BATTLEMECH RECORD SHEET

'MECH DATA

Type: Jenner JR7-D (Webster)

Movement Points: Tonnage: 35

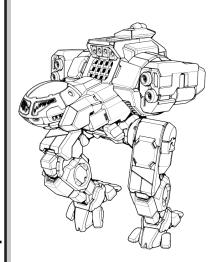
Tech Base: Inner Sphere Walking: Running: 11 Rules Level: Standard 7 Striker Jumping: Role:

Weapons & Equipment Inventory (heyes)

	apono e Equipino	J. y	(Hexco)					
Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	Medium Laser	LA	3	5 [DE]	_	3	6	9
3	Medium Laser	RA	3	5 (DE)	_	3	6	9

WARRIOR DATA

Gunnery Skill: Pilotina Skill: 2 3 4 5 3 5 7 10 11 Dead



Right Arm

3. Medium Laser

5. Medium Laser

6. Roll Again

1. Roll Again

2. Roll Again

3. Roll Again

4. Roll Again

5. Roll Again

6. Roll Again

1. Jump Jet

2. Jump Jet

3. Jump Jet

1. Roll Again

2. Roll Again

3. Roll Again

4. Roll Again

6. Roll Again

Roll Again

Right Torso

4 | Double Heat Sink

6. Double Heat Sink

Double Heat Sink

Medium Laser

Upper Arm Actuator

1. Shoulder

2.

1-3

4-6

1-3

5.

Head (7) Left Torso Right Torso (8) 000 0 0 0 0 0 0 0 0 0 0 0 0 0 00 0 00 0 \bigcirc 000 0 0 0 0 0 Center Left Arm Right Arm 00 00 [4] [10] 0 0 Right Left Leg Leg (6) Center (6) [3] 00 \bigcirc 0 0 0 0 0 0 0 0 0 0 0 Left Right Torso Rear Torso Rear 0 (4) [4]

ARMOR DIAGRAM

BV: 1,086



CRITICAL TABLE

Left Arm

- 1. Shoulder
- Upper Arm Actuator
- 3. Medium Laser
- 1-3 Medium Laser
- 5. Medium Laser
- 6. Roll Again
 - 1. Roll Again
 - 2. Roll Again
- 3. Roll Again 4-6
 - 4. Roll Again 5. Roll Again
 - 6. Roll Again

Left Torso

- 1. Jump Jet
- 2. Jump Jet
- Jump Jet
- 1-3 4. Roll Again
- - 5. Roll Again
 - 6. Roll Again
 - 1. Roll Again
- 2. Roll Again
- 3. Roll Again
- 4-6 4. Roll Again
 - Roll Again 6. Roll Again
 - Left Leg
 - 1. Hip
 - 2. Upper Leg Actuator
 - 3. Lower Leg Actuator
 - 4. Foot Actuator
 - 5. Roll Again
 - 6. Roll Again

Head

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

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

Engine Hits OOO Gyro Hits O O Sensor Hits O O



Diagram

- 6. Life Support

Center Torso

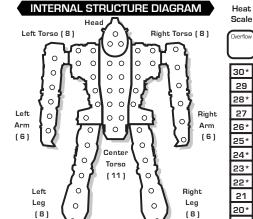
- 1. Fusion Engine
- 2. Fusion Engine
- 3. Fusion Engine
- - 5. Gyro
 - 6. Gyro

 - 2. Fusion Engine
- 4. Fusion Engine
 - Jump Jet

Life Support O

Right Leg

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



30*

29

28,

27

26*

25*

24*

23*

22*

21

19*

18*

17*

16

15*

14*

13*

12

11

10*

9

8*

7

6

5*

4

3

2

HEAT DATA

Double Heat Sinks: Heat. 10 (20) Level* Effects 30 Shutdown Ammo Exp, avoid on 8+ 000000000 Shutdown, avoid on 10+ 26 25 -5 Movement Points +4 Modifier to Fire 24 Ammo Exp, avoid on 6+ 23 Shutdown, avoid on 8+ 22 20 -4 Movement Points 19 Ammo Exp, avoid on 4+ 18 Shutdown, avoid on 6+ +3 Modifier to Fire 17 15 -3 Movement Points Shutdown, avoid on 4+

- 1. Hip
- 2. Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- - 8 +1 Modifier to Fire 5 -1 Movement Points

13

10

+2 Modifier to Fire

-2 Movement Points

BATTLEMECH RECORD SHEET

Striker

'MECH DATA

Type: Panther PNT-9ALAG

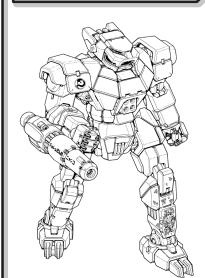
Movement Points: Tonnage: 35 Walking: Tech Base: Inner Sphere Running: 8 Rules Level: Introductory

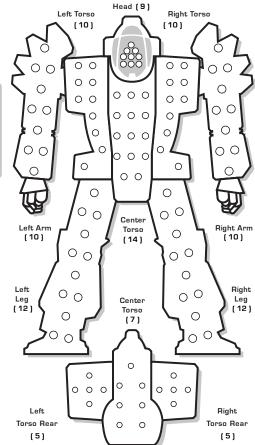
0 Jumping: Role:

Weapons & Equipment Inventory (hexes) Min Sht Med Lng Qty Type Loc Ht Dmg 3 6 12 18 1 PPC RA 10 10 [DE] 1 SRM 4 CT 3 2/Msl [M,C,S] -6 3

WARRIOR DATA

Gunnery Skill: Pilotina Skill: 2 3 4 5 3 5 7 10 11 Dead





ARMOR DIAGRAM

Ammo: (SRM 4) 25

BV: 804



CRITICAL TABLE

Left Arm

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

Left Torso

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

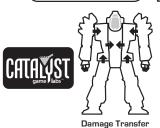
- 1. Life Support
- 3. Cockpit
- 5. Sensors

Center Torso

- 3. Fusion Engine
- 1-3 ^{3.} Gvro
- - 6. Gyro
 - 1. Gyro
 - 4. Fusion Engine

 - 6. Roll Again

Gyro Hits O O Sensor Hits O O Life Support O



Diagram

Right Arm 1. Shoulder

- 2. Sensors
- 4. Roll Again
- 6. Life Support

- 1. Fusion Engine
- 2. Fusion Engine

- - 5. Gyro

 - 2. Fusion Engine
- 3. Fusion Engine 4-6
 - SRM 4

Engine Hits OOO



Right Torso 1. Heat Sink

- 2. Heat Sink
- 3. Heat Sink 1-3 4 Heat Sink

2.

