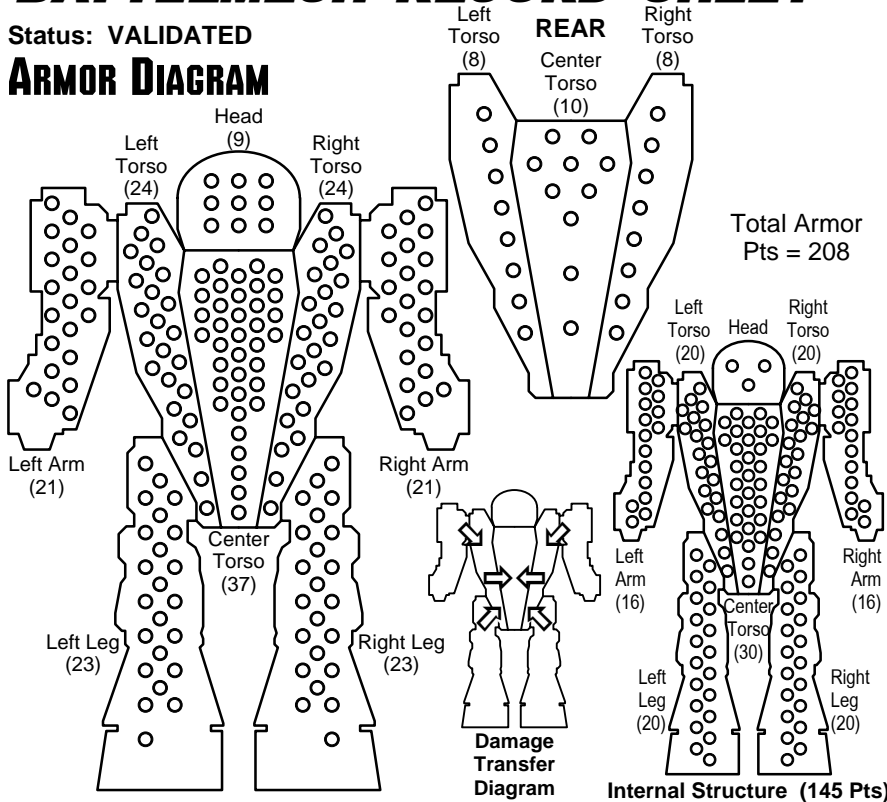


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Albatross ALB-3U**

Mass: **95 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** Inner Sphere

Running: **6** Biped 'Mech

Jumping: **0** Level 2 / 3055

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	LA	2	10	-	6	12	18
1	ER Large Laser	LT	12	8	-	7	14	19
1	LRM 15	RT	5	1/hit	6	7	14	21
1	SRM 6	RT	4	2/hit	-	3	6	9
1	Large Pulse Laser	RA	10	9	-	3	7	10
2	Medium Laser	RA	3	5	-	3	6	9

Ammo Type: Rounds: BV:

LB 10-X AC 20 43

LRM 15 16 38

SRM 6 15 8

Total Heat Sinks: **14 Double (28)**

oooooooooooo oooo

Auto Eject: Weapon Heat:

☐ Operational ☐ Disabled (39)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WIZKIDS

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

- 1-3
- LB 10-X AC
 - LB 10-X AC
 - LB 10-X AC

- 4-6
- LB 10-X AC
 - LB 10-X AC
 - LB 10-X AC
 - Roll Again
 - Roll Again
 - Roll Again

Left Torso

- XL Engine
- XL Engine
- XL Engine

- 1-3
- ER Large Laser
 - ER Large Laser
 - Ammo (LB 10-X) 10

- 4-6
- Ammo (LB 10-X) 10
 - CASE
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Left Leg

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

Head

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

Center Torso

- 1-3
- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro

- 4-6
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Roll Again
 - Roll Again

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

Battle Value: **1,296**

Weapon Value: **2,430 / 2,430**

Cost, C-Bills: **25,593,101**

Right Arm

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

- 4-6
- Medium Laser
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Right Torso

- XL Engine
- XL Engine
- XL Engine

- 1-3
- LRM 15
 - LRM 15
 - LRM 15

- 4-6
- SRM 6
 - SRM 6
 - Ammo (LRM 15) 8
 - Ammo (LRM 15) 8
 - Ammo (SRM 6) 15
 - CASE

Right Leg

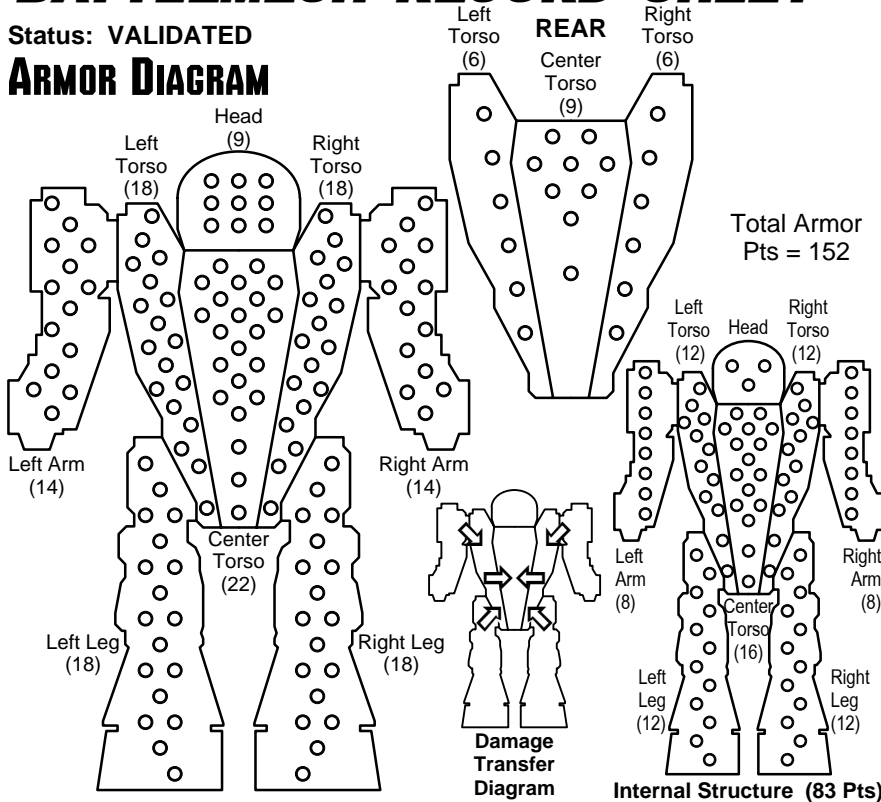
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Internal Structure (83 Pts)

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Ultra AC/5
- Ultra AC/5
- Ultra AC/5
- 4-6 Ultra AC/5
- Medium Laser
- Medium Laser

Left Torso

- XL Engine
- XL Engine
- 1-3 XL Engine
- Machine Gun
- Machine Gun
- Ammo (Ult AC/5) 20
- Endo Steel
- Endo Steel
- 3 Endo Steel
- 4-6 Endo Steel
- Endo Steel
- Endo Steel

Left Leg

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

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso

- 1-3 XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro
- 1-3 Gyro
- XL Engine
- XL Engine
- 4-6 XL Engine
- Ammo (MG) 100
- Endo Steel
- Endo Steel

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

Battle Value: 1,187
Weapon Value: 1,200 / 1,200
Cost, C-Bills: 8,915,938

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Ultra AC/5
- Ultra AC/5
- Ultra AC/5
- 4-6 Ultra AC/5
- Medium Laser
- Medium Laser

Right Torso

- XL Engine
- XL Engine
- 1-3 XL Engine
- Machine Gun
- Machine Gun
- Ammo (Ult AC/5) 20
- Endo Steel
- Endo Steel
- 3 Endo Steel
- 4-6 Endo Steel
- Endo Steel
- Endo Steel

Right Leg

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

'MECH DATA

Type: Blackjack BJ2-O

Mass: 50 tons

Movement Points: Tech, Config. & Level:

Walking: 4 Inner Sphere
Running: 6 Biped OmniMech
Jumping: 4 Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/5	LA	1	5	2	6	13	20
2	Medium Laser	LA	3	5	-	3	6	9
1	Ultra AC/5	RA	1	5	2	6	13	20
2	Medium Laser	RA	3	5	-	3	6	9
2	Machine Gun	LT	0	2	-	1	2	3
2	Machine Gun	RT	0	2	-	1	2	3

Ammo Type: Rounds: BV:

Ultra AC/5 40 46
Machine Gun 100 1

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject: Weapon Heat:

☐ Operational ☐ Disabled (16)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

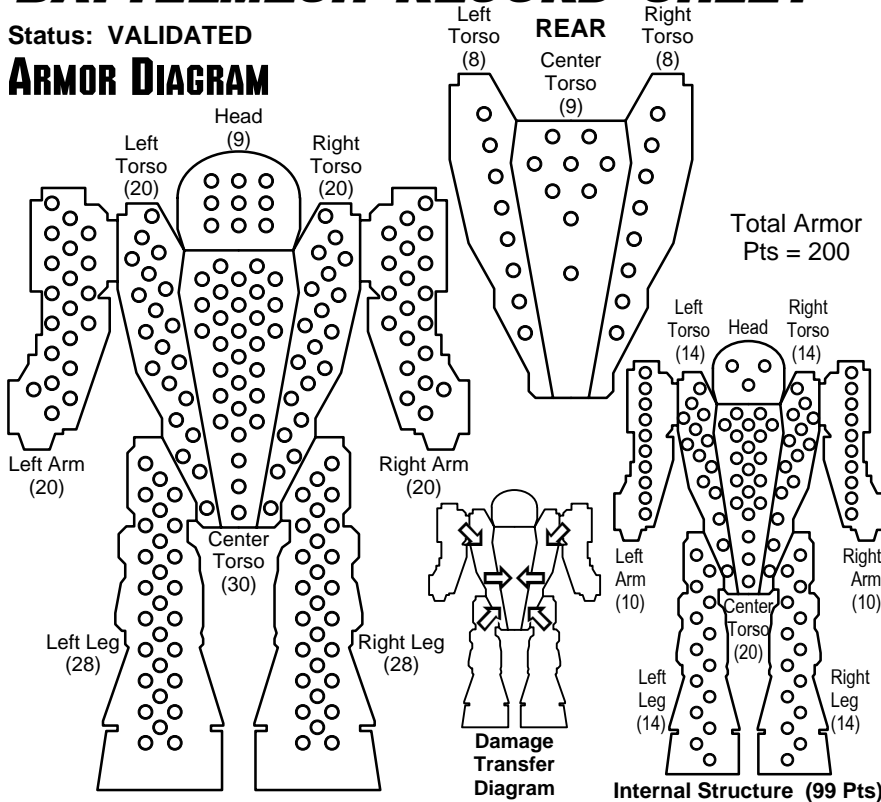
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

- LRM 20
- LRM 20
- LRM 20

1-3

- LRM 20
- LRM 20

4-6

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

Left Torso

- XL Engine
- XL Engine
- XL Engine

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

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

4-6

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

Left Leg

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

Head

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

1-3

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Jump Jet
- Roll Again

4-6

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

Battle Value: 1,430

Weapon Value: 1,193 / 1,193

Cost, C-Bills: 14,586,000

Right Arm

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

1-3

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

4-6

Right Torso

- XL Engine
- XL Engine
- XL Engine

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

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

4-6

Right Leg

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

'MECH DATA

Type: **Black Hawk-KU BHKU-OD**

Mass: **60 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** Inner Sphere
Running: **8** Biped OmniMech
Jumping: **5** Level 2 / 3058

Weapons Inventory: (hexes)

Qty Type Loc Ht Dmg Min Sht Med Lng

1 LRM 20 LA 6 1/hit 6 7 14 21

1 ER Large Laser RA 12 8 - 7 14 19

Ammo Type: Rounds: BV:

LRM 20 12 93

Total Heat Sinks: 14 Double (28)

oooooooooooo oooo

Auto Eject: Weapon Heat:

☐ Operational ☐ Disabled (18)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	-2 Movement Points
10	
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

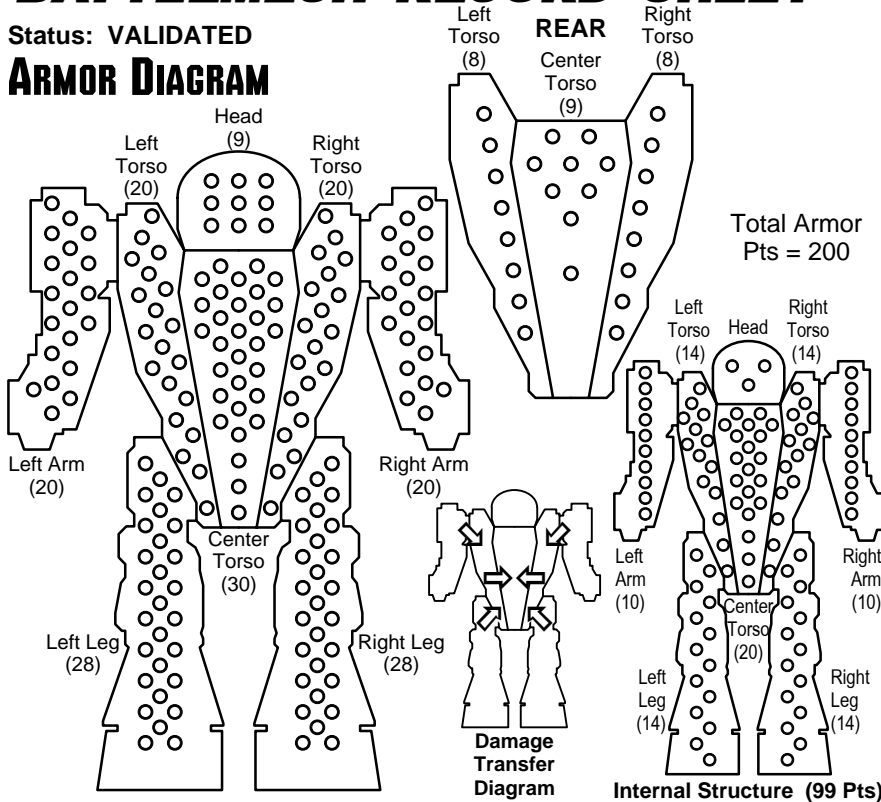
WIZKIDS

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Black Hawk-KU BHKU-OC**

Mass: **60 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** Inner Sphere
Running: **8** Biped OmniMech
Jumping: **5** Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	LA	1	15	2	7	15	22
1	Medium Laser	RA	3	5	-	3	6	9

Ammo Type: Gauss Rifle Rounds: 8 BV: 75

Total Heat Sinks: **14 Double (28)**

oooooooooooo oooo

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: **(4)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	-2 Movement Points
10	
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

WIZKIDS

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- 1 Gauss Rifle
- 2 Gauss Rifle
- 4-6 Gauss Rifle
- Roll Again
- Roll Again
- Roll Again

Head

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

Right Arm

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

Center Torso

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

Right Torso

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

Left Torso

- 1 XL Engine
- 2 XL Engine
- 3 XL Engine
- 1-3 Double Heat Sink
- 4 Double Heat Sink
- 5 Double Heat Sink
- 1 Ammo (Gauss) 8
- 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

Right Leg

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

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

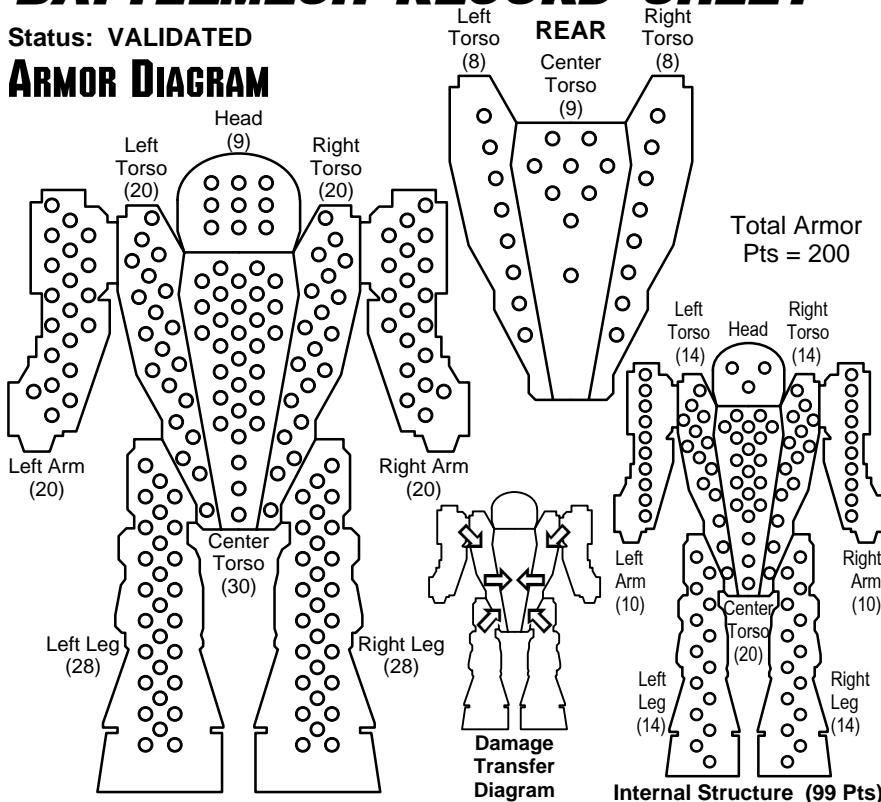
Battle Value: **1,485**
Weapon Value: **973 / 973**
Cost, C-Bills: **14,280,000**

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Black Hawk-KU BHKU-OB

Mass: 60 tons

Movement Points: Tech, Config. & Level:

Walking: 5 Inner Sphere
Running: 8 Biped OmniMech
Jumping: 5 Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	LA	10	9	-	3	7	10
1	Ultra AC/5	RA	1	5	2	6	13	20

Ammo Type: Ultra AC/5
Rounds: 20
BV: 28

Total Heat Sinks: 14 Double (28)

oooooooooooo oooo

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	-2 Movement Points
10	
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

WIZKIDS®

CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

- XL Engine
- XL Engine
- XL Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

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

Left Leg

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

Head

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

Center Torso

- XL Engine
- XL Engine
- 1-3 XL Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Engine
- XL Engine
- 4-6 XL Engine
- Jump Jet
- Roll Again

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

Battle Value: 1,165
Weapon Value: 828 / 828
Cost, C-Bills: 14,328,000

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Ultra AC/5
- Ultra AC/5
- Ultra AC/5
- Ultra AC/5

- Ultra AC/5
- Ammo (Ult AC/5) 20
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

- XL Engine
- XL Engine
- XL Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

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

Right Leg

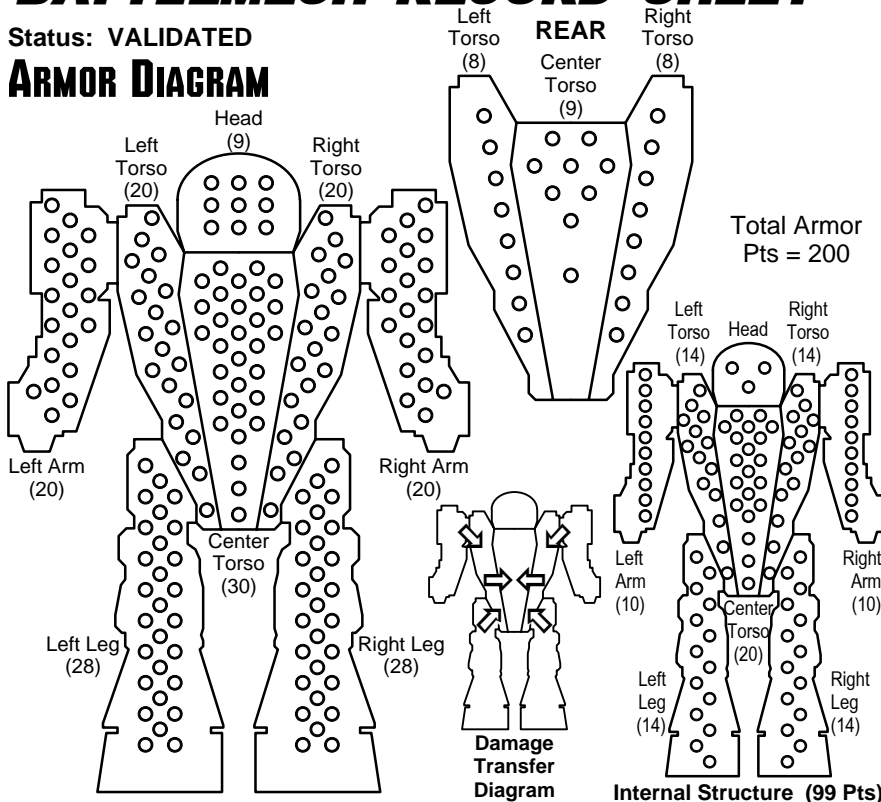
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Black Hawk-KU BHKU-OA**

Mass: **60 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** Inner Sphere
Running: **8** Biped OmniMech
Jumping: **5** Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	10	-	7	14	23
1	ER PPC	RA	15	10	-	7	14	23
1	Anti-Missile System	LT	1	1d6	-	-	-	-
1	Anti-Missile System	RT	1	1d6	-	-	-	-

Ammo Type: Rounds: BV:
Anti-Missile System 24 29

Total Heat Sinks: **14 Double (28)**

oooooooooooo oooo

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: **(32)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	-2 Movement Points
10	
9	+1 Modifier to Fire
8	
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

WIZKIDS®

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 ER PPC
- ER PPC
- ER PPC
- Roll Again

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

Left Torso

- XL Engine
- XL Engine
- 1-3 XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Anti-Missile System
- Ammo (AMS) 12
- 4-6 Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

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

Head

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

Center Torso

- 1-3 XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Jump Jet
- Roll Again

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

Battle Value: **1,508**
Weapon Value: **1,229 / 1,229**
Cost, C-Bills: **15,162,000**

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 ER PPC
- ER PPC
- ER PPC
- Roll Again

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

Right Torso

- XL Engine
- XL Engine
- 1-3 XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Anti-Missile System
- Ammo (AMS) 12
- 4-6 Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

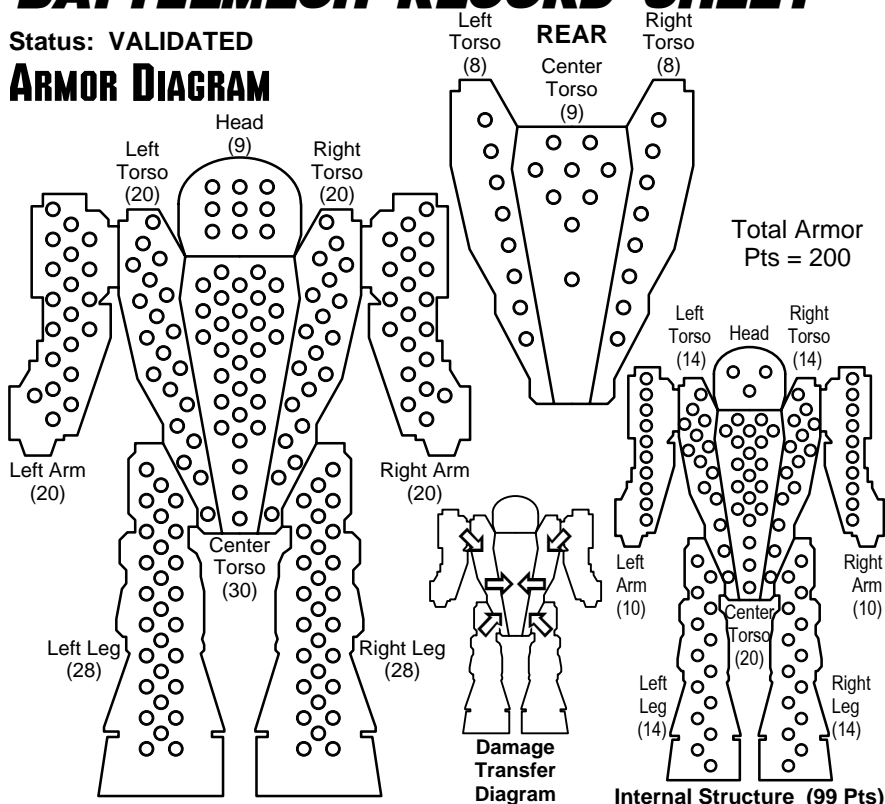
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Medium Pulse Laser
5. Medium Pulse Laser
6. Medium Laser

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

Left Torso

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

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

Left Leg

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

Head

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

Center Torso

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

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

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

Battle Value: **1,510**

Weapon Value: **1,908 / 1,908**

Cost, C-Bills: **14,595,000**

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Medium Pulse Laser
5. Medium Pulse Laser
6. Medium Laser

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

Right Torso

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

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

Right Leg

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

'MECH DATA

Type: **Black Hawk-KU BHKU-O**

Mass: **60 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** Inner Sphere
Running: **8** Biped OmniMech
Jumping: **5** Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Pulse Laser	LA	4	6	-	2	4	6
3	Medium Laser	LA	3	5	-	3	6	9
2	Medium Pulse Laser	RA	4	6	-	2	4	6
3	Medium Laser	RA	3	5	-	3	6	9
1	Small Laser	LT	1	3	-	1	2	3
1	Small Laser	RT	1	3	-	1	2	3

Total Heat Sinks: **16 Double (32)**

oooooooooooo oooooo

Auto Eject: Weapon Heat:

☐ Operational ☐ Disabled (36)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

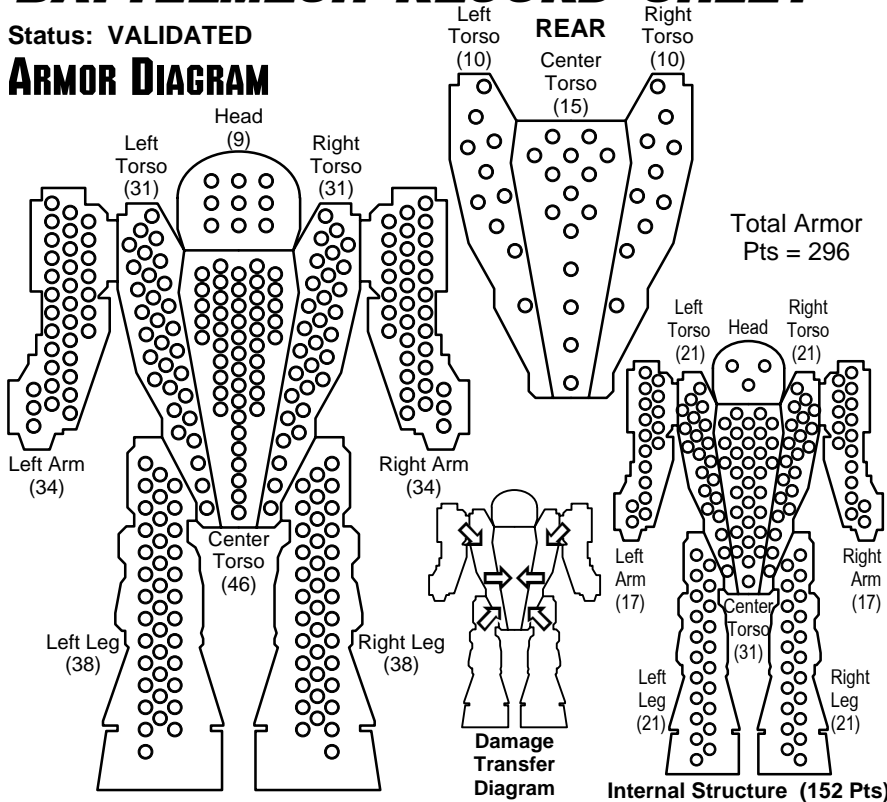
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Berserker BRZ-A3**

Mass: **100 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** Inner Sphere

Running: **6 [8]** Biped 'Mech

Jumping: **0** Level 2 / 3055

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	10	-	7	14	23
1	Flamer	HD	3	2	-	1	2	3
1	Large Pulse Laser	LT	10	9	-	3	7	10
1	Large Pulse Laser	RT	10	9	-	3	7	10
1	Anti-Missile System	CT	1	1d6	-	-	-	-
1	Guardian ECM	RT	0	-	-	-	-	6
1	Hatchet	RA	0	20	-	-	-	-

Ammo Type: Rounds: BV:

Anti-Missile System 12 14

Total Heat Sinks: **16 Double (32)**

oooooooooooo oooooo

Auto Eject: Weapon Heat:

☐ Operational ☐ Disabled (39)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WIZKIDS®

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

- ER PPC
- ER PPC
- ER PPC
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- XL Engine
- XL Engine
- XL Engine
- MASC
- MASC
- MASC

1-3

- MASC
- MASC
- Large Pulse Laser
- Large Pulse Laser
- Endo Steel
- Endo Steel

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Flamer
- Sensors
- Life Support

1-3

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro
- Gyro
- XL Engine
- XL Engine
- XL Engine
- Anti-Missile System
- Ammo (AMS) 12

4-6

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

Battle Value: **1,654**

Weapon Value: **2,394 / 2,394**

Cost, C-Bills: **32,120,334**

Right Arm

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

1-3

- Hatchet
- Hatchet
- Hatchet
- Hatchet
- Hatchet
- Endo Steel

4-6

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Large Pulse Laser
- Large Pulse Laser
- Guardian ECM

1-3

- Guardian ECM
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Right Leg

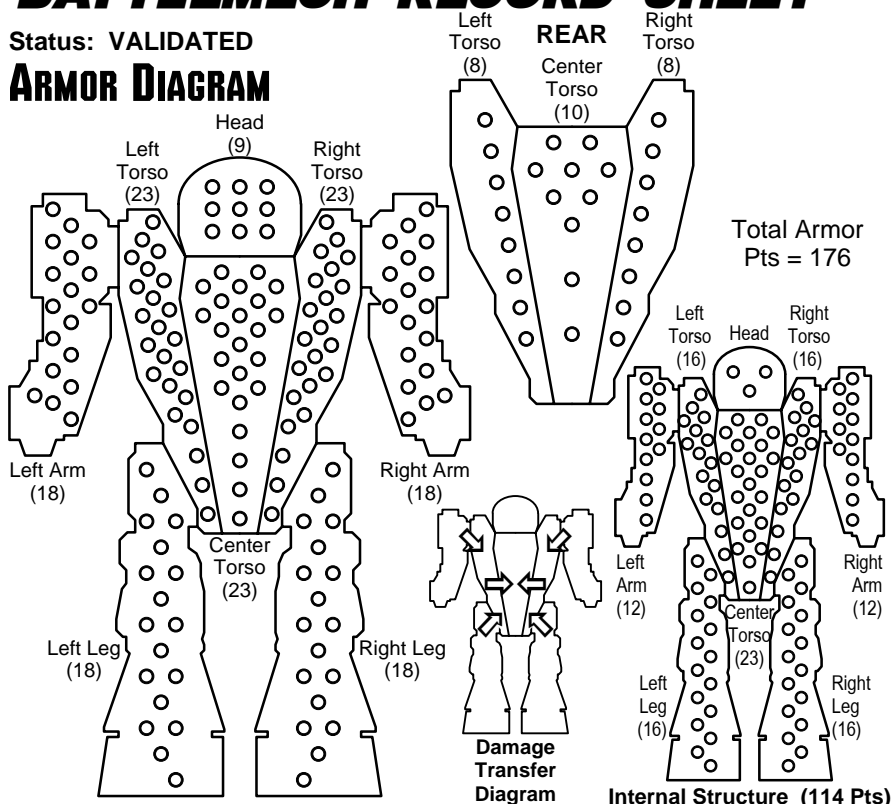
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Medium Laser
 - Medium Laser
 - LB 10-X AC
- 1-3
- LB 10-X AC
 - LB 10-X AC
 - LB 10-X AC
 - LB 10-X AC
 - LB 10-X AC
 - Roll Again
- 4-6

Left Torso

- XL Engine
 - XL Engine
 - XL Engine
 - LRM 5
 - Ammo (LB 10-X) 10
 - Ammo (LB 10-X) 10
- 1-3
- Ammo (LRM 5) 24
 - CASE
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- LRM 5
- Sensors
- Life Support

Center Torso

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

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

Battle Value: **1,216**
Weapon Value: **2,079 / 2,079**
Cost, C-Bills: **15,860,250**

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Medium Laser
 - Medium Laser
 - LB 10-X AC
- 1-3
- LB 10-X AC
 - LB 10-X AC
 - LB 10-X AC
 - LB 10-X AC
 - LB 10-X AC
 - Roll Again
- 4-6

Right Torso

- XL Engine
 - XL Engine
 - XL Engine
 - LRM 5
 - Ammo (LB 10-X) 10
 - Ammo (LB 10-X) 10
- 1-3
- Ammo (LRM 5) 24
 - CASE
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Leg

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

'MECH DATA

Type: **Bandersnatch BNDR-01A**

Mass: **75 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** Inner Sphere
Running: **6** Biped 'Mech
Jumping: **0** Level 2 / 3055

Weapons Inventory:

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

Ammo Type: Rounds: BV:
LB 10-X AC 40 85
LRM 5 48 13

Total Heat Sinks: **10 Double (20)**

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

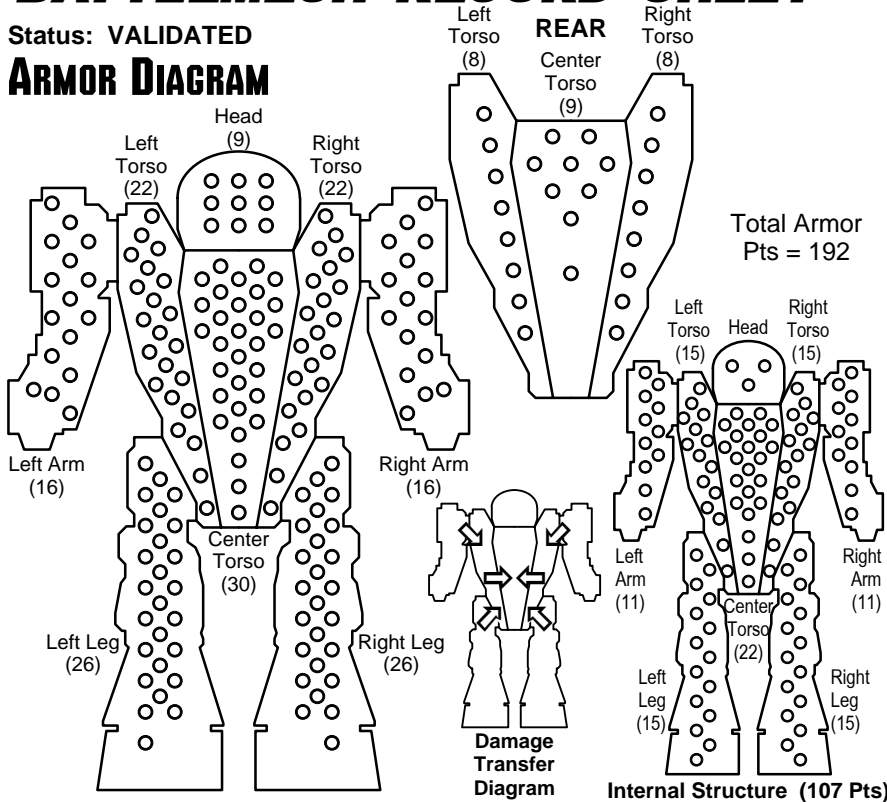
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Avatar AV1-OC**

Mass: **70 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** Inner Sphere
Running: **6** Biped OmniMech
Jumping: **0** Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	CT	3	5	-	3	6	9
1	PPC	LA	10	10	3	6	12	18
1	Ultra AC/5	RA	1	5	2	6	13	20
1	C³ Master Computer	LT	0	-	-	-	-	-
1	LRM 10	LT	4	1/hit	6	7	14	21
1	LRM 10	RT	4	1/hit	6	7	14	21

Ammo Type: Rounds: BV:

Ultra AC/5	20	16
LRM 10	24	25

Total Heat Sinks: **10 Double (20)**

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Auto Eject: ☐ Operational ☐ Disabled ☐ Disabled

Weapon Heat: **(26)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WIZKIDS®

CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

- XL Engine
- XL Engine
- XL Engine
- C³ Master Computer
- C³ Master Computer
- C³ Master Computer

- C³ Master Computer
- C³ Master Computer
- LRM 10
- LRM 10
- CASE
- 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

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Medium Laser
- Medium Laser

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

Battle Value: **1,094**

Add for C³: **& 196**

Weapon Value: **1,654 / 1,654**

Cost, C-Bills: **19,712,918**

Right Arm

- Shoulder
- Upper Arm Actuator
- Ultra AC/5
- Ultra AC/5
- Ultra AC/5
- Ultra AC/5

- Ultra AC/5
- Ammo (Ult AC/5) 20
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

- XL Engine
- XL Engine
- XL Engine
- LRM 10
- LRM 10
- Ammo (LRM 10) 12

- Ammo (LRM 10) 12
- CASE
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

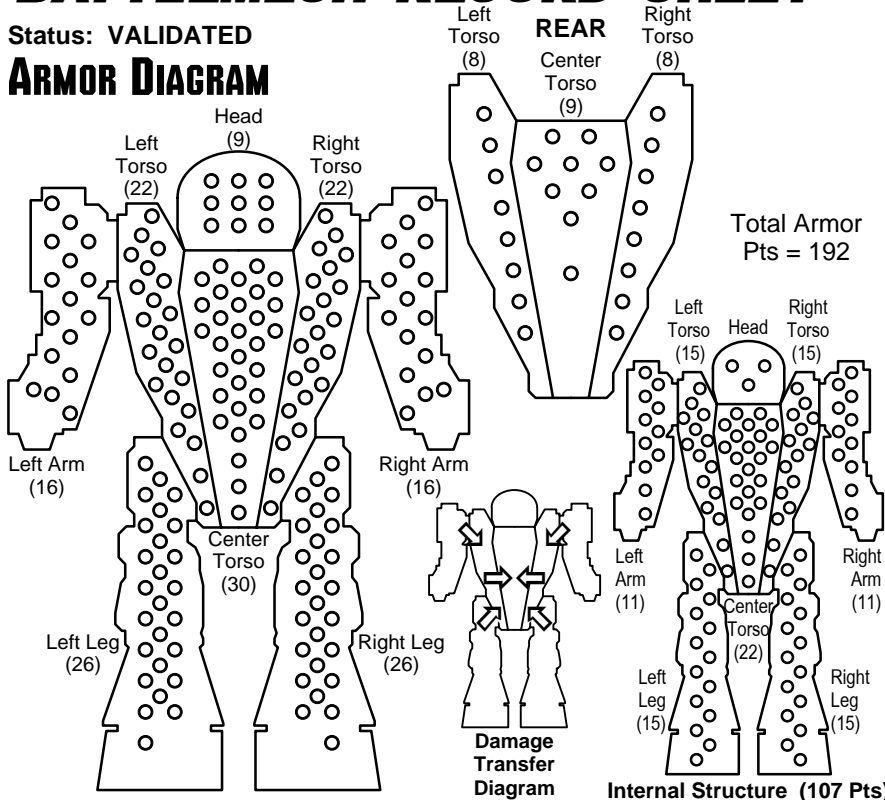
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (107 Pts)

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

- LRM 15
- LRM 15
- LRM 15

4-6

- Artemis IV FCS
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- XL Engine
- XL Engine
- XL Engine

1-3

- LRM 10
- LRM 10
- Artemis IV FCS

4-6

- Ammo (LRM 15) 8
- Ammo (LRM 15) 8
- Ammo (LRM 10) 12
- CASE
- Roll Again
- Roll Again

Left Leg

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

CRITICAL HIT TABLE

Head

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

1-3

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Medium Laser
- Medium Laser

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

Battle Value: 1,179

Weapon Value: 2,033 / 1,755

Cost, C-Bills: 17,902,418

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

- LRM 15
- LRM 15
- LRM 15

4-6

- Artemis IV FCS
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

- XL Engine
- XL Engine
- XL Engine

1-3

- LRM 10
- LRM 10
- Artemis IV FCS

4-6

- Ammo (LRM 15) 8
- Ammo (LRM 15) 8
- Ammo (LRM 10) 12
- CASE
- Roll Again
- Roll Again

Right Leg

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

'MECH DATA

Type: Avatar AV1-OB

Mass: 70 tons

Movement Points: Tech, Config. & Level:

Walking: 4

Running: 6

Jumping: 0

Inner Sphere

Biped OmniMech

Level 2 / 3058

Weapons Inventory:

(hexes)

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

Ammo Type:

Rounds:

BV:

LRM 15

32

76

LRM 10

24

25

Total Heat Sinks: 10 Double (20)

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Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(24)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken

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

Consciousness #

HEAT SCALE

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

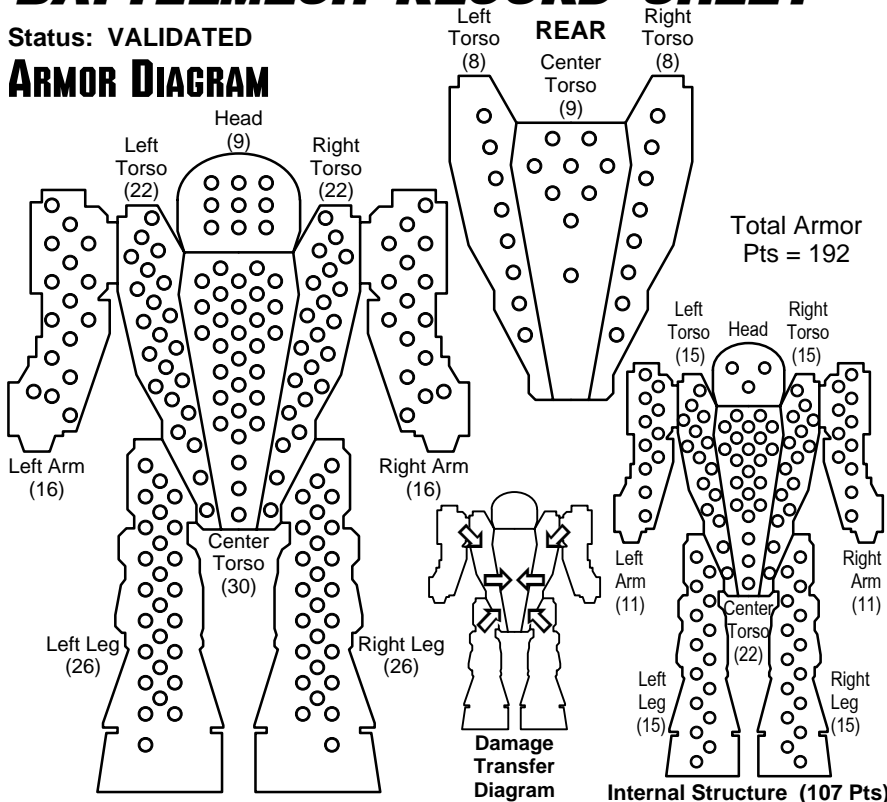
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Avatar AV1-OA**

Mass: **70 tons**

Movement Points: Tech, Config. & Level:

Walking: **4**

Running: **6**

Jumping: **4**

Inner Sphere

Biped OmniMech

Level 2 / 3058

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	CT	3	5	-	3	6	9
1	ER Large Laser	LA	12	8	-	7	14	19
1	Autocannon/20	RA	7	20	-	3	6	9
1	SRM 6	RT	4	2/hit	-	3	6	9
1	SRM 6	LT	4	2/hit	-	3	6	9

Ammo Type:

Rounds:

BV:

Autocannon/20

15

98

SRM 6

30

23

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(33)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken

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

Consciousness #

CRITICAL HIT TABLE

Left Arm

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

1-3

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

4-6

Left Torso

- XL Engine
- XL Engine
- XL Engine
- SRM 6
- SRM 6
- Ammo (SRM 6) 15

1-3

- Ammo (SRM 6) 15
- CASE
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

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

1-3

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Medium Laser
- Medium Laser

Right Arm

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

1-3

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

4-6

Right Torso

- XL Engine
- XL Engine
- XL Engine
- SRM 6
- SRM 6
- Ammo (AC/20) 5

1-3

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

4-6

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: **1,204**

Weapon Value: **1,331 / 1,331**

Cost, C-Bills: **17,168,230**

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	

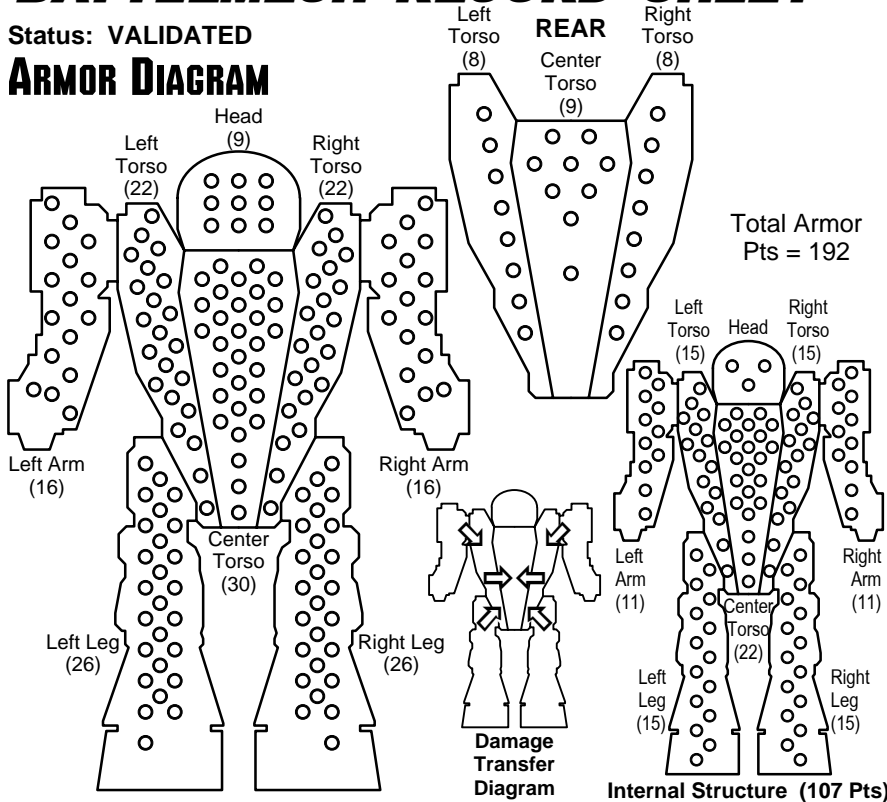
WIZKIDS

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Avatar AV1-O**

Mass: **70 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** Inner Sphere
Running: **6** Biped OmniMech
Jumping: **0** Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	CT	3	5	-	3	6	9
2	Medium Pulse Laser	LA	4	6	-	2	4	6
1	LB 10-X AC	RA	2	10	-	6	12	18
1	LRM 10 w/ Artemis IV	LT	4	1/hit	6	7	14	21
1	Machine Gun	LT	0	2	-	1	2	3
1	Machine Gun	RT	0	2	-	1	2	3
1	LRM 10 w/ Artemis IV	RT	4	1/hit	6	7	14	21

Ammo Type:	Rounds:	BV:
LB 10-X AC	20	43
Machine Gun	200	1
LRM 10	36	37

Total Heat Sinks: **10 Double (20)**

oooooooooooo

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WIZKIDS®

CRITICAL HIT TABLE

Left Arm

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

1-3

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

4-6

Left Torso

- XL Engine
- XL Engine
- XL Engine
- LRM 10
- LRM 10
- Artemis IV FCS

1-3

- Machine Gun
- Ammo (LRM 10) 12
- Ammo (LRM 10) 12
- Ammo (LRM 10) 12
- CASE
- Roll Again

4-6

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

1-3

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

4-6

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

Battle Value: **1,089**

Weapon Value: **1,955 / 1,842**

Cost, C-Bills: **17,523,105**

Right Arm

- Shoulder
- Upper Arm Actuator
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC

1-3

- LB 10-X AC
- LB 10-X AC
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Machine Gun
- LRM 10
- LRM 10

1-3

- Artemis IV FCS
- Ammo (LB 10-X) 10
- Ammo (LB 10-X) 10
- Ammo (MG) 200
- CASE
- Roll Again

4-6

Right Leg

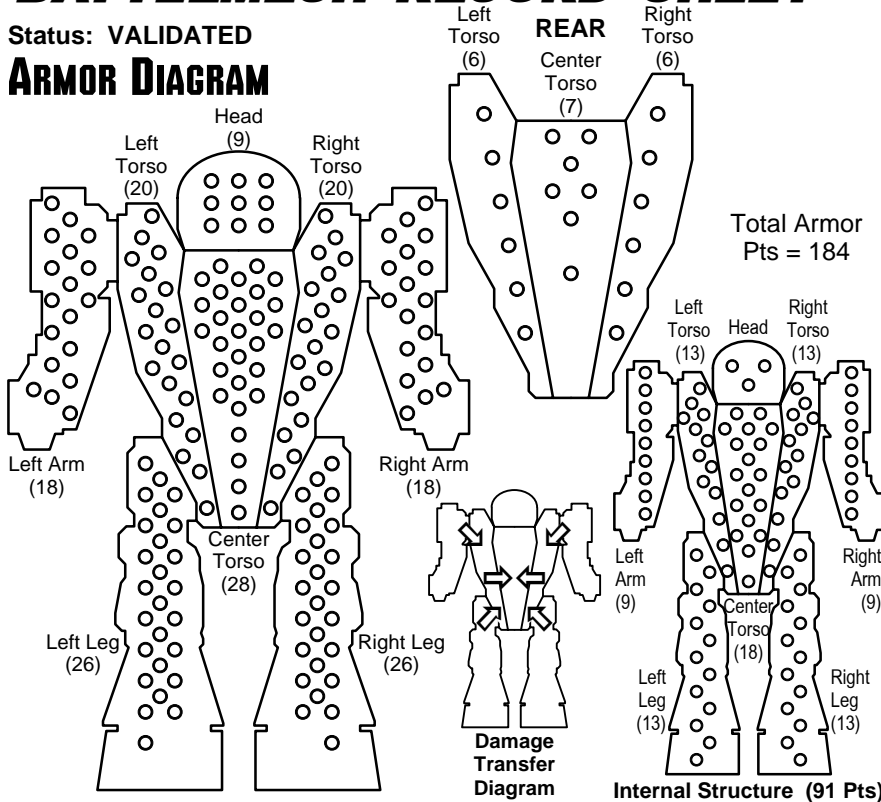
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Apollo APL-1M**

Mass: **55 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** Inner Sphere

Running: **6** Biped 'Mech

Jumping: **0** Level 2 / 3055

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15 w/ Artemis IV	LT	5	1/hit	6	7	14	21
1	LRM 15 w/ Artemis IV	RT	5	1/hit	6	7	14	21
2	Small Pulse Laser	CT	2	3	-	1	2	3

Ammo Type: LRM 15 Rounds: 32 BV: 76

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (14)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WIZKIDS®

CRITICAL HIT TABLE

Left Arm

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

1-3

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

4-6

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- LRM 15
- LRM 15
- LRM 15

1-3

- Artemis IV FCS
- Ammo (LRM 15) 8
- Ammo (LRM 15) 8
- Roll Again
- Roll Again
- Roll Again

4-6

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

1-3

Center Torso

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

4-6

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

Battle Value: **1,044**

Weapon Value: **1,120 / 946**

Cost, C-Bills: **5,052,174**

Right Arm

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

1-3

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

4-6

Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- LRM 15
- LRM 15
- LRM 15

1-3

- Artemis IV FCS
- Ammo (LRM 15) 8
- Ammo (LRM 15) 8
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

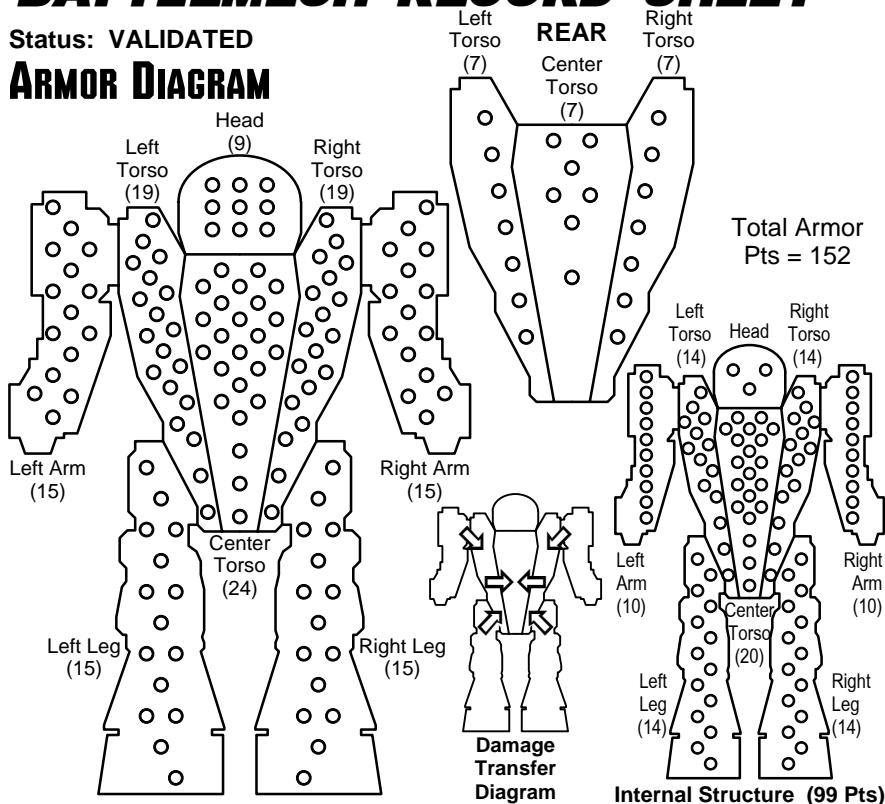
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Left Arm

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

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

Left Torso

1. Large Pulse Laser
2. Large Pulse Laser
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

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. Jump Jet
6. Endo Steel

CRITICAL HIT TABLE

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
4. Gyro
5. Gyro
6. Gyro

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

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

Battle Value: 1,244

Weapon Value: 1,096 / 1,096

Cost, C-Bills: 5,856,960

Right Arm

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

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

Right Torso

1. Large Pulse Laser
2. Large Pulse Laser
3. Guardian ECM
4. Guardian ECM
5. Endo Steel
6. Endo Steel

1. Endo Steel
2. Endo Steel
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. Jump Jet
6. Endo Steel

'MECH DATA

Type: Anvil ANV-3M

Mass: 60 tons

Movement Points: Tech, Config. & Level:

Walking: 5 Inner Sphere
Running: 8 Biped 'Mech
Jumping: 3 Level 2 / 3055

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	LT	10	9	-	3	7	10
1	Large Pulse Laser	RT	10	9	-	3	7	10
1	Medium Laser	HD	3	5	-	3	6	9
1	Medium Laser	CT	3	5	-	3	6	9
1	Guardian ECM	RT	0	-	-	-	-	6

Total Heat Sinks: 12 Double (24)

oooooooooooo oo

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (26)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

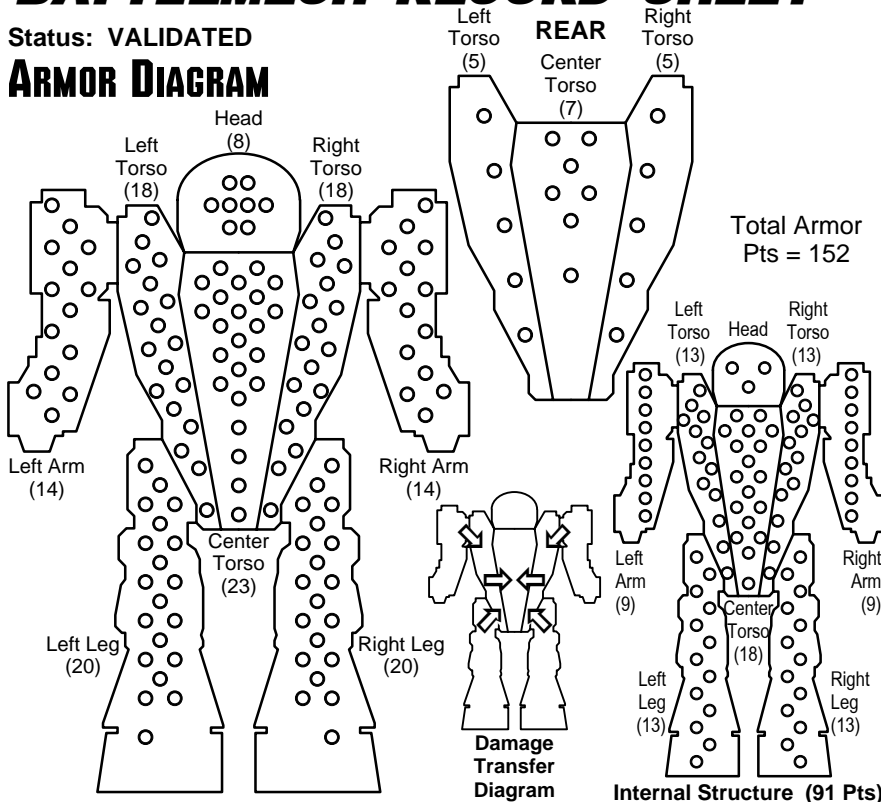
WIZKIDS

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Wraith TR1**

Mass: **55 tons**

Movement Points: Tech, Config. & Level:

Walking: **7** Inner Sphere

Running: **11** Biped 'Mech

Jumping: **7** Level 2 / 3055

Weapons Inventory: (hexes)

Qty Type Loc Ht Dmg Min Sht Med Lng

1 Large Pulse Laser RA 10 9 - 3 7 10

2 Medium Pulse Laser LA 4 6 - 2 4 6

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject: Weapon Heat:

☐ Operational ☐ Disabled (18)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WIZKIDS®

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Pulse Laser
- Medium Pulse Laser

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

4-6

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Jump Jet
- Jump Jet
- Jump Jet

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Endo Steel
- Endo Steel

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

1-3

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Jump Jet
- Ferro-Fibrous

4-6

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

Battle Value: **1,089**

Weapon Value: **738 / 738**

Cost, C-Bills: **13,225,324**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Large Pulse Laser
- Large Pulse Laser

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

4-6

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Jump Jet
- Jump Jet
- Jump Jet

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Endo Steel
- Endo Steel

4-6

Right Leg

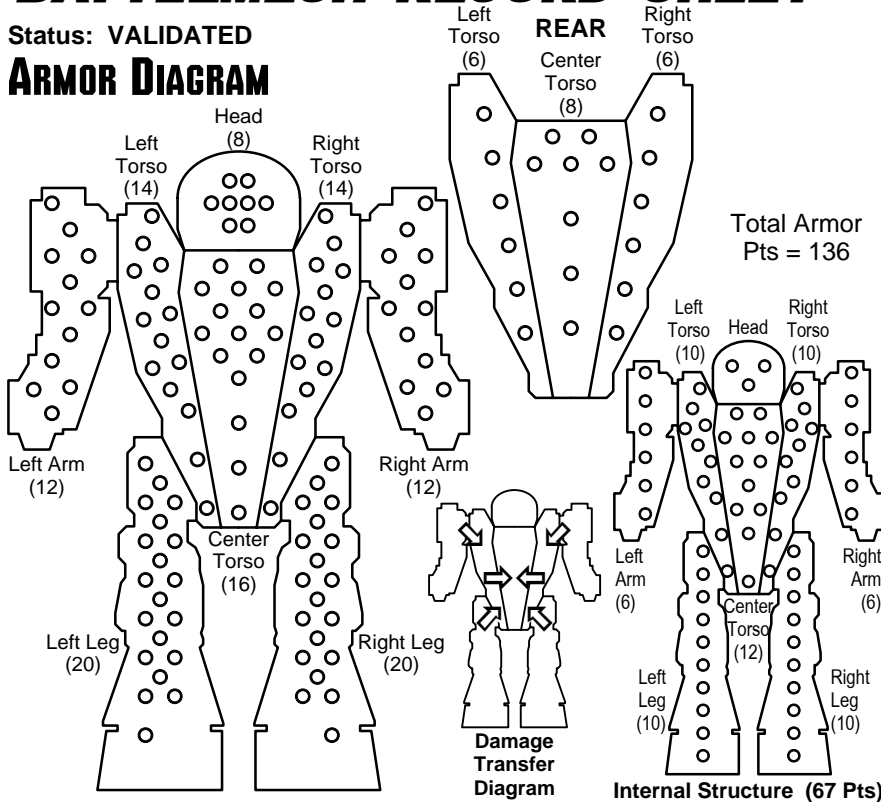
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Watchman WTC-4M**

Mass: **40 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** Inner Sphere

Running: **8** Biped 'Mech

Jumping: **5** Level 2 / 3055

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	LA	8	8	-	5	10	15
2	Machine Gun	LA	0	2	-	1	2	3
2	Medium Laser	RA	3	5	-	3	6	9

Ammo Type: Machine Gun Rounds: 200 BV: 2

Total Heat Sinks: 12 Single

oooooooooooo oo

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (14)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WIZKIDS

CRITICAL HIT TABLE

Left Arm

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

1-3

- Machine Gun
- Machine Gun
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- Ammo (MG) 200
- CASE
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

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

4-6

Left Leg

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

Head

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

1-3

Center Torso

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

4-6

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

Battle Value: 865

Weapon Value: 508 / 508

Cost, C-Bills: 2,990,026

Right Arm

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

1-3

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

4-6

Right Torso

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

1-3

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

4-6

Right Leg

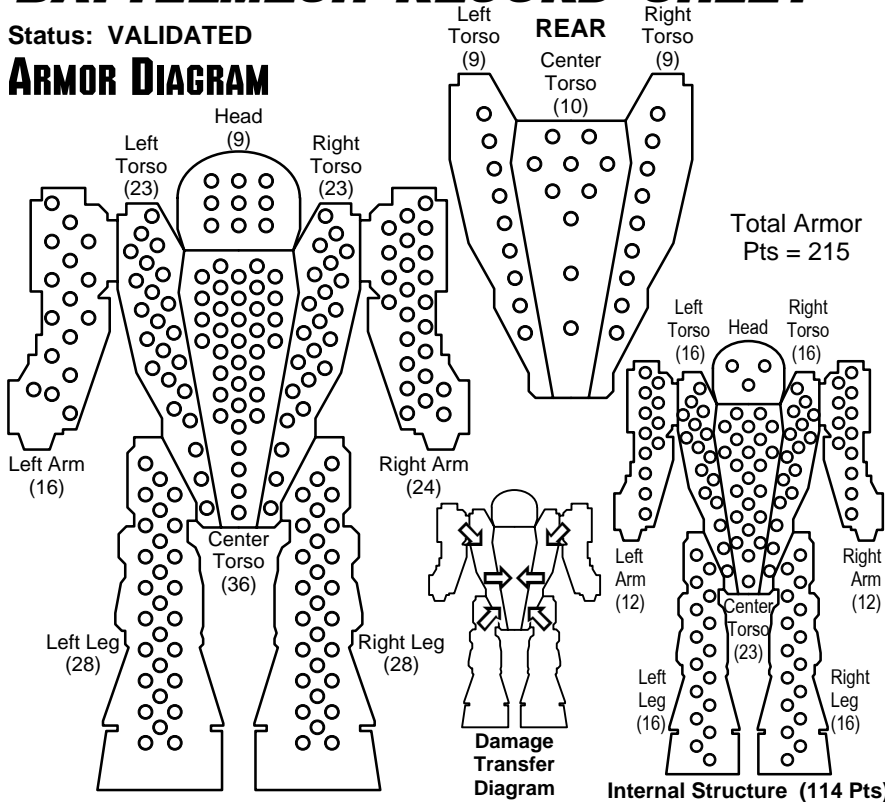
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Large Pulse Laser
- Large Pulse Laser

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Medium Pulse Laser
- Ammo (Gauss) 8
- Ammo (Gauss) 8

1-3

- Ammo (Gauss) 8
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Streak SRM 2 (OS)
- Ferro-Fibrous

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Small Pulse Laser (R)
- Sensors
- Life Support

1-3

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Guardian ECM
- Guardian ECM

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

Battle Value: 1,553

Weapon Value: 1,934 / 1,934

Cost, C-Bills: 15,559,250

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

1-3

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Medium Pulse Laser
- Ferro-Fibrous

4-6

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Anti-Missile System
- Ammo (Gauss) 8
- Ammo (Gauss) 8

1-3

- Ammo (AMS) 12
- Ammo (AMS) 12
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Streak SRM 2 (OS)
- Ferro-Fibrous

'MECH DATA

Type: **War Dog WR-DG-02FC**

Mass: **75 tons**

Movement Points: Tech, Config. & Level:

Walking: **4**

Inner Sphere

Running: **6**

Biped 'Mech

Jumping: **0**

Level 2 / 3055

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	RA	1	15	2	7	15	22
1	Streak SRM 2 (OS)	LL	2	2/hit	-	3	6	9
1	Streak SRM 2 (OS)	RL	2	2/hit	-	3	6	9
1	Large Pulse Laser	LA	10	9	-	3	7	10
1	Medium Pulse Laser	LT	4	6	-	2	4	6
1	Medium Pulse Laser	RA	4	6	-	2	4	6
1	Small Pulse Laser	HD(R)	2	3	-	1	2	3
1	Anti-Missile System	RT	1	1d6	-	-	-	-
1	Guardian ECM	CT	0	-	-	-	-	6

Ammo Type:	Rounds:	BV:
Gauss Rifle	40	207
Anti-Missile System	24	26

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(22)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken

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

Consciousness #

HEAT SCALE

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

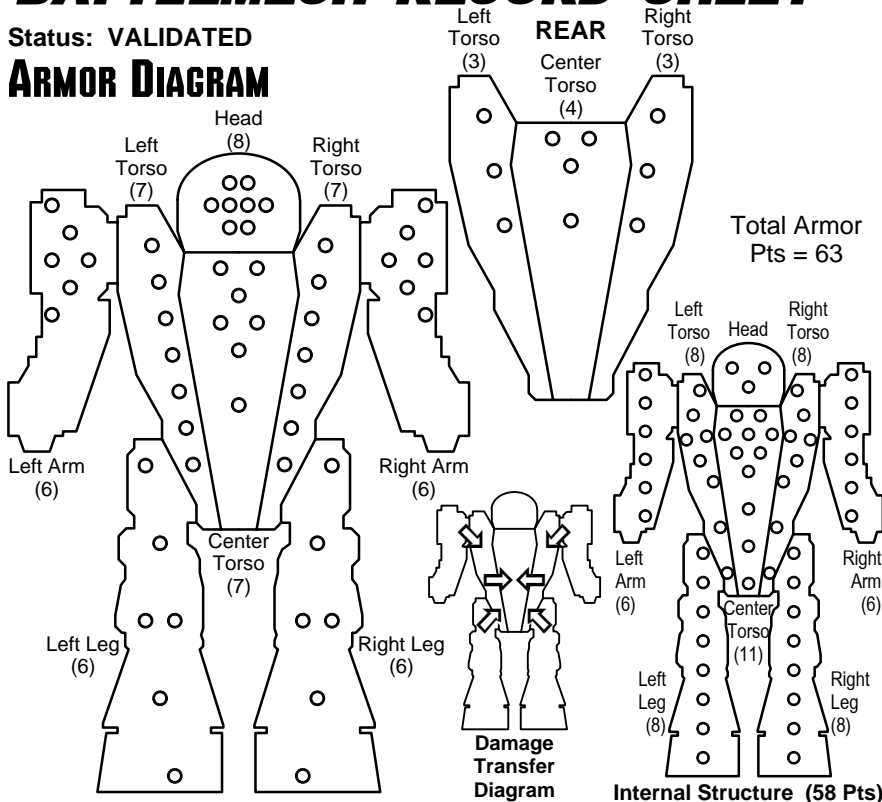
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

1-3

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

4-6

Left Torso

1. XL Engine
2. XL Engine
3. XL Engine
4. Jump Jet
5. Jump Jet
6. Jump Jet

1-3

1. Jump Jet
2. Medium Pulse Laser
3. Medium Pulse Laser
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6

Left Leg

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

CRITICAL HIT TABLE

Head

1. Life Support
2. Sensors
3. Cockpit
4. Single Heat Sink
5. Sensors
6. Life Support

1-3

Center Torso

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

4-6

1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. Ferro-Fibrous
6. Ferro-Fibrous

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

Battle Value: **634**

Weapon Value: **225 / 225**

Cost, C-Bills: **6,371,910**

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

1-3

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

4-6

Right Torso

1. XL Engine
2. XL Engine
3. XL Engine
4. Jump Jet
5. Jump Jet
6. Jump Jet

1-3

1. Jump Jet
2. Medium Pulse Laser
3. Medium Pulse Laser
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6

Right Leg

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

'MECH DATA

Type: **Venom SDR-9K**

Mass: **35 tons**

Movement Points: Tech, Config. & Level:

Walking: **8** Inner Sphere

Running: **12** Biped 'Mech

Jumping: **8** Level 2 / 3055

Weapons Inventory: (hexes)

Qty Type Loc Ht Dmg Min Sht Med Lng

2 Medium Pulse Laser RT 4 6 - 2 4 6

2 Medium Pulse Laser LT 4 6 - 2 4 6

Total Heat Sinks: **12 Single**

oooooooooooo oo

Auto Eject: Weapon Heat:

☐ Operational ☐ Disabled **(16)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

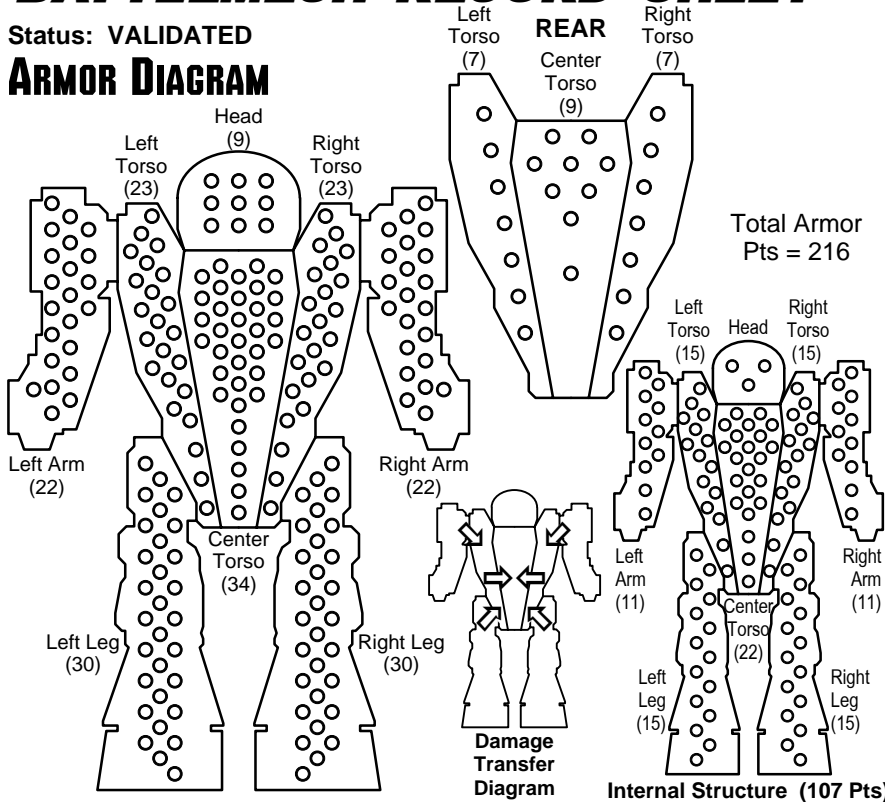
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (107 Pts)

Left Arm

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

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

Left Torso

1. XL Engine
2. XL Engine
3. XL Engine
4. LRM 5
5. Medium Pulse Laser
6. Ammo (AC/20) 5

1. Ammo (AC/20) 5
2. Ammo (AC/20) 5
3. Ammo (LRM 5) 24
4. CASE
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

CRITICAL HIT TABLE

Head

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

Center Torso

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

1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. Medium Pulse Laser
6. Roll Again

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

Battle Value: 1,227

Weapon Value: 1,525 / 1,525

Cost, C-Bills: 15,613,536

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Autocannon/20
4. Autocannon/20
5. Autocannon/20
6. Autocannon/20

1. Autocannon/20
2. Autocannon/20
3. Autocannon/20
4. Autocannon/20
5. Roll Again
6. Roll Again

Right Torso

1. XL Engine
2. XL Engine
3. XL Engine
4. Autocannon/20 (Cont)
5. Autocannon/20 (Cont)
6. Medium Pulse Laser

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

'MECH DATA

Type: **Thunder THR-1L**

Mass: **70 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** Inner Sphere

Running: **8** Biped 'Mech

Jumping: **0** Level 2 / 3055

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/20	RA	7	20	-	3	6	9
1	LRM 5	LT	2	1/hit	6	7	14	21
1	Medium Pulse Laser	CT	4	6	-	2	4	6
1	Medium Pulse Laser	LT	4	6	-	2	4	6
1	Medium Pulse Laser	RT	4	6	-	2	4	6

Ammo Type: Rounds: BV:

Autocannon/20 15 82

LRM 5 24 8

Total Heat Sinks: **11 Double (22)**

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Auto Eject: Weapon Heat:

☐ Operational ☐ Disabled (21)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

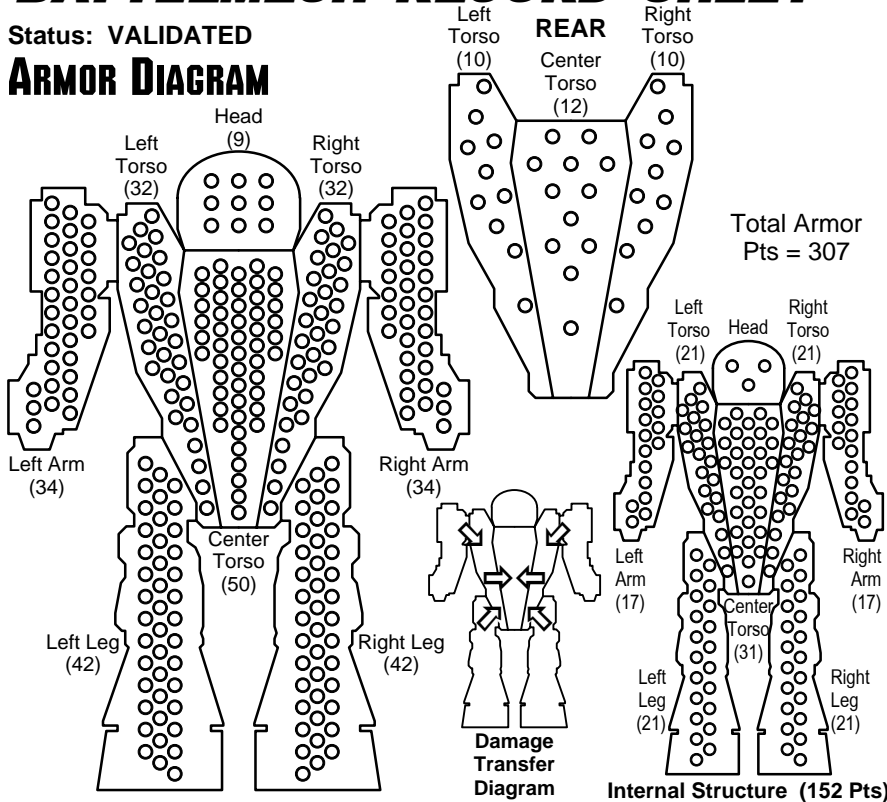
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Thunder Hawk TDK-7X**

Mass: **100 tons**

Movement Points: Tech, Config. & Level:

Walking: **3** Inner Sphere

Running: **5** Biped 'Mech

Jumping: **0** Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	RA	1	15	2	7	15	22
1	Gauss Rifle	RT	1	15	2	7	15	22
1	Gauss Rifle	LT	1	15	2	7	15	22
2	Medium Laser	LA	3	5	-	3	6	9
1	Medium Laser	HD	3	5	-	3	6	9
1	Medium Laser	RA	3	5	-	3	6	9

Ammo Type: Gauss Rifle Rounds: 48 BV: 222

Total Heat Sinks: 10 Single

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

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CRITICAL HIT TABLE

Left Arm

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

1-3

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

4-6

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

1-3

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Ammo (Gauss) 8
- Ammo (Gauss) 8

4-6

Left Leg

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

Head

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

1-3

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Ammo (Gauss) 8
- Ammo (Gauss) 8

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

Battle Value: **1,967**
Weapon Value: **3,069 / 3,069**
Cost, C-Bills: **22,162,000**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Gauss Rifle
- Gauss Rifle

1-3

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Medium Laser

4-6

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

1-3

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Ammo (Gauss) 8
- Ammo (Gauss) 8

4-6

Right Leg

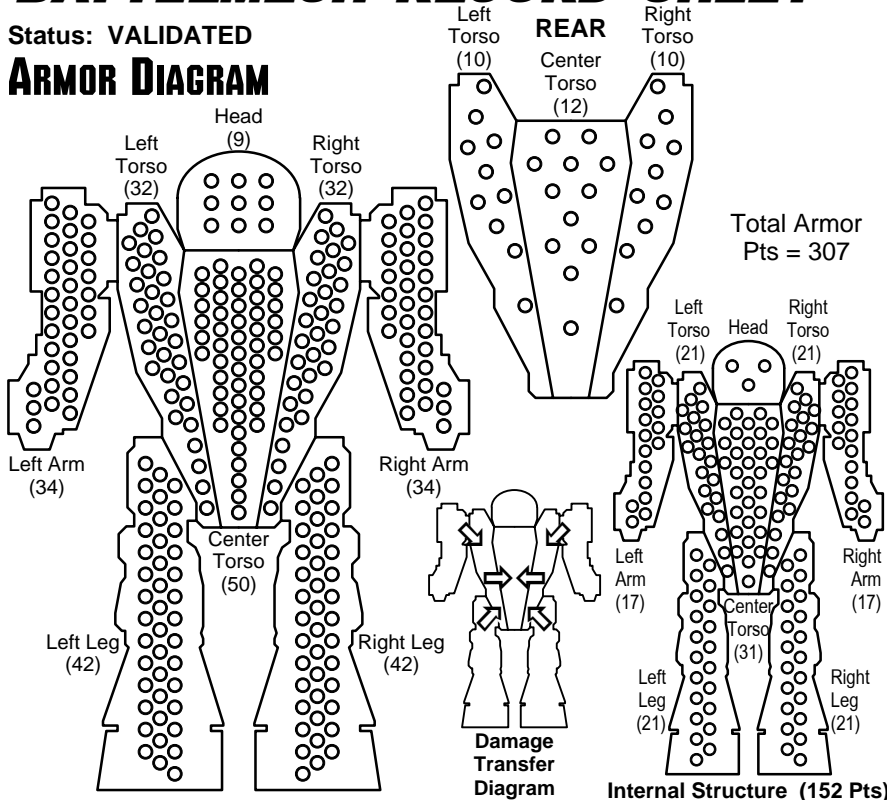
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (152 Pts)

Left Arm

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

1-3

CRITICAL HIT TABLE

Head

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

1-3

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Ammo (Gauss) 8
- Ammo (Gauss) 8

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

Battle Value: 1,894

Weapon Value: 3,530 / 3,530

Cost, C-Bills: 22,542,000

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Gauss Rifle
- Gauss Rifle

1-3

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Medium Laser

4-6

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

1-3

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Ammo (Gauss) 8
- Ammo (Gauss) 8

4-6

Right Leg

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

'MECH DATA

Type: **Thunder Hawk TDK-7KMA**

Mass: **100 tons**

Movement Points: Tech, Config. & Level:

Walking: **3**

Inner Sphere

Running: **5**

Biped 'Mech

Jumping: **0**

Level 2 / 3058

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	LA	3	5	-	3	6	9
1	Medium Laser	HD	3	5	-	3	6	9
1	Medium Laser	RA	3	5	-	3	6	9
1	Gauss Rifle	RA	1	15	2	7	15	22
1	Gauss Rifle	RT	1	15	2	7	15	22
1	Arrow IV System	LA	10	20/10	-	*	*	-

Ammo Type:

Rounds:

BV:

Gauss Rifle

32

148

Arrow IV System

10

22

Total Heat Sinks: **10 Double (20)**

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Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(24)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken

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

Consciousness #

HEAT SCALE

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

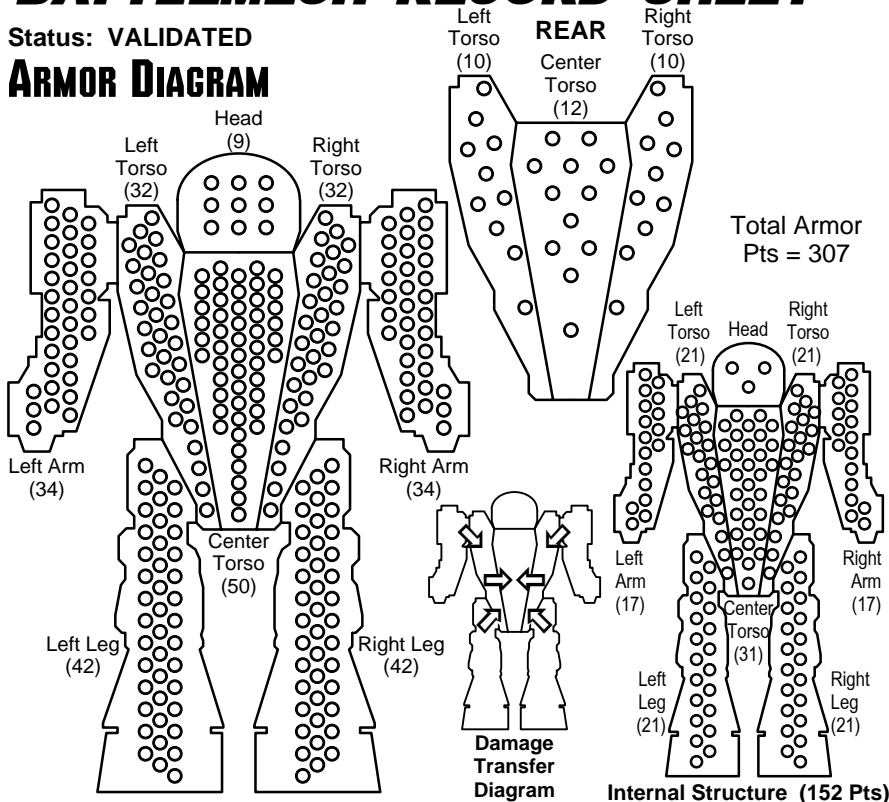
WIZKIDS

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Thunder Hawk TDK-7Y**

Mass: **100 tons**

Movement Points: Tech, Config. & Level:

