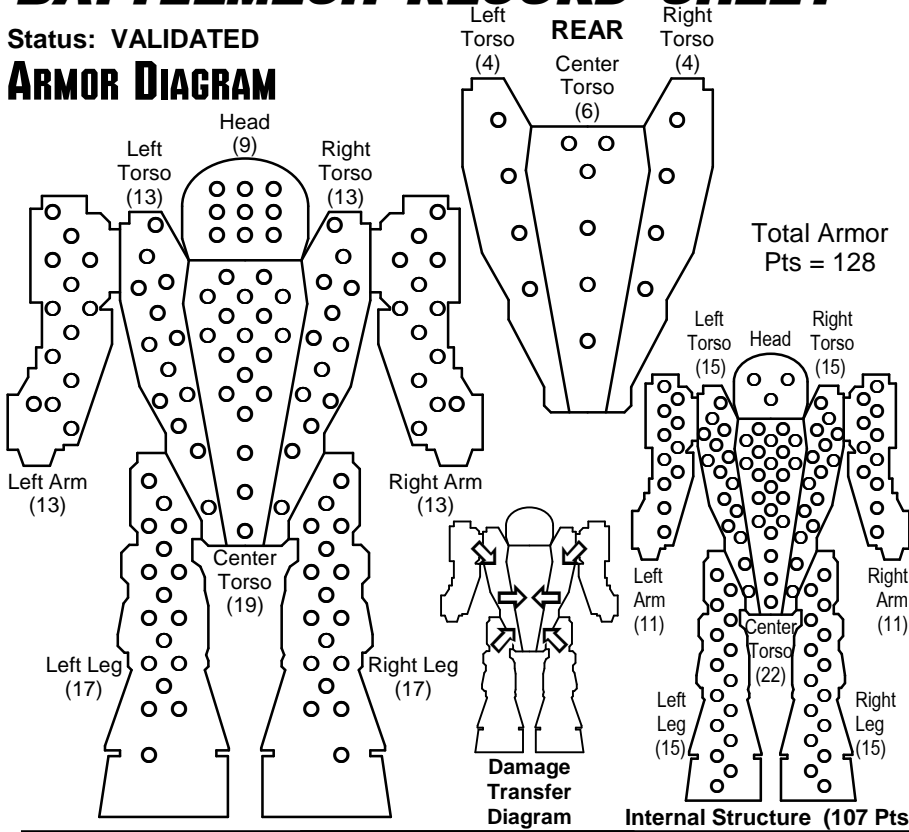
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Battleax BTX-7K**
 Mass: **70 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **4** Inner Sphere
 Running: **6** Biped 'Mech
 Jumping: **4** Level 1 / 3025

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RA	10	10	3	6	12	18
1	PPC	LA	10	10	3	6	12	18
1	SRM 6	RT	4	2/hit	-	3	6	9
1	LRM 5	RT	2	1/hit	6	7	14	21
1	LRM 5	LT	2	1/hit	6	7	14	21

Ammo Type: **Rounds:** **BV2:**

SRM 6	15	11
LRM 5	48	20

Total Heat Sinks: 15 Single
 ○○○○○○○○○○ ○○○○
Auto Eject: **Weapon Heat:**
 Operational Disabled **(28)**

WARRIOR DATA

Name: _____
 Gunnery Skill: **4** Piloting Skill: **5**

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

CRITICAL HIT TABLE

<p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator PPC PPC PPC <p>1-3</p> <ol style="list-style-type: none"> Single Heat Sink Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <p>Left Torso</p> <ol style="list-style-type: none"> Single Heat Sink LRM 5 Ammo (LRM 5) 24 Roll Again Roll Again Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Jump Jet Jump Jet 	<p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Roll Again Sensors Life Support <p>Center Torso</p> <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro Fusion Engine Fusion Engine Fusion Engine Roll Again Roll Again <p>4-6</p> <div style="border: 1px solid black; padding: 5px; margin: 5px 0;"> <p>Engine Hits ○○○○</p> <p>Gyro Hits ○○</p> <p>Sensor Hits ○○</p> <p>Life Support ○</p> </div> <p>Battle Value: 1.271 Weapon Value: 778 / 778 Cost, C-Bills: 6.418.634</p>	<p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator PPC PPC PPC <p>1-3</p> <ol style="list-style-type: none"> Single Heat Sink Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <p>Right Torso</p> <ol style="list-style-type: none"> Single Heat Sink SRM 6 SRM 6 Ammo (SRM 6) 15 LRM 5 Ammo (LRM 5) 24 <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Jump Jet Jump Jet
--	---	--

HEAT SCALE

** Avoid Inferno explosion on..
 Shutdown

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

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

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

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

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

-2 Movement Points (** 4+)

+1 Modifier to Fire

-1 Movement Point

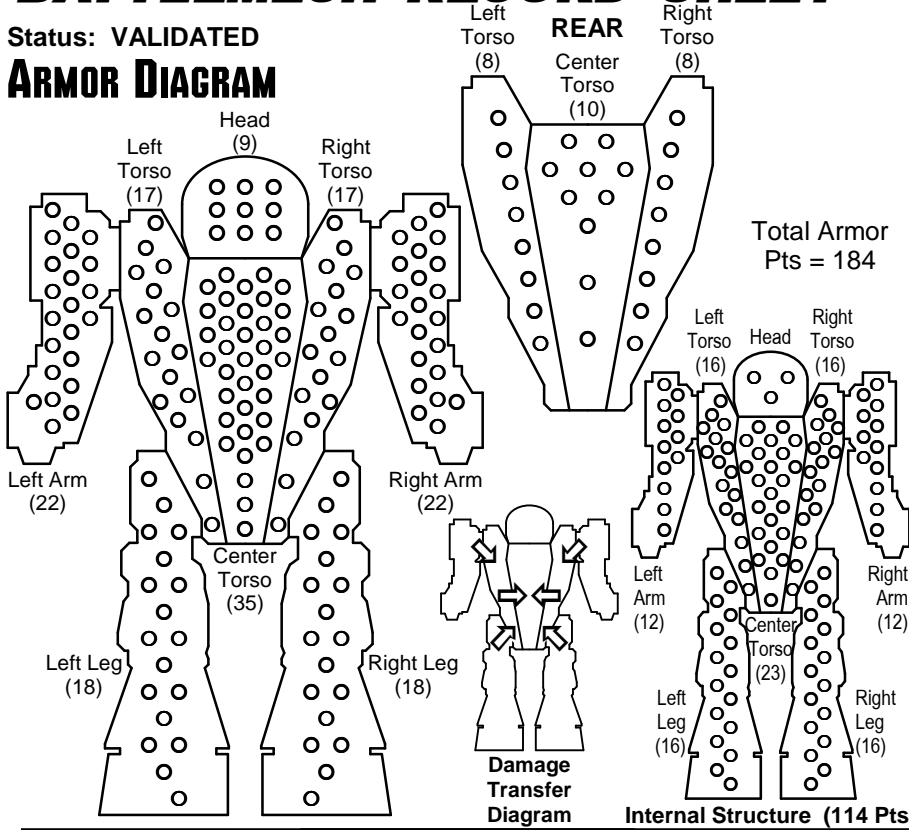
WZGAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Marauder MAD-3C**

Mass: **75 tons**

Movement Points: Tech, Config. & Level:

Walking: **4**

Running: **6**

Jumping: **0**

Inner Sphere

Biped 'Mech

Level 1 / 3025

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8	-	5	10	15
1	Large Laser	LA	8	8	-	5	10	15
3	Autocannon/2	RT	1	2	4	8	16	24

Ammo Type: Autocannon/2 Rounds: 45 BV2: 6

Total Heat Sinks: **12 Single**

oooooooooooo oo

Auto Eject: Operational Disabled Weapon Heat: **(19)**

WARRIOR DATA

Name: _____

Gunnery Skill: **4** Piloting Skill: **5**

Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

Consciousness #

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

HEAT SCALE

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



CRITICAL HIT TABLE

Left Arm

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

Left Torso

- Ammo (AC/2) 45
- Roll Again
- Roll Again
- 1-3 Roll Again
- 1-3 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

Head

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

Center Torso

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

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Battle Value: **1.211**
 Weapon Value: **912 / 912**
 Cost, C-Bills: **6.300.000**

Right Arm

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

Right Torso

- Autocannon/2
- Autocannon/2
- 1-3 Autocannon/2
- 1-3 Roll Again
- 1-3 Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

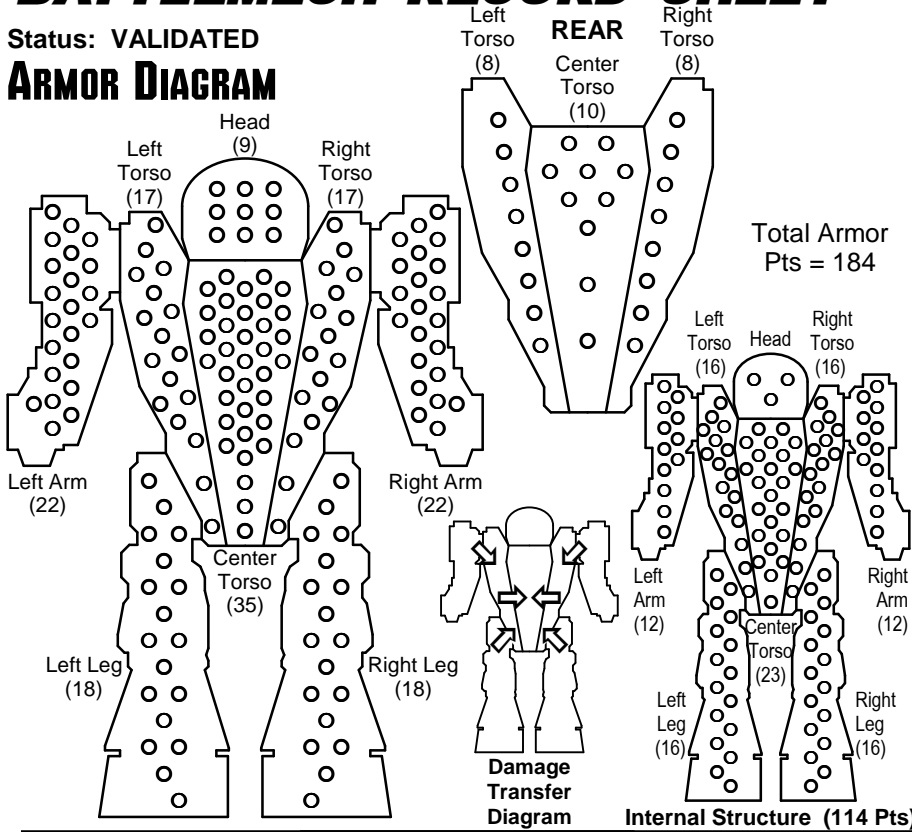
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Marauder MAD-3K**

Mass: **75 tons**

Movement Points: Tech, Config. & Level:

Walking: **4**

Running: **6**

Jumping: **0**

Inner Sphere

Biped 'Mech

Level 1 / 3025

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8	-	5	10	15
1	Medium Laser	RA	3	5	-	3	6	9
1	Large Laser	LA	8	8	-	5	10	15
1	Medium Laser	LA	3	5	-	3	6	9
1	Autocannon/10	RT	3	10	-	5	10	15

Ammo Type: Autocannon/10 Rounds: 10 BV2: 17

Total Heat Sinks: **16 Single**

○○○○○○○○○○ ○○○○○○

Auto Eject: Operational Disabled Weapon Heat: **(25)**

WARRIOR DATA

Name: _____

Gunnery Skill: **4**

Piloting Skill: **5**

Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

Consciousness #	3	5	7	10	11	Dead
-----------------	---	---	---	----	----	------

HEAT SCALE

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



CRITICAL HIT TABLE

Left Arm

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

1-3

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

4-6

Left Torso

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

Head

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

Center Torso

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

1-3

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

4-6

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

Battle Value: **1.376**

Weapon Value: **1.282 / 1.282**

Cost, C-Bills: **6.419.000**

Right Arm

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

1-3

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

4-6

Right Torso

- Autocannon/10
- Autocannon/10
- Autocannon/10
- Autocannon/10
- Autocannon/10
- Autocannon/10