6.

5. [PPC

1. PPC

PPC

2. Roll Again

3. Roll Again

4. Roll Again

5. Roll Again

6. Roll Again

1-3

4-6

Upper Arm Actuator

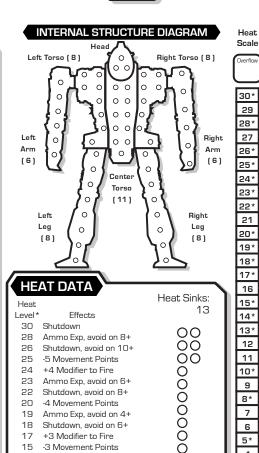
3. Lower Arm Actuator

Hand Actuator

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

Right Leg

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



26

25

24

23

22

20

19

18

17

15

13

10

8

Shutdown, avoid on 10+

-5 Movement Points

+4 Modifier to Fire

Ammo Exp, avoid on 6+

Shutdown, avoid on 8+

Ammo Exp, avoid on 4+

Shutdown, avoid on 6+

Shutdown, avoid on 4+

+3 Modifier to Fire

-3 Movement Points

+2 Modifier to Fire

-2 Movement Points

+1 Modifier to Fire

-1 Movement Points

-4 Movement Points

11

10*

9

8*

7

6

5*

4

3

2

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BATTLEMECH RECORD SHEET

'MECH DATA

Type: Panther PNT-10ALAG

Movement Points: Tonnage: 35 Tech Base: Inner Sphere Walking: Running: 9 Rules Level: Standard 0 Striker Jumping: Role:

Weapons & Equipment Inventory

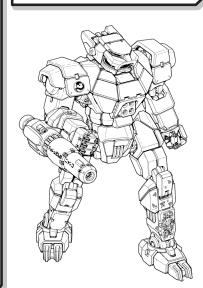
(hexes) Min Sht Med Lng Qty Type Loc Ht Dmg 1 ER PPC 7 14 23 RA 15 10 [DE] 2/Msl [M,C,S] -1 SRM 4 CT 3 6 3

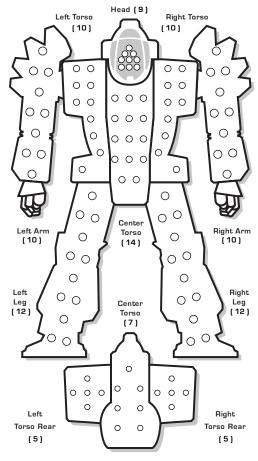
WARRIO	R DATA
Name:	
Gunnerv Skill:	Pilotina Skill:

1 2 3 4 5 6

3 5 7 10

11 Dead





ARMOR DIAGRAM

Ammo: (SRM 4) 25

BV: 916



Left Arm

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

Left Torso

- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Double Heat Sink 1-3 4. Ammo (SRM 4) 25
 - 5. Roll Again
 - 6. Roll Again
 - 1. Roll Again
 - 2. Roll Again Roll Again
- 4-6 4. Roll Again
 - Roll Again
 - 6. Roll Again

Left Leg

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

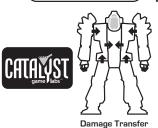
Head

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

Center Torso

- 1. Fusion Engine
- 2. Fusion Engine 3. Fusion Engine
- Gvro
- 1-3 ^{3.}
 - 5. Gyro
 - 6. Gyro
 - 1. Gyro
 - 2. Fusion Engine
- 3. Fusion Engine 4-6 4. Fusion Engine
 - SRM 4
 - 6. Roll Again

Engine Hits OOO Gyro Hits O O Sensor Hits O O Life Support O



Diagram

- 4.
- 5. Roll Again

Right Arm

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

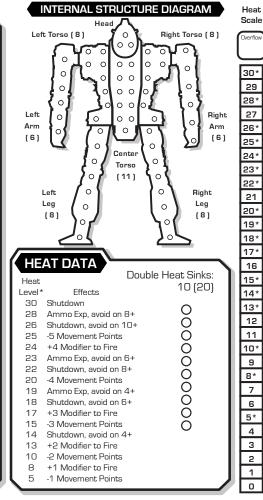
Right Torso

- 1. Double Heat Sink Double Heat Sink 2.
- 3. Double Heat Sink
- 1-3 4. Roll Again
- 5. Roll Again

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

Right Leg

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



BATTLEMECH RECORD SHEET

(hexes)

'MECH DATA

Type: Panther PNT-CM

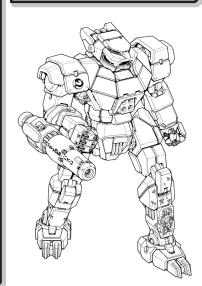
Movement Points: Tonnage: 35 Tech Base: Inner Sphere Walking: Running: 6 Rules Level: Standard Jumping: Sniper

Weapons & Equipment Inventory

Min Sht Med Lng Qty Type Loc Ht Dmg 1 PPC 6 12 18 RA 10 10 [DE] 3 1 C3 Computer (Master) LT 9 - [E] 5 15

WARRIOR DATA

Gunnery Skill: Pilotina Skill: 2 3 4 5 3 5 7 10 11 Dead



Right Arm

Upper Arm Actuator

3. Lower Arm Actuator

Hand Actuator

1. Shoulder

5. [PPC

1. PPC

6.