Walking: **3** Inner Sphere

Running: **5** Biped 'Mech

Jumping: **0** Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	RA	1	15	2	7	15	22
1	Gauss Rifle	RT	1	15	2	7	15	22
1	Gauss Rifle	LT	1	15	2	7	15	22
1	Medium Pulse Laser	LA	4	6	-	2	4	6
1	Medium Pulse Laser	RA	4	6	-	2	4	6

Ammo Type: Gauss Rifle Rounds: 48 BV: 222

Total Heat Sinks: 10 Single

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Auto Eject: ☐ Operational ☐ Disabled Weapon Heat: (11)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WIZKIDS®

CRITICAL HIT TABLE

Left Arm

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

1-3

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

4-6

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

1-3

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Ammo (Gauss) 8
- Ammo (Gauss) 8

4-6

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

1-3

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Ammo (Gauss) 8
- Ammo (Gauss) 8

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

Battle Value: 2,037

Weapon Value: 3,539 / 3,539

Cost, C-Bills: 22,082,000

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Gauss Rifle
- Gauss Rifle

1-3

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Medium Pulse Laser

4-6

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

1-3

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Ammo (Gauss) 8
- Ammo (Gauss) 8

4-6

Right Leg

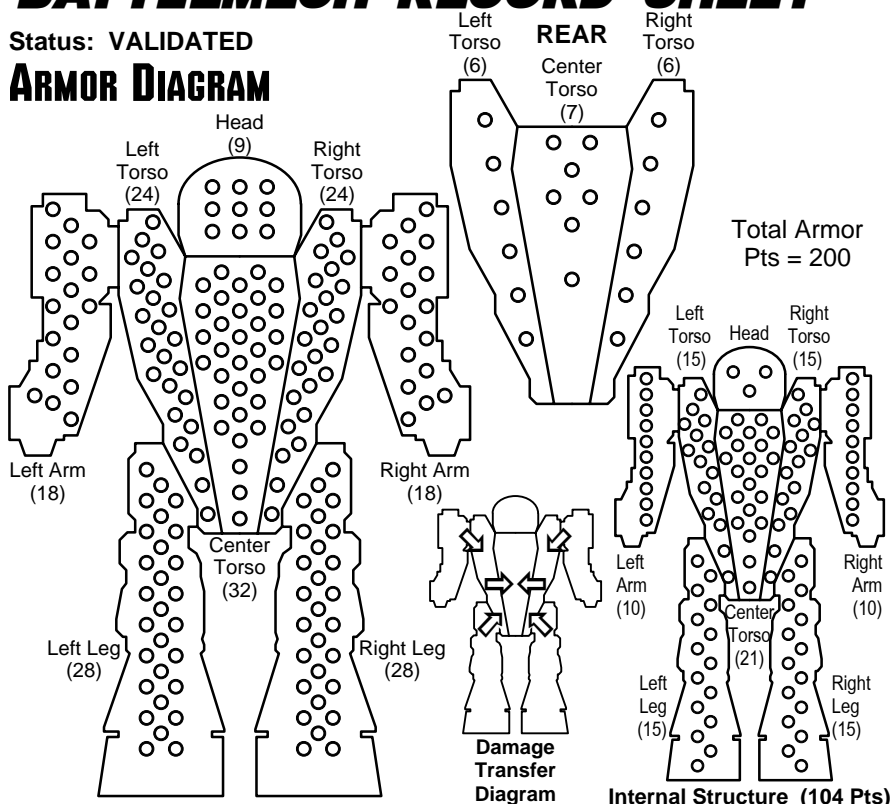
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Large Pulse Laser
- 1-3 Large Pulse Laser
- Endo Steel

- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- XL Engine
- XL Engine
- XL Engine
- 1-3 SRM 6
- 1-3 SRM 6
- 4-6 Ammo (SRM 6) 15

- Endo Steel
- Endo Steel
- Endo Steel
- 4-6 Endo Steel
- 4-6 Endo Steel
- 4-6 Endo Steel

Left Leg

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

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- 4-6 Medium Laser
- Sensors
- Life Support

Center Torso

- 1-3 XL Engine
- 1-3 XL Engine
- 1-3 XL Engine
- 1-3 Gyro
- 1-3 Gyro
- 1-3 Gyro

- 1-3 Gyro
- 1-3 XL Engine
- 1-3 XL Engine
- 1-3 XL Engine
- 4-6 Medium Laser
- 4-6 Medium Laser

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

Battle Value: 1,613

Weapon Value: 1,976 / 1,976

Cost, C-Bills: 11,924,001

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Gauss Rifle
- 1-3 Gauss Rifle
- 1-3 Gauss Rifle

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- 4-6 Ammo (Gauss) 8
- 4-6 Ammo (Gauss) 8

Right Torso

- XL Engine
- XL Engine
- XL Engine
- 1-3 Double Heat Sink
- 1-3 Double Heat Sink
- 1-3 Double Heat Sink

- Endo Steel
- Endo Steel
- Endo Steel
- 4-6 Endo Steel
- 4-6 Endo Steel
- 4-6 Endo Steel

Right Leg

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

'MECH DATA

Type: **Tempest TMP-3M**

Mass: **65 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** Inner Sphere
Running: **6** Biped 'Mech
Jumping: **4** Level 2 / 3055

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	RA	1	15	2	7	15	22
1	Large Pulse Laser	LA	10	9	-	3	7	10
1	Medium Laser	HD	3	5	-	3	6	9
2	Medium Laser	CT	3	5	-	3	6	9
1	SRM 6	LT	4	2/hit	-	3	6	9

Ammo Type: Rounds: BV:

Gauss Rifle 16 121

SRM 6 15 11

Total Heat Sinks: 11 Double (22)

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Auto Eject: Weapon Heat:

☐ Operational ☐ Disabled (24)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

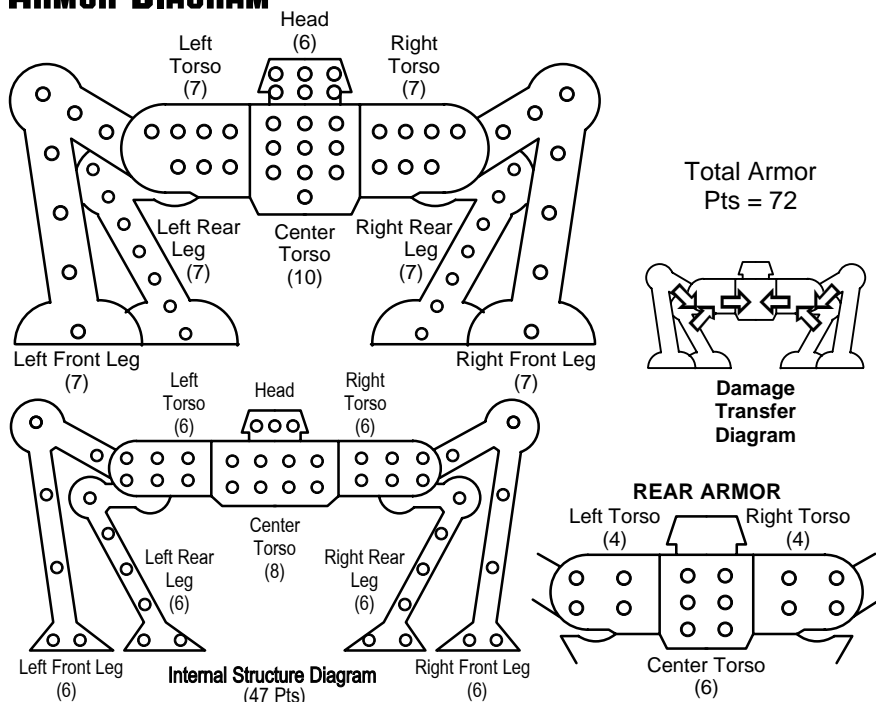
WIZKIDS

BATTLETECH®

QUAD BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Front Leg

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

Head

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

Right Front Leg

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

Left Torso

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

Center Torso

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

Right Torso

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

1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. Streak SRM 2
6. Ammo (Streak 2) 50

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

Battle Value: 636

Weapon Value: 273 / 256

Cost, C-Bills: 3,620,416

Left Rear Leg

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

Right Rear Leg

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

'MECH DATA

Type: Tarantula ZPH-1A

Mass: 25 tons

Movement Points: Tech, Config. & Level:

Walking: 8 Inner Sphere

Running: 12 Quad 'Mech

Jumping: 8 Level 2 / 3055

Weapons Inventory: (hexes)

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

Ammo Type: Streak SRM 2 Rounds: 50 BV: 12

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject: Weapon Heat:

☐ Operational ☐ Disabled (8)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

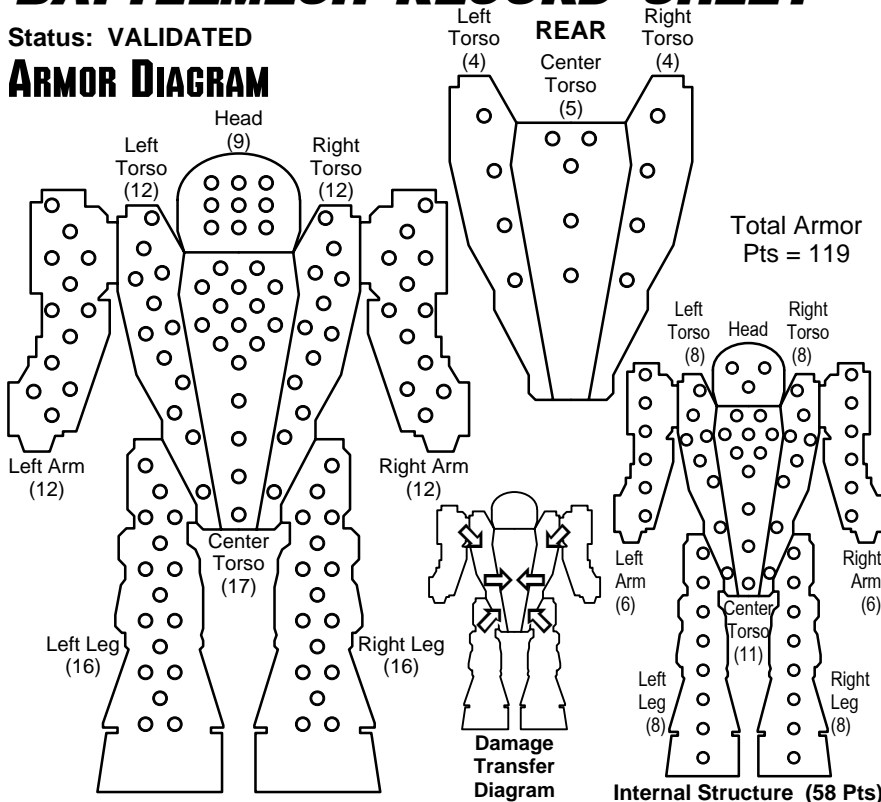
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Talon TLN-5W**

Mass: **35 tons**

Movement Points: Tech, Config. & Level:

Walking: **8** Inner Sphere

Running: **12** Biped 'Mech

Jumping: **0** Level 2 / 3058

Weapons Inventory: (hexes)

Qty Type Loc Ht Dmg Min Sht Med Lng

1 ER PPC RA 15 10 - 7 14 23

2 Medium Laser LA 3 5 - 3 6 9

Total Heat Sinks: **11 Double (22)**

oooooooooooo o

Auto Eject: Weapon Heat:

☐ Operational ☐ Disabled

(21)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm

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

1-3

Head

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

1-3

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

4-6

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Roll Again
- Roll Again
- Roll Again

1-3

Right Arm

- Shoulder
- Upper Arm Actuator
- ER PPC
- ER PPC
- ER PPC
- Roll Again

1-3

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

4-6

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Roll Again
- Roll Again
- Roll Again

1-3

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

4-6

Left Leg

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

4-6

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

Battle Value: **1,030**

Weapon Value: **861 / 861**

Cost, C-Bills: **6,034,275**

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	

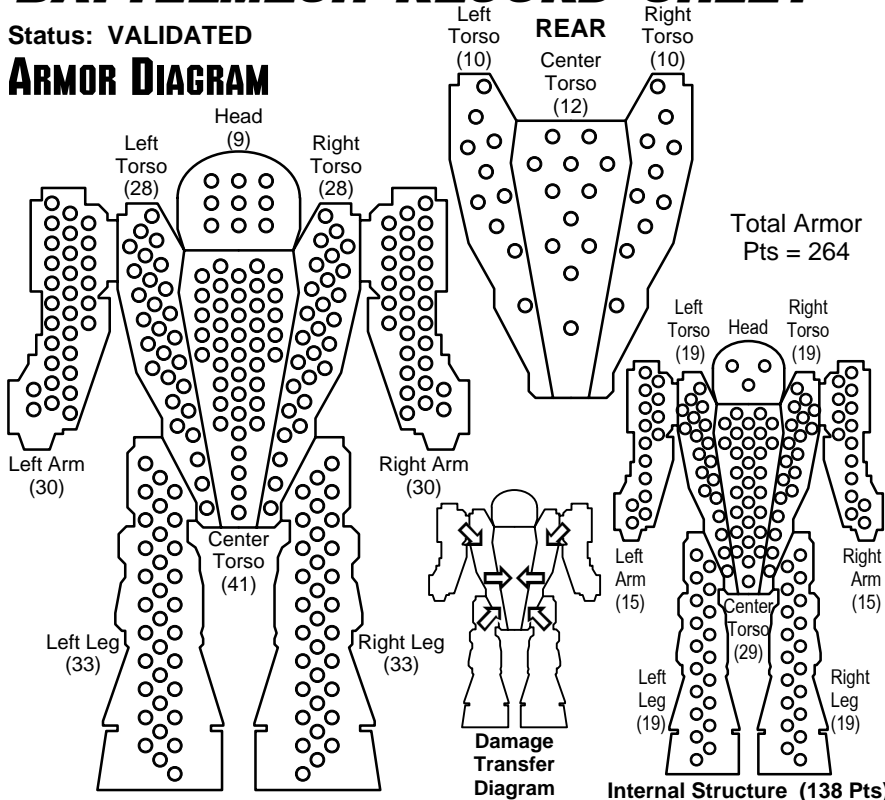
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (138 Pts)

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 LRM 20
- LRM 20
- LRM 20
- 1 LRM 20
- LRM 20
- 4-6 Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- Roll Again

Left Torso

- XL Engine
- XL Engine
- XL Engine
- 1-3 C³ Master Computer
- C³ Master Computer
- C³ Master Computer
- 1 C³ Master Computer
- C³ Master Computer
- 4-6 Medium Laser
- Ammo (LRM 10) 12
- Roll Again
- Roll Again

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

- 1-3 XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro
- 1 Gyro
- XL Engine
- 3 XL Engine
- 4 XL Engine
- 5 LRM 10
- 6 LRM 10

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

Battle Value: **1,362**

Add for C³: **& 161**

Weapon Value: **2,378 / 2,378**

Cost, C-Bills: **34,511,125**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1 Medium Pulse Laser
- Medium Pulse Laser
- 3 Roll Again
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

Right Torso

- XL Engine
- XL Engine
- XL Engine
- 1-3 C³ Master Computer
- C³ Master Computer
- C³ Master Computer
- 1 C³ Master Computer
- C³ Master Computer
- 4-6 Medium Laser
- Ammo (LRM 10) 12
- Roll Again
- Roll Again

Right Leg

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

'MECH DATA

Type: **Sunder SD1-OB**

Mass: **90 tons**

Movement Points: Tech, Config. & Level:

Walking: **4**

Running: **6**

Jumping: **0**

Inner Sphere

Biped OmniMech

Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20	LA	6	1/hit	6	7	14	21
2	Medium Pulse Laser	RA	4	6	-	2	4	6
1	C³ Master Computer	RT	0	-	-	-	-	-
1	C³ Master Computer	LT	0	-	-	-	-	-
1	Medium Laser	LT	3	5	-	3	6	9
1	Medium Laser	RT	3	5	-	3	6	9
1	LRM 10	CT	4	1/hit	6	7	14	21

Ammo Type: Rounds: BV:

LRM 20 18 77

LRM 10 24 25

Total Heat Sinks: **15 Double (30)**

oooooooooooo oooooo

Auto Eject:

☐ Operational ☐ Disabled

Weapon Heat:

(24)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken

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

Consciousness #

HEAT SCALE

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

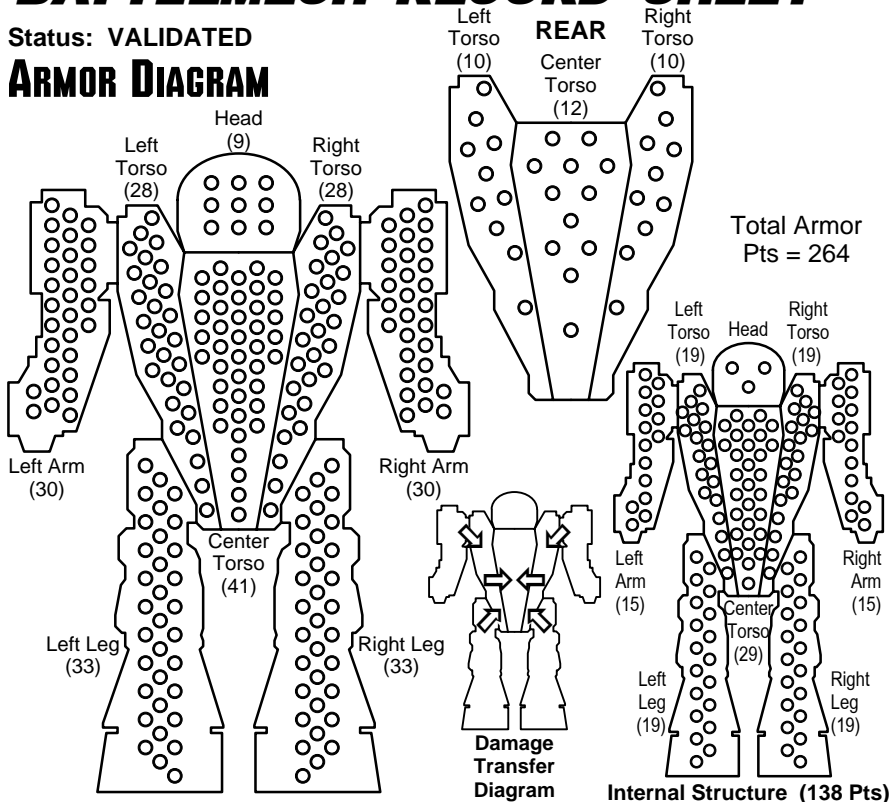
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Sunder SD1-OA**

Mass: **90 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** Inner Sphere
Running: **6** Biped OmniMech
Jumping: **0** Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	LA	1	15	2	7	15	22
1	ER PPC	RA	15	10	-	7	14	23
1	LRM 5	HD	2	1/hit	6	7	14	21
2	LRM 5	CT	2	1/hit	6	7	14	21
1	Medium Pulse Laser	LT	4	6	-	2	4	6
1	Medium Pulse Laser	RT	4	6	-	2	4	6

Ammo Type:	Rounds:	BV:
Gauss Rifle	16	83
LRM 5	48	13

Total Heat Sinks: **15 Double (30)**

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: **(30)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WIZKIDS

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- 1 Gauss Rifle
- 2 Gauss Rifle
- 3 Gauss Rifle
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

Head

- Life Support
- Sensors
- Cockpit
- LRM 5
- Sensors
- Life Support

Center Torso

- 1 XL Engine
- 2 XL Engine
- 3 XL Engine
- 4 Gyro
- 5 Gyro
- 6 Gyro
- 1 Gyro
- 2 XL Engine
- 3 XL Engine
- 4 XL Engine
- 5 LRM 5
- 6 LRM 5

Left Torso

- 1 XL Engine
- 2 XL Engine
- 3 XL Engine
- 4 Medium Pulse Laser
- 5 Ammo (Gauss) 8
- 6 Ammo (Gauss) 8
- 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
- Roll Again
- Roll Again

Right Arm

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

Right Torso

- 1 XL Engine
- 2 XL Engine
- 3 XL Engine
- 4 Medium Pulse Laser
- 5 Ammo (LRM 5) 24
- 6 Ammo (LRM 5) 24
- 1 Roll Again
- 2 Roll Again
- 3 Roll Again
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

Right Leg

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

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

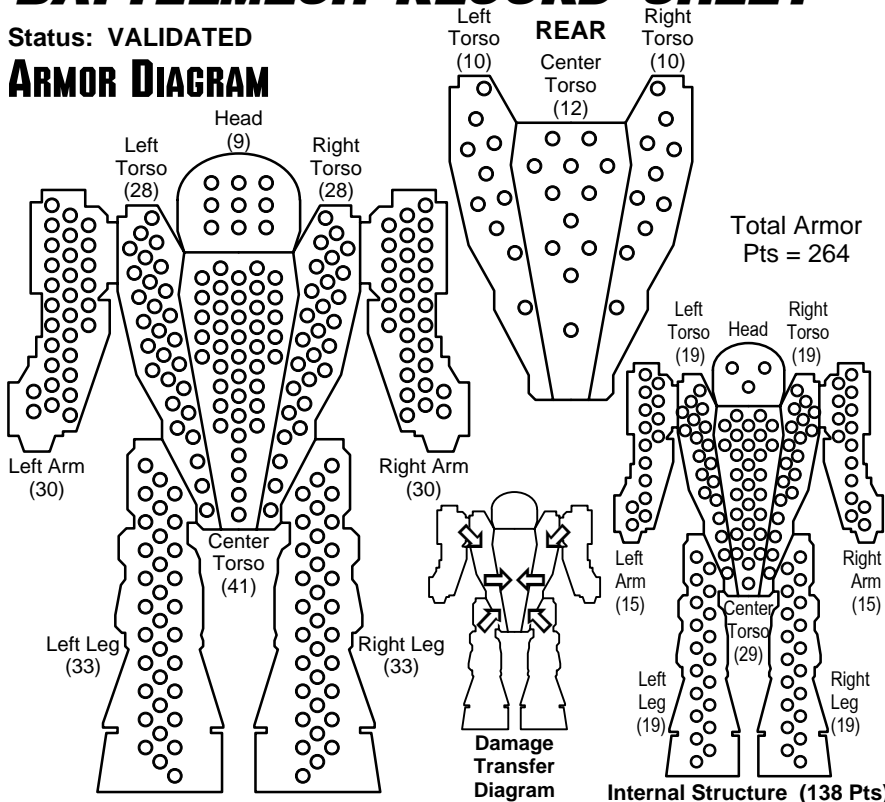
Battle Value: **1,722**
Weapon Value: **3,210 / 3,210**
Cost, C-Bills: **27,863,500**

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (138 Pts)

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20
- 1 Autocannon/20
- 2 Autocannon/20
- 4-6 Autocannon/20
- Autocannon/20
- Autocannon/20

Left Torso

- XL Engine
- XL Engine
- 1-3 XL Engine
- 4 Medium Laser
- 5 Ammo (AC/20) 5
- 6 Ammo (SRM 4) 25
- 1 Roll Again
- 2 Roll Again
- 3 Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

- 1-3 XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro
- 1 Gyro
- 2 XL Engine
- 3 XL Engine
- 4-6 XL Engine
- SRM 4
- SRM 4

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

Battle Value: **1,381**
Weapon Value: **2,780 / 2,780**
Cost, C-Bills: **27,693,688**

Right Arm

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

Right Torso

- XL Engine
- XL Engine
- 1-3 XL Engine
- 4 Medium Laser
- 5 Ammo (AC/20) 5
- 6 Ammo (SRM 4) 25
- 1 Roll Again
- 2 Roll Again
- 3 Roll Again
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

Right Leg

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

'MECH DATA

Type: **Sunder SD1-O**

Mass: **90 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** Inner Sphere
Running: **6** Biped OmniMech
Jumping: **0** Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/20	LA	7	20	-	3	6	9
2	Large Laser	RA	8	8	-	5	10	15
1	SRM 4	HD	3	2/hit	-	3	6	9
2	SRM 4	CT	3	2/hit	-	3	6	9
1	Medium Laser	LT	3	5	-	3	6	9
1	Medium Laser	RT	3	5	-	3	6	9

Ammo Type:	Rounds:	BV:
Autocannon/20	10	45
SRM 4	50	11

Total Heat Sinks: **15 Double (30)**

oooooooooooo oooooo

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

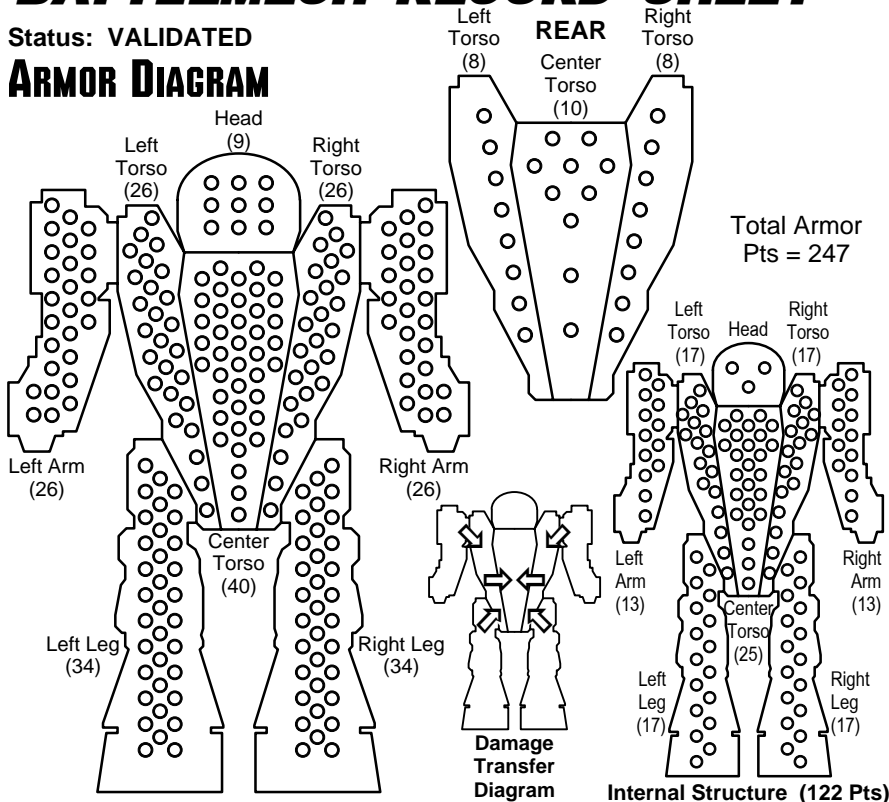
WIZKIDS

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Striker STC-2D**

Mass: **80 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** Inner Sphere

Running: **6** Biped 'Mech

Jumping: **0** Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	LT	8	8	-	5	10	15
1	Autocannon/5	LA	1	5	3	6	12	18
1	ER PPC	RT	15	10	-	7	14	23
2	Medium Pulse Laser	CT	4	6	-	2	4	6

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

Total Heat Sinks: 12 Double (24)

oooooooooooo oo

Auto Eject: ☐ Operational ☐ Disabled Weapon Heat: (32)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

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CRITICAL HIT TABLE

Left Arm

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

Head

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

Center Torso

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

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

Battle Value: 1,329
Weapon Value: 1,898 / 1,898
Cost, C-Bills: 8,037,301

Right Arm

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

Right Torso

- ER PPC
- ER PPC
- ER PPC
- 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

Left Torso

- Large Laser
- Large Laser
- Ammo (AC/5) 20
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

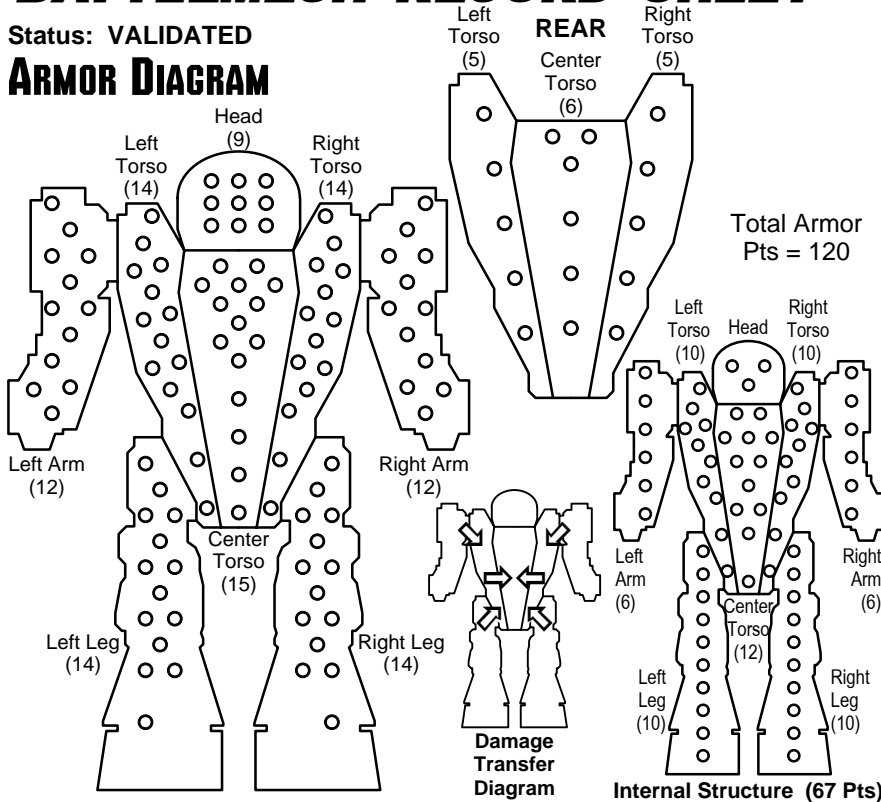
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Strider SR1-OD**

Mass: **40 tons**

Movement Points: Tech, Config. & Level:

Walking: **6** Inner Sphere
Running: **9** Biped OmniMech
Jumping: **0** Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 2	LA	2	2/hit	-	3	6	9
1	Medium Pulse Laser	LA	4	6	-	2	4	6
1	Streak SRM 2	RA	2	2/hit	-	3	6	9
1	Medium Pulse Laser	RA	4	6	-	2	4	6
1	Small Laser	HD	1	3	-	1	2	3
1	Beagle Active Probe	CT	0	-	-	-	-	4
1	TAG	LT	0	*	-	5	9	15
1	C³ Slave Unit	LT	0	-	-	-	-	-

Ammo Type: Streak SRM 2
Rounds: 50
BV: 6

Total Heat Sinks: 10 Single

oooooooooooo

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (13)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WIZKIDS®

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Streak SRM 2
- Medium Pulse Laser
- Roll Again
- Roll Again

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

Left Torso

- TAG
- C³ Slave Unit
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

- Endo Steel
- Endo Steel
- CASE
- Roll Again
- Roll Again
- Roll Again

Left Leg

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

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
- Beagle Active Probe
- Beagle Active Probe

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

Battle Value: 713

Add for C³: & 61

Weapon Value: 420 / 378

Cost, C-Bills: 5,145,437

Right Arm

- Shoulder
- Upper Arm Actuator
- Streak SRM 2
- Medium Pulse Laser
- Roll Again
- Roll Again

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

Right Torso

- Ammo (Streak 2) 50
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

- Endo Steel
- CASE
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

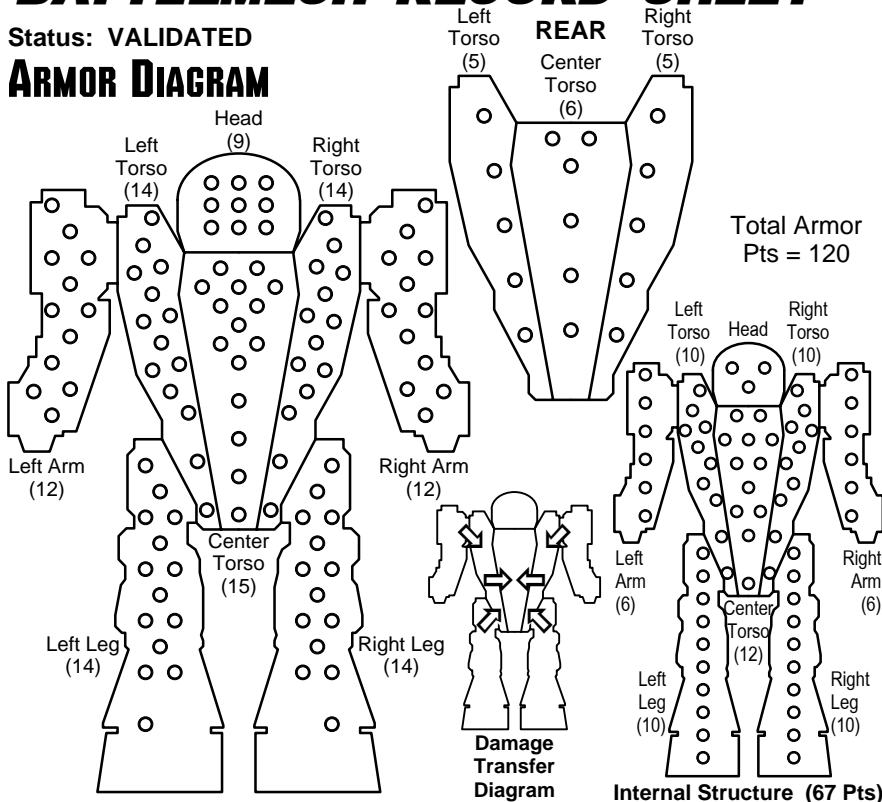
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Strider SR1-OC**

Mass: **40 tons**

Movement Points: Tech, Config. & Level:

Walking: **6**

Inner Sphere

Running: **9**

Biped OmniMech

Jumping: **0**

Level 2 / 3058

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 5	LA	2	1/hit	6	7	14	21
1	LRM 5	RA	2	1/hit	6	7	14	21
1	Large Laser	CT	8	8	-	5	10	15
1	C³ Slave Unit	HD	0	-	-	-	-	-

Ammo Type:

Rounds:

BV:

LRM 5

48

18

Total Heat Sinks: **10 Single**

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(12)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken

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

Consciousness #

CRITICAL HIT TABLE

Left Arm

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

1-3

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

4-6

Left Torso

- Ammo (LRM 5) 24
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- CASE
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- C³ Slave Unit
- Sensors
- Life Support

1-3

4-6

Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Large Laser
- Large Laser

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

Battle Value: **759**

Add for C³: **& 75**

Weapon Value: **542 / 542**

Cost, C-Bills: **4,716,250**

Right Arm

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

1-3

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

4-6

Right Torso

- Ammo (LRM 5) 24
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- CASE
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- 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	

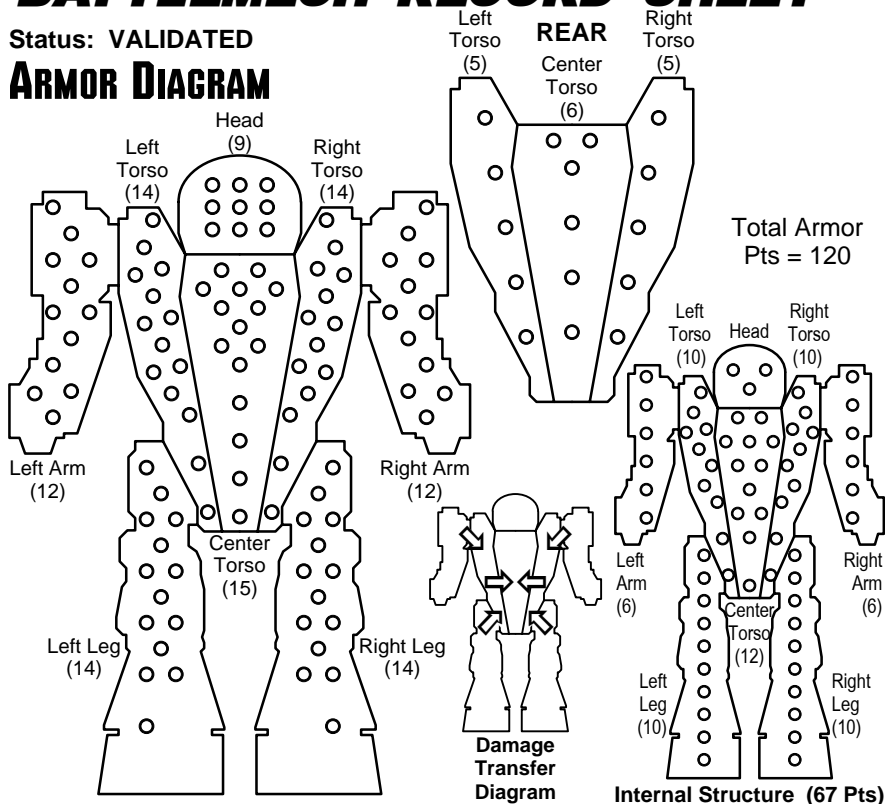
WIZKIDS

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Strider SR1-OB**

Mass: **40 tons**

Movement Points: Tech, Config. & Level:

Walking: **6** Inner Sphere
Running: **9** Biped OmniMech
Jumping: **0** Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	LA	4	1/hit	6	7	14	21
1	LRM 10	RA	4	1/hit	6	7	14	21

Ammo Type: LRM 10
Rounds: 24
BV: 33

Total Heat Sinks: **10 Single**

oooooooooooo

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WIZKIDS®

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 LRM 10
- 1-3 LRM 10
- Roll Again
- Roll Again

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

Left Torso

- Ammo (LRM 10) 12
- Endo Steel
3. Endo Steel
- 1-3 4. Endo Steel
5. Endo Steel
6. Endo Steel

- Endo Steel
- 4-6 CASE
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
6. Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
6. Life Support

Center Torso

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

- Gyro
- 4-6 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: **798**
Weapon Value: **485 / 485**
Cost, C-Bills: **4,348,750**

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 LRM 10
- 1-3 LRM 10
- Roll Again
- Roll Again

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

Right Torso

- Ammo (LRM 10) 12
- Endo Steel
3. Endo Steel
- 1-3 4. Endo Steel
5. Endo Steel
6. Endo Steel

- Endo Steel
- 4-6 CASE
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

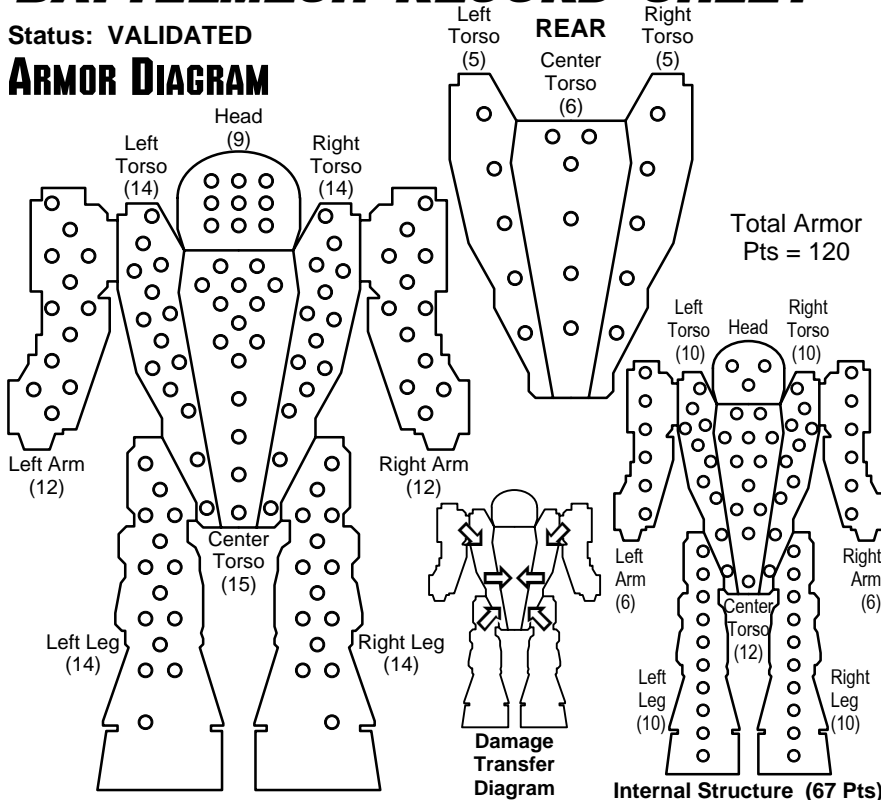
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
6. Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (67 Pts)

Left Arm

1. Shoulder
2. Upper Arm Actuator
- 1-3. **Narc Missile Beacon**
3. **Narc Missile Beacon**
5. Roll Again
6. Roll Again

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

Left Torso

1. TAG
2. Ammo (Narc Pods) 6
- 1-3. Endo Steel
3. Endo Steel
5. Endo Steel
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. CASE
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. Endo Steel

CRITICAL HIT TABLE

Head

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

Center Torso

1. Fusion Engine
2. Fusion Engine
- 1-3. Fusion Engine
3. Gyro
4. Gyro
5. Gyro
6. Gyro
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Beagle Active Probe
6. Beagle Active Probe

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

Battle Value: **613**

Add for C³: **& 28**

Weapon Value: **25 / 25**

Cost, C-Bills: **5,159,437**

Right Arm

1. Shoulder
2. Upper Arm Actuator
- 1-3. **Narc Missile Beacon**
3. **Narc Missile Beacon**
5. Roll Again
6. Roll Again

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

Right Torso

1. C³ Slave Unit
2. Ammo (Narc Pods) 6
- 1-3. Endo Steel
3. Endo Steel
5. Endo Steel
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. CASE
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. Endo Steel
6. Roll Again

'MECH DATA

Type: **Strider SR1-OA**

Mass: **40 tons**

Movement Points: Tech, Config. & Level:

Walking: **6**

Inner Sphere

Running: **9**

Biped OmniMech

Jumping: **0**

Level 2 / 3058

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Narc Missile Beacon	LA	0	-	-	3	6	9
1	Narc Missile Beacon	RA	0	-	-	3	6	9
1	Beagle Active Probe	CT	0	-	-	-	-	4
1	TAG	LT	0	*	-	5	9	15
1	C³ Slave Unit	RT	0	-	-	-	-	-
1	Small Laser	HD	1	3	-	1	2	3

Ammo Type:

Rounds:

BV:

Narc Missile Beacon 12 0

Total Heat Sinks: **10 Single**

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(1)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

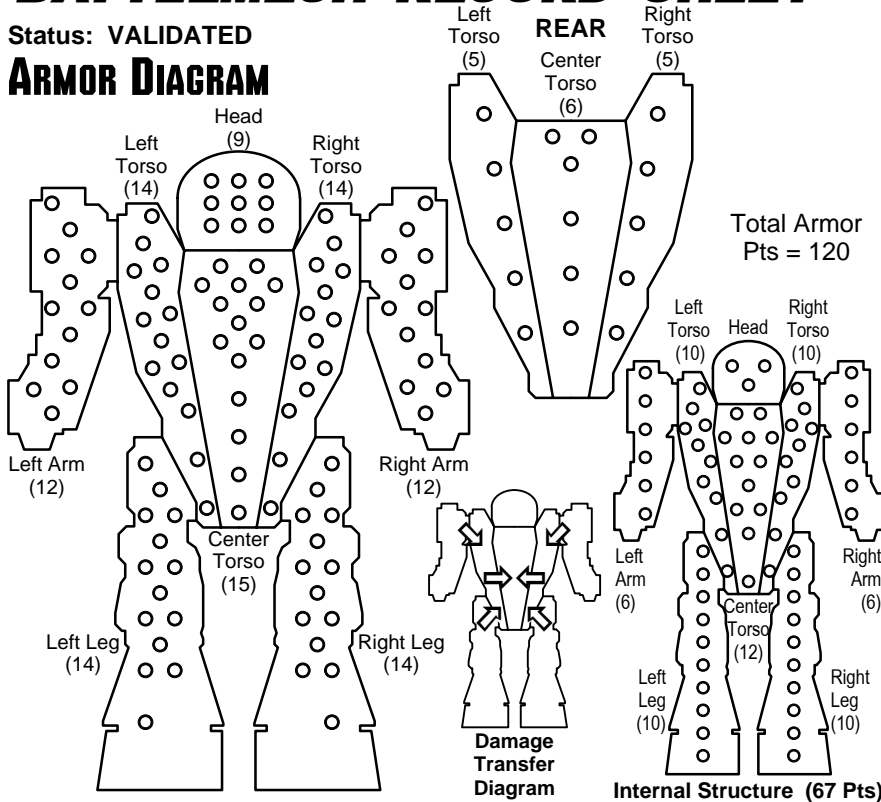
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Strider SR1-O**

Mass: **40 tons**

Movement Points: Tech, Config. & Level:

Walking: **6**

Inner Sphere

Running: **9**

Biped OmniMech

Jumping: **0**

Level 2 / 3058

Weapons Inventory:

(hexes)

Qty Type Loc Ht Dmg Min Sht Med Lng

1	Beagle Active Probe	CT	0	-	-	-	-	4
1	SRM 6 w/ Artemis IV	LA	4	2/hit	-	3	6	9
1	SRM 6 w/ Artemis IV	RA	4	2/hit	-	3	6	9
1	Small Laser	HD	1	3	-	1	2	3

Ammo Type:

Rounds:

BV:

SRM 6

30

21

Total Heat Sinks: **10 Single**

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(9)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken

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

Consciousness #

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- SRM 6
- SRM 6
- Artemis IV FCS
- Roll Again

1-3

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

4-6

Left Torso

- Ammo (SRM 6) 15
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- CASE
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

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

Head

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

1-3

Center Torso

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

4-6

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

Battle Value: **738**

Weapon Value: **497 / 418**

Cost, C-Bills: **5,082,437**

Right Arm

- Shoulder
- Upper Arm Actuator
- SRM 6
- SRM 6
- Artemis IV FCS
- Roll Again

1-3

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

4-6

Right Torso

- Ammo (SRM 6) 15
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- CASE
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- 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	

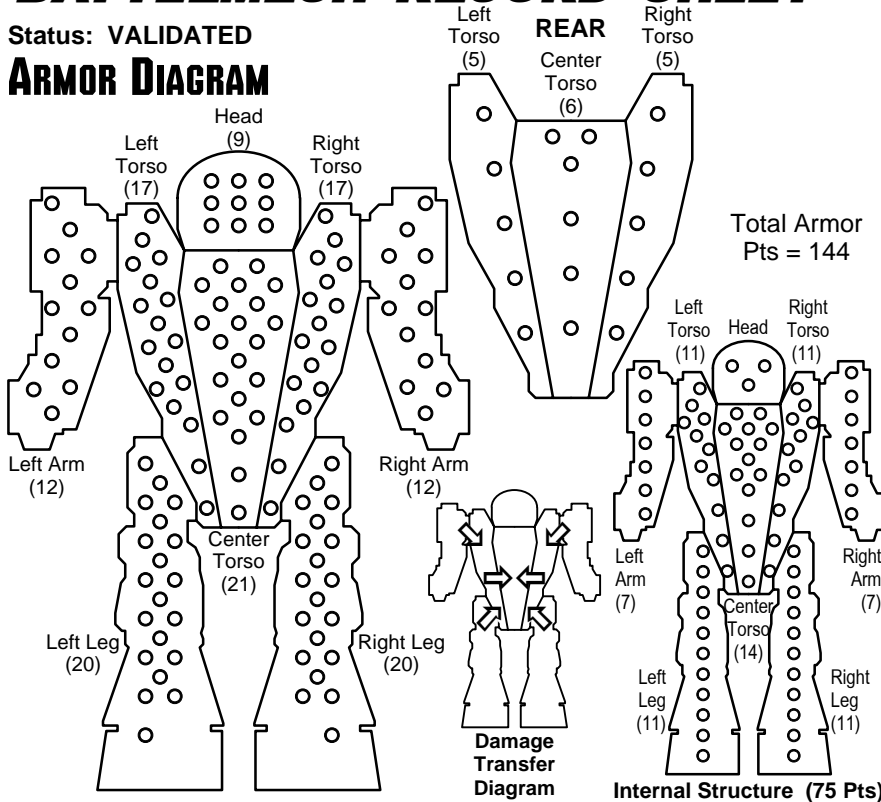
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Stealth STH-1D**

Mass: **45 tons**

Movement Points: Tech, Config. & Level:

Walking: **7** Inner Sphere

Running: **11 [14]** Biped 'Mech

Jumping: **7** Level 2 / 3055

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	LT	4	2/hit	-	3	6	9
1	Streak SRM 2	RT	2	2/hit	-	3	6	9
1	Medium Laser	LT	3	5	-	3	6	9
1	Medium Laser	RT	3	5	-	3	6	9
1	Beagle Active Probe	RT	0	-	-	-	-	4

Ammo Type: Rounds: BV:

SRM 6 15 20

Streak SRM 2 50 11

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject: Weapon Heat:

☐ Operational ☐ Disabled (12)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

** Avoid Inferno explosion on..

Shutdown

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

Shutdown, avoid on 10+

-5 Movement Points

+4 Modifier to Fire

Ammo Explosion, avoid on 6+ (** 10+)

Shutdown, avoid on 8+

-4 Movement Points

Ammo Explosion, avoid on 4+ (** 8+)

Shutdown, avoid on 6+

+3 Modifier to Fire

-3 Movement Points

Shutdown, avoid on 4+ (** 6+)

+2 Modifier to Fire

-2 Movement Points (** 4+)

+1 Modifier to Fire

-1 Movement Points

WIZ KIDS GAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Jump Jet
- Jump Jet
- Jump Jet

1-3

- SRM 6
- SRM 6
- Medium Laser
- Ammo (SRM 6) 15
- MASC
- MASC

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

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

1-3

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Jump Jet
- Endo Steel

4-6

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

Battle Value: **1,067**

Weapon Value: **777 / 744**

Cost, C-Bills: **10,456,240**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Jump Jet
- Jump Jet
- Jump Jet

1-3

- Streak SRM 2
- Medium Laser
- Beagle Active Probe
- Beagle Active Probe
- Ammo (Streak 2) 50
- Endo Steel

4-6

Right Leg

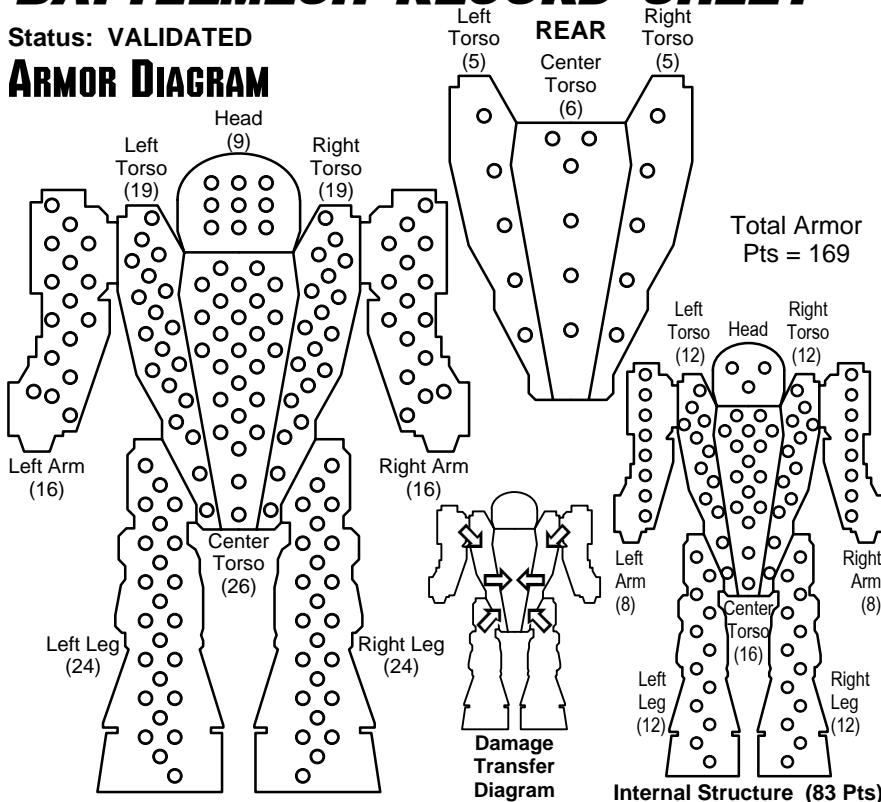
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Starslayer STY-3D**

Mass: **50 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** Inner Sphere

Running: **8** Biped 'Mech

Jumping: **5** Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8	-	5	10	15
2	Medium Laser	LT	3	5	-	3	6	9
1	ER PPC	RT	15	10	-	7	14	23
1	Medium Laser	HD(R)	3	5	-	3	6	9

Total Heat Sinks: **12 Double (24)**

oooooooooooo oo

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: **(32)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WIZKIDS®

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Jump Jet
- Medium Laser

1-3

- Medium Laser
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Ferro-Fibrous

Head

- Life Support
- Sensors
- Cockpit
- Medium Laser (R)
- Sensors
- Life Support

1-3

4-6

Center Torso

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

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

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

Battle Value: **1,408**

Weapon Value: **1,146 / 1,146**

Cost, C-Bills: **5,020,250**

Right Arm

- Shoulder
- Upper Arm Actuator
- Large Laser
- Large Laser
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Jump Jet
- ER PPC

1-3

- ER PPC
- ER PPC
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Right Leg

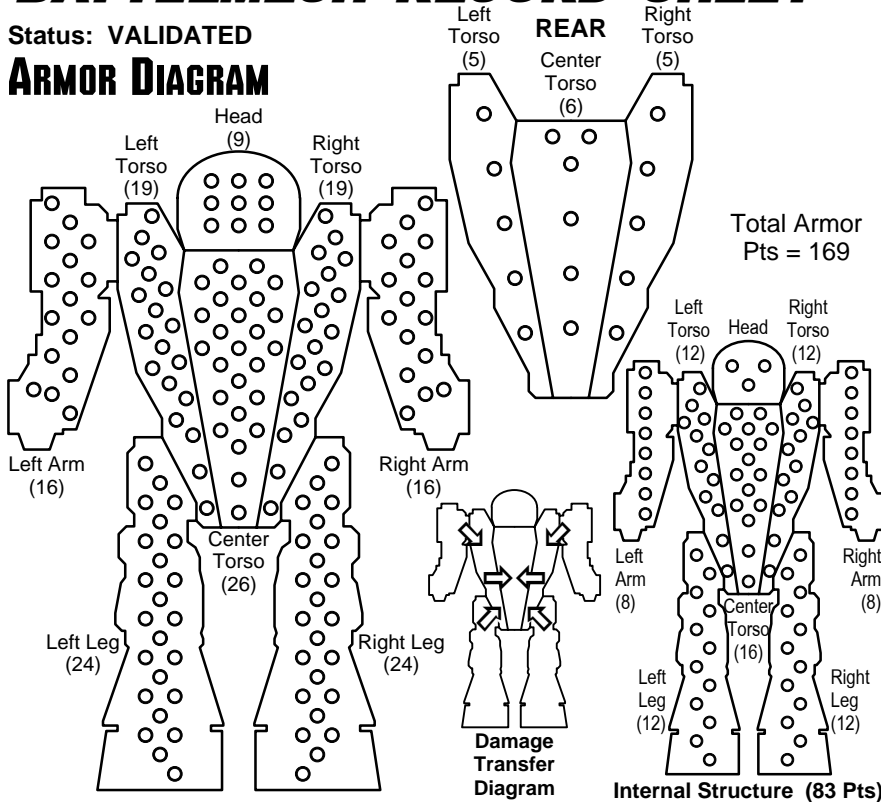
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Ferro-Fibrous

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Starslayer STY-3C**

Mass: **50 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** Inner Sphere

Running: **8** Biped 'Mech

Jumping: **5** Level 2 / 3058

Weapons Inventory: (hexes)

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

Ammo Type: SRM 4 Rounds: 25 BV: 10

Total Heat Sinks: 11 Double (22)

oooooooooooo o

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (26)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WIZKIDS®

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Torso

- Jump Jet
- Jump Jet
- SRM 4
- Medium Laser
- Medium Laser
- Ammo (SRM 4) 25

1-3

- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- CASE
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Ferro-Fibrous

Head

- Life Support
- Sensors
- Cockpit
- Small Laser (R)
- Sensors
- Life Support

1-3

Center Torso

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

4-6

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

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

Battle Value: 1,294

Weapon Value: 1,100 / 1,100

Cost, C-Bills: 4,873,624

Right Arm

- Shoulder
- Upper Arm Actuator
- Large Laser
- Large Laser
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Jump Jet
- Large Laser

1-3

- Large Laser
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

Right Leg

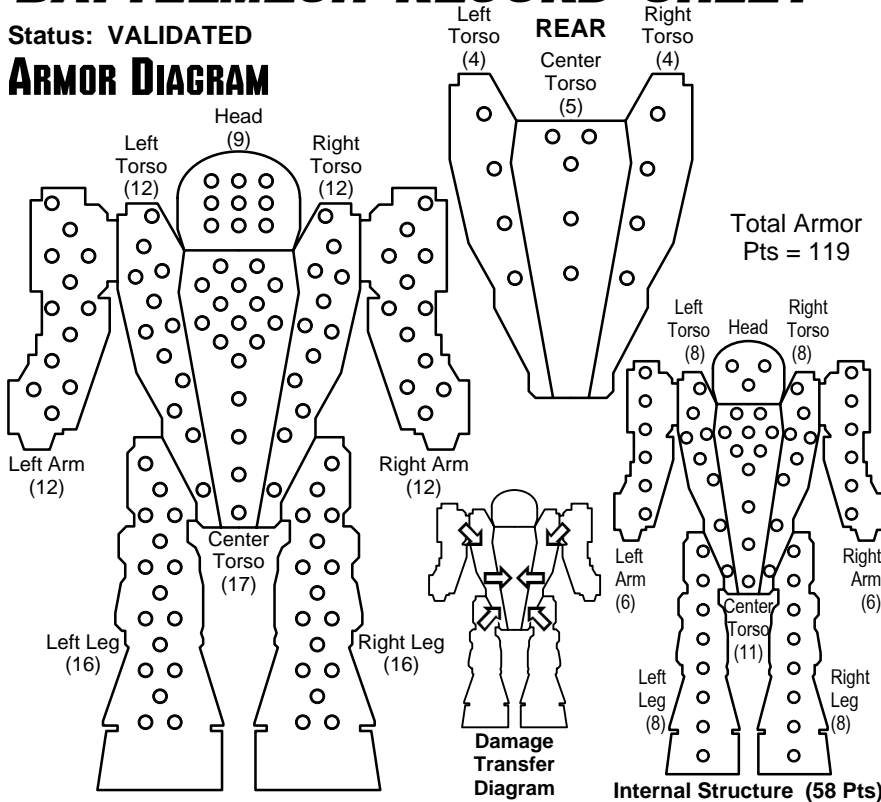
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Ferro-Fibrous

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Spector SPR-5F**

Mass: **35 tons**

Movement Points: Tech, Config. & Level:

Walking: **7** Inner Sphere

Running: **11** Biped 'Mech

Jumping: **7** Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8	-	5	10	15
2	Medium Laser	LA	3	5	-	3	6	9
1	Small Laser	HD	1	3	-	1	2	3
1	Guardian ECM	RT	0	-	-	-	-	6

Total Heat Sinks: **11 Double (22)**

oooooooooooo o

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: **(15)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	-2 Movement Points
10	
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

WIZKIDS®

CRITICAL HIT TABLE

Left Arm

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

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

4-6

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Jump Jet
- Jump Jet
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

4-6

Left Leg

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

Head

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

1-3

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

4-6

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

Battle Value: **1,141**

Weapon Value: **651 / 651**

Cost, C-Bills: **6,136,718**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Large Laser
- Large Laser
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Jump Jet
- Jump Jet
- Guardian ECM
- Guardian ECM
- Endo Steel
- Endo Steel

4-6

Right Leg

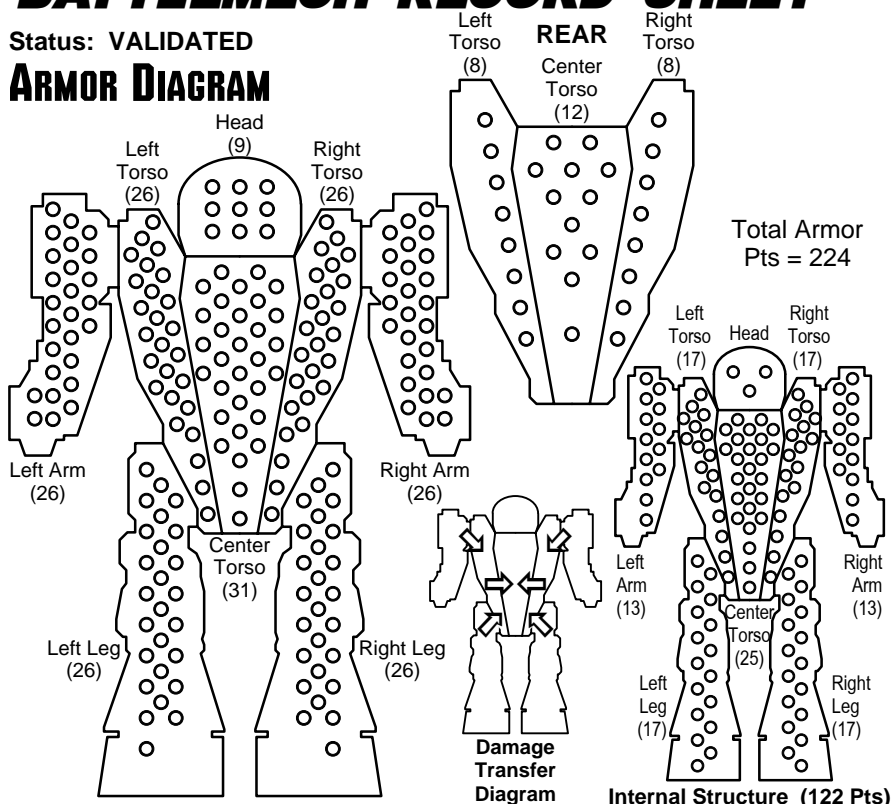
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

1-3

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

4-6

Left Torso

- XL Engine
- XL Engine
- XL Engine
- ER PPC
- ER PPC
- ER PPC

1-3

- Ammo (Streak 2) 50
- Ammo (Streak 2) 50
- CASE
- Roll Again
- Roll Again
- Roll Again

4-6

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

1-3

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Streak SRM 2
- Streak SRM 2

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

Battle Value: 1,280

Weapon Value: 1,590 / 1,522

Cost, C-Bills: 20,642,639

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Pulse Laser
- Medium Pulse Laser

1-3

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

4-6

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Anti-Missile System
- Ammo (AMS) 12
- Ammo (AMS) 12

1-3

- CASE
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

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

'MECH DATA

Type: **Spartan SPT-NF**

Mass: **80 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** Inner Sphere

Running: **8** Biped 'Mech

Jumping: **0** Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LT	15	10	-	7	14	23
3	Medium Pulse Laser	RA	4	6	-	2	4	6
2	Streak SRM 2	CT	2	2/hit	-	3	6	9
1	Anti-Missile System	RT	1	1d6	-	-	-	-

Ammo Type: Rounds: BV:

Streak SRM 2 100 11

Anti-Missile System 24 29

Total Heat Sinks: **13 Double (26)**

oooooooooooo oooo

Auto Eject: Weapon Heat:

☐ Operational ☐ Disabled (32)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	-2 Movement Points
10	
9	+1 Modifier to Fire
8	
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

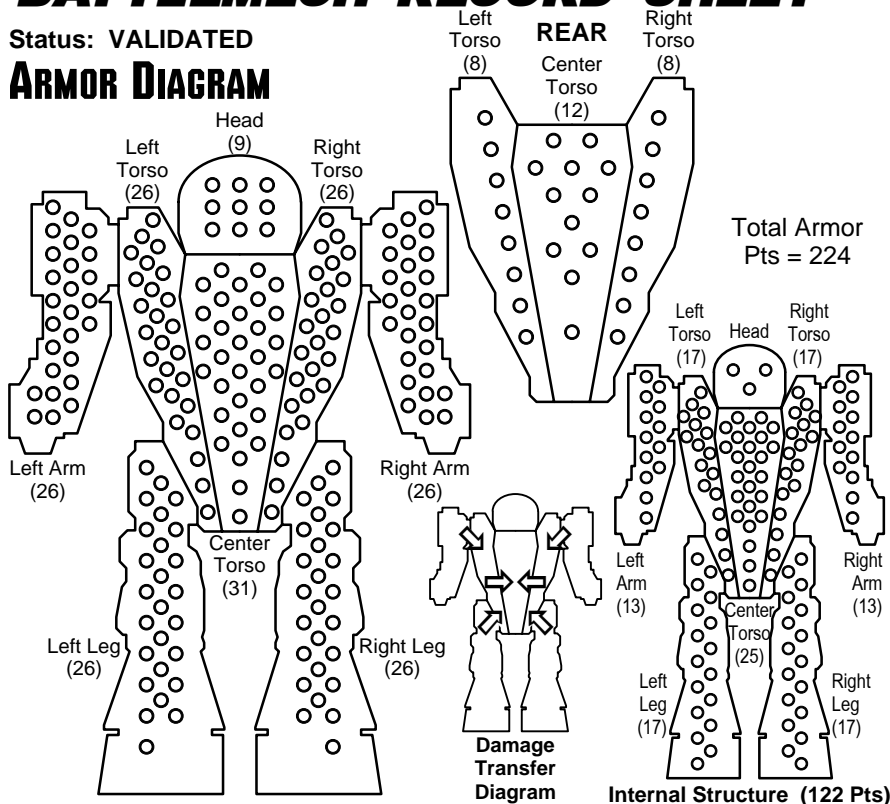
WIZKIDS

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



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

- XL Engine
- XL Engine
- XL Engine
- ER PPC
- ER PPC
- ER PPC

- TAG
- Ammo (Streak 2) 50
- Ammo (Streak 2) 50
- Roll Again
- Roll Again
- Roll Again

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Streak SRM 2
- Streak SRM 2

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

Battle Value: 1,280

Weapon Value: 1,590 / 1,522

Cost, C-Bills: 20,552,639

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Pulse Laser
- Medium Pulse Laser

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

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Anti-Missile System
- Ammo (AMS) 12
- Ammo (AMS) 12

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

Right Leg

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

'MECH DATA

Type: **Spartan SPT-N2**

Mass: **80 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** Inner Sphere
Running: **8** Biped 'Mech
Jumping: **0** Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LT	15	10	-	7	14	23
3	Medium Pulse Laser	RA	4	6	-	2	4	6
2	Streak SRM 2	CT	2	2/hit	-	3	6	9
1	Anti-Missile System	RT	1	1d6	-	-	-	-
1	TAG	LT	0	*	-	5	9	15

Ammo Type: Rounds: BV:

Streak SRM 2 100 11

Anti-Missile System 24 29

Total Heat Sinks: **13 Double (26)**

oooooooooooo oooo

Auto Eject: Weapon Heat:

☐ Operational ☐ Disabled (32)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

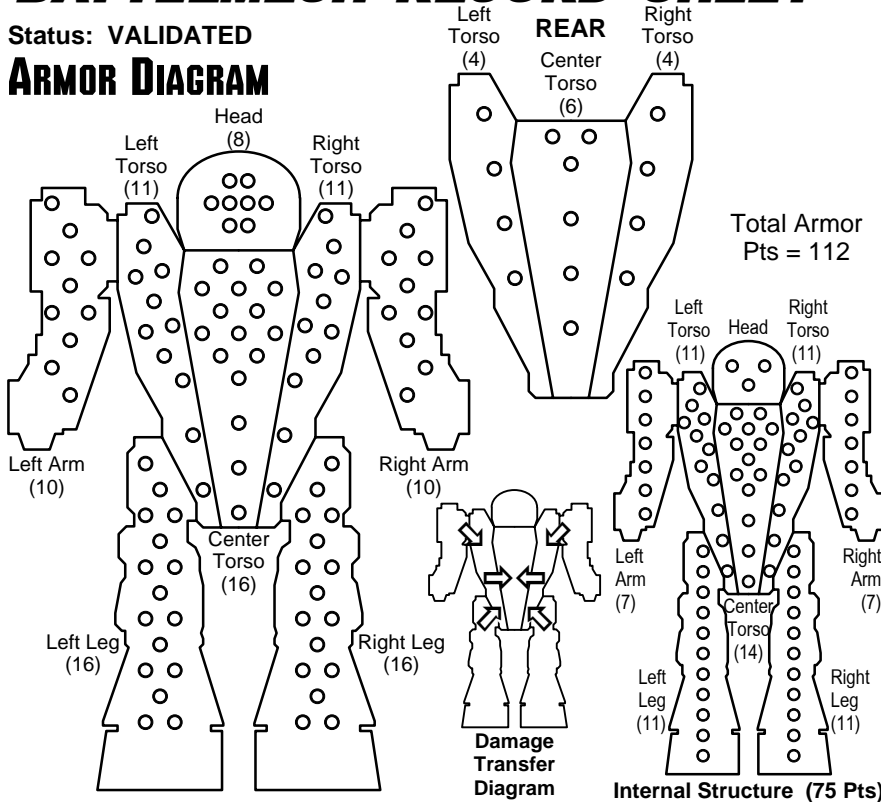
WIZKIDS

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Snake SNK-1V

Mass: 45 tons

Movement Points: Tech, Config. & Level:

Walking: 5 Inner Sphere
Running: 8 Biped 'Mech
Jumping: 5 Level 2 / 3055

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	RA	2	10	-	6	12	18
3	Streak SRM 2	LT	2	2/hit	-	3	6	9

Ammo Type: Rounds: BV:

LB 10-X AC 20 77

Streak SRM 2 50 8

Total Heat Sinks: 11 Double (22)

oooooooooooo o

Auto Eject: Weapon Heat:

☐ Operational ☐ Disabled (8)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WZK GAMES

CRITICAL HIT TABLE

Left Arm

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

1-3

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

4-6

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Streak SRM 2
- Streak SRM 2
- Streak SRM 2
- Roll Again
- Roll Again
- Roll Again

4-6

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

1-3

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

4-6

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

Battle Value: 910

Weapon Value: 556 / 493

Cost, C-Bills: 7,294,370

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC

1-3

- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Ammo (LB 10-X) 10
- Ammo (LB 10-X) 10
- Ammo (Streak 2) 50
- CASE
- Roll Again
- Roll Again

4-6

Right Leg

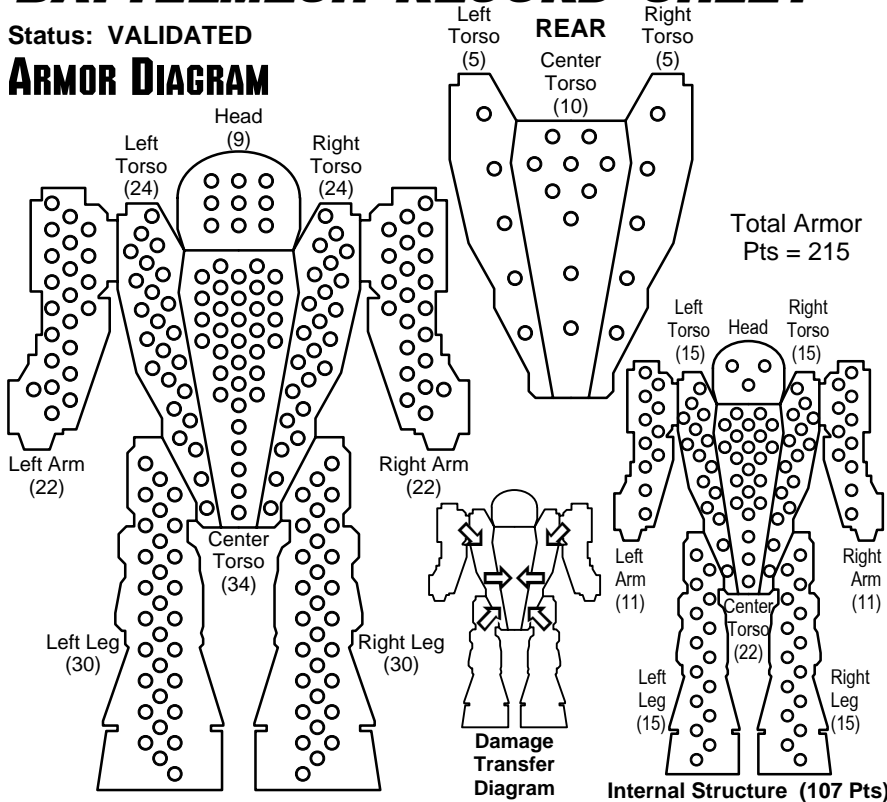
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Shootist ST-8A

Mass: 70 tons

Movement Points: Tech, Config. & Level:

Walking: 4 Inner Sphere

Running: 6 Biped 'Mech

Jumping: 0 Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/20	LT	7	20	-	3	6	9
1	ER Large Laser	RA	12	8	-	7	14	19
1	Medium Pulse Laser	LA	4	6	-	2	4	6
1	Medium Pulse Laser	CT	4	6	-	2	4	6
1	Small Laser	HD	1	3	-	1	2	3

Ammo Type: Autocannon/20 Rounds: 10 BV: 45

Total Heat Sinks: 13 Double (26)

oooooooooooo oooo

Auto Eject: Weapon Heat:

☐ Operational ☐ Disabled (28)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WIZKIDS

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Medium Pulse Laser
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

1-3

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

4-6

Left Torso

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

1-3

- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

Head

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

1-3

Center Torso

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

4-6

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

Battle Value: 1,277

Weapon Value: 1,739 / 1,739

Cost, C-Bills: 6,555,229

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Large Laser
- ER Large Laser

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Ammo (AC/20) 5
- Ammo (AC/20) 5
- Ferro-Fibrous
- Ferro-Fibrous
- CASE
- Roll Again

4-6

Right Leg

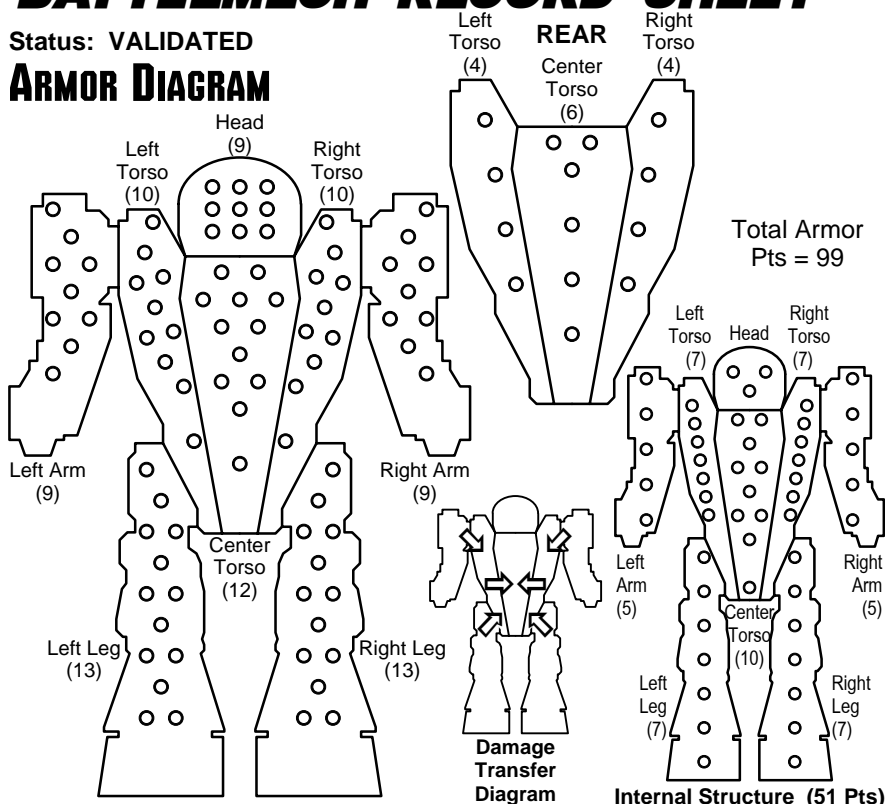
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: **Scarabus SCB-9A**

Mass: **30 tons**

Movement Points: Tech, Config. & Level:

Walking: **10** Inner Sphere
Running: **15** Biped 'Mech
Jumping: **0** Level 2 / 3055

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Guardian ECM	CT	0	-	-	-	-	6
2	Medium Laser	LA	3	5	-	3	6	9
2	Small Laser	LA	1	3	-	1	2	3
1	TAG	HD	0	*	-	5	9	15
1	Hatchet	RA	0	6				

Total Heat Sinks: 10 Single

oooooooooooo

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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
- Medium Laser
- Medium Laser
- Small Laser

- Small Laser
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Endo Steel

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- TAG
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Guardian ECM
- Guardian ECM

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

Battle Value: **732**
Weapon Value: **338 / 338**
Cost, C-Bills: **5,489,770**

Right Arm

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

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Endo Steel
- Roll Again

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

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	

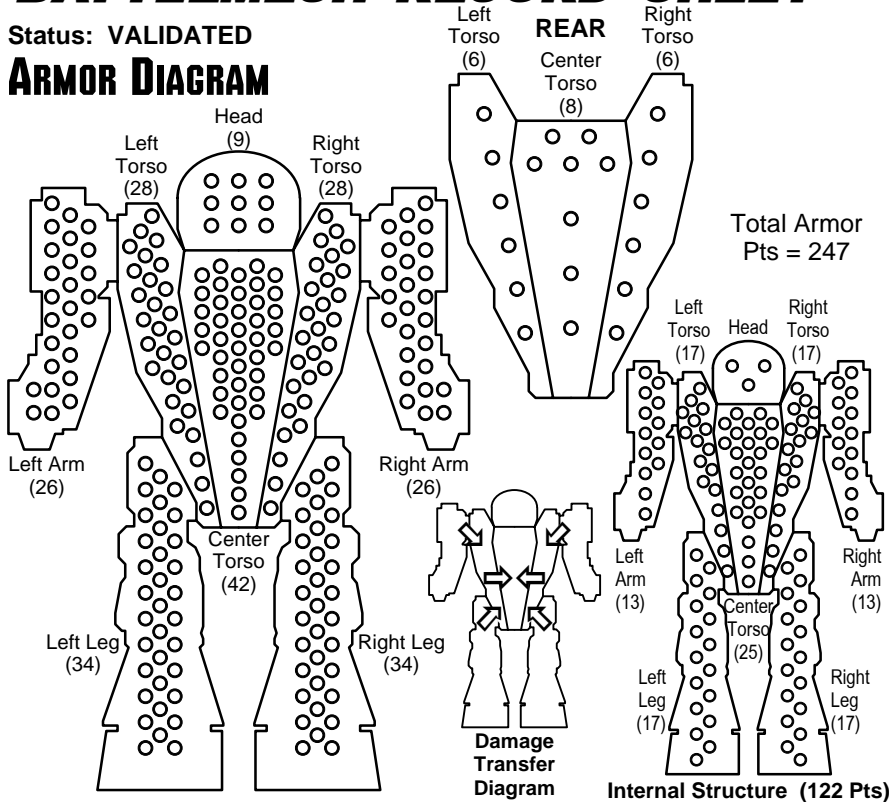
WIZ KIDS GAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (122 Pts)

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
- 1-3 LRM 20
5. LRM 20
6. LRM 20
1. LRM 20
2. LRM 20
- 4-6 Ammo (LRM 20) 6
4. Ammo (LRM 20) 6
5. Ammo (LRM 20) 6
6. Endo Steel

Left Torso

1. XL Engine
2. XL Engine
3. XL Engine
- 1-3 LRM 20
5. LRM 20
6. LRM 20
1. LRM 20
2. LRM 20
3. CASE
- 4-6 Ammo (LRM 20) 6
4. Ammo (LRM 20) 6
6. Ammo (LRM 20) 6

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

CRITICAL HIT TABLE

Head

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

Center Torso

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

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

Battle Value: 1,381

Weapon Value: 2,398 / 2,398

Cost, C-Bills: 18,406,921

Right Arm

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

Right Torso

1. XL Engine
2. XL Engine
3. XL Engine
- 1-3 LRM 20
5. LRM 20
6. LRM 20
1. LRM 20
2. LRM 20
3. CASE
- 4-6 Ammo (LRM 20) 6
4. Ammo (LRM 20) 6
6. Ammo (LRM 20) 6

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

'MECH DATA

Type: **Salamander PPR-5S**

Mass: **80 tons**

Movement Points: Tech, Config. & Level:

Walking: **4**

Running: **6**

Jumping: **0**

Inner Sphere

Biped 'Mech

Level 2 / 3055

Weapons Inventory:

(hexes)

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

Ammo Type:

Rounds:

BV:

LRM 20

54

232

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(24)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken

