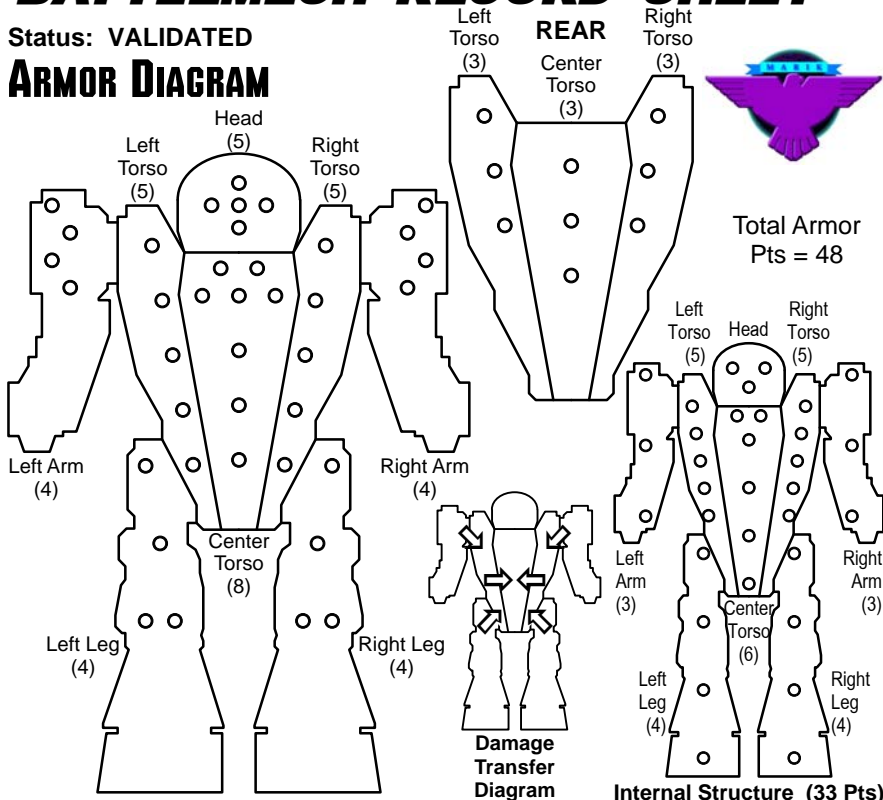


# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



Total Armor  
Pts = 48

Internal Structure (33 Pts)

### CRITICAL HIT TABLE

#### Left Arm

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

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

#### Left Torso

1. Single Heat Sink
2. Small Laser (R)
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

- 1-3
1. Roll Again
  2. Roll Again
  3. 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. Single Heat Sink
6. Single Heat Sink

#### Head

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

#### Center Torso

- 1-3
1. Fusion Engine
  2. Fusion Engine
  3. Fusion Engine
  4. Gyro
  5. Gyro
  6. Gyro
- 4-6
1. Gyro
  2. Fusion Engine
  3. Fusion Engine
  4. Fusion Engine
  5. Flamer
  6. Ammo (MG) 200

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

Battle Value: **352**  
Weapon Value: **168 / 168**  
Cost, C-Bills: **1,520,400**

#### Right Arm

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

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

#### Right Torso

1. Single Heat Sink
2. Small Laser (R)
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

- 1-3
1. Roll Again
  2. Roll Again
  3. 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. Single Heat Sink
6. Single Heat Sink

### 'MECH DATA

Type: **Flea FLE-15**

Mass: **20 tons**

Movement Points: Tech, Config. & Level:

Walking: **6** Inner Sphere  
Running: **9** Biped 'Mech  
Jumping: **0** Level 1 / 3025

### Weapons Inventory:

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	Machine Gun	LA	0	2	-	1	2	3
1	Machine Gun	RA	0	2	-	1	2	3
1	Flamer	CT	3	2	-	1	2	3
1	Small Laser	RT(R)	1	3	-	1	2	3
1	Small Laser	LT(R)	1	3	-	1	2	3

Ammo Type: Machine Gun  
Rounds: 200  
BV: 1

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
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	
4	
3	
2	
1	
0	

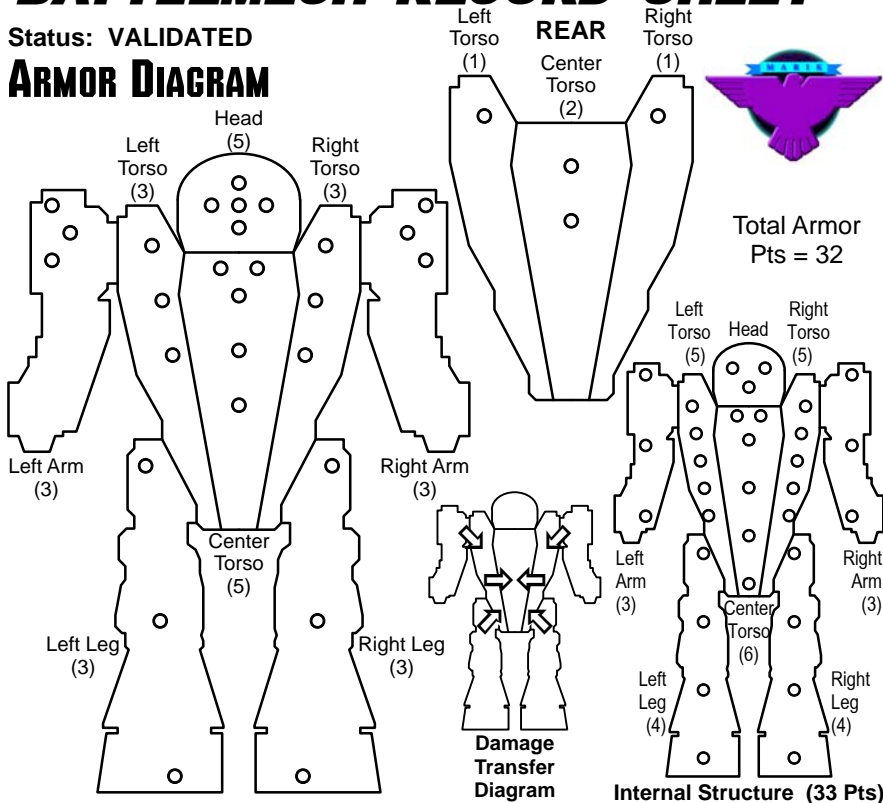
FASA

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Flea FLE-4**

Mass: **20 tons**

Movement Points: Tech, Config. & Level:

Walking: **6**

Running: **9**

Jumping: **0**

Inner Sphere

Biped 'Mech

Level 1 / 3050

### Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	CT(R)	3	2	-	1	2	3
2	Small Laser	LA	1	3	-	1	2	3
1	Large Laser	RA	8	8	-	5	10	15

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

### CRITICAL HIT TABLE

#### Left Arm

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

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

#### Left Torso

- Single Heat Sink
- 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
- 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
- Flamer (R)
- Roll Again

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

Battle Value: **360**  
Weapon Value: **113 / 113**  
Cost, C-Bills: **1,519,200**