1-3

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

4-6

Right Leg

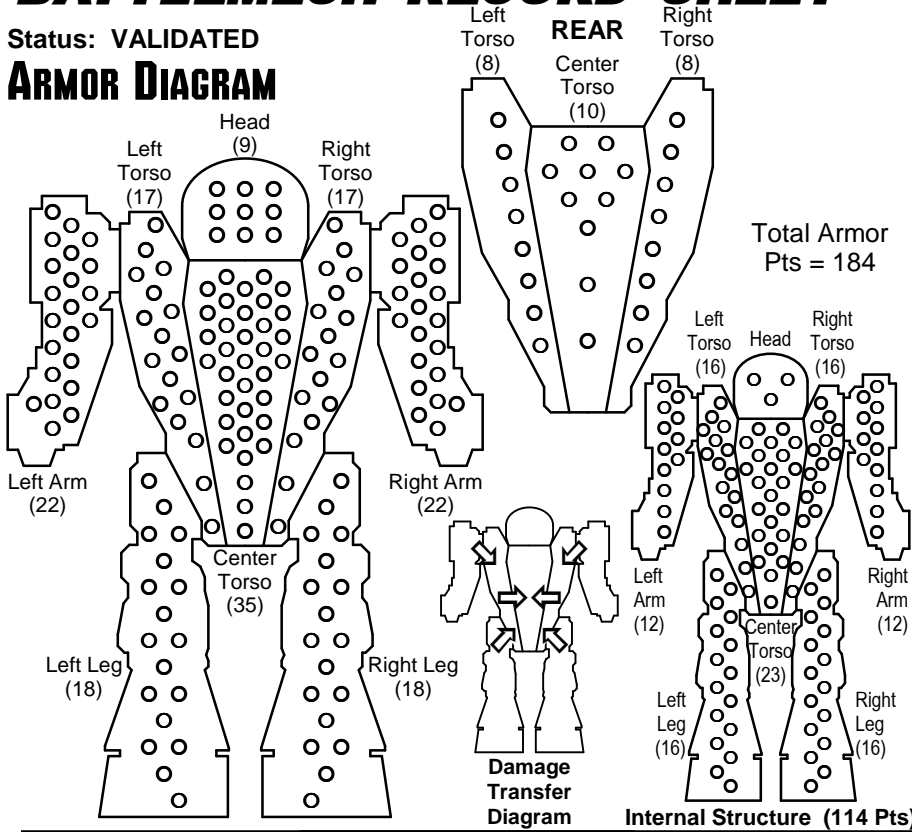
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Single Heat Sink

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Marauder MAD-3S**

Mass: **75 tons**

Movement Points: Tech, Config. & Level:

Walking: **4**

Running: **6**

Jumping: **0**

Inner Sphere

Biped 'Mech

Level 1 / 3025

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/20	RA	7	20	-	3	6	9
1	PPC	LA	10	10	3	6	12	18
1	Medium Laser	LA	3	5	-	3	6	9
1	Medium Laser	HD	3	5	-	3	6	9

Ammo Type: Autocannon/20 Rounds: 10 BV2: 49

Total Heat Sinks: **16 Single**

○○○○○○○○○○ ○○○○○○

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

WARRIOR DATA

Name: _____

Gunnery Skill: **4** Piloting Skill: **5**

Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

Consciousness #	3	5	7	10	11	Dead
-----------------	---	---	---	----	----	------

HEAT SCALE

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



CRITICAL HIT TABLE

Left Arm

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

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

Left 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
- Roll Again
- Roll Again

Left Leg

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

Head

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

Center Torso

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

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

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

Battle Value: **1.373**
 Weapon Value: **1.231 / 1.231**
 Cost, C-Bills: **6.618.500**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Autocannon/20
- Autocannon/20
- Autocannon/20

- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20

Right Torso

- Autocannon/20 (Cont)
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

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

Right Leg

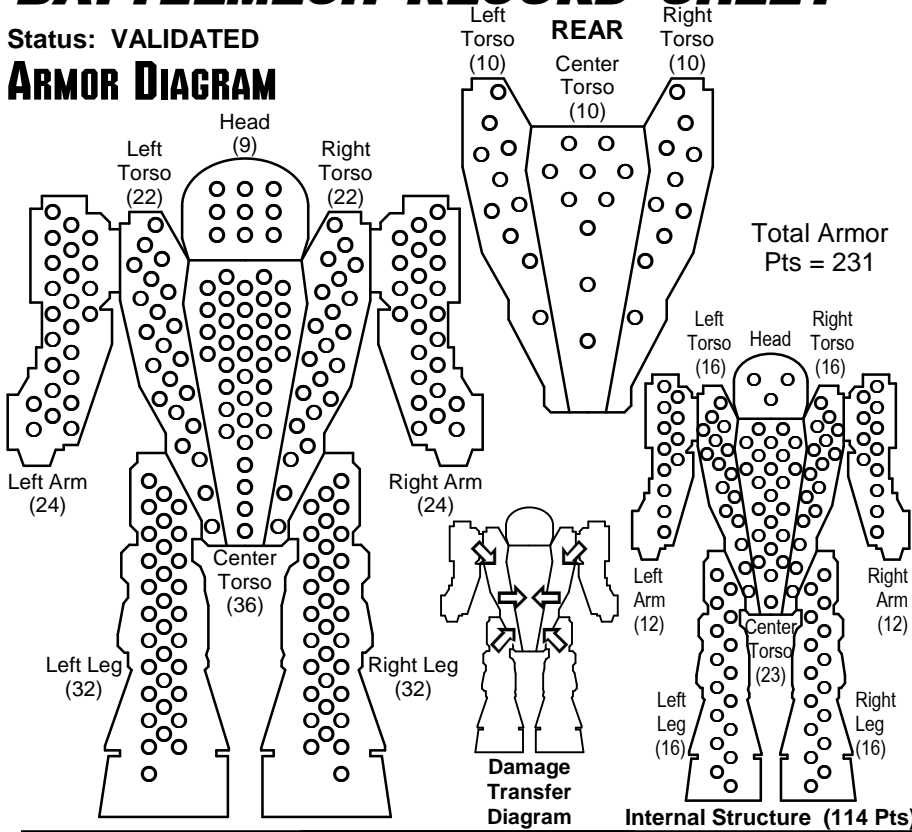
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Single Heat Sink

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Orion ON1-G**
 Mass: **75 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **4** Inner Sphere
 Running: **6** Biped 'Mech
 Jumping: **0** Level 1 / 3025

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	Autocannon/20	RT	7	20	-	3	6	9
1	LRM 15	LT	5	1/hit	6	7	14	21

Ammo Type:	Rounds:	BV2:
Autocannon/20	10	49
LRM 15	16	38

Total Heat Sinks: 11 Single

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Auto Eject: Operational Disabled **Weapon Heat: (18)**

WARRIOR DATA

Name: _____

Gunnery Skill: **4** Piloting Skill: **5**

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

HEAT SCALE

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



CRITICAL HIT TABLE

Left Arm

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

Left Torso

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

Left Leg

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

Head

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

Center Torso

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

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Battle Value: **1.472**
 Weapon Value: **1.206 / 1.206**
 Cost, C-Bills: **6.714.750**

Right Arm

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

Right Torso

- Autocannon/20
- Autocannon/20
- Autocannon/20
- 1-3 Autocannon/20
- 1-3 Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20
- 1-3 Autocannon/20
- 4-6 Autocannon/20
- 4-6 Autocannon/20
- 4-6 Ammo (AC/20) 5
- 4-6 Ammo (AC/20) 5

Right Leg

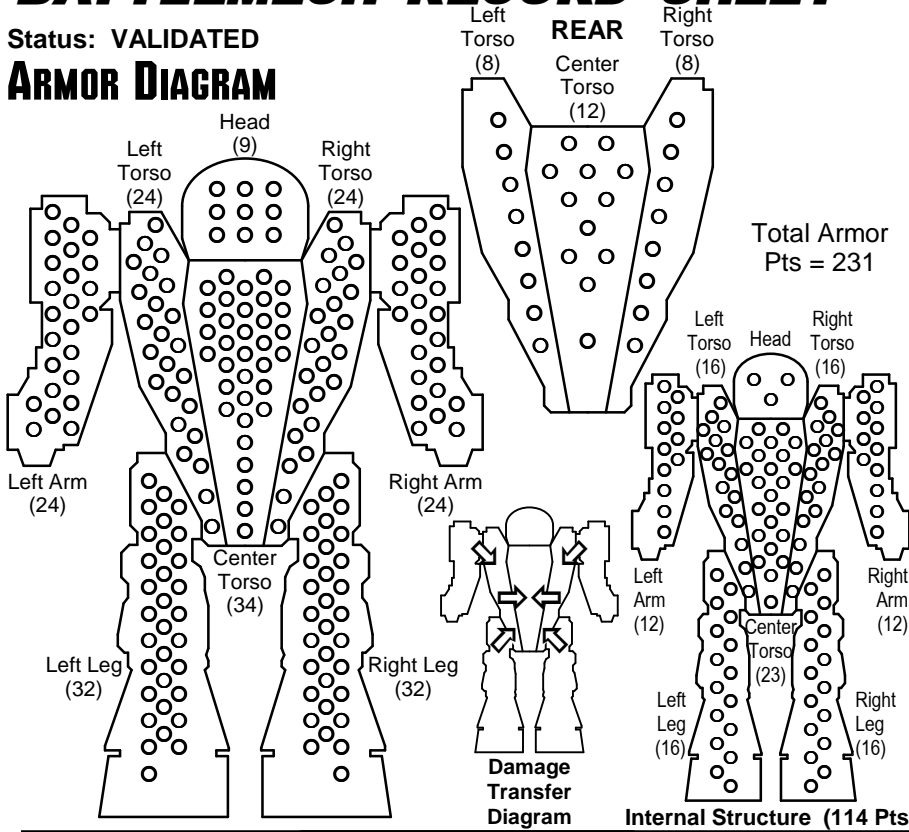
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Orion ON1-S**

Mass: **75 tons**

Movement Points: Tech, Config. & Level:

Walking: **4**

Running: **6**

Jumping: **0**

Inner Sphere

Biped 'Mech

Level 1 / 3025

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	PPC	RT	10	10	3	6	12	18
1	Medium Laser	RT	3	5	-	3	6	9
1	LRM 20	LT	6	1/hit	6	7	14	21

Ammo Type: LRM 20 Rounds: 12 BV2: 52

Total Heat Sinks: **16 Single**

○○○○○○○○○○ ○○○○○○

Auto Eject: Operational Disabled Weapon Heat: **(25)**

WARRIOR DATA

Name: _____

Gunnery Skill: **4**

Piloting Skill: **5**

Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

Consciousness #	3	5	7	10	11	Dead
-----------------	---	---	---	----	----	------

HEAT SCALE

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



CRITICAL HIT TABLE

Left Arm

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

1-3

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

4-6

Left Torso

- LRM 20
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Ammo (LRM 20) 6

1-3

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

4-6

Left Leg

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

Head

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

1-3

Center Torso

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

4-6

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

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

Battle Value: **1.571**
 Weapon Value: **1.532 / 1.532**
 Cost, C-Bills: **6.723.500**

Right Arm

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

1-3

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

4-6

Right Torso

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

1-3

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

4-6

Right Leg

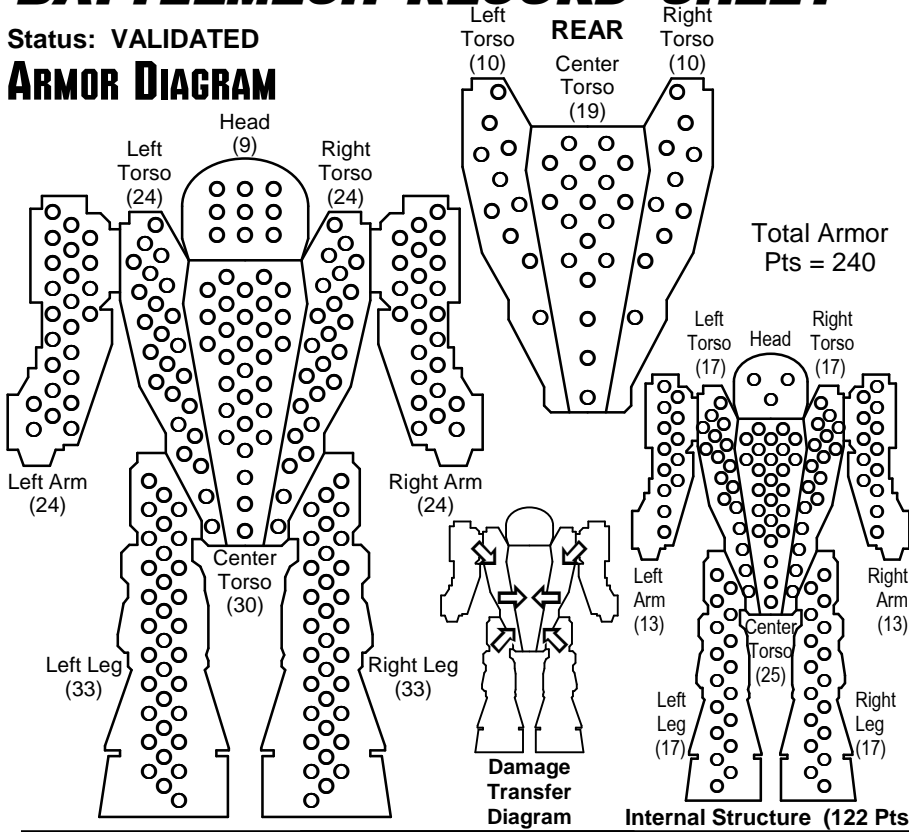
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Single Heat Sink