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

Consciousness #

HEAT SCALE

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

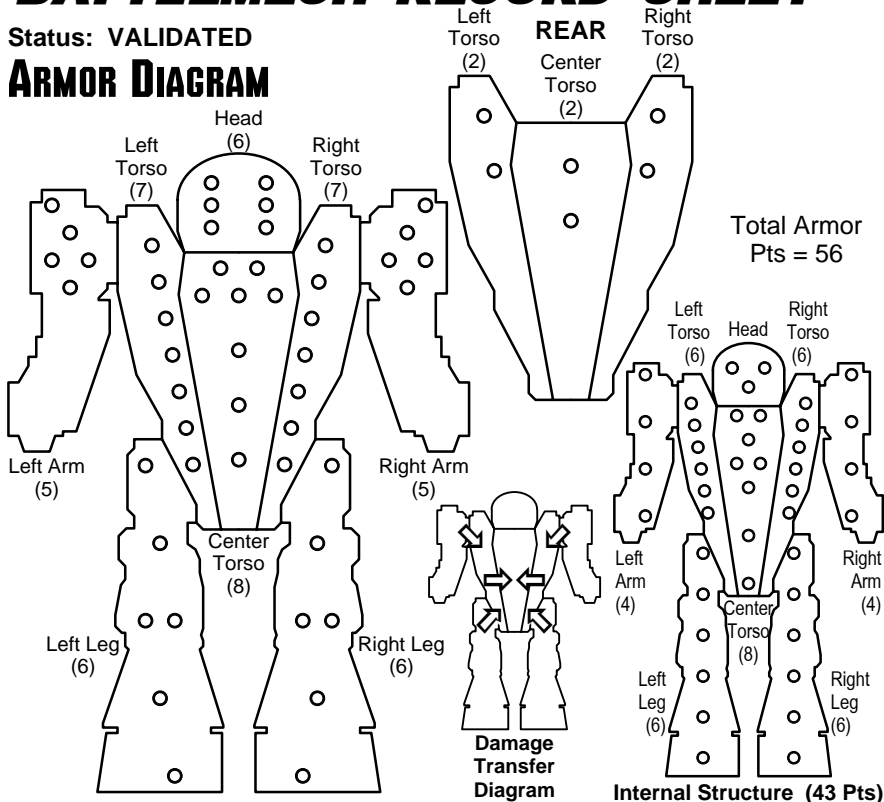
AKGAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Raptor RTX1-OC**

Mass: **25 tons**

Movement Points: Tech, Config. & Level:

Walking: **7** Inner Sphere
Running: **11** Biped OmniMech
Jumping: **0** Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	CT	3	5	-	3	6	9
2	Medium Laser	LT	3	5	-	3	6	9
2	Medium Laser	RT	3	5	-	3	6	9
1	Small Pulse Laser	LA	2	3	-	1	2	3
1	Small Pulse Laser	RA	2	3	-	1	2	3
1	Anti-Missile System	RT	1	1d6	-	-	-	-

Ammo Type: Rounds: BV:
Anti-Missile System 12 15

Total Heat Sinks: **12 Double (24)**

oooooooooooo oo

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WIZKIDS®

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Small Pulse Laser
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro
- Gyro
- XL Engine
- XL Engine
- XL Engine
- Medium Laser
- Medium Laser

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Medium Laser
- Medium Laser
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Small Pulse Laser
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Endo Steel
- Endo Steel
- Endo Steel

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Medium Laser
- Medium Laser
- Anti-Missile System
- Ammo (AMS) 12
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

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

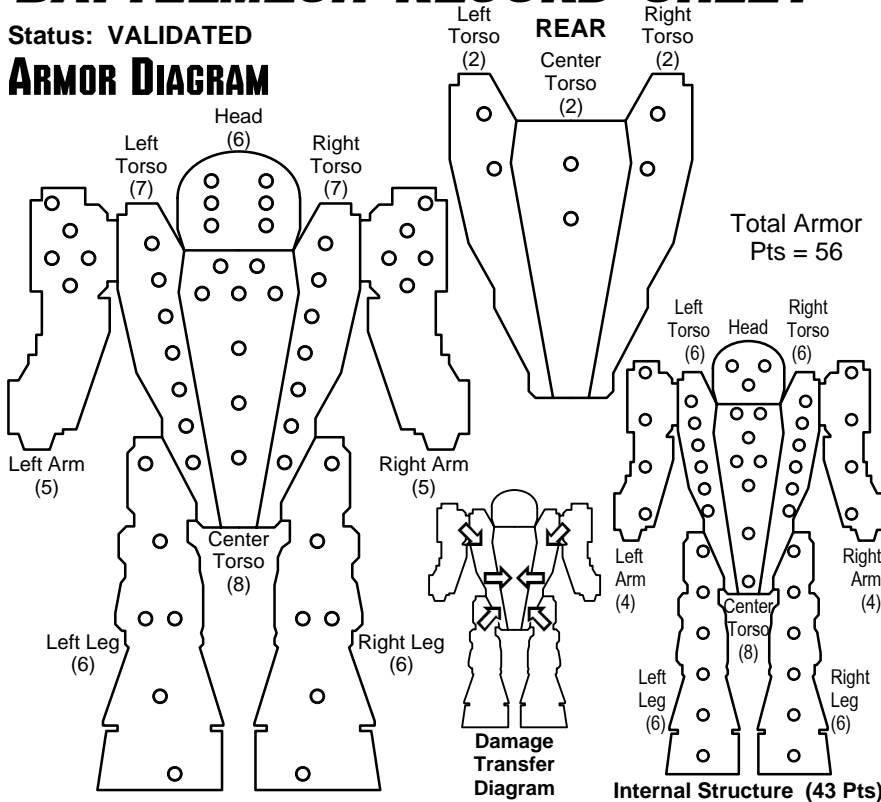
Battle Value: **780**
Weapon Value: **498 / 498**
Cost, C-Bills: **4,156,511**

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Raptor RTX1-OD**

Mass: **25 tons**

Movement Points: Tech, Config. & Level:

Walking: **7**

Inner Sphere

Running: **11**

Biped OmniMech

Jumping: **0**

Level 2 / 3058

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	C³ Slave Unit	CT	0	-	-	-	-	-
1	Beagle Active Probe	LT	0	-	-	-	-	4
1	TAG	RT	0	*	-	5	9	15
1	Streak SRM 2	CT	2	2/hit	-	3	6	9
1	Streak SRM 2	LT	2	2/hit	-	3	6	9
1	Streak SRM 2	RT	2	2/hit	-	3	6	9
2	Machine Gun	RT	0	2	-	1	2	3
1	Small Laser	LA	1	3	-	1	2	3
1	Small Laser	RA	1	3	-	1	2	3

Ammo Type:	Rounds:	BV:
Streak SRM 2	50	7
Machine Gun	100	1

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(8)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WIZKIDS®

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Small Laser
- Roll Again
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Small Laser
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro
- XL Engine
- XL Engine
- XL Engine
- XL Engine
- C³ Slave Unit
- Streak SRM 2

Right Torso

- XL Engine
- XL Engine
- XL Engine
- TAG
- Streak SRM 2
- Machine Gun
- Machine Gun
- Ammo (MG) 100
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Beagle Active Probe
- Beagle Active Probe
- Streak SRM 2
- Ammo (Streak 2) 50
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

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

Battle Value: **428**

Add for C³: **& 45**

Weapon Value: **167 / 130**

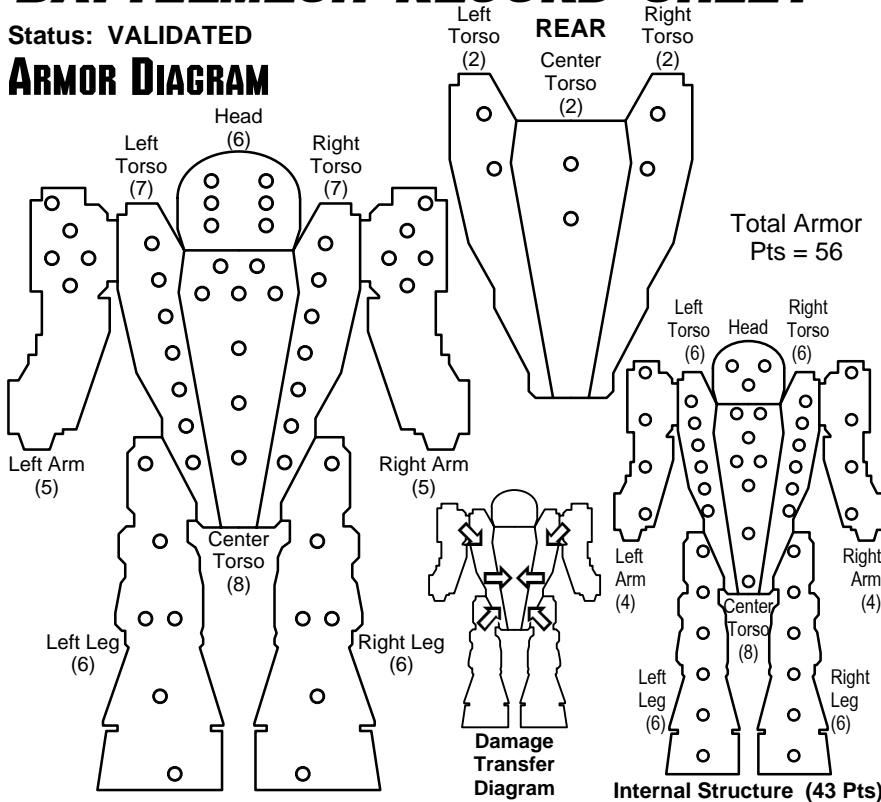
Cost, C-Bills: **4,540,886**

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Raptor RTX1-OB**

Mass: **25 tons**

Movement Points: Tech, Config. & Level:

Walking: **7** Inner Sphere
Running: **11** Biped OmniMech
Jumping: **0** Level 2 / 3058

Weapons Inventory: (hexes)

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

Ammo Type: SRM 6 Rounds: 30 BV: 25

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (13)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WIZKIDS®

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

Right Torso

- XL Engine
- XL Engine
- XL Engine
- SRM 6
- SRM 6
- Small Laser
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

Left Torso

- XL Engine
- XL Engine
- XL Engine
- SRM 6
- SRM 6
- Ammo (SRM 6) 15
- Ammo (SRM 6) 15
- Endo Steel
- Endo Steel
- Roll Again

- Gyro
- XL Engine
- XL Engine
- XL Engine
- SRM 6
- SRM 6

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

Battle Value: 533

Weapon Value: 310 / 310

Cost, C-Bills: 4,030,339

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Right Leg

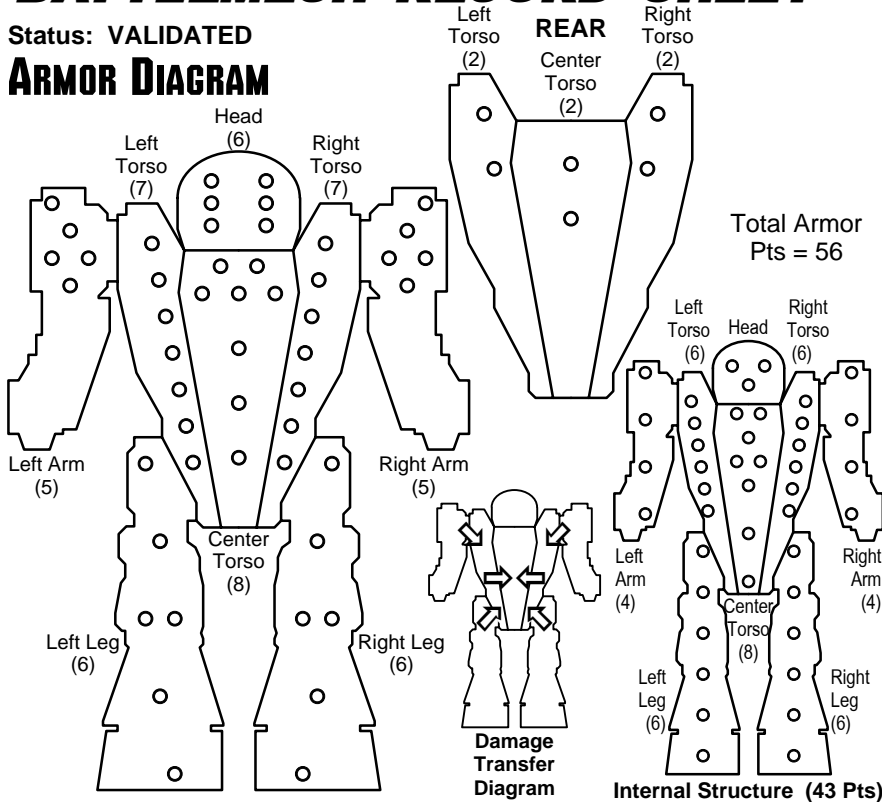
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Raptor RTX1-OA**

Mass: **25 tons**

Movement Points: Tech, Config. & Level:

Walking: **7**

Running: **11**

Jumping: **0**

Inner Sphere

Biped OmniMech

Level 2 / 3058

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	LT	8	8	-	5	10	15
1	Large Laser	RT	8	8	-	5	10	15
1	Small Laser	RT	1	3	-	1	2	3
1	Small Laser	LA	1	3	-	1	2	3
1	Small Laser	RA	1	3	-	1	2	3

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(19)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WIZKIDS®

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Small Laser
- Roll Again
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Small Laser
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

Center Torso

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

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Large Laser
- Large Laser
- Small Laser
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Large Laser
- Large Laser
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

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

Battle Value: **702**

Weapon Value: **384 / 384**

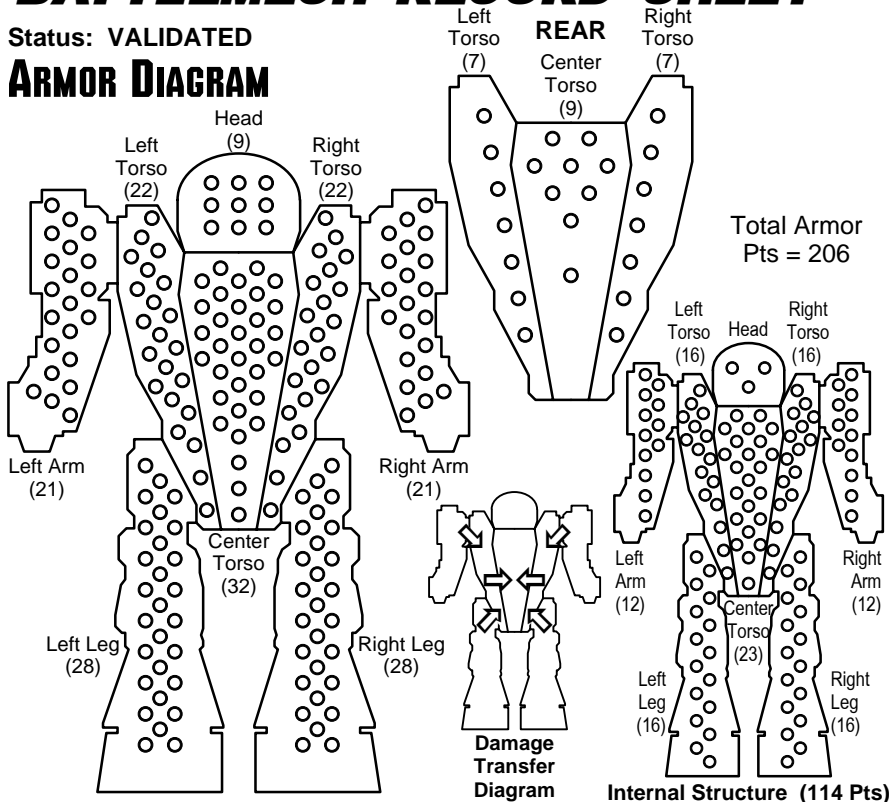
Cost, C-Bills: **3,918,620**

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (114 Pts)

Left Arm

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

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
- 4-6 4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Torso

1. XL Engine
2. XL Engine
3. XL Engine
- 1-3 4. LRM 10
5. LRM 10
6. Artemis IV FCS

1. Ammo (LRM 10) 12
2. Medium Pulse Laser
3. Ferro-Fibrous
- 4-6 4. Ferro-Fibrous
5. Endo Steel
6. Endo Steel

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Endo Steel

CRITICAL HIT TABLE

Head

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

Center Torso

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

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

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

Battle Value: **1,412**

Weapon Value: **2,083 / 1,980**

Cost, C-Bills: **18,943,750**

Right Arm

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

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
- 4-6 4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Torso

1. XL Engine
2. XL Engine
3. XL Engine
- 1-3 4. LRM 10
5. LRM 10
6. Artemis IV FCS

1. Ammo (LRM 10) 12
2. Ferro-Fibrous
3. Ferro-Fibrous
- 4-6 4. Ferro-Fibrous
5. Endo Steel
6. Endo Steel

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Endo Steel

'MECH DATA

Type: **Rakshasa MDG-1A**

Mass: **75 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** Inner Sphere

Running: **8** Biped 'Mech

Jumping: **0** Level 2 / 3055

Weapons Inventory: (hexes)

Qty Type Loc Ht Dmg Min Sht Med Lng

1 LRM 10 w/ Artemis IV LT 4 1/hit 6 7 14 21

1 LRM 10 w/ Artemis IV RT 4 1/hit 6 7 14 21

1 ER Large Laser LA 12 8 - 7 14 19

1 ER Large Laser RA 12 8 - 7 14 19

1 Medium Laser LA 3 5 - 3 6 9

1 Medium Laser RA 3 5 - 3 6 9

1 Medium Pulse Laser LT 4 6 - 2 4 6

Ammo Type: Rounds: BV:

LRM 10 24 30

Total Heat Sinks: 15 Double (30)

oooooooooooo ooooo

Auto Eject: Weapon Heat:

☐ Operational ☐ Disabled (42)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

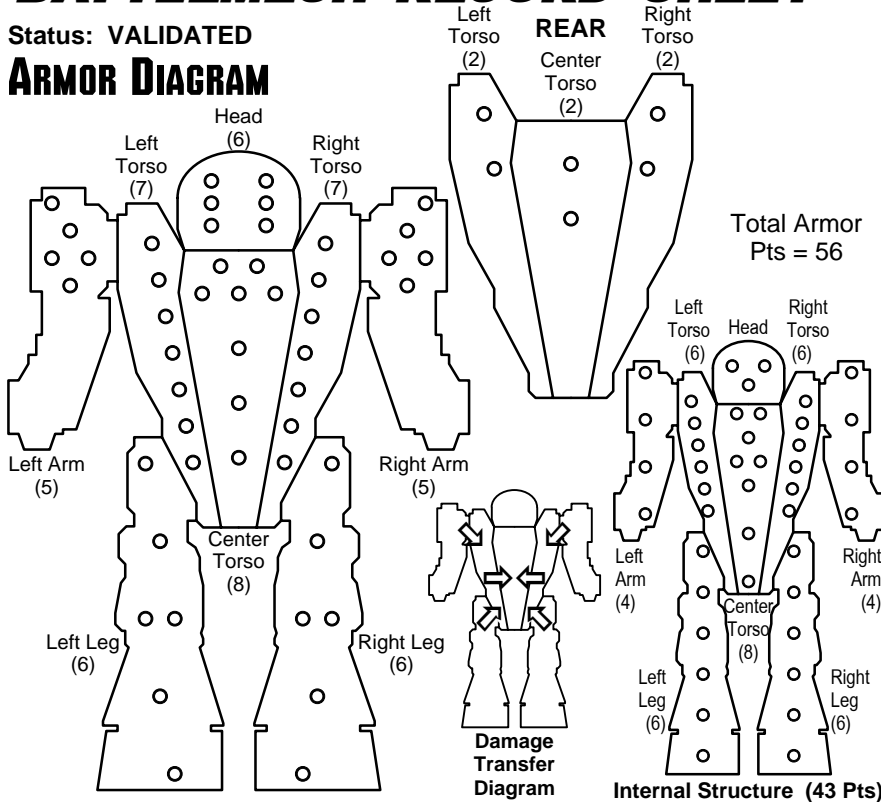
AKGAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Raptor RTX1-O**

Mass: **25 tons**

Movement Points: Tech, Config. & Level:

Walking: **7**

Running: **11**

Jumping: **0**

Inner Sphere

Biped OmniMech

Level 2 / 3058

Weapons Inventory:

(hexes)

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

Ammo Type:

Rounds:

BV:

LRM 5

24

11

Machine Gun

100

1

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(14)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WIZKIDS®

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Medium Laser
- Small Laser
- Roll Again
- Roll Again

Left Torso

- XL Engine
- XL Engine
- XL Engine
- LRM 5
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro
- Gyro
- XL Engine
- XL Engine
- LRM 5
- Ammo (LRM 5) 24

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

Battle Value: **655**
Weapon Value: **374 / 374**
Cost, C-Bills: **3,917,449**

Right Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Medium Laser
- Small Laser
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

Right Torso

- XL Engine
- XL Engine
- XL Engine
- LRM 5
- Machine Gun
- Machine Gun
- Ammo (MG) 100
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

Right Leg

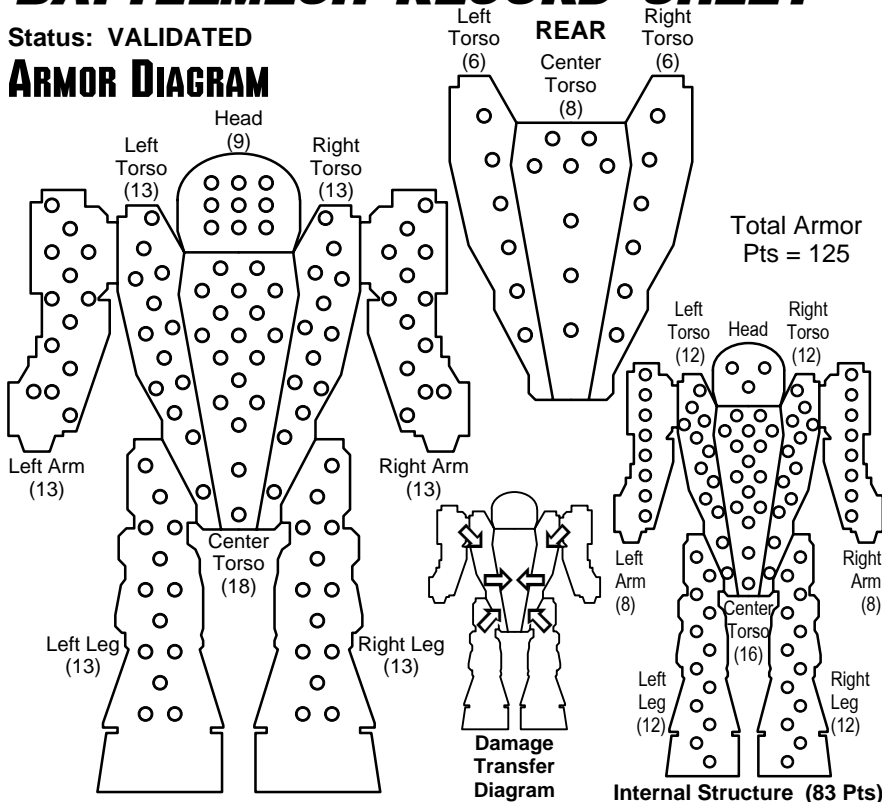
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Raijin RJN101-A**

Mass: **50 tons**

Movement Points: Tech, Config. & Level:

Walking: **6** Inner Sphere
Running: **9** Biped 'Mech
Jumping: **6** Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RT	15	10	-	7	14	23
3	Medium Pulse Laser	LA	4	6	-	2	4	6
1	SRM 6	LT	4	2/hit	-	3	6	9
1	Streak SRM 2	RT	2	2/hit	-	3	6	9

Ammo Type:	Rounds:	BV:
SRM 6	15	16
Streak SRM 2	50	9

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject: ☐ Operational ☐ Disabled **Weapon Heat: (33)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WIZKIDS®

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Medium Pulse Laser
- Medium Pulse Laser
- Medium Pulse Laser
- Ferro-Fibrous

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

Left Torso

- XL Engine
- XL Engine
- XL Engine
- SRM 6
- SRM 6
- Ammo (SRM 6) 15

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- 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

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

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

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

Battle Value: **1,132**
Weapon Value: **782 / 766**
Cost, C-Bills: **9,946,500**

Right Arm

- Shoulder
- Upper Arm Actuator
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

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

Right Torso

- XL Engine
- XL Engine
- XL Engine
- ER PPC
- ER PPC
- ER PPC

- Streak SRM 2
- Ammo (Streak 2) 50
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

Right Leg

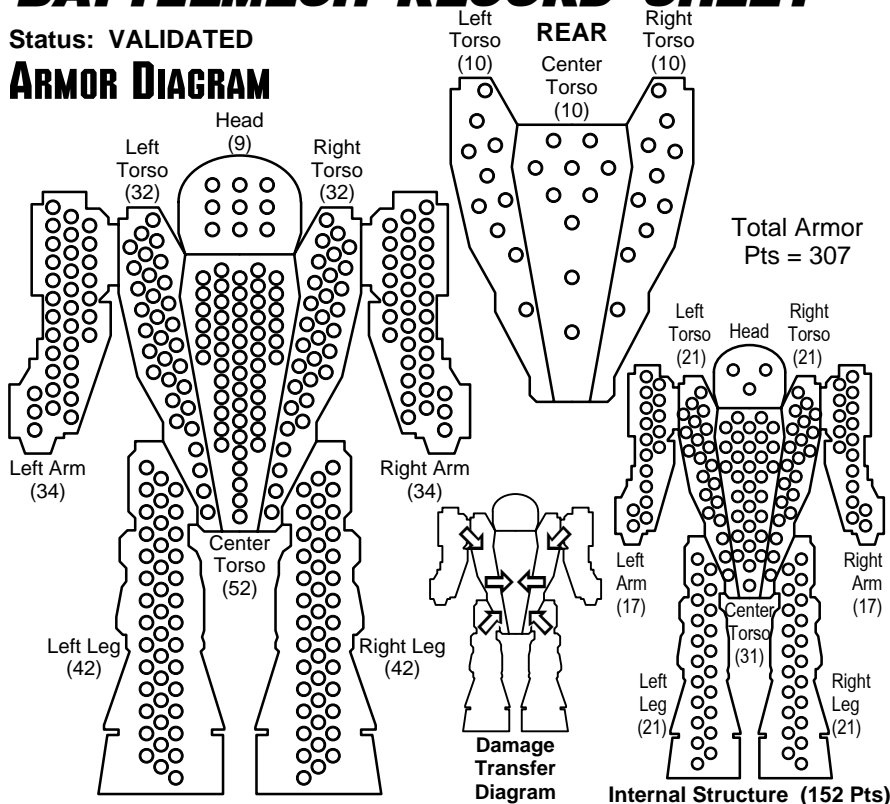
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Total Armor
Pts = 307

Internal Structure (152 Pts)

Left Arm

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

Left Torso

1. XL Engine
 2. XL Engine
 3. XL Engine
 4. Gauss Rifle
 5. Gauss Rifle
 6. Gauss Rifle
- 1-3
1. Gauss Rifle
 2. Gauss Rifle
 3. Gauss Rifle
 4. Gauss Rifle
 5. Ammo (Gauss) 8
 6. Ammo (Gauss) 8
- 4-6

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Ammo (Gauss) 8

CRITICAL HIT TABLE

Head

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

Center Torso

1. XL Engine
 2. XL Engine
 3. XL Engine
 4. Gyro
 5. Gyro
 6. Gyro
- 1-3
1. Gyro
 2. XL Engine
 3. XL Engine
 4. XL Engine
 5. Jump Jet
 6. Medium Laser
- 4-6

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

Battle Value: 2,551
Weapon Value: 3,661 / 3,661
Cost, C-Bills: 22,290,000

Right Arm

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

Right Torso

1. XL Engine
 2. XL Engine
 3. XL Engine
 4. Gauss Rifle
 5. Gauss Rifle
 6. Gauss Rifle
- 1-3
1. Gauss Rifle
 2. Gauss Rifle
 3. Gauss Rifle
 4. Gauss Rifle
 5. Ammo (Gauss) 8
 6. Ammo (Gauss) 8
- 4-6

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Ammo (Gauss) 8

'MECH DATA

Type: Pillager PLG-3Z

Mass: 100 tons

Movement Points: Tech, Config. & Level:

Walking: 3 Inner Sphere
Running: 5 Biped 'Mech
Jumping: 3 Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	RT	1	15	2	7	15	22
1	Gauss Rifle	LT	1	15	2	7	15	22
2	Medium Laser	LA	3	5	-	3	6	9
1	Medium Laser	HD	3	5	-	3	6	9
1	Medium Laser	CT	3	5	-	3	6	9
1	Large Laser	RA	8	8	-	5	10	15

Ammo Type: Gauss Rifle
Rounds: 48
BV: 304

Total Heat Sinks: 14 Double (28)

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Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (22)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	
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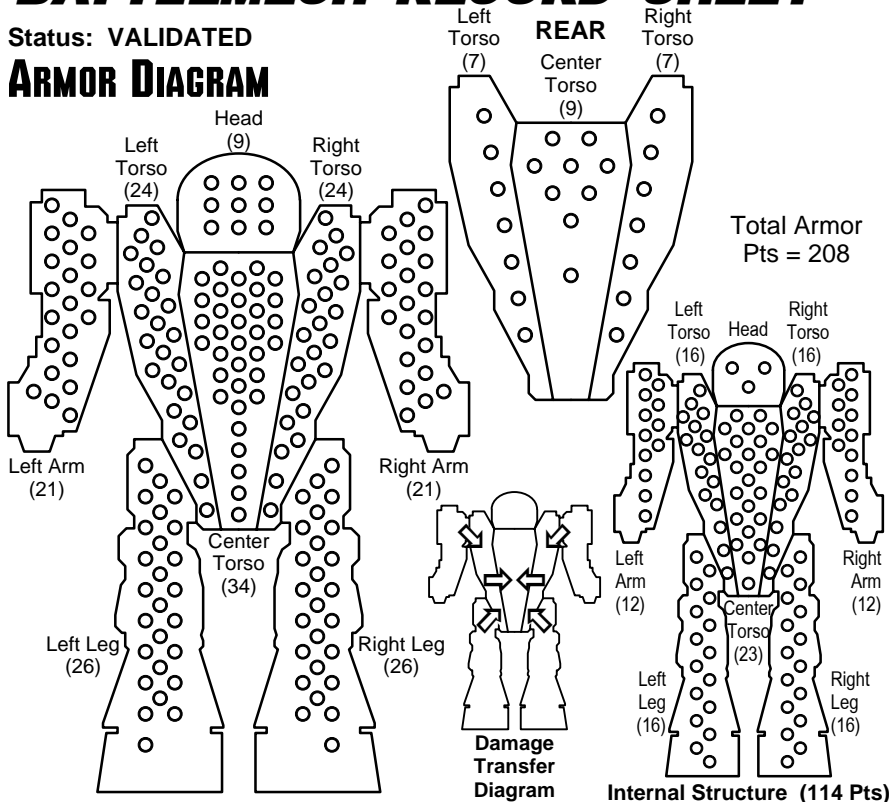
WIZKIDS

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (114 Pts)

Left Arm

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

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

Left Torso

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

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

Left Leg

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

CRITICAL HIT TABLE

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 4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Anti-Missile System
6. Ammo (AMS) 12

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

Battle Value: 1,375
Weapon Value: 1,369 / 1,369
Cost, C-Bills: 7,628,250

Right Arm

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

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

Right Torso

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

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

Right Leg

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

'MECH DATA

Type: **Penetrator PTR-4D**

Mass: **75 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** Inner Sphere
Running: **6** Biped 'Mech
Jumping: **4** Level 2 / 3055

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	RA	12	8	-	7	14	19
1	ER Large Laser	LA	12	8	-	7	14	19
3	Medium Pulse Laser	RT	4	6	-	2	4	6
3	Medium Pulse Laser	LT	4	6	-	2	4	6
1	Anti-Missile System	CT	1	1d6	-	-	-	-

Ammo Type: Rounds: BV:
Anti-Missile System 12 13

Total Heat Sinks: 12 Double (24)

oooooooooooo oo

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (49)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	
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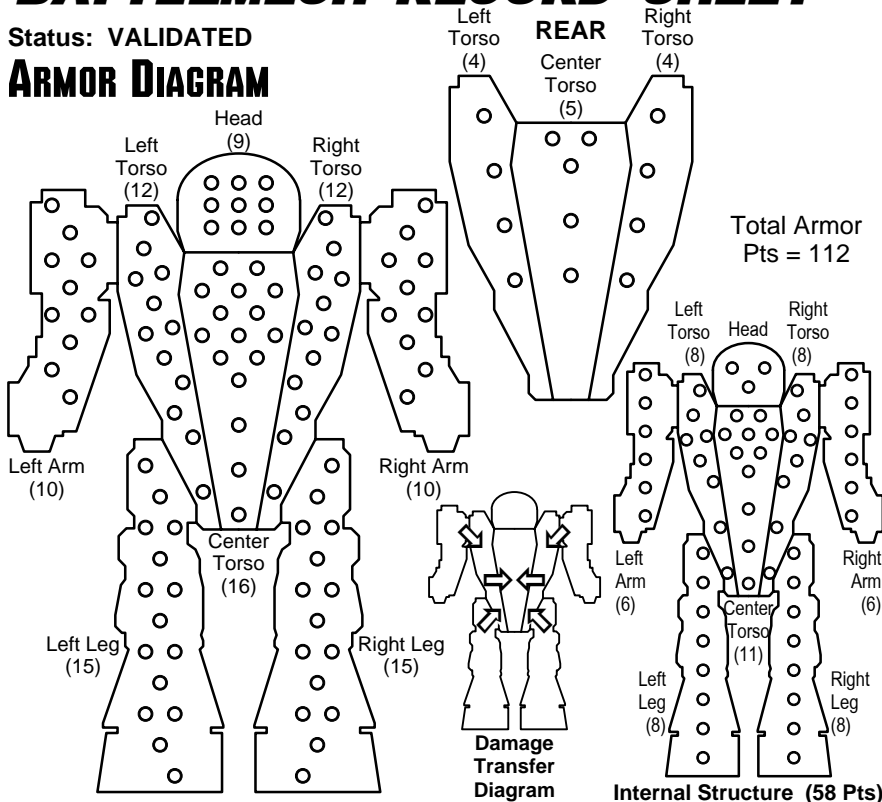
AKGAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Owens OW-1D**

Mass: **35 tons**

Movement Points: Tech, Config. & Level:

Walking: **8** Inner Sphere
Running: **12** Biped OmniMech
Jumping: **0** Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	TAG	RT	0	*	-	5	9	15
1	C³ Slave Unit	RT	0	-	-	-	-	-
1	Beagle Active Probe	LT	0	-	-	-	-	4
1	Narc Missile Beacon	LA	0	-	-	3	6	9
1	SRM 4	RA	3	2/hit	-	3	6	9

Ammo Type: Rounds: BV:

Narc Missile Beacon	6	0
SRM 4	25	9

Total Heat Sinks: **10 Single**

oooooooooooo

Auto Eject: Weapon Heat:

☐ Operational ☐ Disabled (3)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WIZKIDS®

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 **Narc Missile Beacon**
- 1-3 **Narc Missile Beacon**
- Roll Again
- Roll Again

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

Left Torso

- XL Engine
- XL Engine
- 1-3 XL Engine
- 1-3 **Beagle Active Probe**
5. **Beagle Active Probe**
6. **Ammo (Narc Pods) 6**

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

Left Leg

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

Head

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

Center Torso

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

1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. Roll Again
6. Roll Again

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

Battle Value: **526**

Add for C³: **& 28**

Weapon Value: **127 / 127**

Cost, C-Bills: **7,951,218**

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 **SRM 4**
- 1-3 **Roll Again**
5. **Roll Again**
6. **Roll Again**

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

Right Torso

- XL Engine
- XL Engine
- 1-3 XL Engine
- 1-3 **TAG**
5. **C³ Slave Unit**
6. **Ammo (SRM 4) 25**

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

Right Leg

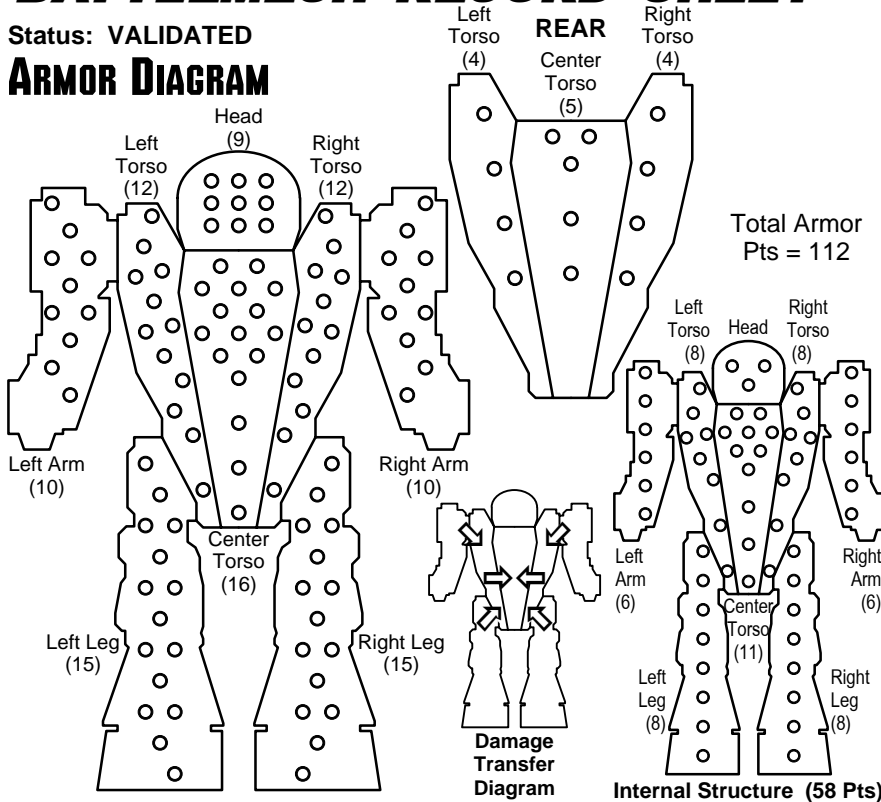
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Owens OW-1C**

Mass: **35 tons**

Movement Points: Tech, Config. & Level:

Walking: **8** Inner Sphere
Running: **12** Biped OmniMech
Jumping: **0** Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	TAG	RT	0	*	-	5	9	15
1	C³ Slave Unit	RT	0	-	-	-	-	-
1	Beagle Active Probe	LT	0	-	-	-	-	4
1	Large Laser	LA	8	8	-	5	10	15
2	Medium Laser	RA	3	5	-	3	6	9

Total Heat Sinks: **10 Single**

oooooooooooo

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: **(14)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WIZKIDS®

CRITICAL HIT TABLE

Left Arm

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

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

Head

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

Center Torso

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

1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. Roll Again
6. Roll Again

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

Battle Value: **729**
Add for C³: **& 79**
Weapon Value: **536 / 536**
Cost, C-Bills: **7,929,280**

Right Arm

- Shoulder
- Upper Arm Actuator
3. Medium Laser
4. Medium Laser
- Roll Again
- Roll Again

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

Right Torso

1. XL Engine
2. XL Engine
3. XL Engine
4. TAG
5. C³ Slave Unit
6. Roll Again

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

Right Leg

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

Left Leg

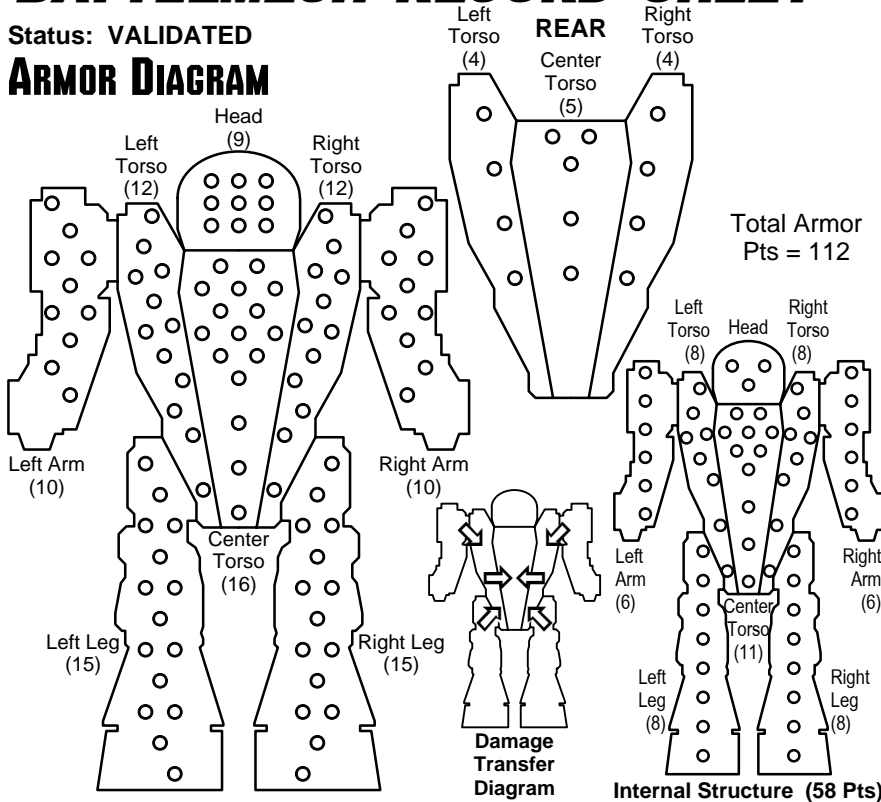
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Owens OW-1B**

Mass: **35 tons**

Movement Points: Tech, Config. & Level:

Walking: **8** Inner Sphere
Running: **12** Biped OmniMech
Jumping: **0** Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	TAG	RT	0	*	-	5	9	15
1	C³ Slave Unit	RT	0	-	-	-	-	-
1	Beagle Active Probe	LT	0	-	-	-	-	4
1	Small Laser	HD	1	3	-	1	2	3
3	Small Laser	LA	1	3	-	1	2	3
1	SRM 6 w/ Artemis IV	RA	4	2/hit	-	3	6	9

Ammo Type: SRM 6 Rounds: 15 BV: 13

Total Heat Sinks: 10 Single

oooooooooooo

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WIZKIDS®

CRITICAL HIT TABLE

Left Arm

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

1-3

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

4-6

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Beagle Active Probe
- Beagle Active Probe
- Roll Again

1-3

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

4-6

Left Leg

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

Head

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

1-3

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

4-6

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

Battle Value: 629

Add for C³: & 41

Weapon Value: 341 / 302

Cost, C-Bills: 8,096,343

Right Arm

- Shoulder
- Upper Arm Actuator
- SRM 6
- SRM 6
- Artemis IV FCS
- Roll Again

1-3

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

4-6

Right Torso

- XL Engine
- XL Engine
- XL Engine
- TAG
- C³ Slave Unit
- Ammo (SRM 6) 15

1-3

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

4-6

Right Leg

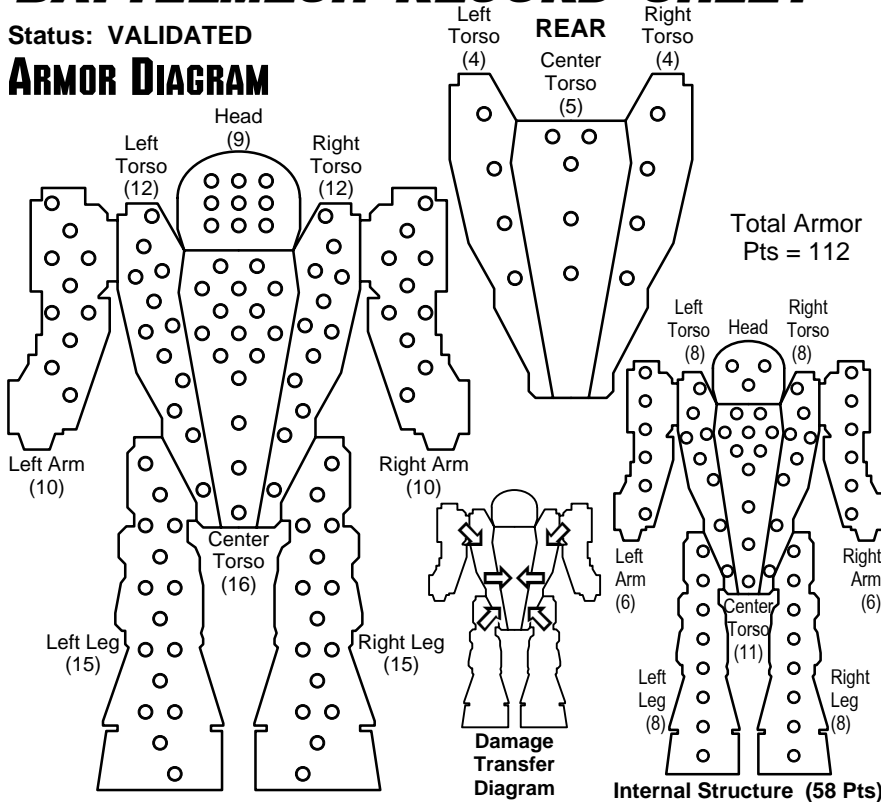
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Owens OW-1A**

Mass: **35 tons**

Movement Points: Tech, Config. & Level:

Walking: **8** Inner Sphere
Running: **12** Biped OmniMech
Jumping: **0** Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	TAG	RT	0	*	-	5	9	15
1	C³ Slave Unit	RT	0	-	-	-	-	-
1	Beagle Active Probe	LT	0	-	-	-	-	4
1	Small Pulse Laser	HD	2	3	-	1	2	3
2	Machine Gun	CT	0	2	-	1	2	3
1	Streak SRM 2	LA	2	2/hit	-	3	6	9
1	Streak SRM 2	RA	2	2/hit	-	3	6	9

Ammo Type: Rounds: BV:
Machine Gun 200 2
Streak SRM 2 50 8

Total Heat Sinks: 10 Single

oooooooooooo

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WIZKIDS®

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Streak SRM 2
- Roll Again
- Roll Again
- Roll Again

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

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Beagle Active Probe
- Beagle Active Probe
- Ammo (Streak 2) 50

- 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 Pulse Laser
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Machine Gun
- Machine Gun

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

Battle Value: **551**

Add for C³: **& 32**

Weapon Value: **226 / 175**

Cost, C-Bills: **7,812,843**

Right Arm

- Shoulder
- Upper Arm Actuator
- Streak SRM 2
- Roll Again
- Roll Again
- Roll Again

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

Right Torso

- XL Engine
- XL Engine
- XL Engine
- TAG
- C³ Slave Unit
- Ammo (MG) 200

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

Right Leg

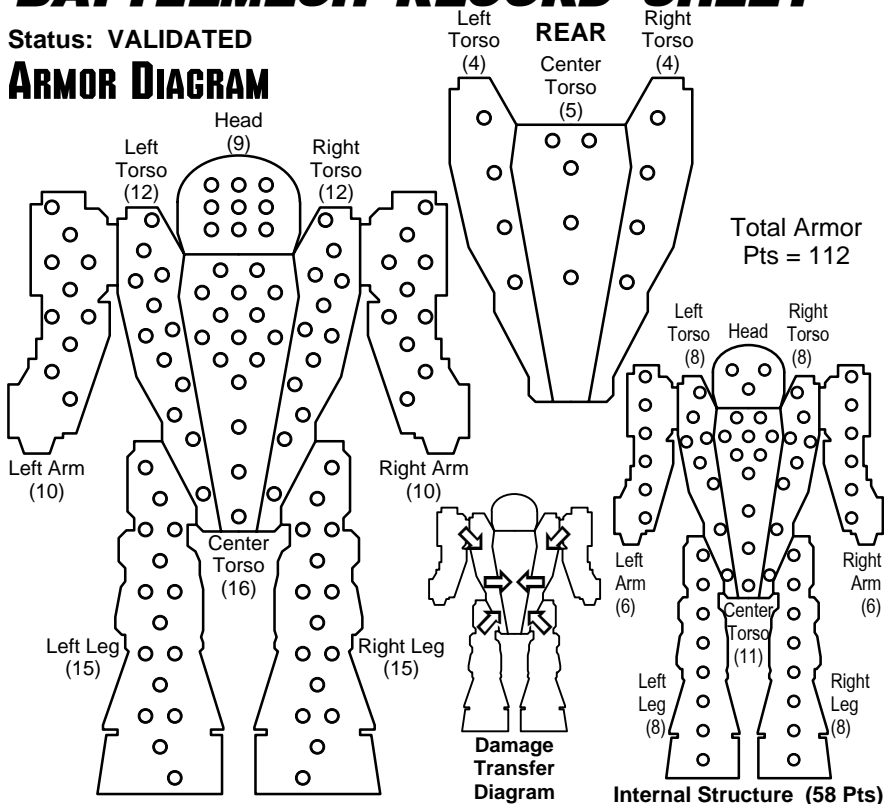
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Owens OW-1**

Mass: **35 tons**

Movement Points: Tech, Config. & Level:

Walking: **8** Inner Sphere
Running: **12** Biped OmniMech
Jumping: **0** Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	TAG	RT	0	*	-	5	9	15
1	C³ Slave Unit	RT	0	-	-	-	-	-
1	Beagle Active Probe	LT	0	-	-	-	-	4
1	Medium Laser	HD	3	5	-	3	6	9
2	Small Laser	CT	1	3	-	1	2	3
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: 11

Total Heat Sinks: 10 Single

oooooooooooo

Auto Eject: ☐ Operational ☐ Disabled Weapon Heat: (9)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WIZKIDS®

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- LRM 5
- Ammo (LRM 5) 24
- Roll Again
- Roll Again

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

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Beagle Active Probe
- Beagle Active Probe
- 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
- Medium Laser
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Small Laser
- Small Laser

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

Battle Value: **695**

Add for C³: **& 57**

Weapon Value: **457 / 457**

Cost, C-Bills: **7,882,874**

Right Arm

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

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

Right Torso

- XL Engine
- XL Engine
- XL Engine
- TAG
- C³ Slave Unit
- Roll Again

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

Right Leg

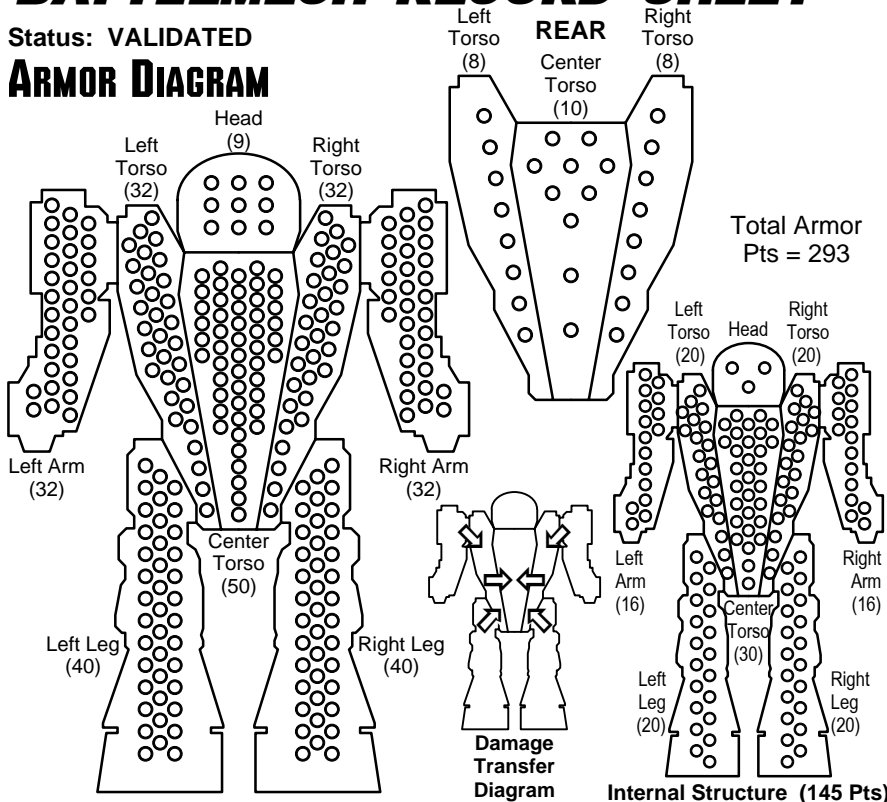
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Nightstar NSR-9J

Mass: 95 tons

Movement Points: Tech, Config. & Level:

Walking: 3 Inner Sphere

Running: 5 Biped 'Mech

Jumping: 0 Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	RA	1	15	2	7	15	22
1	Medium Pulse Laser	RA	4	6	-	2	4	6
1	Gauss Rifle	LA	1	15	2	7	15	22
1	Medium Pulse Laser	LA	4	6	-	2	4	6
1	ER PPC	RT	15	10	-	7	14	23
1	Small Laser	HD	1	3	-	1	2	3

Ammo Type: Gauss Rifle Rounds: 56 BV: 259

Total Heat Sinks: 14 Double (28)

oooooooooooo oooo

Auto Eject: ☐ Operational ☐ Disabled Weapon Heat: (26)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WIZKIDS

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Medium Pulse Laser

Head

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

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro
- Gyro
- XL Engine
- XL Engine
- XL Engine
- Ammo (Gauss) 8
- Roll Again

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

Battle Value: 2,135
Weapon Value: 3,392 / 3,392
Cost, C-Bills: 20,159,978

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Medium Pulse Laser

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER PPC
- ER PPC
- ER PPC
- Ammo (Gauss) 8
- Ammo (Gauss) 8
- Ammo (Gauss) 8

Right Leg

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

Left Leg

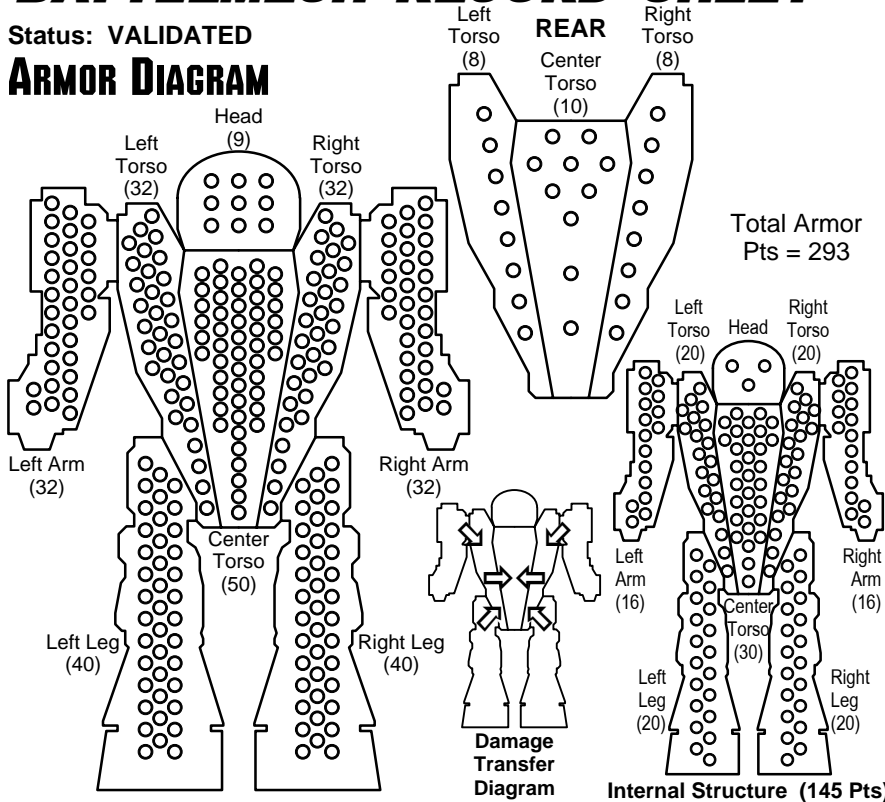
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (145 Pts)

Left Arm

1. Shoulder
 2. Upper Arm Actuator
 3. Lower Arm Actuator
 4. Hand Actuator
 5. LB 10-X AC
 6. LB 10-X AC
- 1-3
1. LB 10-X AC
 2. LB 10-X AC
 3. LB 10-X AC
 4. LB 10-X AC
 5. Medium Laser
 6. Roll Again
- 4-6

Left Torso

1. XL Engine
 2. XL Engine
 3. XL Engine
 4. Ammo (LB 10-X) 10
 5. Ammo (LB 10-X) 10
 6. Ammo (LB 10-X) 10
- 1-3
1. Ammo (LB 10-X) 10
 2. CASE
 3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again
- 4-6

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

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

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

Battle Value: **1,600**
Weapon Value: **3,554 / 3,554**
Cost, C-Bills: **25,712,441**

Right Arm

1. Shoulder
 2. Upper Arm Actuator
 3. Lower Arm Actuator
 4. Hand Actuator
 5. LB 10-X AC
 6. LB 10-X AC
- 1-3
1. LB 10-X AC
 2. LB 10-X AC
 3. LB 10-X AC
 4. LB 10-X AC
 5. Medium Laser
 6. Roll Again
- 4-6

Right Torso

1. XL Engine
 2. XL Engine
 3. XL Engine
 4. ER PPC
 5. ER PPC
 6. ER PPC
- 1-3
1. Roll Again
 2. Roll Again
 3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again
- 4-6

Right Leg

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

'MECH DATA

Type: **Nightstar NSR-9FC**

Mass: **95 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** Inner Sphere
Running: **6** Biped 'Mech
Jumping: **0** Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	RA	2	10	-	6	12	18
1	Medium Laser	RA	3	5	-	3	6	9
1	LB 10-X AC	LA	2	10	-	6	12	18
1	Medium Laser	LA	3	5	-	3	6	9
1	ER PPC	RT	15	10	-	7	14	23
1	Medium Laser	HD	3	5	-	3	6	9

Ammo Type: Rounds: BV:
LB 10-X AC 40 85

Total Heat Sinks: **13 Double (26)**

oooooooooooo oooo

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

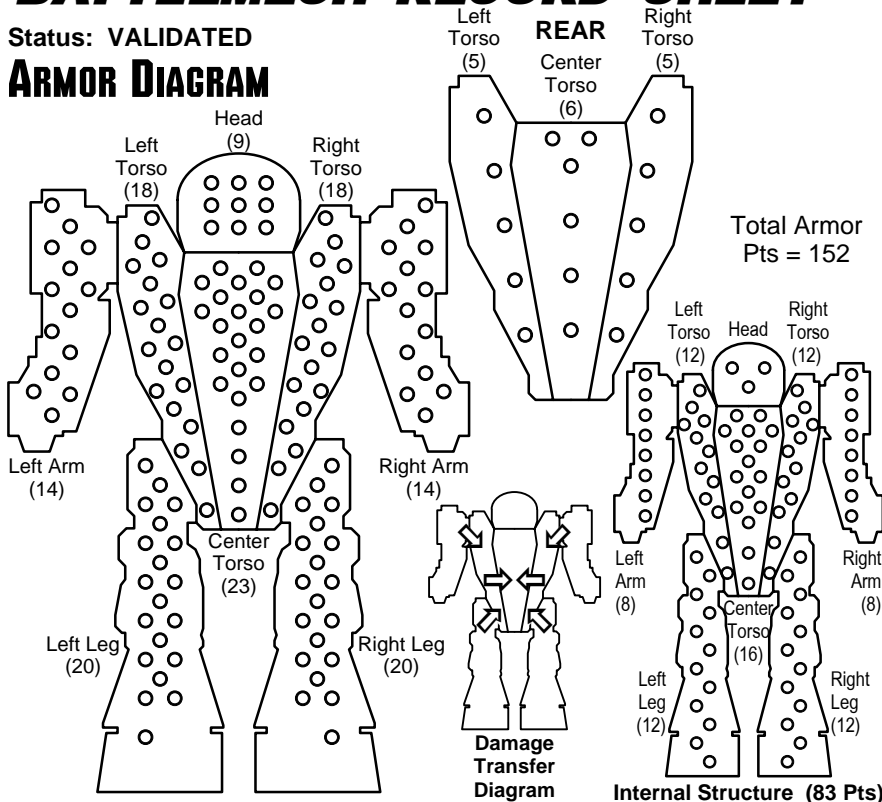
WIZKIDS

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (83 Pts)

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Large Pulse Laser
- Large Pulse Laser

1-3

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

4-6

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Medium Pulse Laser
- Roll Again
- Roll Again

1-3

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

4-6

Left Leg

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

CRITICAL HIT TABLE

Head

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

1-3

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

4-6

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

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

Battle Value: 1,029

Weapon Value: 828 / 828

Cost, C-Bills: 9,420,000

Right Arm

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

1-3

- Hatchet
- Hatchet
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Medium Pulse Laser
- Roll Again
- Roll Again

1-3

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

4-6

Right Leg

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

'MECH DATA

Type: **Nightsky NGS-4S**

Mass: **50 tons**

Movement Points: Tech, Config. & Level:

Walking: **6** Inner Sphere

Running: **9** Biped 'Mech

Jumping: **6** Level 2 / 3055

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	LA	10	9	-	3	7	10
1	Medium Pulse Laser	LT	4	6	-	2	4	6
1	Medium Pulse Laser	RT	4	6	-	2	4	6
1	Small Pulse Laser	HD	2	3	-	1	2	3
1	Hatchet	RA	0	10				

Total Heat Sinks: 11 Double (22)

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Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (20)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

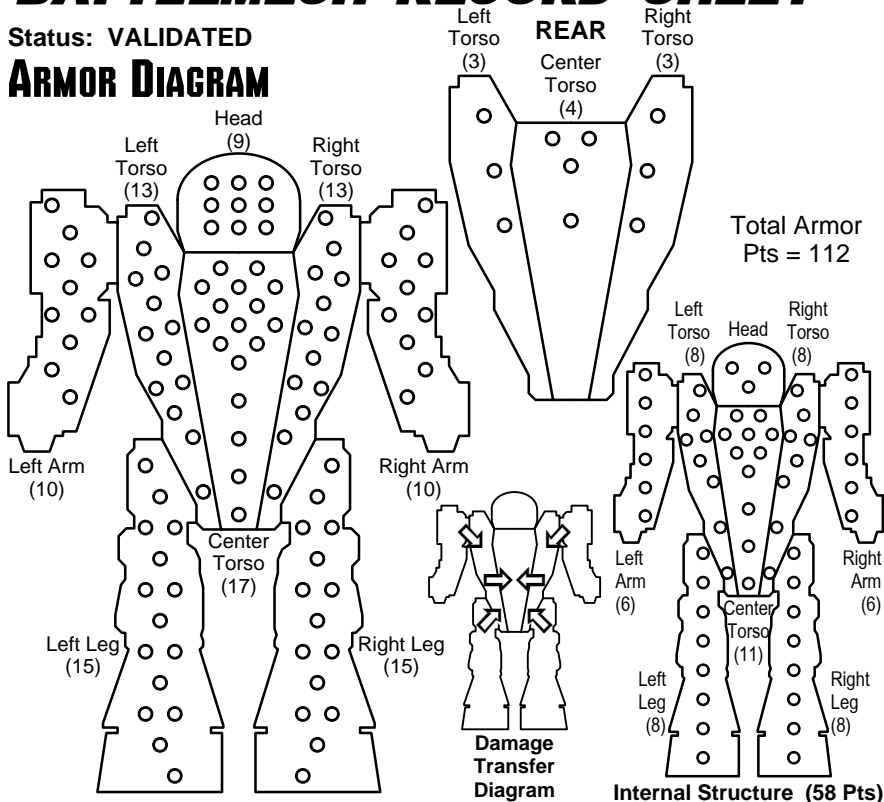
WIZKIDS GAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Night Hawk NTK-2Q**

Mass: **35 tons**

Movement Points: Tech, Config. & Level:

Walking: **6** Inner Sphere

Running: **9** Biped 'Mech

Jumping: **0** Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	CT	8	8	-	5	10	15
1	ER Large Laser	RA	12	8	-	7	14	19
1	Medium Pulse Laser	LA	4	6	-	2	4	6

Total Heat Sinks: **12 Double (24)**

oooooooooooo oo

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: **(24)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WIZKIDS®

CRITICAL HIT TABLE

Left Arm

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

1-3

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

4-6

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

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

4-6

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

1-3

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Large Laser
- Large Laser

4-6

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Large Laser
- Large Laser

4-6

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

Battle Value: **863**

Weapon Value: **832 / 832**

Cost, C-Bills: **5,126,625**

Right Arm

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

1-3

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

4-6

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

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

4-6

Right Leg

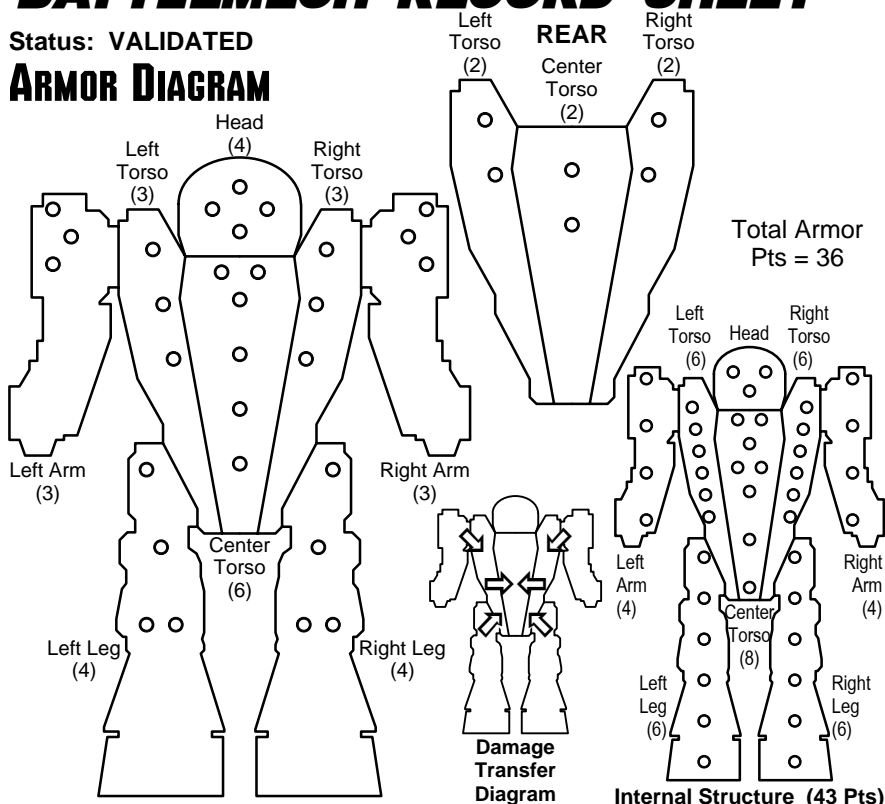
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Medium Laser
5. Medium Pulse Laser
6. Small Laser

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Torso

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Jump Jet
5. Jump Jet
6. Anti-Missile System

1. Ammo (AMS) 12
2. Endo Steel
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Ferro-Fibrous

CRITICAL HIT TABLE

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
4. Gyro
5. Gyro
6. Gyro

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

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

Battle Value: **626**

Weapon Value: **185 / 185**

Cost, C-Bills: **2,213,959**

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Medium Pulse Laser
5. Small Laser
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

Right Torso

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

1. Jump Jet
2. Jump Jet
3. Endo Steel
4. Endo Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Ferro-Fibrous

'MECH DATA

Type: **Nexus NXS1-A**

Mass: **25 tons**

Movement Points: Tech, Config. & Level:

Walking: **7** Inner Sphere
Running: **11** Biped 'Mech
Jumping: **4** Level 2 / 3058

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Anti-Missile System	LT	1	1d6	-	-	-	-
1	Medium Laser	LA	3	5	-	3	6	9
1	Medium Pulse Laser	RA	4	6	-	2	4	6
1	Medium Pulse Laser	LA	4	6	-	2	4	6
1	Small Laser	LA	1	3	-	1	2	3
1	Small Laser	RA	1	3	-	1	2	3

Ammo Type: Anti-Missile System Rounds: 12 BV: 15

Total Heat Sinks: **10 Double (20)**

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

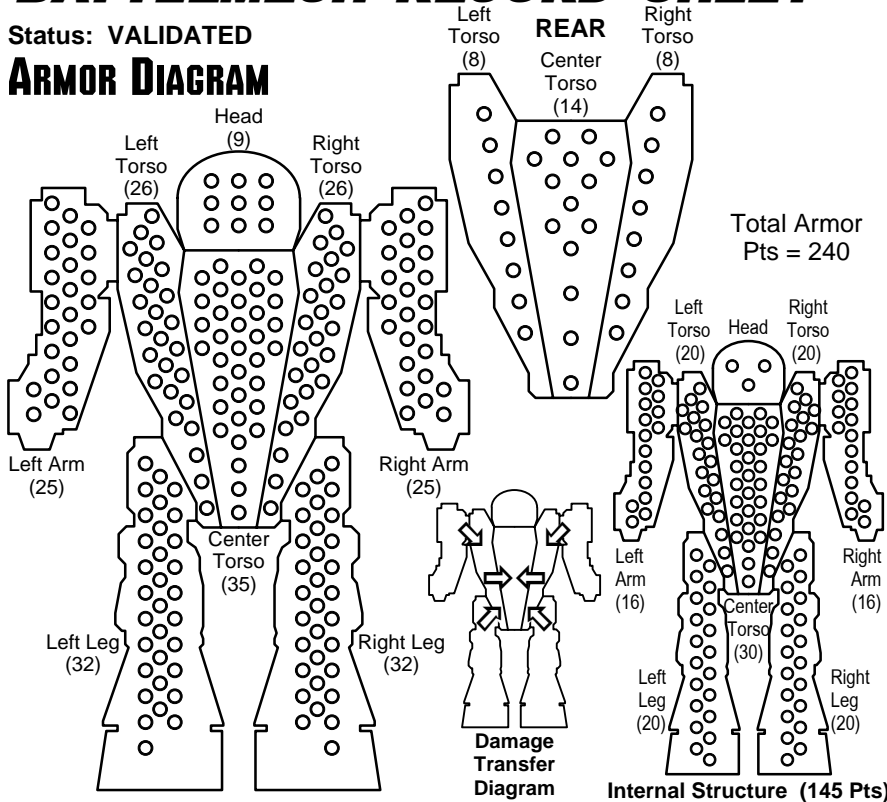
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Naginata NG-C3A**

Mass: **95 tons**

Movement Points: Tech, Config. & Level:

Walking: **3** Inner Sphere

Running: **5** Biped 'Mech

Jumping: **0** Level 2 / 3055

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15 w/ Artemis IV	LT	5	1/hit	6	7	14	21
1	LRM 15 w/ Artemis IV	RT	5	1/hit	6	7	14	21
1	LRM 15 w/ Artemis IV	RA	5	1/hit	6	7	14	21
1	ER PPC	LA	15	10	-	7	14	23
1	C³ Master Computer	LT	0	-	-	-	-	-

Ammo Type: LRM 15 Rounds: 48 BV: 102

Total Heat Sinks: 15 Double (30)

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Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (30)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

AKGAMES

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1 Double Heat Sink
- Double Heat Sink
- 4-6 Double Heat Sink
- ER PPC
- ER PPC
- ER PPC

Left Torso

- LRM 15
- LRM 15
- 1-3 LRM 15
- Artemis IV FCS
- C³ Master Computer
- C³ Master Computer
- 1 C³ Master Computer
- 2 C³ Master Computer
- 4-6 C³ Master Computer
- Ammo (LRM 15) 8
- Ammo (LRM 15) 8
- 4-6 CASE

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

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

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

Battle Value: **1,734**

Add for C³: **& 252**

Weapon Value: **2,444 / 2,162**

Cost, C-Bills: **13,261,170**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Double Heat Sink
- Double Heat Sink
- 1 Double Heat Sink
- LRM 15
- 4-6 LRM 15
- LRM 15
- Artemis IV FCS
- Roll Again

Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1-3 LRM 15
- LRM 15
- LRM 15
- 1 Artemis IV FCS
- 2 Ammo (LRM 15) 8
- 3 Ammo (LRM 15) 8
- 4 Ammo (LRM 15) 8
- 5 Ammo (LRM 15) 8
- 4-6 CASE

Right Leg

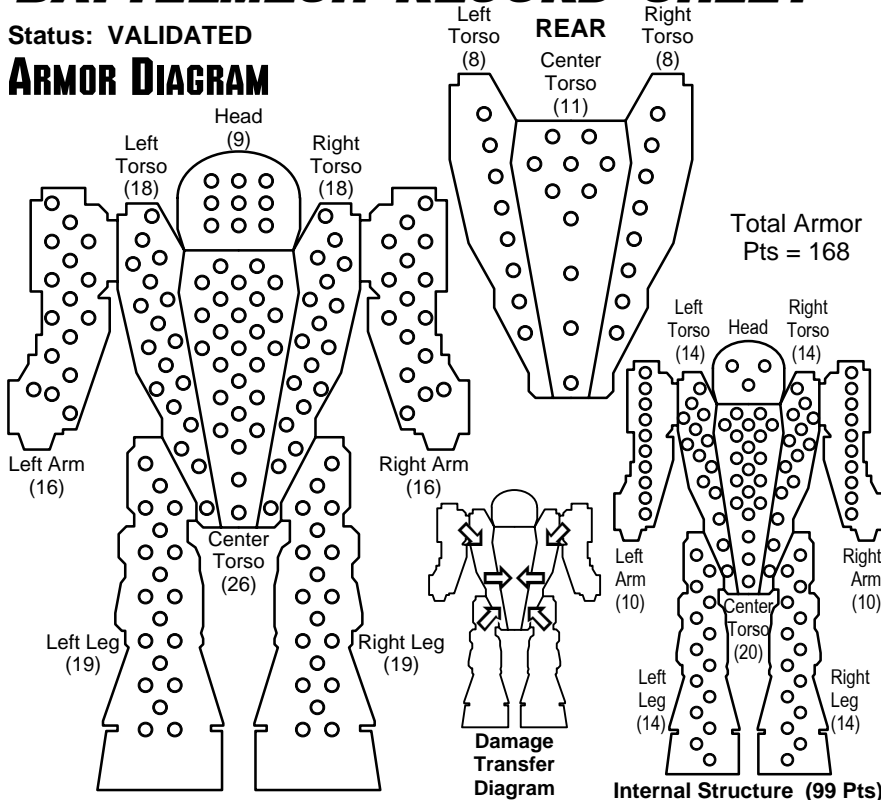
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Left Arm

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

1-3

Head

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

1-3

Center Torso

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

4-6

Left Torso

- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- Flamer
- Ammo (LRM 5) 24

1-3

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

4-6

Left Leg

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

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

Battle Value: **1,060**
Weapon Value: **972 / 972**
Cost, C-Bills: **4,954,400**

Right Arm

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

1-3

Right Torso

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

1-3

- PPC
- LRM 5
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

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

'MECH DATA

Type: **Merlin MLN-1B**

Mass: **60 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** Inner Sphere
Running: **6** Biped 'Mech
Jumping: **4** Level 1 / 3058

Weapons Inventory: (hexes)

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

Ammo Type: LRM 5 Rounds: 24 BV: 10

Total Heat Sinks: 19 Single

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

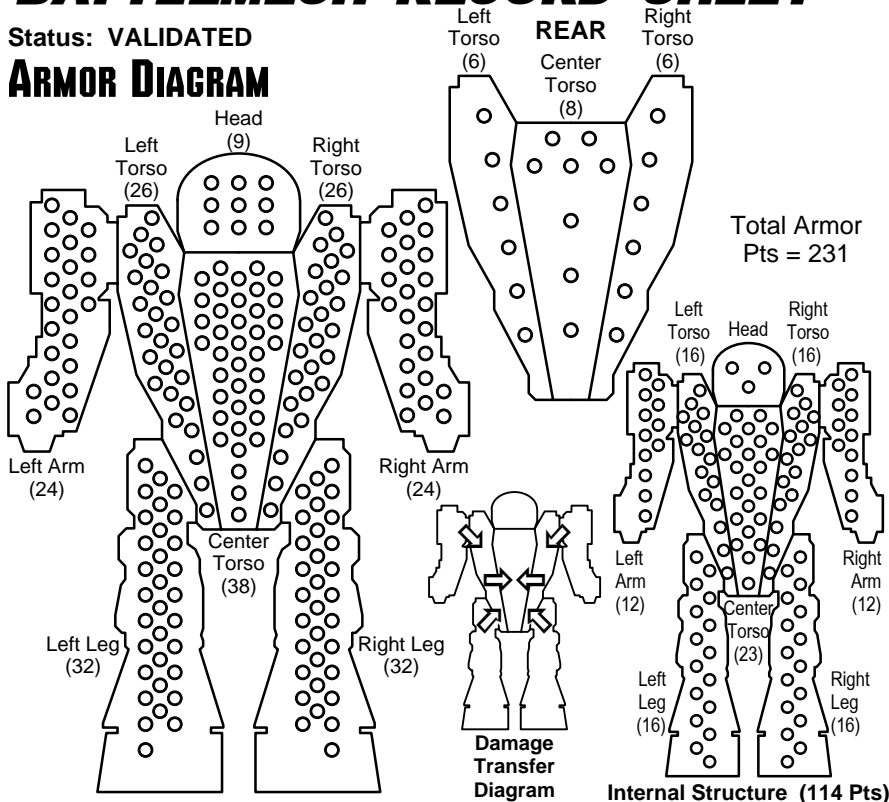
WIZKIDS

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Maelstrom MTR-5K**

Mass: **75 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** Inner Sphere

Running: **8** Biped 'Mech

Jumping: **0** Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	10	-	7	14	23
1	ER Large Laser	LA	12	8	-	7	14	19
1	TAG	RT	0	*	-	5	9	15
1	Medium Pulse Laser	HD	4	6	-	2	4	6
1	Medium Pulse Laser	CT	4	6	-	2	4	6
1	Small Laser	CT	1	3	-	1	2	3

Total Heat Sinks: **19 Double (38)**

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Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: **(36)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WIZKIDS®

CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

- XL Engine
- XL Engine
- XL Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 4-6 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
- Medium Pulse Laser
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- 1-3 Gyro
- Gyro
- Gyro

- Gyro
- XL Engine
- XL Engine
- 4-6 XL Engine
- Medium Pulse Laser
- Small Laser

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

Battle Value: **1,490**
Weapon Value: **2,085 / 2,085**
Cost, C-Bills: **18,016,688**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 ER PPC
- ER PPC
- ER PPC

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

Right Torso

- XL Engine
- XL Engine
- XL Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 4-6 TAG
- Roll Again
- Roll Again

Right Leg

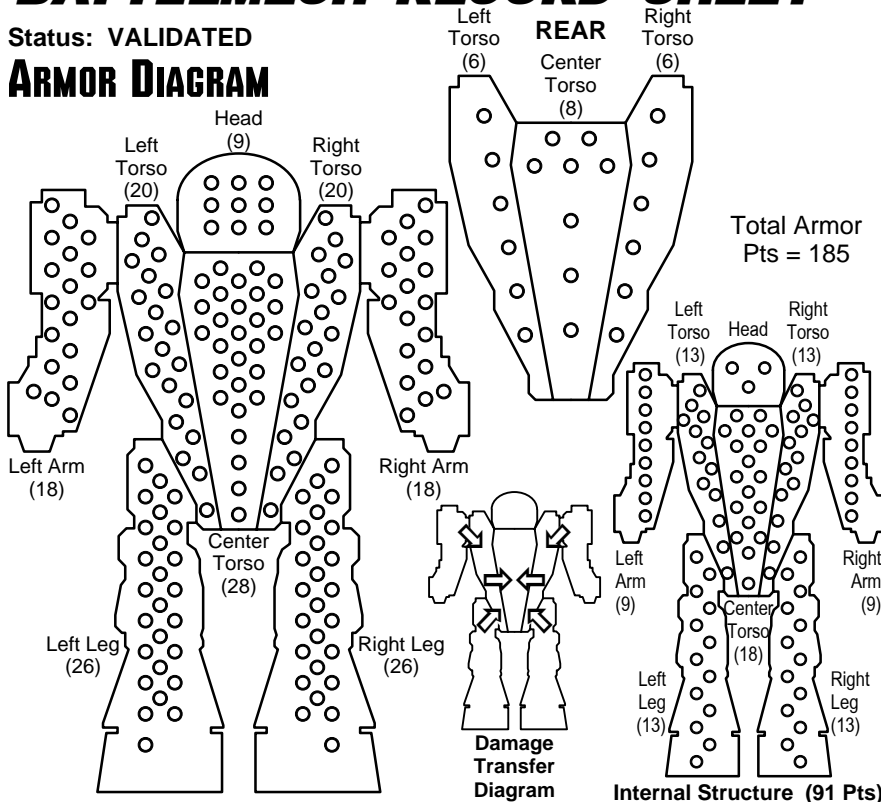
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Lynx LNX-9R**

Mass: **55 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** Inner Sphere

Running: **8** Biped 'Mech

Jumping: **5** Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	10	-	7	14	23
2	Medium Laser	LA	3	5	-	3	6	9
1	Medium Laser	LT	3	5	-	3	6	9
1	Medium Laser	CT	3	5	-	3	6	9
1	ER Large Laser	LA	12	8	-	7	14	19

Total Heat Sinks: **15 Double (30)**

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Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: **(39)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	-2 Movement Points
10	
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

WIZKIDS®

CRITICAL HIT TABLE

Left Arm

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

1-3

- Roll Again
- Roll Again

4-6

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

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

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

4-6

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

1-3

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Jump Jet
- Medium Laser

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

Battle Value: **1,529**

Weapon Value: **1,518 / 1,518**

Cost, C-Bills: **10,260,741**

Right Arm

- Shoulder
- Upper Arm Actuator
- ER PPC
- ER PPC
- ER PPC
- Roll Again

1-3

- Roll Again
- Roll Again

4-6

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

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

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

4-6

Right Leg

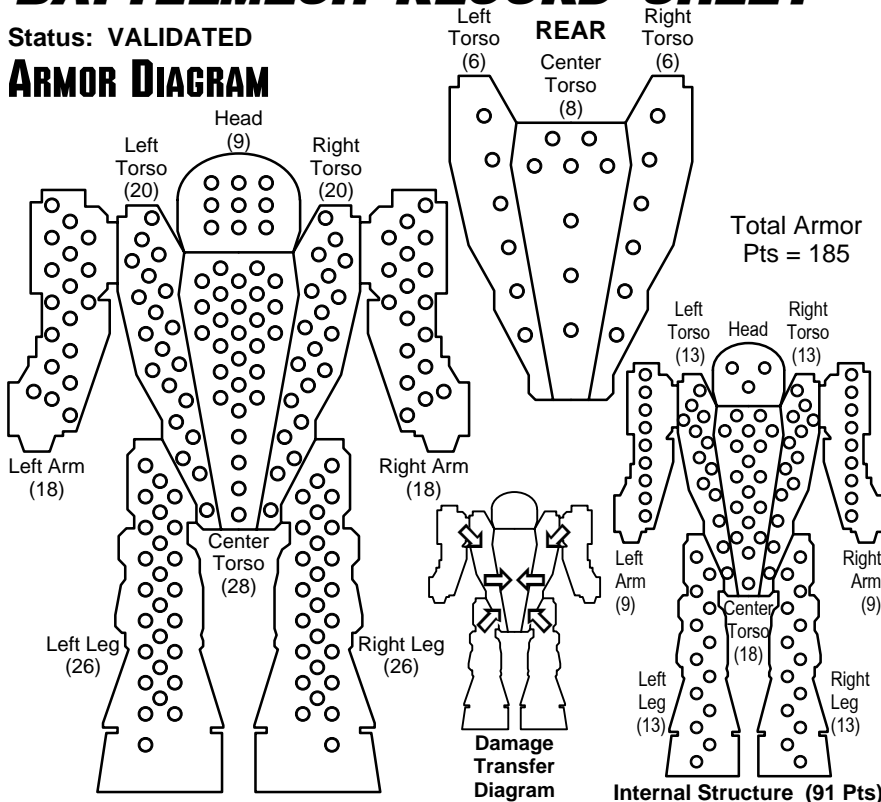
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Lynx LNX-9Q**