#### Right Arm

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

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

#### Right Torso

- Single Heat Sink
- 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

### 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	
4	
3	
2	
1	
0	-1 Movement Points

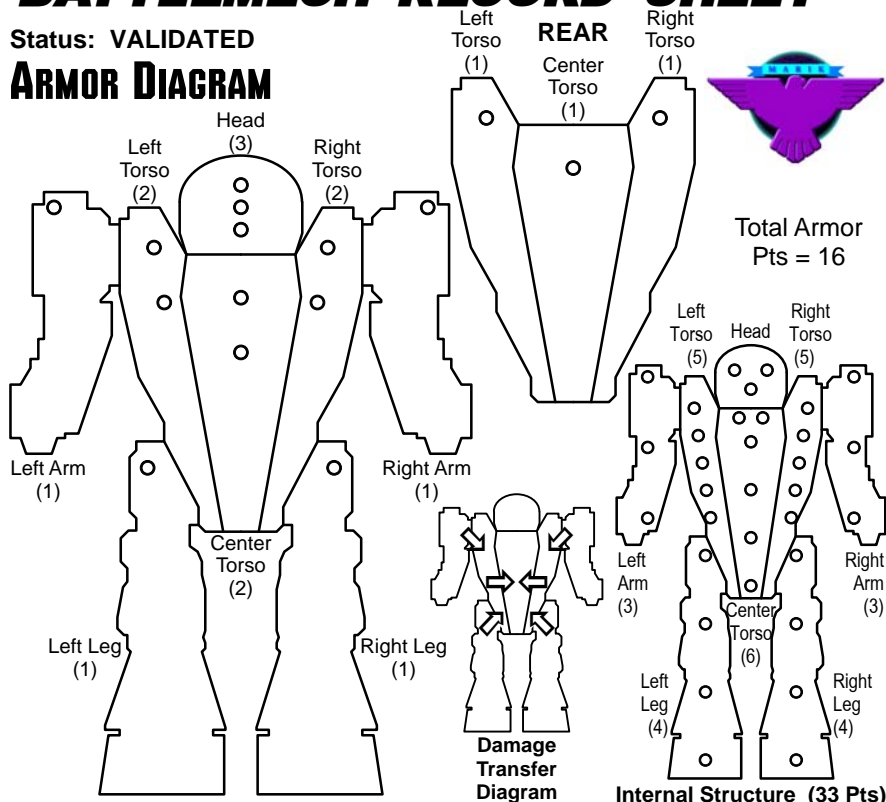
**FASA**

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



Total Armor  
Pts = 16

Internal Structure (33 Pts)

### CRITICAL HIT TABLE

#### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. LRM 5
- 1-3 4. Roll Again
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. Roll Again
2. Roll Again
- 1-3 3. Roll Again
4. Roll Again
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 Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single 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
  - 1-3 3. Fusion Engine
  4. Gyro
  5. Gyro
  6. Gyro
1. Gyro
  2. Fusion Engine
  - 4-6 3. Fusion Engine
  4. Fusion Engine
  5. Medium Laser
  6. Ammo (LRM 5) 24

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

Battle Value: **382**  
Weapon Value: **94 / 94**  
Cost, C-Bills: **1,571,200**

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. LRM 5
- 1-3 4. Roll Again
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

#### Right Torso

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

#### Right Leg

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

### 'MECH DATA

Type: **Locust LCT-1M**

Mass: **20 tons**

Movement Points: Tech, Config. & Level:

Walking: **8** Inner Sphere  
Running: **12** Biped 'Mech  
Jumping: **0** Level 1 / 3025

#### Weapons Inventory:

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

Ammo Type: LRM 5  
Rounds: 24  
BV: 7

Total Heat Sinks: 10 Single

oooooooooooo

Auto Eject: ☐ Operational ☐ Disabled  
Weapon Heat: (7)

### 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	
4	
3	
2	
1	
0	-1 Movement Points

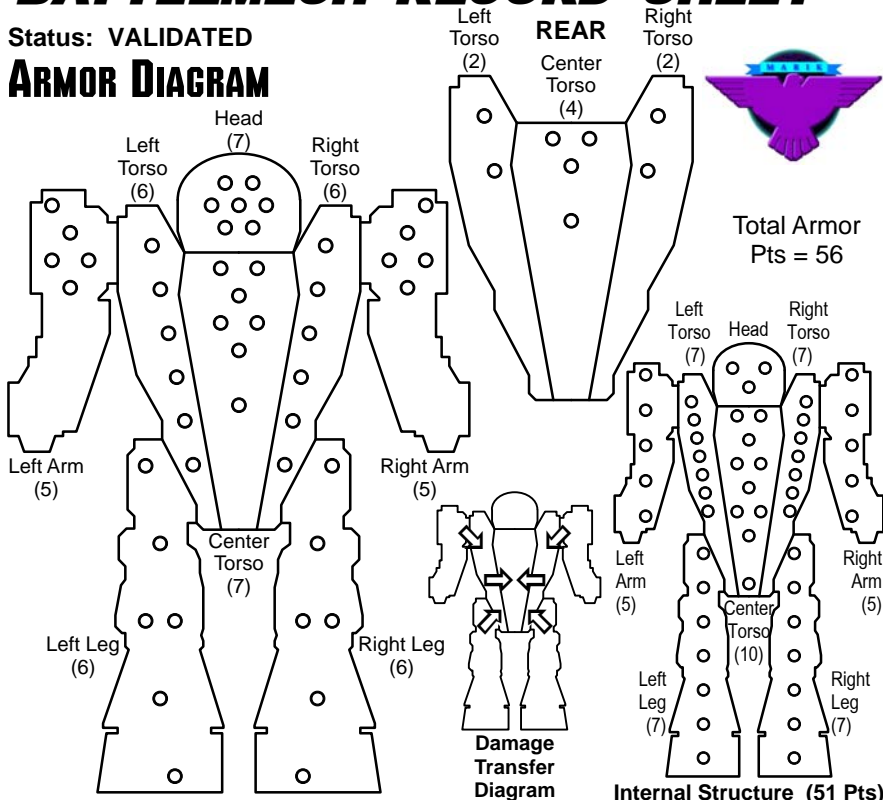


# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Hermes HER-1A**

Mass: **30 tons**

Movement Points: Tech, Config. & Level:

Walking: **9** Inner Sphere  
Running: **14** Biped 'Mech  
Jumping: **0** Level 1 / 3025

### Weapons Inventory:

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

Total Heat Sinks: **10 Single**

oooooooooooo

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

### CRITICAL HIT TABLE

#### Left Arm

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

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

#### Left Torso

- Roll Again
- 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
- Fusion Engine
- Medium Laser
- Roll Again

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

Battle Value: **501**  
Weapon Value: **192 / 192**  
Cost, C-Bills: **2,569,970**

#### Right Arm

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

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

#### Right Torso

- 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

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

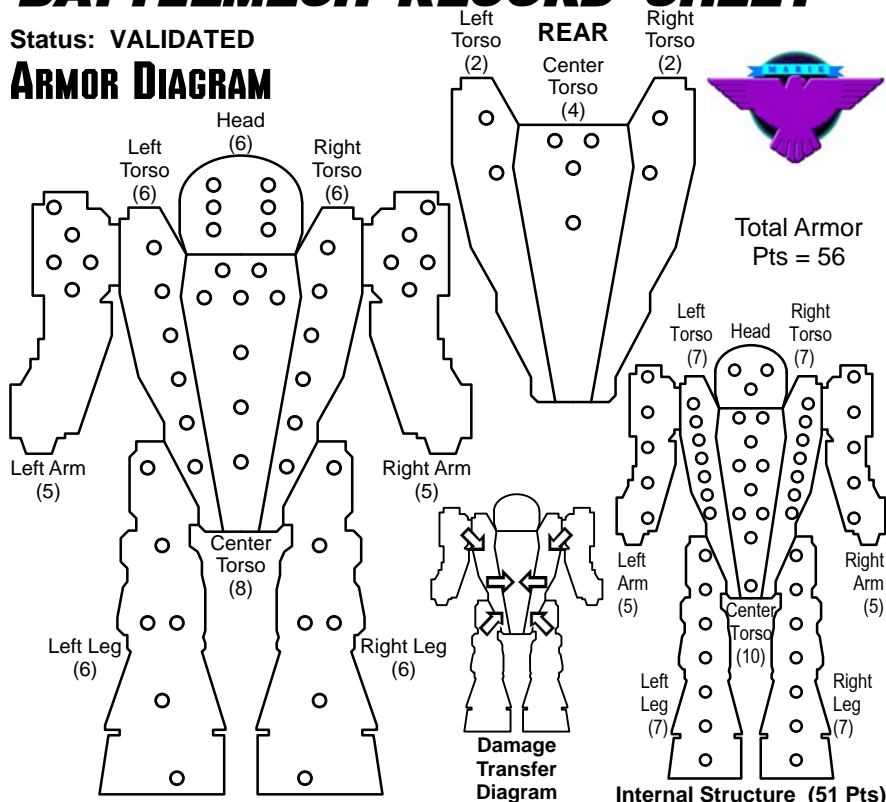


# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Spider SDR-5V**

Mass: **30 tons**

Movement Points: Tech, Config. & Level:

Walking: **8** Inner Sphere  
Running: **12** Biped 'Mech  
Jumping: **8** Level 1 / 3025

Weapons Inventory: (hexes)  
Qty Type Loc Ht Dmg Min Sht Med Lng  
2 Medium Laser CT 3 5 - 3 6 9

Total Heat Sinks: 10 Single

oooooooooooo

Auto Eject: Weapon Heat:  
☐ Operational ☐ Disabled (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

### 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	
4	
3	
2	
1	
0	



### CRITICAL HIT TABLE

#### Left Arm

1. Shoulder
2. 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. Jump Jet
2. Jump Jet
- 1-3 3. Jump Jet
4. Jump Jet
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 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. Single Heat Sink
5. Sensors
6. Life Support

#### Center Torso

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

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

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

Battle Value: **514**  
Weapon Value: **170 / 170**  
Cost, C-Bills: **2,984,540**

#### Right Arm

1. Shoulder
2. 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

#### Right Torso

1. Jump Jet
2. Jump Jet
- 1-3 3. Jump Jet
4. Jump Jet
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

#### Right Leg

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

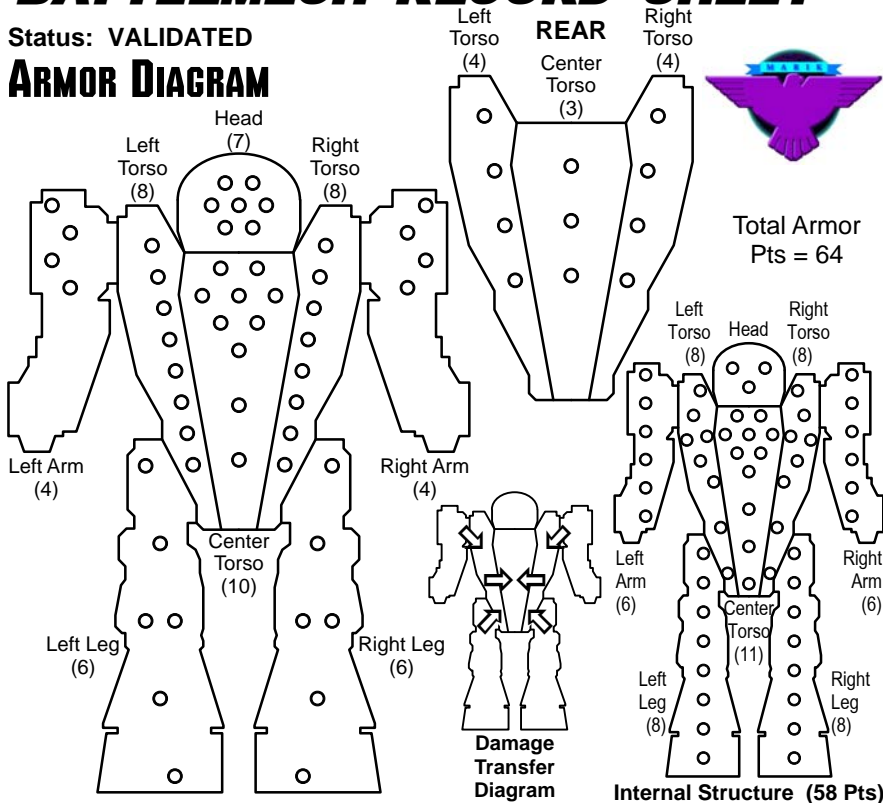


# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Jenner JR7-D**

Mass: **35 tons**

Movement Points: Tech, Config. & Level:

Walking: **7** Inner Sphere  
Running: **11** Biped 'Mech  
Jumping: **5** Level 1 / 3025

### Weapons Inventory:

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

Ammo Type: SRM 4 Rounds: 25 BV: 6

Total Heat Sinks: 10 Single

oooooooooooo

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 Points
4	
3	
2	
1	
0	



### CRITICAL HIT TABLE

#### Left Arm

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

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

#### Left Torso

1. Jump Jet
2. Jump Jet
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

- 1-3
1. Roll Again
  2. Roll Again
  3. 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. Single Heat Sink
5. Sensors
6. Life Support

#### Center Torso

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

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

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

Battle Value: **669**  
Weapon Value: **291 / 291**  
Cost, C-Bills: **3,198,375**

#### Right Arm

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

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

#### Right Torso

1. Jump Jet
2. Jump Jet
3. Ammo (SRM 4) 25
4. Roll Again
5. Roll Again
6. Roll Again

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

#### Right Leg

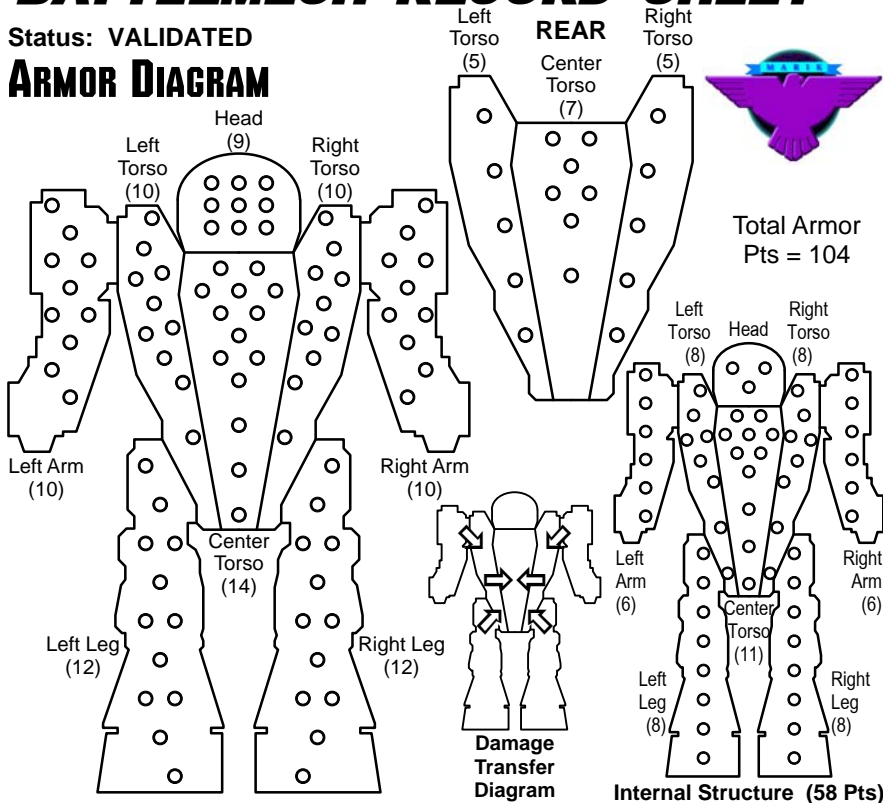
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Panther PNT-9R**

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	PPC	RA	10	10	3	6	12	18
1	SRM 4	CT	3	2/hit	-	3	6	9

Ammo Type: SRM 4 Rounds: 25 BV: 6

Total Heat Sinks: **13 Single**

oooooooooooo ooo

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 Points
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