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Awesome AWS-8A**
 Mass: **80 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **3** Inner Sphere
 Running: **5** Biped 'Mech
 Jumping: **0** Level 1 / 3025

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RA	10	10	3	6	12	18
1	Autocannon/10	RT	3	10	-	5	10	15
1	Autocannon/10	LT	3	10	-	5	10	15
1	Small Laser	HD	1	3	-	1	2	3

Ammo Type: Autocannon/10
Rounds: 30
BV2: 45

Total Heat Sinks: 15 Single
 ○○○○○○○○○○ ○○○○

Auto Eject: Operational Disabled
Weapon Heat: (17)

WARRIOR DATA

Name: _____
 Gunnery Skill: **4** Piloting Skill: **5**

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

CRITICAL HIT TABLE

<p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>Left Torso</p> <ol style="list-style-type: none"> Autocannon/10 Autocannon/10 Autocannon/10 Autocannon/10 Autocannon/10 Autocannon/10 Autocannon/10 Ammo (AC/10) 10 Roll Again Roll Again Roll Again Roll Again <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Single Heat Sink Single Heat Sink 	<p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Small Laser Sensors Life Support <p>Center Torso</p> <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine Gyro Gyro Gyro Gyro Fusion Engine Fusion Engine Single Heat Sink Single Heat Sink <div style="border: 1px solid black; padding: 5px; margin: 10px 0;"> <p>Engine Hits ○○○○</p> <p>Gyro Hits ○○</p> <p>Sensor Hits ○○</p> <p>Life Support ○</p> </div> <p>Battle Value: 1.490 Weapon Value: 1.557 / 1.557 Cost, C-Bills: 6.583.770</p>	<p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator PPC PPC PPC Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>Right Torso</p> <ol style="list-style-type: none"> Autocannon/10 Autocannon/10 Autocannon/10 Autocannon/10 Autocannon/10 Autocannon/10 Autocannon/10 Ammo (AC/10) 10 Ammo (AC/10) 10 Roll Again Roll Again Roll Again Roll Again <p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Single Heat Sink Single Heat Sink
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HEAT SCALE

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

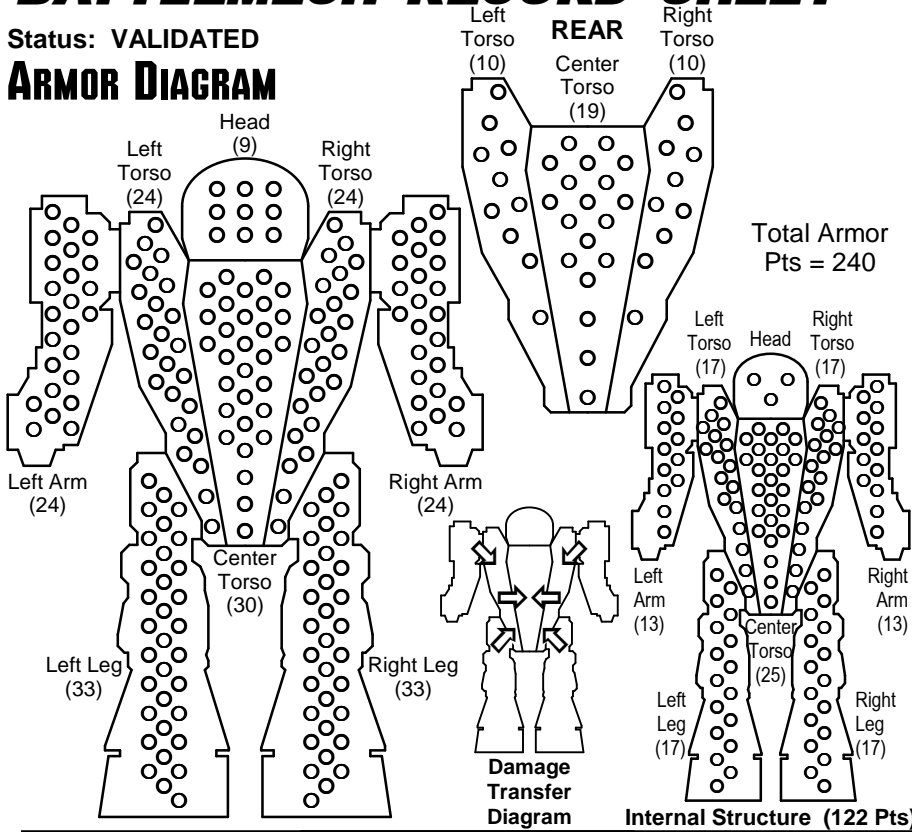


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: **Awesome AWS-8G**
 Mass: **80 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **3** Inner Sphere
 Running: **5** Biped 'Mech
 Jumping: **0** Level 1 / 3025

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/5	RA	1	5	3	6	12	18
1	Autocannon/5	LA	1	5	3	6	12	18
1	Autocannon/5	RT	1	5	3	6	12	18
1	Autocannon/5	LT	1	5	3	6	12	18
2	Medium Laser	CT	3	5	-	3	6	9
1	Small Laser	HD	1	3	-	1	2	3

Ammo Type: Autocannon/5
Rounds: 80
BV2: 36

Total Heat Sinks: 11 Single

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Auto Eject: Operational Disabled
Weapon Heat: (11)

WARRIOR DATA

Name: _____

Gunnery Skill: **4** Piloting Skill: **5**

Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

Consciousness #

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

HEAT SCALE

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



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Autocannon/5
- Autocannon/5
- Autocannon/5
- Autocannon/5
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

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

Left Leg

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

Head

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

Center Torso

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

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

Battle Value: **1.413**
 Weapon Value: **1.541 / 1.541**
 Cost, C-Bills: **6.521.850**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Autocannon/5
- Autocannon/5
- Autocannon/5
- Autocannon/5
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

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

Right Leg

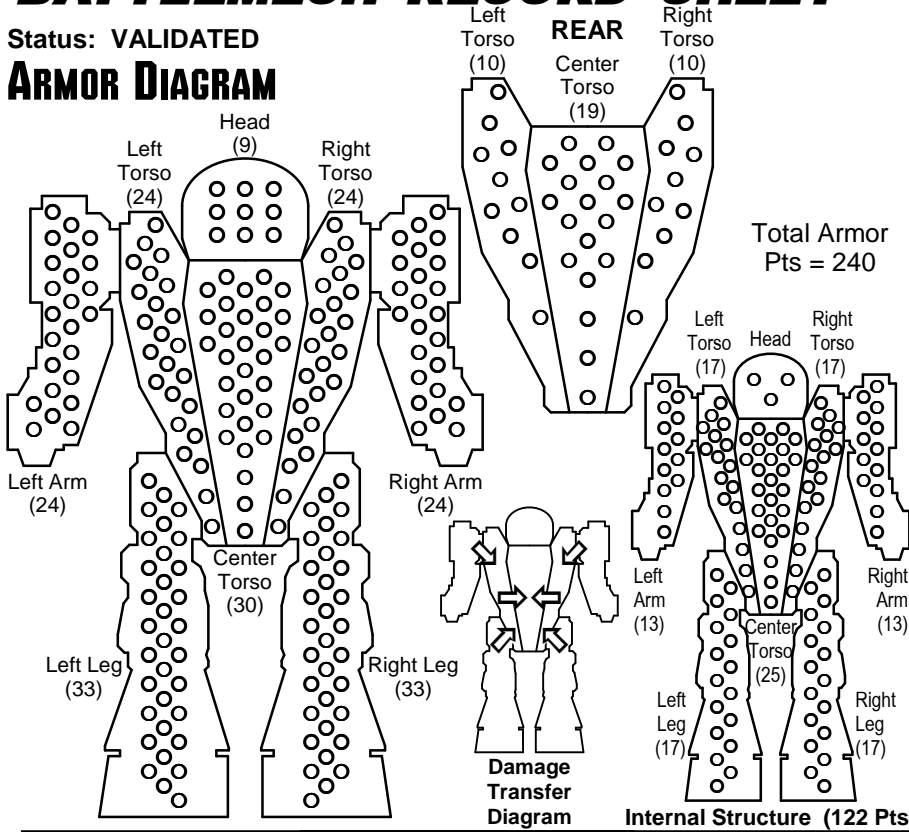
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Awesome AWS-8M**
 Mass: **80 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **3** Inner Sphere
 Running: **5** Biped 'Mech
 Jumping: **0** Level 1 / 3025

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RA	10	10	3	6	12	18
1	LRM 20	RT	6	1/hit	6	7	14	21
1	Large Laser	LT	8	8	-	5	10	15
2	Medium Laser	LT	3	5	-	3	6	9
1	Small Laser	HD	1	3	-	1	2	3

Ammo Type: Rounds: BV2:

LRM 20	12	46
--------	----	----

Total Heat Sinks: 23 Single
 ○○○○○○○○○○○ ○○○○○○○○○○○
 ○○○
Auto Eject: Operational Disabled **Weapon Heat: (31)**

WARRIOR DATA

Name: _____
 Gunnery Skill: **4** Piloting Skill: **5**

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

HEAT SCALE

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



CRITICAL HIT TABLE

Left Arm	Head	Right Arm
1, Shoulder	1, Life Support	1, Shoulder
2, Upper Arm Actuator	2, Sensors	2, Upper Arm Actuator
3, Lower Arm Actuator	3, Cockpit	3, Lower Arm Actuator
4, Hand Actuator	4, Small Laser	4, PPC
5, Roll Again	5, Sensors	5, PPC
6, Roll Again	6, Life Support	6, PPC
1, Roll Again		1, Single Heat Sink
2, Roll Again		2, Single Heat Sink
3, Roll Again		3, Roll Again
4, Roll Again		4, Roll Again
5, Roll Again		5, Roll Again
6, Roll Again		6, Roll Again
1, Large Laser		1, LRM 20
2, Large Laser		2, LRM 20
3, Medium Laser		3, LRM 20
4, Medium Laser		4, LRM 20
5, Single Heat Sink		5, LRM 20
6, Single Heat Sink		6, Ammo (LRM 20) 6
1, Single Heat Sink		1, Ammo (LRM 20) 6
2, Single Heat Sink		2, Single Heat Sink
3, Roll Again		3, Single Heat Sink
4, Roll Again		4, Roll Again
5, Roll Again		5, Roll Again
6, Roll Again		6, Roll Again
1, Hip		1, Hip
2, Upper Leg Actuator		2, Upper Leg Actuator
3, Lower Leg Actuator		3, Lower Leg Actuator
4, Foot Actuator		4, Foot Actuator
5, Single Heat Sink		5, Single Heat Sink
6, Single Heat Sink		6, Single Heat Sink

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

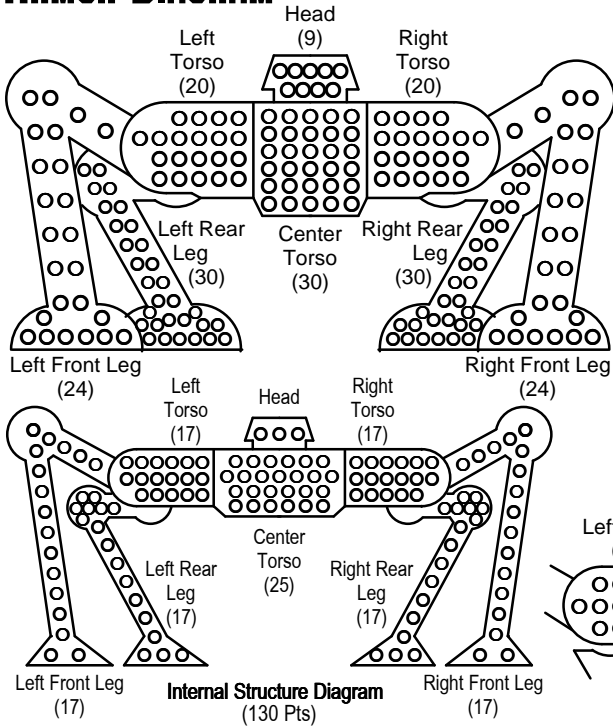
Battle Value: **1.631**
 Weapon Value: **1.698 / 1.698**
 Cost, C-Bills: **6.742.170**