Mass: **55 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** Inner Sphere

Running: **8** Biped 'Mech

Jumping: **5** Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	10	-	7	14	23
2	Medium Laser	LA	3	5	-	3	6	9
1	Medium Laser	LT	3	5	-	3	6	9
1	Medium Laser	CT	3	5	-	3	6	9
1	Large Laser	RT	8	8	-	5	10	15

Total Heat Sinks: **15 Double (30)**

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Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: **(35)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	-2 Movement Points
10	
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

WIZKIDS®

CRITICAL HIT TABLE

Left Arm

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

1-3

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

4-6

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

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

4-6

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

1-3

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Jump Jet
- Medium Laser

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

Battle Value: **1,525**

Weapon Value: **1,582 / 1,582**

Cost, C-Bills: **10,105,741**

Right Arm

- Shoulder
- Upper Arm Actuator
- ER PPC
- ER PPC
- ER PPC
- Roll Again

1-3

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

4-6

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

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

4-6

Right Leg

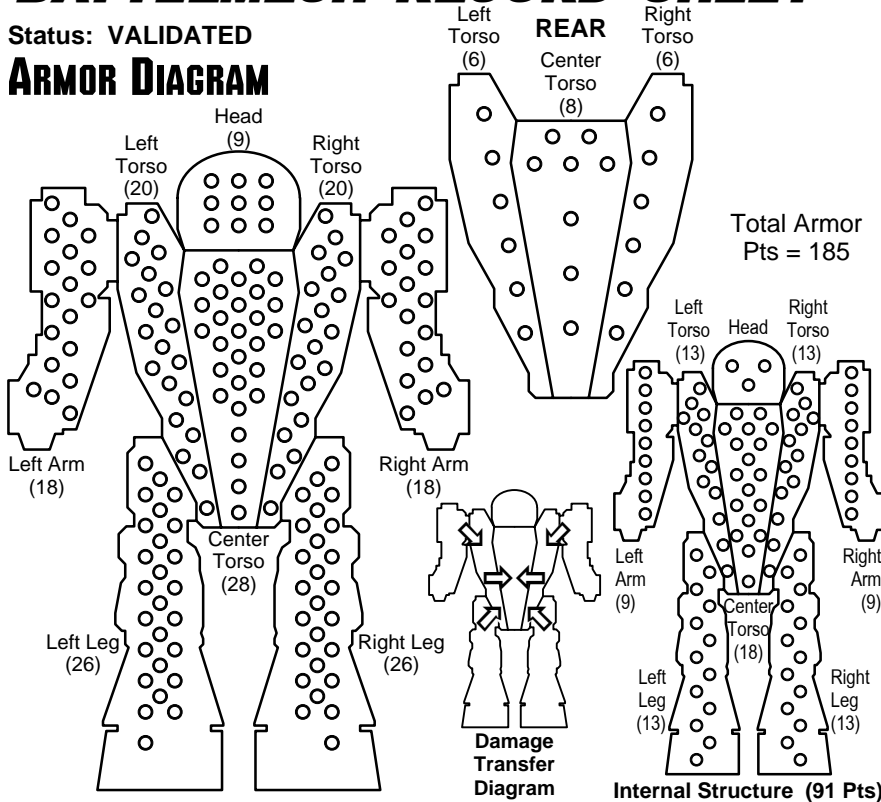
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Lynx LNX-9C**

Mass: **55 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** Inner Sphere
Running: **8** Biped 'Mech
Jumping: **5** Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	10	-	7	14	23
2	Medium Laser	LA	3	5	-	3	6	9
1	Medium Laser	LT	3	5	-	3	6	9
1	Medium Laser	CT	3	5	-	3	6	9
1	Streak SRM 2	HD	2	2/hit	-	3	6	9
1	Streak SRM 2	RT	2	2/hit	-	3	6	9

Ammo Type: Streak SRM 2
Rounds: 100
BV: 16

Total Heat Sinks: **15 Double (30)**

oooooooooooo ooooo

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: **(31)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WIZKIDS®

CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

- XL Engine
- XL Engine
- 1-3 XL Engine
- 4 Double Heat Sink
- 5 Double Heat Sink
- 6 Double Heat Sink

- 1 Double Heat Sink
- 2 Double Heat Sink
- 3 Double Heat Sink
- 4-6 Medium Laser
- 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
- 4 Streak SRM 2
- Sensors
- 6 Life Support

Center Torso

- 1-3 XL Engine
- 2 XL Engine
- 3 XL Engine
- 4 Gyro
- 5 Gyro
- 6 Gyro

- 1 Gyro
- 2 XL Engine
- 3 XL Engine
- 4-6 XL Engine
- 5 Jump Jet
- 6 Medium Laser

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

Battle Value: **1,478**
Weapon Value: **1,547 / 1,487**
Cost, C-Bills: **10,164,641**

Right Arm

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

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

Right Torso

- XL Engine
- XL Engine
- 1-3 XL Engine
- 4 Double Heat Sink
- 5 Double Heat Sink
- 6 Double Heat Sink

- 1 Double Heat Sink
- 2 Double Heat Sink
- 3 Double Heat Sink
- 4 Streak SRM 2
- 5 Ammo (Streak 2) 50
- 6 Ammo (Streak 2) 50

Right Leg

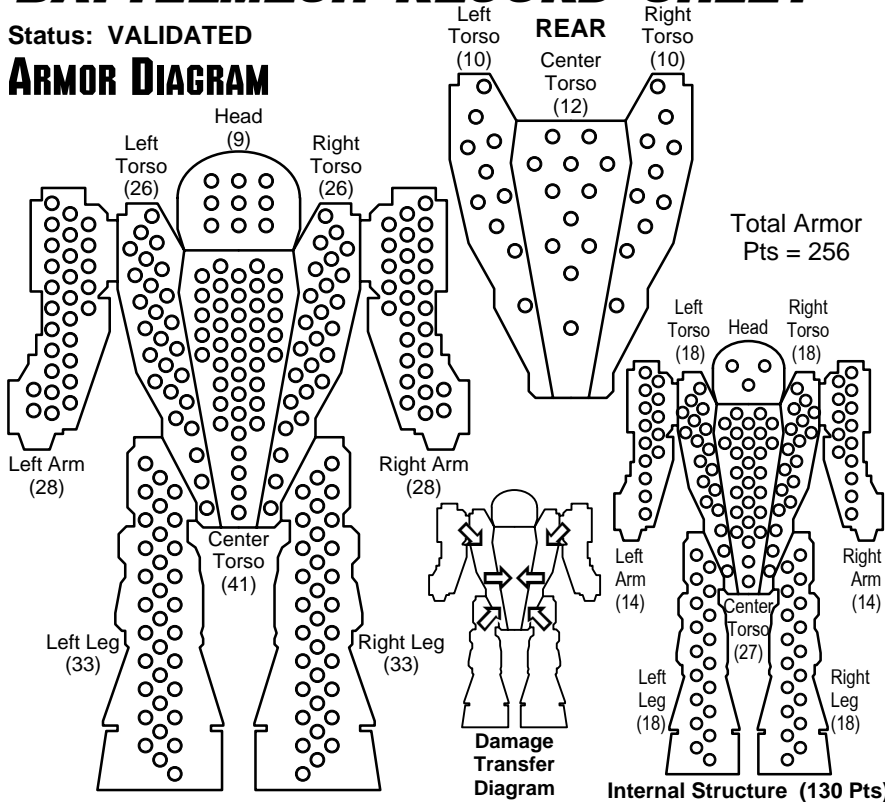
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (130 Pts)

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Artemis IV FCS
- Roll Again

Left Torso

- XL Engine
- XL Engine
- 1-3 XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Medium Pulse Laser
- Medium Pulse Laser
- 4-6 Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- CASE

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

- 1-3 XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro
- Gyro
- XL Engine
- XL Engine
- 4-6 [ER Large Laser
- [ER Large Laser

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

Battle Value: 1,366

Weapon Value: 2,258 / 2,094

Cost, C-Bills: 17,176,325

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Artemis IV FCS
- Roll Again

Right Torso

- XL Engine
- XL Engine
- 1-3 XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Medium Pulse Laser
- Medium Pulse Laser
- 4-6 Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- CASE

Right Leg

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

'MECH DATA

Type: **Longbow LGB-7V**

Mass: **85 tons**

Movement Points: Tech, Config. & Level:

Walking: **3** Inner Sphere

Running: **5** Biped 'Mech

Jumping: **0** Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20 w/ Artemis IV RA	RA	6	1/hit	6	7	14	21
1	LRM 20 w/ Artemis IV LA	LA	6	1/hit	6	7	14	21
1	ER Large Laser	CT	12	8	-	7	14	19
2	Medium Pulse Laser	LT	4	6	-	2	4	6
2	Medium Pulse Laser	RT	4	6	-	2	4	6
1	Medium Pulse Laser	HD	4	6	-	2	4	6

Ammo Type: LRM 20 Rounds: 36 BV: 138

Total Heat Sinks: 14 Double (28)

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Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (44)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

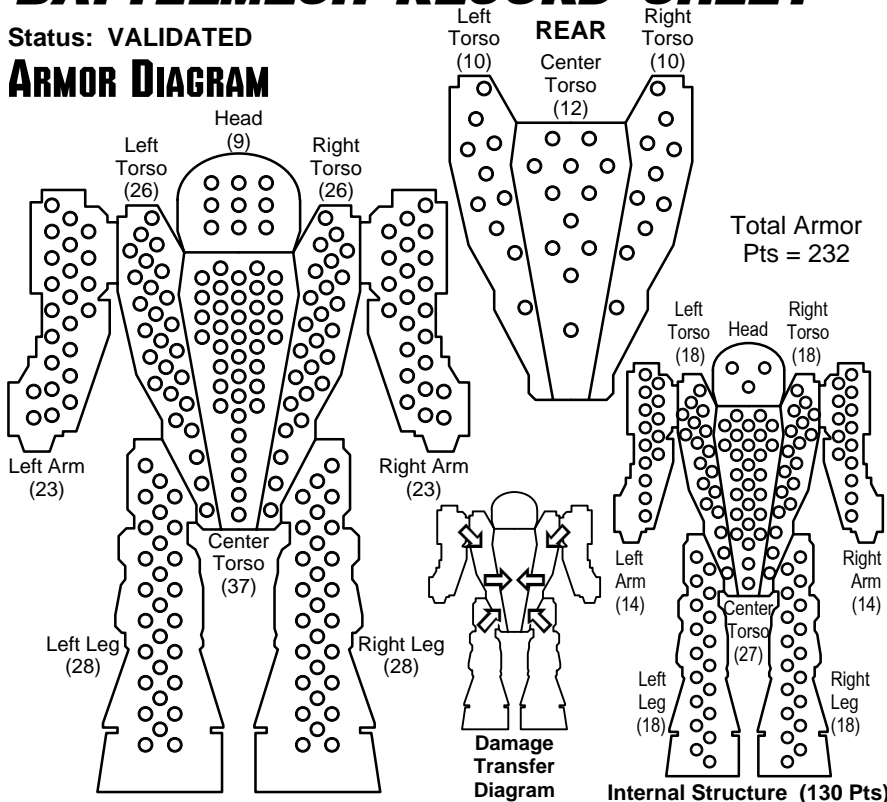
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Longbow LGB-7Q

Mass: 85 tons

Movement Points: Tech, Config. & Level:

Walking: 3 Inner Sphere

Running: 5 Biped 'Mech

Jumping: 0 Level 1 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20	LA	6	1/hit	6	7	14	21
1	LRM 20	RA	6	1/hit	6	7	14	21
1	LRM 5	LT	2	1/hit	6	7	14	21
1	LRM 5	RT	2	1/hit	6	7	14	21
1	Medium Laser	LT	3	5	-	3	6	9
1	Medium Laser	RT	3	5	-	3	6	9

Ammo Type: Rounds: BV:

LRM 20 24 92

LRM 5 24 6

Total Heat Sinks: 22 Single

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Auto Eject: Weapon Heat:

☐ Operational ☐ Disabled (22)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WIZKIDS®

CRITICAL HIT TABLE

Left Arm

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

Head

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

Center Torso

- Fusion Engine
- Fusion Engine
- 3 Fusion Engine
- Gyro
- Gyro
- Gyro
- 1 Gyro
- Fusion Engine
- 3 Fusion Engine
- 4 Fusion Engine
- Ammo (LRM 5) 24
- Roll Again

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

Battle Value: 1,376
Weapon Value: 1,818 / 1,818
Cost, C-Bills: 7,408,325

Right Arm

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

Right Torso

- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- LRM 5
- Medium Laser
- 1 Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- 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

Left Torso

- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- LRM 5
- Medium Laser
- 1 Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

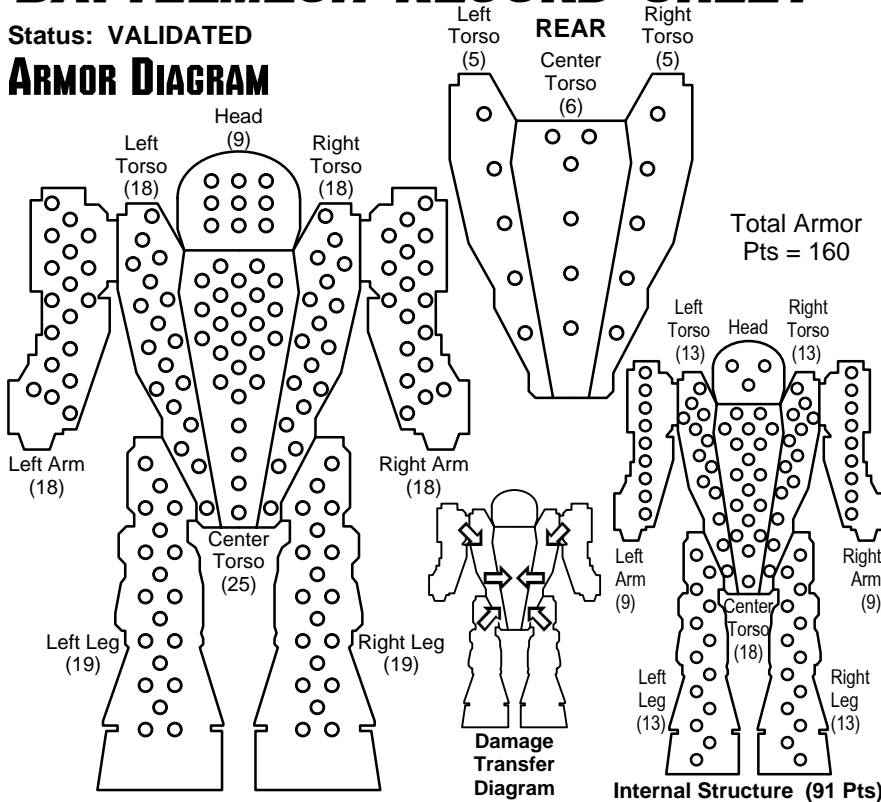
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Single Heat Sink

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Lineholder KW1-LH3**

Mass: **55 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** Inner Sphere

Running: **8** Biped 'Mech

Jumping: **0** Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	LRM 5	RA	2	1/hit	6	7	14	21
1	Medium Pulse Laser	RT	4	6	-	2	4	6
1	Medium Pulse Laser	LT	4	6	-	2	4	6
1	ER Large Laser	LA	12	8	-	7	14	19

Ammo Type: LRM 5 Rounds: 24 BV: 8

Total Heat Sinks: 14 Single

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Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (24)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WIZKIDS

CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

- Single Heat Sink
- Medium Pulse 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
- 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
- Single Heat Sink
- Roll Again

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

Battle Value: 935
Weapon Value: 734 / 734
Cost, C-Bills: 4,608,666

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 LRM 5
- LRM 5
- Roll Again

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

Right Torso

- Single Heat Sink
- Medium Pulse Laser
- 3 Ammo (LRM 5) 24
- Roll Again
- Roll Again
- Roll Again

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

Right Leg

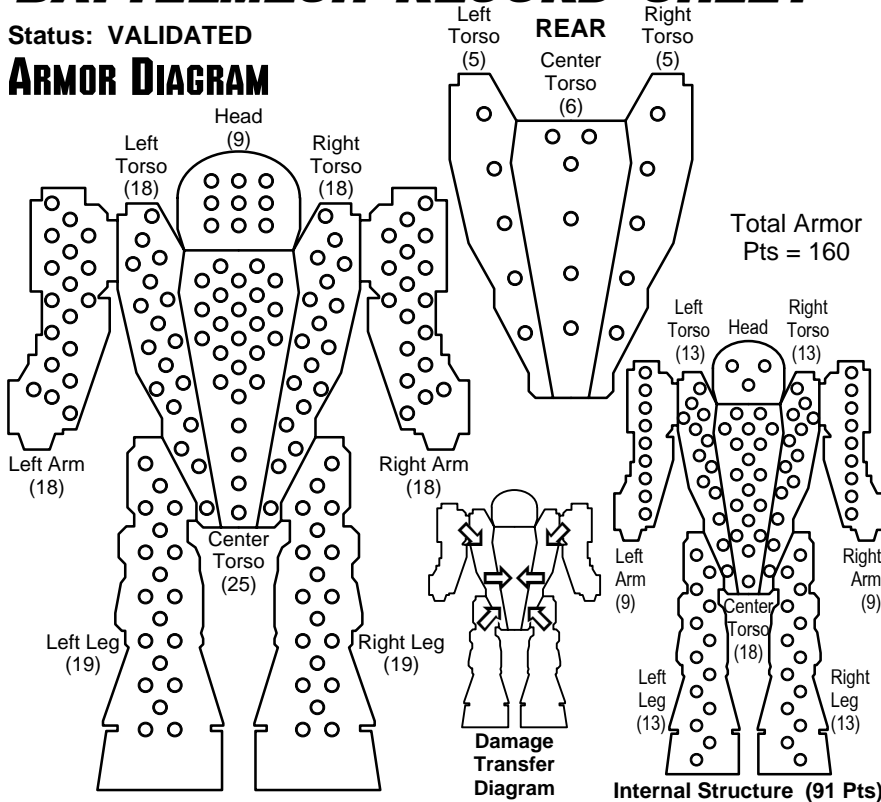
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Lineholder KW1-LH2**

Mass: **55 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** Inner Sphere

Running: **8** Biped 'Mech

Jumping: **0** Level 1 / 3058

Weapons Inventory: (hexes)

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

Ammo Type: LRM 5 Rounds: 24 BV: 8

Total Heat Sinks: 14 Single

oooooooooooo oooo

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (24)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WIZKIDS®

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

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

4-6

Left Torso

- Single Heat Sink
- Medium Laser
- Medium Laser

1-3

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

4-6

Left Leg

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

Head

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

1-3

Center Torso

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

4-6

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

Battle Value: **987**

Weapon Value: **898 / 898**

Cost, C-Bills: **4,515,666**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- LRM 5
- LRM 5

1-3

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

4-6

Right Torso

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

1-3

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

4-6

Right Leg

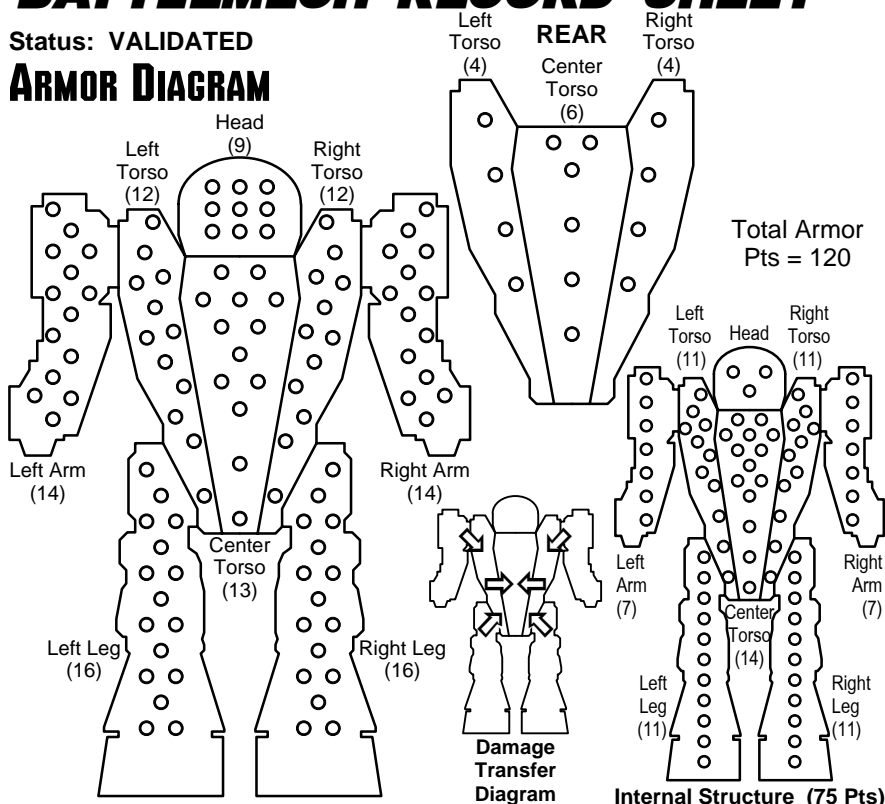
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Komodo KIM-2A**

Mass: **45 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** Inner Sphere
Running: **8** Biped 'Mech
Jumping: **5** Level 2 / 3055

Weapons Inventory: (hexes)
Qty Type Loc Ht Dmg Min Sht Med Lng

1	TAG	HD	0	*	-	5	9	15
1	Anti-Missile System	LA	1	1d6	-	-	-	-
1	Anti-Missile System	RA	1	1d6	-	-	-	-
5	Medium Laser	RA	3	5	-	3	6	9
1	Guardian ECM	RT	0	-	-	-	-	6
1	ER Large Laser	LA	12	8	-	7	14	19

Ammo Type: Rounds: BV:
Anti-Missile System 24 29

Total Heat Sinks: **14 Double (28)**

oooooooooooo oooo

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (29)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

AKGAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Anti-Missile System
- ER Large Laser

- ER Large Laser
- Ammo (AMS) 12
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- TAG
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Jump Jet
- Roll Again

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

Battle Value: **1,268**
Weapon Value: **971 / 971**
Cost, C-Bills: **7,740,390**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Anti-Missile System
- Medium Laser

- Medium Laser
- Medium Laser
- Medium Laser
- Medium Laser
- Ammo (AMS) 12
- Roll Again

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Guardian ECM
- Guardian ECM
- Roll Again

Right Leg

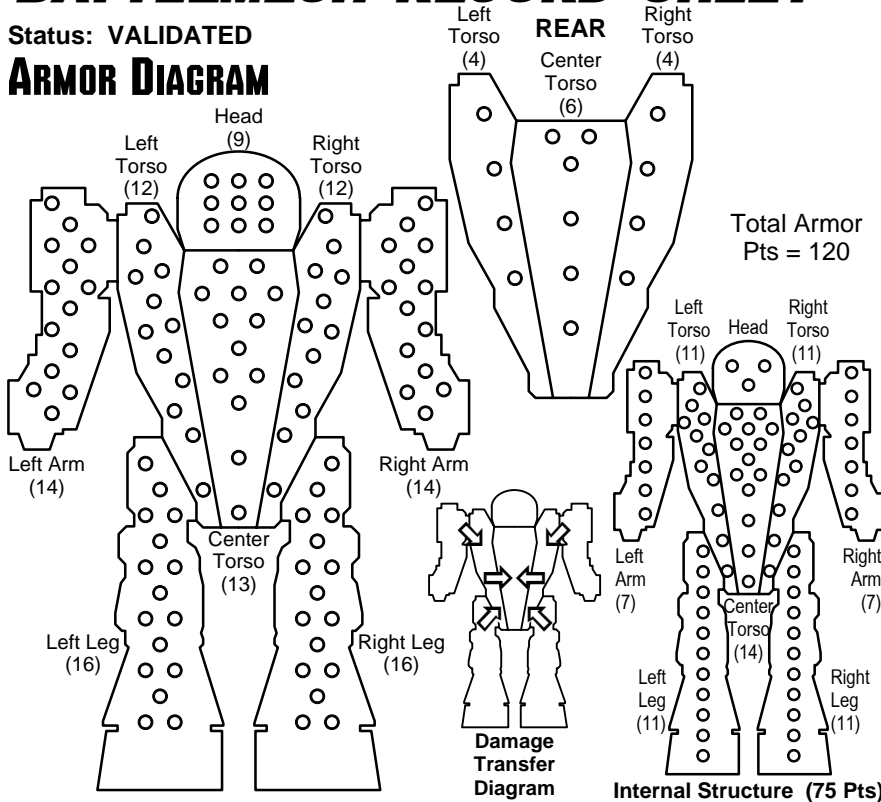
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Komodo KIM-2**

Mass: **45 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** Inner Sphere

Running: **8** Biped 'Mech

Jumping: **5** Level 2 / 3055

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	TAG	HD	0	*	-	5	9	15
1	Anti-Missile System	LA	1	1d6	-	-	-	-
5	Medium Laser	LA	3	5	-	3	6	9
1	Anti-Missile System	RA	1	1d6	-	-	-	-
5	Medium Laser	RA	3	5	-	3	6	9
1	Guardian ECM	RT	0	-	-	-	-	6

Ammo Type: Anti-Missile System Rounds: 24 BV: 29

Total Heat Sinks: 14 Double (28)

oooooooooooo oooo

Auto Eject: ☐ Operational ☐ Disabled Weapon Heat: (32)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

AKGAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Anti-Missile System
- Medium Laser
- Medium Laser
- Medium Laser
- Medium Laser
- Ammo (AMS) 12
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- TAG
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Jump Jet
- Roll Again

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

Battle Value: **1,340**
Weapon Value: **1,140 / 1,140**
Cost, C-Bills: **7,740,390**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Anti-Missile System
- Medium Laser
- Medium Laser
- Medium Laser
- Medium Laser
- Ammo (AMS) 12
- Roll Again

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Guardian ECM
- Guardian ECM
- Roll Again

Right Leg

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

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

Left Leg

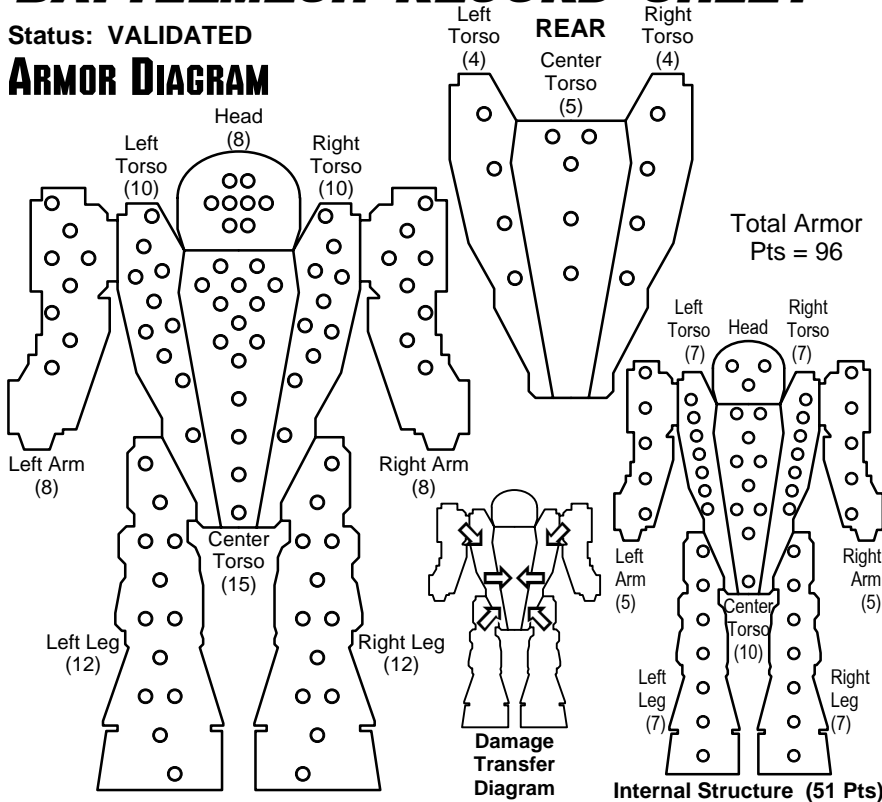
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Jackal JA-KL-1532**

Mass: **30 tons**

Movement Points: Tech, Config. & Level:

Walking: **7** Inner Sphere

Running: **11** Biped 'Mech

Jumping: **0** Level 2 / 3055

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RT	15	10	-	7	14	23
1	Anti-Missile System	HD	1	1d6	-	-	-	-
1	Streak SRM 2	LA	2	2/hit	-	3	6	9

Ammo Type: Rounds: BV:

Anti-Missile System 12 15

Streak SRM 2 50 7

Total Heat Sinks: **11 Single**

oooooooooooo o

Auto Eject: Weapon Heat:

☐ Operational ☐ Disabled (18)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WIZ KIDS GAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Streak SRM 2
- Endo Steel

- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Single Heat Sink
- Ammo (Streak 2) 50
- Endo Steel

- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Anti-Missile System
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Ammo (AMS) 12
- Roll Again

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

Battle Value: **678**
Weapon Value: **330 / 316**
Cost, C-Bills: **4,635,540**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Endo Steel
- Endo Steel

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

Right Torso

- XL Engine
- XL Engine
- XL Engine
- ER PPC
- ER PPC
- ER PPC

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

Right Leg

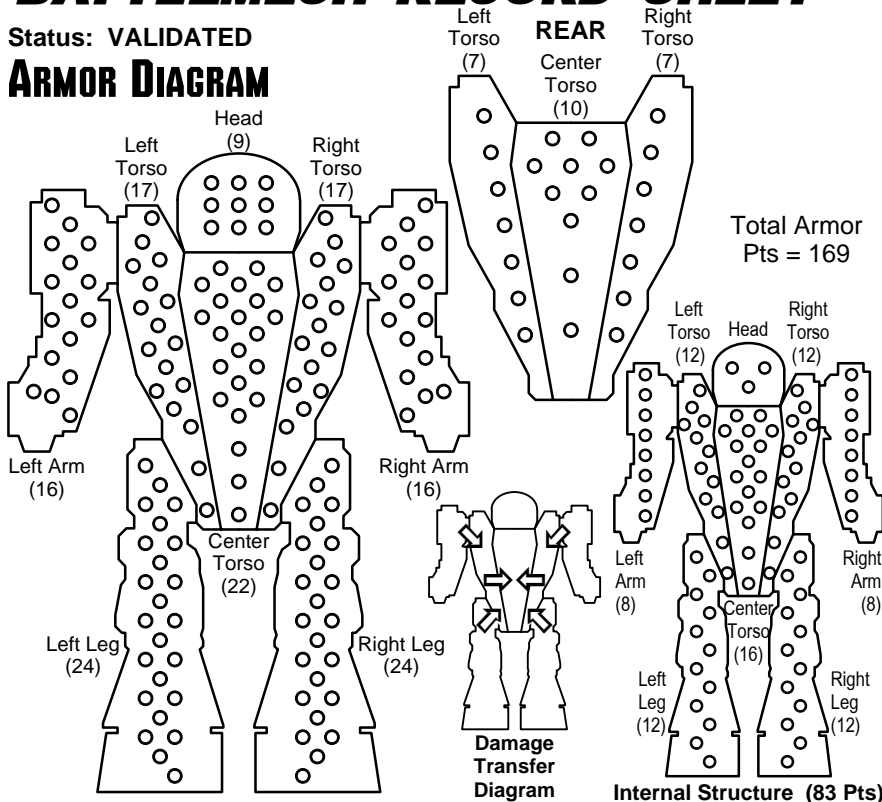
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Huron Warrior HUR-W0-R4M**

Mass: **50 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** Inner Sphere
Running: **8** Biped 'Mech
Jumping: **0** Level 2 / 3055

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	RA	1	15	2	7	15	22
1	ER Large Laser	LA	12	8	-	7	14	19
1	Medium Laser	LT	3	5	-	3	6	9

Ammo Type: Gauss Rifle Rounds: 16 BV: 101

Total Heat Sinks: 11 Single

oooooooooooo o

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

AKGAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER Large Laser
- ER Large Laser
- Endo Steel

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

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Single Heat Sink
- Medium Laser
- Endo Steel

- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

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

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Endo Steel
- Endo Steel

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

Battle Value: **1,180**
Weapon Value: **1,035 / 1,035**
Cost, C-Bills: **8,264,000**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Gauss Rifle
- Gauss Rifle

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Endo Steel

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Ammo (Gauss) 8
- Ammo (Gauss) 8
- Endo Steel

- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

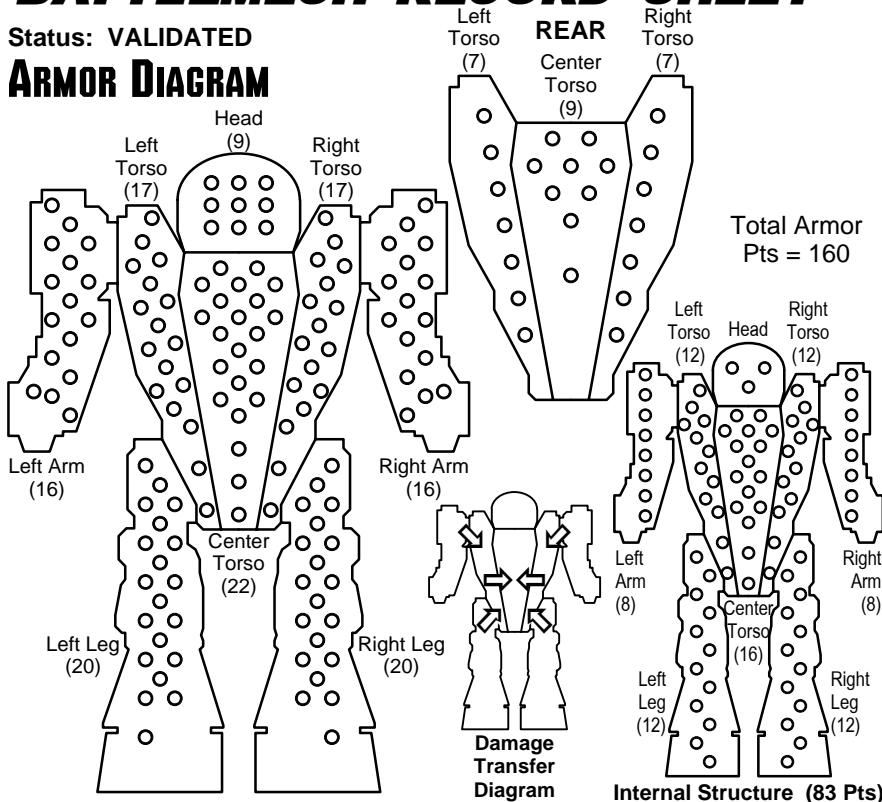
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Huron Warrior HUR-W0-R4L**

Mass: **50 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** Inner Sphere

Running: **8** Biped 'Mech

Jumping: **0** Level 2 / 3055

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	RA	1	15	2	7	15	22
1	ER Large Laser	LA	12	8	-	7	14	19
1	Medium Pulse Laser	LT	4	6	-	2	4	6

Ammo Type: Gauss Rifle Rounds: 16 BV: 101

Total Heat Sinks: 11 Single

oooooooooooo o

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (17)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

AKGAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER Large Laser
- ER Large Laser
- Endo Steel

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

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Single Heat Sink
- Medium Pulse Laser
- Endo Steel

- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

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

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Endo Steel
- Endo Steel

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

Battle Value: 1,139
Weapon Value: 941 / 941
Cost, C-Bills: 8,279,000

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Gauss Rifle
- Gauss Rifle

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Endo Steel

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Ammo (Gauss) 8
- Ammo (Gauss) 8
- Endo Steel

- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

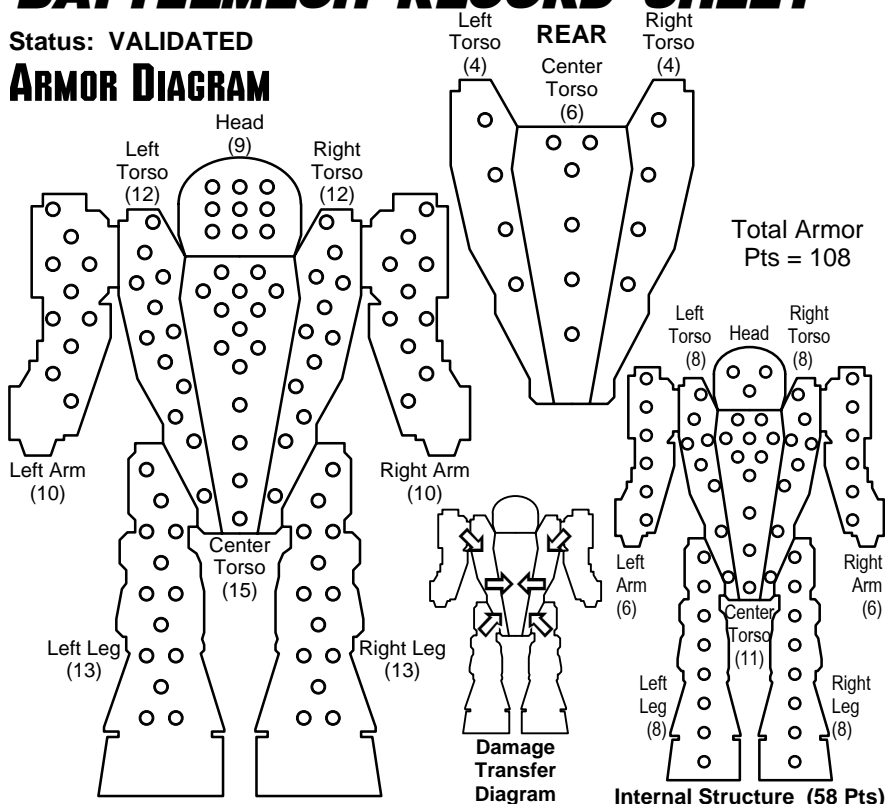
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Endo Steel

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Left Torso

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

CRITICAL HIT TABLE

Head

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

Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Ammo (LB 10-X) 10
 - Ammo (LB 10-X) 10

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

Battle Value: **768**

Weapon Value: **548 / 548**

Cost, C-Bills: **2,860,560**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Endo Steel

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Right Torso

- Single Heat Sink
 - Single Heat Sink
 - LB 10-X AC
 - LB 10-X AC
 - LB 10-X AC
 - LB 10-X AC
- LB 10-X AC
 - LB 10-X AC
 - Endo Steel
 - Roll Again
 - Roll Again
 - Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

'MECH DATA

Type: **Hollander BZK-G1**

Mass: **35 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** Inner Sphere
Running: **8** Biped 'Mech
Jumping: **0** Level 2 / 3055

Weapons Inventory: (hexes)

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

Ammo Type: LB 10-X AC
Rounds: 20
BV: 52

Total Heat Sinks: 10 Single

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

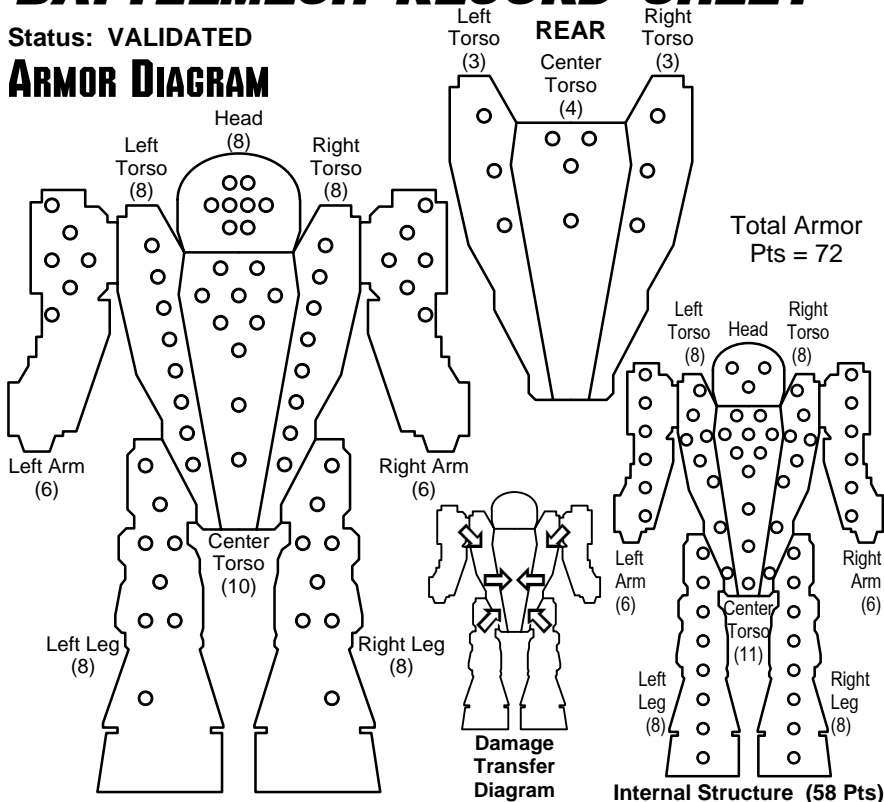
AKGAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Hollander BZK-F3**

Mass: **35 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** Inner Sphere

Running: **8** Biped 'Mech

Jumping: **0** Level 2 / 3055

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	RT	1	15	2	7	15	22

Ammo Type: Gauss Rifle Rounds: 16 BV: 101

Total Heat Sinks: 10 Single

oooooooooooo

Auto Eject: ☐ Operational ☐ Disabled Weapon Heat: (1)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

AKGAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Endo Steel
- Endo Steel

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Torso

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

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

1-3

Center Torso

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

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Ammo (Gauss) 8
- Ammo (Gauss) 8

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

Battle Value: 861

Weapon Value: 307 / 307

Cost, C-Bills: 2,585,160

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Endo Steel
- Endo Steel

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Right Torso

- Single Heat Sink
- Single Heat Sink
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

1-3

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

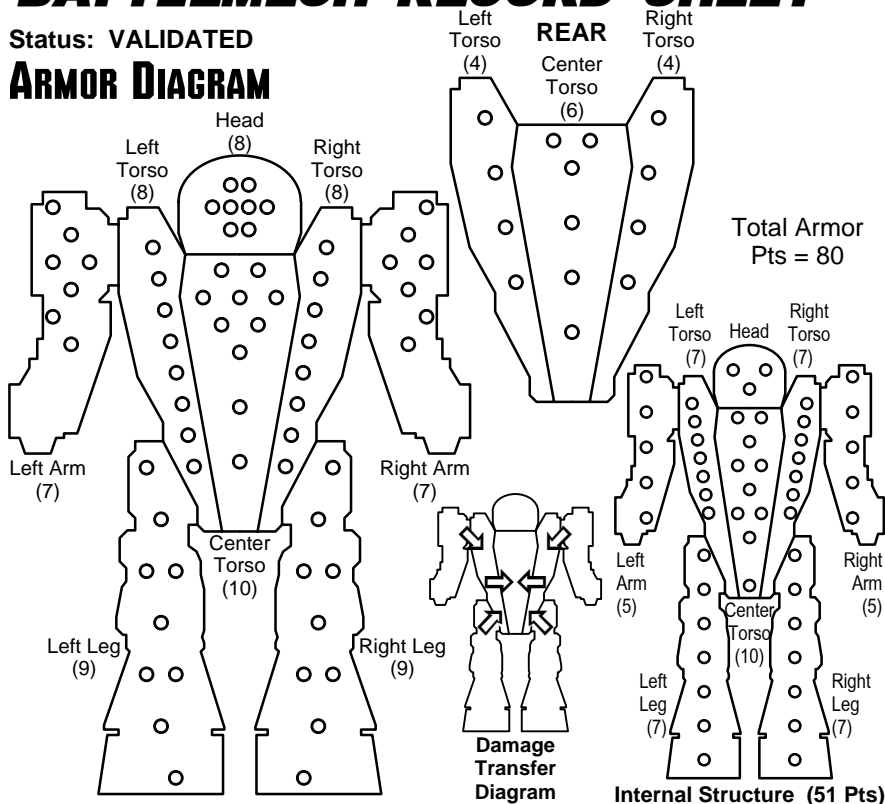
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Left Arm

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

1. Endo Steel
2. Endo Steel
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. XL Engine
2. XL Engine
3. XL Engine
4. Guardian ECM
5. Guardian ECM
6. LRM 5

1. Artemis IV FCS
2. Ammo (LRM 5) 24
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

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

1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. Endo Steel
6. Endo Steel

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

Battle Value: **704**

Weapon Value: **466 / 447**

Cost, C-Bills: **5,538,520**

Right Arm

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

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

Right Torso

1. XL Engine
2. XL Engine
3. XL Engine
4. Single Heat Sink
5. Single Heat Sink
6. Beagle Active Probe

1. Beagle Active Probe
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

Right Leg

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

'MECH DATA

Type: **Hitman HM-1**

Mass: **30 tons**

Movement Points: Tech, Config. & Level:

Walking: **7** Inner Sphere

Running: **11 [14]** Biped 'Mech

Jumping: **0** Level 2 / 3055

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Guardian ECM	LT	0	-	-	-	-	6
1	Beagle Active Probe	RT	0	-	-	-	-	4
1	LRM 5 w/ Artemis IV	LT	2	1/hit	6	7	14	21
3	Medium Laser	LA	3	5	-	3	6	9
1	TAG	HD	0	*	-	5	9	15

Ammo Type: LRM 5 Rounds: 24 BV: 11

Total Heat Sinks: **10 Single**

oooooooooooo

Auto Eject: ☐ Operational ☐ Disabled Weapon Heat: **(11)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

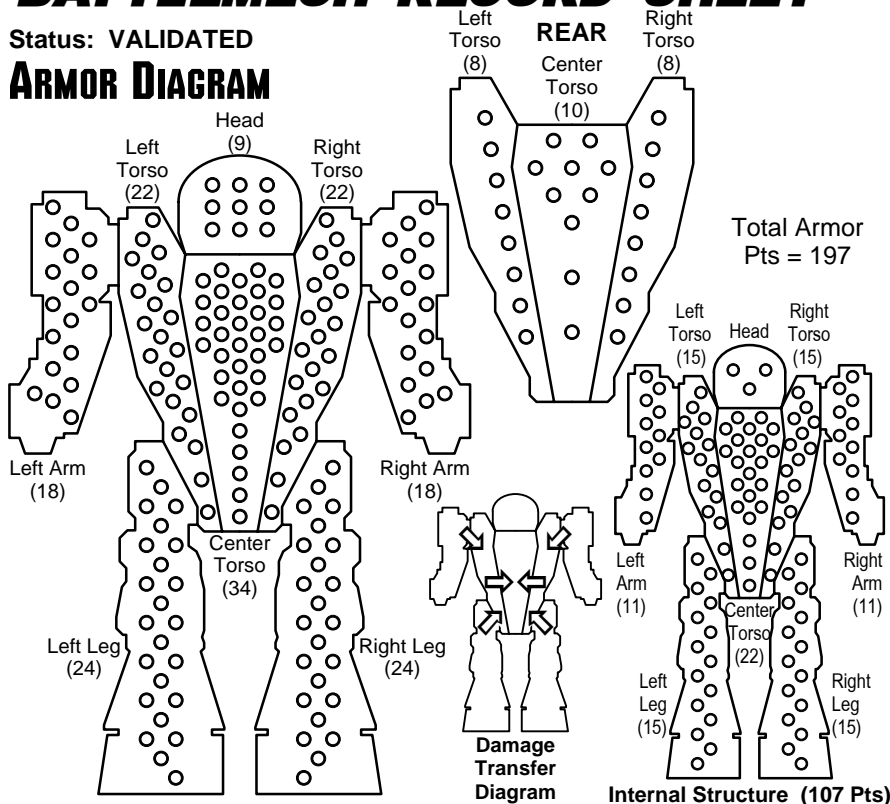
AKGAMES

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BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Pulse Laser
6. Ferro-Fibrous

1-3

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

4-6

Left Torso

1. XL Engine
2. XL Engine
3. XL Engine
4. Streak SRM 2
5. Small Pulse Laser (R)
6. Ammo (Streak 2) 50

1-3

1. Ammo (AMS) 12
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

4-6

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

CRITICAL HIT TABLE

Head

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

1-3

Center Torso

1. XL Engine
 2. XL Engine
 3. XL Engine
 4. Gyro
 5. Gyro
 6. Gyro
1. Gyro
 2. XL Engine
 3. XL Engine
 4. XL Engine
 5. Anti-Missile System
 6. Ferro-Fibrous

4-6

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

Battle Value: 1,336

Weapon Value: 1,565 / 1,533

Cost, C-Bills: 16,398,086

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. LB 10-X AC
5. LB 10-X AC
6. LB 10-X AC

1-3

1. LB 10-X AC
2. LB 10-X AC
3. LB 10-X AC
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

4-6

Right Torso

1. XL Engine
2. XL Engine
3. XL Engine
4. ER PPC
5. ER PPC
6. ER PPC

1-3

1. Small Pulse Laser (R)
2. Ammo (LB 10-X) 10
3. Ammo (LB 10-X) 10
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

'MECH DATA

Type: **Hercules HRC-LS-9000**

Mass: **70 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** Inner Sphere

Running: **8** Biped 'Mech

Jumping: **0** Level 2 / 3055

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RT	15	10	-	7	14	23
1	LB 10-X AC	RA	2	10	-	6	12	18
1	Streak SRM 2	LT	2	2/hit	-	3	6	9
1	Anti-Missile System	CT	1	1d6	-	-	-	-
1	Small Pulse Laser	LT(R)	2	3	-	1	2	3
1	Small Pulse Laser	RT(R)	2	3	-	1	2	3
1	Medium Pulse Laser	LA	4	6	-	2	4	6

Ammo Type: Rounds: BV:

LB 10-X AC 20 52

Streak SRM 2 50 5

Anti-Missile System 12 14

Total Heat Sinks: 12 Double (24)

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Auto Eject: Weapon Heat:

☐ Operational ☐ Disabled (28)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

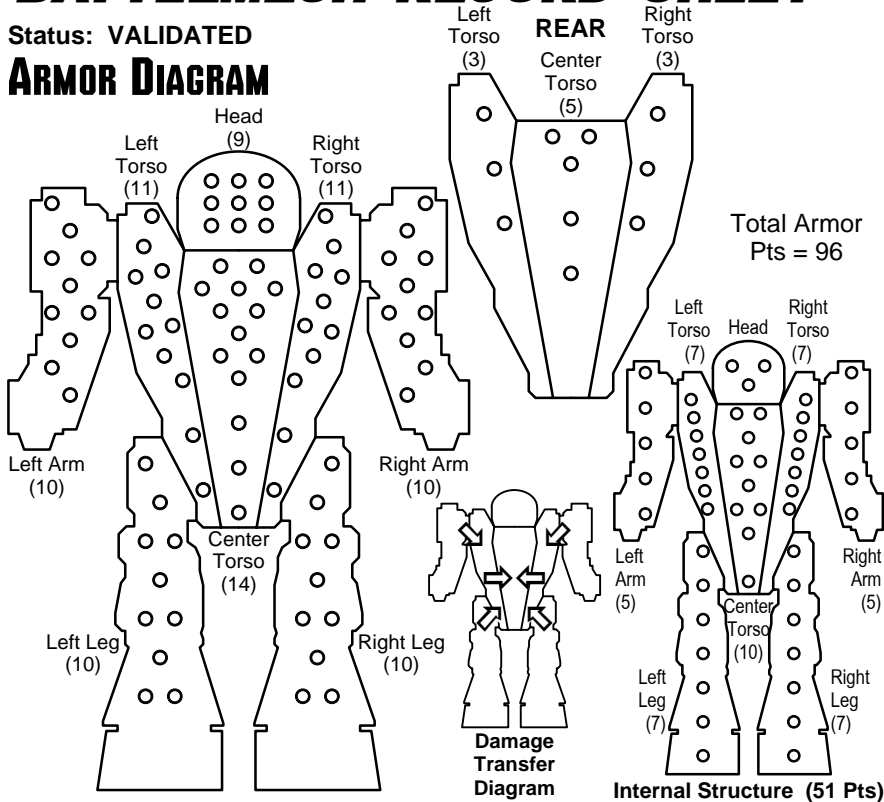
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Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Hammer HMR-3S**

Mass: **30 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** Inner Sphere

Running: **8** Biped 'Mech

Jumping: **0** Level 2 / 3055

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 5 w/ Artemis IV	LT	2	1/hit	6	7	14	21
1	LRM 5 w/ Artemis IV	RT	2	1/hit	6	7	14	21
1	Medium Laser	CT	3	5	-	3	6	9

Ammo Type: LRM 5 Rounds: 96 BV: 33

Total Heat Sinks: 11 Single

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Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (7)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WIZ KIDS GAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Endo Steel
- Endo Steel

1-3

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

4-6

Left Torso

- Single Heat Sink
- Single Heat Sink
- LRM 5
- Artemis IV FCS
- Ammo (LRM 5) 24
- Ammo (LRM 5) 24

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

4-6

Left Leg

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

Head

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

1-3

Center Torso

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

4-6

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

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

Battle Value: 528

Weapon Value: 289 / 260

Cost, C-Bills: 2,541,240

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Endo Steel
- Endo Steel

1-3

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

4-6

Right Torso

- Single Heat Sink
- LRM 5
- Artemis IV FCS
- Ammo (LRM 5) 24
- Ammo (LRM 5) 24
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

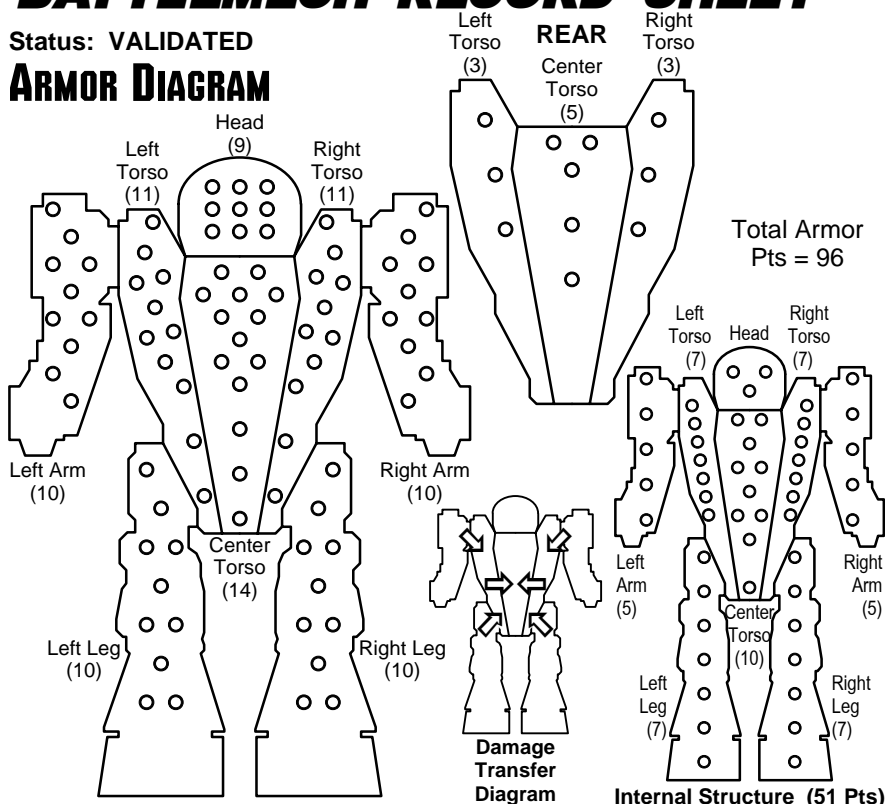
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Endo Steel

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BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Left Arm

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

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. Single Heat Sink
3. LRM 5
4. Artemis IV FCS
5. Ammo (LRM 5) 24
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. Endo Steel
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. Endo Steel

CRITICAL HIT TABLE

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
4. Gyro
5. Gyro
6. Gyro

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

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

Battle Value: **616**

Weapon Value: **465 / 438**

Cost, C-Bills: **2,489,240**

Right Arm

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

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. LRM 5
3. Artemis IV FCS
4. Ammo (LRM 5) 24
5. Endo Steel
6. Endo Steel

1. Endo Steel
2. Endo Steel
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. Endo Steel

'MECH DATA

Type: **Gunslinger HMR-3M**

Mass: **30 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** Inner Sphere
Running: **8** Biped 'Mech
Jumping: **0** Level 2 / 3055

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 5 w/ Artemis IV	RT	2	1/hit	6	7	14	21
1	LRM 5 w/ Artemis IV	LT	2	1/hit	6	7	14	21
2	Medium Laser	CT	3	5	-	3	6	9
1	Medium Laser	HD	3	5	-	3	6	9

Ammo Type: LRM 5 Rounds: 48 BV: 16

Total Heat Sinks: **11 Single**

ooooooooooooo o

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

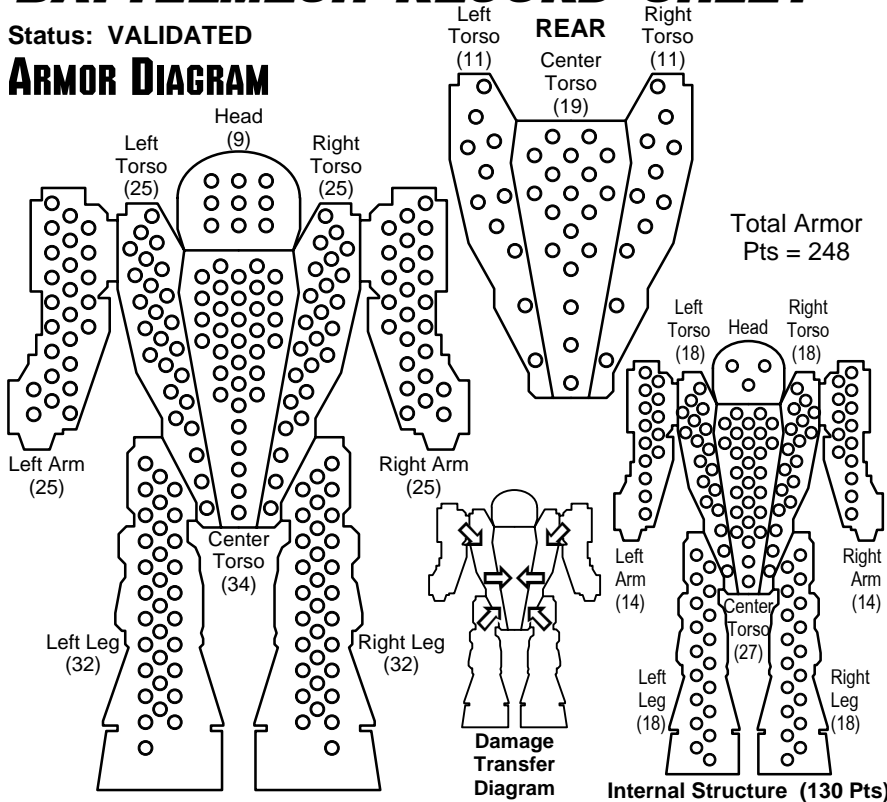
WIZ KIDS GAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Gunslinger GUN-1ERD**

Mass: **85 tons**

Movement Points: Tech, Config. & Level:

Walking: **3** Inner Sphere

Running: **5** Biped 'Mech

Jumping: **2** Level 2 / 3055

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	LA	1	15	2	7	15	22
1	Gauss Rifle	RA	1	15	2	7	15	22
1	Medium Pulse Laser	LL(R)	4	6	-	2	4	6
1	Medium Pulse Laser	RL(R)	4	6	-	2	4	6
2	Medium Laser	LT	3	5	-	3	6	9
2	Medium Laser	RT	3	5	-	3	6	9
1	Beagle Active Probe	CT	0	-	-	-	-	4
1	Guardian ECM	RT	0	-	-	-	-	6
1	Small Laser	HD	1	3	-	1	2	3

Ammo Type: Gauss Rifle Rounds: 40 BV: 229

Total Heat Sinks: 10 Double (20)

oooooooooooo

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

AKGAMES

CRITICAL HIT TABLE

Left Arm

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

Left Torso

- XL Engine
- XL Engine
- XL Engine
- 1-3 Medium Laser
- Medium Laser
- Ammo (Gauss) 8
- 1-3 Ammo (Gauss) 8
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Medium Pulse Laser (R)

Head

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

Center Torso

- 1-3 XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro
- 1-3 Gyro
- XL Engine
- XL Engine
- XL Engine
- 4-6 Beagle Active Probe
- Beagle Active Probe

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

Battle Value: 2,176
Weapon Value: 2,658 / 2,658
Cost, C-Bills: 16,767,012

Right Arm

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

Right Torso

- XL Engine
- XL Engine
- XL Engine
- 1-3 Medium Laser
- Medium Laser
- Guardian ECM
- 1-3 Guardian ECM
- Ammo (Gauss) 8
- Ammo (Gauss) 8
- Ammo (Gauss) 8
- Roll Again
- Roll Again

Right Leg

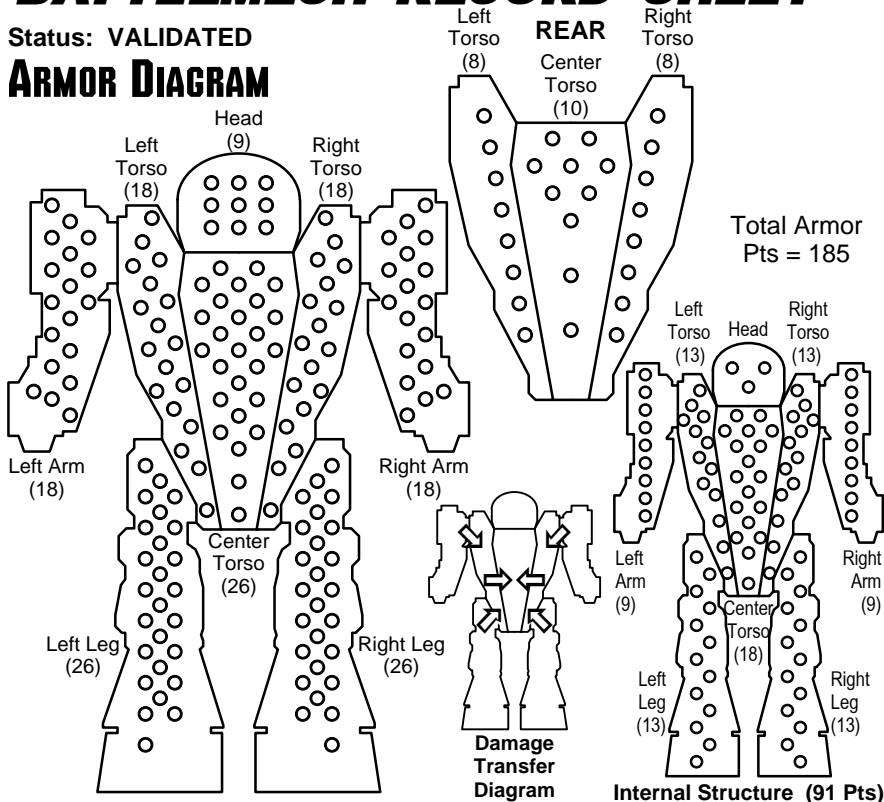
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Medium Pulse Laser (R)

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Status: **VALIDATED**

ARMOR DIAGRAM



Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. SRM 6
6. SRM 6

1. Medium Pulse Laser
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

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

1. Ferro-Fibrous
2. CASE
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. Ferro-Fibrous
6. Ferro-Fibrous

CRITICAL HIT TABLE

Head

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

Center Torso

1. XL Engine
 2. XL Engine
 3. XL Engine
 4. Gyro
 5. Gyro
 6. Gyro
1. Gyro
 2. XL Engine
 3. XL Engine
 4. XL Engine
 5. Anti-Missile System
 6. Ferro-Fibrous

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

Battle Value: 1,118

Weapon Value: 1,239 / 1,239

Cost, C-Bills: 10,211,606

Right Arm

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

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

Right Torso

1. XL Engine
 2. XL Engine
 3. XL Engine
 4. LRM 20
 5. LRM 20
 6. LRM 20
1. LRM 20
 2. LRM 20
 3. Ammo (LRM 20) 6
 4. Ammo (LRM 20) 6
 5. Ammo (AMS) 12
 6. Ferro-Fibrous

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

'MECH DATA

Type: **Grim Reaper GRM-R-PR29**

Mass: **55 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** Inner Sphere

Running: **8** Biped 'Mech

Jumping: **0** Level 2 / 3055

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20	RT	6	1/hit	6	7	14	21
1	SRM 6	LA	4	2/hit	-	3	6	9
1	ER Large Laser	RA	12	8	-	7	14	19
1	Anti-Missile System	CT	1	1d6	-	-	-	-
1	Medium Pulse Laser	LA	4	6	-	2	4	6

Ammo Type: Rounds: BV:

LRM 20 12 63

SRM 6 15 10

Anti-Missile System 12 14

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject: Weapon Heat:

☐ Operational ☐ Disabled (27)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

** Avoid Inferno explosion on..
Shutdown

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

Shutdown, avoid on 10+

-5 Movement Points

+4 Modifier to Fire

Ammo Explosion, avoid on 6+ (** 10+)

Shutdown, avoid on 8+

-4 Movement Points

Ammo Explosion, avoid on 4+ (** 8+)

Shutdown, avoid on 6+

+3 Modifier to Fire

-3 Movement Points

Shutdown, avoid on 4+ (** 6+)

+2 Modifier to Fire

-2 Movement Points (** 4+)

+1 Modifier to Fire

-1 Movement Points

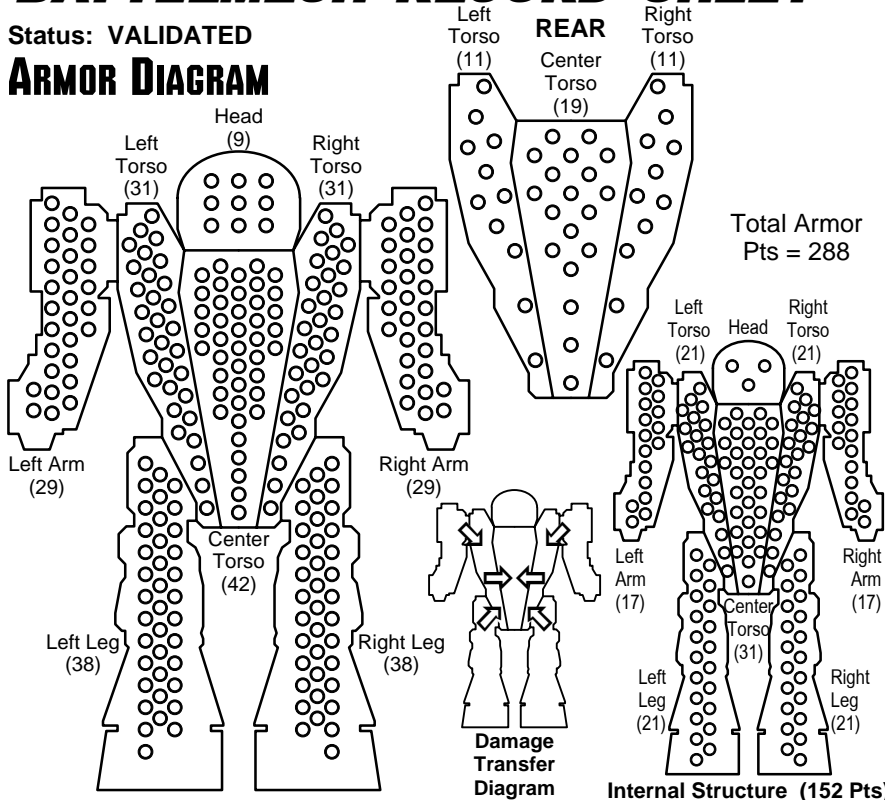
WIZ KIDS GAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (152 Pts)

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- LRM 15
- LRM 15
- LRM 15
- Artemis IV FCS
- Medium Pulse Laser
- Endo Steel
- Endo Steel
- Endo Steel

Left Torso

- XL Engine
- XL Engine
- XL Engine
- SRM 6
- SRM 6
- Artemis IV FCS
- Small Pulse Laser (R)
- Ammo (LRM 15) 8
- Ammo (LRM 15) 8
- Ammo (SRM 6) 15
- Endo Steel
- 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
- Anti-Missile System
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro
- Gyro
- XL Engine
- XL Engine
- XL Engine
- Ammo (AMS) 12
- Endo Steel

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

Battle Value: 1,364

Weapon Value: 2,285 / 2,117

Cost, C-Bills: 29,023,334

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Large Pulse Laser
- Large Pulse Laser
- Large Pulse Laser
- Medium Pulse Laser
- Endo Steel
- Endo Steel
- Endo Steel

Right Torso

- XL Engine
- XL Engine
- XL Engine
- SRM 6
- SRM 6
- Artemis IV FCS
- Small Pulse Laser (R)
- Ammo (SRM 6) 15
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

'MECH DATA

Type: **Grand Titan T-IT-N10M**

Mass: **100 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** Inner Sphere

Running: **6** Biped 'Mech

Jumping: **0** Level 2 / 3055

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Large Pulse Laser	RA	10	9	-	3	7	10
1	LRM 15 w/ Artemis IV	LA	5	1/hit	6	7	14	21
1	SRM 6 w/ Artemis IV	RT	4	2/hit	-	3	6	9
1	SRM 6 w/ Artemis IV	LT	4	2/hit	-	3	6	9
1	Medium Pulse Laser	RA	4	6	-	2	4	6
1	Medium Pulse Laser	LA	4	6	-	2	4	6
1	Small Pulse Laser	RT(R)	2	3	-	1	2	3
1	Small Pulse Laser	LT(R)	2	3	-	1	2	3
1	Anti-Missile System	HD	1	1d6	-	-	-	-

Ammo Type:	Round:	BV:
LRM 15	16	38
SRM 6	30	16
Anti-Missile System	12	13

Total Heat Sinks: **12 Double (24)**

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Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: **(46)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

** Avoid Inferno explosion on..

Shutdown

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

Shutdown, avoid on 10+

-5 Movement Points

+4 Modifier to Fire

Ammo Explosion, avoid on 6+ (** 10+)

Shutdown, avoid on 8+

-4 Movement Points

Ammo Explosion, avoid on 4+ (** 8+)

Shutdown, avoid on 6+

+3 Modifier to Fire

-3 Movement Points

Shutdown, avoid on 4+ (** 6+)

+2 Modifier to Fire

-2 Movement Points (** 4+)

+1 Modifier to Fire

-1 Movement Points

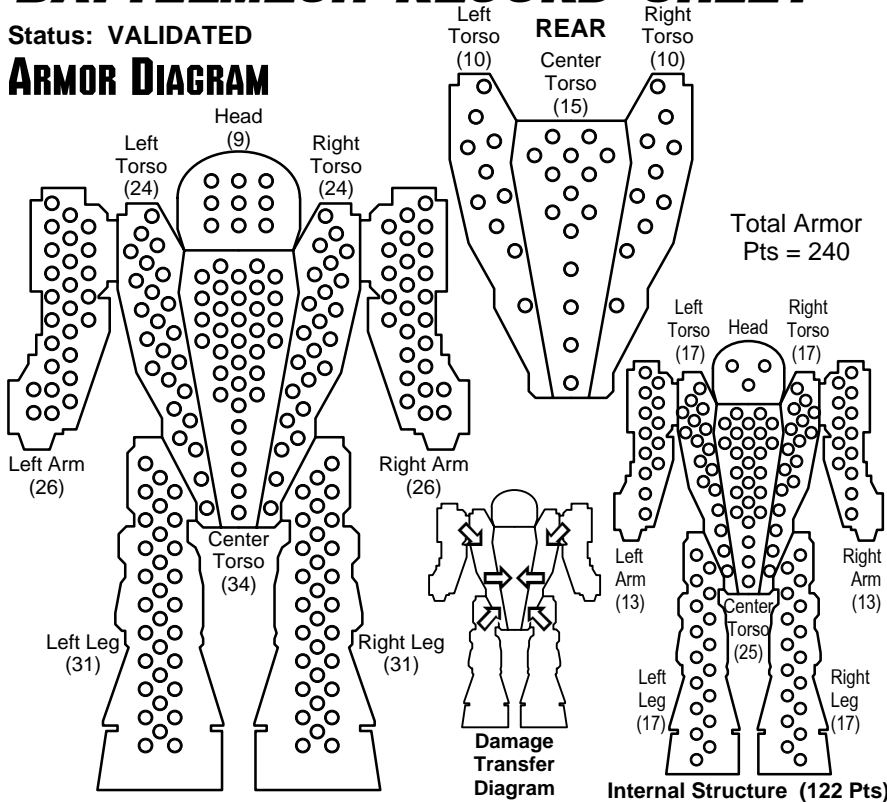
WIZ KIDS GAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Grand Crusader GRN-D-02**

Mass: **80 tons**

Movement Points: Tech, Config. & Level:

Walking: **3** Inner Sphere

Running: **5** Biped 'Mech

Jumping: **0** Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	RA	10	9	-	3	7	10
1	Large Pulse Laser	LA	10	9	-	3	7	10
1	LRM 20 w/ Artemis IV	RT	6	1/hit	6	7	14	21
1	LRM 20 w/ Artemis IV	LT	6	1/hit	6	7	14	21
1	LRM 5 w/ Artemis IV	RA	2	1/hit	6	7	14	21
1	LRM 5 w/ Artemis IV	LA	2	1/hit	6	7	14	21

Ammo Type:	Rounds:	BV:
LRM 20	36	138
LRM 5	24	6

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: **(36)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WIZKIDS®

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Large Pulse Laser
- Large Pulse Laser
- LRM 5
- Artemis IV FCS
- Endo Steel
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro
- Gyro
- XL Engine
- XL Engine
- XL Engine
- Ammo (LRM 5) 24
- Roll Again

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

Battle Value: **1,211**
Weapon Value: **1,713 / 1,538**
Cost, C-Bills: **15,714,000**

Right Arm

- Shoulder
- Upper Arm Actuator
- Large Pulse Laser
- Large Pulse Laser
- LRM 5
- Artemis IV FCS
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Right Torso

- XL Engine
- XL Engine
- XL Engine
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Artemis IV FCS
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Left Leg

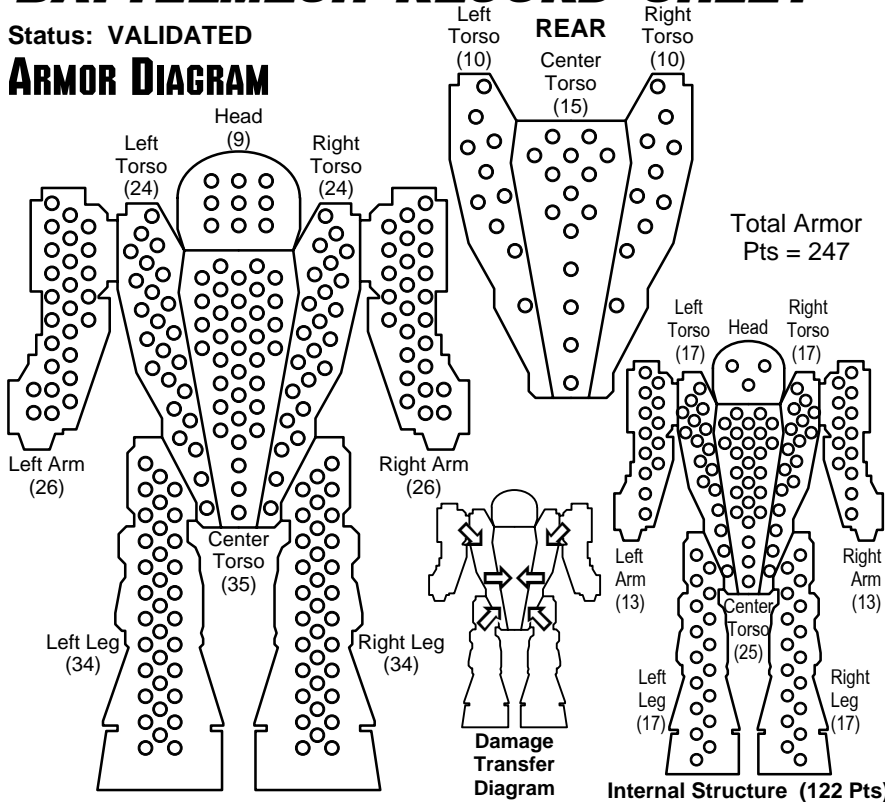
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Grand Crusader GRN-D-01**

Mass: **80 tons**

Movement Points: Tech, Config. & Level:

Walking: **3** Inner Sphere

Running: **5** Biped 'Mech

Jumping: **0** Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Anti-Missile System	HD	1	1d6	-	-	-	-
1	Large Pulse Laser	RA	10	9	-	3	7	10
1	Large Pulse Laser	LA	10	9	-	3	7	10
1	LRM 20 w/ Artemis IV	RT	6	1/hit	6	7	14	21
1	LRM 20 w/ Artemis IV	LT	6	1/hit	6	7	14	21
1	Medium Pulse Laser	RA	4	6	-	2	4	6
1	Medium Pulse Laser	LA	4	6	-	2	4	6

Ammo Type: Rounds: BV:

Anti-Missile System	24	26
LRM 20	36	138

Total Heat Sinks: **10 Double (20)**

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Auto Eject: Weapon Heat:

☐ Operational ☐ Disabled (41)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WIZKIDS

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Large Pulse Laser
- Large Pulse Laser
- Medium Pulse Laser
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Anti-Missile System
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro
- Gyro
- XL Engine
- XL Engine
- XL Engine
- Ammo (AMS) 12
- Ammo (AMS) 12

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

Battle Value: **1,197**
Weapon Value: **1,611 / 1,486**
Cost, C-Bills: **15,550,200**

Right Arm

- Shoulder
- Upper Arm Actuator
- Large Pulse Laser
- Large Pulse Laser
- Medium Pulse Laser
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

Right Torso

- XL Engine
- XL Engine
- XL Engine
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Artemis IV FCS
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Left Leg

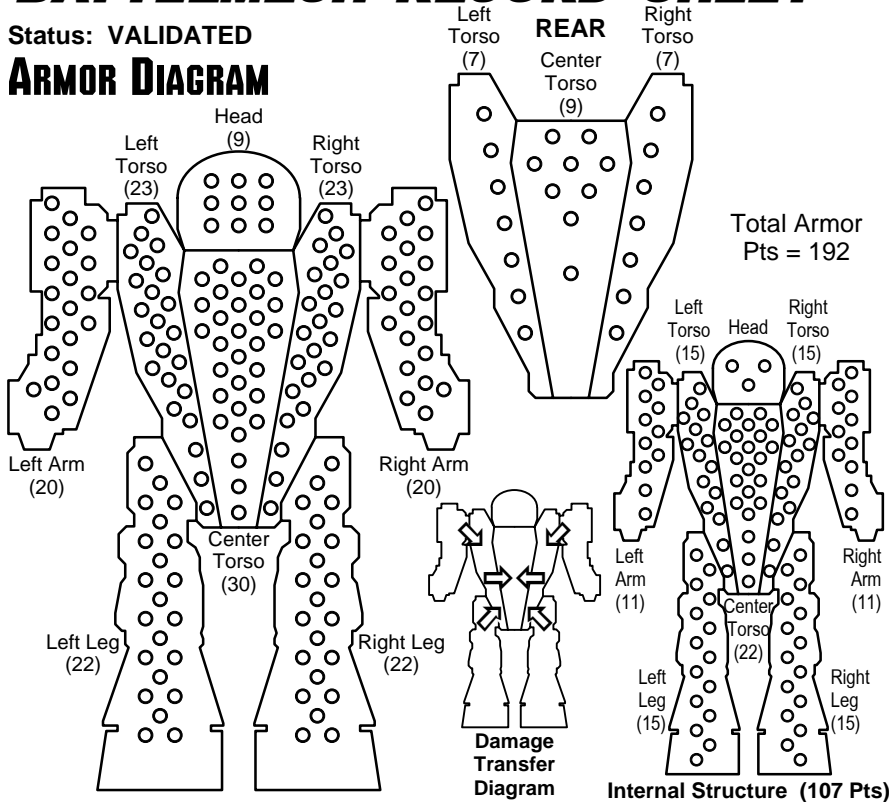
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Gallowglas GAL-2GLS**

Mass: **70 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** Inner Sphere

Running: **6** Biped 'Mech

Jumping: **3** Level 2 / 3055

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Large Laser	RT	8	8	-	5	10	15
1	Medium Pulse Laser	LA	4	6	-	2	4	6
1	Gauss Rifle	RA	1	15	2	7	15	22

Ammo Type: Gauss Rifle Rounds: 16 BV: 111

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (21)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WIZKIDS GAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Pulse Laser
- Endo Steel

- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

- 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
- Endo Steel

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
- Jump Jet
- Endo Steel

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

Battle Value: **1,664**
Weapon Value: **1,845 / 1,845**
Cost, C-Bills: **6,596,454**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Roll Again
- Roll Again