#### 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 4
- Roll Again

#### Left Torso

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

#### Right Arm

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

#### Left Leg

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

#### Right Leg

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

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

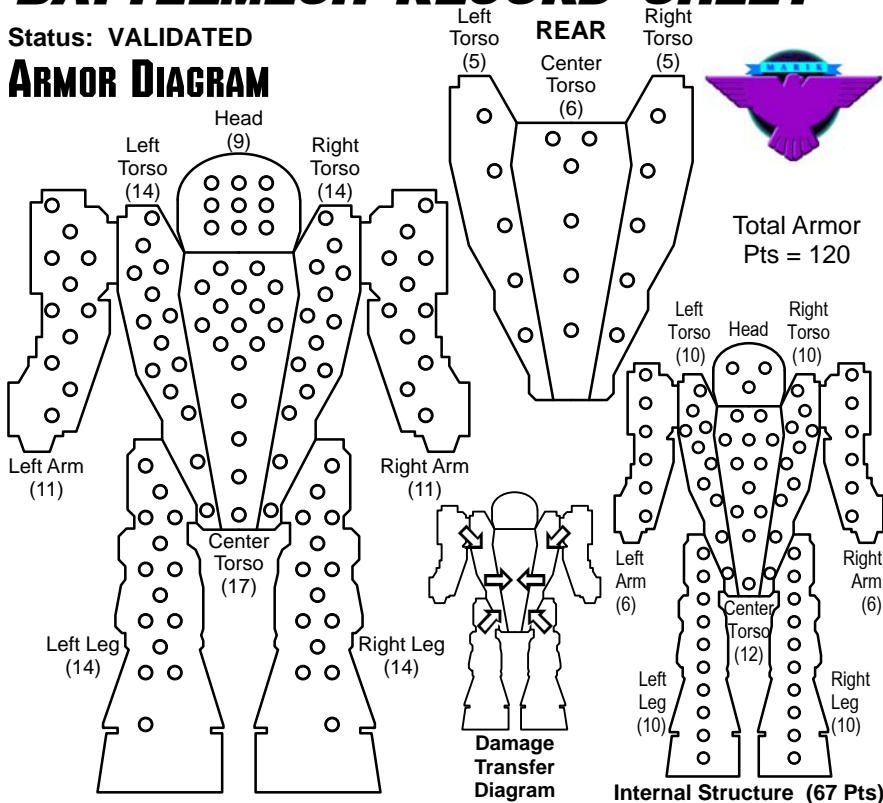
Battle Value: **664**  
Weapon Value: **416 / 416**  
Cost, C-Bills: **2,485,710**

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

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

Mass: **40 tons**

Movement Points: Tech, Config. & Level:

Walking: **7**

Running: **11**

Jumping: **0**

Inner Sphere

Biped 'Mech

Level 1 / 3025

### Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	RT	3	5	-	3	6	9
1	Medium Laser	RA	3	5	-	3	6	9
2	Machine Gun	RT	0	2	-	1	2	3
1	Flamer	LA	3	2	-	1	2	3

Ammo Type:

Rounds:

BV:

Machine Gun

100

1

Total Heat Sinks: **11 Single**

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Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(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 Points
4	
3	
2	
1	
0	



### CRITICAL HIT TABLE

#### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
- 1-3 4. Flamer
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. Ammo (MG) 100
2. Roll Again
- 1-3 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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

#### Left Leg

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

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

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

Battle Value: **740**

Weapon Value: **503 / 503**

Cost, C-Bills: **3,263,214**

#### Right Arm

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

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

#### Right Torso

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

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

#### Right Leg

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

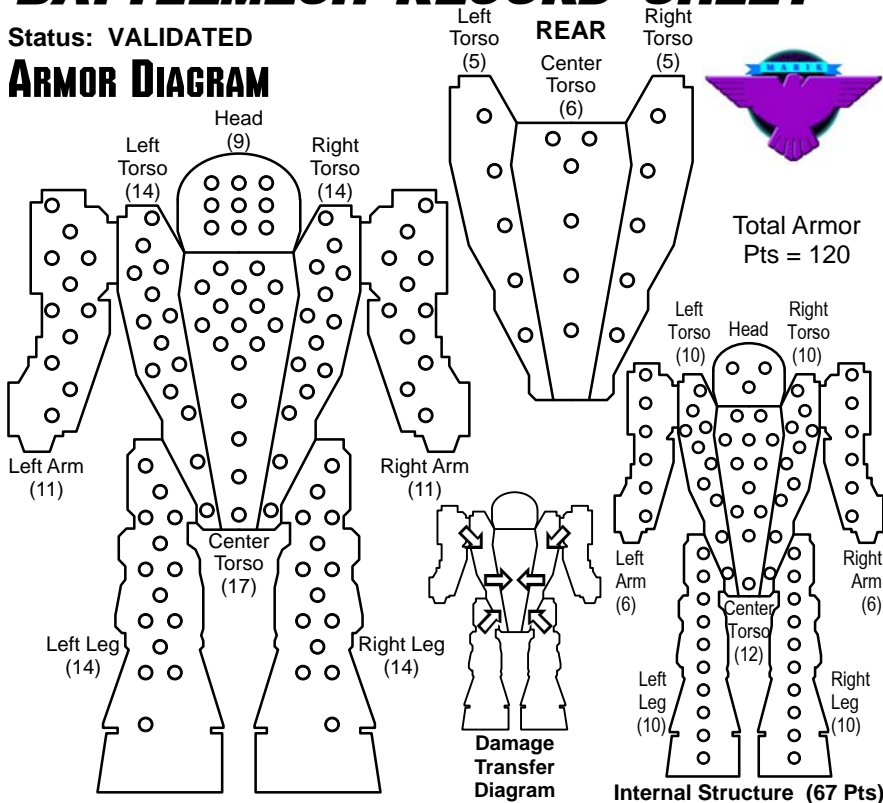


# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



Damage Transfer Diagram

Internal Structure (67 Pts)

### 'MECH DATA

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

Mass: **40 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
1	Autocannon/5	RT	1	5	3	6	12	18
1	Medium Laser	RA	3	5	-	3	6	9
1	Flamer	LA	3	2	-	1	2	3

Ammo Type: Autocannon/5 Rounds: 20 BV: 10

Total Heat Sinks: 10 Single

oooooooooooo

Auto Eject: ☐ Operational ☐ Disabled Weapon Heat: (7)

### 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 Points
4	
3	
2	
1	
0	



### Left Arm

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

### Left Torso

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

### Left Leg

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

### CRITICAL HIT TABLE

#### Head

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

#### Center Torso

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

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

Battle Value: **665**  
Weapon Value: **371 / 371**  
Cost, C-Bills: **3,165,680**

### Right Arm

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

### Right Torso

- Autocannon/5
- Autocannon/5
- Autocannon/5
- Autocannon/5
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again

### Right Leg

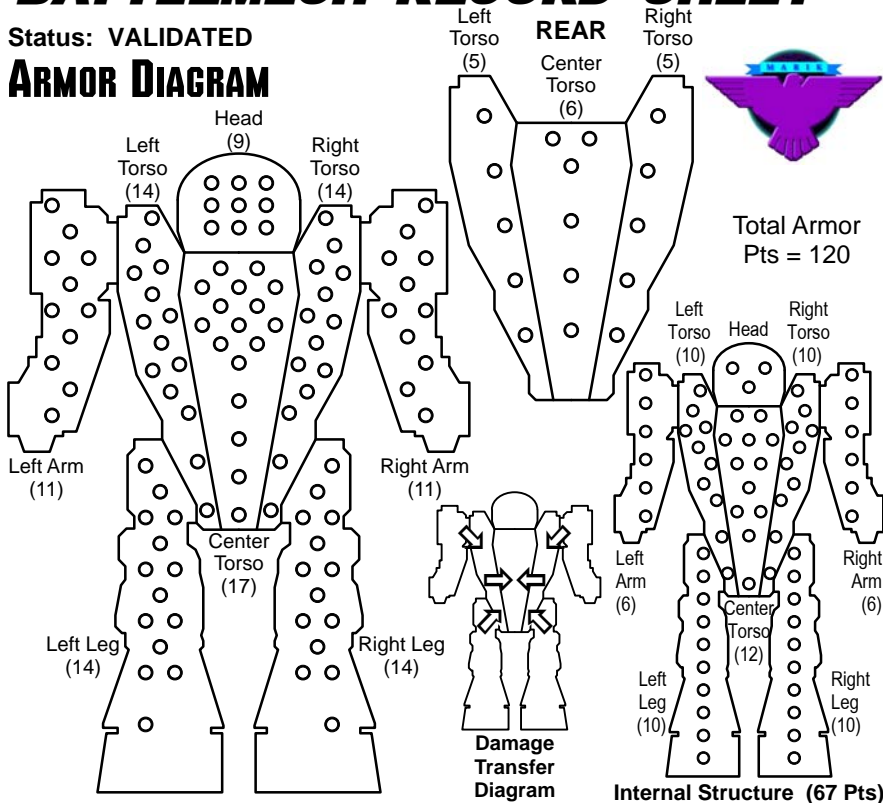
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