BATTLETECH®

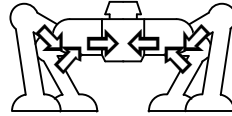
QUAD BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

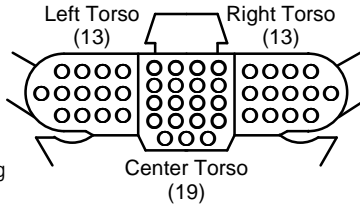


Total Armor
Pts = 232



Damage Transfer Diagram

REAR ARMOR



'MECH DATA

Type: Goliath GOL-1AA

Mass: 80 tons

Movement Points: Tech, Config. & Level:

Walking: 3

Inner Sphere

Running: 5

Quad 'Mech

Jumping: 0

Level 1 / 3025

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RT	8	8	-	5	10	15
1	Flamer	RT	3	2	-	1	2	3
2	Autocannon/2	RT	1	2	4	8	16	24
1	Large Laser	LT	8	8	-	5	10	15
1	Flamer	LT	3	2	-	1	2	3
2	Autocannon/2	LT	1	2	4	8	16	24

Ammo Type: Rounds: BV2:

Autocannon/2 90 10

Total Heat Sinks: 12 Single

○○○○○○○○○○ ○○

Auto Eject:

Weapon Heat:

Operational Disabled

(26)

CRITICAL HIT TABLE

Left Front Leg

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

Head

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

Right Front Leg

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

Left Torso

- Large Laser
- Large Laser
- Flamer
- Autocannon/2
- Autocannon/2
- Ammo (AC/2) 45
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Single Heat Sink
- Single Heat Sink

Right Torso

- Large Laser
- Large Laser
- Flamer
- Autocannon/2
- Autocannon/2
- Ammo (AC/2) 45
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

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

Battle Value: 1.358
Weapon Value: 789 / 789
Cost, C-Bills: 6.373.440

Left Rear Leg

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

Right Rear Leg

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

WARRIOR DATA

Name: _____

Gunnery Skill: 4

Piloting Skill: 5

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

HEAT SCALE

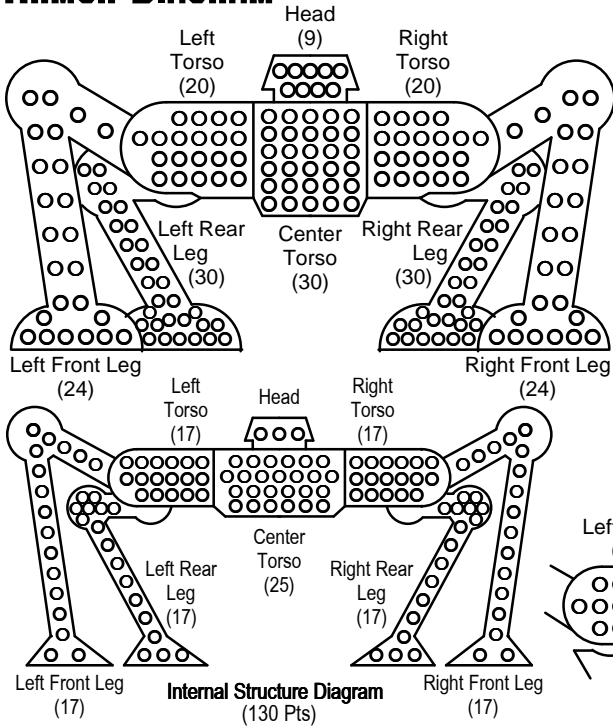
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement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

BATTLETECH®

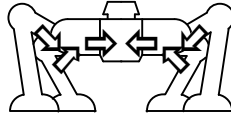
QUAD BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

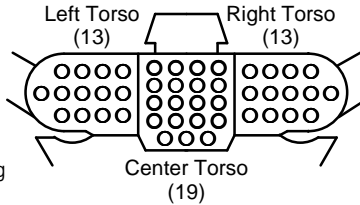


Total Armor
Pts = 232



Damage
Transfer
Diagram

REAR ARMOR



'MECH DATA

Type: **Goliath GOL-1M**
 Mass: **80 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **4** Inner Sphere
 Running: **6** Quad 'Mech
 Jumping: **0** Level 1 / 3025

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/10	RT	3	10	-	5	10	15
1	Medium Laser	RT	3	5	-	3	6	9
1	SRM 6	RT	4	2/hit	-	3	6	9
2	Medium Laser	LT(R)	3	5	-	3	6	9
1	Medium Laser	LT	3	5	-	3	6	9
1	SRM 6	LT	4	2/hit	-	3	6	9

Ammo Type: Autocannon/10 Rounds: 20 BV2: 34
 SRM 6 30 16

Total Heat Sinks: 12 Single
 ○○○○○○○○○○ ○○

Auto Eject: Weapon Heat: (23)
 Operational Disabled

CRITICAL HIT TABLE

Left Front Leg

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

Head

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

Right Front Leg

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

Center Torso

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

Right Torso

- Autocannon/10
- Autocannon/10
- Autocannon/10
- Autocannon/10
- Autocannon/10
- Autocannon/10

Left Torso

- Medium Laser (R)
- Medium Laser (R)
- Medium Laser
- SRM 6
- SRM 6
- Roll Again

1-3

1-3

4-6

4-6

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

Battle Value: **1.418**
 Weapon Value: **1.347 / 1.347**
 Cost, C-Bills: **7.805.641**

Left Rear Leg

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

Right Rear Leg

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

WARRIOR DATA

Name: _____
 Gunnery Skill: **4** Piloting Skill: **5**

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

HEAT SCALE

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

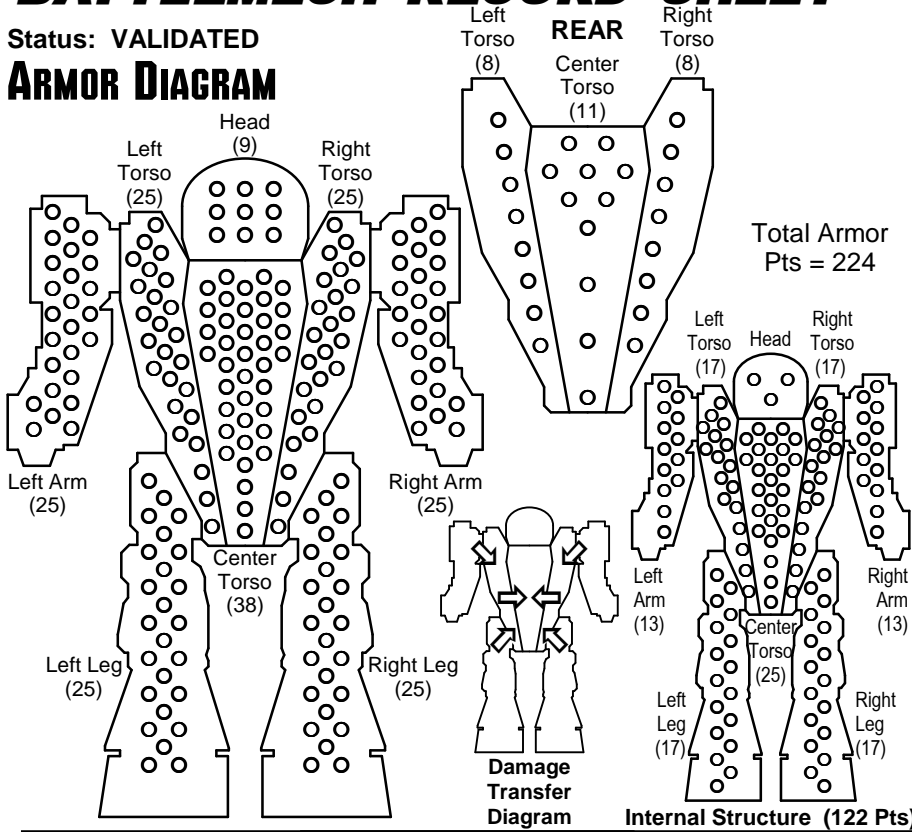


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Victor VTR-8A**
 Mass: **80 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **4** Inner Sphere
 Running: **6** Biped 'Mech
 Jumping: **4** Level 1 / 3025

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/10	RA	3	10	-	5	10	15
2	Medium Laser	LA	3	5	-	3	6	9
1	Machine Gun	RT	0	2	-	1	2	3
1	LRM 10	LT	4	1/hit	6	7	14	21
1	Machine Gun	LT	0	2	-	1	2	3

Ammo Type: **Rounds:** **BV2:**

Autocannon/10	20	49
Machine Gun	100	1
LRM 10	12	18

Total Heat Sinks: 11 Single
 ○○○○○○○○○○ ○
Auto Eject: **Weapon Heat:**
 Operational Disabled **(13)**

WARRIOR DATA

Name: _____
 Gunnery Skill: **4** Piloting Skill: **5**

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

CRITICAL HIT TABLE

<p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Medium Laser Medium Laser <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again <p>4-6</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again <p>Left Torso</p> <ol style="list-style-type: none"> LRM 10 LRM 10 Machine Gun Ammo (LRM 10) 12 Ammo (MG) 100 Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again <p>4-6</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Jump Jet Roll Again 	<p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Roll Again Sensors Life Support <p>Center Torso</p> <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro Fusion Engine Fusion Engine Fusion Engine Jump Jet Jump Jet <p>4-6</p>	<p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Autocannon/10 Autocannon/10 Autocannon/10 Autocannon/10 <p>1-3</p> <ol style="list-style-type: none"> Autocannon/10 Autocannon/10 Autocannon/10 Roll Again Roll Again Roll Again <p>4-6</p> <p>Right Torso</p> <ol style="list-style-type: none"> Machine Gun Ammo (AC/10) 10 Ammo (AC/10) 10 Roll Again Roll Again Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Jump Jet Roll Again
--	---	--

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

Battle Value: **1.466**
 Weapon Value: **1.188 / 1.188**
 Cost, C-Bills: **7.958.821**

HEAT SCALE

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

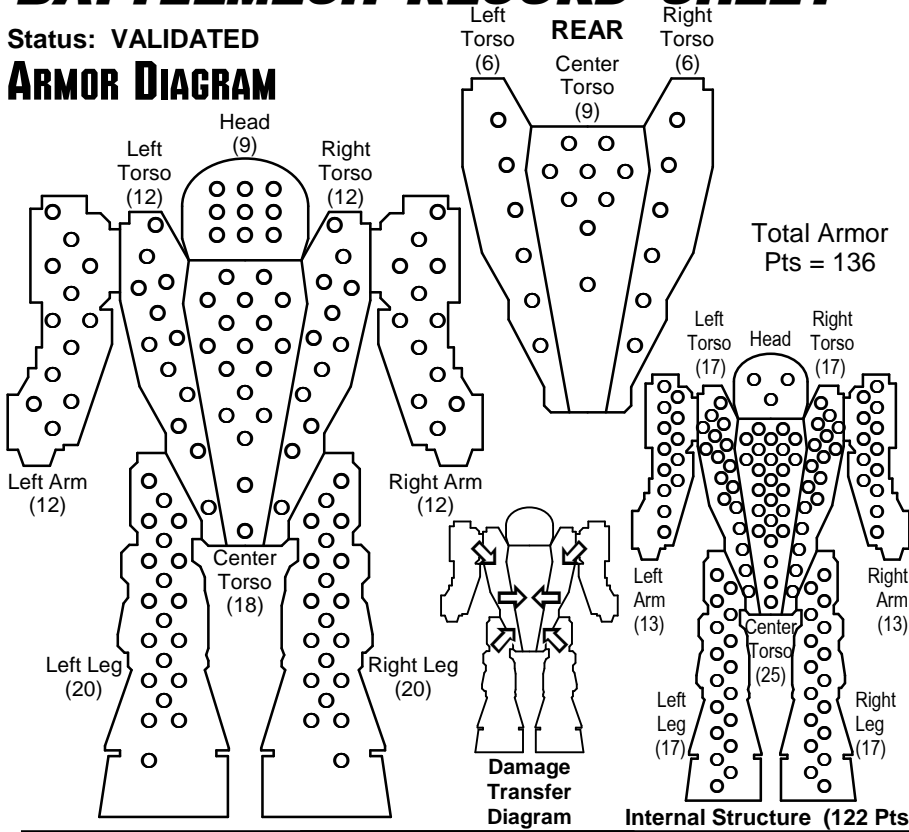


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: **Victor VTR-9D**
 Mass: **80 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **4** Inner Sphere
 Running: **6** Biped 'Mech
 Jumping: **4** Level 1 / 3025