PPC

2. Roll Again

3. Roll Again

4. Roll Again

5. Roll Again

6. Roll Again

1. Heat Sink

2. Heat Sink

3. Heat Sink

4 Heat Sink

5. Roll Again

6. Roll Again

1. Roll Again

2. Roll Again

3. Roll Again

4. Roll Again

Roll Again

Right Torso

1-3

4-6

1-3

Head (9) Left Torso Right Torso (10) 0 0 0 0 00 00 0 0 00 0 0 000 0 0 00 00 00 000 0 0 0 0 0 0 000 00 0 00 6 o c 0 0 0 0 0 0 00 00 Center Left Arm Right Arm 0 0 [10] (10) [14] 00 00 0 0 Right 00 0 Leg Center (12) [12] 0 0 [7] 00 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 Right Left Torso Rear Torso Rear 0 (5) (5)

ARMOR DIAGRAM

BV: 726



CRITICAL TABLE

Left Arm

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

Left Torso

- 1. Heat Sink
- 2. Heat Sink
- 1-3 3. C3 Master C3 Master
 - - 5. C3 Master
 - 6. C3 Master

 - 1. C3 Master
- 2. Roll Again
- 3. Roll Again **4-6** 4. Roll Again
 - 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

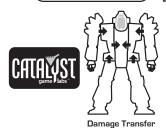
- 3. Cockpit
- 4. Roll Again
- 5. Sensors

- 1. Fusion Engine

- 1-3 3. . 4. Gyro
- - 6.

 - 2. Fusion Engine
- 4-6
- 4. Fusion Engine

Gyro Hits O O Sensor Hits O O



Diagram

- 1. Life Support
- 2. Sensors

- 6. Life Support

Center Torso

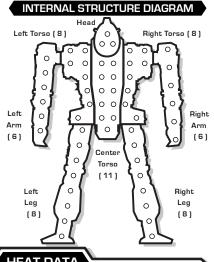
- 2. Fusion Engine
- 3. Fusion Engine
- - 5. Gyro
 - Gyro

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

Engine Hits OOO Life Support O

6. Roll Again

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



Heat

Scale

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

4

3

Heat	AT DATA	Heat Sinks:
.evel*	Effects	1 1
30	Shutdown	00
28	Ammo Exp, avoid on 8+	Ŏ0
26	Shutdown, avoid on 10+	Q
25	-5 Movement Points	0
24	+4 Modifier to Fire	Ö
23	Ammo Exp, avoid on 6+	Ŏ
22	Shutdown, avoid on 8+	ŏ
20	-4 Movement Points	\sim
19	Ammo Exp, avoid on 4+	Q
18	Shutdown, avoid on 6+	0
17	+3 Modifier to Fire	0
15	-3 Movement Points	0
14	Shutdown, avoid on 4+	•
13	+2 Modifier to Fire	

10

8

-2 Movement Points

+1 Modifier to Fire

-1 Movement Points

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Griffin GRF-1DS (Almstedt)

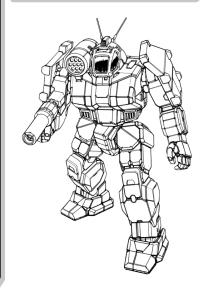
Movement Points: Tonnage: 55 Tech Base: Inner Sphere Walking: Running: 8 Rules Level: Standard 5 Jumping: Role: Skirmisher

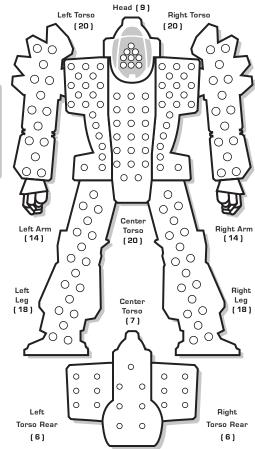
Weapons & Equipment Inventory

We	Weapons & Equipment Inventory						(hexes)				
Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng			
1	Hatchet	LA	_	11	_	_	_	_			
1	Large Pulse Laser	RA	10	9 [P]	_	3	7	10			
1	LRM 15	RT	5	1/Msl [M,C,S]	6	7	14	21			



Name:									
Gunnery Skill:	Piloting Skill:								
Hits Taken	1	2	3	4	5	6			
Consciousness #	3	5	7	10	11	Dead			





ARMOR DIAGRAM

Ammo: (LRM 15) 8

BV: 1,204



CRITICAL TABLE

Left Arm

- 1. Shoulder
- Upper Arm Actuator
- 3. Lower Arm Actuator 1-3
- Hand Actuator
 - 5. Double Heat Sink
 - Double Heat Sink 6.
 - 1. Double Heat Sink
- 2. [Hatchet
- 3. Hatchet 4-6 4 Hatchet
 - 5. Hatchet
 - 6. Roll Again

Left Torso (CASE)

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

 - 1. Jump Jet
 - 2. Jump Jet
- Ammo (LRM 15) 8
- 4-6 4. CASE
 - Roll Again
 - 6. Roll Again

Left Leg

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

Head

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

Center Torso

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

Engine Hits OOO Gyro Hits O O Sensor Hits O O Life Support O



Diagram

Right Leg

- 3.
- 4. Foot Actuator
- 5. Roll Again

Right Arm

- 1. Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
 - Double Heat Sink 5.
 - Double Heat Sink

 - 1. Double Heat Sink 2. Large Pulse Laser
- 3. Large Pulse Laser 4-6
 - 4. Roll Again 5. Roll Again