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

Mass: **40 tons**

Movement Points: Tech, Config. & Level:

Walking: **6** Inner Sphere  
Running: **9** Biped 'Mech  
Jumping: **0** Level 1 / 3025

### Weapons Inventory:

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

Total Heat Sinks: **11 Single**

oooooooooooo o

Auto Eject: ☐ Operational ☐ Disabled  
Weapon Heat: **(16)**

### 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
- Roll Again
- Roll Again

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

#### Left Torso

- Large Laser
- Large Laser
- 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
- 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
- Fusion Engine
- Roll Again
- Roll Again

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

Battle Value: **749**  
Weapon Value: **535 / 535**  
Cost, C-Bills: **3,205,160**

#### 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
- 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
- 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 Points
4	
3	
2	
1	
0	

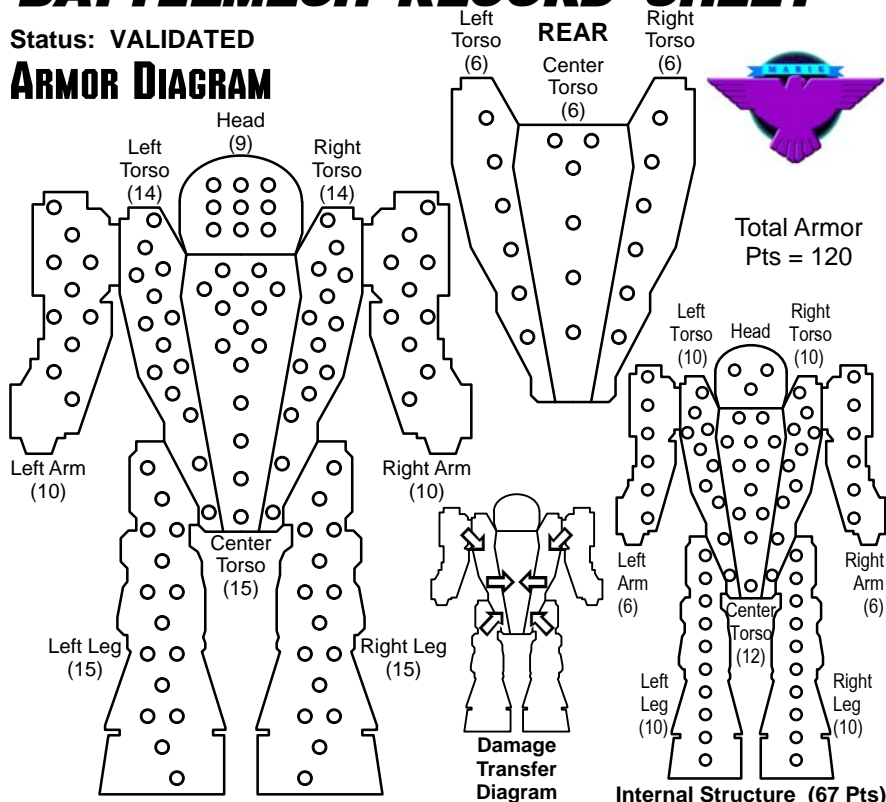


# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Icarus 2 ICR-1S**

Mass: **40 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	LA	3	10	-	5	10	15
1	Small Laser	LA	1	3	-	1	2	3
2	Medium Laser	RT	3	5	-	3	6	9

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

Total Heat Sinks: 10 Single

oooooooooooo

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

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



### CRITICAL HIT TABLE

#### Left Arm

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

#### Left Torso

- Ammo (AC/10) 10
- Single Heat Sink
- 1-3 Single Heat Sink
- Roll Again
- Roll Again
- Roll Again
- 1 Roll Again
- 2 Roll Again
- 3 Roll Again
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

#### Left Leg

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

#### Head

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

#### Center Torso

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

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

Battle Value: **869**  
Weapon Value: **539 / 539**  
Cost, C-Bills: **2,794,564**

#### Right Arm

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

#### Right Torso

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

#### Right Leg

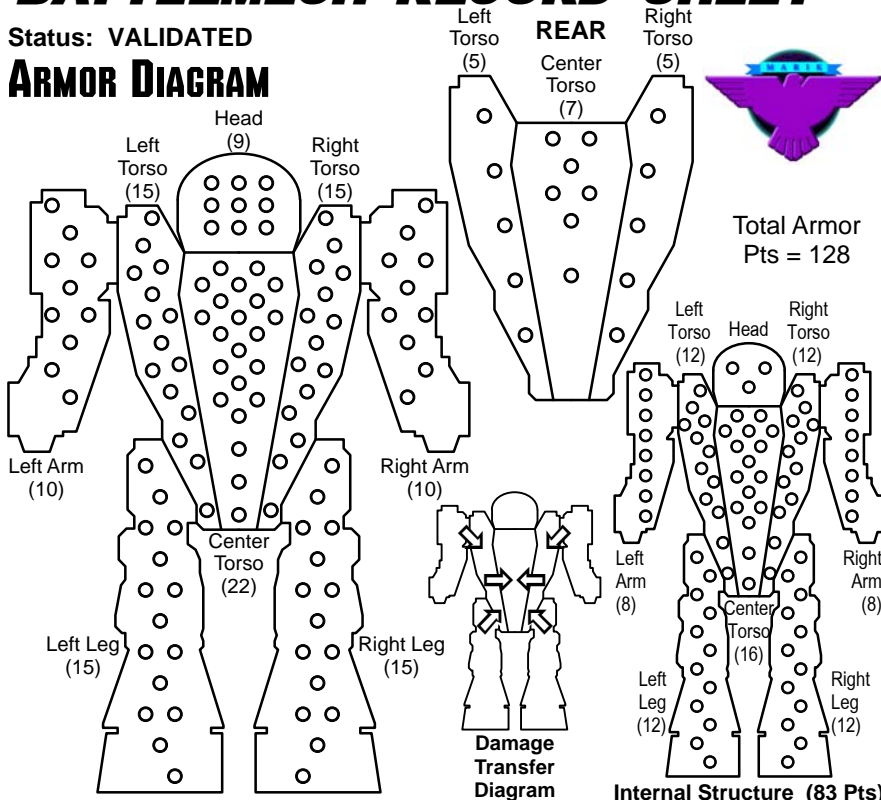
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Trebuchet TBT-5J**

Mass: **50 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	LRM 15	RT	5	1/hit	6	7	14	21
1	Medium Laser	LA	3	5	-	3	6	9
2	Medium Laser	RA	3	5	-	3	6	9

Ammo Type: LRM 15 Rounds: 8 BV: 19

Total Heat Sinks: **15 Single**

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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 Points
4	
3	
2	
1	
0	



### CRITICAL HIT TABLE

#### Left Arm

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

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

#### Left Torso

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

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

#### Left Leg

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

#### Head

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

#### Center Torso

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

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

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

Battle Value: **1,034**  
Weapon Value: **716 / 716**  
Cost, C-Bills: **4,383,500**