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/10	RA	3	10	-	5	10	15
1	Large Laser	LA	8	8	-	5	10	15
2	Flamer	RT	3	2	-	1	2	3
1	SRM 6	LT	4	2/hit	-	3	6	9
1	Machine Gun	LT	0	2	-	1	2	3

Ammo Type: **Rounds:** **BV2:**

Autocannon/10	20	49
SRM 6	15	11
Machine Gun	100	1

Total Heat Sinks: 14 Single

oooooooooooo oooo

Auto Eject: **Weapon Heat:**
 Operational Disabled (21)

WARRIOR DATA

Name: _____

Gunnery Skill: **4** Piloting Skill: **5**

Hits Taken

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

Consciousness #

HEAT SCALE

** Avoid Inferno explosion on..
 Shutdown

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

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



CRITICAL HIT TABLE

Left 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
 - Roll Again

Left Torso

- SRM 6
 - SRM 6
 - Machine Gun
 - Ammo (SRM 6) 15
 - Ammo (MG) 100
 - 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
- Jump Jet
- Single Heat Sink

Head

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

Center Torso

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

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

Battle Value: **1.202**
 Weapon Value: **702 / 702**
 Cost, C-Bills: **7.883.221**

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Autocannon/10
 - Autocannon/10
 - Autocannon/10
 - Autocannon/10
- 1-3
- Autocannon/10
 - Autocannon/10
 - Autocannon/10
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Torso

- Flamer
 - Flamer
 - Ammo (AC/10) 10
 - Ammo (AC/10) 10
 - Roll Again
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Leg

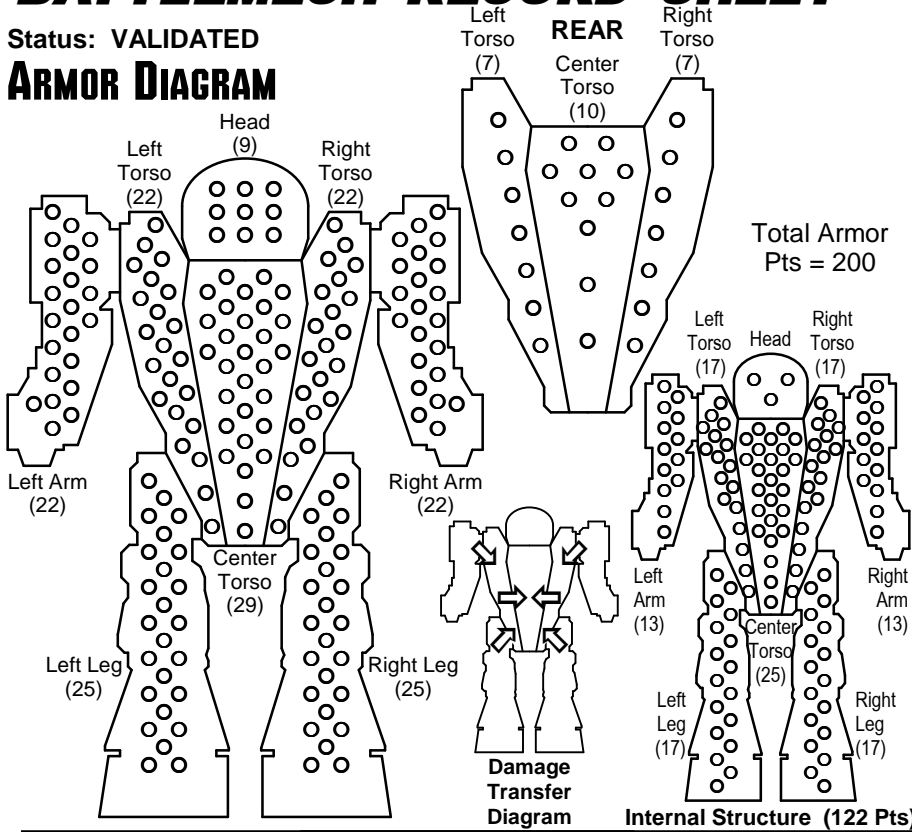
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Single Heat Sink

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Damage Transfer Diagram

Internal Structure (122 Pts)

CRITICAL HIT TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Large Laser
 - Large Laser
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- Left Torso**
- Large Laser
 - Large Laser
 - Single Heat Sink
 - 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
 - Single Heat Sink
 - Single Heat Sink

- Head**
- Life Support
 - Sensors
 - Cockpit
 - Single Heat Sink
 - Sensors
 - Life Support
- Center Torso**
- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
 - Gyro
 - Fusion Engine
 - Fusion Engine
 - Single Heat Sink
 - Medium Laser

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

Battle Value: **1.439**
 Weapon Value: **1.538 / 1.538**
 Cost, C-Bills: **7.575.601**

- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - LRM 15
 - LRM 15
 - LRM 15
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- Right Torso**
- Single Heat Sink
 - Ammo (LRM 15) 8
 - Ammo (LRM 15) 8
 - 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
 - Single Heat Sink
 - Single Heat Sink

'MECH DATA

Type: **Zeus ZEU-6D**

Mass: **80 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** Inner Sphere
 Running: **6** Biped 'Mech
 Jumping: **0** Level 1 / 3025

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	RA	5	1/hit	6	7	14	21
1	Large Laser	LA	8	8	-	5	10	15
1	Large Laser	LT	8	8	-	5	10	15
1	Medium Laser	CT	3	5	-	3	6	9

Ammo Type: LRM 15 **Rounds:** 16 **BV2:** 38

Total Heat Sinks: 20 Single
 ○○○○○○○○○○ ○○○○○○○○○○

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

WARRIOR DATA

Name: _____

Gunnery Skill: **4** Piloting Skill: **5**

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

HEAT SCALE

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

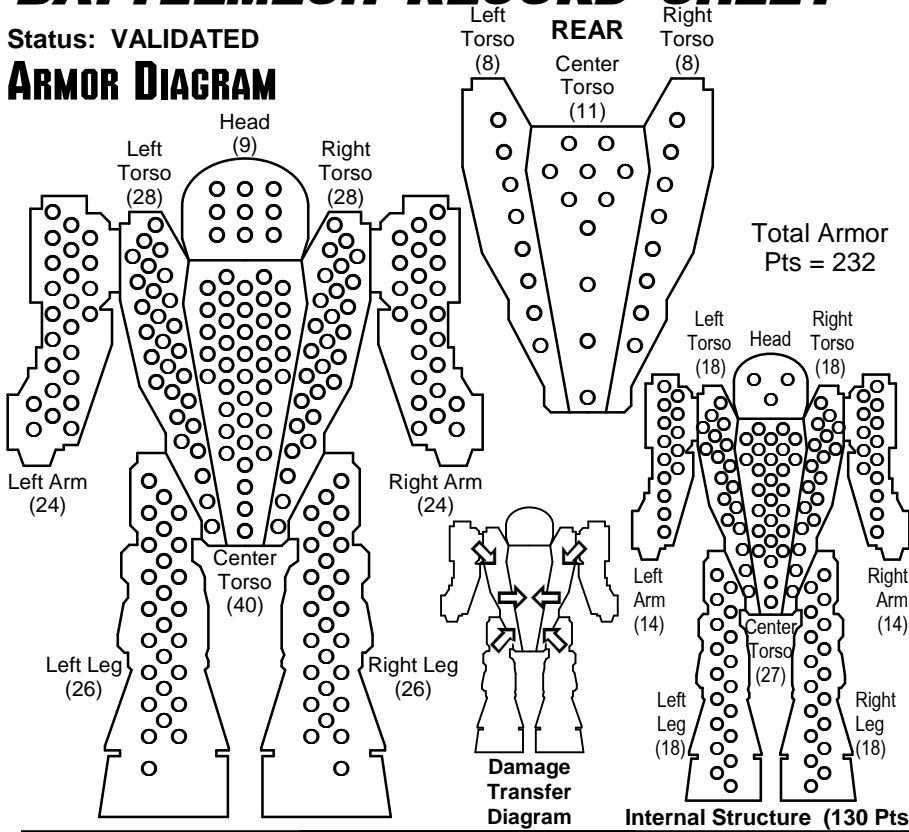


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **BatteMaster BLR-1L**

Mass: **85 tons**

Movement Points: Tech, Config. & Level:

Walking: **4**

Running: **6**

Jumping: **0**

Inner Sphere

Biped 'Mech

Level 1 / 3025

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RA	10	10	3	6	12	18
2	Flamer	LA	3	2	-	1	2	3
2	Medium Laser	RT	3	5	-	3	6	9
1	Medium Laser	RT(R)	3	5	-	3	6	9
2	Medium Laser	LT	3	5	-	3	6	9
1	Medium Laser	LT(R)	3	5	-	3	6	9
2	LRM 5	LT	2	1/hit	6	7	14	21

Ammo Type: LRM 5 Rounds: 24 BV2: 7

Total Heat Sinks: **18 Single**

○○○○○○○○○○ ○○○○○○○○

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

WARRIOR DATA

Name: _____

Gunnery Skill: **4** Piloting Skill: **5**

Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

Consciousness #

HEAT SCALE

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



CRITICAL HIT TABLE

Left Arm

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

Left Torso

- Medium Laser
- Medium Laser
- Medium Laser (R)
- LRM 5
- LRM 5
- Ammo (LRM 5) 24
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

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

Head

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

Center Torso

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

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

Battle Value: **1.525**
 Weapon Value: **1.444 / 1.444**
 Cost, C-Bills: **8.427.244**

Right Arm

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

Right Torso

- Single Heat Sink
- Medium Laser
- Medium Laser
- Medium Laser (R)
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

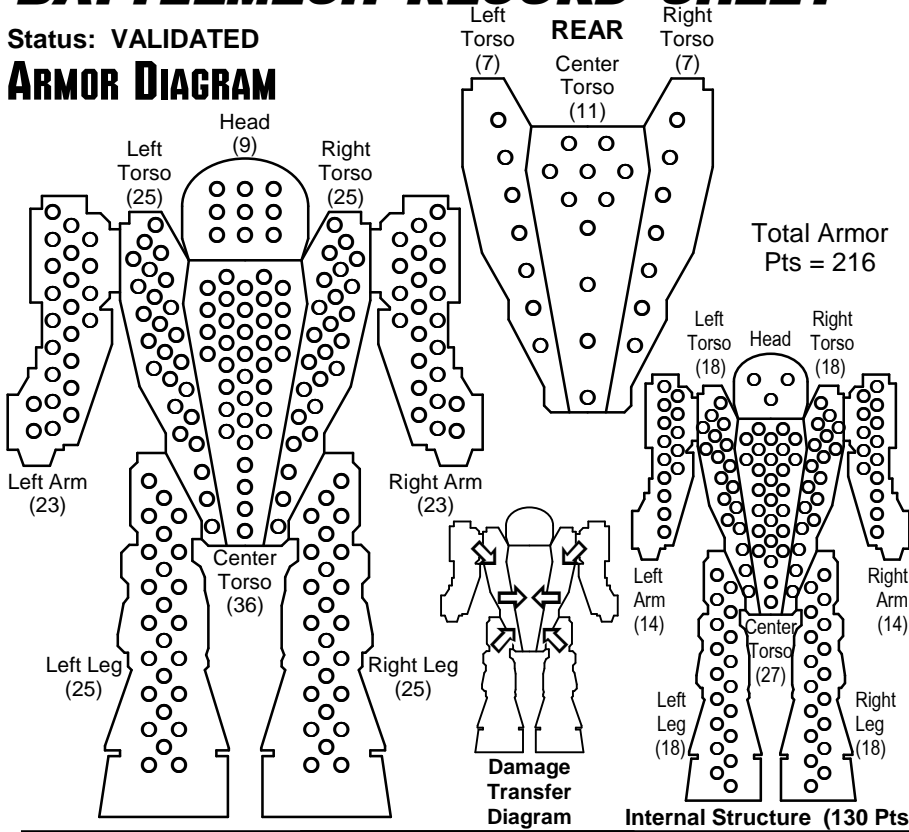
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Single Heat Sink