 - 6. Roll Again

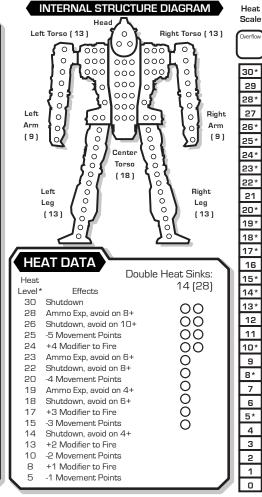
Right Torso

- 1. XL Fusion Engine 2. XL Fusion Engine
- 3. XL Fusion Engine
- 1-3 4. Jump Jet
 - 5. Jump Jet
 - 6. LRM 15

 - LRM 15
 - 2. LRM 15
- 3. Roll Again **4-6** 4. Roll Again
 - Roll Again
 - 6. Roll Again

- 1. Hip
- 2. Upper Leg Actuator
- Lower Leg Actuator

- 6. Roll Again



BATTLEMECH RECORD SHEET

'MECH DATA

Type: Kintaro KTO-18 (Akbani)

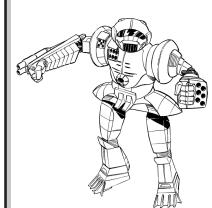
Movement Points: Tonnage: 55 Walking: Tech Base: Inner Sphere Running: 8 Rules Level: Standard Jumping: 0 Role: Skirmisher

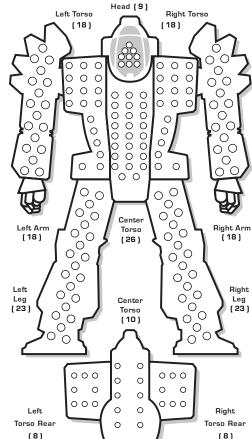
Weapons & Fauinment Inventory

vve	apons & Equipmen	ory	(hexes)					
Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	10 [DE]	_	7	14	23
1	SRM 6	LA	4	2/Msl [M,C,S]	_	3	6	9
1	Medium Laser	LA	3	5 [DE]	_	3	6	9
1	Medium Laser	RA	3	5 [DE]	_	3	6	9
1	SRM 6	RT	4	2/Msl [M,C,S]	_	3	6	9

WARRIOR DATA

•										
Name:										
Gunnery Skill:	Piloting Skill:									
		_	_							
Hits Taken	1	2	3	4	5	6				
Consciousness #	3	5	7	10	11	Dead				





ARMOR DIAGRAM

Ammo: (SRM 6) 30

BV: 1,420



CRITICAL TABLE

Left Arm

- 1. Shoulder
- Upper Arm Actuator
- 3. Lower Arm Actuator 1-3
- 4. Hand Actuator
 - 5. FER PPC
 - 6. ER PPC
 - 1. LER PPC
 - 2. [SRM 6 3. LSRM 6
- 4-6
- 4. Medium Laser
 - 5. Roll Again
 - 6. Roll Again

Left Torso

- 1. Ferro-Fibrous
- 2. Ferro-Fibrous
- 3. Ferro-Fibrous
- 1-3 4. Roll Again
- 5. Roll Again

 - 6. Roll Again
 - 1. Roll Again
- 2. Roll Again 3. Roll Again
- 4-6 4. Roll Again
 - 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

- 3. Cockpit
- 4. Ferro-Fibrous
- 6. Life Support

- 1-3 4. Gyro
- 5. Gyro
 - 6.

 - 1. Gyro
- 3. Fusion Engine
- 4-6
 - Ferro-Fibrous
 - 6. Ferro-Fibrous

Gyro Hits O O Sensor Hits O O



- 1. Life Support
- 2. Sensors
- 5. Sensors

Center Torso

- 1. Fusion Engine
- 2. Fusion Engine
- 3. Fusion Engine
- - - Gyro

 - 2. Fusion Engine

 - 4. Fusion Engine

Engine Hits OOO Life Support O



Damage Transfer

Diagram

Right Arm

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

Right Torso

- 1. SRM 6
- 2. LSRM 6
- 3. Ammo (SRM 6) 15 1-3
 - 4. Ammo (SRM 6) 15
 - 5. Ferro-Fibrous 6. Ferro-Fibrous
 - Ferro-Fibrous
 - 2. Ferro-Fibrous
- 3. Ferro-Fibrous 4-6
 - Ferro-Fibrous
 - Ferro-Fibrous 6. Ferro-Fibrous

Right Leg

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

INTERNAL STRUCTURE DIAGRAM

Heat

Scale

30*

29

28,

27

26*

25*

24*

23*

22*

21

20*

19*

18*

17*

16

15*

14*

13*

12

11

10*

9

8*

7

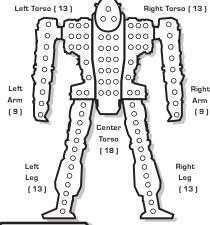
6

5*

4

3

2



HEAT DATA Double Heat Sinks: Heat. 11 (22) Level* Effects 30 Shutdown 00 Ammo Exp, avoid on 8+

Shutdown, avoid on 10+ 25 -5 Movement Points +4 Modifier to Fire 24

Ammo Exp, avoid on 6+ 23 Shutdown, avoid on 8+ 22 20 -4 Movement Points

19 Ammo Exp, avoid on 4+ 18 Shutdown, avoid on 6+

13 +2 Modifier to Fire

8

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Ostsol OTL-4D (Ragnar)

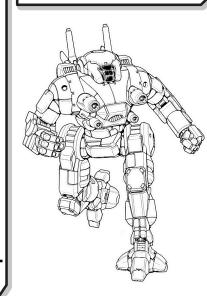
Movement Points: Tonnage: 60 Walking: Tech Base: Inner Sphere Running: 8 Rules Level: Introductory Jumping: 0 Role: Skirmisher