#### Right Arm

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

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

#### Right Torso

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

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

#### Right Leg

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

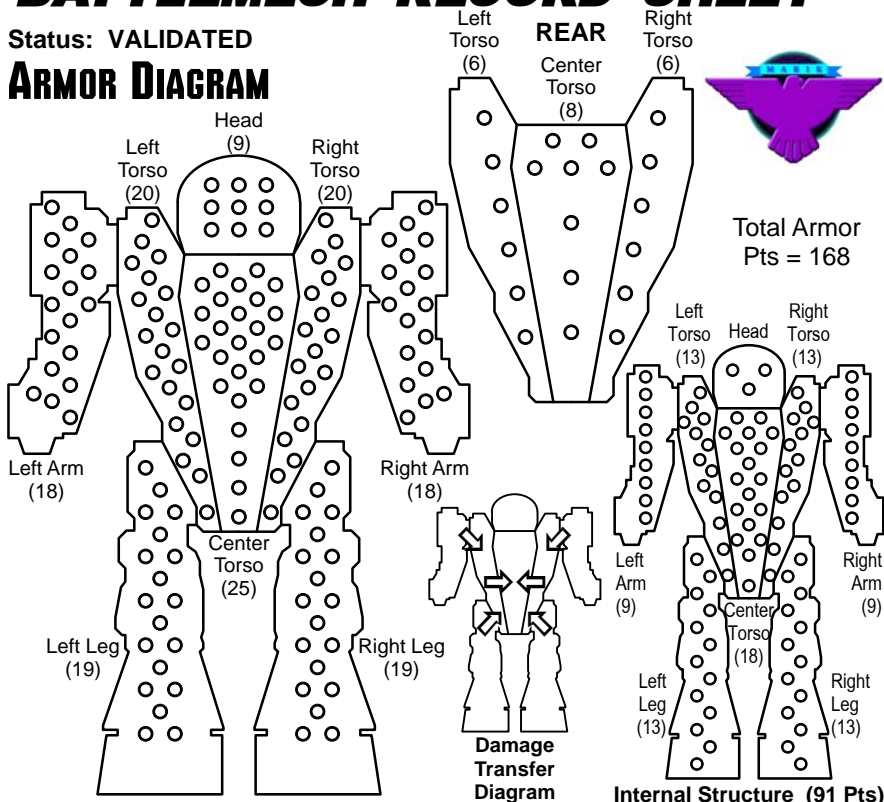


# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Wolverine WVR-6M**

Mass: **55 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** Inner Sphere  
Running: **8** Biped 'Mech  
Jumping: **5** Level 1 / 3025

### Weapons Inventory:

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

Ammo Type: SRM 6 Rounds: 15 BV: 8

Total Heat Sinks: 14 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	
4	
3	
2	
1	
0	-1 Movement Points



### CRITICAL HIT TABLE

#### Left Arm

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

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

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Roll Again

#### Head

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

#### Center Torso

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

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

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

Battle Value: **1,059**  
Weapon Value: **754 / 754**  
Cost, C-Bills: **4,865,656**

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
- 1-3 4. Hand Actuator
5. Large Laser
6. Large Laser

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

#### Right Torso

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

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

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Roll Again

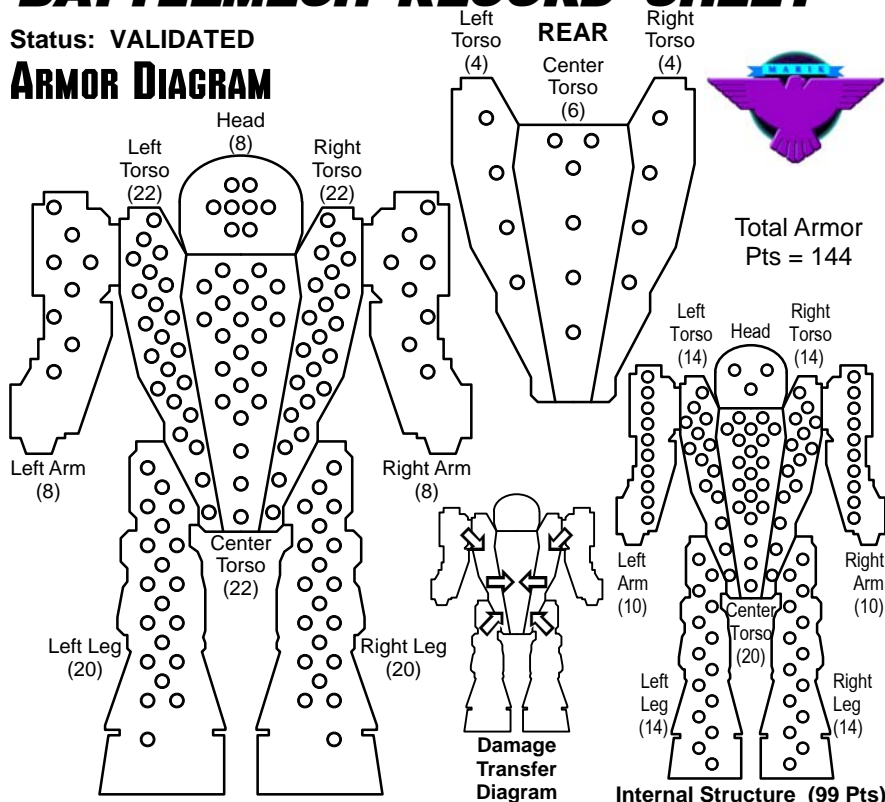


# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Ostroc OSR-2M**

Mass: **60 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	Large Laser	RT	8	8	-	5	10 15
1	Large Laser	LT	8	8	-	5	10 15

Total Heat Sinks: **15 Single**

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Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: **(16)**

### 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	
4	
3	
2	
1	
0	-1 Movement Points



### CRITICAL HIT TABLE

#### Left Arm

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

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

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
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
  - 1-3 3. Fusion Engine
  4. Gyro
  5. Gyro
  6. Gyro
1. Gyro
  2. Fusion Engine
  3. Fusion Engine
  - 4-6 4. Fusion Engine
  5. Single Heat Sink
  6. Jump Jet

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

Battle Value: **1,036**  
Weapon Value: **650 / 650**  
Cost, C-Bills: **5,238,400**

#### Right Arm

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

#### Right Torso

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

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

#### Right Leg

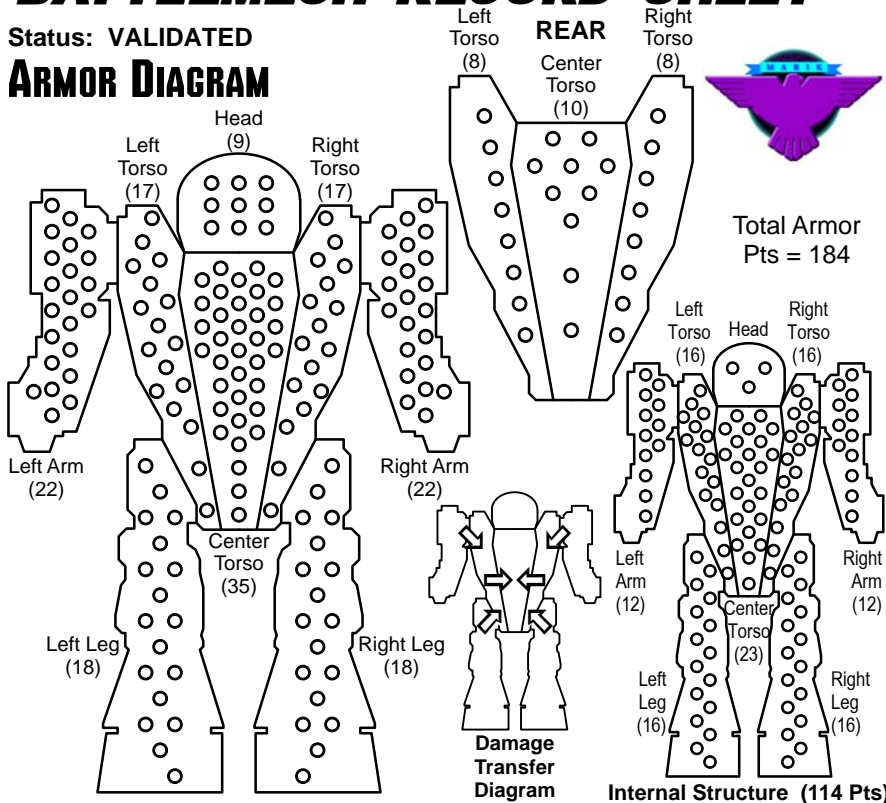
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Roll Again