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Stalker STK-3D**

Mass: **85 tons**

Movement Points: Tech, Config. & Level:

Walking: **3**

Running: **5**

Jumping: **0**

Inner Sphere

Biped 'Mech

Level 1 / 3025

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	RA	3	5	-	3	6	9
1	LRM 15	RA	5	1/hit	6	7	14	21
2	Medium Laser	LA	3	5	-	3	6	9
1	LRM 15	LA	5	1/hit	6	7	14	21
1	Large Laser	RT	8	8	-	5	10	15
1	SRM 6	RT	4	2/hit	-	3	6	9
1	SRM 6	LT	4	2/hit	-	3	6	9

Ammo Type:	Rounds:	BV2:
LRM 15	16	34
SRM 6	30	14

Total Heat Sinks: **21 Single**

○○○○○○○○○○ ○○○○○○○○○
○

Auto Eject:

Operational Disabled

Weapon Heat:

(38)

WARRIOR DATA

Name: _____

Gunnery Skill: **4**

Piloting Skill: **5**

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

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Single Heat Sink
- 1-3 Medium Laser
- 1-3 Medium Laser
- 1-3 LRM 15
- 1-3 LRM 15
- 1-3 LRM 15
- 4-6 Ammo (LRM 15) 8
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again

Left Torso

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

Left Leg

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

Head

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

Center Torso

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

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

Battle Value: **1.599**

Weapon Value: **1.551 / 1.551**

Cost, C-Bills: **7.560.025**

Right Arm

- Shoulder
- Upper Arm Actuator
- Single Heat Sink
- 1-3 Medium Laser
- 1-3 Medium Laser
- 1-3 LRM 15
- 1-3 LRM 15
- 1-3 LRM 15
- 4-6 Ammo (LRM 15) 8
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again

Right Torso

- Single Heat Sink
- Large Laser
- 1-3 Large Laser
- 1-3 SRM 6
- 1-3 SRM 6
- 4-6 Ammo (SRM 6) 15
- 1-3 Roll Again
- 1-3 Roll Again
- 1-3 Roll Again
- 1-3 Roll Again
- 1-3 Roll Again
- 1-3 Roll Again

Right Leg

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

HEAT SCALE

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

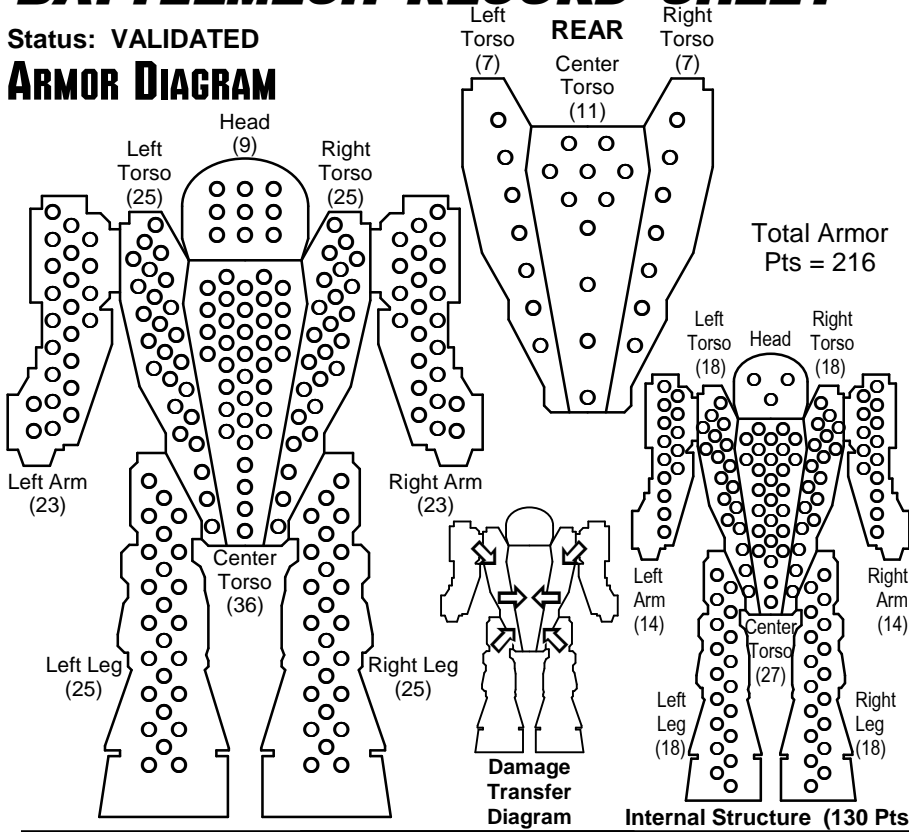
WZGAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Stalker STK-3K**
 Mass: **85 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **3** Inner Sphere
 Running: **5** Biped 'Mech
 Jumping: **0** Level 1 / 3025

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5	-	3	6	9
1	LRM 10	RA	4	1/hit	6	7	14	21
1	Medium Laser	LA	3	5	-	3	6	9
1	LRM 10	LA	4	1/hit	6	7	14	21
1	PPC	RT	10	10	3	6	12	18
1	SRM 4	RT	3	2/hit	-	3	6	9
1	PPC	LT	10	10	3	6	12	18
1	SRM 4	LT	3	2/hit	-	3	6	9

Ammo Type: **Rounds:** **BV2:**

LRM 10	24	22
SRM 4	50	10

Total Heat Sinks: 20 Single
 ○○○○○○○○○○ ○○○○○○○○○○

Auto Eject: **Weapon Heat:**
 Operational Disabled **(40)**

WARRIOR DATA

Name: _____
 Gunnery Skill: **4** Piloting Skill: **5**

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

CRITICAL HIT TABLE

<p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Single Heat Sink Medium Laser LRM 10 LRM 10 <p>1-3</p> <ol style="list-style-type: none"> Ammo (LRM 10) 12 Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <p>Left Torso</p> <ol style="list-style-type: none"> Single Heat Sink PPC PPC PPC SRM 4 Ammo (SRM 4) 25 <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Single Heat Sink Single Heat Sink 	<p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Roll Again Sensors Life Support <p>Center Torso</p> <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro Fusion Engine Fusion Engine Fusion Engine Single Heat Sink Single Heat Sink <p>4-6</p>	<p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Single Heat Sink Medium Laser LRM 10 LRM 10 <p>1-3</p> <ol style="list-style-type: none"> Ammo (LRM 10) 12 Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <p>Right Torso</p> <ol style="list-style-type: none"> Single Heat Sink PPC PPC PPC SRM 4 Ammo (SRM 4) 25 <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Single Heat Sink Single Heat Sink
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Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **1.550**
 Weapon Value: **1.366 / 1.366**
 Cost, C-Bills: **7.611.825**

HEAT SCALE

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

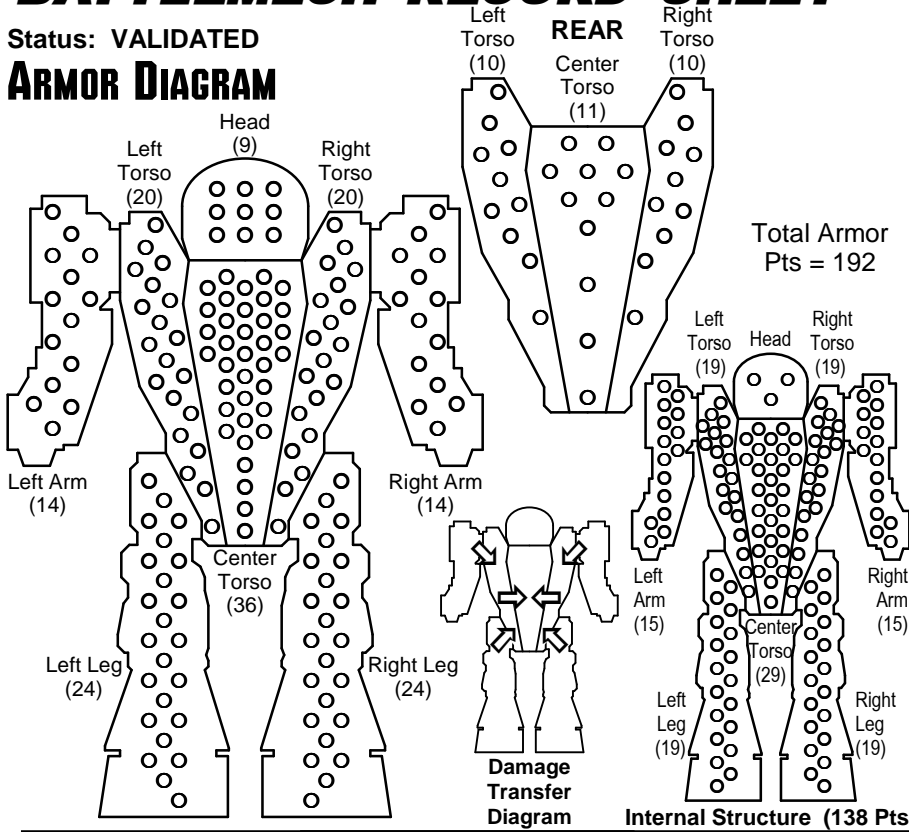


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Cyclops CP-10-K**
 Mass: **90 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **4** Inner Sphere
 Running: **6** Biped 'Mech
 Jumping: **0** Level 1 / 3025

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	PPC	RT	10	10	3	6	12	18
2	Medium Laser	RT(R)	3	5	-	3	6	9
1	LRM 10	LT	4	1/hit	6	7	14	21
1	SRM 6	CT	4	2/hit	-	3	6	9

Ammo Type: **Rounds:** **BV2:**

LRM 10	12	12
SRM 6	15	8

Total Heat Sinks: 18 Single
 ○○○○○○○○○○ ○○○○○○○○
Auto Eject: **Weapon Heat:**
 Operational Disabled **(30)**

WARRIOR DATA

Name: _____
 Gunnery Skill: **4** Piloting Skill: **5**

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

CRITICAL HIT TABLE

<p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Medium Laser Roll Again Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <p>Left Torso</p> <ol style="list-style-type: none"> LRM 10 LRM 10 Ammo (LRM 10) 12 Ammo (SRM 6) 15 Roll Again Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Single Heat Sink Single Heat Sink 	<p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Roll Again Sensors Life Support <p>Center Torso</p> <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro Fusion Engine Fusion Engine Fusion Engine SRM 6 SRM 6 <p>4-6</p>	<p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Medium Laser Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <p>Right Torso</p> <ol style="list-style-type: none"> PPC PPC PPC Medium Laser (R) Medium Laser (R) Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Single Heat Sink Single Heat Sink
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Engine Hits ○○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Battle Value: **1.430**
 Weapon Value: **1.449 / 1.449**
 Cost, C-Bills: **9.188.780**

HEAT SCALE

** Avoid Inferno explosion on..
 Shutdown

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

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

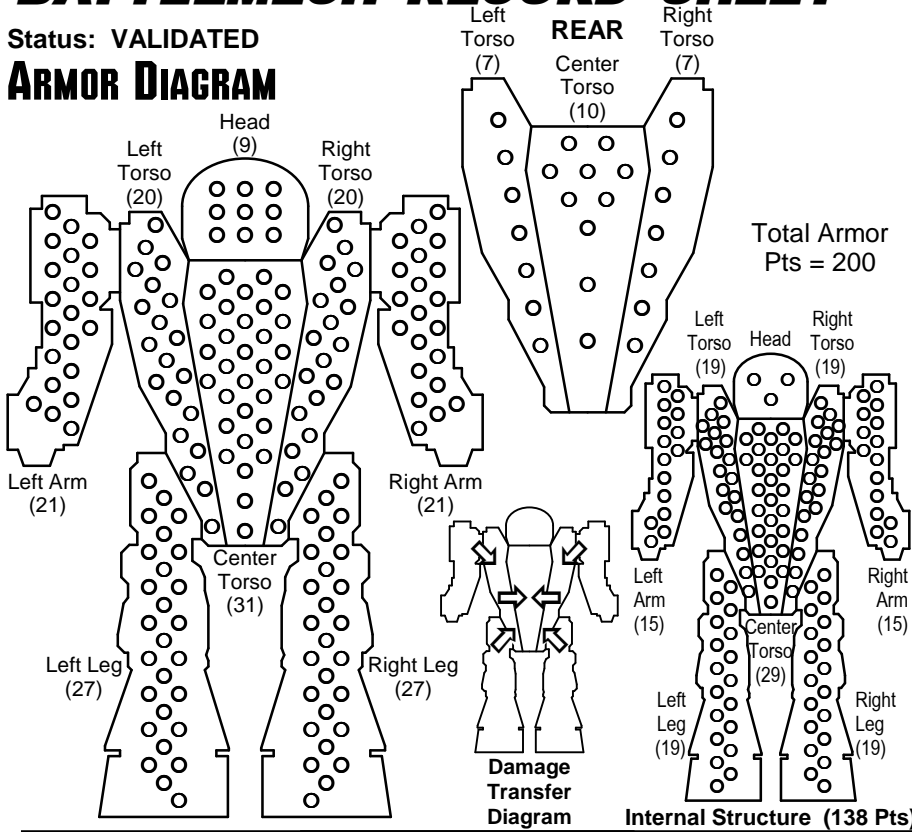
WZGAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Linesman LMN-1PT**