Weapons & Equipment Inventory

vve	apons & Equipmen	ory	(nexes)					
Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	LT	8	8 [DE]	_	5	10	15
1	Medium Laser	LT	3	5 [DE]	_	3	6	9
1	Large Laser	RT	8	8 [DE]	_	5	10	15
1	Medium Laser	RT	3	5 [DE]	_	3	6	9
2	Medium Laser	CT	3	5 [DE]	_	3	6	9

WARRIOR DATA

Gunnery Skill: Pilotina Skill: 2 3 4 5 3 5 7 10 11 Dead



Head (8) Left Torso Right Torso (22) 000 0 Ô 0 0 0 $\tilde{0}$ 000 O 00 00 000 00 ,000, 000 0 0 0 Ō 00 00 0 0 0 0 0 0 0 0 Center Left Arm 0 0 Right Arm 0 0 (8) (22) 0 0 0 0 0 0 0 0 0 0 0 0 Right Left 0 0 Leg 0 Center 0 (20) (201 0 0 0 0 (6) 0 0 001 0 0 0 0 0 0 0 0 0 0 0 0 0 0 Left Right Torso Rear Torso Rear (4) [4]

ARMOR DIAGRAM

BV: 1,308

CRITICAL TABLE

Left Arm

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

Left Torso

- 1. Large Laser
- 2. Large Laser
- 3. Medium Laser
- 1-3 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again
 - 1. Roll Again
 - 2. Roll Again
- 3. Roll Again 4-6
 - 4. Roll Again Roll Again
 - 6. Roll Again

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Heat Sink
- 6. Heat Sink

Head

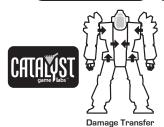
- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Roll Again
- 5. Sensors

6. Life Support

- Center Torso 1. Fusion Engine
- 2. Fusion Engine
- 3. Fusion Engine
- 1-3 3. . 4. Gyro
 - 5. Gyro
 - 6. Gyro

 - 1. Gyro 2. Fusion Engine
- 3. Fusion Engine 4-6
 - 4. Fusion Engine
 - Medium Laser 6. Medium Laser

Engine Hits OOO Gyro Hits OO Sensor Hits O O Life Support O



Diagram

- 1. Large Laser
- 2. Large Laser
- 3. Medium Laser
- 1-3

- 3. Roll Again
- 5.
- 6. Roll Again

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 4. Foot Actuator
- 5. Heat Sink
- 6. Heat Sink

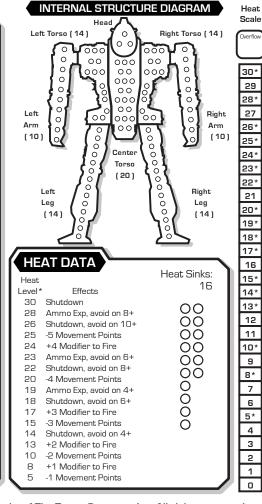
Right Arm

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

Right Torso

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

- Lower Leg Actuator 3.



BATTLEMECH RECORD SHEET

'MECH DATA

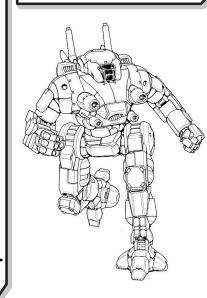
Type: Ostsol OTL-5M (Maki)

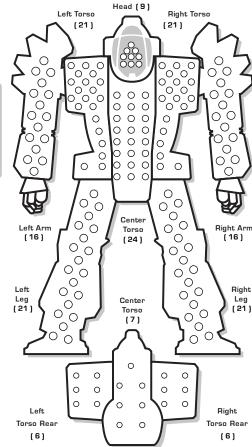
Movement Points: Tonnage: 60 Walking: Tech Base: Inner Sphere Running: 8 Rules Level: Standard 0 Jumping: Role: Skirmisher

we	apons & Equipmen	ory	(hexes)					
Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	LT	12	8 [DE]	_	7	14	19
2	Medium Pulse Laser	LT	4	6 [P]	_	2	4	6
1	ER Large Laser	RT	12	8 [DE]	_	7	14	19
2	Medium Pulse Laser	RT	4	6 [P]	_	2	4	6
2	Medium Pulse Laser	CT	4	6 [P]	_	2	4	6
	(R)							

WARRIOR DATA

Name:								
Gunnery Skill:	Piloting Skill:							
Hits Taken	1	2	3	4	5	6		
Consciousness #	3	5	7	10	11	Dead		





ARMOR DIAGRAM

BV: 1,473

CRITICAL TABLE

Left Arm

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

Left Torso

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. XL Fusion Engine 1-3 4. Double Heat Sink
 - 5. Double Heat Sink
 - 6. Double Heat Sink
- 1. ER Large Laser 2. LER Large Laser
- 3. Medium Pulse Laser
- 4-6 4. Medium Pulse Laser
- Roll Again
- 6. Roll Again

Left Leg

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

Head

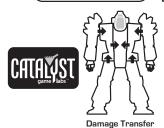
- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Roll Again 5. Sensors
- 6. Life Support

Center Torso

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. XL Fusion Engine
- 1-3 ^{3.} Gvro
 - 5. Gyro
 - 6. Gyro
 - 1. Gyro
 - 2. XL Fusion Engine
- XL Fusion Engine 4-6
 - XL Fusion Engine Medium Pulse Laser (R)

Medium Pulse Laser (R)