Right Torso

- Large Laser
- Large Laser
- Large Laser
- Large Laser
- Ammo (Gauss) 8
- Ammo (Gauss) 8

- Endo Steel
- Endo Steel
- CASE
- Roll Again
- Roll Again
- Roll Again

Right Leg

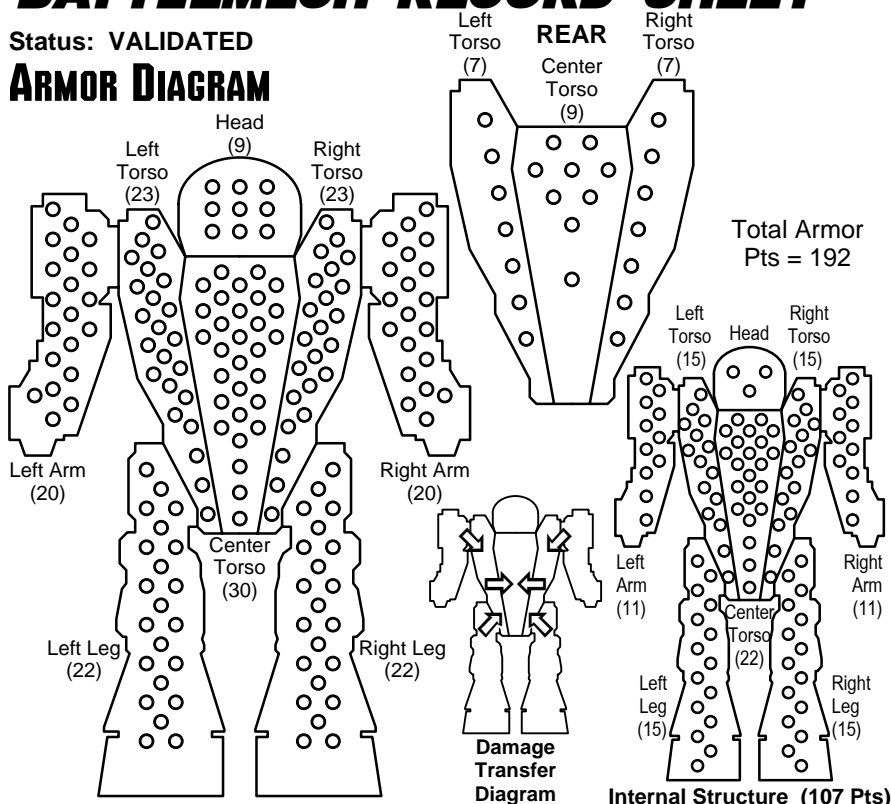
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Left Arm

1. Shoulder
 2. Upper Arm Actuator
 3. Lower Arm Actuator
 4. Hand Actuator
 5. Double Heat Sink
 6. Double Heat Sink
- 1-3
1. Double Heat Sink
 2. Medium Pulse Laser
 3. Medium Pulse Laser
 4. Endo Steel
 5. Endo Steel
 6. Endo Steel
- 4-6

Left Torso

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

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

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

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

Battle Value: **1,497**
Weapon Value: **1,946 / 1,946**
Cost, C-Bills: **6,646,179**

Right Arm

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

Right Torso

1. Large Laser
 2. Large Laser
 3. Large Laser
 4. Large Laser
 5. Double Heat Sink
 6. Double Heat Sink
- 1-3
1. Double Heat Sink
 2. Double Heat Sink
 3. Double Heat Sink
 4. Double Heat Sink
 5. Endo Steel
 6. Endo Steel
- 4-6

Right Leg

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

'MECH DATA

Type: **Gallowglas GAL-1GLS**

Mass: **70 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** Inner Sphere
Running: **6** Biped 'Mech
Jumping: **3** Level 2 / 3055

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	10	-	7	14	23
2	Large Laser	RT	8	8	-	5	10	15
2	Medium Pulse Laser	LA	4	6	-	2	4	6
1	Small Laser	HD	1	3	-	1	2	3

Total Heat Sinks: **18 Double (36)**

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Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: **(40)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

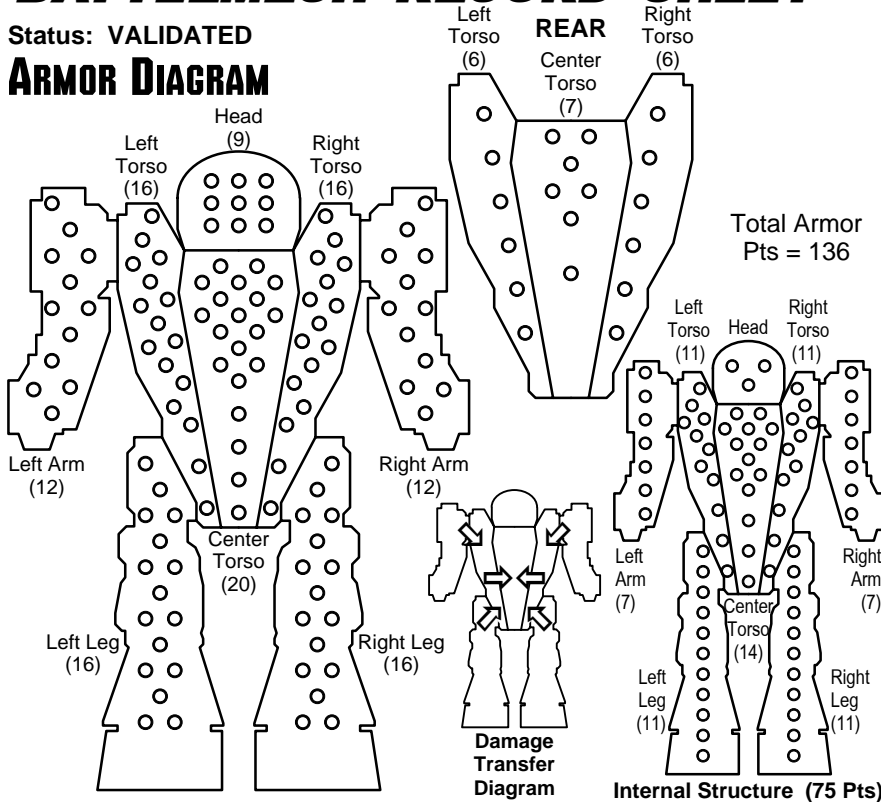
WIZKIDS GAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Firestarter FS9-OD**

Mass: **45 tons**

Movement Points: Tech, Config. & Level:

Walking: **6** Inner Sphere
Running: **9** Biped OmniMech
Jumping: **6** Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	CT	3	2	-	1	2	3
1	Flamer	CT(R)	3	2	-	1	2	3
1	ER PPC	LA	15	10	-	7	14	23
1	Medium Laser	RA	3	5	-	3	6	9
1	LRM 5	RA	2	1/hit	6	7	14	21
1	C³ Slave Unit	LT	0	-	-	-	-	-
1	Guardian ECM	RT	0	-	-	-	-	6

Ammo Type: LRM 5
Rounds: 24
BV: 14

Total Heat Sinks: **12 Double (24)**

oooooooooooo oo

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: **(26)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	-2 Movement Points
10	
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

WIZKIDS®

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- ER PPC
- ER PPC
- ER PPC
- Endo Steel

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Jump Jet
- Jump Jet
- Jump Jet
- C³ Slave Unit
- Endo Steel
- Endo Steel

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

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

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Flamer
- Flamer (R)

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

Battle Value: **1,210**

Add for C³: **& 115**

Weapon Value: **779 / 779**

Cost, C-Bills: **10,930,735**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Medium Laser
- LRM 5
- Ammo (LRM 5) 24

- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Jump Jet
- Jump Jet
- Jump Jet
- Guardian ECM
- Guardian ECM
- Roll Again

Right Leg

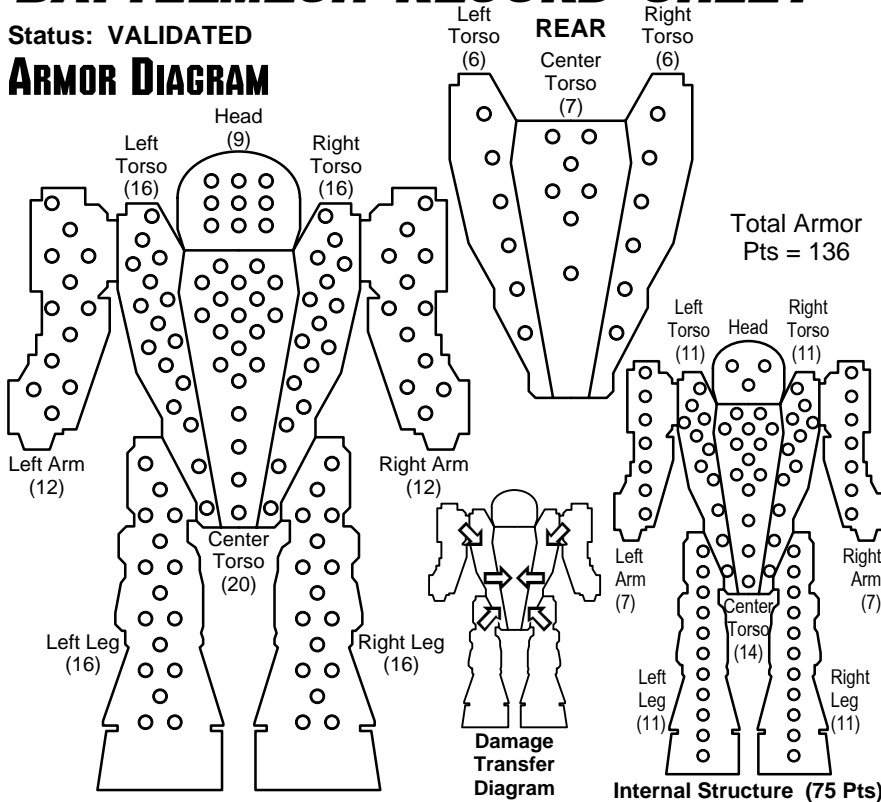
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (75 Pts)

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 LRM 10
- LRM 10
- Ammo (LRM 10) 12

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

Left Torso

- XL Engine
- XL Engine
- XL Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Jump Jet
- Jump Jet
- Jump Jet
- 4-6 C³ Slave Unit
- Endo Steel
- Endo Steel

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

CRITICAL HIT TABLE

Head

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

Center Torso

- 1-3 XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- Gyro
- 4-6 XL Engine
- XL Engine
- XL Engine
- Flamer
- Flamer (R)

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

Battle Value: **939**

Add for C³: **& 69**

Weapon Value: **618 / 618**

Cost, C-Bills: **10,338,952**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 LRM 10
- LRM 10
- Ammo (LRM 10) 12

- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

Right Torso

- XL Engine
- XL Engine
- XL Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Jump Jet
- Jump Jet
- Jump Jet
- 4-6 Small Laser
- Roll Again
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

'MECH DATA

Type: **Firestarter FS9-OC**

Mass: **45 tons**

Movement Points: Tech, Config. & Level:

Walking: **6**

Running: **9**

Jumping: **6**

Inner Sphere

Biped OmniMech

Level 2 / 3058

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	CT	3	2	-	1	2	3
1	Flamer	CT(R)	3	2	-	1	2	3
1	LRM 10	LA	4	1/hit	6	7	14	21
1	LRM 10	RA	4	1/hit	6	7	14	21
1	C³ Slave Unit	LT	0	-	-	-	-	-
1	Small Laser	RT	1	3	-	1	2	3

Ammo Type:

Rounds:

BV:

LRM 10

24

51

Total Heat Sinks: **12 Double (24)**

oooooooooooo oo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(15)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

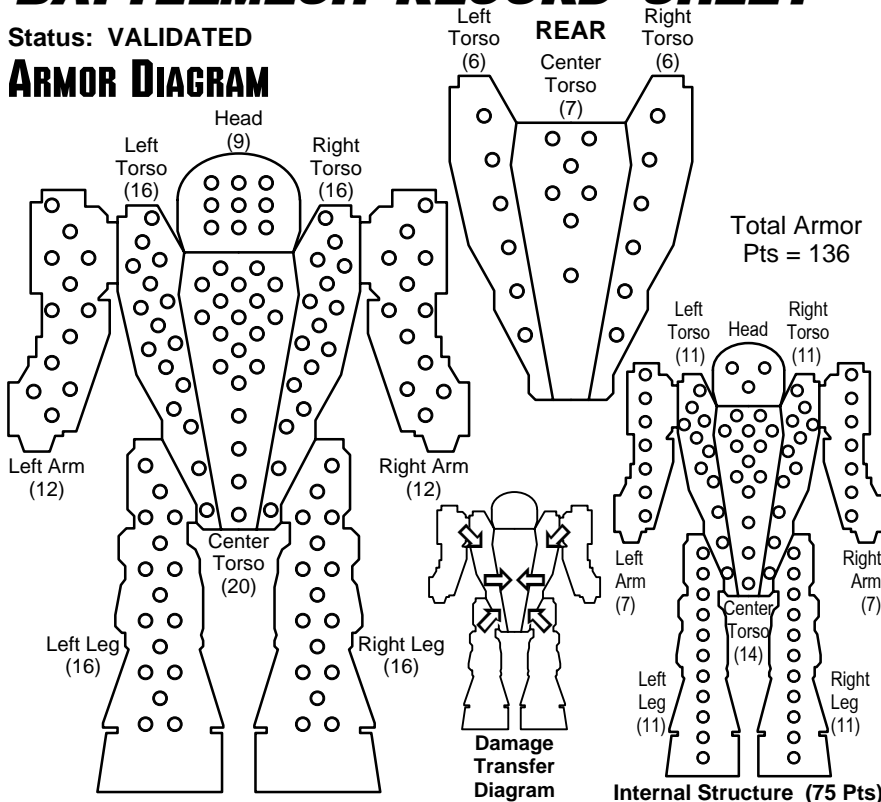
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Firestarter FS9-OB**

Mass: **45 tons**

Movement Points: Tech, Config. & Level:

Walking: **6**

Running: **9**

Jumping: **6**

Inner Sphere

Biped OmniMech

Level 2 / 3058

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	CT	3	2	-	1	2	3
1	Flamer	CT(R)	3	2	-	1	2	3
1	Large Pulse Laser	RA	10	9	-	3	7	10
1	Small Laser	RA	1	3	-	1	2	3
2	Medium Pulse Laser	LA	4	6	-	2	4	6
1	C³ Slave Unit	LT	0	-	-	-	-	-
1	TAG	RT	0	*	-	5	9	15

Total Heat Sinks: **12 Double (24)**

oooooooooooo oo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(25)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WIZKIDS®

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Medium Pulse Laser
- Medium Pulse Laser
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

4-6

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Jump Jet
- Jump Jet
- Jump Jet
- C³ Slave Unit
- Endo Steel
- Endo Steel

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

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

1-3

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

4-6

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

Battle Value: **957**

Add for C³: **& 82**

Weapon Value: **674 / 674**

Cost, C-Bills: **10,493,015**

Right Arm

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

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Jump Jet
- Jump Jet
- Jump Jet
- TAG
- Roll Again
- Roll Again

4-6

Right Leg

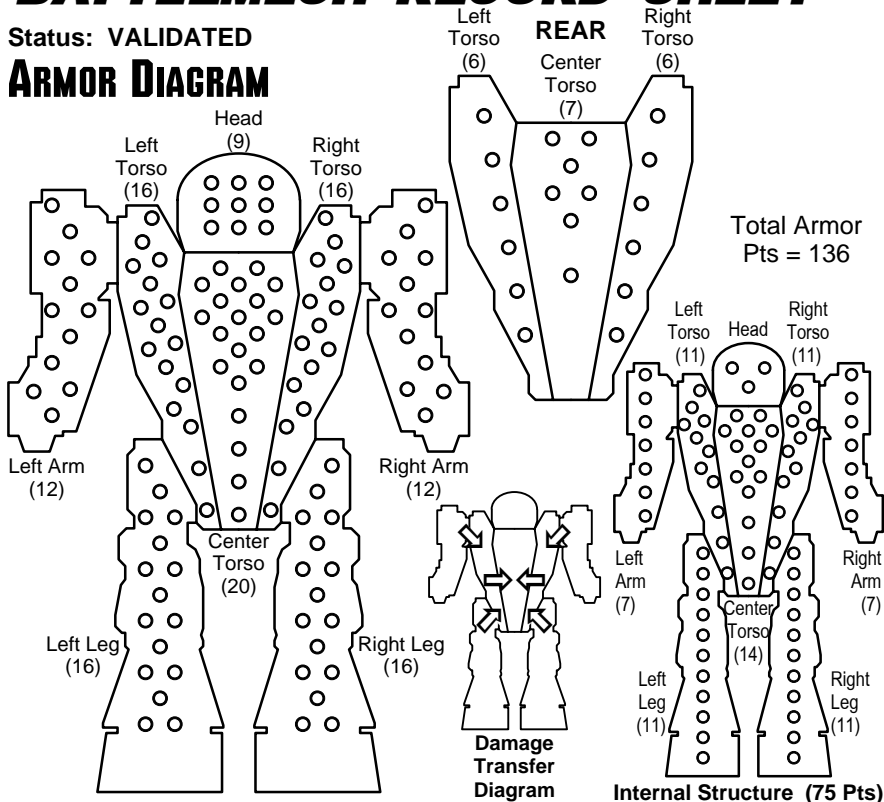
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Small Laser
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Jump Jet
- Jump Jet
- Jump Jet
- Endo Steel
- Endo Steel
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

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

1-3

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Flamer
- Flamer (R)

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

Battle Value: **902**

Weapon Value: **524 / 524**

Cost, C-Bills: **10,179,000**

Right Arm

- Shoulder
- Upper Arm Actuator
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC

1-3

- LB 10-X AC
- LB 10-X AC
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

4-6

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Jump Jet
- Jump Jet
- Jump Jet
- Ammo (LB 10-X) 10
- Ammo (LB 10-X) 10
- Roll Again

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

'MECH DATA

Type: **Firestarter FS9-OA**

Mass: **45 tons**

Movement Points: Tech, Config. & Level:

Walking: **6**

Running: **9**

Jumping: **6**

Inner Sphere

Biped OmniMech

Level 2 / 3058

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	CT	3	2	-	1	2	3
1	Flamer	CT(R)	3	2	-	1	2	3
1	LB 10-X AC	RA	2	10	-	6	12	18
1	Small Laser	LA	1	3	-	1	2	3

Ammo Type:

Rounds:

BV:

LB 10-X AC

20

87

Total Heat Sinks: **12 Double (24)**

oooooooooooo oo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(9)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken

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

Consciousness #

HEAT SCALE

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

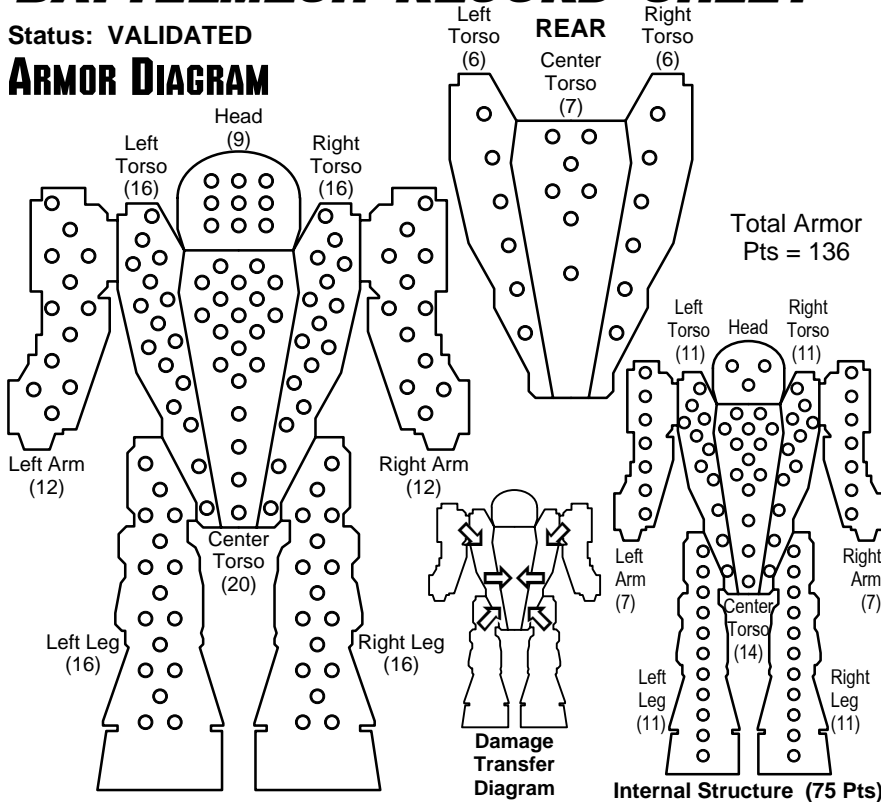
WIZKIDS

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

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

1. Jump Jet
2. Jump Jet
3. Jump Jet
- 4-6 4. Endo Steel
5. Endo Steel
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head

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

Center Torso

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

1. Gyro
2. XL Engine
3. XL Engine
- 4-6 4. XL Engine
5. Flamer
6. Flamer (R)

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

Battle Value: **1,009**

Weapon Value: **683 / 683**

Cost, C-Bills: **10,146,375**

Right Arm

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

1. Flamer
2. Endo Steel
- 4-6 3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

Right Torso

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

1. Beagle Active Probe
2. Beagle Active Probe
3. Jump Jet
4. Jump Jet
- 4-6 5. Jump Jet
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

'MECH DATA

Type: **Firestarter FS9-O**

Mass: **45 tons**

Movement Points: Tech, Config. & Level:

Walking: **6**

Running: **9**

Jumping: **6**

Inner Sphere

Biped OmniMech

Level 2 / 3058

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	CT	3	2	-	1	2	3
1	Flamer	CT(R)	3	2	-	1	2	3
1	Large Laser	LA	8	8	-	5	10	15
1	Large Laser	RA	8	8	-	5	10	15
2	Flamer	RA	3	2	-	1	2	3
1	Beagle Active Probe	RT	0	-	-	-	-	4

Total Heat Sinks: **12 Double (24)**

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Auto Eject:

☐ Operational ☐ Disabled

Weapon Heat:

(28)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

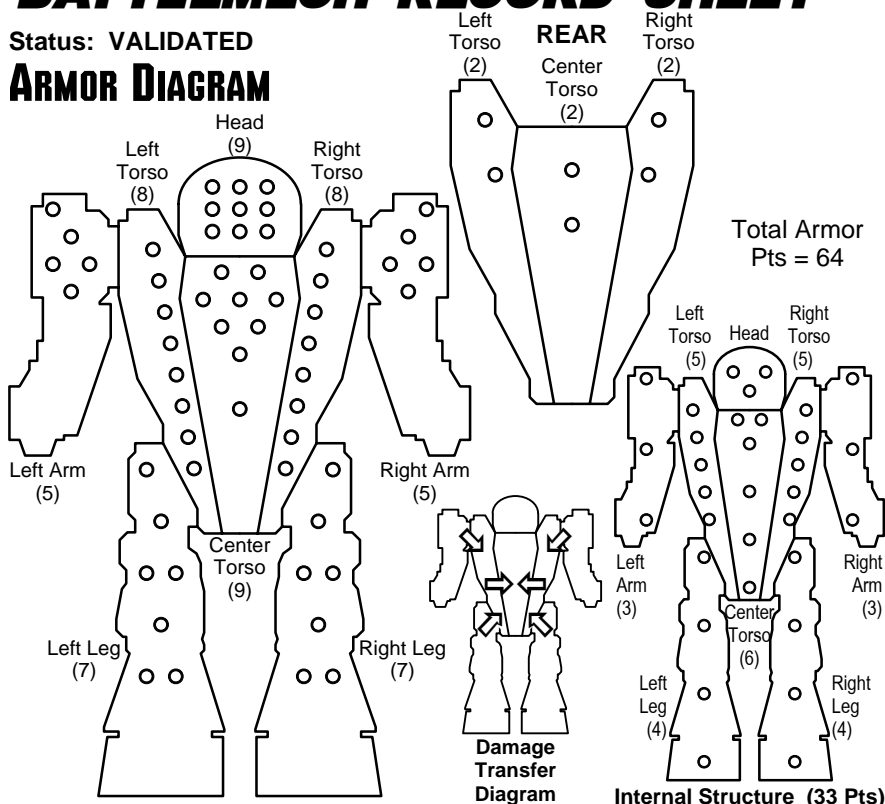
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Fireball ALM-7D**

Mass: **20 tons**

Movement Points: Tech, Config. & Level:

Walking: **11** Inner Sphere
Running: **17** Biped 'Mech
Jumping: **0** Level 2 / 3055

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 2	LT	2	2/hit	-	3	6	9
1	Machine Gun	RT	0	2	-	1	2	3

Ammo Type: Rounds: BV:

Streak SRM 2	50	10
Machine Gun	200	3

Total Heat Sinks: **10 Single**

oooooooooooo

Auto Eject: ☐ Operational ☐ Disabled ☐ Disabled

Weapon Heat: **(2)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WIZKIDS GAMES

CRITICAL HIT TABLE

Left Arm

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

Head

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

Right Arm

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

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Machine Gun
- Ammo (MG) 200
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Streak SRM 2
- Ammo (Streak 2) 50
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Endo Steel
- Endo Steel

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

Battle Value: **289**

Weapon Value: **56 / 42**

Cost, C-Bills: **3,088,240**

Left Leg

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

Right Leg

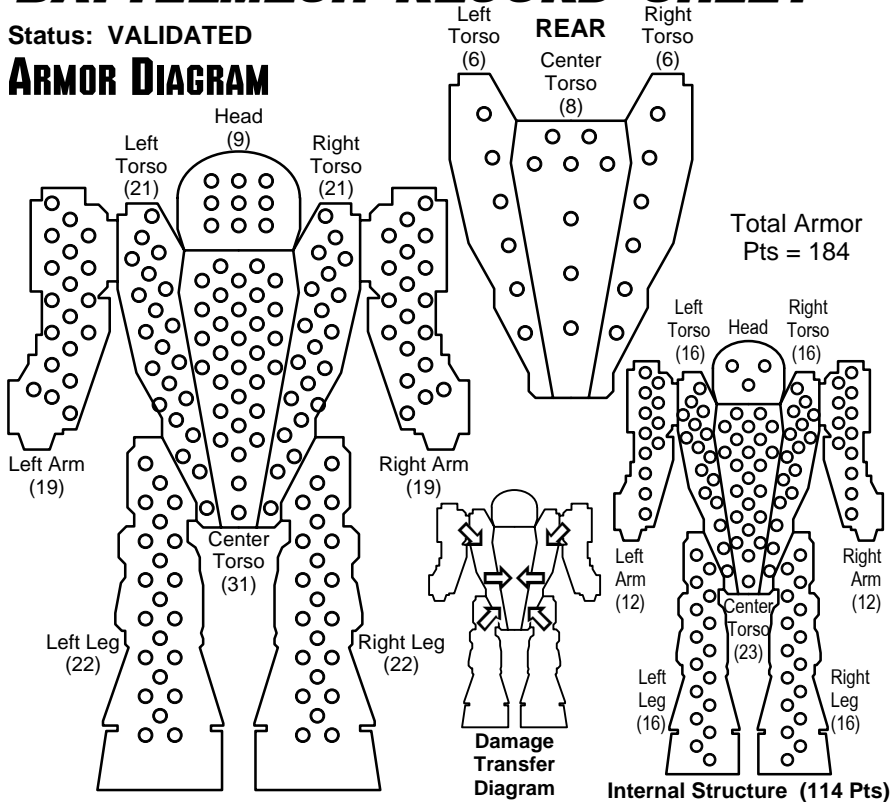
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (114 Pts)

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
- 1-3 1. ER PPC
5. ER PPC
6. ER PPC

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

Left Torso

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

1. Endo Steel
2. Endo Steel
3. Endo Steel
- 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. Jump Jet
6. Jump Jet

CRITICAL HIT TABLE

Head

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

Center Torso

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

1. Gyro
2. XL Engine
3. XL Engine
- 4-6 4. XL Engine
5. Jump Jet
6. Endo Steel

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

Battle Value: **1,887**

Weapon Value: **1,579 / 1,579**

Cost, C-Bills: **18,891,250**

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
- 1-3 4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
- 4-6 4. Gauss Rifle
5. Endo Steel
6. Endo Steel

Right Torso

1. XL Engine
2. XL Engine
3. XL Engine
- 1-3 4. Medium Laser
5. Medium Laser
6. Ammo (Gauss) 8

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

Right Leg

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

'MECH DATA

Type: **Falconer FLC-8R**

Mass: **75 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** Inner Sphere

Running: **8** Biped 'Mech

Jumping: **5** Level 2 / 3055

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	10	-	7	14	23
2	Medium Laser	LT	3	5	-	3	6	9
2	Medium Laser	RT	3	5	-	3	6	9
1	Gauss Rifle	RA	1	15	2	7	15	22

Ammo Type: Gauss Rifle Rounds: 16 BV: 149

Total Heat Sinks: **10 Double (20)**

oooooooooooo

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	-2 Movement Points
10	
9	+1 Modifier to Fire
8	
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

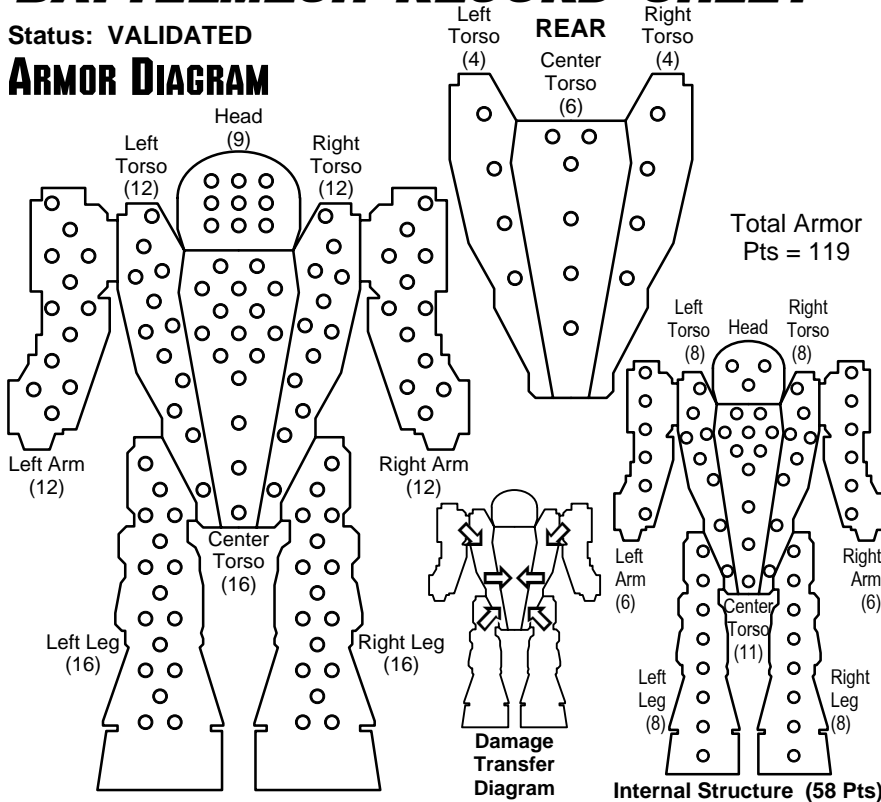
WIZKIDS GAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Falcon Hawk FNHK-9K1A**

Mass: **35 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** Inner Sphere

Running: **8** Biped 'Mech

Jumping: **0** Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	RA	12	8	-	7	14	19
1	Large Laser	LA	8	8	-	5	10	15
1	Medium Laser	LA	3	5	-	3	6	9
1	Medium Laser	CT(R)	3	5	-	3	6	9
1	Small Pulse Laser	HD	2	3	-	1	2	3

Total Heat Sinks: **13 Double (26)**

oooooooooooo ooo

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: **(28)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WIZKIDS®

CRITICAL HIT TABLE

Left Arm

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

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

Head

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

1-3

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

4-6

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

Battle Value: **900**

Weapon Value: **898 / 898**

Cost, C-Bills: **4,436,550**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER Large Laser
- ER Large Laser
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

4-6

Right Leg

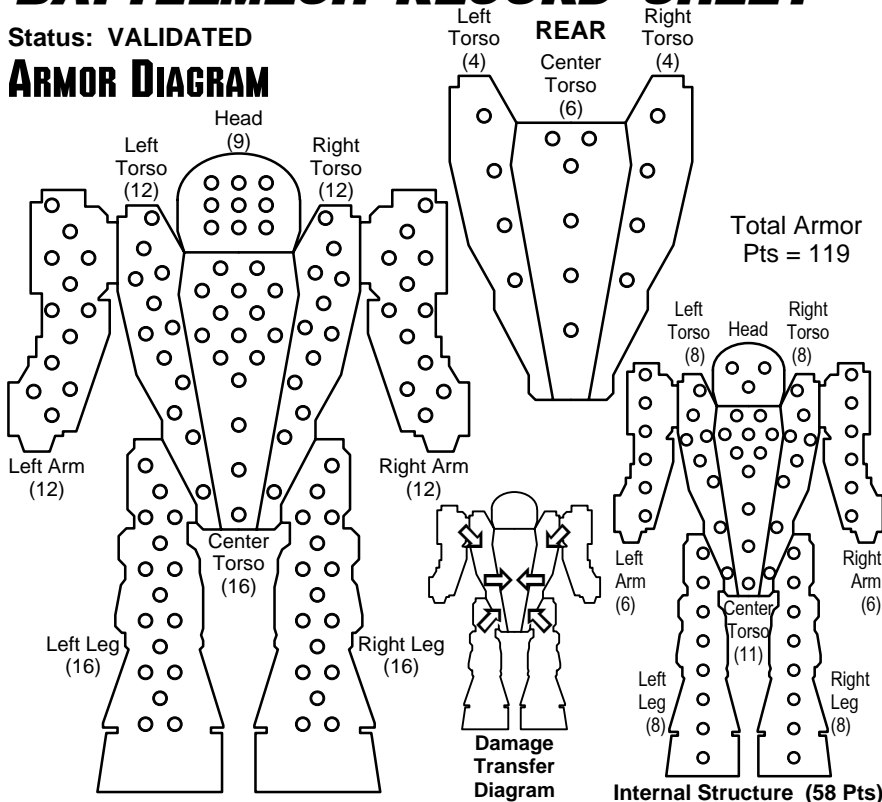
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Medium Pulse Laser
5. Medium Pulse Laser
6. Ferro-Fibrous

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

Left Torso

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

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

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

CRITICAL HIT TABLE

Head

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

Center Torso

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

1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. Medium Laser (R)
6. Roll Again

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

Battle Value: **889**

Weapon Value: **818 / 818**

Cost, C-Bills: **4,544,550**

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER PPC
5. ER PPC
6. ER PPC

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

Right Torso

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

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

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

'MECH DATA

Type: **Falcon Hawk FNHK-9K**

Mass: **35 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** Inner Sphere

Running: **8** Biped 'Mech

Jumping: **0** Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	10	-	7	14	23
2	Medium Pulse Laser	LA	4	6	-	2	4	6
1	Small Pulse Laser	HD	2	3	-	1	2	3
1	Medium Laser	CT(R)	3	5	-	3	6	9

Total Heat Sinks: **13 Double (26)**

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Auto Eject: Weapon Heat:

☐ Operational ☐ Disabled (28)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

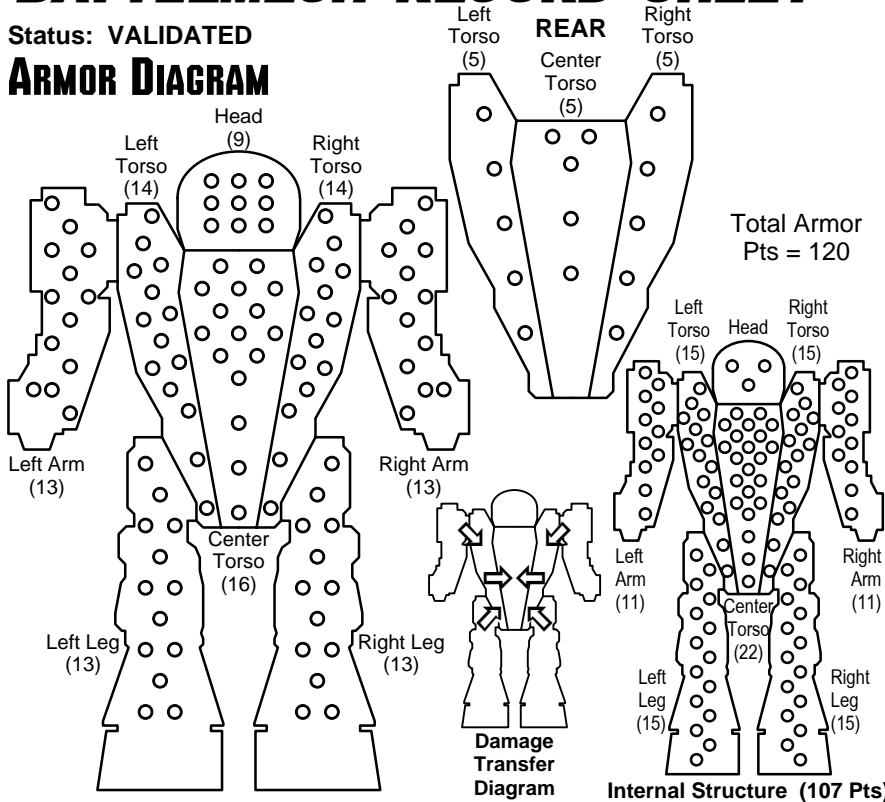
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Excalibur EXC-B2**

Mass: **70 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** Inner Sphere

Running: **8** Biped 'Mech

Jumping: **0** Level 2 / 3058

Weapons Inventory: (hexes)

Qty Type Loc Ht Dmg Min Sht Med Lng

1 Gauss Rifle RA 1 15 2 7 15 22

1 LRM 20 w/ Artemis IV LT 6 1/hit 6 7 14 21

1 Anti-Missile System CT 1 1d6 - - - -

Ammo Type: Rounds: BV:

Gauss Rifle 16 101

LRM 20 12 63

Anti-Missile System 12 14

Total Heat Sinks: **11 Single**

oooooooooooo o

Auto Eject: Weapon Heat:

☐ Operational ☐ Disabled (8)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken

Consciousness #

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

CRITICAL HIT TABLE

Left Arm

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

1-3

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

4-6

Left Torso

- XL Engine
- XL Engine
- XL Engine
- LRM 20
- LRM 20
- LRM 20

1-3

- LRM 20
- LRM 20
- Artemis IV FCS
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- CASE

4-6

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

1-3

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

4-6

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

Battle Value: **1,361**

Weapon Value: **1,024 / 940**

Cost, C-Bills: **16,075,086**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

1-3

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Roll Again
- Roll Again

4-6

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Ammo (Gauss) 8
- Ammo (Gauss) 8
- CASE

1-3

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

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- 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	

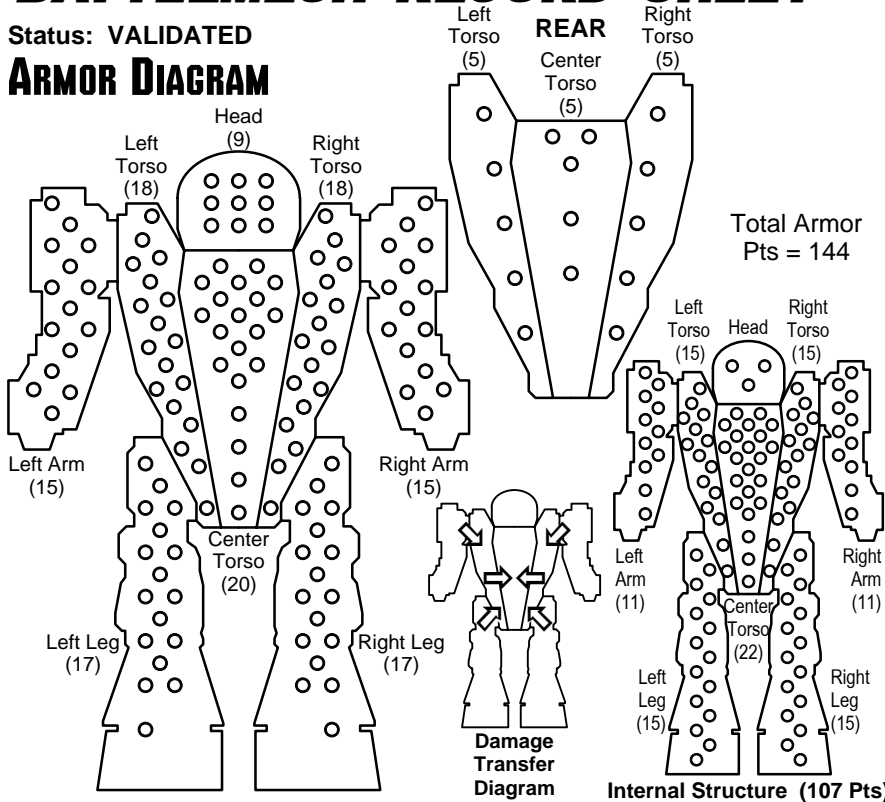
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: **Excalibur EXC-C1**

Mass: **70 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** Inner Sphere

Running: **8** Biped 'Mech

Jumping: **0** Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	RA	1	15	2	7	15	22
1	LRM 20 w/ Artemis IV	LT	6	1/hit	6	7	14	21
1	Medium Laser	LA	3	5	-	3	6	9

Ammo Type: Rounds: BV:

Gauss Rifle 16 101

LRM 20 12 63

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject: Weapon Heat:

☐ Operational ☐ Disabled (10)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WIZKIDS®

CRITICAL HIT TABLE

Left Arm

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

1-3

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

4-6

Left Torso

- XL Engine
- XL Engine
- XL Engine
- LRM 20
- LRM 20
- LRM 20

1-3

- LRM 20
- LRM 20
- Artemis IV FCS
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- CASE

4-6

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

1-3

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

4-6

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

Battle Value: 1,456

Weapon Value: 1,331 / 1,236

Cost, C-Bills: 16,093,786

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

1-3

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Roll Again
- Roll Again

4-6

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Ammo (Gauss) 8
- Ammo (Gauss) 8
- CASE

1-3

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

4-6

Right Leg

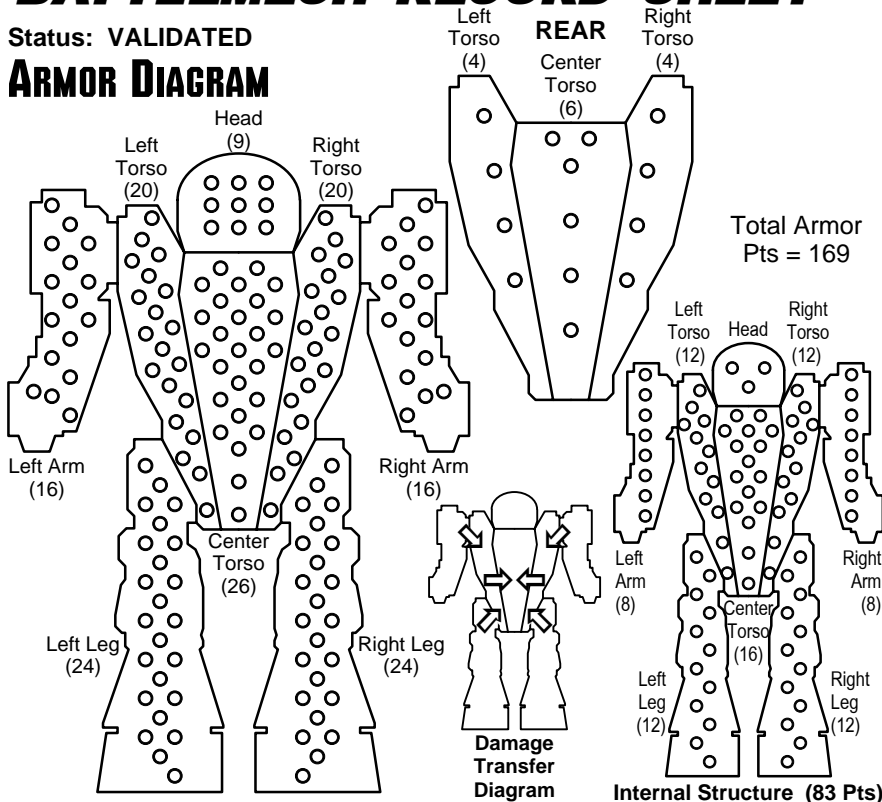
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Enfield END-6Q**

Mass: **50 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** Inner Sphere

Running: **8** Biped 'Mech

Jumping: **0** Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	RA	2	10	-	6	12	18
1	Large Pulse Laser	LA	10	9	-	3	7	10
1	Medium Laser	LA	3	5	-	3	6	9
1	Medium Laser	CT	3	5	-	3	6	9
1	Small Laser	CT	1	3	-	1	2	3

Ammo Type: LB 10-X AC Rounds: 20 BV: 52

Total Heat Sinks: 11 Double (22)

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	-2 Movement Points
10	
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

WIZKIDS®

CRITICAL HIT TABLE

Left Arm

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

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

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

Head

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

1-3

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Medium Laser
- Small Laser

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

Battle Value: 1,090

Weapon Value: 1,305 / 1,305

Cost, C-Bills: 8,594,374

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC

1-3

- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Ammo (LB 10-X) 10
- Ammo (LB 10-X) 10
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- CASE
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

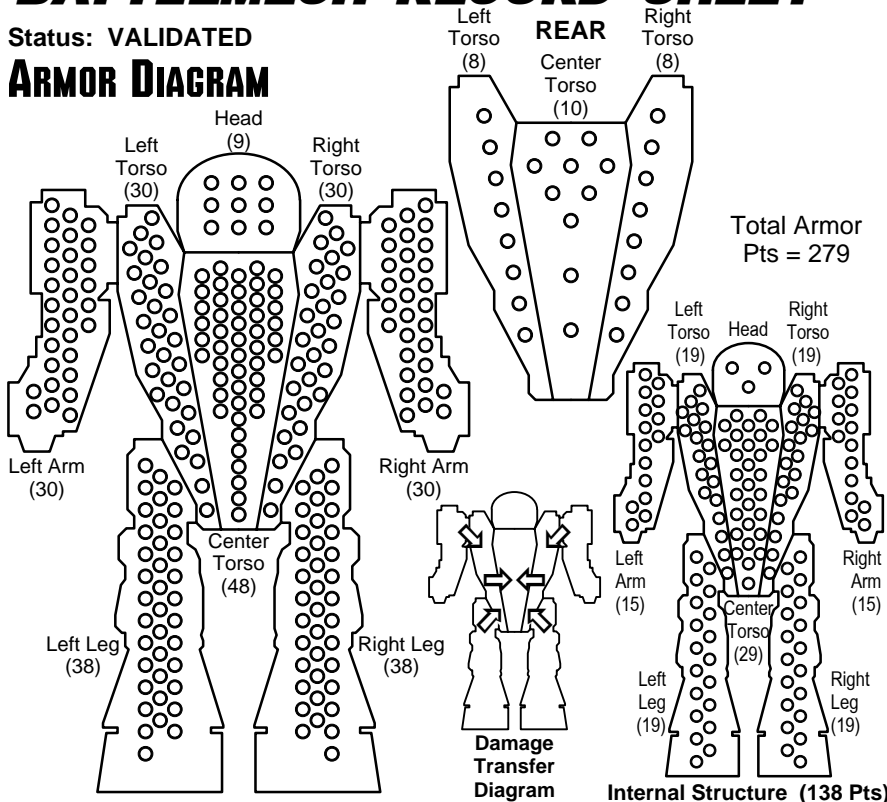
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (138 Pts)

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- Large Laser
- Large Laser
- Roll Again

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Medium Pulse Laser
- Ammo (LB 10-X) 10
- Ammo (LB 10-X) 10
- CASE
- Roll Again
- Roll Again

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro
- Gyro
- XL Engine
- XL Engine
- XL Engine
- Jump Jet
- Roll Again

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

Battle Value: 1,636

Weapon Value: 2,592 / 2,592

Cost, C-Bills: 18,682,700

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- Large Laser
- Large Laser
- Roll Again

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Medium Pulse Laser
- Ammo (LB 10-X) 10
- Ammo (LB 10-X) 10
- CASE
- Roll Again
- Roll Again

Right Leg

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

'MECH DATA

Type: **Emperor EMP-6A**

Mass: **90 tons**

Movement Points: Tech, Config. & Level:

Walking: **3** Inner Sphere
Running: **5** Biped 'Mech
Jumping: **3** Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	RA	2	10	-	6	12	18
1	LB 10-X AC	LA	2	10	-	6	12	18
1	Large Laser	RA	8	8	-	5	10	15
1	Large Laser	LA	8	8	-	5	10	15
1	Medium Pulse Laser	RT	4	6	-	2	4	6
1	Medium Pulse Laser	LT	4	6	-	2	4	6
1	Medium Laser	HD	3	5	-	3	6	9

Ammo Type: Rounds: BV:
LB 10-X AC 40 104

Total Heat Sinks: 12 Double (24)

oooooooooooo oo

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (31)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

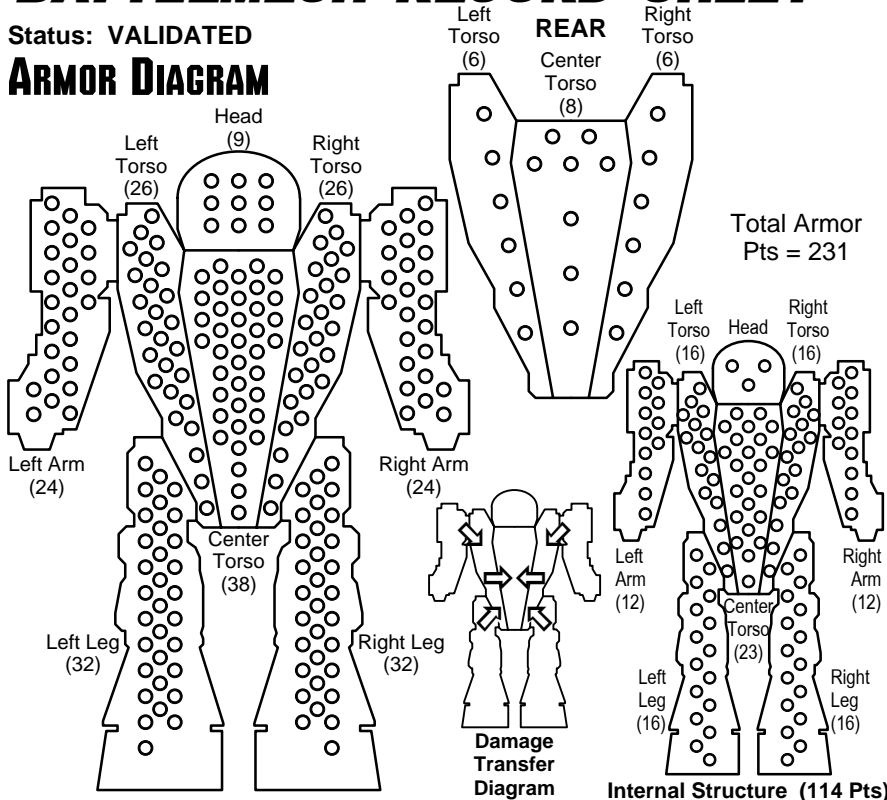
WIZKIDS

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Internal Structure (114 Pts)

Left Arm

1. Shoulder
 2. Upper Arm Actuator
 3. Lower Arm Actuator
 4. Hand Actuator
 5. Gauss Rifle
 6. Gauss Rifle
- 1-3
1. Gauss Rifle
 2. Gauss Rifle
 3. Gauss Rifle
 4. Gauss Rifle
 5. Gauss Rifle
 6. Endo Steel
- 4-6

Left Torso

1. XL Engine
 2. XL Engine
 3. XL Engine
 4. Medium Pulse Laser
 5. Guardian ECM
 6. Guardian ECM
- 1-3
1. Ammo (Gauss) 8
 2. Ammo (Gauss) 8
 3. Endo Steel
 4. Endo Steel
 5. Endo Steel
 6. Endo Steel
- 4-6

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

1. XL Engine
 2. XL Engine
 3. XL Engine
 4. Gyro
 5. Gyro
 6. Gyro
- 1-3
1. Gyro
 2. XL Engine
 3. XL Engine
 4. XL Engine
 5. Large Laser
 6. Large Laser
- 4-6

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

Battle Value: 1,618
Weapon Value: 2,604 / 2,604
Cost, C-Bills: 15,918,000

Right Arm

1. Shoulder
 2. Upper Arm Actuator
 3. Lower Arm Actuator
 4. Hand Actuator
 5. LB 10-X AC
 6. LB 10-X AC
- 1-3
1. LB 10-X AC
 2. LB 10-X AC
 3. LB 10-X AC
 4. LB 10-X AC
 5. Endo Steel
 6. Endo Steel
- 4-6

Right Torso

1. XL Engine
 2. XL Engine
 3. XL Engine
 4. Ammo (LB 10-X) 10
 5. Ammo (LB 10-X) 10
 6. Endo Steel
- 1-3
1. Endo Steel
 2. Endo Steel
 3. Endo Steel
 4. Endo Steel
 5. CASE
 6. Roll Again
- 4-6

Right Leg

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

'MECH DATA

Type: Dragon Fire DGR-3F

Mass: 75 tons

Movement Points: Tech, Config. & Level:

Walking: 4 Inner Sphere
Running: 6 Biped 'Mech
Jumping: 0 Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	RA	2	10	-	6	12	18
1	Gauss Rifle	LA	1	15	2	7	15	22
1	Large Laser	CT	8	8	-	5	10	15
1	Medium Pulse Laser	HD	4	6	-	2	4	6
1	Medium Pulse Laser	LT	4	6	-	2	4	6
1	Guardian ECM	LT	0	-	-	-	-	6

Ammo Type: Rounds: BV:

LB 10-X AC 20 43
Gauss Rifle 16 83

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject: Weapon Heat:

☐ Operational ☐ Disabled (19)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

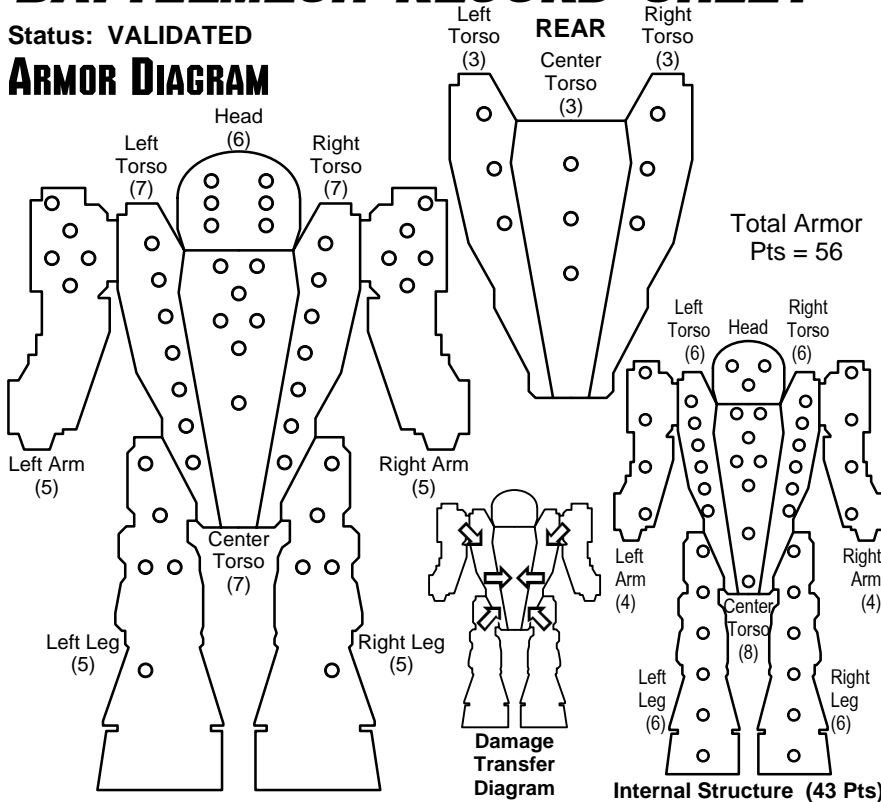
WIZKIDS

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Dart DRT-3S**

Mass: **25 tons**

Movement Points: Tech, Config. & Level:

Walking: **9** Inner Sphere

Running: **14** Biped 'Mech

Jumping: **0** Level 2 / 3055

Weapons Inventory: (hexes)

Qty Type Loc Ht Dmg Min Sht Med Lng

1 Small Pulse Laser HD 2 3 - 1 2 3

2 Small Pulse Laser CT 2 3 - 1 2 3

Total Heat Sinks: **10 Single**

oooooooooooo

Auto Eject: Weapon Heat:

☐ Operational ☐ Disabled (6)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WIZKIDS®

CRITICAL HIT TABLE

Left Arm

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

1-3

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

4-6

Left Torso

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

1-3

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

4-6

Left Leg

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

Head

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

1-3

Center Torso

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

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Small Pulse Laser
- Small Pulse Laser

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

Battle Value: **360**

Weapon Value: **46 / 46**

Cost, C-Bills: **2,183,750**

Right Arm

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

1-3

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

4-6

Right Torso

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

1-3

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

4-6

Right Leg

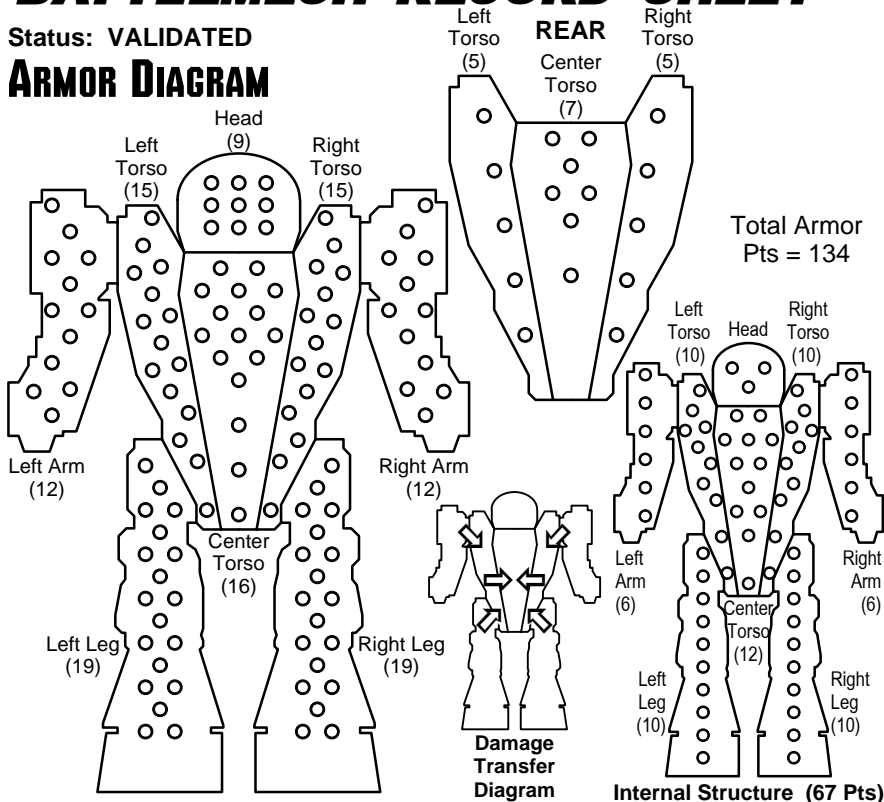
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Daimyo DMO-1K**

Mass: **40 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** Inner Sphere

Running: **8** Biped 'Mech

Jumping: **0** Level 2 / 3055

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	10	-	7	14	23
2	Medium Laser	RA	3	5	-	3	6	9
1	SRM 6	RT	4	2/hit	-	3	6	9

Ammo Type: SRM 6 Rounds: 30 BV: 19

Total Heat Sinks: 11 Double (22)

oooooooooooo o

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (25)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	-2 Movement Points
10	
9	+1 Modifier to Fire
8	
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

WIZKIDS®

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 ER PPC
- ER PPC
- ER PPC

- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

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
- Ferro-Fibrous
- Ferro-Fibrous

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

Battle Value: 936

Weapon Value: 890 / 890

Cost, C-Bills: 3,265,546

Right Arm

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

- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

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

- Ammo (SRM 6) 15
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

Right Leg

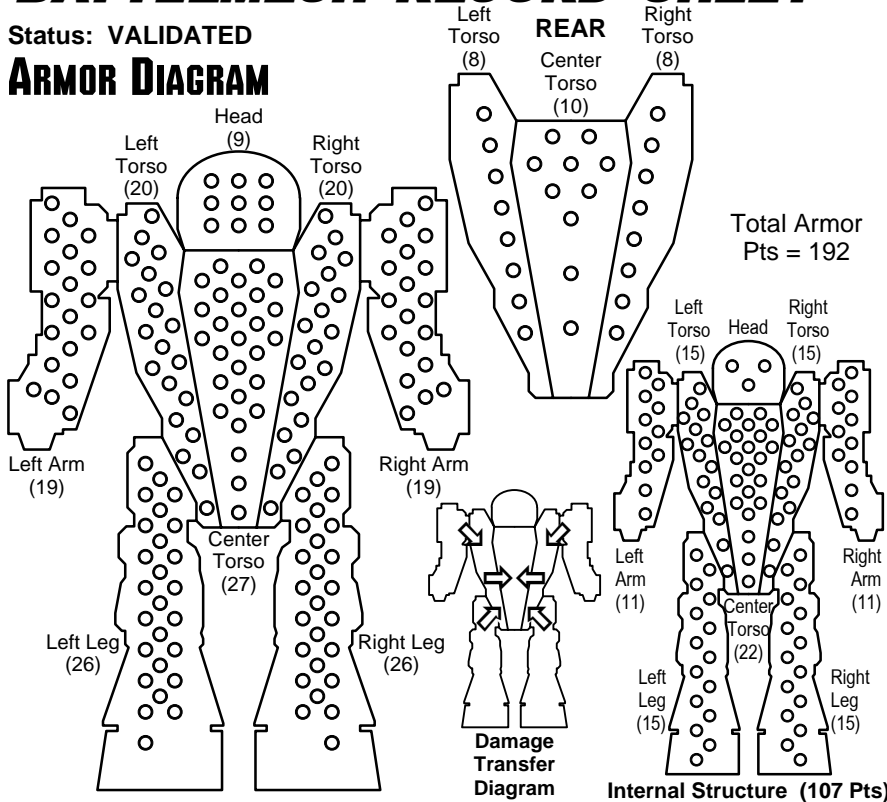
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Daikyu DAI-01**

Mass: **70 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** Inner Sphere
Running: **8** Biped 'Mech
Jumping: **0** Level 2 / 3055

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	10	-	7	14	23
1	Ultra AC/5	LA	1	5	2	6	13	20
1	Ultra AC/5	RA	1	5	2	6	13	20
1	LRM 5	LT	2	1/hit	6	7	14	21
1	Medium Laser	LT	3	5	-	3	6	9

Ammo Type: Rounds: BV:

Ultra AC/5	40	38
LRM 5	24	8

Total Heat Sinks: **11 Double (22)**

oooooooooooo o

Auto Eject: Weapon Heat:

☐ Operational ☐ Disabled (24)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WIZKIDS®

CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - ER PPC
 - ER PPC
- 1-3
- ER PPC
 - Ultra AC/5
 - Ultra AC/5
 - Ultra AC/5
 - Ultra AC/5
 - Ultra AC/5
- 4-6

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Endo Steel
 - Endo Steel
- 4-6

Left Torso

- XL Engine
 - XL Engine
 - XL Engine
 - LRM 5
 - Medium Laser
 - Endo Steel
- 1-3
- Endo Steel
 - Endo Steel
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Ultra AC/5
 - Ultra AC/5
- 1-3
- Ultra AC/5
 - Ultra AC/5
 - Ultra AC/5
 - Endo Steel
 - Roll Again
 - Roll Again
- 4-6

Right Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Ammo (Ult AC/5) 20
 - Ammo (Ult AC/5) 20
 - Ammo (LRM 5) 24
- 1-3
- Endo Steel
 - Endo Steel
 - Endo Steel
 - CASE
 - Roll Again
 - Roll Again
- 4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

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

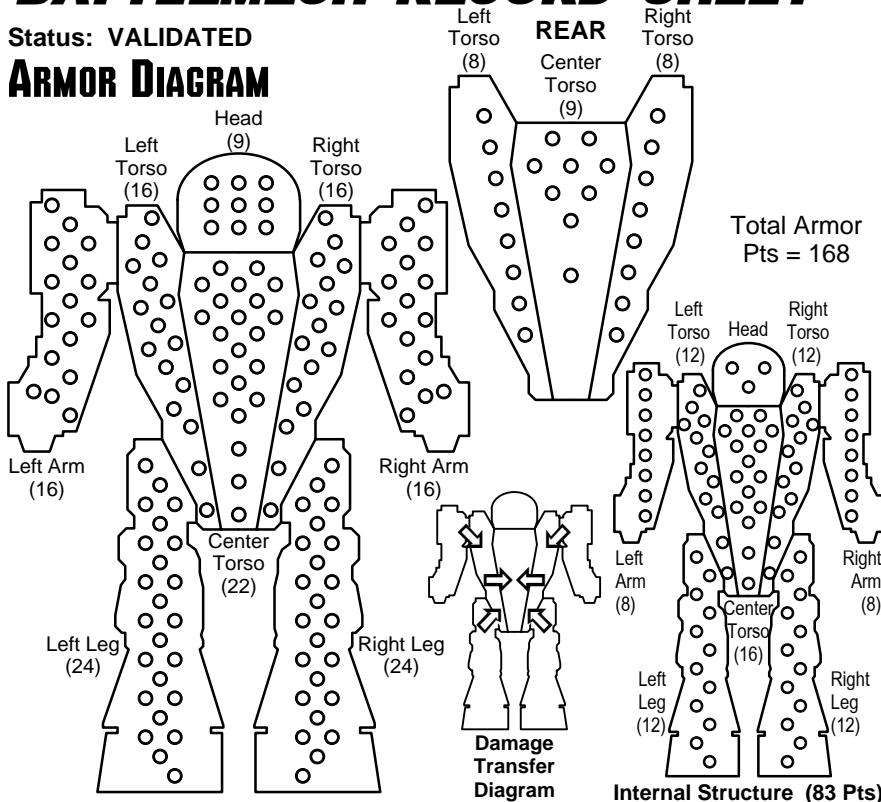
Battle Value: **1,324**
Weapon Value: **1,638 / 1,638**
Cost, C-Bills: **16,167,906**

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Chameleon CLN-7Z**

Mass: **50 tons**

Movement Points: Tech, Config. & Level:

Walking: **6** Inner Sphere

Running: **9** Biped 'Mech

Jumping: **6** Level 2 / 3058

Weapons Inventory: (hexes)

Qty Type Loc Ht Dmg Min Sht Med Lng

2 Large Laser RA 8 8 - 5 10 15

1 ER Large Laser LA 12 8 - 7 14 19

Total Heat Sinks: **11 Double (22)**

oooooooooooo o

Auto Eject: Weapon Heat:

☐ Operational ☐ Disabled

(28)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WIZKIDS®

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Large Laser
- ER Large Laser

1-3

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

4-6

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Jump Jet
- Roll Again
- Roll Again

1-3

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

4-6

Left Leg

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

Head

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

1-3

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

4-6

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

Battle Value: **1,283**

Weapon Value: **1,109 / 1,109**

Cost, C-Bills: **9,538,500**

Right Arm

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

1-3

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

4-6

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Jump Jet
- Roll Again
- Roll Again

1-3

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

4-6

Right Leg

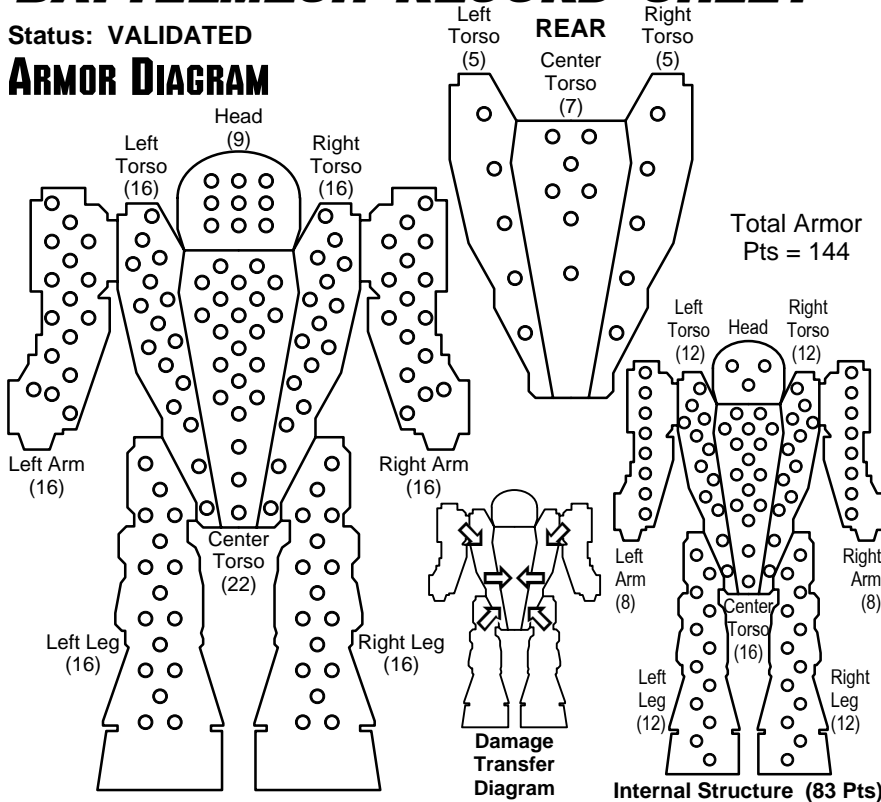
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Chameleon CLN-7W**

Mass: **50 tons**

Movement Points: Tech, Config. & Level:

Walking: **6** Inner Sphere

Running: **9** Biped 'Mech

Jumping: **6** Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	RA	12	8	-	7	14	19
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Pulse Laser	LA	4	6	-	2	4	6

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: **(19)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WIZKIDS®

CRITICAL HIT TABLE

Left Arm

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

1-3

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

4-6

Left Torso

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

1-3

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

4-6

Left Leg

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

Head

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

1-3

Center Torso

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

4-6

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

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

Battle Value: **1,101**

Weapon Value: **795 / 795**

Cost, C-Bills: **4,857,000**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Large Laser
- ER Large Laser

1-3

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

4-6

Right Torso

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

1-3

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

4-6

Right Leg

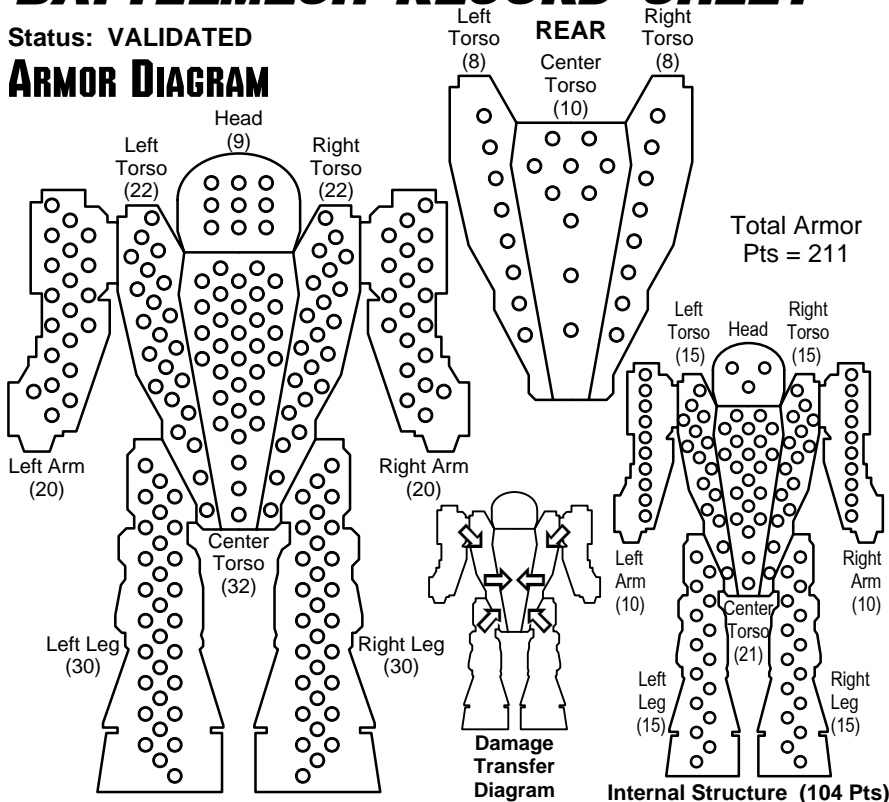
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (104 Pts)

Left Arm

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

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

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

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

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

Battle Value: 1,275
Weapon Value: 2,276 / 2,276
Cost, C-Bills: 11,432,961

Right Arm

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

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

Right Leg

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

'MECH DATA

Type: **Cestus CTS-6Z**

Mass: **65 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** Inner Sphere
Running: **6** Biped 'Mech
Jumping: **0** Level 2 / 3058

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	Large Laser	RA	8	8	-	5	10	15
1	Large Laser	LA	8	8	-	5	10	15
1	PPC	LA	10	10	3	6	12	18
1	PPC	RA	10	10	3	6	12	18

Total Heat Sinks: **16 Double (32)**

oooooooooooo oooooo

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: **(42)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

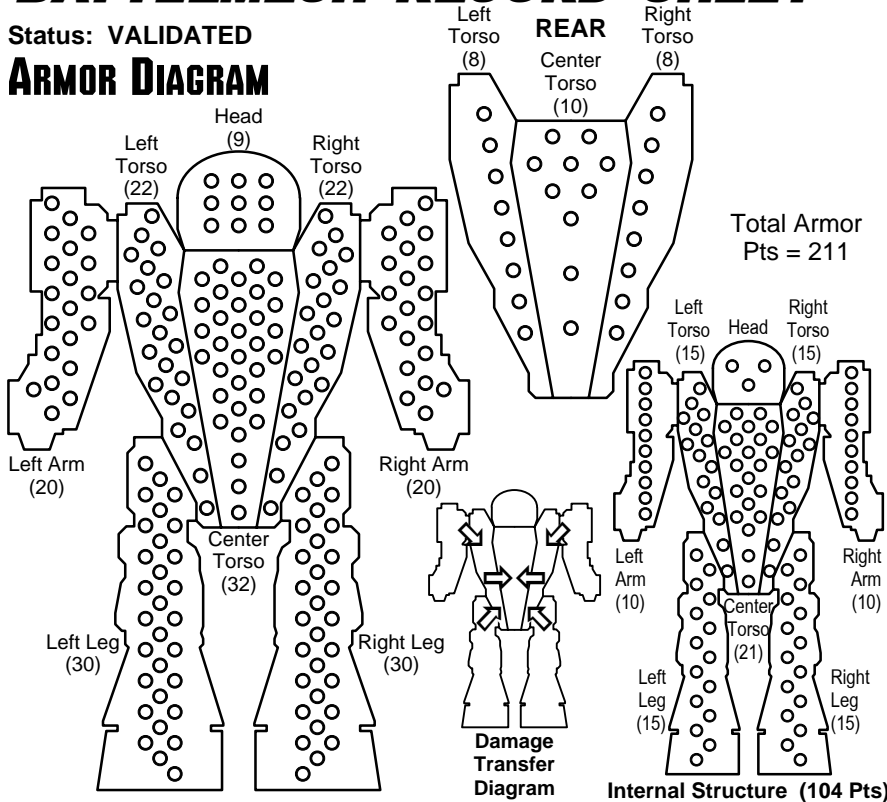
WIZKIDS

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (104 Pts)

Left Arm

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

Left Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Ammo (Gauss) 8
 - Roll Again
- 4-6

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

Battle Value: 1,495

Weapon Value: 2,283 / 2,283

Cost, C-Bills: 11,327,361

Right Arm

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

Right Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
- 1-3
- Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
 - Ammo (Gauss) 8
 - Ammo (Gauss) 8
- 4-6

Right Leg

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

'MECH DATA

Type: **Cestus CTS-6Y**

Mass: **65 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** Inner Sphere

Running: **6** Biped 'Mech

Jumping: **0** Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	RT	1	15	2	7	15	22
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	Large Laser	RA	8	8	-	5	10	15
1	Large Laser	LA	8	8	-	5	10	15

Ammo Type: Gauss Rifle Rounds: 24 BV: 124

Total Heat Sinks: 12 Double (24)

oooooooooooo oo

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

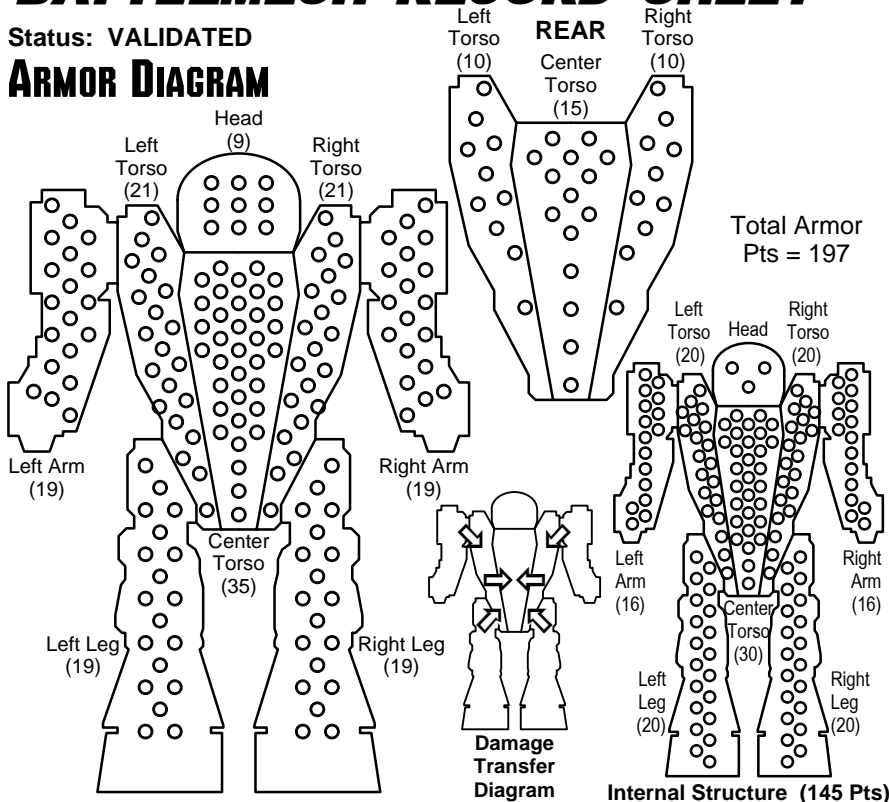
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Cerberus MR-V2

Mass: 95 tons

Movement Points: Tech, Config. & Level:

Walking: 4 Inner Sphere

Running: 6 Biped 'Mech

Jumping: 0 Level 2 / 3055

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	LA	1	15	2	7	15	22
1	Gauss Rifle	RA	1	15	2	7	15	22
2	Medium Pulse Laser	LT	4	6	-	2	4	6
2	Medium Pulse Laser	RT	4	6	-	2	4	6
1	Machine Gun	LT(R)	0	2	-	1	2	3
1	Machine Gun	RT(R)	0	2	-	1	2	3
1	Anti-Missile System	HD	1	1d6	-	-	-	-

Ammo Type:	Rounds:	BV:
Gauss Rifle	32	166
Machine Gun	100	1
Anti-Missile System	12	13

Total Heat Sinks: 12 Double (24)

oooooooooooo oo

Auto Eject: Weapon Heat:

☐ Operational ☐ Disabled (19)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WIZKIDS

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- 1-3 Gauss Rifle
- Gauss Rifle
- 4-6 Gauss Rifle
- Gauss Rifle
5. Ammo (Gauss) 8
6. Ammo (Gauss) 8

Head

- Life Support
- Sensors
- Cockpit
4. Anti-Missile System
- Sensors
6. Life Support

Center Torso

- 1-3 XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro
- 1-3 Gyro
- XL Engine
- 4-6 XL Engine
- XL Engine
5. Ammo (MG) 100
6. Ammo (AMS) 12

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

Battle Value: 1,791

Weapon Value: 2,625 / 2,625

Cost, C-Bills: 25,182,626

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- 1-3 Gauss Rifle
- Gauss Rifle
- 4-6 Gauss Rifle
- Gauss Rifle
5. Ammo (Gauss) 8
6. Ammo (Gauss) 8

Right Torso

- 1-3 XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro
- 1-3 Gyro
- XL Engine
- 4-6 XL Engine
- XL Engine
5. Ammo (MG) 100
6. Ammo (AMS) 12

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

Left Torso

- 1-3 XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro
- 1-3 Gyro
- XL Engine
- 4-6 XL Engine
- XL Engine
5. Ammo (MG) 100
6. Ammo (AMS) 12