Mass: **90 tons**

Movement Points: Tech, Config. & Level:

Walking: **3**

Running: **5**

Jumping: **0**

Inner Sphere

Biped 'Mech

Level 1 / 3025

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	LRM 15	RT	5	1/hit	6	7	14	21
2	Autocannon/2	RT	1	2	4	8	16	24
1	LRM 15	LT	5	1/hit	6	7	14	21
2	Autocannon/2	LT	1	2	4	8	16	24

Ammo Type: Rounds: BV2:

LRM 15 32 68

Autocannon/2 90 10

Total Heat Sinks: **12 Single**

oooooooooooo oo

Auto Eject:

Operational Disabled

Weapon Heat:

(20)

WARRIOR DATA

Name: _____

Gunnery Skill: **4**

Piloting Skill: **5**

Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

Consciousness #	3	5	7	10	11	Dead
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HEAT SCALE

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



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Medium Laser
- 1-3 Roll Again
- Roll Again
- 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 Torso

- Single Heat Sink
- LRM 15
- 1-3 LRM 15
- 4, LRM 15
- 5, Autocannon/2
- 6, Autocannon/2
- 1, Ammo (LRM 15) 8
- 2, Ammo (LRM 15) 8
- 3, Ammo (AC/2) 45
- 4-6 Roll Again
- 4, Roll Again
- 5, Roll Again
- 6, Roll Again

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- 4, Roll Again
- 5, Sensors
- 6, Life Support

Center Torso

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

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Battle Value: **1.400**
 Weapon Value: **1.078 / 1.078**
 Cost, C-Bills: **8.033.200**

Right Arm

- Shoulder
- Upper Arm Actuator
- 3, Medium Laser
- 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

Right Torso

- Single Heat Sink
- LRM 15
- 1-3 LRM 15
- 4, LRM 15
- 5, Autocannon/2
- 6, Autocannon/2
- 1, Ammo (LRM 15) 8
- 2, Ammo (LRM 15) 8
- 3, Ammo (AC/2) 45
- 4-6 Roll Again
- 4, Roll Again
- 5, Roll Again
- 6, Roll Again

Right Leg

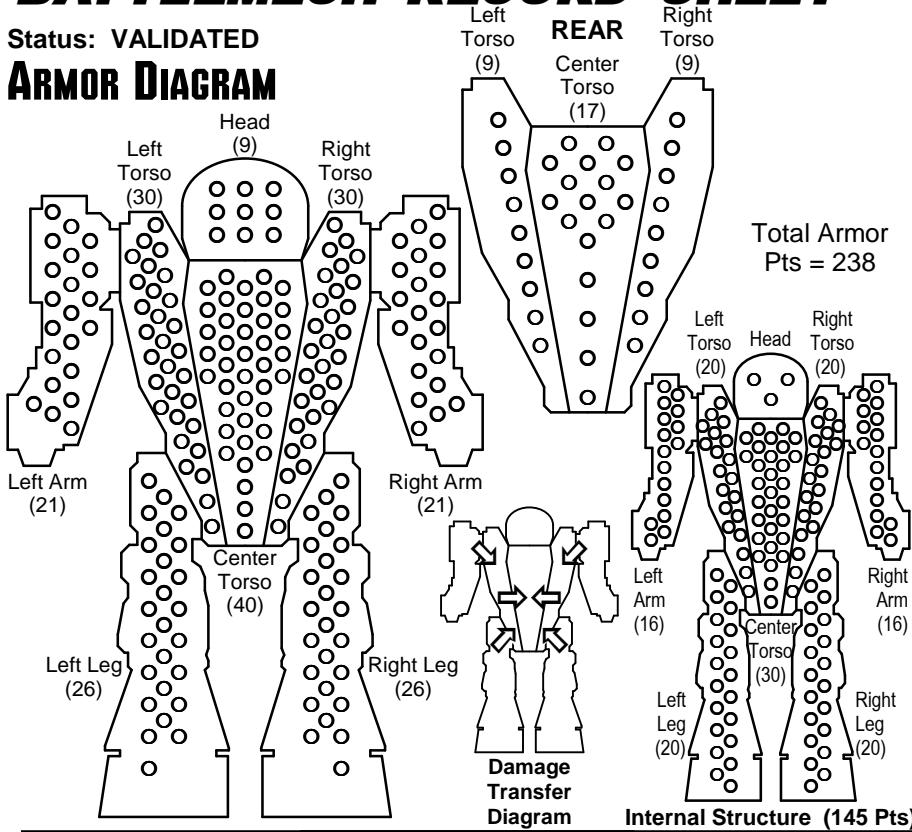
- Hip
- Upper Leg Actuator
- 3, Lower Leg Actuator
- 4, Foot Actuator
- 5, Roll Again
- 6, Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor
Pts = 238

Damage
Transfer
Diagram

Internal Structure (145 Pts)

CRITICAL HIT TABLE

Left Arm

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

Left Torso

- 1, Autocannon/5
- 2, Autocannon/5
- 3, Autocannon/5
- 1-3, Autocannon/5
- 4, Ammo (AC/5) 20
- 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

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

Head

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

Center Torso

- 1, Fusion Engine
- 2, Fusion Engine
- 3, Fusion Engine
- 1-3, Gyro
- 4, Gyro
- 5, Gyro
- 6, Gyro
- 1, Gyro
- 2, Fusion Engine
- 3, Fusion Engine
- 4-6, Fusion Engine
- 4, Large Laser
- 5, Large Laser
- 6, Large Laser

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

Battle Value: 1.435
Weapon Value: 1.348 / 1.348
Cost, C-Bills: 9.556.203

Right Arm

- 1, Shoulder
- 2, Upper Arm Actuator
- 3, Lower Arm Actuator
- 1-3, Hand Actuator
- 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

Right Torso

- 1, Autocannon/5
- 2, Autocannon/5
- 3, Autocannon/5
- 1-3, Autocannon/5
- 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

Right Leg

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

'MECH DATA

Type: **Banshee BNC-3C**

Mass: **95 tons**

Movement Points: Tech, Config. & Level:

Walking: **4**

Running: **6**

Jumping: **0**

Inner Sphere

Biped 'Mech

Level 1 / 3025

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/5	RT	1	5	3	6	12	18
1	Autocannon/5	LT	1	5	3	6	12	18
1	Large Laser	CT	8	8	-	5	10	15
1	Small Laser	HD	1	3	-	1	2	3

Ammo Type: Autocannon/5

Rounds: 20

BV2: 10

Total Heat Sinks: 10 Single

oooooooooooo

Auto Eject:

Operational Disabled

Weapon Heat:

(11)

WARRIOR DATA

Name: _____

Gunnery Skill: **4**

Piloting Skill: **5**

Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

Consciousness #

HEAT SCALE

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

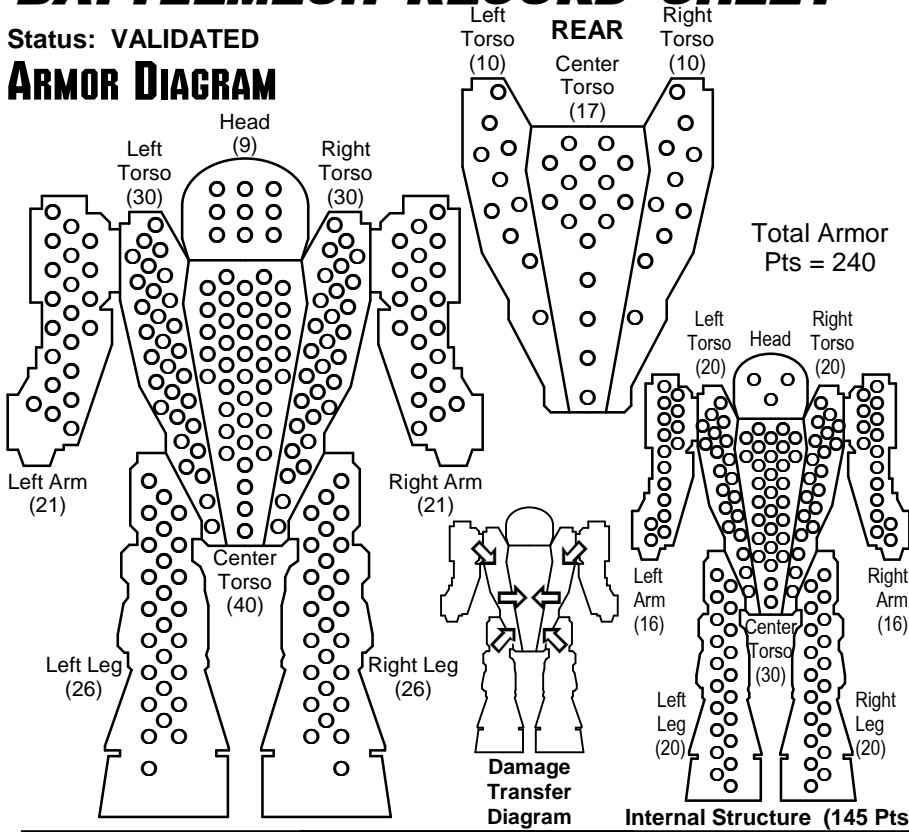


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Banshee BNC-3D**

Mass: **95 tons**

Movement Points: Tech, Config. & Level:

Walking: **3**

Running: **5**

Jumping: **0**

Inner Sphere

Biped 'Mech

Level 1 / 3025

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/10	LA	3	10	-	5	10	15
1	Large Laser	RT	8	8	-	5	10	15
1	LRM 10	RT	4	1/hit	6	7	14	21
1	Medium Laser	RT	3	5	-	3	6	9
1	Autocannon/10	LT	3	10	-	5	10	15
1	Small Laser	CT	1	3	-	1	2	3
1	Small Laser	HD	1	3	-	1	2	3

Ammo Type:	Rounds:	BV2:
Autocannon/10	30	45
LRM 10	12	11

Total Heat Sinks: **18 Single**

○○○○○○○○○○ ○○○○○○○○

Auto Eject:

Weapon Heat:

Operational Disabled

(23)

WARRIOR DATA

Name: _____

Gunnery Skill: **4**

Piloting Skill: **5**

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

HEAT SCALE

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



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Autocannon/10
- Autocannon/10
- Autocannon/10
- Autocannon/10
- Autocannon/10
- Autocannon/10
- Autocannon/10
- Roll Again
- Roll Again

Left Torso

- Autocannon/10
- Autocannon/10
- Autocannon/10
- Autocannon/10
- Autocannon/10
- Autocannon/10
- Autocannon/10
- Ammo (AC/10) 10
- Ammo (AC/10) 10
- Ammo (AC/10) 10
- Single Heat Sink
- Single Heat Sink

Left Leg

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

Head

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

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Small Laser
- Single Heat Sink