Engine Hits OOO Gyro Hits OO Sensor Hits O O Life Support O



Diagram

Right Leg

- 3.
- 4.
- 5. Roll Again

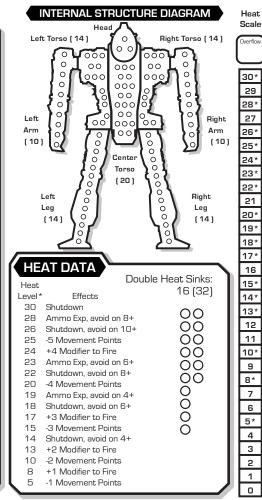
Right Arm

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

Right Torso

- 1. XL Fusion Engine 2. XL Fusion Engine
- 3. XL Fusion Engine
- 1-3 4 [Double Heat Sink
 - 5. Double Heat Sink
 - 6. Double Heat Sink
 - 1. ER Large Laser
 - 2. ER Large Laser
- 3. Medium Pulse Laser 4-6 4. Medium Pulse Laser
 - Roll Again
 - 6. Roll Again

- 1. Hip
- 2. Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- 6. Roll Again



BATTLEMECH RECORD SHEET

'MECH DATA

Type: Catapult CPLT-K2 (Kasigi)

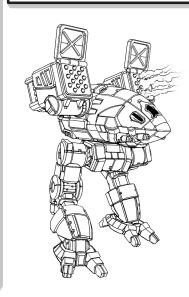
Movement Points: Tonnage: 65 Walking: Tech Base: Inner Sphere Running: ß Rules Level: Standard Jumping: 4 Sniper

Waanana & Equipment Inventory

vve	apons & Equipmen	JI'Y	l	nexes	5 J			
Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	10 [DE]	_	7	14	23
1	ER PPC	RA	15	10 [DE]	-	7	14	23
1	Medium Laser	LT	3	5 [DE]	-	3	6	9
1	Medium Laser	RT	3	5 [DE]	_	3	6	9

WARRIOR DATA

Gunnery Skill: Pilotina Skill: 2 3 4 5 3 5 7 10 11 Dead



Upper Arm Actuator

3. Double Heat Sink

2. Double Heat Sink

Right Torso

1. Double Heat Sink

3. Double Heat Sink

4 [Double Heat Sink

6. Double Heat Sink

1. Medium Laser

Roll Again

Roll Again

4. Roll Again

6. Roll Again

Double Heat Sink

Double Heat Sink

3. FER PPC

4 FR PPC

5. LER PPC

6. Roll Again

Head (9) Left Torso Right Torso (20) (20) 0 0 0 000 0 0 60 \circ 0 Õ \circ ,0 0 0 0 0 0 0 0 0 0 O O 0 0 0 00 $\tilde{\circ}$ 0 0 00 0 0 0 000 0 Ô O. Ō 0 0 0 0 0 0 0 0 0 Ō 0 0 \bigcirc 000 \bigcirc 0 0 0 0 Ô 0 Ō 0 Ō 0 \cap 0 O 0 0 0 0 0 0 0 0 0 Center Left Arm 0 0 Right Arm [18] 0 [24] 0 [18] 0 0 0 0 0 0 0 0 0 0 0 0 Right 0 0 Leg 0 Center 0 (20) (201 0 0 0 0 [11] 0 0 0 0 0 0 0 000 000 0 0 0 0 0 0 0 0 0 0 000 000 Left Right 0 0 Torso Rear Torso Rear 0 (8) [8]

ARMOR DIAGRAM

BV: 1.597

CRITICAL TABLE

Left Arm

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

Left Torso

- 1. Double Heat Sink
- Double Heat Sink 2.
- 3. Double Heat Sink 1-3 4. Double Heat Sink

 - 5 Double Heat Sink 6. Double Heat Sink

 - 1. Medium Laser 2. Roll Again
- Roll Again
- 4-6 4. Roll Again
 - 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

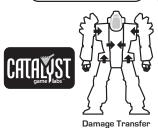
- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Roll Again

Center Torso

- 1. Fusion Engine
- 1-3 4. Gvro
- 5. Gyro
 - 6.
 - 1. Gyro
- 4-6

 - Roll Again
 - 6. Roll Again

Engine Hits OOO Gyro Hits O O Sensor Hits O O



Diagram

Right Arm 1. Shoulder

1-3

4-6

4

5.

6.

2

5.

2. Roll Again

1-3

- 5. Sensors
- 6. Life Support

- 2. Fusion Engine
- 3. Fusion Engine

- - Gyro

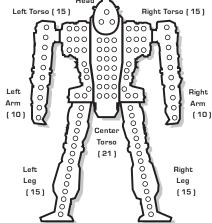
 - 2. Fusion Engine
- 3. Fusion Engine
 - **Fusion Engine**

Life Support O

Right Leg

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

Left Torso (15)



INTERNAL STRUCTURE DIAGRAM

Heat

Scale

30*

29

28,

27

26*

25*

24*

23*

22*

21

20*

19*

18*

17*

HEAT DATA Heat.

Level* 30 Shutdown Ammo Exp, avoid on 8+ Shutdown, avoid on 10+ 26 25

23 22 20 -4 Movement Points 19

24

18 +3 Modifier to Fire 17 15

13 +2 Modifier to Fire

10 8 5

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Guillotine GLT-3N (Estridsen) Movement Points: Tonnage:

70 Walking: Tech Base: Inner Sphere Running: ß Rules Level: Standard Jumping: 4 Skirmisher

Weapons & Equipment Inventory

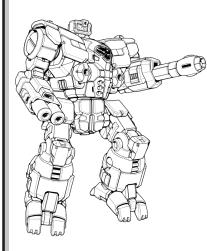
VVE	apons & Equipmen	L IIIV	CIILL	JI'Y	ι	nexes	٥J	
Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	10 [DE]	_	7	14	23
3	Medium Laser	RA	3	5 [DE]	_	3	6	9
2	Medium Laser	LT	3	5 [DE]	_	3	6	9
6	Medium Laser	RT	3	5 [DE]	_	3	6	9
1	SRM 6	CT	4	2/Msl [M,C,S]	_	3	6	9
1	Medium Laser	HD	3	5 [DE]	_	3	6	9