Left Leg

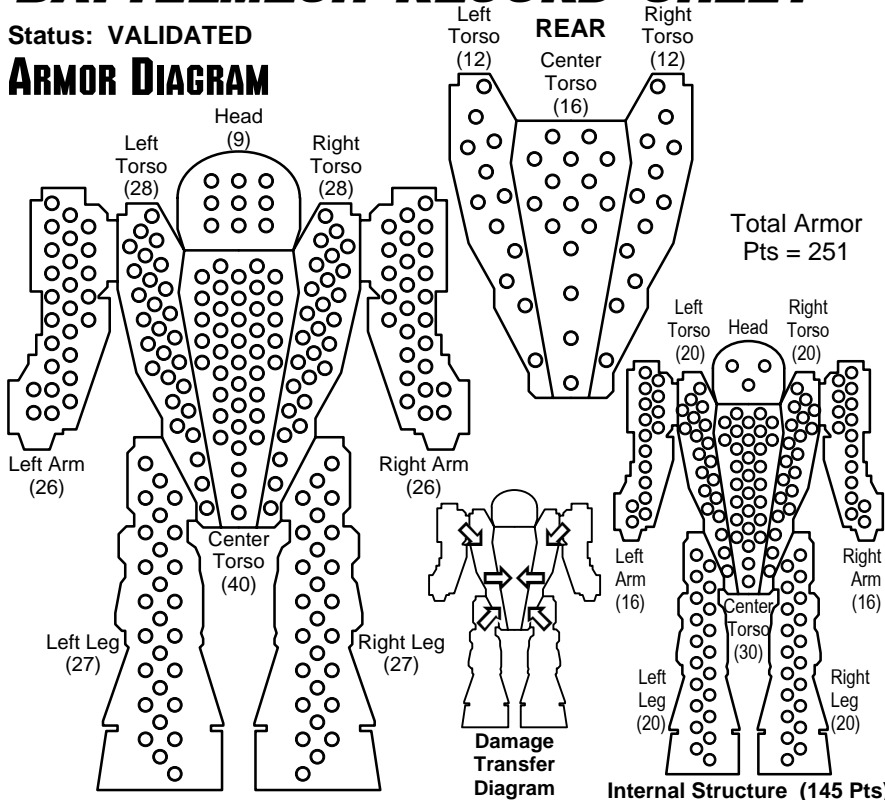
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (145 Pts)

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- 1-3 Gauss Rifle
- Gauss Rifle
- 4-6 Gauss Rifle
5. Ammo (Gauss) 8
6. Ammo (Gauss) 8

Left Torso

- 1-3 XL Engine
- XL Engine
- XL Engine
4. Medium Pulse Laser
5. Medium Pulse Laser
- Machine Gun (R)
- 1-3 Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Anti-Missile System
- Sensors
- Life Support

Center Torso

- 1-3 XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro
- 1-3 Gyro
- XL Engine
- XL Engine
- 4-6 XL Engine
5. Ammo (MG) 100
6. Ammo (AMS) 12

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

Battle Value: 1,633

Weapon Value: 2,825 / 2,825

Cost, C-Bills: 25,490,726

Right Arm

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

Right Torso

- 1-3 XL Engine
- XL Engine
- XL Engine
4. Medium Pulse Laser
5. Medium Pulse Laser
- Machine Gun (R)
- 1-3 Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

'MECH DATA

Type: **Cerberus MR-5M**

Mass: **95 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** Inner Sphere

Running: **6** Biped 'Mech

Jumping: **0** Level 2 / 3055

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	LA	1	15	2	7	15	22
2	Medium Pulse Laser	LT	4	6	-	2	4	6
2	Medium Pulse Laser	RT	4	6	-	2	4	6
1	Machine Gun	LT(R)	0	2	-	1	2	3
1	Machine Gun	RT(R)	0	2	-	1	2	3
1	Anti-Missile System	HD	1	1d6	-	-	-	-
1	ER PPC	RA	15	10	-	7	14	23
2	Medium Pulse Laser	RA	4	6	-	2	4	6

Ammo Type:	Round:	BV:
Gauss Rifle	16	83
Machine Gun	100	1
Anti-Missile System	12	13

Total Heat Sinks: 15 Double (30)

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Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (41)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

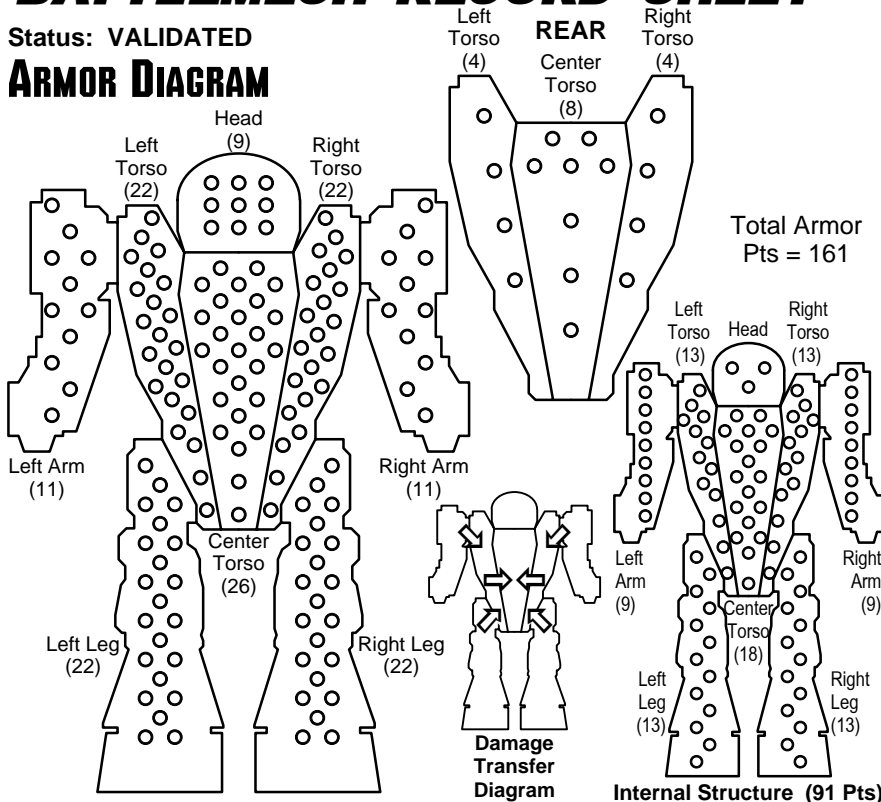
WIZKIDS

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Bushwacker BSW-X1**

Mass: **55 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** Inner Sphere

Running: **8** Biped 'Mech

Jumping: **0** Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/10	RA	3	10	-	5	10	15
1	LRM 5	LA	2	1/hit	6	7	14	21
1	ER Large Laser	CT	12	8	-	7	14	19
1	Machine Gun	RT	0	2	-	1	2	3
1	Machine Gun	LT	0	2	-	1	2	3
1	LRM 5	LT	2	1/hit	6	7	14	21

Ammo Type: Rounds: BV:

Autocannon/10 10 21

LRM 5 24 8

Machine Gun 100 1

Total Heat Sinks: **11 Double (22)**

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Auto Eject: Weapon Heat:

☐ Operational ☐ Disabled (19)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WIZKIDS

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- LRM 5
- Ferro-Fibrous
- Roll Again
- Roll Again

1-3

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

4-6

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Ammo (LRM 5) 24
- Machine Gun
- LRM 5

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- CASE

4-6

Left Leg

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

Head

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

1-3

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

4-6

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

Battle Value: **1,073**

Weapon Value: **1,185 / 1,185**

Cost, C-Bills: **9,807,366**

Right Arm

- Shoulder
- Upper Arm Actuator
- Autocannon/10
- Autocannon/10
- Autocannon/10
- Autocannon/10

1-3

- Autocannon/10
- Autocannon/10
- Autocannon/10
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Ammo (AC/10) 10
- Machine Gun
- Ammo (MG) 100

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- CASE

4-6

Right Leg

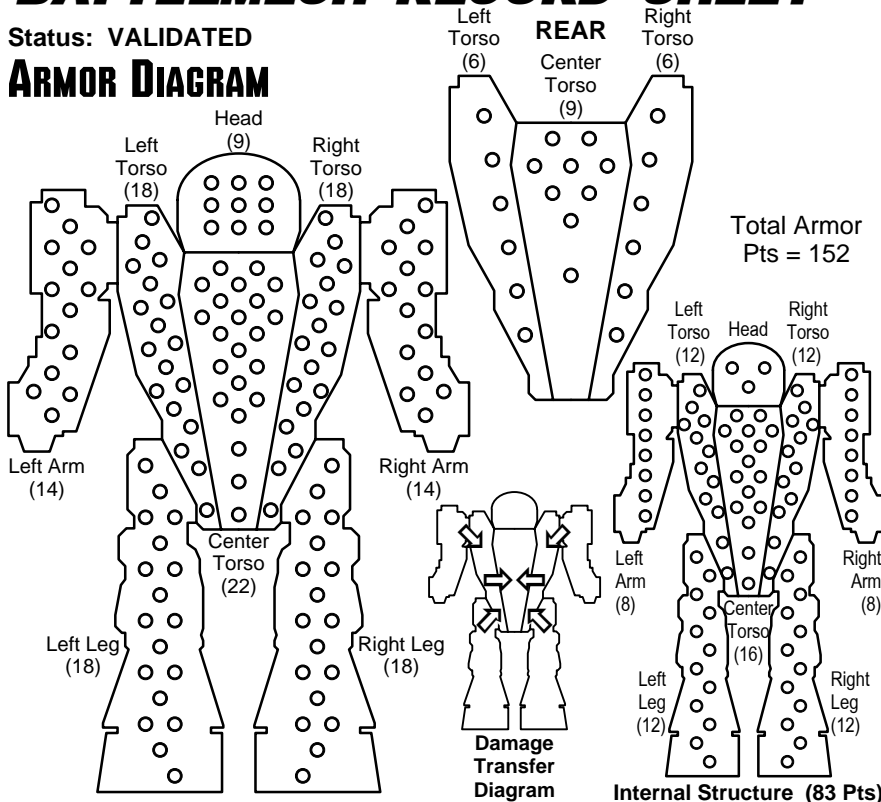
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Blackjack BJ2-OD**

Mass: **50 tons**

Movement Points: Tech, Config. & Level:

Walking: **4**

Running: **6**

Jumping: **4**

Inner Sphere

Biped OmniMech

Level 2 / 3058

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	LA	10	10	3	6	12	18
1	Medium Pulse Laser	LA	4	6	-	2	4	6
2	Large Laser	RA	8	8	-	5	10	15
2	Medium Laser	LT	3	5	-	3	6	9
1	Medium Pulse Laser	LT	4	6	-	2	4	6
1	Small Laser	CT	1	3	-	1	2	3

Total Heat Sinks: **13 Double (26)**

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Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(41)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WIZKIDS

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- PPC
- PPC
- PPC
- Medium Pulse Laser

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Small Laser
- Endo Steel

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

Battle Value: **1,184**

Weapon Value: **1,267 / 1,267**

Cost, C-Bills: **8,973,594**

Right Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Large Laser
- Large Laser
- Large Laser
- Large Laser

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Right Leg

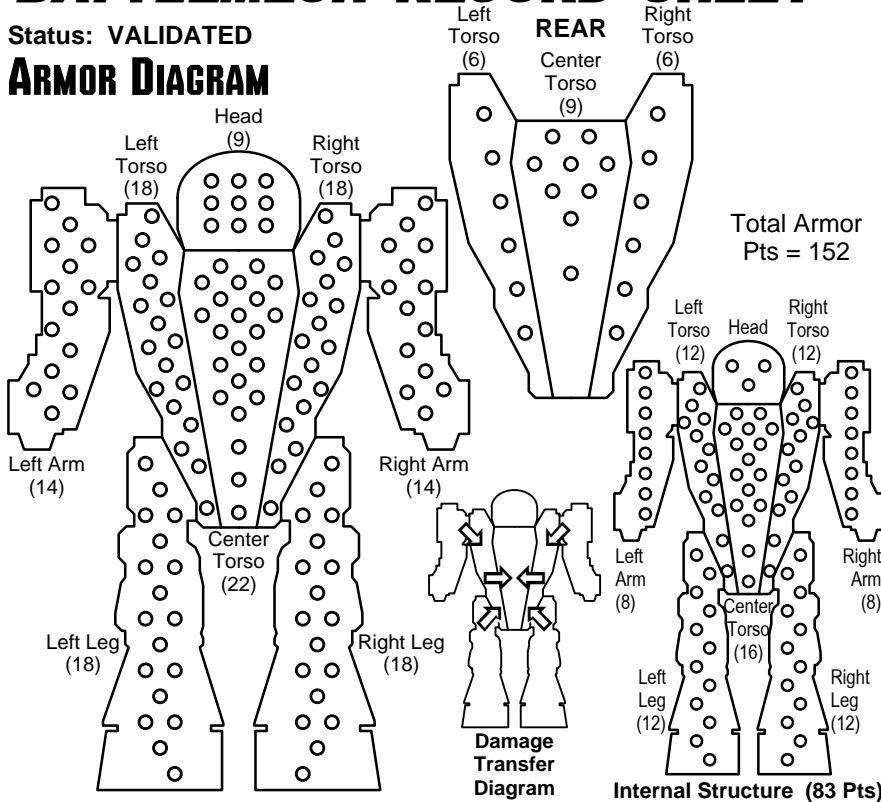
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: **Blackjack BJ2-OC**

Mass: **50 tons**

Movement Points: Tech, Config. & Level:

Walking: **4**

Running: **6**

Jumping: **4**

Inner Sphere

Biped OmniMech

Level 2 / 3058

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	LA	2	10	-	6	12	18
1	LB 10-X AC	RA	2	10	-	6	12	18
1	Medium Laser	LT	3	5	-	3	6	9
1	Medium Laser	RT	3	5	-	3	6	9
1	Small Laser	CT	1	3	-	1	2	3

Ammo Type:

Rounds:

BV:

LB 10-X AC

20

62

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(11)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken

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

Consciousness #

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- LB 10-X AC

1-3

- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- Roll Again

4-6

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Medium Laser
- Ammo (LB 10-X) 10
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

1-3

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

4-6

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

Battle Value: **1,161**

Weapon Value: **1,242 / 1,242**

Cost, C-Bills: **9,509,844**

Right Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- LB 10-X AC

1-3

- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- Roll Again

4-6

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Medium Laser
- Ammo (LB 10-X) 10
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

4-6

Right Leg

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

HEAT SCALE

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

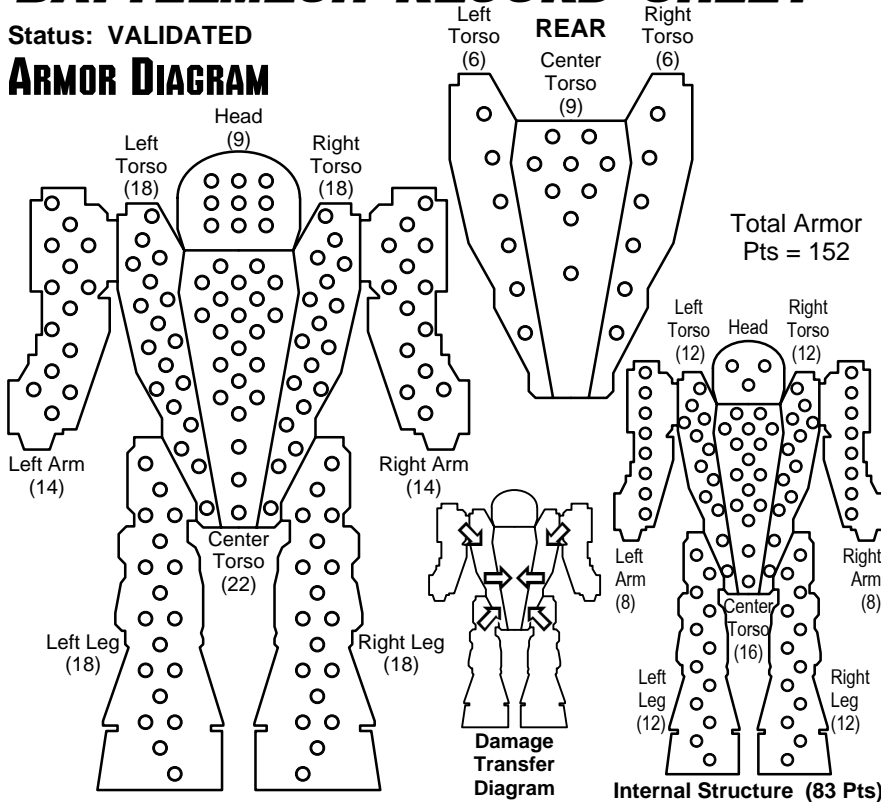
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Blackjack BJ2-OB**

Mass: **50 tons**

Movement Points: Tech, Config. & Level:

Walking: **4**

Running: **6**

Jumping: **4**

Inner Sphere

Biped OmniMech

Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	RT	1	3	-	1	2	3
1	Gauss Rifle	LA	1	15	2	7	15	22
1	LRM 10 w/ Artemis IV	RA	4	1/hit	6	7	14	21
1	C³ Slave Unit	CT	0	-	-	-	-	-

Ammo Type: Rounds: BV:

Gauss Rifle 16 121

LRM 10 24 36

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject: Weapon Heat:

☐ Operational ☐ Disabled (6)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken

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

Consciousness #

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Gauss Rifle

1-3

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

4-6

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Ammo (Gauss) 8
- Ammo (Gauss) 8
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

1-3

4-6

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Engine
- XL Engine
- XL Engine
- C³ Slave Unit
- Endo Steel

Right Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- LRM 10

1-3

- LRM 10
- Artemis IV FCS
- Ammo (LRM 10) 12
- Ammo (LRM 10) 12
- Roll Again
- Roll Again

4-6

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Small Laser
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

4-6

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: **1,298**

Add for C³: **& 153**

Weapon Value: **917 / 867**

Cost, C-Bills: **9,521,094**

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	

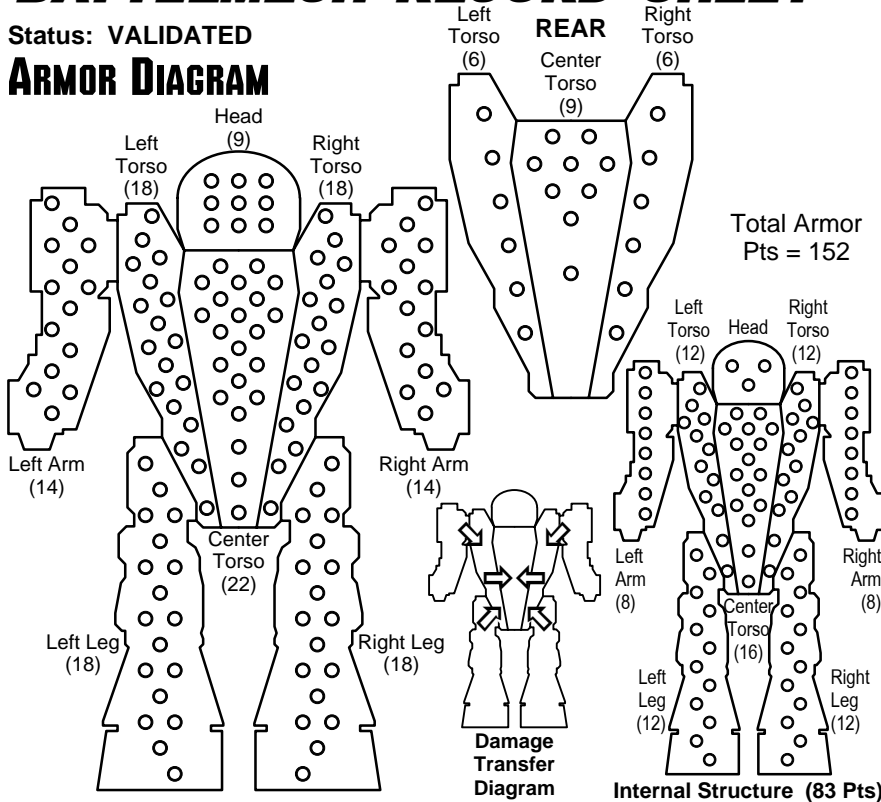
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Blackjack BJ2-OA**

Mass: **50 tons**

Movement Points: Tech, Config. & Level:

Walking: **4**

Running: **6**

Jumping: **4**

Inner Sphere

Biped OmniMech

Level 2 / 3058

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20	LA	6	1/hit	6	7	14	21
1	LRM 20	RA	6	1/hit	6	7	14	21
1	Medium Laser	LT	3	5	-	3	6	9
1	Medium Laser	RT	3	5	-	3	6	9
1	Small Laser	CT	1	3	-	1	2	3

Ammo Type:

Rounds:

BV:

LRM 20

24

150

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(19)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WIZKIDS®

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Small Laser
- Endo Steel

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

Battle Value: **1,231**

Weapon Value: **1,273 / 1,273**

Cost, C-Bills: **9,127,344**

Right Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Medium Laser
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

Right Leg

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

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Medium Laser
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

Left Leg

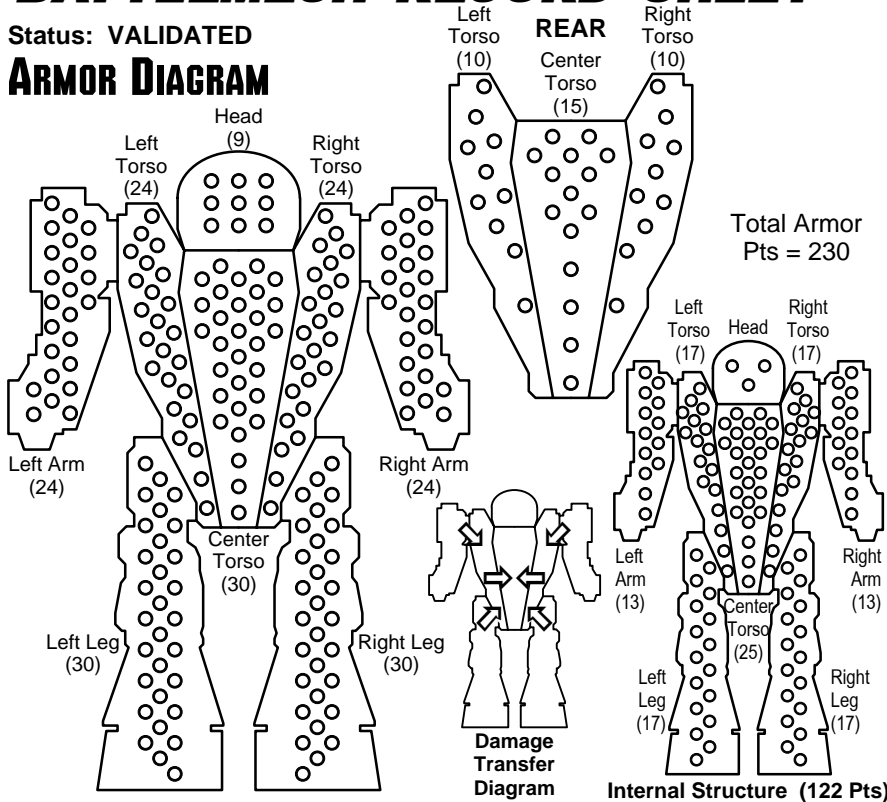
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Warhammer IIC

Mass: 80 tons

Movement Points: Tech, Config. & Level:

Walking: 4

Clan

Running: 6

Biped 'Mech

Jumping: 0

Level 2 / 3055

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	15	-	7	14	23
1	ER PPC	RA	15	15	-	7	14	23
1	Medium Pulse Laser	HD	4	7	-	4	8	12
2	Medium Pulse Laser	LT	4	7	-	4	8	12
2	Medium Pulse Laser	RT	4	7	-	4	8	12
1	SRM 6	RT	4	2/hit	-	3	6	9

Ammo Type:

Rounds:

BV:

SRM 6

15

8

Total Heat Sinks: 20 Double (40)

oooooooooooo ooooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(54)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WIZKIDS

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 ER PPC
- 1-3 ER PPC
- Endo Steel

Head

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 ER PPC
- 1-3 ER PPC
- Endo Steel

Center Torso

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

Right Torso (CASE)

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Medium Pulse Laser
- Medium Pulse Laser

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

1-3

4-6

4-6

Left Leg

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

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

Battle Value: 2,159

Weapon Value: 4,500 / 4,500

Cost, C-Bills: 9,183,001

Right Leg

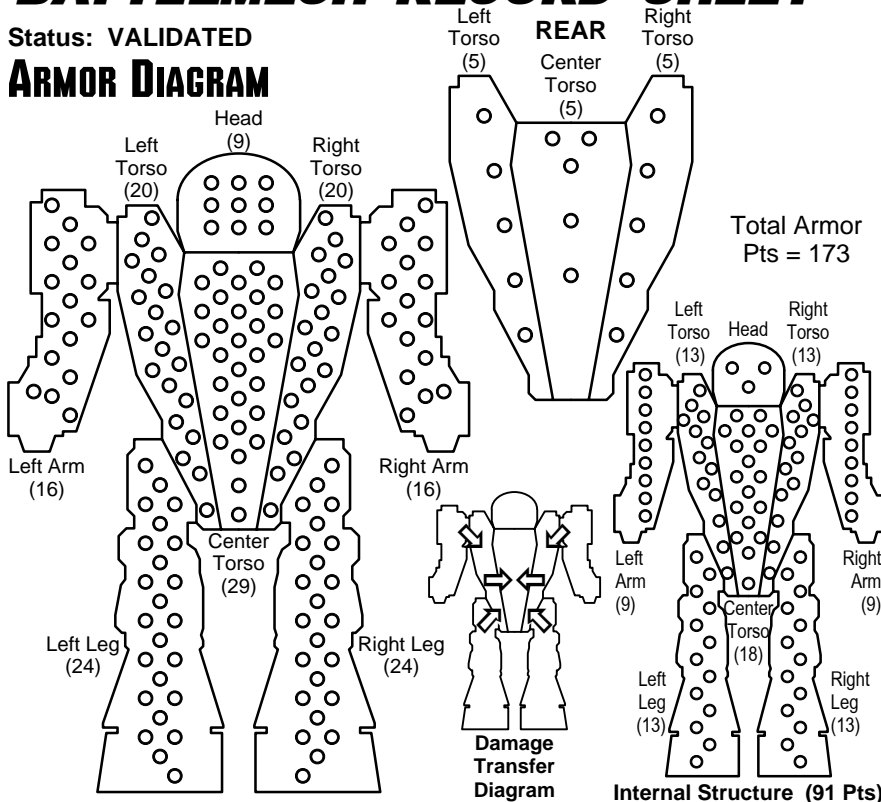
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Left Arm (CASE)

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

1-3

- Machine Gun
- Ammo (MG) 100
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

Left Torso (CASE)

- XL Engine
- XL Engine
- Jump Jet
- Medium Pulse Laser
- Streak SRM 2
- Machine Gun

1-3

- Ammo (Streak 2) 50
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

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

Battle Value: 2,243

Weapon Value: 2,373 / 2,298

Cost, C-Bills: 12,234,615

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Large Pulse Laser
- Large Pulse Laser

1-3

- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- XL Engine
- XL Engine
- Jump Jet
- Targeting Computer
- Targeting Computer
- Targeting Computer

1-3

- Medium Pulse Laser
- Medium Pulse Laser
- Streak SRM 2
- Endo Steel
- Endo Steel
- Ferro-Fibrous

4-6

Right Leg

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

'MECH DATA

Type: Vapor Eagle (Goshawk)

Mass: 55 tons

Movement Points: Tech, Config. & Level:

Walking: 6

Clan

Running: 9

Biped 'Mech

Jumping: 6

Level 2 / 3055

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	RA	10	10	-	6	14	20
1	Medium Pulse Laser	LT	4	7	-	4	8	12
2	Medium Pulse Laser	RT	4	7	-	4	8	12
1	Streak SRM 2	LT	2	2/hit	-	4	8	12
1	Streak SRM 2	RT	2	2/hit	-	4	8	12
3	Machine Gun	LA	0	2	-	1	2	3
1	Machine Gun	LT	0	2	-	1	2	3
1	Targeting Computer							

Ammo Type:	Rounds:	BV:
Streak SRM 2	50	11
Machine Gun	100	1

Total Heat Sinks: 11 Double (22)

oooooooooooo o

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(26)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken

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

Consciousness #

HEAT SCALE

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

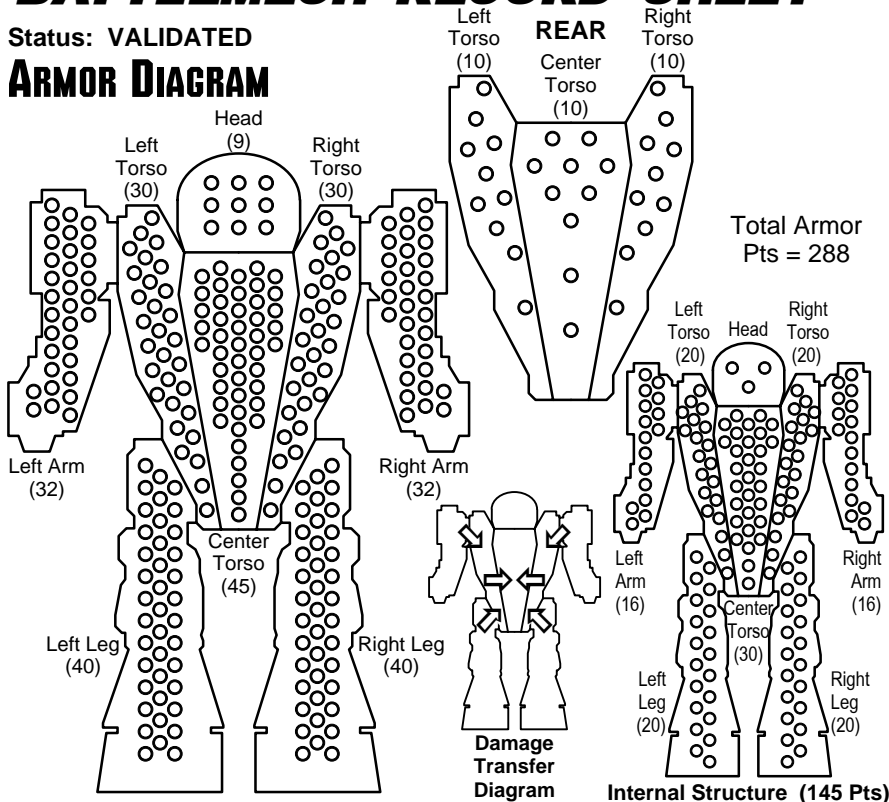
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Turkina A**

Mass: **95 tons**

Movement Points: Tech, Config. & Level:

Walking: **3**

Clan

Running: **5**

Biped OmniMech

Jumping: **3**

Level 2 / 3058

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	RA	1	15	2	7	15	22
1	Gauss Rifle	LA	1	15	2	7	15	22
1	LRM 20	RT	6	1/hit	-	7	14	21
1	LRM 20	LT	6	1/hit	-	7	14	21

Ammo Type:

Rounds:

BV:

Gauss Rifle

32

181

LRM 20

24

148

Total Heat Sinks: **15 Double (30)**

oooooooooooo oooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(14)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken

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

Consciousness #

CRITICAL HIT TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- 1-3 Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- 1 Gauss Rifle
- 2 Gauss Rifle
- 4-6 Ammo (Gauss) 8
- Ammo (Gauss) 8
- Ammo (LRM 20) 6
- Roll Again

Head

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

Center Torso

- XL Engine
- XL Engine
- 3 XL Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Engine
- 3 XL Engine
- XL Engine
- Jump Jet
- Roll Again

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

Battle Value: **2,812**

Weapon Value: **3,807 / 3,807**

Cost, C-Bills: **26,360,344**

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- 1-3 Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- 1 Gauss Rifle
- 2 Gauss Rifle
- 4-6 Ammo (Gauss) 8
- Ammo (Gauss) 8
- Ammo (LRM 20) 6
- Roll Again

Right Torso (CASE)

- XL Engine
- XL Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Jump Jet
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- 4-6 Ammo (LRM 20) 6

Right Leg

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

Left Torso (CASE)

- XL Engine
- XL Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Jump Jet
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- 4-6 Ammo (LRM 20) 6

Left 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	

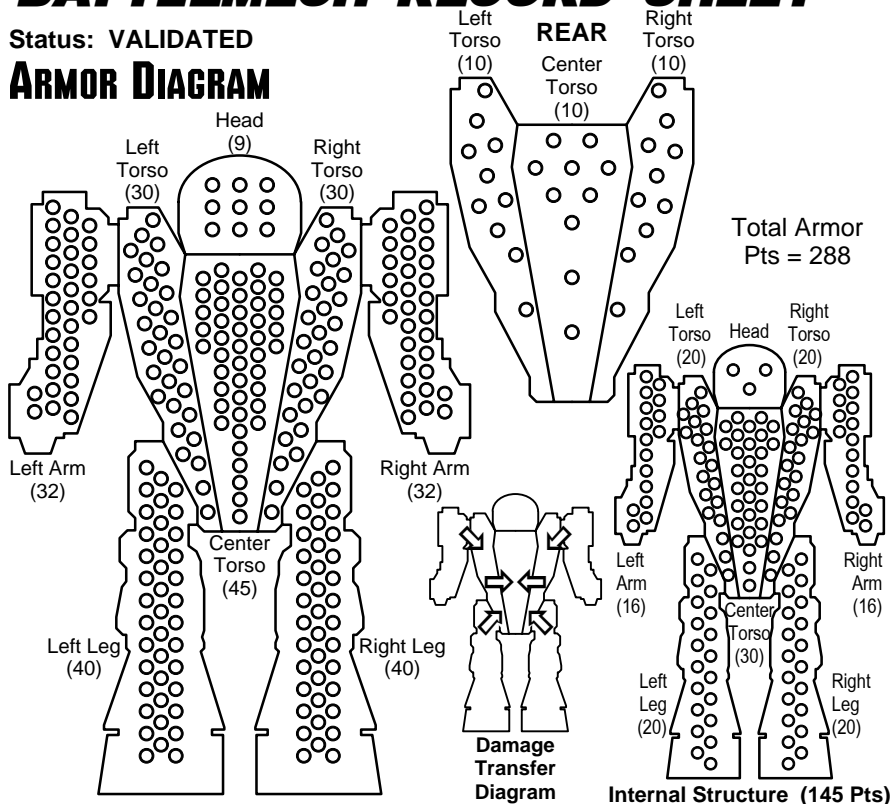
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Turkina Prime**

Mass: **95 tons**

Movement Points: Tech, Config. & Level:

Walking: **3**

Clan

Running: **5**

Biped OmniMech

Jumping: **3**

Level 2 / 3058

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	LB 5-X AC	LA	1	5	3	8	15	24
2	ER PPC	RA	15	15	-	7	14	23
1	LRM 15	LT	5	1/hit	-	7	14	21
1	LRM 15	RT	5	1/hit	-	7	14	21

Ammo Type:

Rounds:

BV:

LB 5-X AC

40

33

LRM 15

24

86

Total Heat Sinks: **19 Double (38)**

oooooooooooo oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(42)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken

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

Consciousness #

CRITICAL HIT TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- LB 5-X AC
- LB 5-X AC
- LB 5-X AC
- LB 5-X AC

- LB 5-X AC
- LB 5-X AC
- LB 5-X AC
- LB 5-X AC
- Ammo (LB 5-X) 20
- Ammo (LB 5-X) 20

Left Torso (CASE)

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

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

Left Leg

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

Head

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

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Jump Jet
- Roll Again

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

Battle Value: **2,759**

Weapon Value: **4,598 / 4,598**

Cost, C-Bills: **26,925,844**

Right Arm

- Shoulder
- Upper Arm Actuator
- ER PPC
- ER PPC
- ER PPC
- ER PPC

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

Right Torso (CASE)

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

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

Right Leg

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

HEAT SCALE

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

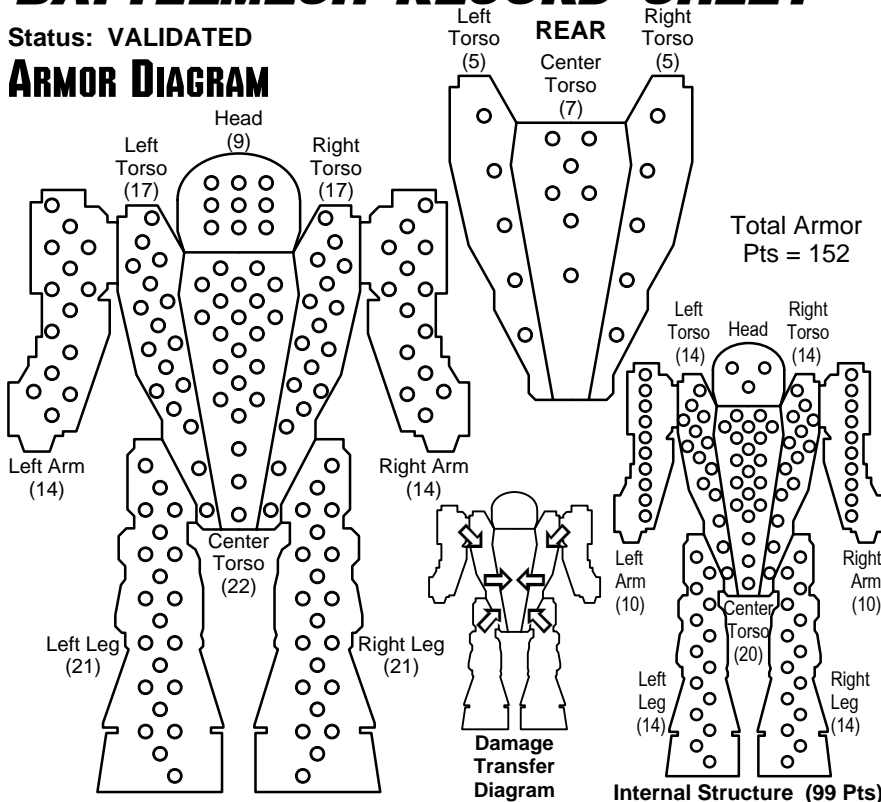
WIZKIDS

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- SRM 6
- Medium Pulse Laser
- Ammo (SRM 6) 15

- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- MASC
- MASC

- ER Medium Laser
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Jump Jet
- Endo Steel

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

Battle Value: **2,043**

Weapon Value: **2,191 / 2,191**

Cost, C-Bills: **13,323,200**

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- SRM 6
- Medium Pulse Laser
- Ammo (SRM 6) 15

- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso (CASE)

- XL Engine
- XL Engine
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10

- Ammo (Ult AC/10) 10
- Ammo (Ult AC/10) 10
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

Right Leg

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

'MECH DATA

Type: **Thresher**

Mass: **60 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** Clan
Running: **8 [10]** Biped 'Mech
Jumping: **5** Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/10	RT	3	10	-	6	12	18
1	ER Medium Laser	LT	5	7	-	5	10	15
1	SRM 6	RA	4	2/hit	-	3	6	9
1	Medium Pulse Laser	RA	4	7	-	4	8	12
1	SRM 6	LA	4	2/hit	-	3	6	9
1	Medium Pulse Laser	LA	4	7	-	4	8	12

Ammo Type: Rounds: BV:

Ultra AC/10 20 112
SRM 6 30 30

Total Heat Sinks: **13 Double (26)**

oooooooooooo ooo

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	
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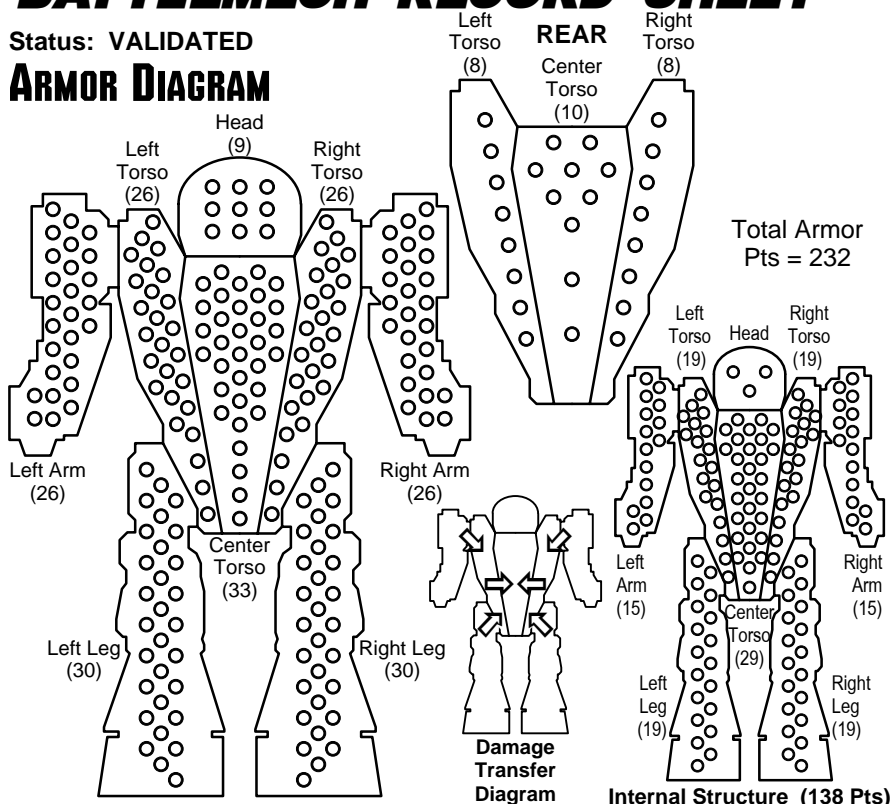
WIZKIDS

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Left Arm

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

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. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
- 4-6 5. Jump Jet
6. Roll Again

Left Leg

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

CRITICAL HIT TABLE

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

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

Battle Value: **2,508**

Weapon Value: **3,867 / 3,867**

Cost, C-Bills: **9,346,100**

Right Arm

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

Right 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. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
- 4-6 5. Jump Jet
6. Roll Again

Right Leg

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

'MECH DATA

Type: **Supernova**

Mass: **90 tons**

Movement Points: Tech, Config. & Level:

Walking: **3** Clan
Running: **5** Biped 'Mech
Jumping: **3** Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	ER Large Laser	RA	12	10	-	8	15	25
3	ER Large Laser	LA	12	10	-	8	15	25

Total Heat Sinks: **26 Double (52)**

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oooooooooooo

Auto Eject: Weapon Heat:

☐ Operational ☐ Disabled **(72)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	
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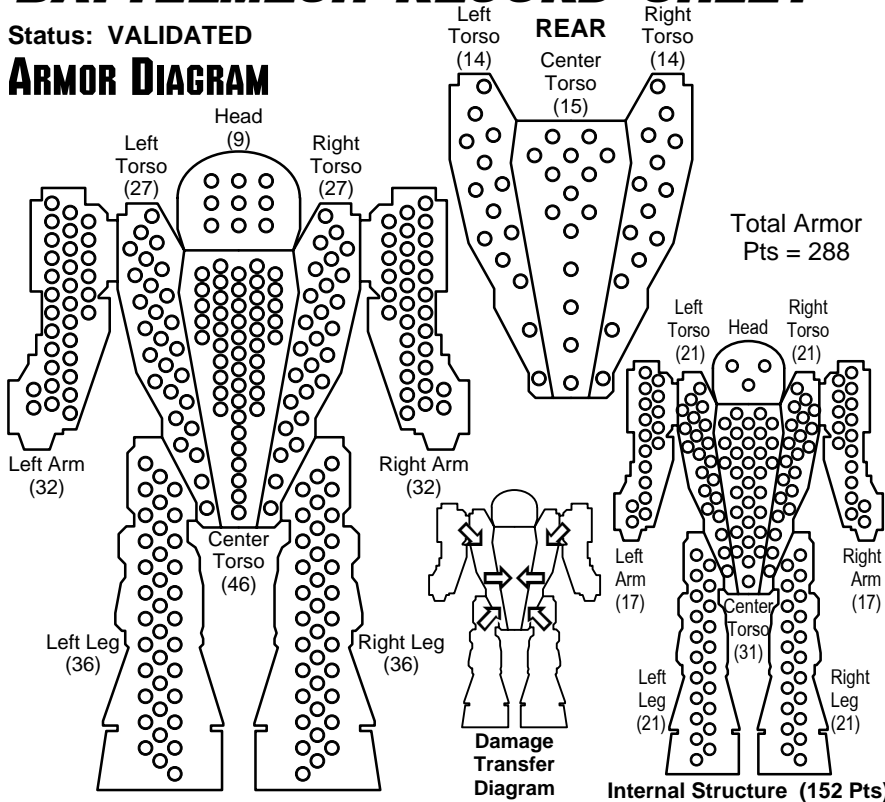
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Stone Rhino (Behemoth)**

Mass: **100 tons**

Movement Points: Tech, Config. & Level:

Walking: **3** Clan
Running: **5** Biped 'Mech
Jumping: **3** Level 2 / 3055

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	LA	10	10	-	6	14	20
1	Large Pulse Laser	RA	10	10	-	6	14	20
1	Gauss Rifle	LT	1	15	2	7	15	22
1	Gauss Rifle	RT	1	15	2	7	15	22
1	Small Pulse Laser	HD	2	3	-	2	4	6

Ammo Type: Gauss Rifle Rounds: 32 BV: 181

Total Heat Sinks: 10 Double (20)

oooooooooooo

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	-2 Movement Points
10	
9	+1 Modifier to Fire
8	
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

WIZKIDS®

CRITICAL HIT TABLE

Left Arm

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

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

Head

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

Center Torso

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

Left Torso (CASE)

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- 1-3 Gauss Rifle
- Gauss Rifle
- Gauss Rifle

- Ammo (Gauss) 8
- Ammo (Gauss) 8
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

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

Right Arm

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

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

Right Torso (CASE)

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- 1-3 Gauss Rifle
- Gauss Rifle
- Gauss Rifle

- Ammo (Gauss) 8
- Ammo (Gauss) 8
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

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

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

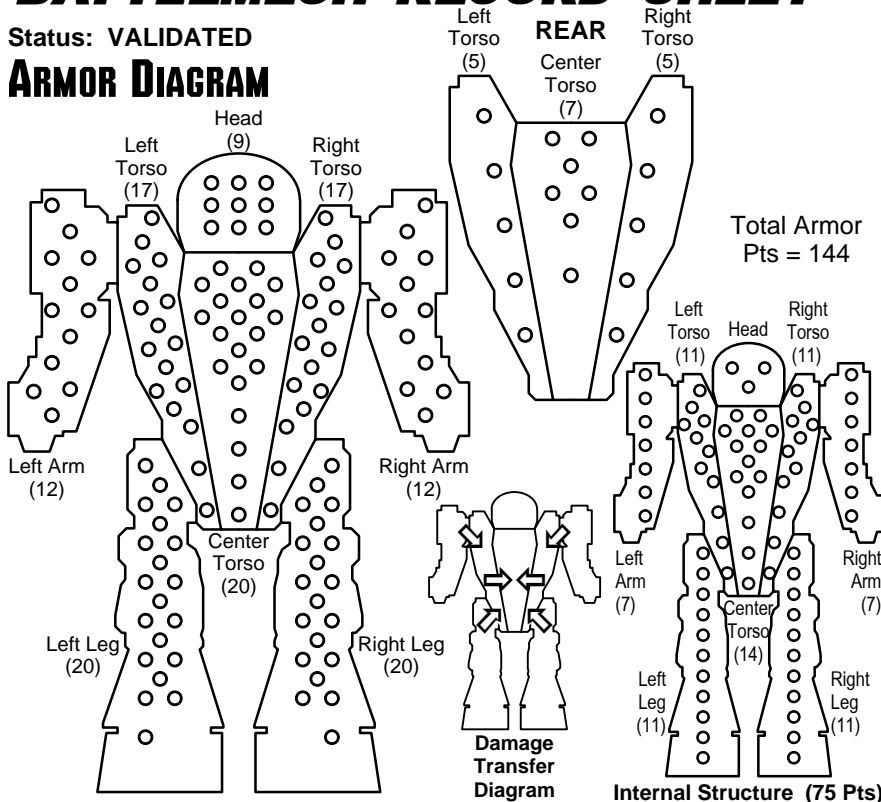
Battle Value: 2,626
Weapon Value: 3,907 / 3,907
Cost, C-Bills: 10,512,000

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Shadow Hawk IIC**

Mass: **45 tons**

Movement Points: Tech, Config. & Level:

Walking: **6**

Clan

Running: **9**

Biped 'Mech

Jumping: **6**

Level 2 / 3055

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	HD	5	7	-	5	10	15
1	ER Small Laser	CT	2	5	-	2	4	6
1	Medium Pulse Laser	LA	4	7	-	4	8	12
1	Medium Pulse Laser	RA	4	7	-	4	8	12
2	Streak SRM 2	LT	2	2/hit	-	4	8	12
2	Streak SRM 2	RT	2	2/hit	-	4	8	12

Ammo Type: Streak SRM 2
Rounds: 100
BV: 23

Total Heat Sinks: 10 Double (20)

oooooooooooo

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WIZKIDS®

CRITICAL HIT TABLE

Left Arm

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

1-3

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

4-6

Left Torso (CASE)

- Jump Jet
- Jump Jet
- Jump Jet
- Streak SRM 2
- Streak SRM 2
- Ammo (Streak 2) 50

1-3

- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Ferro-Fibrous

Head

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

Center Torso

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

1-3

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- ER Small Laser
- Ferro-Fibrous

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

Battle Value: 1,646

Weapon Value: 1,411 / 1,290

Cost, C-Bills: 4,752,302

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Pulse Laser
- Endo Steel

1-3

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

4-6

Right Torso (CASE)

- Jump Jet
- Jump Jet
- Jump Jet
- Streak SRM 2
- Streak SRM 2
- Ammo (Streak 2) 50

1-3

- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Right Leg

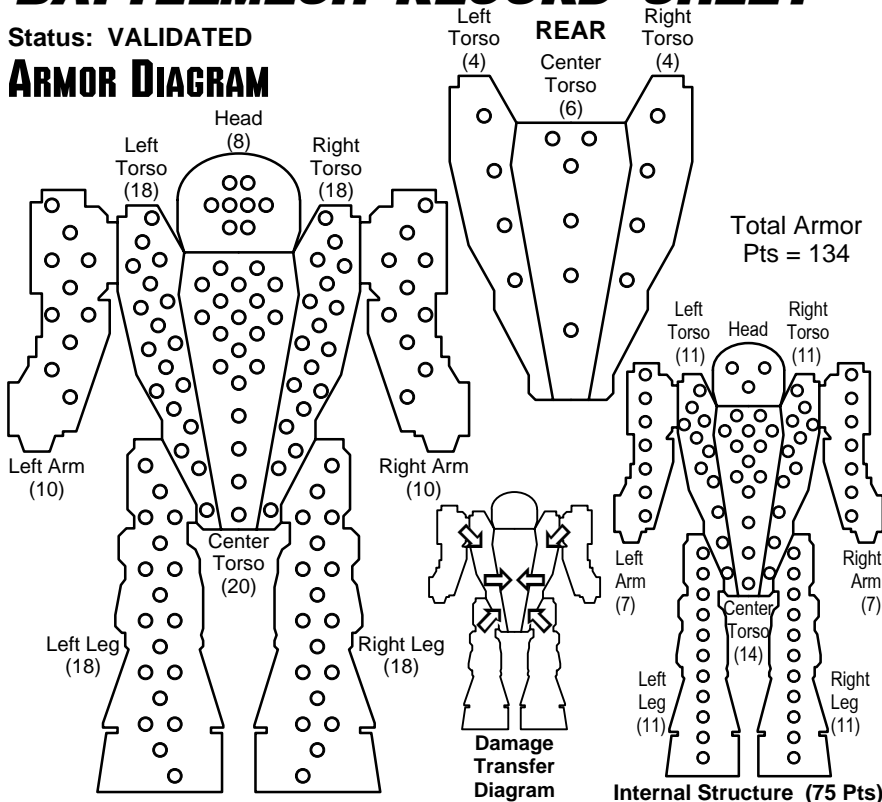
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Ferro-Fibrous

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Shadow Cat B**

Mass: **45 tons**

Movement Points: Tech, Config. & Level:

Walking: **6**

Clan

Running: **9 [12]** Biped OmniMech

Jumping: **6** Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15 w/ Artemis IV	LA	5	1/hit	-	7	14	21
1	LRM 15 w/ Artemis IV	RA	5	1/hit	-	7	14	21
1	ER Medium Laser	LA	5	7	-	5	10	15
1	ER Medium Laser	RA	5	7	-	5	10	15
1	ECM Suite	LT	0	-	-	-	-	6
1	Active Probe	RT	0	-	-	-	-	5

Ammo Type: LRM 15
Rounds: 32
BV: 205

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: **(20)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WIZKIDS®

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- LRM 15
- LRM 15
- Artemis IV FCS
- ER Medium Laser

1-3

- Endo Steel
- Endo Steel
- Roll Again

4-6

- Roll Again
- Roll Again

Left Torso (CASE)

- XL Engine
- XL Engine
- Jump Jet
- ECM Suite
- Ammo (LRM 15) 8
- Ammo (LRM 15) 8

1-3

- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

- Gyro
- XL Engine
- XL Engine
- XL Engine
- MASC
- MASC

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

Battle Value: **2,123**

Weapon Value: **1,790 / 1,608**

Cost, C-Bills: **13,043,656**

Right Arm

- Shoulder
- Upper Arm Actuator
- LRM 15
- LRM 15
- Artemis IV FCS
- ER Medium Laser

1-3

- Endo Steel
- Endo Steel
- Roll Again

4-6

- Roll Again
- Roll Again

Right Torso (CASE)

- XL Engine
- XL Engine
- Jump Jet
- Active Probe
- Ammo (LRM 15) 8
- Ammo (LRM 15) 8

1-3

- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

Right Leg

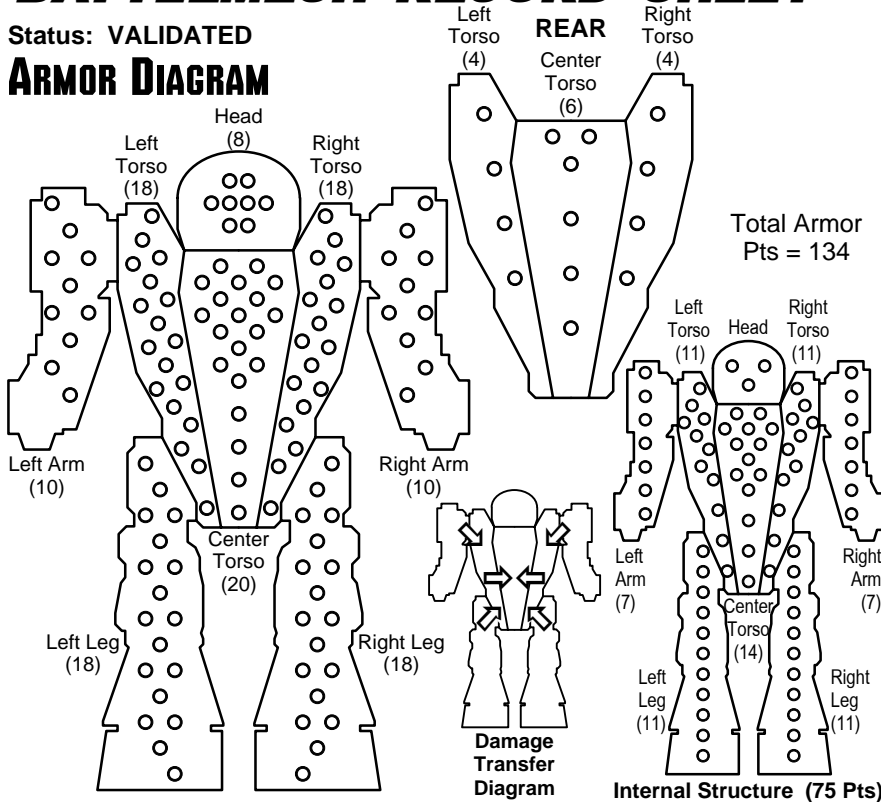
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Shadow Cat A**

Mass: **45 tons**

Movement Points: Tech, Config. & Level:

Walking: **6**

Clan

Running: **9 [12]** Biped OmniMech

Jumping: **6** Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	LA	12	10	-	8	15	25
1	ER Large Laser	RA	12	10	-	8	15	25
1	Streak SRM 6	RT	4	2/hit	-	4	8	12
1	Active Probe	LT	0	-	-	-	-	5

Ammo Type: Streak SRM 6
Rounds: 30
BV: 73

Total Heat Sinks: **13 Double (26)**

oooooooooooo oooo

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WIZKIDS®

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- ER Large Laser
- Endo Steel

- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- XL Engine
- XL Engine
- 1-3 Jump Jet
- Double Heat Sink
- Double Heat Sink
- Active Probe

- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- 4-6 Ferro-Fibrous
- Roll Again
- Roll Again

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso

- 1-3 XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- Gyro
- 4-6 XL Engine
- XL Engine
- XL Engine
- MASC
- MASC

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

Battle Value: **1,972**
Weapon Value: **1,615 / 1,477**
Cost, C-Bills: **12,039,531**

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- ER Large Laser
- Endo Steel

- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso (CASE)

- XL Engine
- XL Engine
- 1-3 Jump Jet
- Streak SRM 6
- Streak SRM 6
- Ammo (Streak 6) 15

- Ammo (Streak 6) 15
- Endo Steel
- Ferro-Fibrous
- 4-6 Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Right Leg

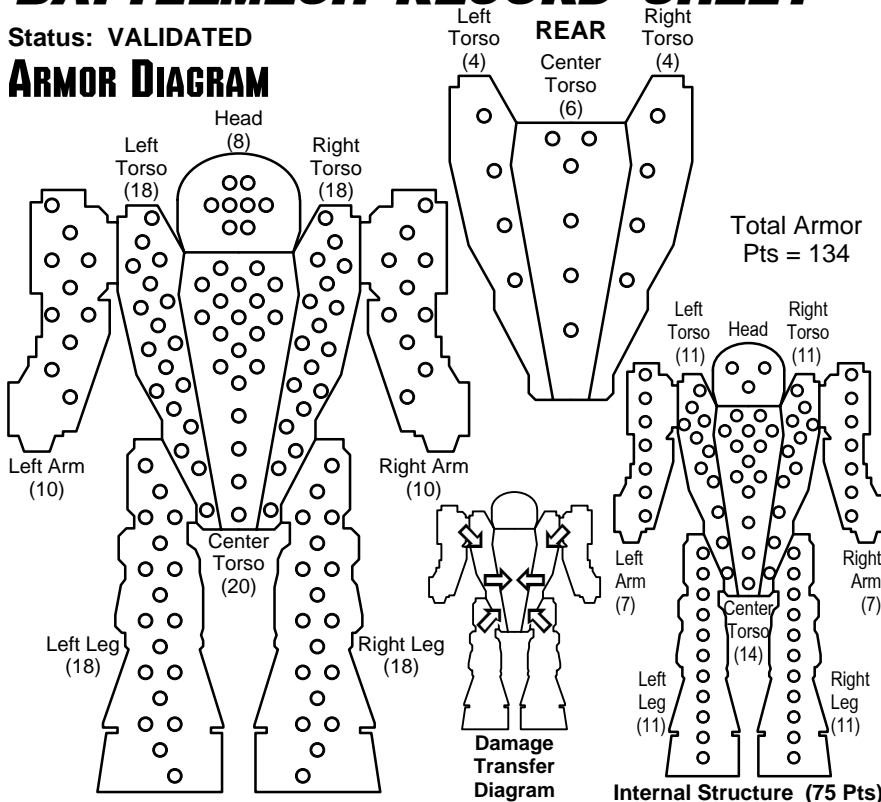
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Shadow Cat Prime**

Mass: **45 tons**

Movement Points: Tech, Config. & Level:

Walking: **6**

Clan

Running: **9 [12]**

Biped OmniMech

Jumping: **6**

Level 2 / 3058

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	RA	1	15	2	7	15	22
1	ER Medium Laser	LA	5	7	-	5	10	15
1	ER Medium Laser	RT	5	7	-	5	10	15
1	Active Probe	LT	0	-	-	-	-	5

Ammo Type:

Rounds:

BV:

Gauss Rifle

16

161

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(11)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken

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

Consciousness #

HEAT SCALE

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

WIZKIDS

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- Endo Steel

1-3

- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- XL Engine
- XL Engine
- Jump Jet
- Active Probe
- Endo Steel
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

1-3

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- XL Engine
- XL Engine
- XL Engine
- MASC
- MASC

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

Battle Value: **2,057**

Weapon Value: **1,468 / 1,468**

Cost, C-Bills: **11,785,510**

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

1-3

- Gauss Rifle
- Gauss Rifle
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

4-6

Right Torso

- XL Engine
- XL Engine
- Jump Jet
- ER Medium Laser
- Ammo (Gauss) 8
- Ammo (Gauss) 8

1-3

- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

Right Leg

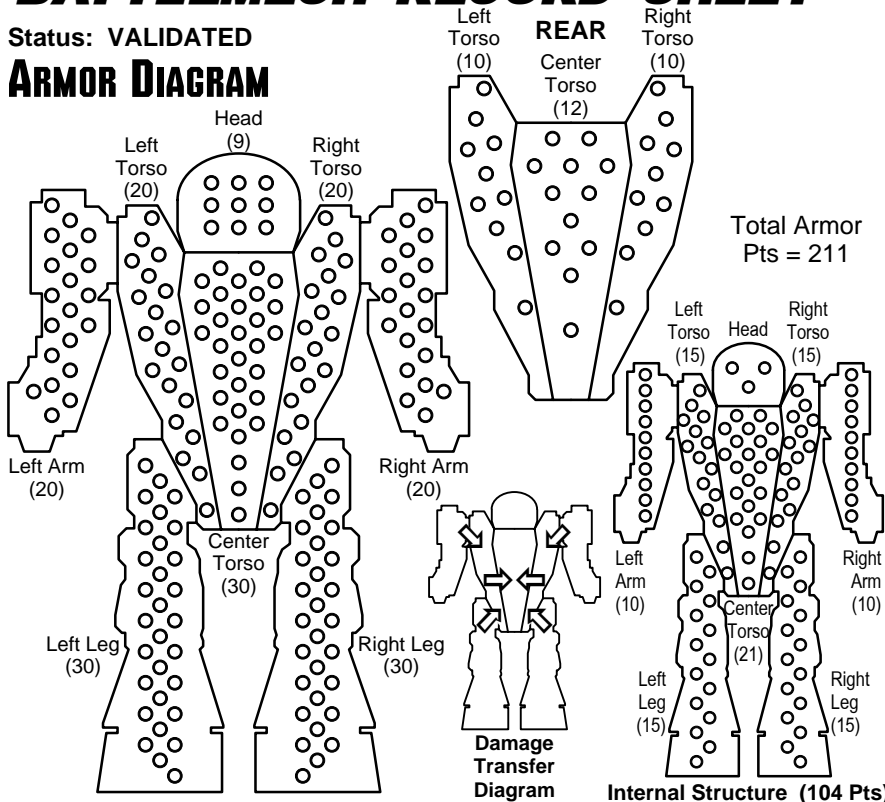
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Rifleman IIC

Mass: 65 tons

Movement Points: Tech, Config. & Level:

Walking: 3

Clan

Running: 5

Biped 'Mech

Jumping: 3

Level 2 / 3055

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Large Pulse Laser	LA	10	10	-	6	14	20
2	Large Pulse Laser	RA	10	10	-	6	14	20
1	Active Probe	CT	0	-	-	-	-	5
1	ER Small Laser	HD	2	5	-	2	4	6

Total Heat Sinks: 19 Double (38)

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Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(42)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WIZKIDS®

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Large Pulse Laser
- Large Pulse Laser
- Large Pulse Laser
- Large Pulse Laser
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

Head

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

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Fusion Engine
- Fusion Engine
- Jump Jet
- Active Probe

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

Battle Value: 2,123
Weapon Value: 3,345 / 3,345
Cost, C-Bills: 5,741,588

Right Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Large Pulse Laser
- Large Pulse Laser
- Large Pulse Laser
- Large Pulse Laser
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

Right Leg

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

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

Left Leg

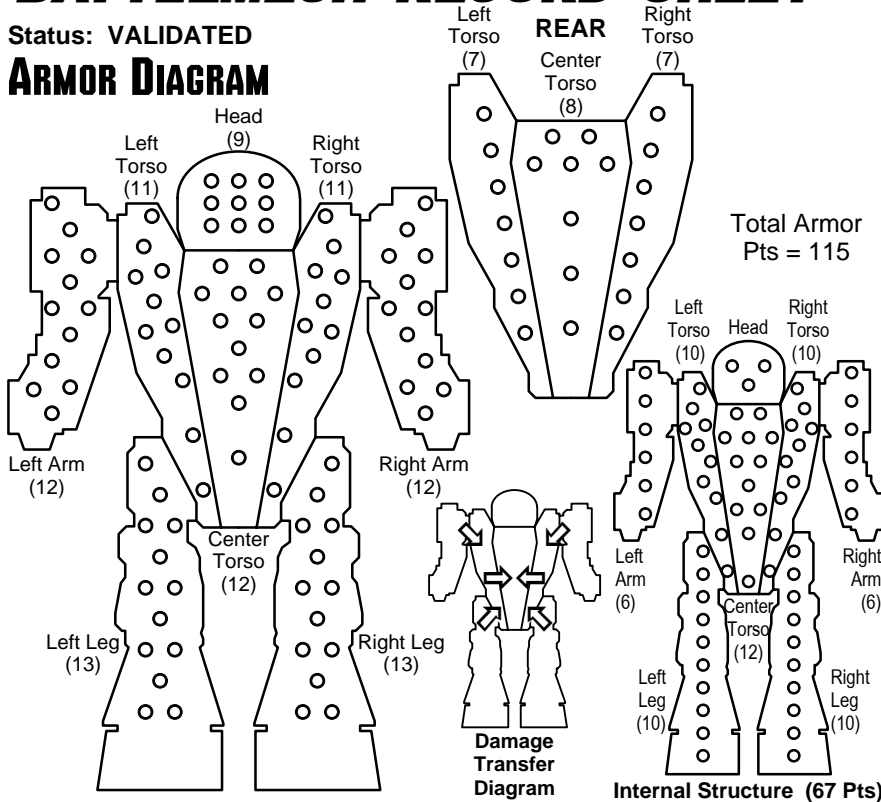
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Pouncer A**

Mass: **40 tons**

Movement Points: Tech, Config. & Level:

Walking: **6**

Clan

Running: **9**

Biped OmniMech

Jumping: **5**

Level 2 / 3055

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	RA	5	1/hit	-	7	14	21
1	LRM 15	LA	5	1/hit	-	7	14	21
2	ER Medium Laser	RT	5	7	-	5	10	15
2	ER Medium Laser	LT	5	7	-	5	10	15
1	ER Small Laser	RT(R)	2	5	-	2	4	6

Ammo Type: LRM 15 Rounds: 32 BV: 181

Total Heat Sinks: 12 Double (24)

oooooooooooo oo

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (32)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WIZKIDS®

CRITICAL HIT TABLE

Left Arm (CASE)

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- LRM 15
 - LRM 15
- 4-6
- Ammo (LRM 15) 8
 - Ammo (LRM 15) 8
 - Ferro-Fibrous
 - Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3

- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Jump Jet
 - Endo Steel
- 4-6

Left Torso

- XL Engine
 - XL Engine
 - Jump Jet
 - Jump Jet
 - ER Medium Laser
 - ER Medium Laser
- 1-3

- Endo Steel
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Right Arm (CASE)

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- LRM 15
 - LRM 15
- 4-6
- Ammo (LRM 15) 8
 - Ammo (LRM 15) 8
 - Ferro-Fibrous
 - Roll Again

Right Torso

- XL Engine
 - XL Engine
 - Double Heat Sink
 - Double Heat Sink
 - Jump Jet
 - Jump Jet
- 1-3

- ER Medium Laser
 - ER Medium Laser
 - ER Small Laser (R)
 - Endo Steel
 - Ferro-Fibrous
 - Ferro-Fibrous
- 4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

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

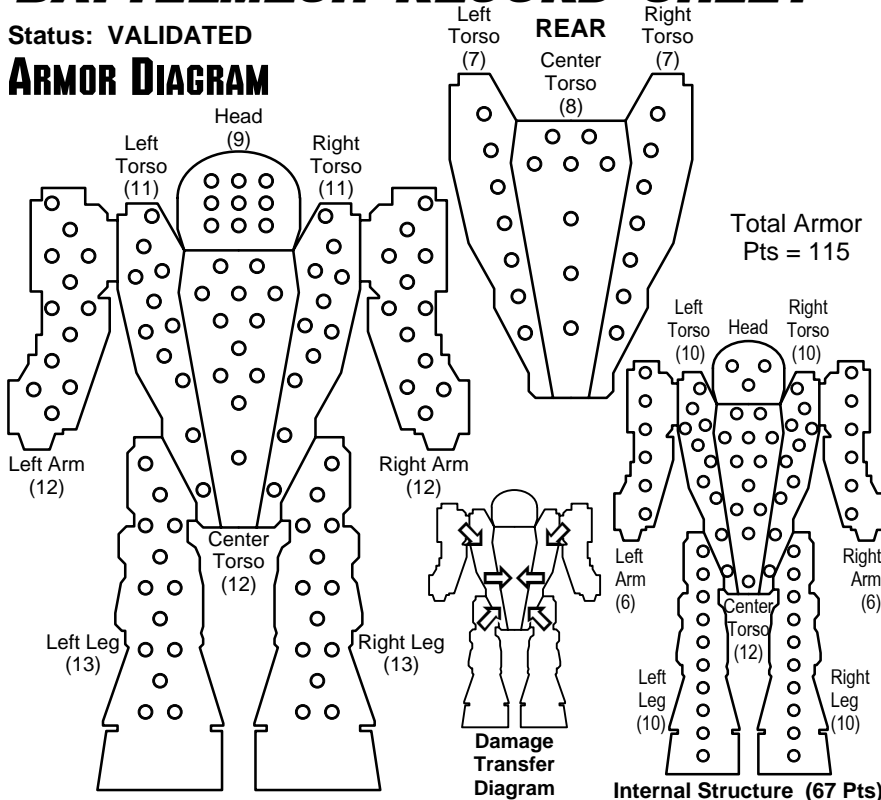
Battle Value: **1,942**
Weapon Value: **1,580 / 1,580**
Cost, C-Bills: **9,228,887**

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Pouncer Prime**

Mass: **40 tons**

Movement Points: Tech, Config. & Level:

Walking: **6**

Clan

Running: **9**

Biped OmniMech

Jumping: **5**

Level 2 / 3055

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	15	-	7	14	23
1	ER PPC	LA	15	15	-	7	14	23
1	ER Small Laser	LT	2	5	-	2	4	6
1	Targeting Computer							

Total Heat Sinks: **12 Double (24)**

oooooooooooo oo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(32)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WIZKIDS®

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 **ER PPC**
- 1-3 **ER PPC**
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6 **Double Heat Sink**
- 4-6 **Double Heat Sink**
- Ferro-Fibrous

Left Torso

- XL Engine
- XL Engine
- 1-3 **ER Small Laser**
- Roll Again
- Roll Again
- 4-6 **Double Heat Sink**
- Double Heat Sink
- Jump Jet
- Jump Jet
- 4-6 **Ferro-Fibrous**
- 4-6 **Ferro-Fibrous**
- Endo Steel

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- 1-3 **XL Engine**
- 1-3 **XL Engine**
- 1-3 **XL Engine**
- Gyro
- Gyro
- Gyro
- 1-3 **Gyro**
- 1-3 **XL Engine**
- 1-3 **XL Engine**
- 4-6 **XL Engine**
- 4-6 **Endo Steel**
- 4-6 **Jump Jet**

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

Battle Value: **2,191**
Weapon Value: **1,435 / 1,435**
Cost, C-Bills: **8,755,687**

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 **ER PPC**
- 1-3 **ER PPC**
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6 **Double Heat Sink**
- 4-6 **Double Heat Sink**
- Ferro-Fibrous

Right Torso

- XL Engine
- XL Engine
- 1-3 **Targeting Computer**
- 1-3 **Targeting Computer**
- 1-3 **Targeting Computer**
- Roll Again
- Roll Again
- Jump Jet
- Jump Jet
- 4-6 **Ferro-Fibrous**
- 4-6 **Ferro-Fibrous**
- Endo Steel

Right Leg

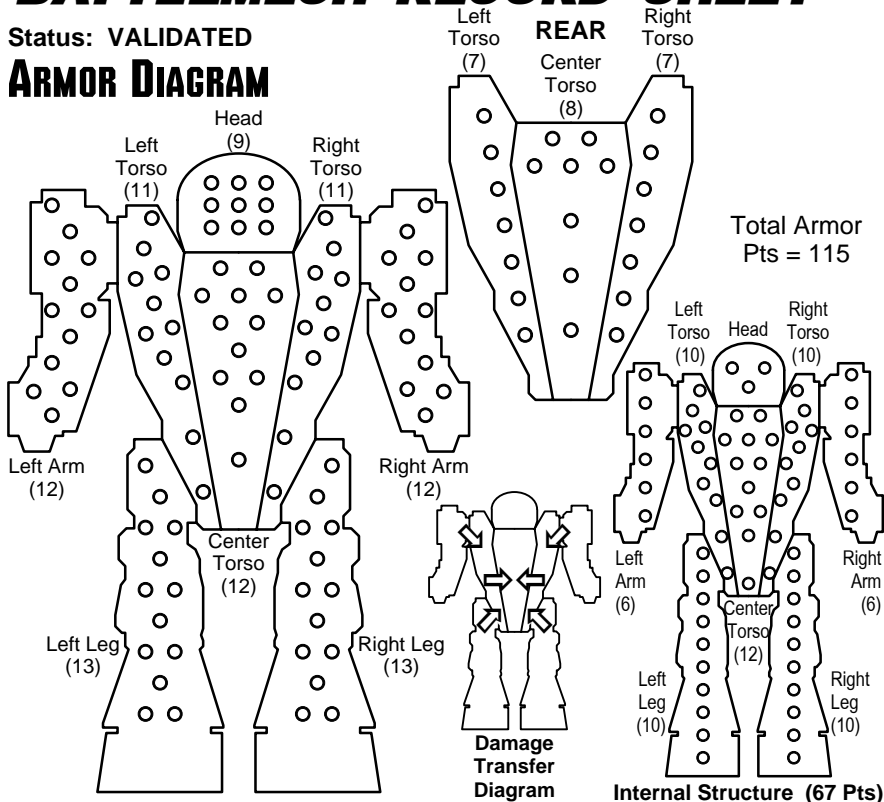
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Pouncer D

Mass: 40 tons

Movement Points: Tech, Config. & Level:

Walking: 6

Clan

Running: 9

Biped OmniMech

Jumping: 5

Level 2 / 3055

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	ER Medium Laser	RA	5	7	-	5	10	15
3	ER Medium Laser	LA	5	7	-	5	10	15
1	Streak SRM 6	RT	4	2/hit	-	4	8	12
1	Streak SRM 6	LT	4	2/hit	-	4	8	12
1	ER Small Laser	LT(R)	2	5	-	2	4	6
1	Targeting Computer							

Ammo Type: Streak SRM 6
Rounds: 15
BV: 32

Total Heat Sinks: 12 Double (24)

oooooooooooo oo

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WIZKIDS®

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

- ER Medium Laser
- ER Medium Laser
- ER Medium Laser
- Ferro-Fibrous
- Roll Again
- Roll Again

Left Torso

- XL Engine
- XL Engine
- Targeting Computer
- Targeting Computer
- Jump Jet
- Jump Jet

- Streak SRM 6
- Streak SRM 6
- ER Small Laser (R)
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Jump Jet
- Endo Steel

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

Battle Value: 2,182
Weapon Value: 1,878 / 1,725
Cost, C-Bills: 9,148,387

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

- ER Medium Laser
- ER Medium Laser
- ER Medium Laser
- Ferro-Fibrous
- Roll Again
- Roll Again

Right Torso (CASE)

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Jump Jet

- Streak SRM 6
- Streak SRM 6
- Ammo (Streak 6) 15
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

Right Leg

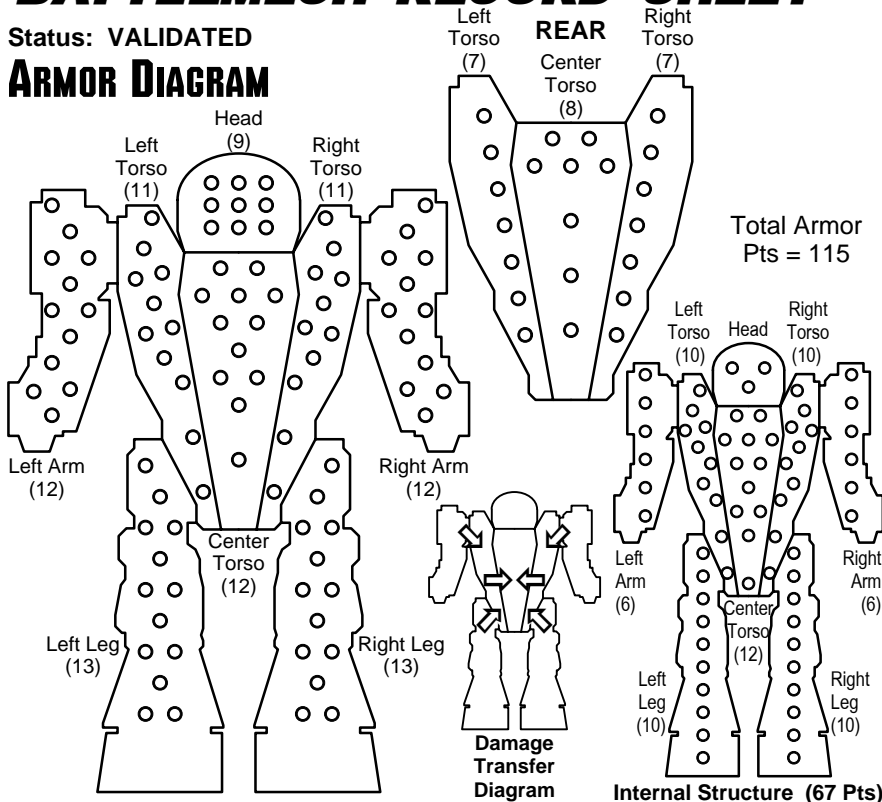
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Pouncer C**

Mass: **40 tons**

Movement Points: Tech, Config. & Level:

Walking: **6**

Clan

Running: **9**

Biped OmniMech

Jumping: **5**

Level 2 / 3055

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/10	RA	3	10	-	6	12	18
2	ER Medium Laser	LA	5	7	-	5	10	15
1	ER Small Laser	LA	2	5	-	2	4	6
1	ER Small Laser	LT	2	5	-	2	4	6
1	ER Small Laser	RT	2	5	-	2	4	6

Ammo Type: Ultra AC/10
Rounds: 20
BV: 112

Total Heat Sinks: 12 Double (24)

oooooooooooo oo

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (22)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	-2 Movement Points
10	
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

WIZKIDS

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- ER Medium Laser
- ER Medium Laser

- ER Small Laser
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- XL Engine
- XL Engine
- Jump Jet
- Jump Jet
- ER Small Laser
- Endo Steel

- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Jump Jet
- Endo Steel

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

Battle Value: **1,596**
Weapon Value: **1,360 / 1,360**
Cost, C-Bills: **8,662,063**

Right Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Ultra AC/10
- Ultra AC/10

- Ultra AC/10
- Ultra AC/10
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

Right Torso (CASE)

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Jump Jet

- ER Small Laser
- Ammo (Ult AC/10) 10
- Ammo (Ult AC/10) 10
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

Right Leg

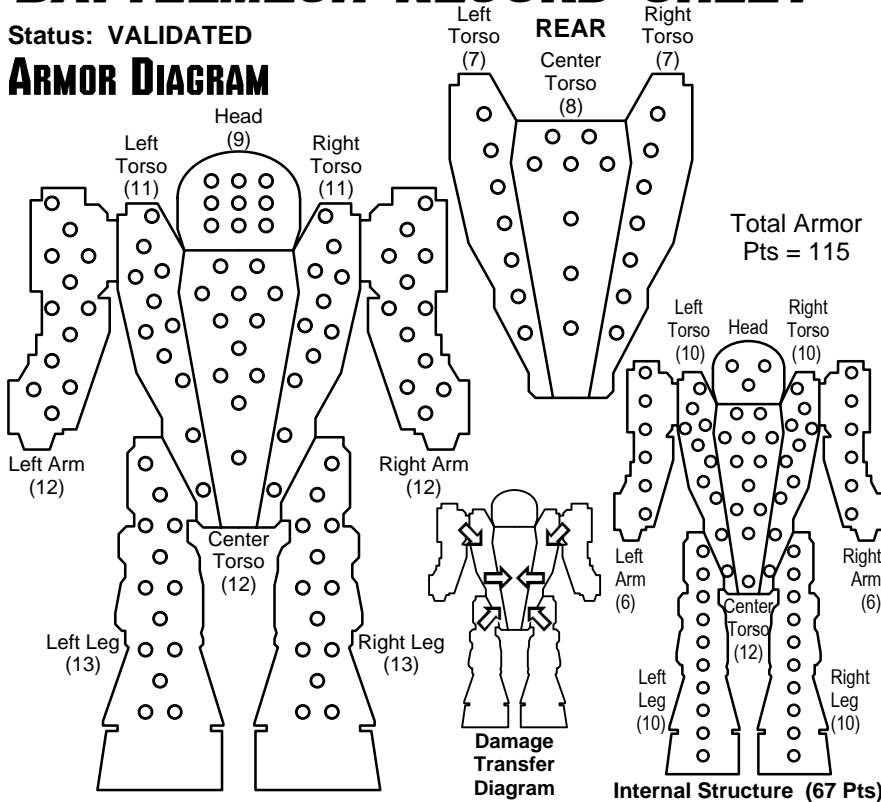
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Left Arm (CASE)

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

1. ER Large Laser
2. SRM 4
3. Ammo (SRM 4) 25
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Left Torso

1. XL Engine
2. XL Engine
3. Jump Jet
4. Jump Jet
5. Endo Steel
6. Ferro-Fibrous

1. Ferro-Fibrous
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. Endo Steel
6. Endo Steel

CRITICAL HIT TABLE

Head

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

Center Torso

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

1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. Jump Jet
6. Endo Steel

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

Battle Value: 1,588

Weapon Value: 1,156 / 1,156

Cost, C-Bills: 9,146,200

Right Arm (CASE)