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Marauder MAD-3M**

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	Large Laser	RA	8	8	-	5	10	15
1	Large Laser	LA	8	8	-	5	10	15
1	Medium Laser	LA	3	5	-	3	6	9
1	Medium Laser	RA	3	5	-	3	6	9
1	Autocannon/5	RT	1	5	3	6	12	18

Ammo Type: Autocannon/5 Rounds: 20 BV: 10

Total Heat Sinks: 20 Single

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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 Points
4	
3	
2	
1	
0	



### CRITICAL HIT TABLE

#### Left Arm

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

#### Left Torso

- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- 1-3 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
- Single Heat Sink

#### Head

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

#### Center Torso

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

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

Battle Value: **1,105**  
Weapon Value: **1,499 / 1,499**  
Cost, C-Bills: **6,299,125**

#### Right Arm

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

#### Right Torso

- Autocannon/5
- Autocannon/5
- Autocannon/5
- 1-3 Autocannon/5
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Right Leg

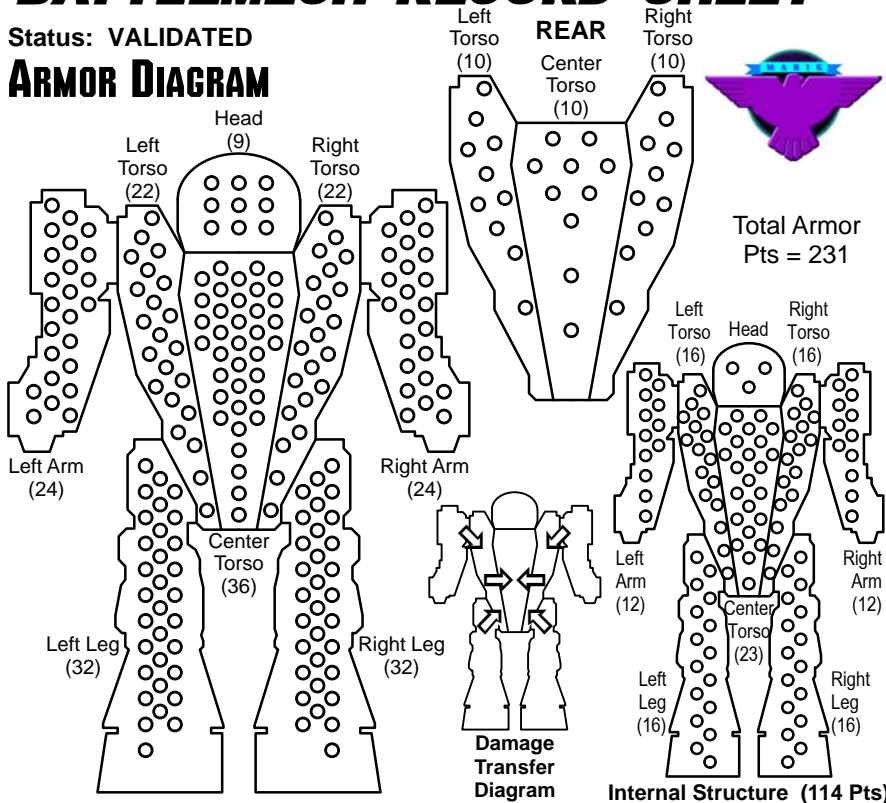
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Single Heat Sink

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



Total Armor  
Pts = 231

Internal Structure (114 Pts)

### CRITICAL HIT TABLE

#### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
- 1-3 4. Medium Laser
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. LRM 15
2. LRM 15
- 1-3 3. LRM 15
4. SRM 4
5. Ammo (LRM 15) 8
6. Ammo (LRM 15) 8

1. Ammo (SRM 4) 25
2. Roll Again
3. Roll Again
- 4-6 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. Roll Again
5. Sensors
6. Life Support

#### Center Torso

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

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

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

Battle Value: 1,069  
Weapon Value: 1,226 / 1,226  
Cost, C-Bills: 6,674,500

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
- 1-3 4. Medium Laser
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

#### Right Torso

1. Autocannon/10
2. Autocannon/10
- 1-3 3. Autocannon/10
4. Autocannon/10
5. Autocannon/10
6. Autocannon/10

1. Autocannon/10
2. Ammo (AC/10) 10
3. Ammo (AC/10) 10
- 4-6 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: **Orion ON1-K**

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	Autocannon/10	RT	3	10	-	5	10	15
1	LRM 15	LT	5	1/hit	6	7	14	21
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	SRM 4	LT	3	2/hit	-	3	6	9

Ammo Type:	Rounds:	BV:
Autocannon/10	20	34
LRM 15	16	38
SRM 4	25	6

Total Heat Sinks: 10 Single

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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

### 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	
4	
3	
2	
1	
0	-1 Movement Points

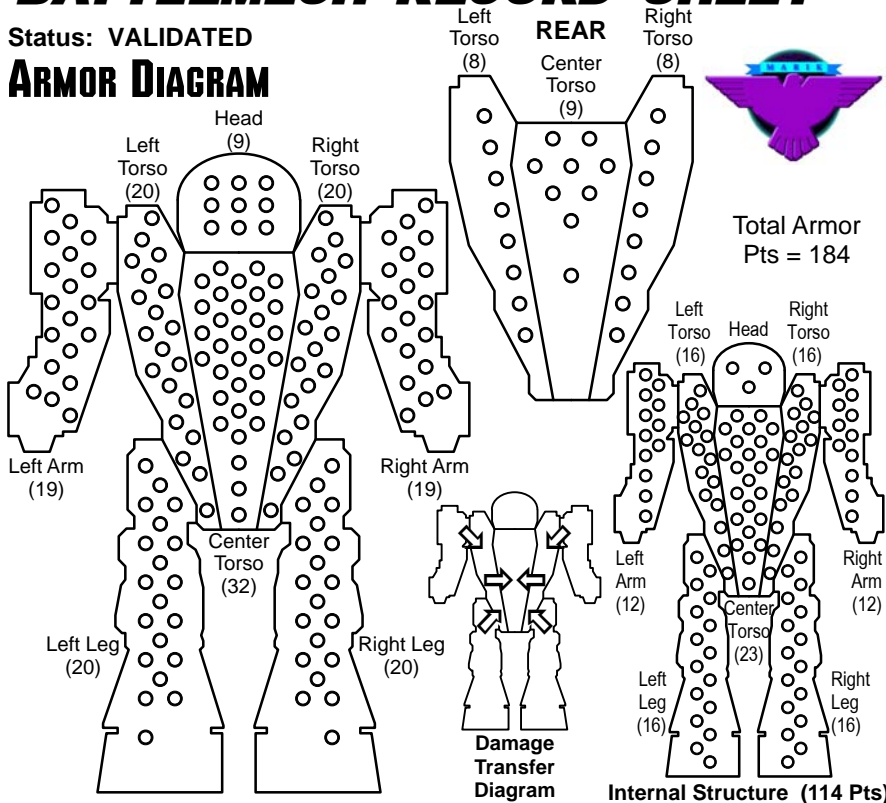


# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



Total Armor  
Pts = 184

Internal Structure (114 Pts)

### 'MECH DATA

Type: **Orion ON1-V**

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/10	RT	3	10	-	5	10	15
1	LRM 15	LT	5	1/hit	6	7	14	21
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	SRM 4	RA	3	2/hit	-	3	6	9
1	SRM 4	LA	3	2/hit	-	3	6	9