Ammo: (SRM 6) 15

BV: 1,846

WARRIOR DATA

Gunnery Skill: Pilotina Skill: 2 3 4 5 3 5 7 10 11 Dead



Head (9) Left Torso Right Torso (22) 100 000 00 \circ Ō O 0 O o' 0 Ô ر اه ا 000000000 00000000 0 0 0 O O 00000 O 0 0 Õ O 0000 00000 0 0 0 0 0 O 0 0 0 Õ 0 0 0 ŏ Ō 00 0 O 0 0 00 0 Center O 0 0 Left Arm 00 Right Arm 0 [20] (20) [27] òò Ô 0 0 0 0 0 0 0 0 0 O Left 0 0 Right 0 0 Leg Center 0 O 0 0 (22) (22) 0 [12] •O \bigcirc 0 0 0 0 000 000 0 0 0 0 0 0 0 0 0 0 000 000 Left Right 0 0 Torso Rear Torso Rear

[8]

(8)

ARMOR DIAGRAM

CRITICAL TABLE

Left Arm

- 1. Shoulder
- Upper Arm Actuator
- 1-3 3. 3. Double Heat Sink
- Double Heat Sink
 - 5. Double Heat Sink
 - 6. FER PPC
 - 1. ER PPC 2. ER PPC
- 3. Endo Steel 4-6 4. Endo Steel
- 5. Endo Steel
 - 6. Endo Steel
 - Left Torso

1. Double Heat Sink

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

 - 1. Jump Jet
 - 2. Medium Lase
- Medium Laser 4-6 4. Endo Steel
 - Endo Steel
 - 6. Endo Steel
 - Left Leg
 - 1. Hip
 - 2. Upper Leg Actuator
 - 3. Lower Leg Actuator
 - 4. Foot Actuator
 - 5. Jump Jet
 - 6. Roll Again

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Medium Laser
- 5. Sensors
- 6. Life Support

Center Torso

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

 - 1. Gyro 2. Fusion Engine
- 3. Fusion Engine 4-6
- 4. Fusion Engine
 - 5. [SRM 6

Engine Hits OOO Gyro Hits O O Sensor Hits O O Life Support O



Diagram

1. Hip

- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5.
- 6.

Right Arm

- 1. Shoulder
- Upper Arm Actuator
- Lower Arm Actuator 1-3
 - Double Heat Sink
 - Double Heat Sink 5.
 - 6. Double Heat Sink

 - 1. Medium Laser 2. Medium Laser
- 3. Medium Laser 4-6
 - 4 Endo Steel
 - 5. Endo Steel
 - 6. Endo Steel

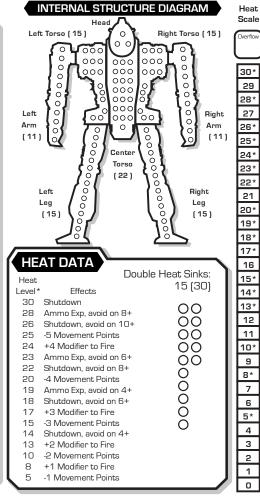
Right Torso (CASE)

- 1. Jump Jet
- 2. Medium Laser
- 3. Medium Laser
- 1-3 Medium Laser
- 5. Medium Laser
- 6. Medium Laser
- Medium Laser
- 2. Ammo (SRM 6) 15 CASE
- 4-6
 - Endo Steel
 - 5. Endo Steel
 - 6. Endo Steel

Right Leg

- 2. Upper Leg Actuator

- Jump Jet
- Endo Steel



BATTLEMECH RECORD SHEET

'MECH DATA

Type: Hatamoto-Chi HTM-27T (Lowenbrau) Movement Points: Tonnage: 80

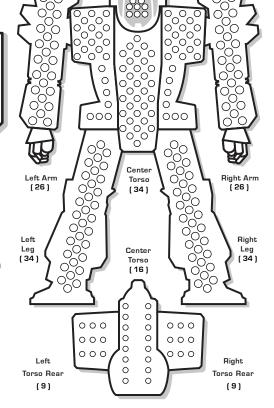
Tech Base: Inner Sphere Walking: Running: 6 [8] Rules Level: Standard 0 Jumping: Brawler

Weapons & Equipment Inventory (hexes)

				,	()				
Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng	
1	PPC	LA	10	10 [DE]	3	6	12	18	
1	PPC	RA	10	10 [DE]	3	6	12	18	
1	SRM 6	LT	4	2/Msl [M,C,S]	_	3	6	9	
1	SRM 6	RT	4	2/Msl [M,C,S]	_	3	6	9	

WARRIOR DATA

Name:								
Gunnery Skill:	Piloting Skill:							
	_	_	_		-			
Hits Taken	1	2	3	4	5	6		
Consciousness #	3	5	7	10	11	Dead		



ARMOR DIAGRAM

Right Torso (25)

Head (9)

Left Torso

Ammo: (SRM 6) 30

BV: 1,865



CRITICAL TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator 1-3
- 4. PPC
 - 5. PPC 6. PPC
 - 1. Endo Steel
 - 2. Endo Steel
- 3. Endo Steel 4-6
 - 4. Endo Steel 5. Endo Steel
 - 6. Endo Steel

Left Torso (CASE)

- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Double Heat Sink
- 1-3 4. SRM 6
 - 5 SRM 6
 - 6. Ammo (SRM 6) 15
 - 1. MASC
 - 2. MASC
- MASC 4-6
 - 4. MASC
 - 5. CASE 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

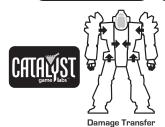
- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Endo Steel 5. Sensors
- 6. Life Support

Center Torso

- 1. Fusion Engine
- 2. Fusion Engine
- 3. Fusion Engine
- 1-3 4. Gyro
- 5. Gyro
 - 6. Gyro
 - 1. Gyro
 - 2. Fusion Engine
- 3. Fusion Engine 4-6
 - 4. Fusion Engine Endo Steel 5.