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

Battle Value: **1.636**

Weapon Value: **1.785 / 1.785**

Cost, C-Bills: **8.486.595**

Right 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

Right Torso

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

Right Leg

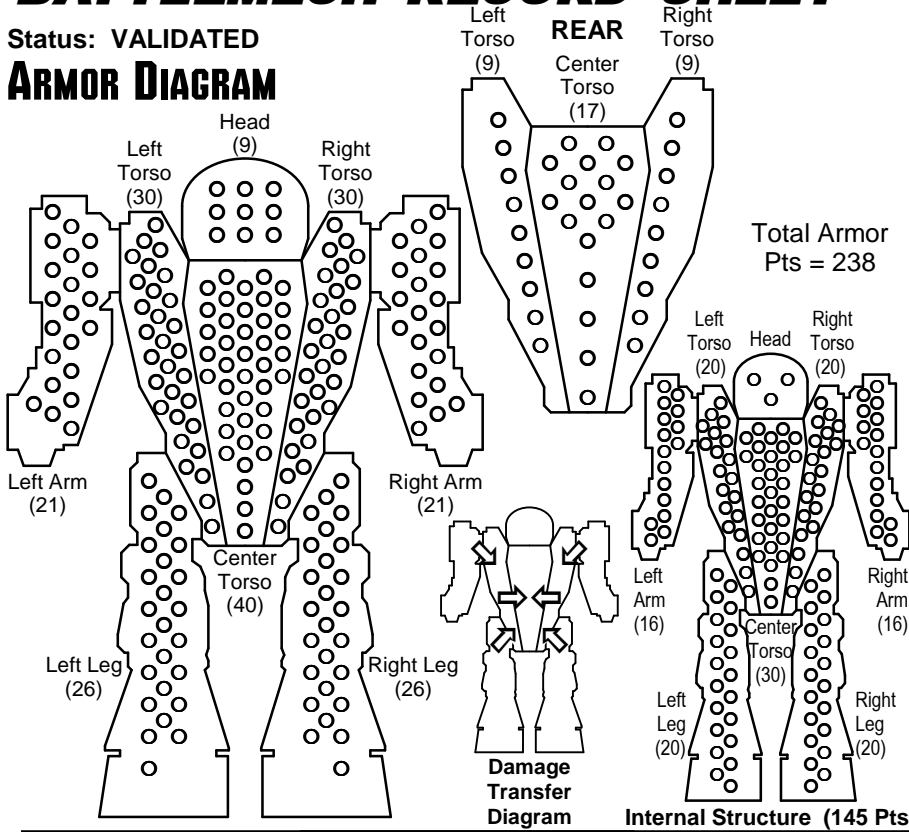
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Banshee BNC-3L**
 Mass: **95 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **4** Inner Sphere
 Running: **6** Biped 'Mech
 Jumping: **0** Level 1 / 3025

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RT	8	8	-	5	10	15
1	Large Laser	LT	8	8	-	5	10	15
1	SRM 6	LT	4	2/hit	-	3	6	9
1	Small Laser	HD	1	3	-	1	2	3

Ammo Type: SRM 6
Rounds: 15
BV2: 8

Total Heat Sinks: 18 Single

○○○○○○○○○○ ○○○○○○○○

Auto Eject: Operational Disabled
Weapon Heat: (21)

WARRIOR DATA

Name: _____

Gunnery Skill: 4 **Piloting Skill:** 5

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

HEAT SCALE

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



CRITICAL HIT TABLE

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

Left Torso

- 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
- Single Heat Sink
- Roll Again

Head

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

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Fusion Engine
- Fusion Engine
- Single Heat Sink
- Roll Again

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

Battle Value: **1.480**
 Weapon Value: **1.463 / 1.463**
 Cost, C-Bills: **9.494.778**

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

- Large Laser
- Large Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

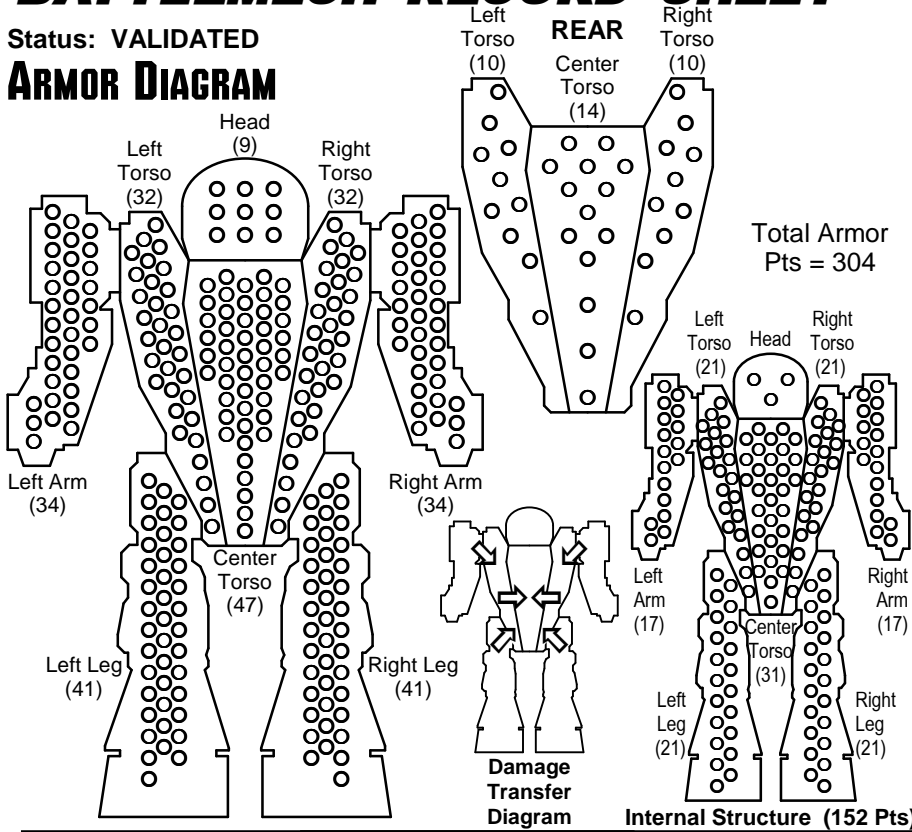
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Atlas AS6-K**
 Mass: **100 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **3** Inner Sphere
 Running: **5** Biped 'Mech
 Jumping: **0** Level 1 / 3025

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8	-	5	10	15
1	Large Laser	LA	8	8	-	5	10	15
1	Autocannon/20	RT	7	20	-	3	6	9
1	LRM 15	LT	5	1/hit	6	7	14	21

Ammo Type: **Rounds:** **BV2:**

Autocannon/20	10	44
LRM 15	16	34

Total Heat Sinks: 21 Single
 ○○○○○○○○○○ ○○○○○○○○○○
 ○

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

WARRIOR DATA

Name: _____
 Gunnery Skill: **4** Piloting Skill: **5**

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

HEAT SCALE

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



CRITICAL HIT TABLE

Left Arm	Head	Right Arm
1, Shoulder	1, Life Support	1, Shoulder
2, Upper Arm Actuator	2, Sensors	2, Upper Arm Actuator
3, Lower Arm Actuator	3, Cockpit	3, Lower Arm Actuator
1-3, Hand Actuator	4, Single Heat Sink	1-3, Hand Actuator
4, Large Laser	5, Sensors	4, Large Laser
5, Large Laser	6, Life Support	5, Large Laser
6, Large Laser		6, Large Laser
1, Single Heat Sink		1, Single Heat Sink
2, Roll Again		2, Roll Again
3, Roll Again		3, Roll Again
4-6, Roll Again		4-6, Roll Again
4, Roll Again		4, Roll Again
5, Roll Again		5, Roll Again
6, Roll Again		6, Roll Again
Left Torso	Center Torso	Right Torso
1, Single Heat Sink	1, Fusion Engine	1, Autocannon/20
2, Single Heat Sink	2, Fusion Engine	2, Autocannon/20
3, LRM 15	3, Fusion Engine	3, Autocannon/20
1-3, LRM 15	4, Gyro	1-3, Autocannon/20
4, LRM 15	5, Gyro	4, Autocannon/20
5, LRM 15	6, Gyro	5, Autocannon/20
6, Ammo (LRM 15) 8		6, Autocannon/20
1, Ammo (LRM 15) 8		1, Autocannon/20
2, Roll Again		2, Autocannon/20
3, Roll Again		3, Autocannon/20
4-6, Roll Again		4, Autocannon/20
4, Roll Again		4, Autocannon/20
5, Roll Again		5, Ammo (AC/20) 5
6, Roll Again		6, Ammo (AC/20) 5
Left Leg	Right Leg	
1, Hip	1, Hip	
2, Upper Leg Actuator	2, Upper Leg Actuator	
3, Lower Leg Actuator	3, Lower Leg Actuator	
4, Foot Actuator	4, Foot Actuator	
5, Single Heat Sink	5, Single Heat Sink	
6, Single Heat Sink	6, Single Heat Sink	

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

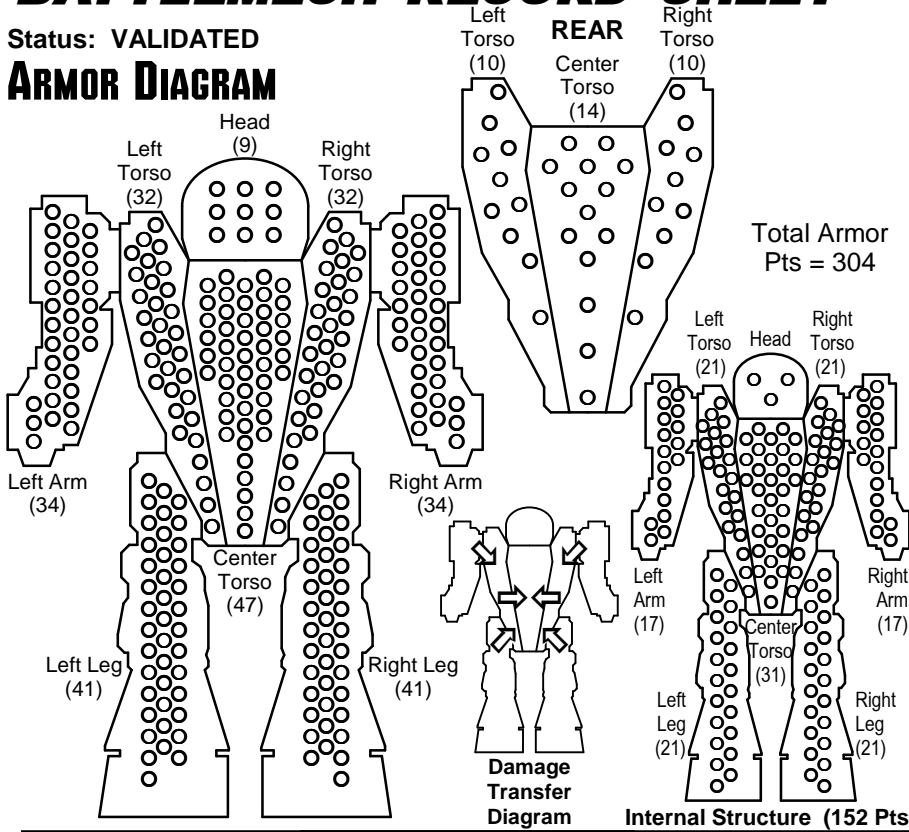
Battle Value: **1.912**
 Weapon Value: **2.043 / 2.043**
 Cost, C-Bills: **9.346.000**

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor
Pts = 304

Internal Structure (152 Pts)

Damage
Transfer
Diagram

'MECH DATA

Type: **Atlas AS7-N**

Mass: **100 tons**

Movement Points: Tech, Config. & Level:

Walking: **3**

Running: **5**

Jumping: **0**

Inner Sphere

Biped 'Mech

Level 1 / 3025

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
2	PPC	RT	10	10	3	6	12	18
1	LRM 20	LT	6	1/hit	6	7	14	21
1	SRM 6	LT	4	2/hit	-	3	6	9
2	Medium Laser	CT(R)	3	5	-	3	6	9

Ammo Type:	Rounds:	BV2:
LRM 20	12	46
SRM 6	15	7

Total Heat Sinks: **22 Single**

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○○

Auto Eject:

Operational Disabled

Weapon Heat:

(42)

WARRIOR DATA

Name: _____

Gunnery Skill: **4**

Piloting Skill: **5**

Hits Taken

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

HEAT SCALE

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

WKGAMES

CRITICAL HIT TABLE

Left Arm

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

Left Torso

- Single Heat Sink
 - LRM 20
 - LRM 20
 - LRM 20
 - LRM 20
 - LRM 20
- 1-3
- SRM 6
 - SRM 6
 - Ammo (LRM 20) 6
 - Ammo (LRM 20) 6
 - Ammo (SRM 6) 15
 - Roll Again
- 4-6

Left Leg

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

Head

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

Center Torso

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

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

Battle Value: **1.976**
Weapon Value: **2.125 / 2.125**
Cost, C-Bills: **9.794.000**

Right Arm

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

Right Torso

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

Right Leg

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