Ammo Type:	Rounds:	BV:
Autocannon/10	20	34
LRM 15	16	38
SRM 4	50	11

Total Heat Sinks: 10 Single

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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

### 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	
4	
3	
2	
1	
0	



### CRITICAL HIT TABLE

#### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
- 1-3 4. Medium Laser
5. SRM 4
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. LRM 15
2. LRM 15
- 1-3 3. LRM 15
4. Ammo (LRM 15) 8
5. Ammo (LRM 15) 8
6. Ammo (SRM 4) 25

1. Ammo (SRM 4) 25
2. Roll Again
3. Roll Again
- 4-6 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. Roll Again
5. Sensors
6. Life Support

#### Center Torso

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

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

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

Battle Value: **931**  
Weapon Value: **985 / 985**  
Cost, C-Bills: **6,774,250**

#### Right Arm

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

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

#### Right Torso

1. Autocannon/10
2. Autocannon/10
- 1-3 3. Autocannon/10
4. Autocannon/10
5. Autocannon/10
6. Autocannon/10

1. Autocannon/10
2. Ammo (AC/10) 10
3. Ammo (AC/10) 10
- 4-6 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

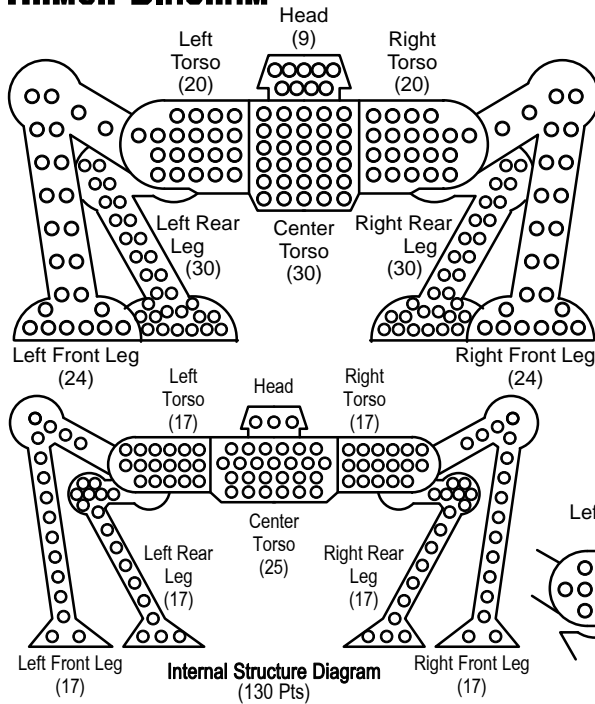


# BATTLETECH®

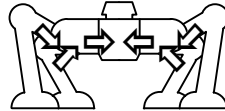
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Status: **VALIDATED**

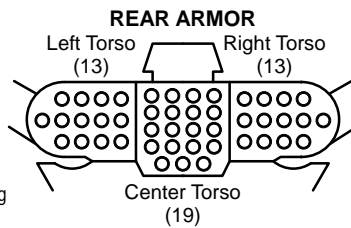
### ARMOR DIAGRAM



Total Armor  
Pts = 232



Damage  
Transfer  
Diagram



### 'MECH DATA

Type: **Goliath GOL-1H**

Mass: **80 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** Inner Sphere

Running: **6** Quad 'Mech

Jumping: **0** Level 1 / 3025

### Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RT	10	10	3	6	12	18
1	LRM 10	RT	4	1/hit	6	7	14	21
1	LRM 10	LT	4	1/hit	6	7	14	21
1	Machine Gun	RT	0	2	-	1	2	3
1	Machine Gun	LT	0	2	-	1	2	3

Ammo Type: Rounds: BV:

LRM 10 24 25

Machine Gun 200 1

Total Heat Sinks: **17 Single**

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Auto Eject: Weapon Heat:

☐ Operational ☐ Disabled (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 Front Leg

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

#### Left Torso

- 1-3 LRM 10
- 1-3 LRM 10
- Machine Gun
- Ammo (MG) 200
- Roll Again
- Roll Again

#### Center Torso

- 1-3 Life Support
- 1-3 Fusion Engine
- 1-3 Fusion Engine
- Gyro
- Gyro
- Gyro

#### Right Torso

- 1-3 PPC
- 1-3 PPC
- 1-3 PPC
- LRM 10
- LRM 10
- Machine Gun

1. Roll Again

2. Roll Again

3. Roll Again

4. Roll Again

5. Roll Again

6. Roll Again

4-6

1. Gyro

2. Fusion Engine

3. Fusion Engine

4. Ammo (LRM 10) 12

5. Ammo (LRM 10) 12

6. Ammo (LRM 10) 12

1. Roll Again

2. Roll Again

3. Roll Again

4. Roll Again

5. Roll Again

6. Roll Again

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

Battle Value: **1,200**

Weapon Value: **1,586 / 1,586**

Cost, C-Bills: **7,616,641**

#### Left Rear Leg

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

#### Right Rear Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- 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 Points
4	
3	
2	
1	
0	



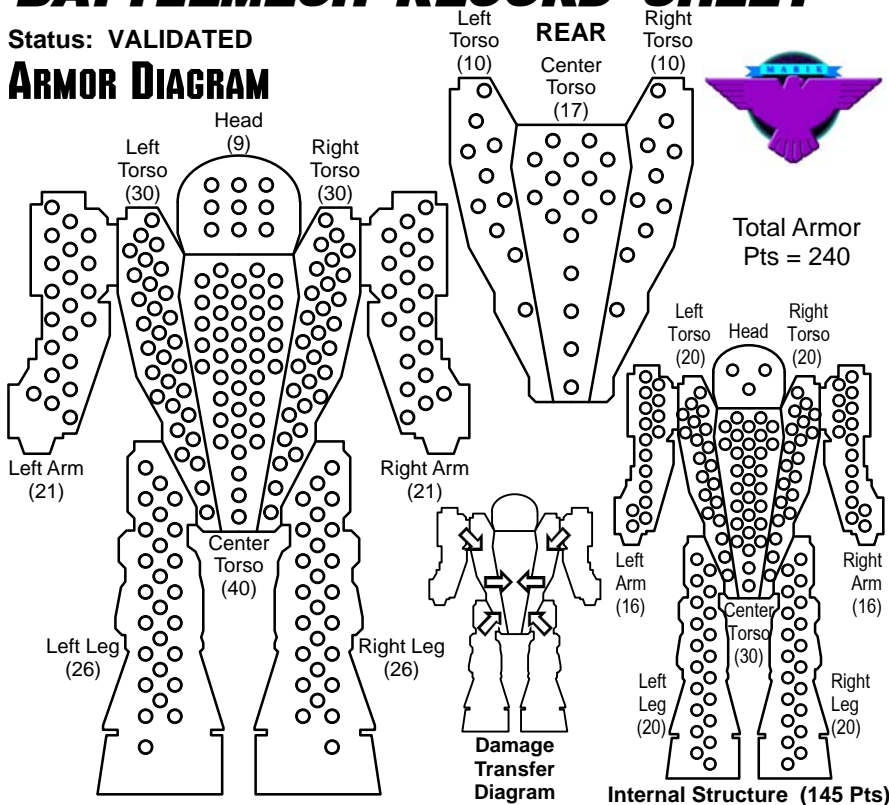


# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Banshee BNC-3M**

Mass: **95 tons**

Movement Points: Tech, Config. & Level:

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

### Weapons Inventory:

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

Total Heat Sinks: **16 Single**

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Auto Eject: ☐ Operational ☐ Disabled  
Weapon Heat: **(27)**

### 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
- Roll Again
- Roll Again

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

#### Left Torso

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

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

Battle Value: **1,267**  
Weapon Value: **1,454 / 1,454**  
Cost, C-Bills: **9,824,328**

#### 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

- PPC
- PPC
- PPC
- Medium 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
- 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 Points
4	
3	
2	
1	
0	