 - 6. Endo Steel

Engine Hits OOO Gyro Hits O O Sensor Hits O O Life Support O



Diagram

1. Hip

- 5. Roll Again

Right Arm

- 1. Shoulder
- Upper Arm Actuator
- 3. Lower Arm Actuator 1-3
 - 4 Hand Actuator
 - 5. [PPC
 - PPC 6.

 - 1. PPC 2. Endo Steel
- 3. Endo Steel
- 4. Endo Steel
- 5. Endo Steel
 - 6. Endo Steel

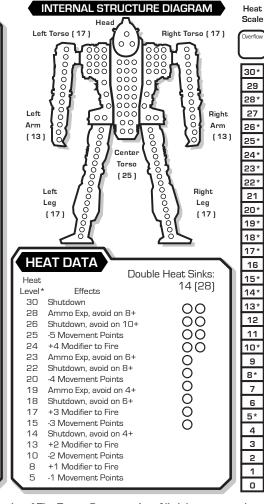
Right Torso (CASE)

- 1. Double Heat Sink Double Heat Sink 2.
- 3. Double Heat Sink
- 1-3 4 [SRM 6
 - 5. LSRM 6
 - 6. Ammo (SRM 6) 15
 - 1. CASE
 - 2. Roll Again
 - 3. Roll Again
 - 4. Roll Again
 - Roll Again

 - 6. Roll Again

Right Leg

- 2. Upper Leg Actuator
- Lower Leg Actuator 3.
- 4. Foot Actuator
- 6. Roll Again



BATTLEMECH RECORD SHEET

'MECH DATA

Type: Atlas AS7-S (Hanssen)

Movement Points: Tonnage: 100 Walking: 3 Tech Base: Inner Sphere Running: 5 Rules Level: Standard Jumping: 0 Sniper

Weapons & Equipment Inventory

weapons & Equipment inventory						(nexes)			
Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng	
1	Medium Laser	LA	3	5 [DE]	_	3	6	9	
1	Medium Laser	RA	3	5 [DE]	_	3	6	9	
1	LRM 20	LT	6	1/Msl [M,C,S]	6	7	14	21	
1	ER PPC	LT	15	10 [DE]	_	7	14	23	
1	Gauss Rifle	RT	1	15 [DB,X]	2	7	15	22	
2	Medium Laser (R)	CT	3	5 [DE]	_	3	6	9	
1	TAG	HD	_	[E]	_	5	9	15	

Ammo: (Gauss) 16, (LRM 20) 12

BV: 2.295

Head

- Left Arm 1. Shoulder
- Upper Arm Actuator
- 3. Lower Arm Actuator

CRITICAL TABLE

- 1-3 Hand Actuator
 - 5. Double Heat Sink
 - Double Heat Sink 6.
 - 1. Double Heat Sink
 - 2. Double Heat Sink
 - 3. Double Heat Sink
- 4-6 4. Double Heat Sink
 - 5. Medium Laser
 - 6. Roll Again

Left Torso

- 1. LRM 20
- 2. LRM 20
- 1-3 3. LRM 20
- 5 | IRM 20
 - 6. FR PPC
 - 1. ER PPC
 - 2. LER PPC
- 3. Ammo (LRM 20) 6
- 4-6 4. Ammo (LRM 20) 6
 - 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

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

Center Torso

- 1. Fusion Engine
- 2. Fusion Engine
- 3. Fusion Engine
- 1-3 4. Gvro
- 5. Gyro
 - 6. Gyro

 - 1. Gyro 2. Fusion Engine
- Fusion Engine 4-6
 - **Fusion Engine** Medium Laser (R)
 - 6. Medium Laser (R)

Engine Hits OOO Gyro Hits O O Sensor Hits O O

Life Support O



Damage Transfer

Diagram

- 1. Hip

- 4. Foot Actuator
- 5.

Right Arm

WARRIOR DATA

Pilotina Skill:

11 Dead

2 3 4 5

3 5 7 10

Gunnery Skill:

- 1. Shoulder
- Upper Arm Actuator
- 3. Lower Arm Actuator 1-3
 - Hand Actuator
 - Double Heat Sink 5.

 - Double Heat Sink
 - 1. Double Heat Sink
- 2. Medium Laser
- 3. Roll Again 4-6
 - 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again

Right Torso

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

Right Leg

- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- Roll Again
- 6. Roll Again

Right Torso (21) Left Right Arm Arm [17] Cente Torso (31) Left Right Leg Leg [21] [21] **HEAT DATA** Double Heat Sinks: Heat. 15 (30) Level* Effects 30 Shutdown Ammo Exp, avoid on 8+ 00 Shutdown, avoid on 10+ 26 25 -5 Movement Points +4 Modifier to Fire 24 Ammo Exp, avoid on 6+ 23 Shutdown, avoid on 8+ 22 20 -4 Movement Points 19 Ammo Exp, avoid on 4+ 18 Shutdown, avoid on 6+ +3 Modifier to Fire 17 15 -3 Movement Points Shutdown, avoid on 4+ 13 +2 Modifier to Fire

ARMOR DIAGRAM

Right Torso

(32)

00 O

Right Arm

Right

(41)

Right

Torso Rear

(10)

Heat

Scale

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

4

3

2

Head (9)

Center

[47]

Center

[14]

0 0 0 0

0 0

0 0

INTERNAL STRUCTURE DIAGRAM

0 0 0

0 0

000

000

0

Left Torso

(32)

000

999

000

000

0

Left Arm

[34]

(41)

Left

Torso Rear (10)

10

8

-2 Movement Points

+1 Modifier to Fire

-1 Movement Points