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

1. ER Large Laser
2. SRM 4
3. Ammo (SRM 4) 25
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Right Torso (CASE)

1. XL Engine
2. XL Engine
3. Double Heat Sink
4. Double Heat Sink
5. Jump Jet
6. Jump Jet

1. LRM 10
2. Ammo (LRM 10) 12
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

'MECH DATA

Type: **Pouncer B**

Mass: **40 tons**

Movement Points: Tech, Config. & Level:

Walking: **6**

Clan

Running: **9**

Biped OmniMech

Jumping: **5**

Level 2 / 3055

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	RA	12	10	-	8	15	25
1	ER Large Laser	LA	12	10	-	8	15	25
1	SRM 4	RA	3	2/hit	-	3	6	9
1	SRM 4	LA	3	2/hit	-	3	6	9
1	LRM 10	RT	4	1/hit	-	7	14	21

Ammo Type: Rounds: BV:

SRM 4 50 22

LRM 10 12 30

Total Heat Sinks: 12 Double (24)

oooooooooooo oo

Auto Eject: Weapon Heat:

☐ Operational ☐ Disabled (34)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken

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

Consciousness #

HEAT SCALE

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

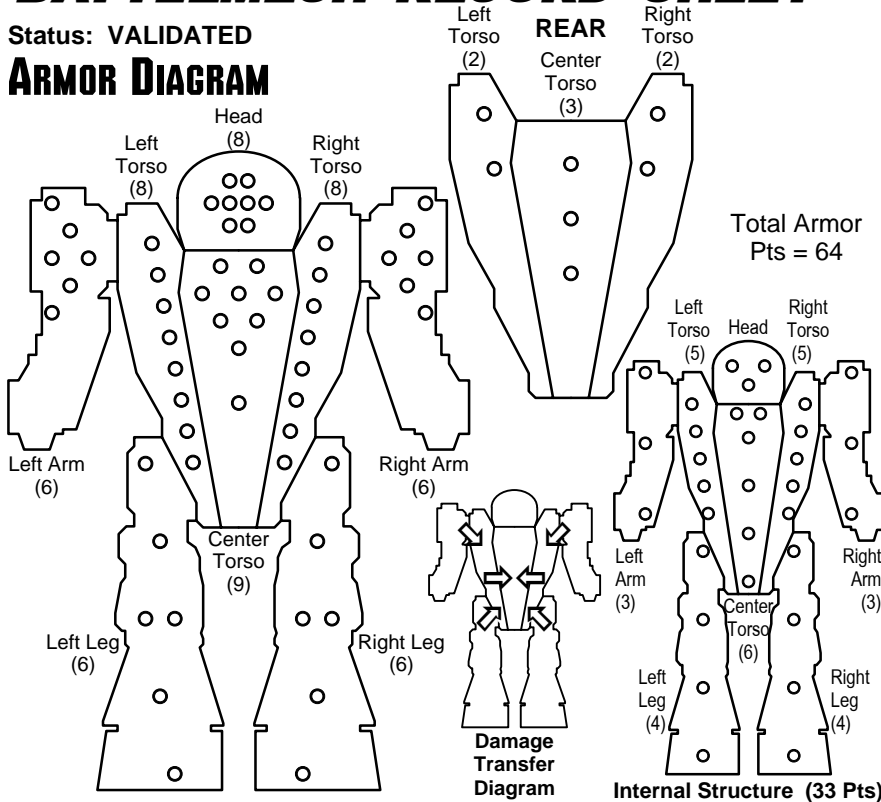
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Piranha**

Mass: **20 tons**

Movement Points: Tech, Config. & Level:

Walking: **9**

Clan

Running: **14**

Biped 'Mech

Jumping: **0**

Level 2 / 3058

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RA	5	7	-	5	10	15
1	ER Medium Laser	LA	5	7	-	5	10	15
6	Machine Gun	RT	0	2	-	1	2	3
6	Machine Gun	LT	0	2	-	1	2	3
1	ER Small Laser	CT	2	5	-	2	4	6

Ammo Type:

Rounds:

BV:

Machine Gun

200

2

Total Heat Sinks: **10 Single**

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(12)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WIZKIDS®

CRITICAL HIT TABLE

Left Arm

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

1-3

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

4-6

Left Torso (CASE)

- XL Engine
- XL Engine
- Machine Gun
- Machine Gun
- Machine Gun
- Machine Gun

1-3

- Machine Gun
- Machine Gun
- Ammo (MG) 100
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

1-3

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Single Heat Sink
- ER Small Laser

4-6

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

Battle Value: **801**

Weapon Value: **469 / 469**

Cost, C-Bills: **2,780,940**

Right Arm

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

1-3

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

4-6

Right Torso (CASE)

- XL Engine
- XL Engine
- Machine Gun
- Machine Gun
- Machine Gun
- Machine Gun

1-3

- Machine Gun
- Machine Gun
- Ammo (MG) 100
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Right Leg

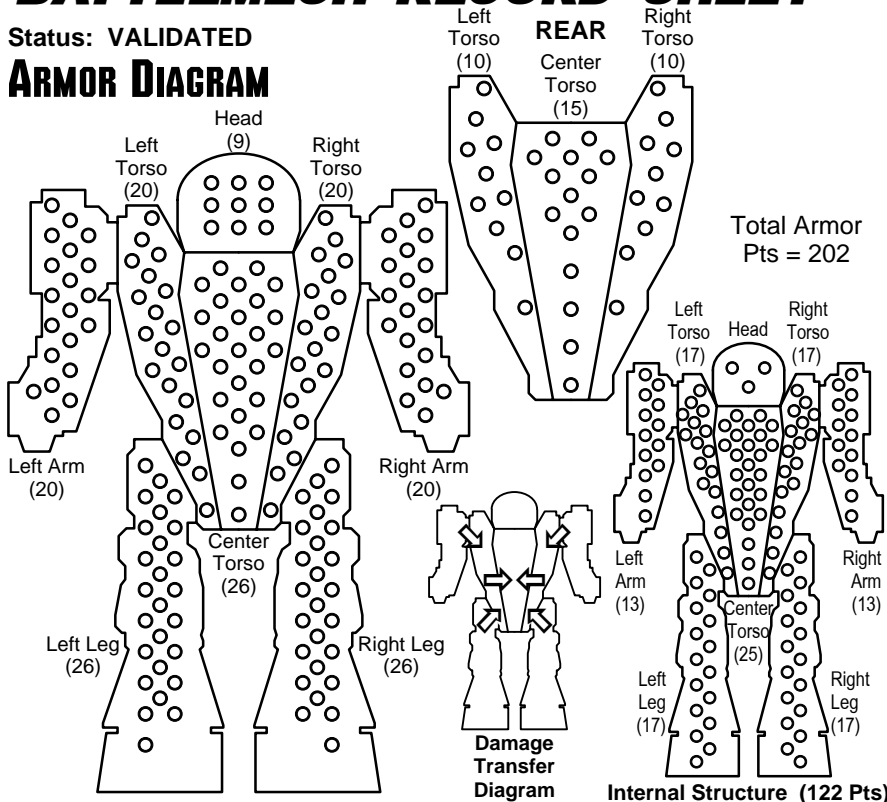
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Phoenix Hawk IIC**

Mass: **80 tons**

Movement Points: Tech, Config. & Level:

Walking: **5**

Clan

Running: **8**

Biped 'Mech

Jumping: **5**

Level 2 / 3055

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/10	LT	3	10	-	6	12	18
1	Ultra AC/10	RT	3	10	-	6	12	18
1	Machine Gun	HD	0	2	-	1	2	3
1	Machine Gun	CT	0	2	-	1	2	3

Ammo Type:

Rounds:

BV:

Ultra AC/10

60

315

Machine Gun

100

1

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(12)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken

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

Consciousness #

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Endo Steel
- Endo Steel

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- XL Engine
- XL Engine
- Jump Jet
- Jump Jet
- Ultra AC/10
- Ultra AC/10

1-3

- Ultra AC/10
- Ultra AC/10
- Ammo (Ult AC/10) 10
- Ammo (Ult AC/10) 10
- Ammo (Ult AC/10) 10
- Ammo (MG) 100

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Ferro-Fibrous

Head

- Life Support
- Sensors
- Cockpit
- Machine Gun
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

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

Battle Value: **1,996**

Weapon Value: **1,399 / 1,399**

Cost, C-Bills: **21,629,939**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- XL Engine
- XL Engine
- Jump Jet
- Jump Jet
- Ultra AC/10
- Ultra AC/10

1-3

- Ultra AC/10
- Ultra AC/10
- Ammo (Ult AC/10) 10
- Ammo (Ult AC/10) 10
- Ammo (Ult AC/10) 10
- Ferro-Fibrous

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Ferro-Fibrous

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	

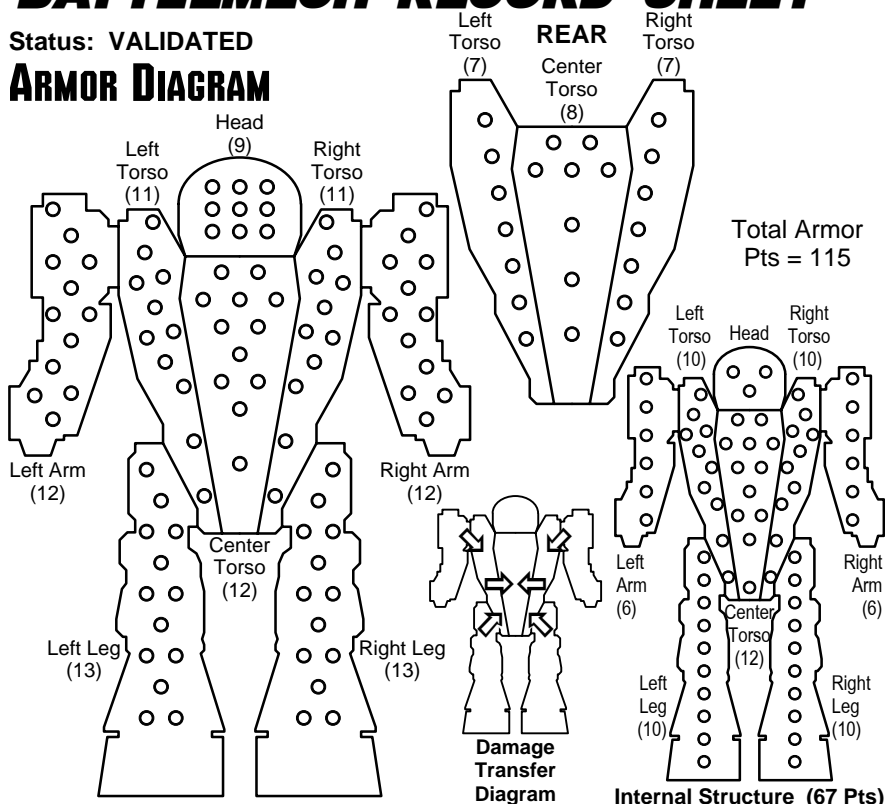
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (67 Pts)

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- ER Medium Laser

1-3

- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- XL Engine
- XL Engine
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again

1-3

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

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Ferro-Fibrous

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

1-3

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

4-6

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

Battle Value: **1,443**

Weapon Value: **1,414 / 1,319**

Cost, C-Bills: **10,845,887**

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Streak SRM 4
- Ammo (Streak 4) 25

1-3

- ER Small Laser
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- XL Engine
- XL Engine
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again

1-3

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

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Ferro-Fibrous

'MECH DATA

Type: **Phantom D**

Mass: **40 tons**

Movement Points: Tech, Config. & Level:

Walking: **9**

Clan

Running: **14**

Biped OmniMech

Jumping: **0**

Level 2 / 3055

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 4	RA	3	2/hit	-	4	8	12
1	ER Small Laser	RA	2	5	-	2	4	6
2	ER Medium Laser	LA	5	7	-	5	10	15
1	ER Medium Laser	CT	5	7	-	5	10	15

Ammo Type: Streak SRM 4
Rounds: 25
BV: 22

Total Heat Sinks: **12 Double (24)**

oooooooooooo oo

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: **(20)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

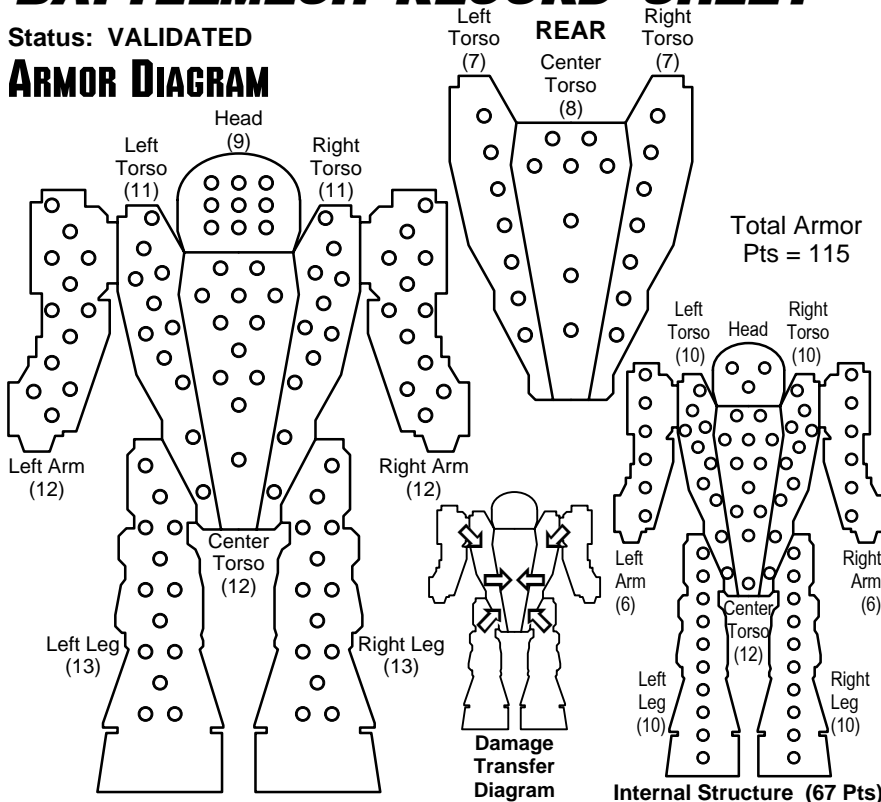
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Phantom C**

Mass: **40 tons**

Movement Points: Tech, Config. & Level:

Walking: **9**

Clan

Running: **14**

Biped OmniMech

Jumping: **0**

Level 2 / 3055

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
4	ER Small Laser	RA	2	5	-	2	4	6
4	ER Small Laser	LA	2	5	-	2	4	6
1	ER Medium Laser	LT	5	7	-	5	10	15
1	Flamer	RT(R)	3	2	-	1	2	3
1	Targeting Computer							

Total Heat Sinks: **12 Double (24)**

oooooooooooo oo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(24)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WIZKIDS®

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Small Laser
- ER Small Laser

1-3

- ER Small Laser
- ER Small Laser
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Left Torso

- XL Engine
- XL Engine
- ER Medium Laser
- Endo Steel
- Ferro-Fibrous
- Roll Again

1-3

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

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Ferro-Fibrous

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

1-3

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

4-6

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

Battle Value: **1,413**

Weapon Value: **1,455 / 1,455**

Cost, C-Bills: **10,394,825**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Small Laser
- ER Small Laser

1-3

- ER Small Laser
- ER Small Laser
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Right Torso

- XL Engine
- XL Engine
- Flamer (R)
- Endo Steel
- Ferro-Fibrous
- Roll Again

1-3

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

4-6

Right Leg

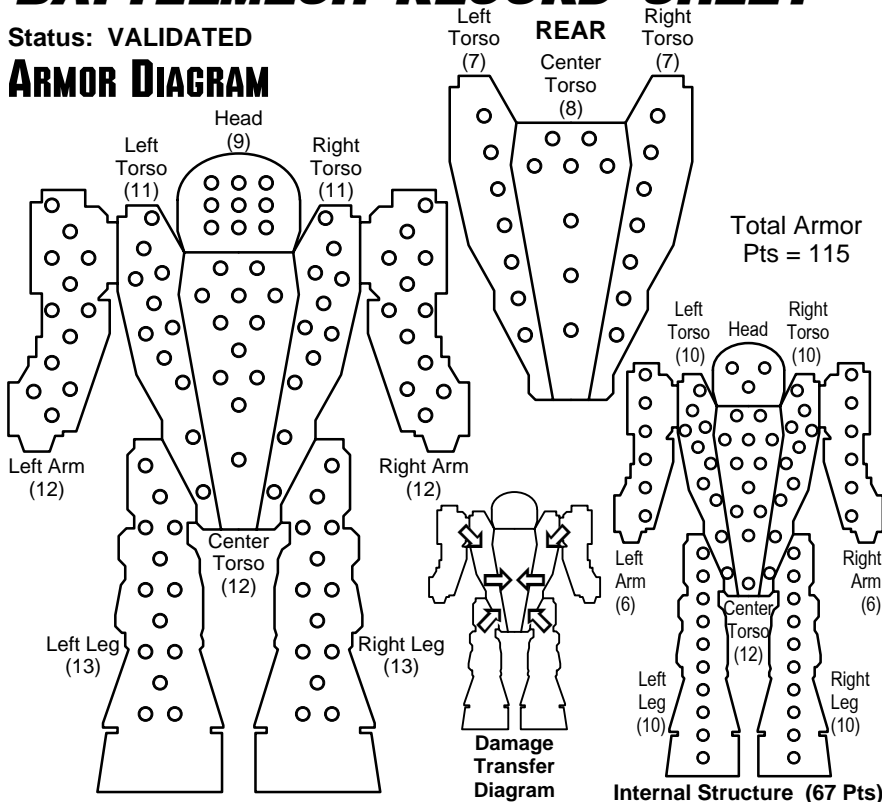
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Ferro-Fibrous

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Left Arm (CASE)

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. SRM 4
6. Ammo (SRM 4) 25

1. Endo Steel
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. XL Engine
2. XL Engine
3. Active Probe
4. Endo Steel
5. Ferro-Fibrous
6. Roll Again

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. Endo Steel
6. Ferro-Fibrous

CRITICAL HIT TABLE

Head

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

Center Torso

1. XL Engine
 2. XL Engine
 3. XL Engine
 4. Gyro
 5. Gyro
 6. Gyro
1. Gyro
 2. XL Engine
 3. XL Engine
 4. XL Engine
 5. ER Medium Laser
 6. Endo Steel

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

Battle Value: **966**

Weapon Value: **716 / 716**

Cost, C-Bills: **11,055,887**

Right Arm (CASE)

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. SRM 4
6. Ammo (SRM 4) 25

1. Endo Steel
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. XL Engine
2. XL Engine
3. ER Small Laser (R)
4. Endo Steel
5. Ferro-Fibrous
6. Roll Again

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. Endo Steel
6. Ferro-Fibrous

'MECH DATA

Type: **Phantom B**

Mass: **40 tons**

Movement Points: Tech, Config. & Level:

Walking: **9**

Running: **14**

Jumping: **0**

Clan

Biped OmniMech

Level 2 / 3055

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 4	RA	3	2/hit	-	3	6	9
1	ER Small Laser	RT(R)	2	5	-	2	4	6
1	SRM 4	LA	3	2/hit	-	3	6	9
1	ER Medium Laser	CT	5	7	-	5	10	15
1	Active Probe	LT	0	-	-	-	-	5

Ammo Type:

Rounds:

BV:

SRM 4

50

22

Total Heat Sinks: **12 Double (24)**

oooooooooooo oo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(13)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken

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

Consciousness #

HEAT SCALE

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

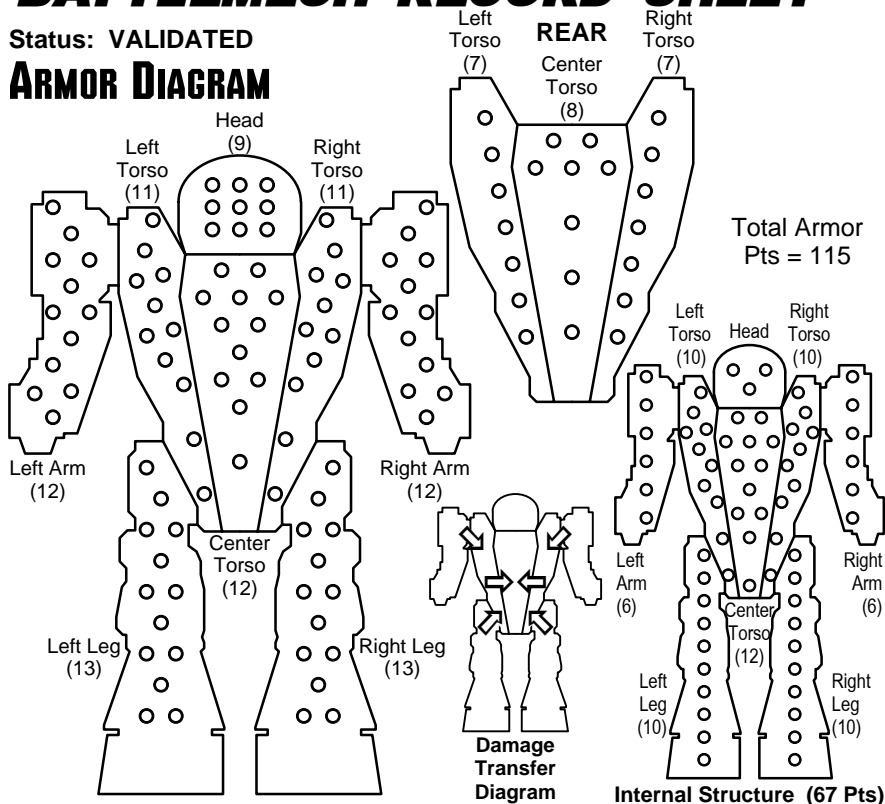
WIZKIDS

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Small Laser
- ER Small Laser

1-3

- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- XL Engine
- XL Engine
- LRM 5
- ER Small Laser (R)
- Endo Steel
- Ferro-Fibrous

1-3

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

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Ferro-Fibrous

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

1-3

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

4-6

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

Battle Value: 1,271

Weapon Value: 1,167 / 1,167

Cost, C-Bills: 10,550,137

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Small Laser
- ER Small Laser

1-3

- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- XL Engine
- XL Engine
- LRM 5
- Ammo (LRM 5) 24
- Endo Steel
- Ferro-Fibrous

1-3

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

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Ferro-Fibrous

'MECH DATA

Type: **Phantom A**

Mass: **40 tons**

Movement Points: Tech, Config. & Level:

Walking: **9**

Running: **14**

Jumping: **0**

Clan

Biped OmniMech

Level 2 / 3055

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Small Laser	RA	2	5	-	2	4	6
1	LRM 5	RT	2	1/hit	-	7	14	21
2	ER Small Laser	LA	2	5	-	2	4	6
1	LRM 5	LT	2	1/hit	-	7	14	21
1	ER Small Laser	LT(R)	2	5	-	2	4	6
1	ER Medium Laser	CT	5	7	-	5	10	15

Ammo Type:

Rounds:

BV:

LRM 5

24

15

Total Heat Sinks: **12 Double (24)**

oooooooooooo oo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(19)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken

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

Consciousness #

HEAT SCALE

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

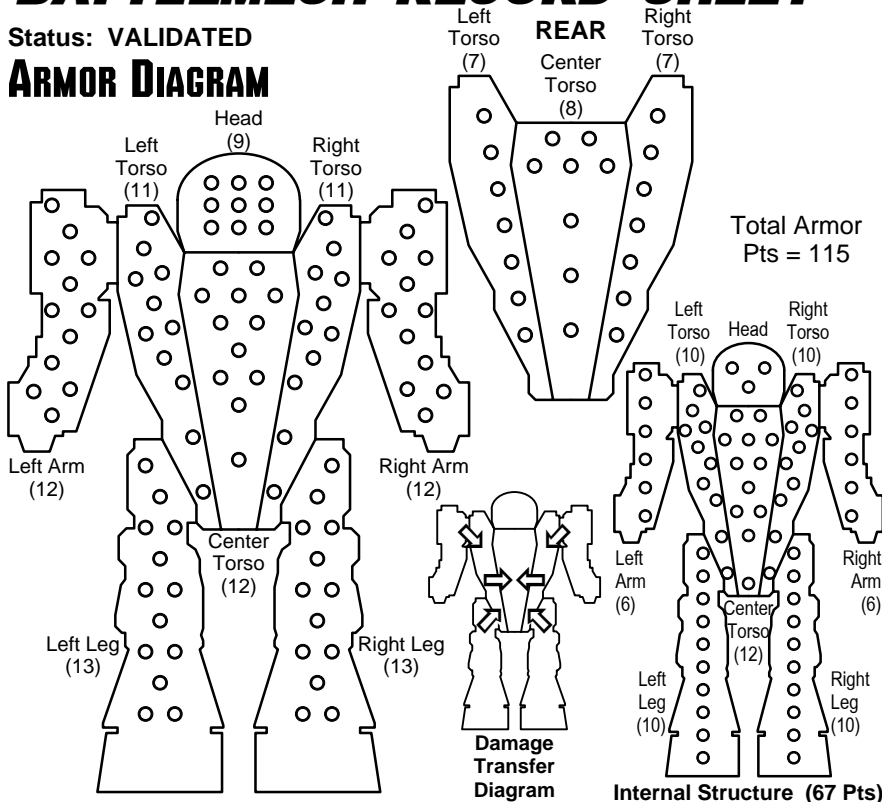
WIZKIDS

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Phantom Prime**

Mass: **40 tons**

Movement Points: Tech, Config. & Level:

Walking: **9**

Clan

Running: **14**

Biped OmniMech

Jumping: **0**

Level 2 / 3055

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RA	5	7	-	5	10	15
1	LRM 5	LA	2	1/hit	-	7	14	21
1	ER Small Laser	LT	2	5	-	2	4	6
1	ECM Suite	RT	0	-	-	-	-	6
1	TAG	LT	0	-	-	5	9	15
1	Active Probe	CT	0	-	-	-	-	5

Ammo Type:

Rounds:

BV:

LRM 5

24

15

Total Heat Sinks: **12 Double (24)**

oooooooooooo oo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(9)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WIZKIDS®

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- LRM 5
- Ammo (LRM 5) 24

1-3

- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- XL Engine
- XL Engine
- ER Small Laser
- TAG
- Endo Steel
- Ferro-Fibrous

1-3

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

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Ferro-Fibrous

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

1-3

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

4-6

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

Battle Value: **1,029**

Weapon Value: **594 / 594**

Cost, C-Bills: **11,206,387**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- Endo Steel

1-3

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- XL Engine
- XL Engine
- ECM Suite
- Endo Steel
- Ferro-Fibrous
- Roll Again

1-3

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

4-6

Right Leg

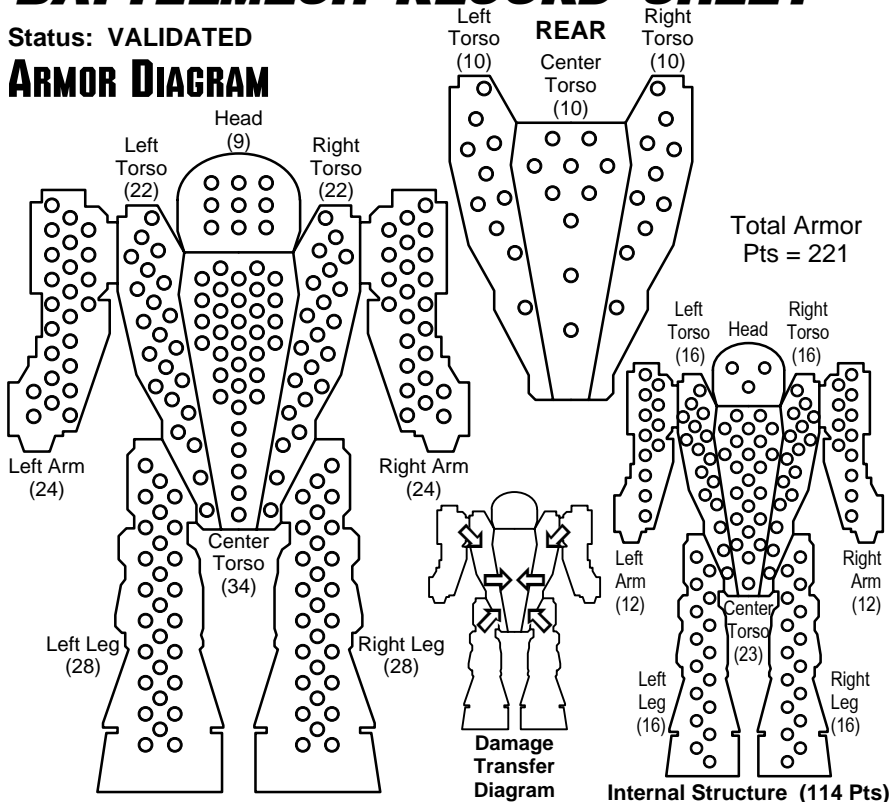
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Ferro-Fibrous

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Internal Structure (114 Pts)

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- 1-3 LRM 20
- LRM 20
- LRM 20
- LRM 20

- Artemis IV FCS
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- Ferro-Fibrous
- Ferro-Fibrous

Left Torso

- XL Engine
- XL Engine
- 1-3 LRM 20
- LRM 20
- LRM 20
- LRM 20

- Artemis IV FCS
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

- 1-3 XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Large Pulse Laser
- Large Pulse Laser

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

Battle Value: 2,708

Weapon Value: 3,596 / 3,167

Cost, C-Bills: 22,475,469

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- 1-3 LRM 20
- LRM 20
- LRM 20
- LRM 20

- Artemis IV FCS
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- Endo Steel
- Endo Steel

Right Torso

- XL Engine
- XL Engine
- 1-3 LRM 20
- LRM 20
- LRM 20
- LRM 20

- Artemis IV FCS
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Right Leg

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

'MECH DATA

Type: Night Gyr D (L3)

Mass: 75 tons

Movement Points: Tech, Config. & Level:

Walking: 4 Clan
Running: 6 Biped OmniMech
Jumping: 4 Level 3 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20 w/ Artemis IV	LA	6	1/hit	-	7	14	21
1	LRM 20 w/ Artemis IV	RA	6	1/hit	-	7	14	21
1	LRM 20 w/ Artemis IV	LT	6	1/hit	-	7	14	21
1	LRM 20 w/ Artemis IV	RT	6	1/hit	-	7	14	21
1	Medium Pulse Laser	HD	4	7	-	4	8	12
1	Large Pulse Laser	CT	10	10	-	6	14	20

Ammo Type: LRM 20
Rounds: 36
BV: 264

Total Heat Sinks: 12 Laser (24)

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

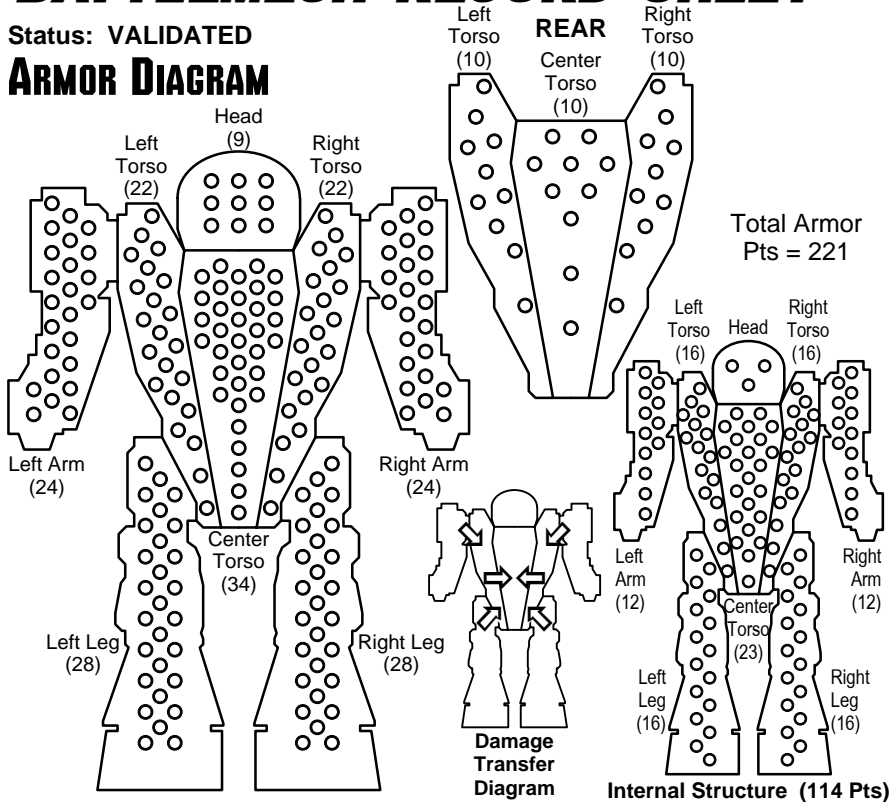
WIZKIDS

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (114 Pts)

Left Arm (CASE)

1. Shoulder
2. Upper Arm Actuator
- 1-3. Ultra AC/2
3. Ultra AC/2
5. Ultra AC/2
6. Ultra AC/2

1. Ultra AC/2
2. Ultra AC/2
- 4-6. Ammo (Ult AC/2) 45
4. Ammo (Ult AC/2) 45
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Torso

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

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

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

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

1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
- 4-6. Laser Heat Sink
6. Laser Heat Sink

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

Battle Value: 2,350

Weapon Value: 3,593 / 3,593

Cost, C-Bills: 20,207,031

Right Arm

1. Shoulder
2. Upper Arm Actuator
- 1-3. Laser Heat Sink
3. Laser Heat Sink
5. Laser Heat Sink
6. Laser Heat Sink

1. Laser Heat Sink
2. Laser Heat Sink
- 4-6. ER Large Laser
4. ER Large Laser
5. Endo Steel
6. Endo Steel

Right Torso

1. XL Engine
2. XL Engine
- 1-3. Targeting Computer
4. Targeting Computer
5. Targeting Computer
6. Targeting Computer

1. Targeting Computer
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Leg

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

'MECH DATA

Type: **Night Gyr C (L3)**

Mass: **75 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** Clan
Running: **6** Biped OmniMech
Jumping: **4** Level 3 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	Ultra AC/2	LA	1	2	2	9	18	27
2	ER Large Laser	RA	12	10	-	8	15	25
1	ER Medium Laser	LT	5	7	-	5	10	15
1	ER Medium Laser	HD	5	7	-	5	10	15
1	Targeting Computer							

Ammo Type: Ultra AC/2
Rounds: 90
BV: 26

Total Heat Sinks: 18 Laser (36)

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

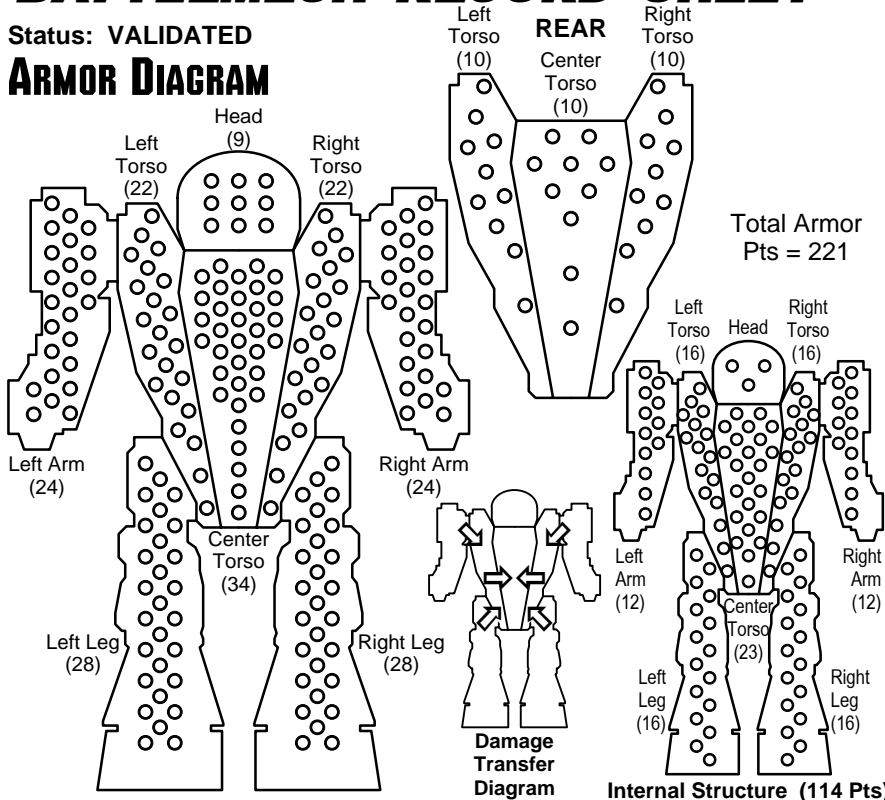
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Internal Structure (114 Pts)

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Laser Heat Sink
- Laser Heat Sink
- Laser Heat Sink
- Laser Heat Sink

1. Large Pulse Laser
2. Large Pulse Laser
3. Medium Pulse Laser
4. Medium Pulse Laser
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Torso (CASE)

1. XL Engine
2. XL Engine
- 1-3 Laser Heat Sink
- Laser Heat Sink
5. Streak SRM 6
6. Streak SRM 6

1. Ammo (Streak 6) 15
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

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

1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. Laser Heat Sink
6. Laser Heat Sink

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

Battle Value: 2,522

Weapon Value: 3,543 / 3,243

Cost, C-Bills: 20,764,844

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Ultra AC/20
- Ultra AC/20
5. Ultra AC/20
6. Ultra AC/20

1. Ultra AC/20
2. Ultra AC/20
3. Ultra AC/20
4. Ultra AC/20
5. Endo Steel
6. Endo Steel

Right Torso (CASE)

1. XL Engine
2. XL Engine
- 1-3 Streak SRM 6
4. Streak SRM 6
5. Ammo (Ult AC/20) 5
6. Ammo (Ult AC/20) 5

1. Ammo (Ult AC/20) 5
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Leg

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

'MECH DATA

Type: Night Gyr A (L3)

Mass: 75 tons

Movement Points: Tech, Config. & Level:

Walking: 4 Clan
Running: 6 Biped OmniMech
Jumping: 4 Level 3 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/20	RA	7	20	-	4	8	12
1	Streak SRM 6	RT	4	2/hit	-	4	8	12
1	Streak SRM 6	LT	4	2/hit	-	4	8	12
1	Large Pulse Laser	LA	10	10	-	6	14	20
2	Medium Pulse Laser	LA	4	7	-	4	8	12
1	Medium Pulse Laser	HD	4	7	-	4	8	12

Ammo Type: Rounds: BV:

Ultra AC/20	15	171
Streak SRM 6	15	24

Total Heat Sinks: 16 Laser (32)

oooooooooooo oooooo

Auto Eject: Weapon Heat:

☐ Operational ☐ Disabled (44)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

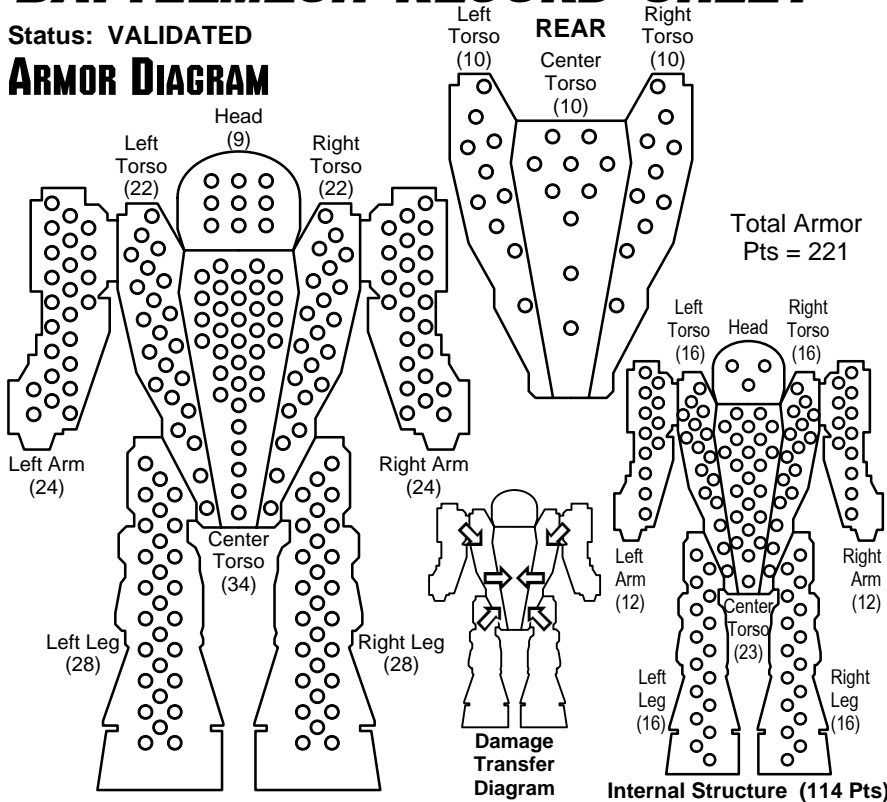
WIZKIDS

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (114 Pts)

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Laser Heat Sink
- 1-3 Laser Heat Sink
- 1-3 Laser Heat Sink
- 1-3 Laser Heat Sink

- 1-3 ER PPC
- 1-3 ER PPC
- 1-3 ER PPC
- 1-3 ER PPC
- 1-3 Ferro-Fibrous
- 1-3 Ferro-Fibrous

Left Torso

- 1-3 XL Engine
- 1-3 XL Engine
- 1-3 Laser Heat Sink
- 1-3 Laser Heat Sink
- 1-3 Laser Heat Sink
- 1-3 Laser Heat Sink

- 1-3 Medium Pulse Laser
- 1-3 Endo Steel
- 1-3 Endo Steel
- 1-3 Endo Steel
- 1-3 Endo Steel
- 1-3 Endo Steel

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

- 1-3 XL Engine
- 1-3 XL Engine
- 1-3 XL Engine
- 1-3 Gyro
- 1-3 Gyro
- 1-3 Gyro

- 1-3 Gyro
- 1-3 XL Engine
- 1-3 XL Engine
- 1-3 XL Engine
- 1-3 Laser Heat Sink
- 1-3 Laser Heat Sink

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

Battle Value: 2,750
Weapon Value: 4,055 / 4,055
Cost, C-Bills: 20,565,781

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- 1-3 Laser Heat Sink
- 1-3 Laser Heat Sink
- 1-3 Ultra AC/10
- 1-3 Ultra AC/10

- 1-3 Ultra AC/10
- 1-3 Ultra AC/10
- 1-3 Ammo (Ult AC/10) 10
- 1-3 Ammo (Ult AC/10) 10
- 1-3 Endo Steel
- 1-3 Endo Steel

Right Torso

- 1-3 XL Engine
- 1-3 XL Engine
- 1-3 Laser Heat Sink
- 1-3 Laser Heat Sink
- 1-3 Laser Heat Sink
- 1-3 Laser Heat Sink

- 1-3 Medium Pulse Laser
- 1-3 Ferro-Fibrous
- 1-3 Ferro-Fibrous
- 1-3 Ferro-Fibrous
- 1-3 Ferro-Fibrous
- 1-3 Ferro-Fibrous

Right Leg

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

'MECH DATA

Type: **Night Gyr Prime (L3)**

Mass: **75 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** Clan
Running: **6** Biped OmniMech
Jumping: **4** Level 3 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER PPC	LA	15	15	-	7	14	23
1	Ultra AC/10	RA	3	10	-	6	12	18
1	Medium Pulse Laser	LT	4	7	-	4	8	12
1	Medium Pulse Laser	RT	4	7	-	4	8	12
1	Medium Pulse Laser	HD	4	7	-	4	8	12

Ammo Type: Ultra AC/10
Rounds: 20
BV: 85

Total Heat Sinks: 20 Laser (40)

oooooooooooo ooooooooooooo

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (48)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

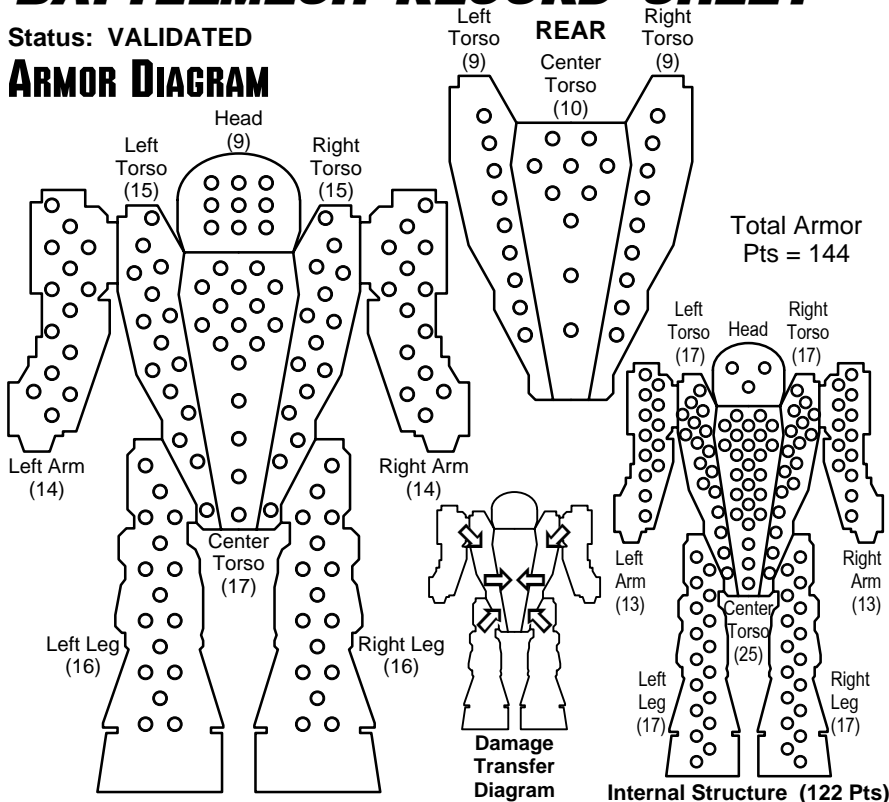
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Naga D

Mass: 80 tons

Movement Points: Tech, Config. & Level:

Walking: 5

Clan

Running: 8

Biped OmniMech

Jumping: 0

Level 2 / 3055

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RT	5	7	-	5	10	15
1	ER Small Laser	CT	2	5	-	2	4	6
1	SRM 4	LT	3	2/hit	-	3	6	9
1	Arrow IV System	LA	10	20/10	-	*	*	-
1	Arrow IV System	RA	10	20/10	-	*	*	-

Ammo Type:

Rounds:

BV:

SRM 4

25

7

Arrow IV System

20

60

Total Heat Sinks: 12 Double (24)

oooooooooooo oo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(30)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WIZKIDS

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Arrow IV System #2
- Arrow IV System #2
- Arrow IV System #2
- Arrow IV System #2
- Arrow IV System #2
- Arrow IV System #2
- Arrow IV System #2
- Arrow IV System #2
- Arrow IV System #2
- Arrow IV System #2

Head

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

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Arrow IV System
- Arrow IV System
- Arrow IV System
- Arrow IV System
- Arrow IV System
- Arrow IV System
- Arrow IV System
- Arrow IV System
- Arrow IV System
- Arrow IV System

Right Torso (CASE)

- XL Engine
- XL Engine
- ER Medium Laser
- 1-3 Arrow IV System (Cont)
- Arrow IV System (Cont)
- Ammo (Arrow IV) 5
- Ammo (Arrow IV) 5
- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso (CASE)

- XL Engine
- XL Engine
- SRM 4
- 1-3 Arrow IV System (Cont)#2
- Arrow IV System (Cont)#2
- Ammo (SRM 4) 25
- Ammo (Arrow IV) 5
- Ammo (Arrow IV) 5
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

1-3

1-3

4-6

4-6

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

Battle Value: 1,287

Weapon Value: 1,782 / 1,782

Cost, C-Bills: 26,738,062

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Right Leg

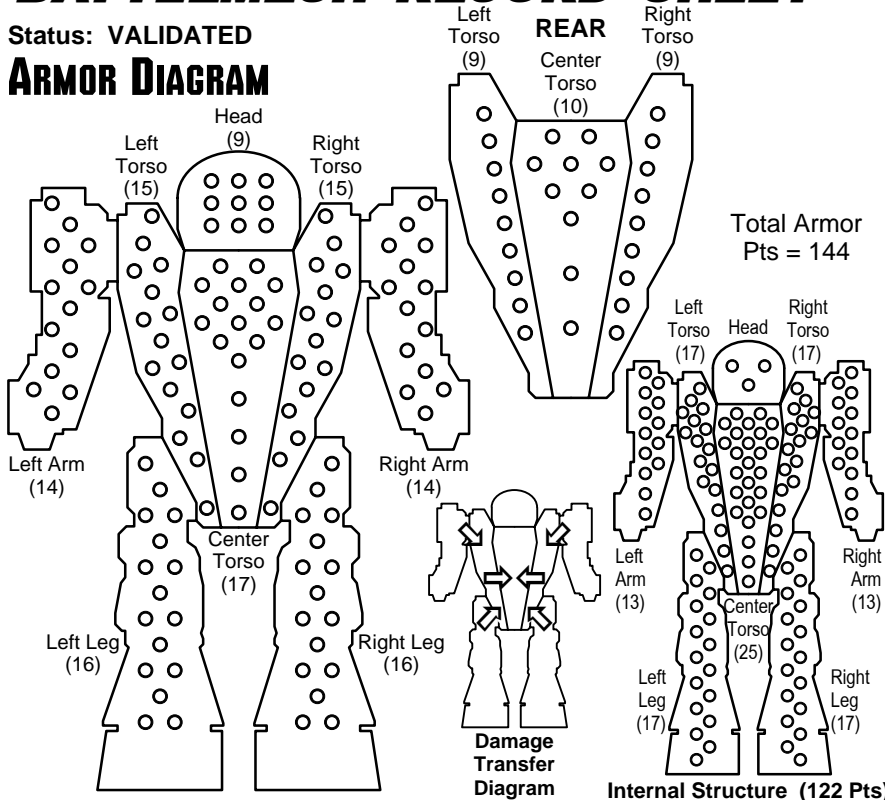
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Naga C

Mass: 80 tons

Movement Points: Tech, Config. & Level:

Walking: 5

Clan

Running: 8

Biped OmniMech

Jumping: 0

Level 2 / 3055

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	RT	2	5	-	2	4	6
1	ER Small Laser	CT	2	5	-	2	4	6
1	Arrow IV System	RA	10	20/10	-	*	*	-
1	Arrow IV System	LA	10	20/10	-	*	*	-
1	SRM 6	LT	4	2/hit	-	3	6	9

Ammo Type: Rounds: BV:

Arrow IV System 20 60

SRM 6 15 10

Total Heat Sinks: 12 Double (24)

oooooooooooo oo

Auto Eject: Weapon Heat:

☐ Operational ☐ Disabled (28)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken

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

Consciousness #

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Arrow IV System #2
- Arrow IV System #2
- Arrow IV System #2
- Arrow IV System #2
- Arrow IV System #2
- Arrow IV System #2
- Arrow IV System #2
- Arrow IV System #2
- Arrow IV System #2
- Arrow IV System #2

Head

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

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Arrow IV System
- Arrow IV System
- Arrow IV System
- Arrow IV System
- Arrow IV System
- Arrow IV System
- Arrow IV System
- Arrow IV System
- Arrow IV System
- Arrow IV System

Right Torso (CASE)

- XL Engine
- XL Engine
- ER Small Laser
- 1-3 Arrow IV System (Cont)
- Arrow IV System (Cont)
- Ammo (Arrow IV) 5
- Ammo (Arrow IV) 5
- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso (CASE)

- XL Engine
- XL Engine
- 1-3 Arrow IV System (Cont)#2
- Arrow IV System (Cont)#2
- SRM 6
- Ammo (Arrow IV) 5
- Ammo (Arrow IV) 5
- Ammo (SRM 6) 15
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

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

Battle Value: 1,252
Weapon Value: 1,753 / 1,753
Cost, C-Bills: 26,628,374

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

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	-2 Movement Points
10	
9	+1 Modifier to Fire
8	
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

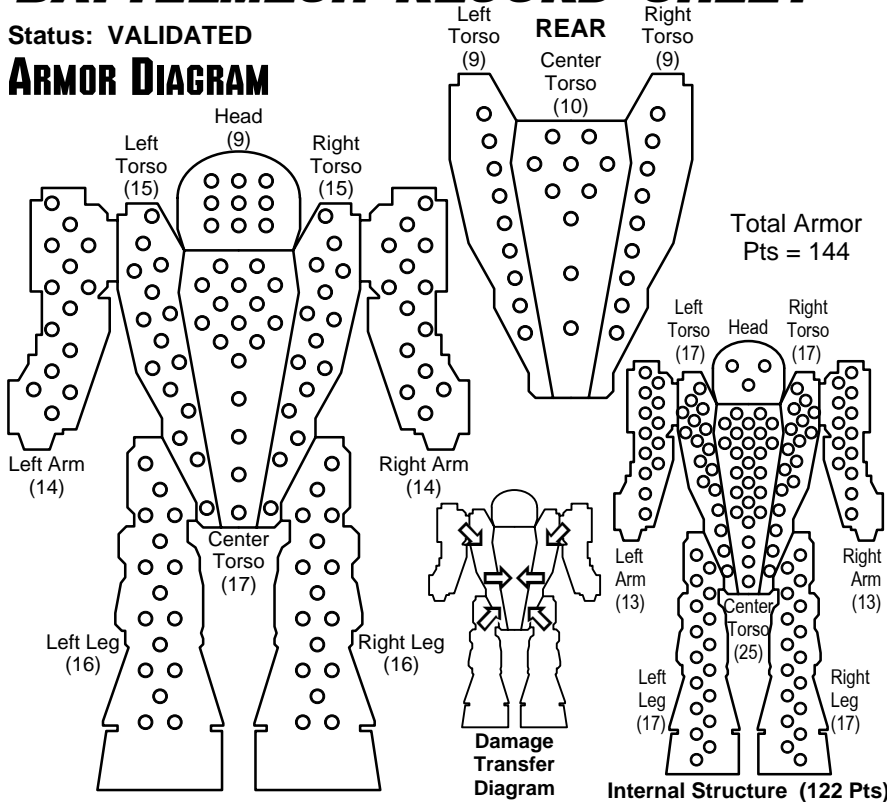
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Naga B**

Mass: **80 tons**

Movement Points: Tech, Config. & Level:

Walking: **5**

Clan

Running: **8**

Biped OmniMech

Jumping: **0**

Level 2 / 3055

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Arrow IV System	RA	10	20/10	-	*	*	-
1	ER Medium Laser	RT	5	7	-	5	10	15
1	ER Small Laser	RT	2	5	-	2	4	6
1	Arrow IV System	LA	10	20/10	-	*	*	-
1	ER Medium Laser	LT	5	7	-	5	10	15
1	ER Medium Laser	CT	5	7	-	5	10	15

Ammo Type:

Rounds:

BV:

Arrow IV System

20

60

Total Heat Sinks: **12 Double (24)**

oooooooooooo oo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(37)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WIZKIDS

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Arrow IV System #2
- Arrow IV System #2
- Arrow IV System #2
- Arrow IV System #2
- Arrow IV System #2
- Arrow IV System #2
- Arrow IV System #2
- Arrow IV System #2

Head

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

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Engine
- XL Engine
- XL Engine
- ER Medium Laser
- Endo Steel

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

Battle Value: **1,379**

Weapon Value: **1,885 / 1,885**

Cost, C-Bills: **26,902,312**

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Arrow IV System
- Arrow IV System
- Arrow IV System
- Arrow IV System
- Arrow IV System
- Arrow IV System
- Arrow IV System
- Arrow IV System

Right Torso (CASE)

- XL Engine
- XL Engine
- 1-3 Arrow IV System (Cont)
- Arrow IV System (Cont)
- ER Medium Laser
- ER Small Laser
- Ammo (Arrow IV) 5
- Ammo (Arrow IV) 5
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Left Leg

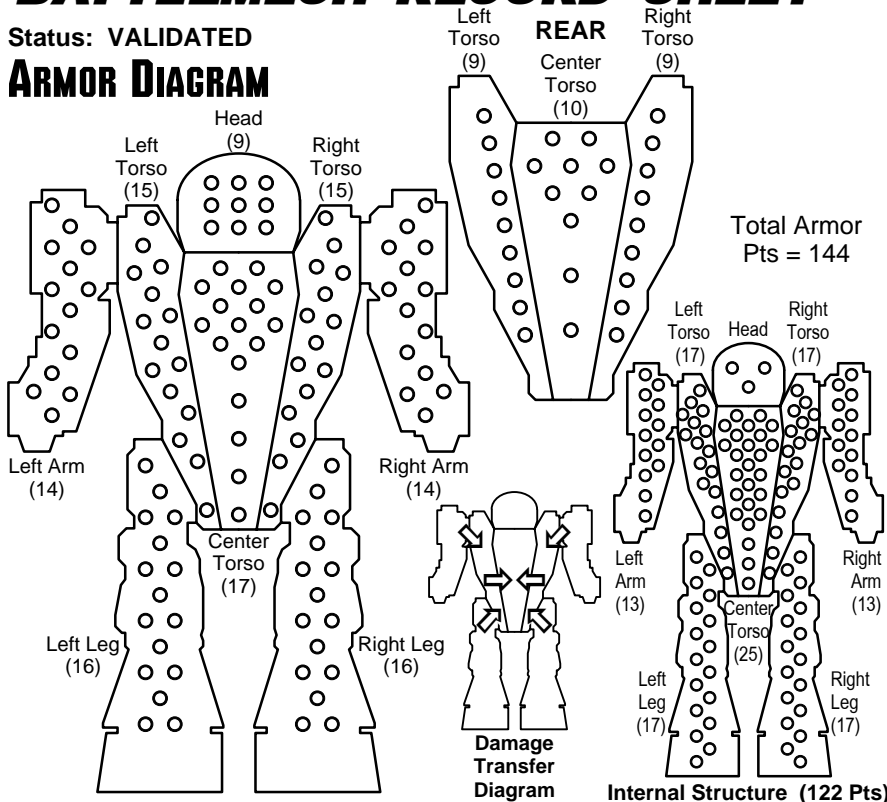
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Naga A

Mass: 80 tons

Movement Points: Tech, Config. & Level:

Walking: 5

Clan

Running: 8

Biped OmniMech

Jumping: 0

Level 2 / 3055

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Arrow IV System	RA	10	20/10	-	*	*	-
1	ER Medium Laser	RT	5	7	-	5	10	15
1	Arrow IV System	LA	10	20/10	-	*	*	-
1	ER Small Laser	LT	2	5	-	2	4	6
1	ER Medium Laser	CT	5	7	-	5	10	15

Ammo Type:

Rounds:

BV:

Arrow IV System

25

75

Total Heat Sinks: 12 Double (24)

oooooooooooo oo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(32)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WIZKIDS

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Arrow IV System #2
- Arrow IV System #2
- Arrow IV System #2
- Arrow IV System #2
- Arrow IV System #2
- Arrow IV System #2
- Arrow IV System #2
- Arrow IV System #2
- Arrow IV System #2
- Arrow IV System #2

Head

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

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Engine
- XL Engine
- XL Engine
- ER Medium Laser
- Endo Steel

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

Battle Value: 1,344

Weapon Value: 1,862 / 1,862

Cost, C-Bills: 26,744,812

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Arrow IV System
- Arrow IV System
- Arrow IV System
- Arrow IV System
- Arrow IV System
- Arrow IV System
- Arrow IV System
- Arrow IV System
- Arrow IV System
- Arrow IV System

Right Torso (CASE)

- XL Engine
- XL Engine
- 1-3 Arrow IV System (Cont)
- Arrow IV System (Cont)
- ER Medium Laser
- Ammo (Arrow IV) 5
- Ammo (Arrow IV) 5
- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Left Leg

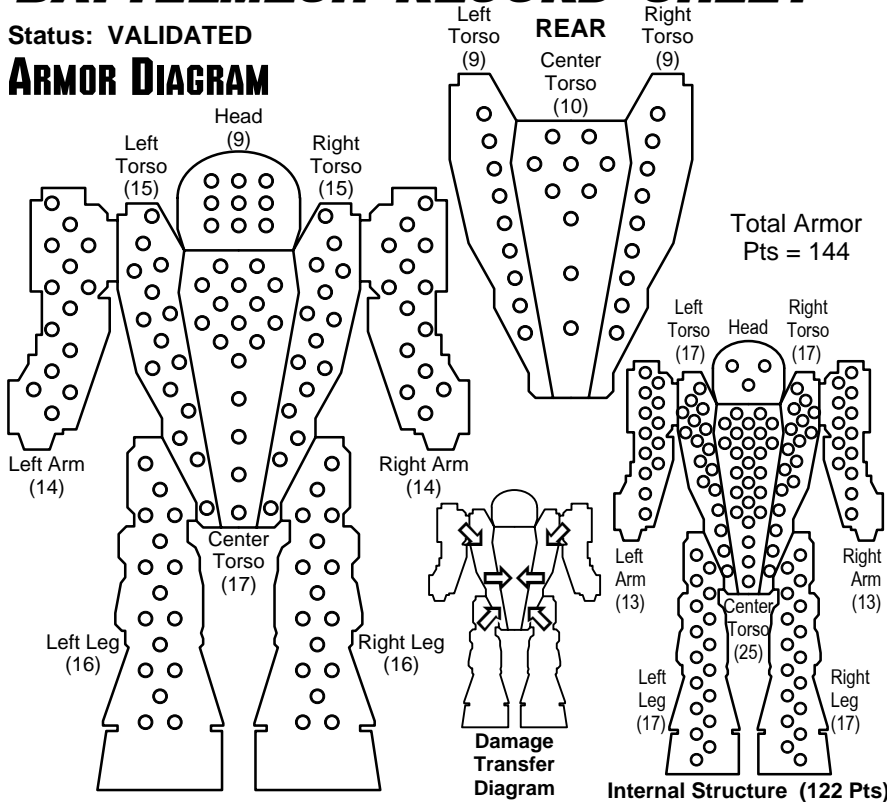
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (122 Pts)

Left Arm

1. Shoulder
2. Upper Arm Actuator
- 1-3. Arrow IV System #2
4. Arrow IV System #2
5. Arrow IV System #2
6. Arrow IV System #2

Head

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

Center Torso

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

Left Torso (CASE)

1. XL Engine
2. XL Engine
- 1-3. Arrow IV System (Cont)#2
4. Arrow IV System (Cont)#2
5. ER Small Laser
6. Ammo (Arrow IV) 5

1-3

4-6

Right Arm

1. Shoulder
2. Upper Arm Actuator
- 1-3. Arrow IV System
4. Arrow IV System
5. Arrow IV System
6. Arrow IV System

Right Torso (CASE)

1. XL Engine
2. XL Engine
- 1-3. Arrow IV System (Cont)
4. Arrow IV System (Cont)
5. ER Small Laser
6. Ammo (Arrow IV) 5

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

Battle Value: 1,268

Weapon Value: 1,755 / 1,755

Cost, C-Bills: 26,457,937

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

'MECH DATA

Type: **Naga Prime**

Mass: **80 tons**

Movement Points: Tech, Config. & Level:

Walking: **5**

Clan

Running: **8**

Biped OmniMech

Jumping: **0**

Level 2 / 3055

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Arrow IV System	RA	10	20/10	-	*	*	-
1	ER Small Laser	RT	2	5	-	2	4	6
1	Arrow IV System	LA	10	20/10	-	*	*	-
1	ER Small Laser	LT	2	5	-	2	4	6
1	ER Small Laser	CT	2	5	-	2	4	6

Ammo Type: Arrow IV System Rounds: 30 BV: 90

Total Heat Sinks: 12 Double (24)

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Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (26)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	-2 Movement Points
10	
9	+1 Modifier to Fire
8	
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

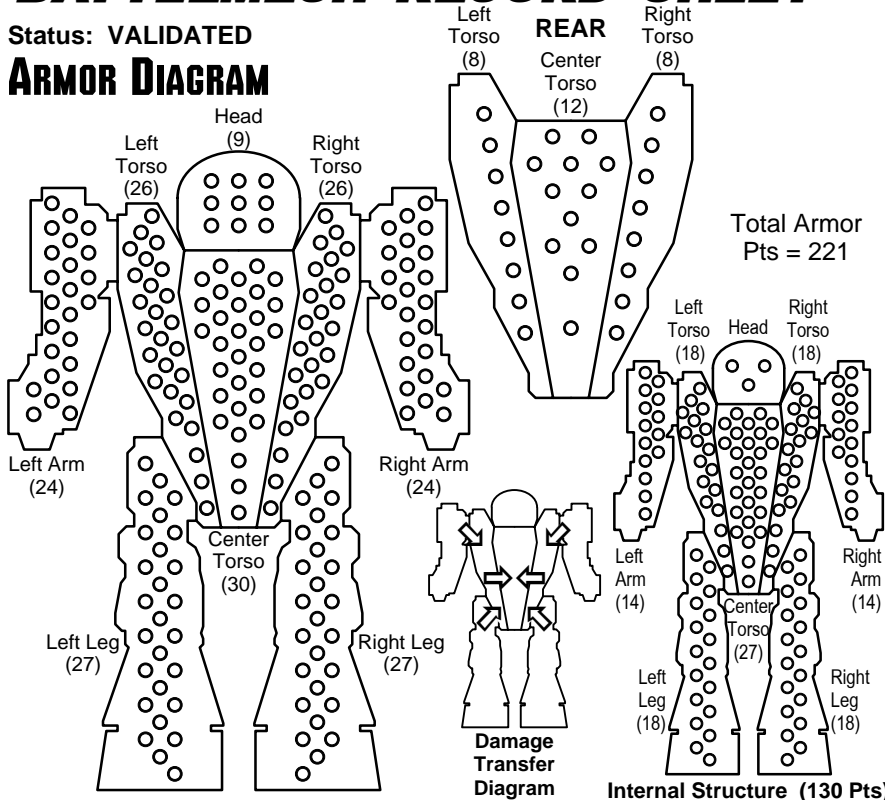
WIZKIDS

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (130 Pts)

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER PPC
- ER PPC
- Medium Pulse Laser

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

- Roll Again
- Roll Again
- Roll Again

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- ER PPC
- ER PPC
- ER Small Laser
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Left Leg

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

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

1-3

Center Torso

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

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- ER Small Laser
- ER Small Laser

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

Battle Value: 2,217

Weapon Value: 4,065 / 4,065

Cost, C-Bills: 9,913,534

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER PPC
- ER PPC
- Medium Pulse Laser

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

- Roll Again
- Roll Again
- Roll Again

Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- ER Small Laser
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

4-6

Right Leg

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

'MECH DATA

Type: **Marauder IIC**

Mass: **85 tons**

Movement Points: Tech, Config. & Level:

Walking: **4**

Clan

Running: **6**

Biped 'Mech

Jumping: **0**

Level 2 / 3055

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LT	15	15	-	7	14	23
1	ER PPC	LA	15	15	-	7	14	23
1	ER PPC	RA	15	15	-	7	14	23
1	Medium Pulse Laser	LA	4	7	-	4	8	12
1	Medium Pulse Laser	RA	4	7	-	4	8	12
2	ER Small Laser	CT	2	5	-	2	4	6
1	ER Small Laser	LT	2	5	-	2	4	6
1	ER Small Laser	RT	2	5	-	2	4	6

Total Heat Sinks: 21 Double (42)

oooooooooooo ooooooooooooo
o

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(61)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken

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

Consciousness #

HEAT SCALE

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

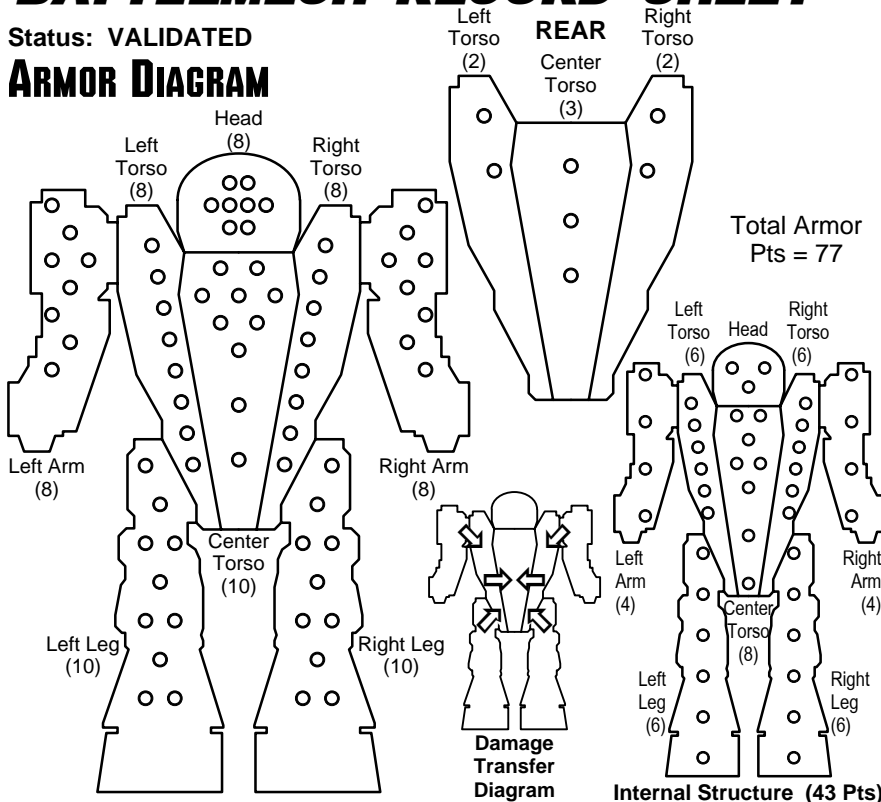
WIZKIDS

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Locust IIC**

Mass: **25 tons**

Movement Points: Tech, Config. & Level:

Walking: **8**

Clan

Running: **12**

Biped 'Mech

Jumping: **0**

Level 2 / 3055

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	CT	4	7	-	4	8	12
4	ER Small Laser	LA	2	5	-	2	4	6
4	ER Small Laser	RA	2	5	-	2	4	6

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(20)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WIZKIDS®

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- ER Small Laser
- ER Small Laser
- ER Small Laser
- ER Small Laser

1-3

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

4-6

Left Torso

- Double Heat Sink
- Double Heat Sink
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

1-3

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

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Ferro-Fibrous

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

1-3

Center Torso

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

4-6

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

Battle Value: **975**

Weapon Value: **780 / 780**

Cost, C-Bills: **2,044,791**

Right Arm

- Shoulder
- Upper Arm Actuator
- ER Small Laser
- ER Small Laser
- ER Small Laser
- ER Small Laser

1-3

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

4-6

Right Torso

- Double Heat Sink
- Double Heat Sink
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

1-3

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

4-6

Right Leg

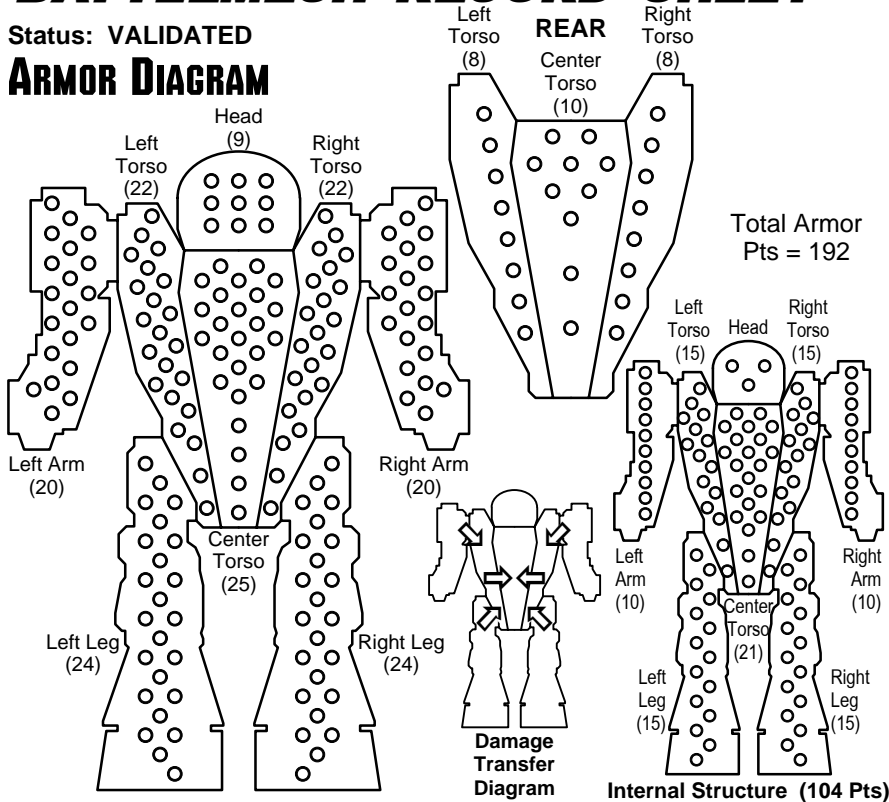
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Ferro-Fibrous

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (104 Pts)

Left Arm (CASE)

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Streak SRM 6
6. Streak SRM 6

1. Streak SRM 6
2. Streak SRM 6
3. Ammo (Streak 6) 15
4. Ammo (Streak 6) 15
5. Endo Steel
6. Ferro-Fibrous

Left Torso

1. XL Engine
2. XL Engine
3. ER Medium Laser
4. ER Small Laser (R)
5. Endo Steel
6. Ferro-Fibrous

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. Endo Steel
6. Ferro-Fibrous

CRITICAL HIT TABLE

Head

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

Center Torso

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

1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. Endo Steel
6. Roll Again

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

Battle Value: 1,865

Weapon Value: 3,704 / 2,865

Cost, C-Bills: 20,308,715

Right Arm (CASE)

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Streak SRM 6
6. Streak SRM 6

1. Streak SRM 6
2. Streak SRM 6
3. Ammo (Streak 6) 15
4. Endo Steel
5. Ferro-Fibrous
6. Roll Again

Right Torso

1. XL Engine
2. XL Engine
3. ER Medium Laser
4. Endo Steel
5. Ferro-Fibrous
6. Roll Again

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. Endo Steel
6. Ferro-Fibrous

'MECH DATA

Type: **Linebacker D**

Mass: **65 tons**

Movement Points: Tech, Config. & Level:

Walking: **6**

Clan

Running: **9**

Biped OmniMech

Jumping: **0**

Level 2 / 3055

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Streak SRM 6	LA	4	2/hit	-	4	8	12
2	Streak SRM 6	RA	4	2/hit	-	4	8	12
1	ER Medium Laser	RT	5	7	-	5	10	15
1	ER Medium Laser	LT	5	7	-	5	10	15
1	ER Small Laser	LT(R)	2	5	-	2	4	6

Ammo Type:

Rounds:

BV:

Streak SRM 6

45

68

Total Heat Sinks: **14 Double (28)**

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Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(28)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken

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

Consciousness #

HEAT SCALE

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

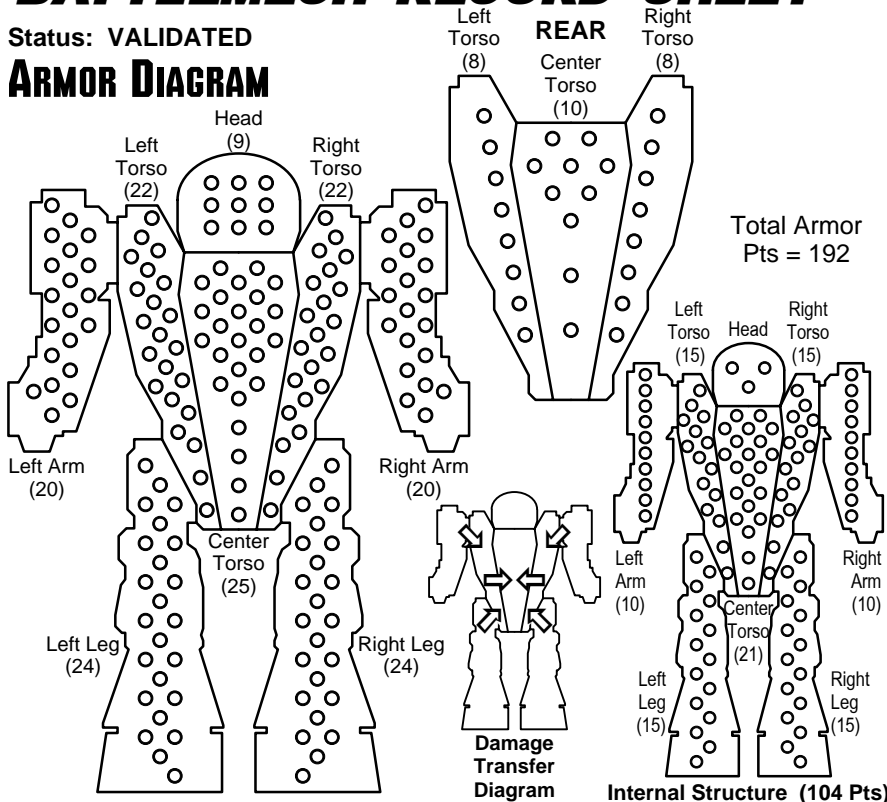
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Linebacker C**

Mass: **65 tons**

Movement Points: Tech, Config. & Level:

Walking: **6**

Clan

Running: **9**

Biped OmniMech

Jumping: **0**

Level 2 / 3055

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/5	RA	1	5	-	7	14	21
1	Machine Gun	RT	0	2	-	1	2	3
1	Machine Gun	RT(R)	0	2	-	1	2	3
1	Flamer	RT(R)	3	2	-	1	2	3
1	ER Large Laser	LA	12	10	-	8	15	25
1	ER Medium Laser	LA	5	7	-	5	10	15
2	ER Medium Laser	LT	5	7	-	5	10	15
1	ER Medium Laser	LT(R)	5	7	-	5	10	15

Ammo Type:	Rounds:	BV:
Ultra AC/5	20	22
Machine Gun	100	1

Total Heat Sinks: **14 Double (28)**

oooooooooooo oooo

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: **(37)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WIZKIDS

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- ER Large Laser
- ER Medium Laser
- Endo Steel
- Ferro-Fibrous

1-3

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

4-6

Left Torso

- XL Engine
- XL Engine
- ER Medium Laser
- ER Medium Laser
- ER Medium Laser (R)
- Endo Steel

1-3

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Ferro-Fibrous

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

1-3

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

4-6

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

Battle Value: **1,824**

Weapon Value: **2,735 / 2,735**

Cost, C-Bills: **20,137,219**

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Ultra AC/5
- Ultra AC/5
- Ultra AC/5
- Ammo (Ult AC/5) 20

1-3

- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- XL Engine
- XL Engine
- Machine Gun
- Machine Gun (R)
- Flamer (R)
- Ammo (MG) 100

1-3

- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

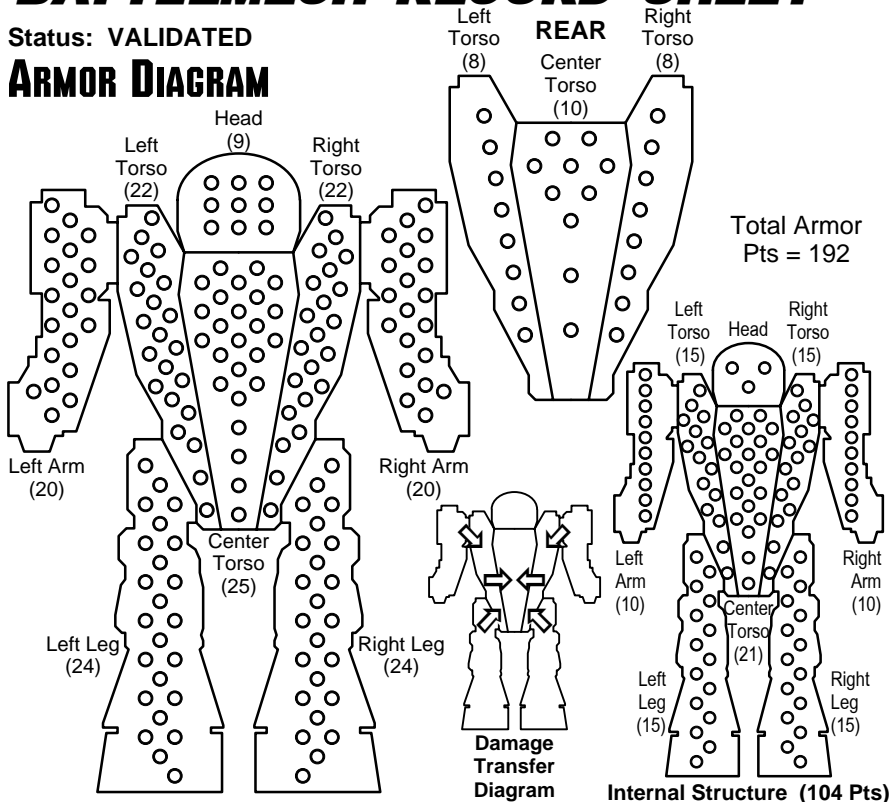
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Ferro-Fibrous

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (104 Pts)

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- ER Medium Laser

1-3

- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- XL Engine
- XL Engine
- ER Small Laser
- Endo Steel
- Ferro-Fibrous
- Roll Again

1-3

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

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Ferro-Fibrous

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

1-3

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Endo Steel
- Roll Again

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

Battle Value: 1,849

Weapon Value: 2,591 / 2,591

Cost, C-Bills: 19,747,715

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- Endo Steel

1-3

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- XL Engine
- XL Engine
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

1-3

- Gauss Rifle
- Gauss Rifle
- Ammo (Gauss) 8
- Ammo (Gauss) 8
- Endo Steel
- Ferro-Fibrous

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Ferro-Fibrous

'MECH DATA

Type: **Linebacker B**

Mass: **65 tons**

Movement Points: Tech, Config. & Level:

Walking: **6**

Running: **9**

Jumping: **0**

Clan

Biped OmniMech

Level 2 / 3055

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RA	5	7	-	5	10	15
2	ER Medium Laser	LA	5	7	-	5	10	15
1	ER Small Laser	LT	2	5	-	2	4	6
1	Gauss Rifle	RT	1	15	2	7	15	22

Ammo Type:

Rounds:

BV:

Gauss Rifle

16

99

Total Heat Sinks: **14 Double (28)**

oooooooooooo oooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(18)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

Consciousness #

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

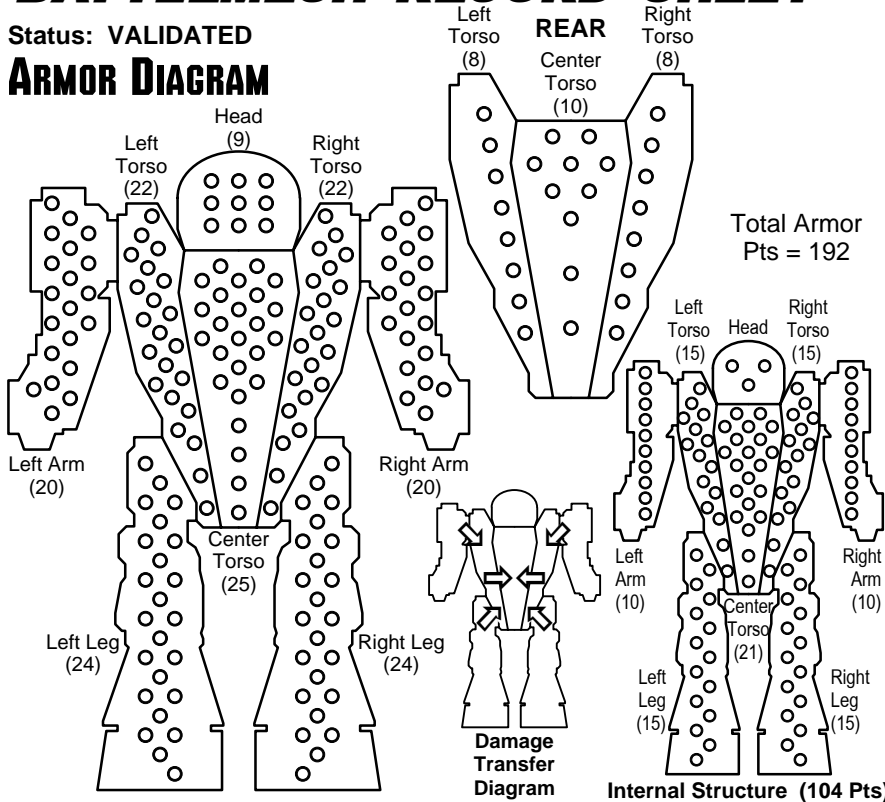
WIZKIDS

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Large Laser
- Endo Steel

1-3

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- XL Engine
- XL Engine
- LRM 15
- LRM 15
- Ammo (LRM 15) 8
- Ammo (LRM 15) 8

1-3

- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Ferro-Fibrous

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: 1,854

Weapon Value: 2,727 / 2,727

Cost, C-Bills: 20,394,825

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Large Laser
- Endo Steel

1-3

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- XL Engine
- XL Engine
- ER Medium Laser
- ER Medium Laser
- LRM 5
- Ammo (LRM 5) 24

1-3

- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Ferro-Fibrous

'MECH DATA

Type: **Linebacker A**

Mass: **65 tons**

Movement Points: Tech, Config. & Level:

Walking: **6**

Clan

Running: **9**

Biped OmniMech

Jumping: **0**

Level 2 / 3055

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	RA	12	10	-	8	15	25
1	ER Large Laser	LA	12	10	-	8	15	25
2	ER Medium Laser	RT	5	7	-	5	10	15
1	LRM 5	RT	2	1/hit	-	7	14	21
1	LRM 15	LT	5	1/hit	-	7	14	21

Ammo Type: Rounds: BV:

LRM 5 24 10

LRM 15 16 63

Total Heat Sinks: 14 Double (28)

oooooooooooo oooo

Auto Eject: Weapon Heat:

☐ Operational ☐ Disabled (41)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

Consciousness #

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

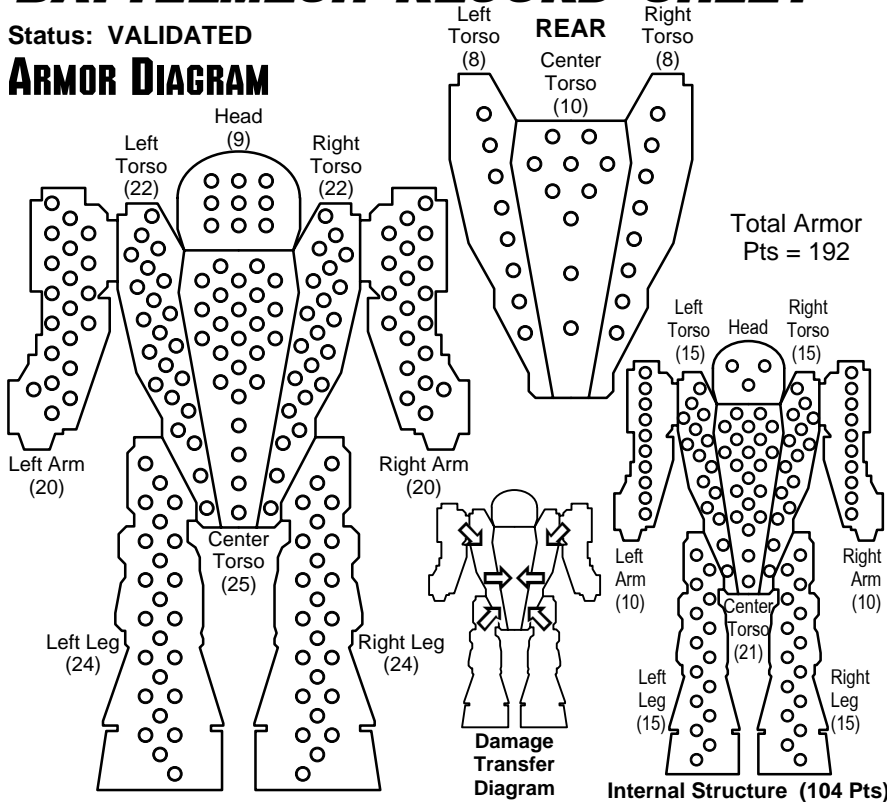
WIZKIDS

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (104 Pts)

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 ER PPC
- 1-3 ER PPC
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- 3-6 Endo Steel
- 3-6 Ferro-Fibrous
- Roll Again
- Roll Again

Left Torso (CASE)

- 1-3 XL Engine
- 1-3 XL Engine
- 1-3 LRM 5
- 4-6 Ammo (LRM 5) 24
- Endo Steel
- Ferro-Fibrous

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Ferro-Fibrous

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- 1-3 XL Engine
- 1-3 XL Engine
- 1-3 XL Engine
- 4-6 Gyro
- 4-6 Gyro
- 4-6 Gyro

- 1-3 Gyro
- 4-6 XL Engine
- 4-6 XL Engine
- 4-6 XL Engine
- Endo Steel
- Roll Again

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Battle Value: **2,016**

Weapon Value: **2,649 / 2,533**

Cost, C-Bills: **20,277,985**

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 ER PPC
- 1-3 ER PPC
- Endo Steel
- Ferro-Fibrous

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso (CASE)

- 1-3 XL Engine
- 1-3 XL Engine
- 1-3 Streak SRM 4
- 4-6 Ammo (Streak 4) 25
- 5-6 ER Small Laser (R)
- Endo Steel

- 1-3 Ferro-Fibrous
- 1-3 Roll Again
- 1-3 Roll Again
- 1-3 Roll Again
- 1-3 Roll Again
- 1-3 Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Ferro-Fibrous

'MECH DATA

Type: **Linebacker Prime**

Mass: **65 tons**

Movement Points: Tech, Config. & Level:

Walking: **6**

Clan

Running: **9**

Biped OmniMech

Jumping: **0**

Level 2 / 3055

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	15	-	7	14	23
1	Streak SRM 4	RT	3	2/hit	-	4	8	12
1	ER PPC	LA	15	15	-	7	14	23
1	LRM 5	LT	2	1/hit	-	7	14	21
1	ER Small Laser	RT(R)	2	5	-	2	4	6

Ammo Type: Rounds: BV:

Streak SRM 4 25 15

LRM 5 24 10

Total Heat Sinks: **14 Double (28)**

oooooooooooo oooo

Auto Eject: Weapon Heat:

☐ Operational ☐ Disabled (37)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

Consciousness #

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

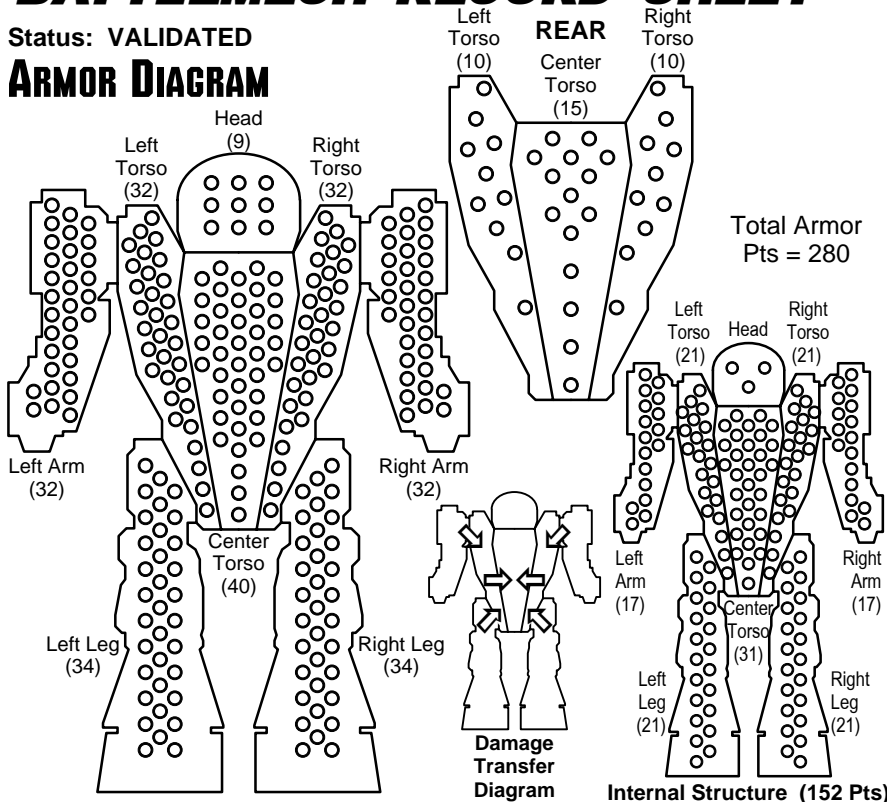
WIZKIDS

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Kodiak**

Mass: **100 tons**

Movement Points: Tech, Config. & Level:

Walking: **4**

Clan

Running: **6**

Biped 'Mech

Jumping: **0**

Level 2 / 3058

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/20	RT	7	20	-	4	8	12
1	ER Large Laser	CT	12	10	-	8	15	25
2	Streak SRM 6	LT	4	2/hit	-	4	8	12
4	ER Medium Laser	RA	5	7	-	5	10	15
4	ER Medium Laser	LA	5	7	-	5	10	15

Ammo Type:

Rounds:

BV:

Ultra AC/20

10

78

Streak SRM 6

30

34

Total Heat Sinks: **20 Double (40)**

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Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(74)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

Consciousness #

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	-2 Movement Points
10	
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

WIZKIDS

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- ER Medium Laser

1-3

- ER Medium Laser
- ER Medium Laser
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

4-6

Left Torso (CASE)

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Streak SRM 6
- Streak SRM 6
- Streak SRM 6
- Streak SRM 6
- Ammo (Streak 6) 15
- Ammo (Streak 6) 15

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **2,363**

Weapon Value: **5,245 / 4,943**

Cost, C-Bills: **29,791,334**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- ER Medium Laser

1-3

- ER Medium Laser
- ER Medium Laser
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

4-6

Right Torso (CASE)

- XL Engine
- XL Engine
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20

1-3

- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ammo (Ult AC/20) 5
- Ammo (Ult AC/20) 5

4-6

Right Leg

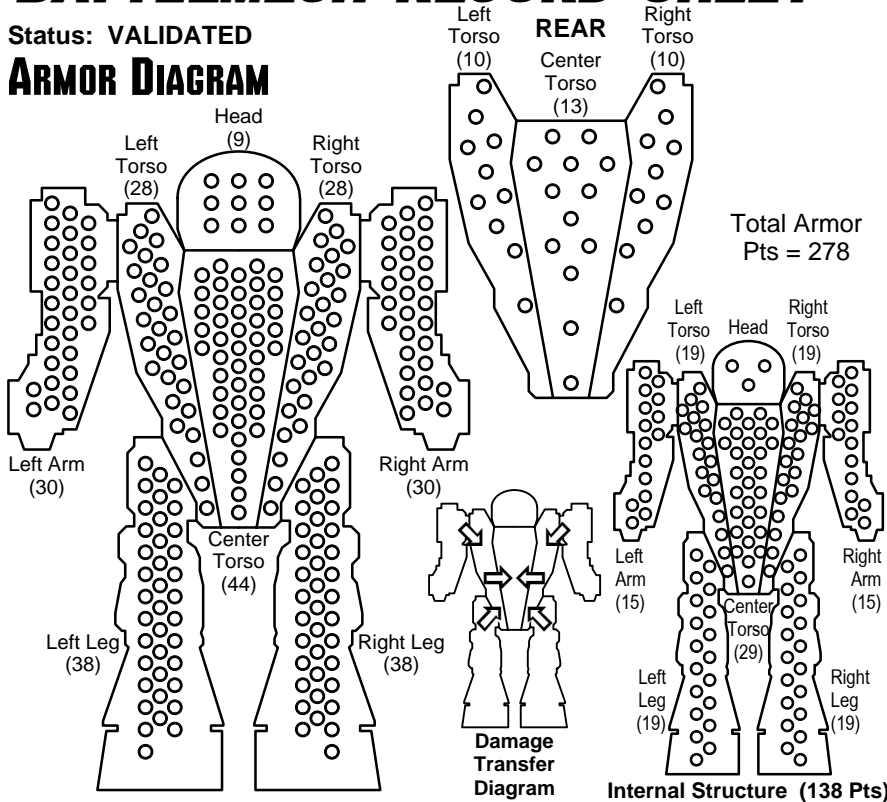
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Kingfisher D**

Mass: **90 tons**

Movement Points: Tech, Config. & Level:

Walking: **4**

Clan

Running: **6**

Biped OmniMech

Jumping: **0**

Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/10	RA	3	10	-	6	12	18
2	ER Large Laser	LA	12	10	-	8	15	25
1	ER Large Laser	CT	12	10	-	8	15	25

Ammo Type: Ultra AC/10 Rounds: 20 BV: 58

Total Heat Sinks: 17 Double (34)

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Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (42)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WIZKIDS®

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER Large Laser
- ER Large Laser
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

1-3

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- ER Large Laser
- Roll Again

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Battle Value: 1,966

Weapon Value: 3,735 / 3,735

Cost, C-Bills: 13,265,562

Right Arm

- Shoulder
- Upper Arm Actuator
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- Double Heat Sink
- Double Heat Sink
- Ammo (Ult AC/10) 10
- Ammo (Ult AC/10) 10
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Right Leg

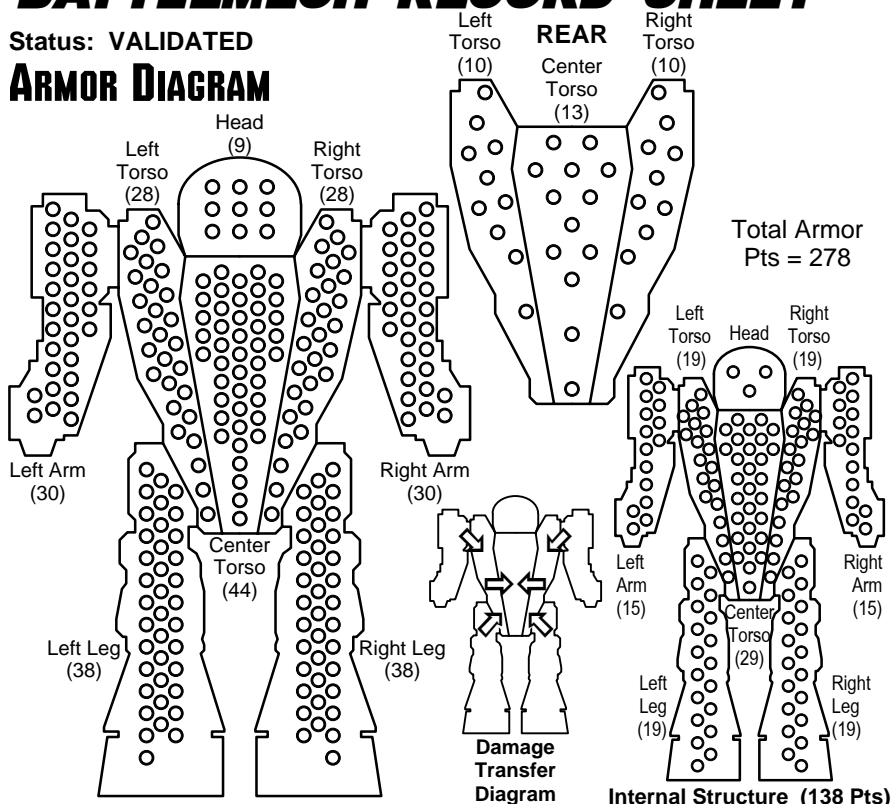
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 ER PPC
- ER PPC
- ER Medium Laser
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Roll Again
- Roll Again
- Roll Again

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Fusion Engine
- Fusion Engine
- ER Medium Laser
- ER Medium Laser

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Battle Value: 2,391
Weapon Value: 5,732 / 5,732
Cost, C-Bills: 13,193,125

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 ER PPC
- ER PPC
- ER Medium Laser
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Roll Again
- Roll Again
- Roll Again

Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

'MECH DATA

Type: **Kingfisher C**

Mass: **90 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** Clan
Running: **6** Biped OmniMech
Jumping: **0** Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	15	-	7	14	23
1	ER Medium Laser	RA	5	7	-	5	10	15
1	ER PPC	LA	15	15	-	7	14	23
1	ER Medium Laser	LA	5	7	-	5	10	15
2	ER Medium Laser	CT	5	7	-	5	10	15

Total Heat Sinks: 25 Double (50)

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Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (50)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

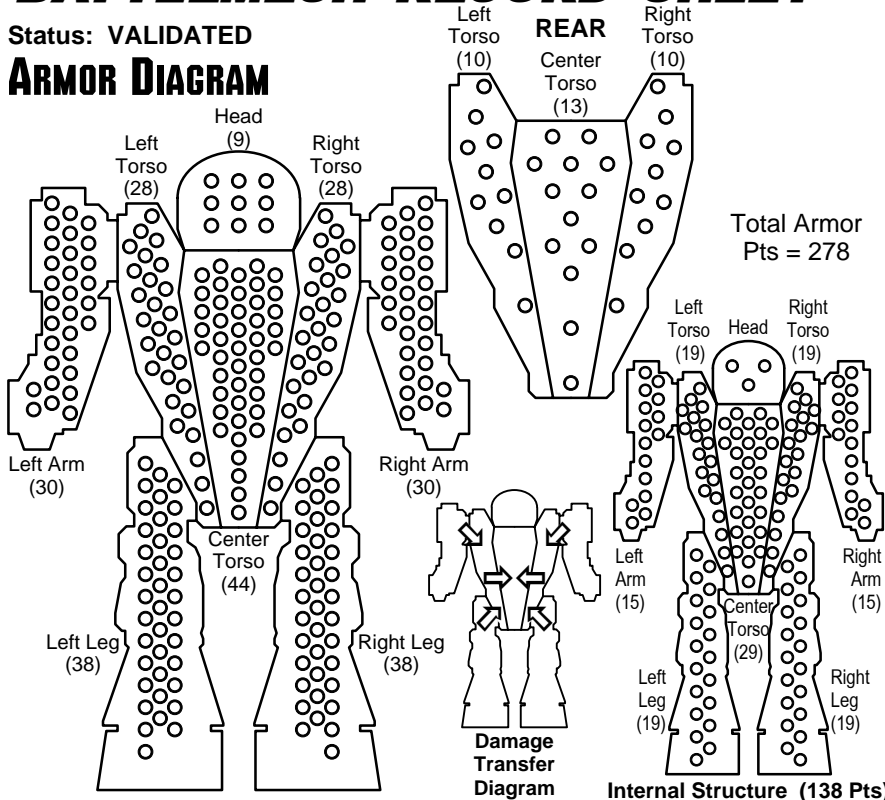
WIZKIDS

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Kingfisher B**

Mass: **90 tons**

Movement Points: Tech, Config. & Level:

Walking: **4**

Clan

Running: **6**

Biped OmniMech

Jumping: **0**

Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/20	RA	7	20	-	4	8	12
1	ER Large Laser	LA	12	10	-	8	15	25
1	ER Medium Laser	LA	5	7	-	5	10	15
1	ER Small Laser	LA	2	5	-	2	4	6
1	Anti-Missile System	CT	1	2d6	-	-	-	-
1	ER Medium Laser	RT	5	7	-	5	10	15
2	ER Medium Laser	LT	5	7	-	5	10	15

Ammo Type: Rounds: BV:

Ultra AC/20 10 78

Anti-Missile System 24 25

Total Heat Sinks: 17 Double (34)

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Auto Eject: Weapon Heat:

☐ Operational ☐ Disabled (49)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WIZKIDS®

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER Large Laser
- ER Medium Laser
- ER Small Laser

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- ER Medium Laser
- ER Medium Laser
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

1-3

4-6

Center Torso (CASE)

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Fusion Engine
- Fusion Engine
- Anti-Missile System
- Ammo (AMS) 24

1-3

4-6

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Battle Value: **2,043**

Weapon Value: **3,721 / 3,721**

Cost, C-Bills: **13,881,282**

Right Arm

- Shoulder
- Upper Arm Actuator
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20

1-3

- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- Double Heat Sink
- Double Heat Sink
- ER Medium Laser
- Ammo (Ult AC/20) 5
- Ammo (Ult AC/20) 5
- Endo Steel

1-3

4-6

- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

Right Leg

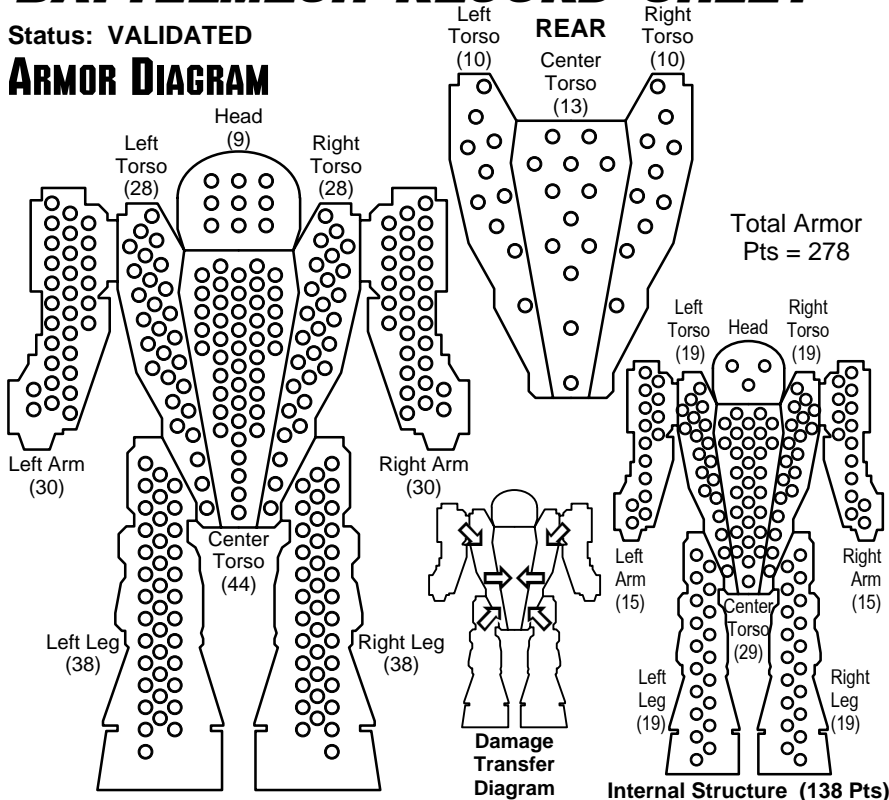
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (138 Pts)

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER Medium Laser
- Medium Pulse Laser
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- SRM 6
- Ammo (SRM 6) 15
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

1-3

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- ER PPC
- ER PPC

4-6

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Battle Value: 2,047

Weapon Value: 4,324 / 4,324

Cost, C-Bills: 13,475,157

Right Arm

- Shoulder
- Upper Arm Actuator
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC

1-3

- LB 10-X AC
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- Double Heat Sink
- Double Heat Sink
- ER Small Laser
- Ammo (LB 10-X) 10
- Ammo (LB 10-X) 10
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

'MECH DATA

Type: **Kingfisher A**

Mass: **90 tons**

Movement Points: Tech, Config. & Level:

Walking: **4**

Clan

Running: **6**

Biped OmniMech

Jumping: **0**

Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	RA	2	10	-	6	12	18
1	ER Medium Laser	LA	5	7	-	5	10	15
1	Medium Pulse Laser	LA	4	7	-	4	8	12
1	ER PPC	CT	15	15	-	7	14	23
1	ER Small Laser	RT	2	5	-	2	4	6
1	SRM 6	LT	4	2/hit	-	3	6	9

Ammo Type: Rounds: BV:

LB 10-X AC 20 43

SRM 6 15 8

Total Heat Sinks: 17 Double (34)

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Auto Eject: Weapon Heat:

☐ Operational ☐ Disabled (32)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

Consciousness #

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

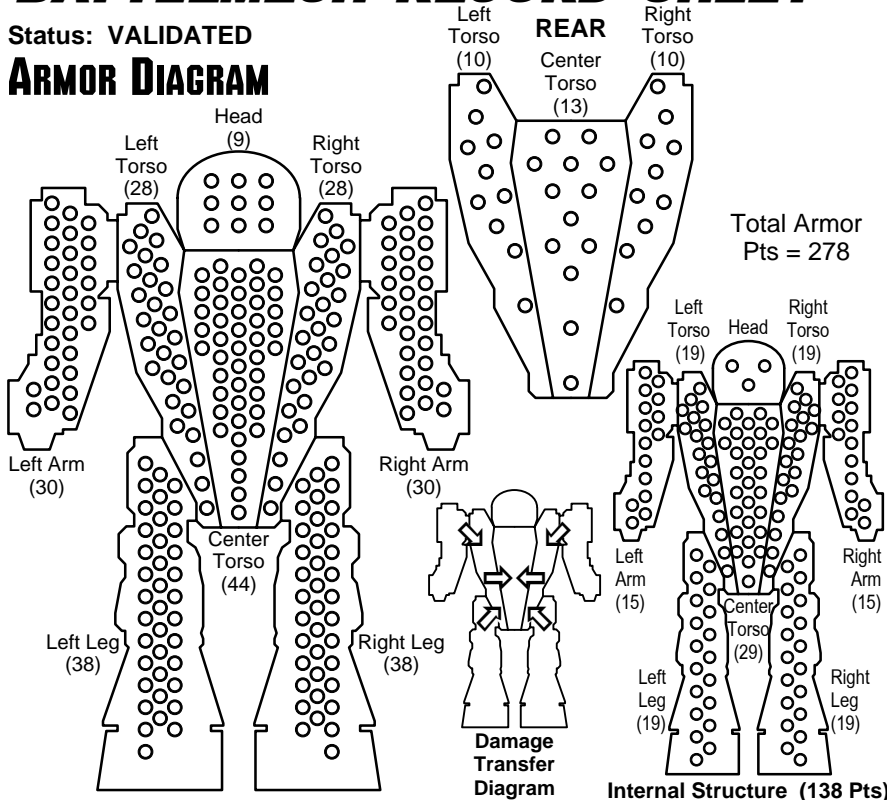
WIZKIDS

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Kingfisher Prime**

Mass: **90 tons**

Movement Points: Tech, Config. & Level:

Walking: **4**

Clan

Running: **6**

Biped OmniMech

Jumping: **0**

Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	RA	10	10	-	6	14	20
1	Streak SRM 6	LA	4	2/hit	-	4	8	12
1	ER Small Laser	LA	2	5	-	2	4	6
1	Large Pulse Laser	CT	10	10	-	6	14	20
1	Medium Pulse Laser	RT	4	7	-	4	8	12
1	LRM 10	LT	4	1/hit	-	7	14	21
1	Medium Pulse Laser	LT	4	7	-	4	8	12

Ammo Type:	Rounds:	BV:
Streak SRM 6	15	17
LRM 10	12	16

Total Heat Sinks: **17 Double (34)**

oooooooooooo oooooooooo

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: **(38)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WIZKIDS®

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Streak SRM 6
- Streak SRM 6
- ER Small Laser

1-3

- Ammo (Streak 6) 15
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- LRM 10
- Medium Pulse Laser
- Ammo (LRM 10) 12
- Endo Steel
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Battle Value: **2,103**

Weapon Value: **5,078 / 4,840**

Cost, C-Bills: **13,017,968**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Large Pulse Laser
- Large Pulse Laser
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- Double Heat Sink
- Double Heat Sink
- Medium Pulse Laser
- Endo Steel
- Endo Steel
- Endo Steel

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

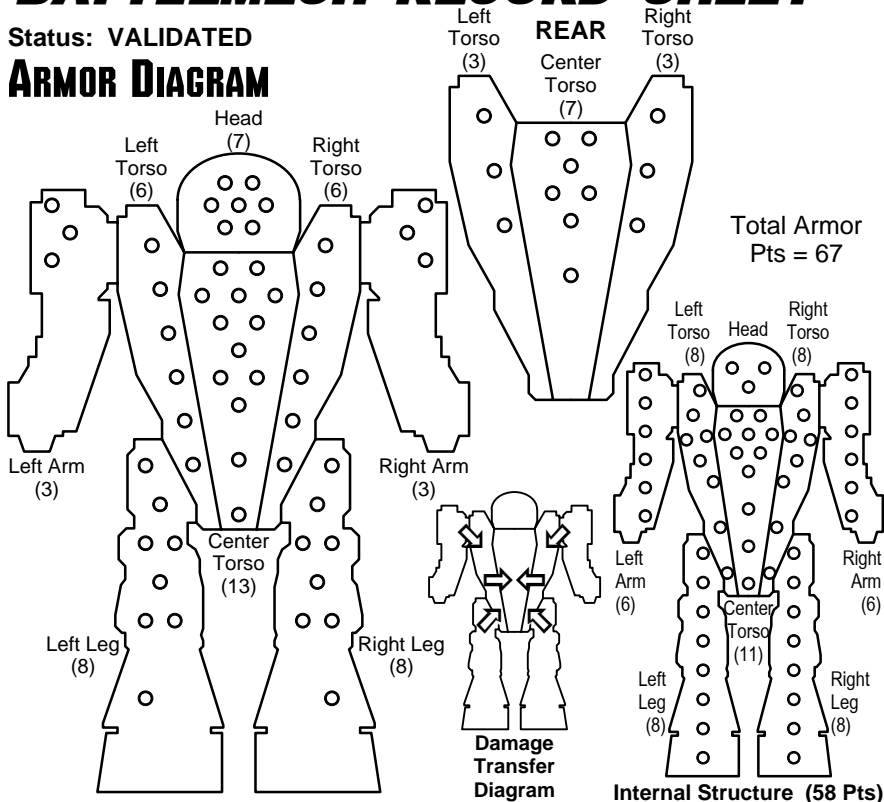
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Jenner IIC**

Mass: **35 tons**

Movement Points: Tech, Config. & Level:

Walking: **9**

Clan

Running: **14**

Biped 'Mech

Jumping: **7**

Level 2 / 3055

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 4	CT	3	2/hit	-	4	8	12
1	SRM 6	LA	4	2/hit	-	3	6	9
1	SRM 6	RA	4	2/hit	-	3	6	9

Ammo Type: Rounds: BV:

Streak SRM 4 25 32

SRM 6 30 44

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(11)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WIZKIDS®

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- SRM 6
- Ferro-Fibrous
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- XL Engine
- XL Engine
- Jump Jet
- Ammo (SRM 6) 15
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Jump Jet
- Streak SRM 4

4-6

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **1,024**

Weapon Value: **474 / 413**

Cost, C-Bills: **7,490,475**

Right Arm

- Shoulder
- Upper Arm Actuator
- SRM 6
- Ferro-Fibrous
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- XL Engine
- XL Engine
- Jump Jet
- Ammo (Streak 4) 25
- Ammo (SRM 6) 15
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Right Leg

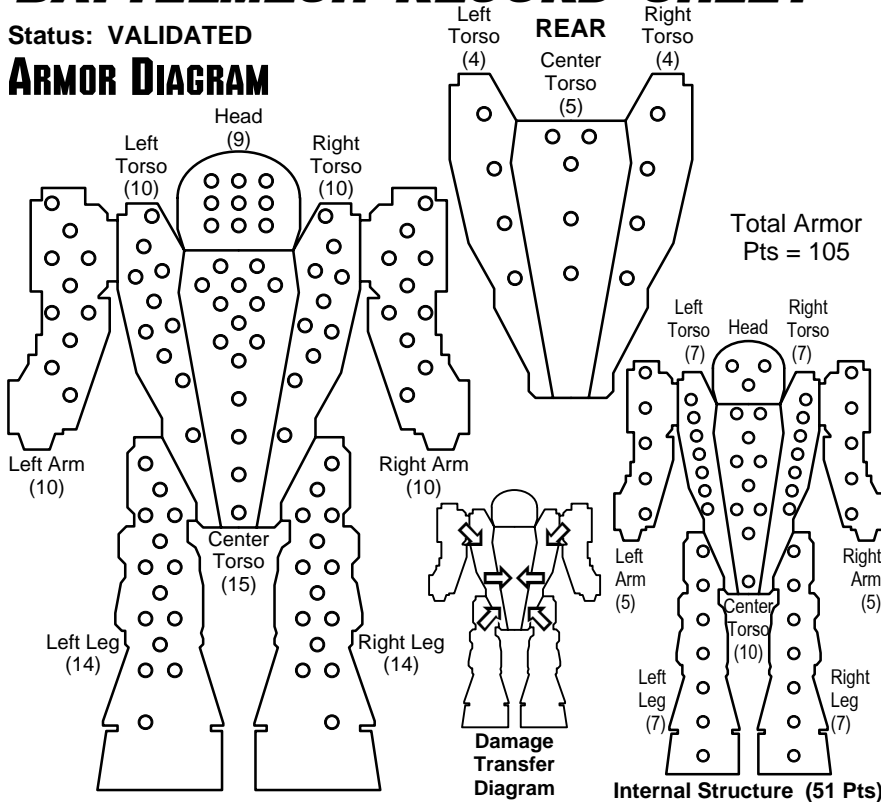
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Incubus (Vixen)**

Mass: **30 tons**

Movement Points: Tech, Config. & Level:

Walking: **9** Clan
Running: **14** Biped 'Mech
Jumping: **0** Level 2 / 3055

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	RA	10	10	-	6	14	20
1	ER Medium Laser	LT	5	7	-	5	10	15
1	ER Medium Laser	RT	5	7	-	5	10	15
2	Machine Gun	LT	0	2	-	1	2	3
2	Machine Gun	RT	0	2	-	1	2	3

Ammo Type: Machine Gun Rounds: 100 BV: 1

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject: ☐ Operational ☐ Disabled Weapon Heat: (20)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WIZKIDS®

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Large Pulse Laser
- Large Pulse Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Center Torso (CASE)

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro
- Gyro
- XL Engine
- XL Engine
- XL Engine
- Ammo (MG) 100
- Endo Steel

Right Torso

- XL Engine
- XL Engine
- ER Medium Laser
- Machine Gun
- Machine Gun
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

Left Torso

- XL Engine
- XL Engine
- ER Medium Laser
- Machine Gun
- Machine Gun
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Ferro-Fibrous

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Ferro-Fibrous

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

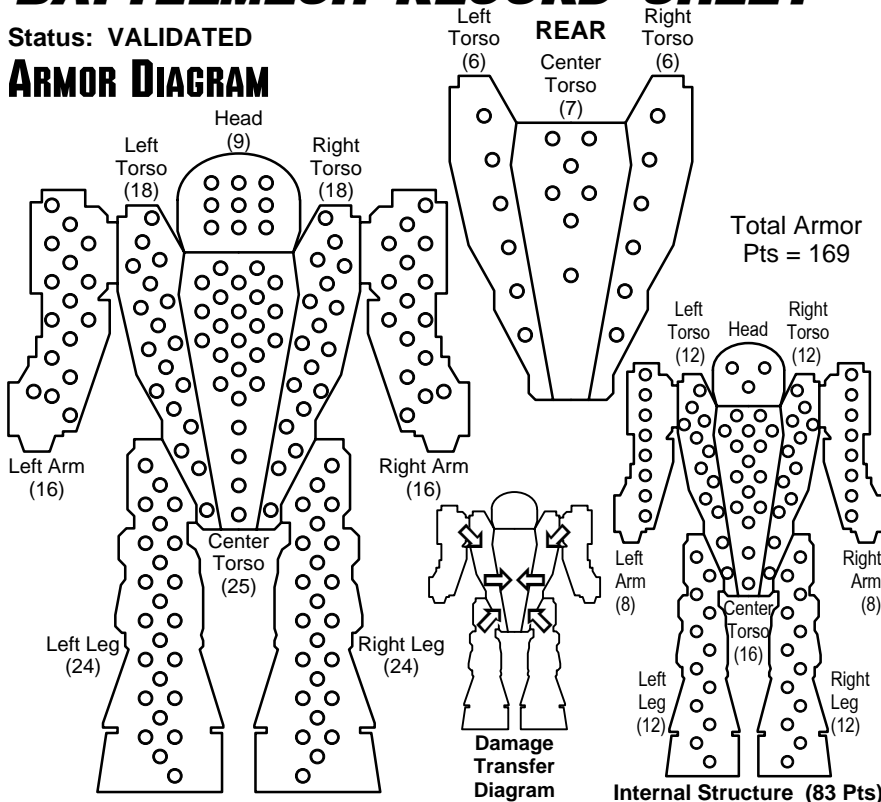
Battle Value: 1,422
Weapon Value: 1,161 / 1,161
Cost, C-Bills: 5,314,790

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- 1-3 Ultra AC/5
- Ultra AC/5
- Ultra AC/5
- Ammo (Ult AC/5) 20

- Endo Steel
- Endo Steel
- 4-6 Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

Left Torso (CASE)

- 1-3 XL Engine
- XL Engine
- Jump Jet
- LRM 15
- LRM 15
- ER Medium Laser

- ER Small Laser
- 4-6 Ammo (LRM 15) 8
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Roll Again

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- 1-3 XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- Gyro
- 4-6 XL Engine
- XL Engine
- XL Engine
- Jump Jet
- Endo Steel

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Battle Value: 1,927

Weapon Value: 1,699 / 1,618

Cost, C-Bills: 12,065,781

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- 1-3 Streak SRM 4
- Ammo (Streak 4) 25
- Endo Steel
- Endo Steel

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso (CASE)

- 1-3 XL Engine
- XL Engine
- Jump Jet
- LRM 20
- LRM 20
- LRM 20

- LRM 20
- 4-6 Flamer
- Ammo (LRM 20) 6
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Roll Again

'MECH DATA

Type: **Huntsman (Nobori-nin) C**

Mass: **50 tons**

Movement Points: Tech, Config. & Level:

Walking: **5**

Running: **8**

Jumping: **5**

Clan

Biped OmniMech

Level 2 / 3058

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	LT	5	1/hit	-	7	14	21
1	LRM 20	RT	6	1/hit	-	7	14	21
1	Streak SRM 4	RA	3	2/hit	-	4	8	12
1	ER Medium Laser	LT	5	7	-	5	10	15
1	ER Small Laser	LT	2	5	-	2	4	6
1	Ultra AC/5	LA	1	5	-	7	14	21
1	Flamer	RT	3	2	-	1	2	3

Ammo Type:

Rounds:

BV:

LRM 15	8	42
LRM 20	6	55
Streak SRM 4	25	20
Ultra AC/5	20	30

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(26)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

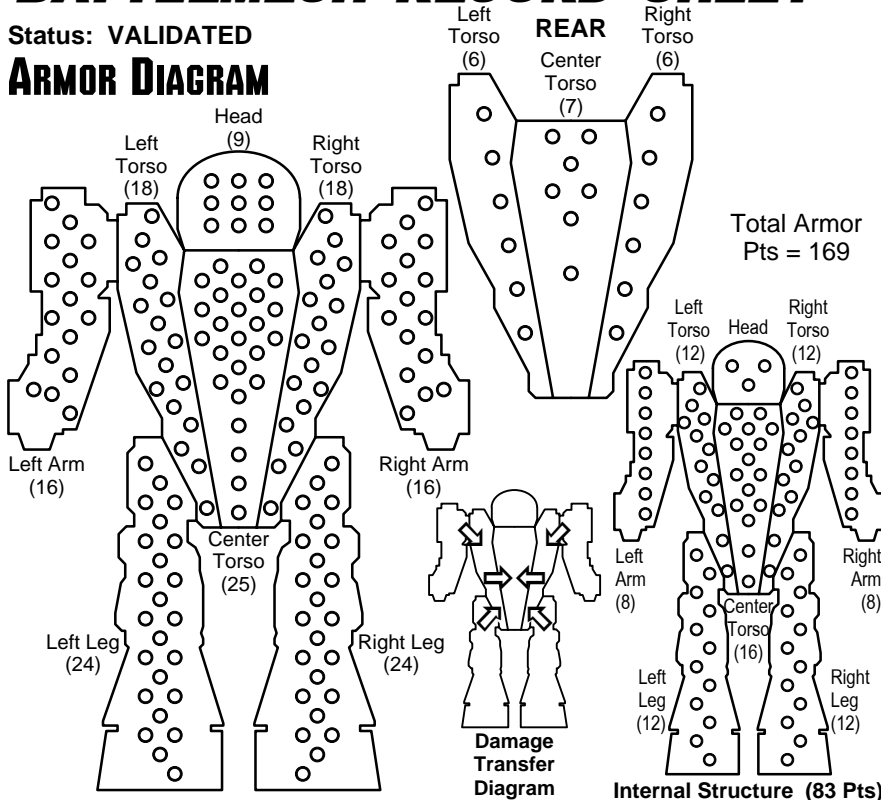
WIZKIDS

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Huntsman (Nobori-nin) B**

Mass: **50 tons**

Movement Points: Tech, Config. & Level:

Walking: **5**

Clan

Running: **8**

Biped OmniMech

Jumping: **5**

Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	15	-	7	14	23
1	LB 10-X AC	LA	2	10	-	6	12	18
2	Medium Pulse Laser	RA	4	7	-	4	8	12
2	Machine Gun	RT	0	2	-	1	2	3

Ammo Type: Rounds: BV:

LB 10-X AC 20 77

Machine Gun 200 2

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(25)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

Consciousness #

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC

1-3

- LB 10-X AC
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- XL Engine
- XL Engine
- Jump Jet
- Ammo (LB 10-X) 10
- Ammo (LB 10-X) 10
- Endo Steel

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Jump Jet
- Endo Steel

4-6

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **1,960**

Weapon Value: **1,769 / 1,769**

Cost, C-Bills: **11,724,999**

Right Arm

- Shoulder
- Upper Arm Actuator
- ER PPC
- ER PPC
- Medium Pulse Laser
- Medium Pulse Laser

1-3

- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- XL Engine
- XL Engine
- Jump Jet
- Machine Gun
- Machine Gun
- Ammo (MG) 200

1-3

- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- 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	
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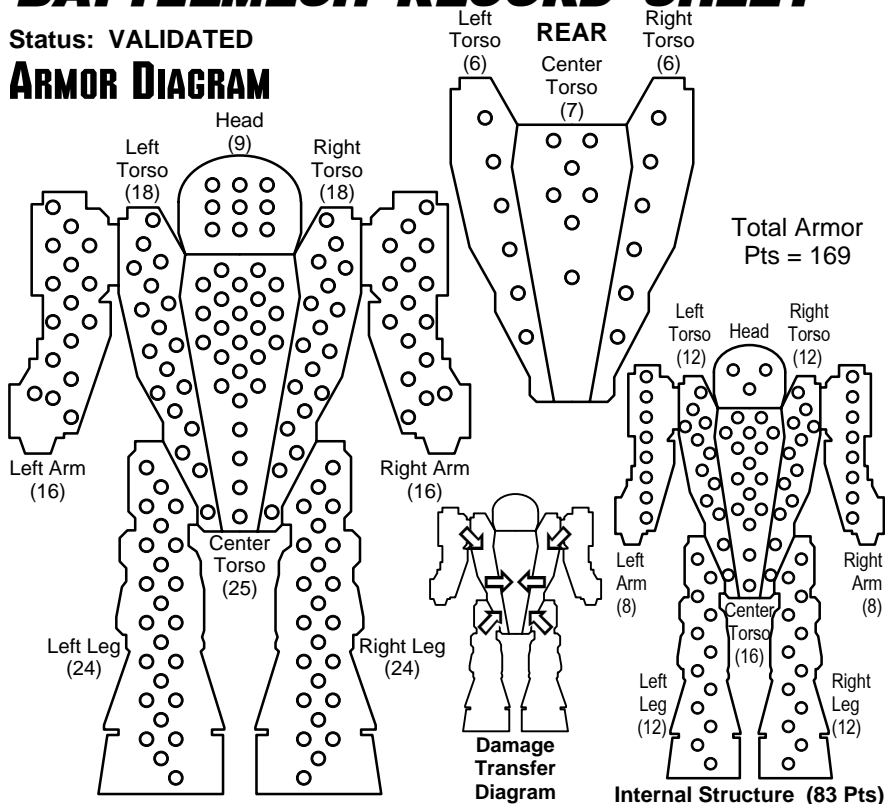
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Large Pulse Laser
- Large Pulse Laser
- LRM 10

1-3

- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- XL Engine
- XL Engine
- Jump Jet
- Double Heat Sink
- Double Heat Sink
- Ammo (LRM 10) 12

1-3

- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Roll Again

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: 1,870

Weapon Value: 1,811 / 1,811

Cost, C-Bills: 11,334,062

Right Arm

- Shoulder
- Upper Arm Actuator
- Large Pulse Laser
- Large Pulse Laser
- LB 2-X AC
- LB 2-X AC

1-3

- LB 2-X AC
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- XL Engine
- XL Engine
- Jump Jet
- Double Heat Sink
- Double Heat Sink
- Ammo (LB 2-X) 45

1-3

- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Roll Again

'MECH DATA

Type: Huntsman (Nobori-nin) A

Mass: 50 tons

Movement Points: Tech, Config. & Level:

Walking: 5

Clan

Running: 8

Biped OmniMech

Jumping: 5

Level 2 / 3058

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	RA	10	10	-	6	14	20
1	Large Pulse Laser	LA	10	10	-	6	14	20
1	LB 2-X AC	RA	1	2	4	10	20	30
1	LRM 10	LA	4	1/hit	-	7	14	21

Ammo Type:

Rounds:

BV:

LB 2-X AC

45

12

LRM 10

12

28

Total Heat Sinks: 12 Double (24)

oooooooooooo oo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(25)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

Consciousness #

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

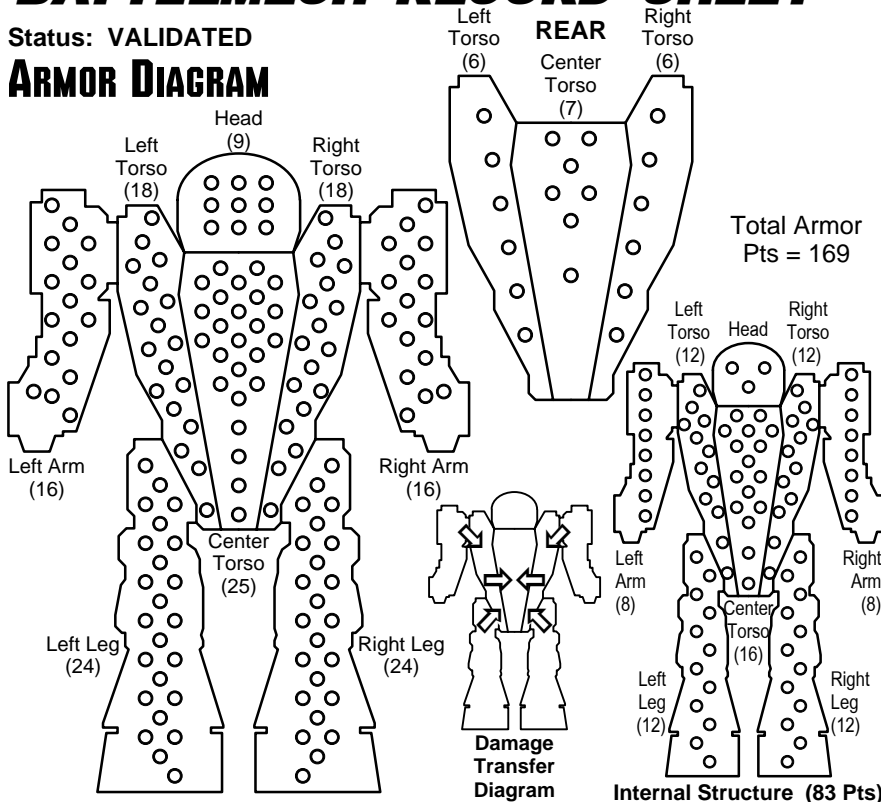
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Left Arm (CASE)

1. Shoulder
 2. Upper Arm Actuator
 3. Lower Arm Actuator
 4. ER Medium Laser
 5. ER Medium Laser
 6. Streak SRM 6
- 1-3
1. Streak SRM 6
 2. Ammo (Streak 6) 15
 3. Endo Steel
 4. Endo Steel
 5. Ferro-Fibrous
 6. Roll Again
- 4-6

Left Torso (CASE)

1. XL Engine
 2. XL Engine
 3. Anti-Missile System
 4. Ammo (AMS) 24
 5. TAG
 6. Flamer
- 1-3
1. Jump Jet
 2. Endo Steel
 3. Ferro-Fibrous
 4. Ferro-Fibrous
 5. Ferro-Fibrous
 6. Roll Again
- 4-6

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Anti-Personnel Pod
6. Jump Jet

CRITICAL HIT TABLE

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso

1. XL Engine
 2. XL Engine
 3. XL Engine
 4. Gyro
 5. Gyro
 6. Gyro
- 1-3

1. Gyro
 2. XL Engine
 3. XL Engine
 4. XL Engine
 5. Jump Jet
 6. Endo Steel
- 4-6

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Battle Value: 1,870

Weapon Value: 1,539 / 1,405

Cost, C-Bills: 12,634,374

Right Arm (CASE)

1. Shoulder
 2. Upper Arm Actuator
 3. ER Medium Laser
 4. ER Medium Laser
 5. Ultra AC/2
 6. Ultra AC/2
- 1-3
1. Ammo (Ult AC/2) 45
 2. Endo Steel
 3. Endo Steel
 4. Roll Again
 5. Roll Again
 6. Roll Again
- 4-6

Right Torso (CASE)

1. XL Engine
 2. XL Engine
 3. LRM 10
 4. Artemis IV FCS
 5. Ammo (LRM 10) 12
 6. Active Probe
- 1-3

1. Jump Jet
 2. Endo Steel
 3. Ferro-Fibrous
 4. Ferro-Fibrous
 5. Roll Again
 6. Roll Again
- 4-6

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Anti-Personnel Pod
6. Jump Jet

'MECH DATA

Type: **Huntsman (Nobori-nin) Prime**

Mass: **50 tons**

Movement Points: Tech, Config. & Level:

Walking: **5**

Running: **8**

Jumping: **5**

Clan

Biped OmniMech

Level 2 / 3058

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	RA	5	7	-	5	10	15
2	ER Medium Laser	LA	5	7	-	5	10	15
1	Ultra AC/2	RA	1	2	2	9	18	27
1	Streak SRM 6	LA	4	2/hit	-	4	8	12
1	LRM 10 w/ Artemis IV	RT	4	1/hit	-	7	14	21
1	Anti-Missile System	LT	1	2d6	-	-	-	-
1	Active Probe	RT	0	-	-	-	-	5
1	TAG	LT	0	-	-	5	9	15
1	Anti-Personnel Pod	RL	0	-	-	-	-	-
1	Anti-Personnel Pod	LL	0	-	-	-	-	-
1	Flamer	LT	3	2	-	1	2	3

Ammo Type	Rounds	BY
Ultra AC/2	45	16
Streak SRM 6	15	30
LRM 10	12	28
Anti-Missile System	24	27

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject:

☐ Operational ☐ Disabled

Weapon Heat:

(34)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

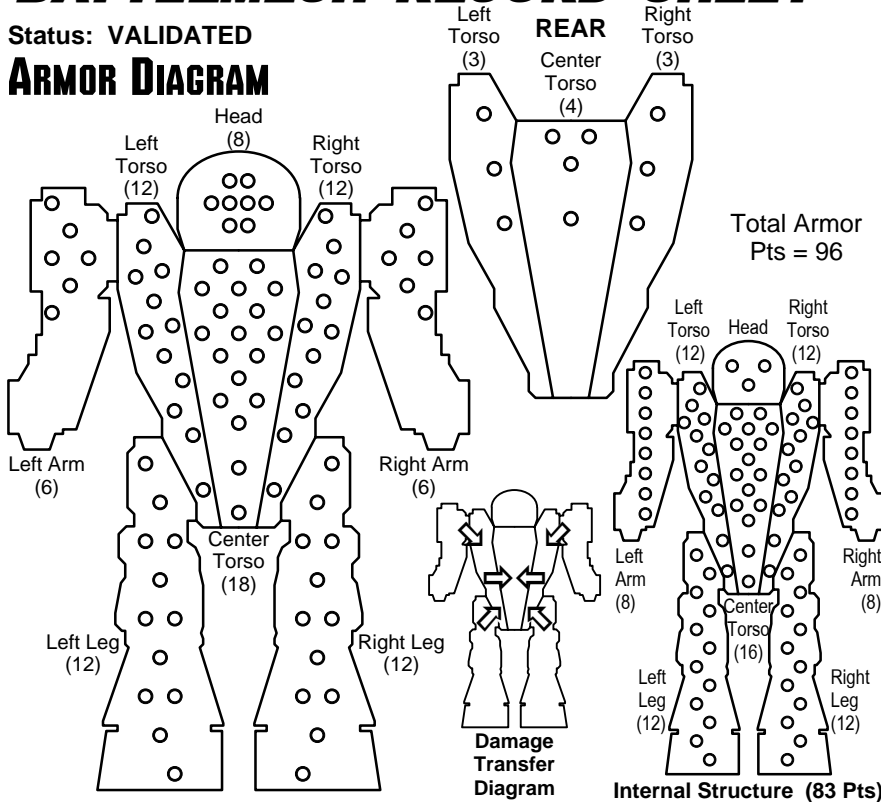
WIZKIDS

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Hunchback IIC

Mass: 50 tons

Movement Points: Tech, Config. & Level:

Walking: 4

Clan

Running: 6

Biped 'Mech

Jumping: 4

Level 2 / 3055

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/20	RT	7	20	-	4	8	12
2	ER Medium Laser	CT	5	7	-	5	10	15
1	Ultra AC/20	LT	7	20	-	4	8	12

Ammo Type:

Rounds:

BV:

Ultra AC/20

10

114

Total Heat Sinks: 12 Double (24)

oooooooooooo oo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(38)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

Consciousness #

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- XL Engine
- XL Engine
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20

1-3

- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ammo (Ult AC/20) 5
- Endo Steel

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

1-3

4-6

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Battle Value: 1,524

Weapon Value: 933 / 933

Cost, C-Bills: 8,110,000

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- XL Engine
- XL Engine
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20

1-3

- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ammo (Ult AC/20) 5
- Endo Steel

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

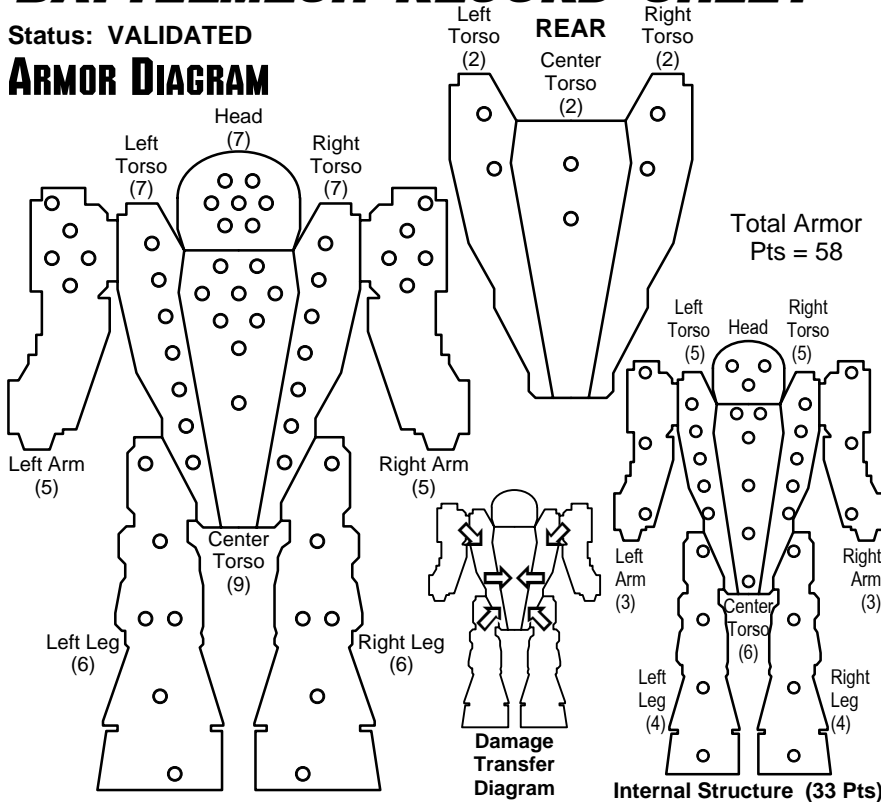
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Howler (Baboon)**

Mass: **20 tons**

Movement Points: Tech, Config. & Level:

Walking: **7**

Clan

Running: **11**

Biped 'Mech

Jumping: **0**

Level 2 / 3055

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	LRM 5	RT	2	1/hit	-	7	14	21

Ammo Type: LRM 5 Rounds: 72 BV: 37

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject: ☐ Operational ☐ Disabled Weapon Heat: (6)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WIZKIDS®

CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Roll Again
 - Roll Again
- 4-6

Left Torso

- Endo Steel
 - Endo Steel
 - Endo Steel
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Endo Steel
 - Ferro-Fibrous
- 4-6

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Battle Value: **587**
Weapon Value: **201 / 201**
Cost, C-Bills: **1,826,240**

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Roll Again
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Torso (CASE)

- LRM 5
 - LRM 5
 - LRM 5
 - Ammo (LRM 5) 24
 - Ammo (LRM 5) 24
 - Ammo (LRM 5) 24
- 1-3
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
- 4-6

Right Leg

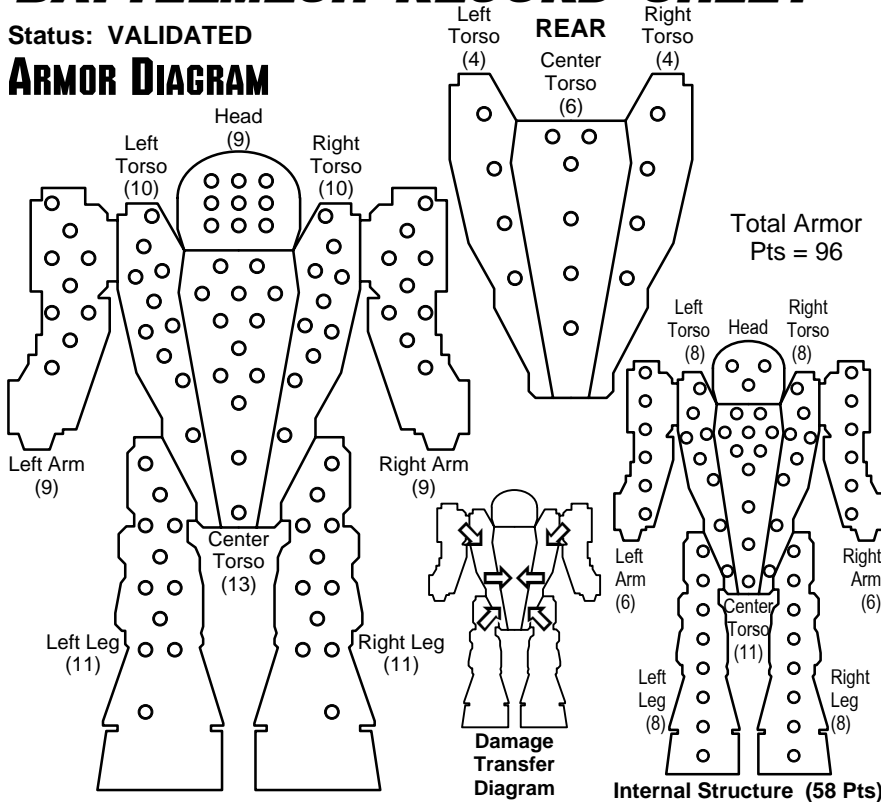
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Horned Owl (Peregrine)**

Mass: **35 tons**

Movement Points: Tech, Config. & Level:

Walking: **6**

Clan

Running: **9**

Biped 'Mech

Jumping: **6**

Level 2 / 3055

Weapons Inventory: (hexes)

Qty Type Loc Ht Dmg Min Sht Med Lng

1 Large Pulse Laser CT 10 10 - 6 14 20

1 Medium Pulse Laser LA 4 7 - 4 8 12

1 Medium Pulse Laser RA 4 7 - 4 8 12

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(18)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

Consciousness #

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Pulse Laser
- Endo Steel

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Endo Steel
- Endo Steel
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

1-3

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Battle Value: **1,409**

Weapon Value: **961 / 961**

Cost, C-Bills: **3,487,860**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Pulse Laser
- Endo Steel

1-3

- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Endo Steel
- Endo Steel
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

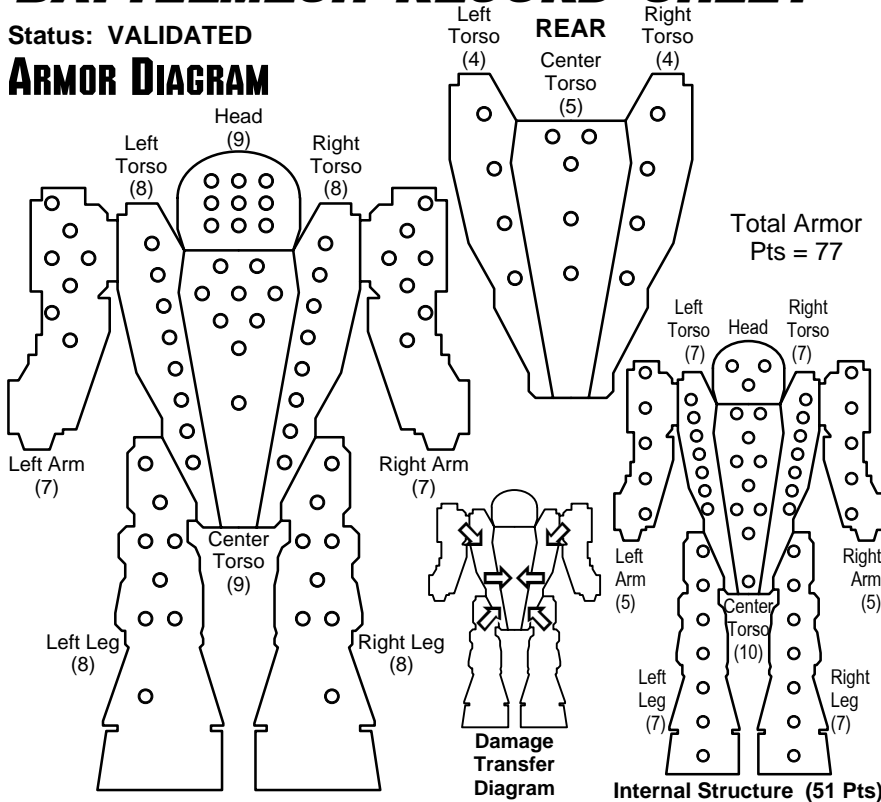
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Hankyu C**

Mass: **30 tons**

Movement Points: Tech, Config. & Level:

Walking: **8**

Clan

Running: **12**

Biped OmniMech

Jumping: **6**

Level 2 / 3058

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	RA	5	7	-	5	10	15
2	ER Medium Laser	LA	5	7	-	5	10	15
1	Medium Pulse Laser	RT	4	7	-	4	8	12
1	Medium Pulse Laser	LT	4	7	-	4	8	12
1	Active Probe	RT	0	-	-	-	-	5
1	Flamer	LT	3	2	-	1	2	3

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(31)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WIZKIDS®

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- ER Medium Laser

1-3

- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- XL Engine
- XL Engine
- Medium Pulse Laser
- Flamer
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

1-3

4-6

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Jump Jet
- Jump Jet

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- ER Medium Laser

1-3

- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Medium Pulse Laser
- Active Probe

1-3

- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

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: **1,627**

Weapon Value: **869 / 869**

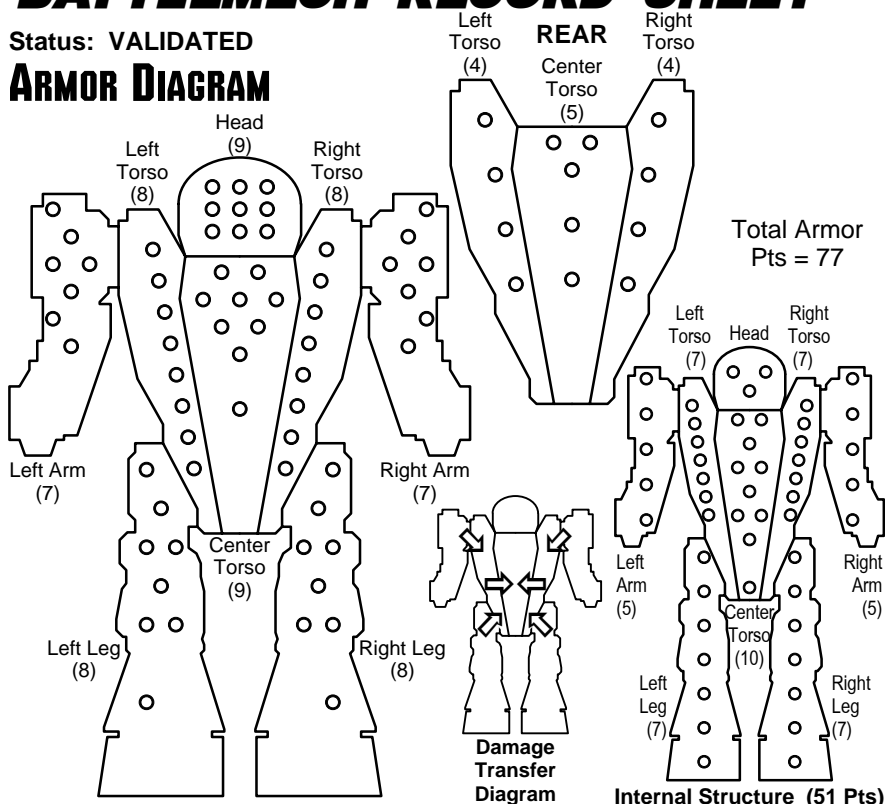
Cost, C-Bills: **6,948,987**

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Pulse Laser
- ER Medium Laser

- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- XL Engine
- XL Engine
- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous

- Ferro-Fibrous
- 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

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Jump Jet
- Jump Jet

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Battle Value: **1,094**

Weapon Value: **525 / 525**

Cost, C-Bills: **6,458,400**

Right Arm

- Shoulder
- Upper Arm Actuator
- LB 2-X AC
- LB 2-X AC
- LB 2-X AC
- Flamer

- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso (CASE)

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Ammo (LB 2-X) 45
- Endo Steel

- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

'MECH DATA

Type: **Hankyu B**

Mass: **30 tons**

Movement Points: Tech, Config. & Level:

Walking: **8**

Running: **12**

Jumping: **6**

Clan

Biped OmniMech

Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 2-X AC	RA	1	2	4	10	20	30
1	Medium Pulse Laser	LA	4	7	-	4	8	12
1	ER Medium Laser	LA	5	7	-	5	10	15
1	Flamer	RA	3	2	-	1	2	3

Ammo Type: LB 2-X AC
Rounds: 45
BV: 16

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: **(13)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	-2 Movement Points
10	
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

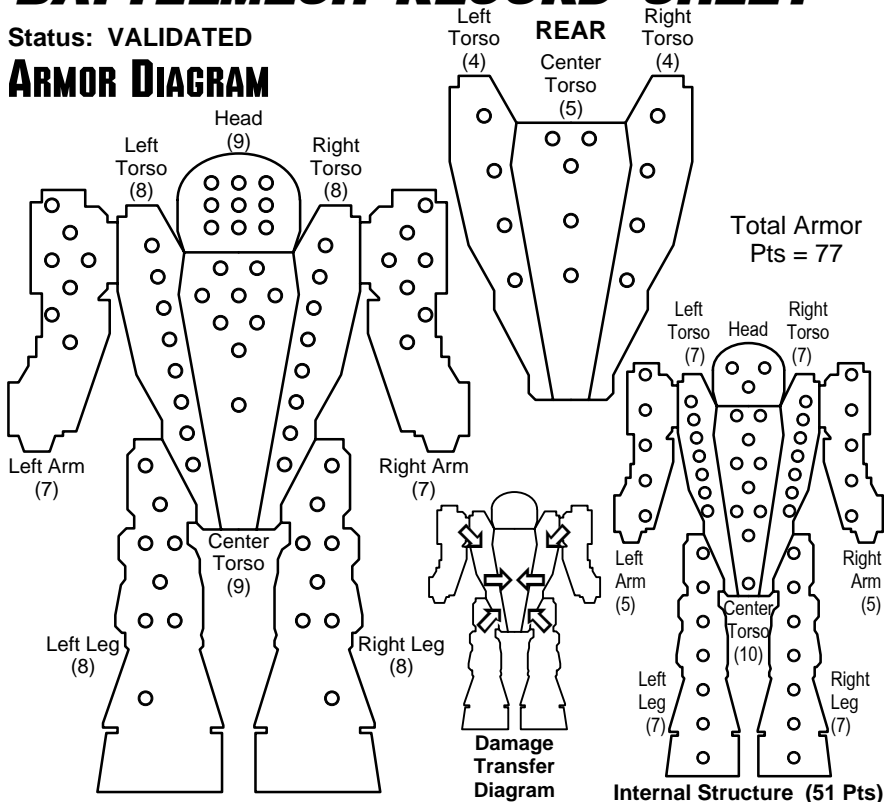
WIZKIDS

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Hankyu A

Mass: 30 tons

Movement Points: Tech, Config. & Level:

Walking: 8

Running: 12

Jumping: 6

Clan

Biped OmniMech

Level 2 / 3058

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 6	RA	4	2/hit	-	4	8	12
1	Streak SRM 6	LA	4	2/hit	-	4	8	12
1	Small Pulse Laser	RA	2	3	-	2	4	6
1	Flamer	LA	3	2	-	1	2	3

Ammo Type:

Rounds:

BV:

Streak SRM 6

30

82

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(13)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

Consciousness #

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Streak SRM 6
- Streak SRM 6

1-3

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

4-6

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

1-3

Left Torso (CASE)

- XL Engine
- XL Engine
- Ammo (Streak 6) 15
- Endo Steel
- Endo Steel
- Endo Steel

1-3

4-6

- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Streak SRM 6
- Streak SRM 6

1-3

- Small Pulse Laser
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Ammo (Streak 6) 15
- Endo Steel

1-3

- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

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: 1,148

Weapon Value: 644 / 451

Cost, C-Bills: 6,662,988

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	
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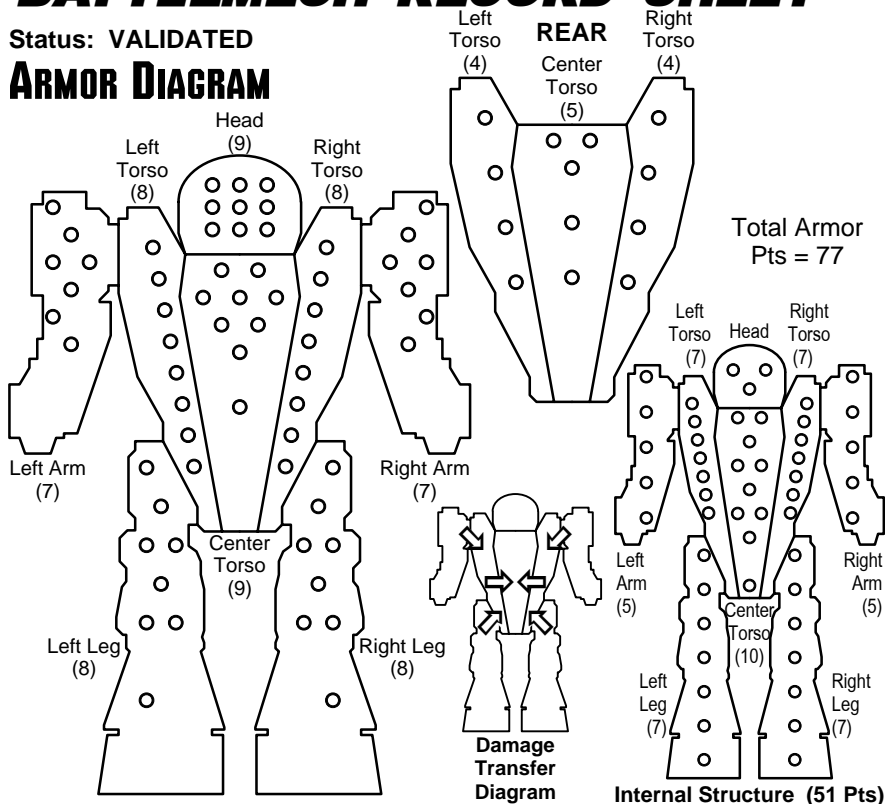
WIZKIDS

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Hankyu Prime

Mass: 30 tons

Movement Points: Tech, Config. & Level:

Walking: 8

Running: 12

Jumping: 6

Clan

Biped OmniMech

Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 5	RA	2	1/hit	-	7	14	21
1	LRM 5	LA	2	1/hit	-	7	14	21
1	ER Medium Laser	RA	5	7	-	5	10	15
1	ER Medium Laser	LA	5	7	-	5	10	15
1	Flamer	RT	3	2	-	1	2	3
1	Active Probe	RT	0	-	-	-	-	5
1	TAG	LT	0	-	-	5	9	15
1	ECM Suite	LT	0	-	-	-	-	6

Ammo Type: LRM 5

Rounds: 48

BV: 38

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject:

☐ Operational ☐ Disabled

Weapon Heat:

(17)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

Consciousness #

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- LRM 5
- ER Medium Laser

1-3

- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- XL Engine
- XL Engine
- TAG
- ECM Suite
- Ammo (LRM 5) 24
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Jump Jet
- Jump Jet

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Battle Value: 1,313

Weapon Value: 685 / 685

Cost, C-Bills: 7,257,737

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- LRM 5
- ER Medium Laser

1-3

- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Flamer
- Active Probe

1-3

4-6

- Ammo (LRM 5) 24
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
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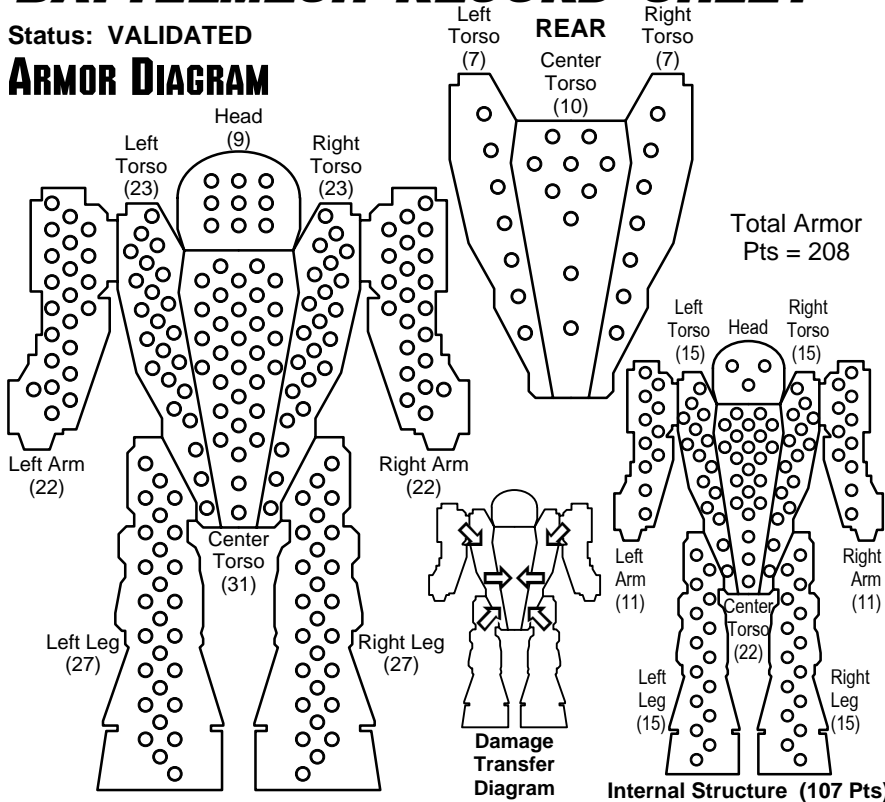
WIZKIDS

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (107 Pts)

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Large Pulse Laser
- Large Pulse Laser
- Medium Pulse Laser
- Small Pulse Laser
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

Left Torso (CASE)

- LRM 10
- Ammo (LRM 10) 12
- 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
- Jump Jet
- Jump Jet

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Fusion Engine
- Fusion Engine
- Endo Steel
- Endo Steel

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Battle Value: 2,152
Weapon Value: 2,887 / 2,887
Cost, C-Bills: 7,080,954

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Ammo (Gauss) 8
- Ammo (Gauss) 8

Right Torso

- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

'MECH DATA

Type: **Grizzly**

Mass: **70 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** Clan
Running: **6** Biped 'Mech
Jumping: **4** Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	RA	1	15	2	7	15	22
1	Large Pulse Laser	LA	10	10	-	6	14	20
1	Medium Pulse Laser	LA	4	7	-	4	8	12
1	Small Pulse Laser	LA	2	3	-	2	4	6
1	LRM 10	LT	4	1/hit	-	7	14	21

Ammo Type: Rounds: BV:

Gauss Rifle	16	108
LRM 10	12	23

Total Heat Sinks: 11 Double (22)

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Auto Eject: Weapon Heat:

☐ Operational ☐ Disabled (21)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	-2 Movement Points
10	
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

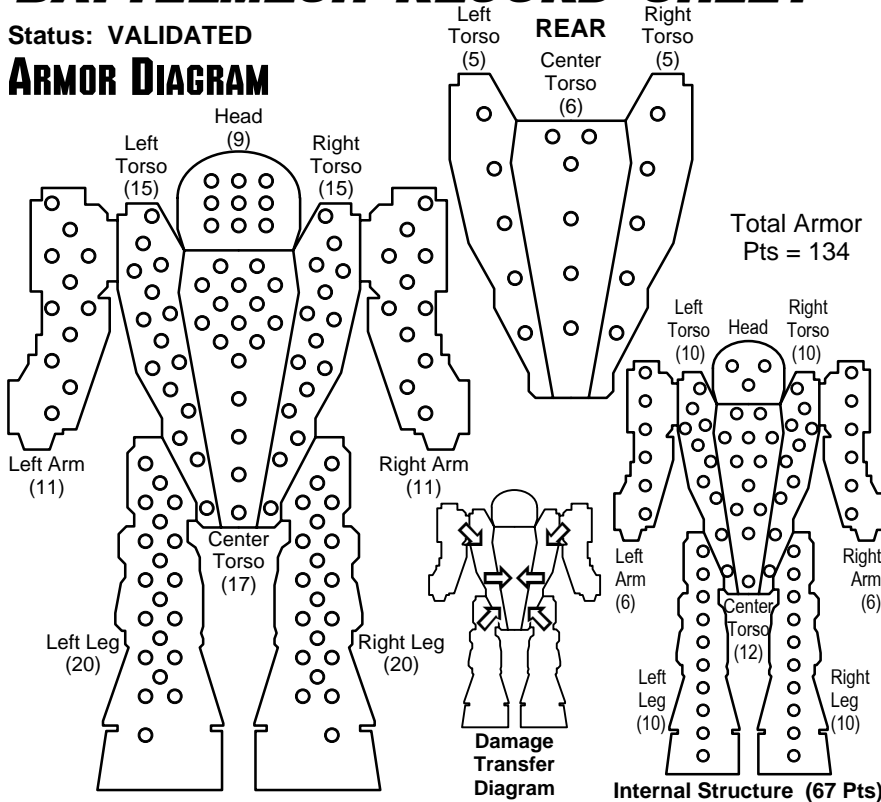
WIZKIDS

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Griffin IIC**

Mass: **40 tons**

Movement Points: Tech, Config. & Level:

Walking: **6**

Clan

Running: **9**

Biped 'Mech

Jumping: **6**

Level 2 / 3055

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	CT	12	10	-	8	15	25
1	ER Small Laser	HD	2	5	-	2	4	6
2	LRM 5	LT	2	1/hit	-	7	14	21
2	LRM 5	RT	2	1/hit	-	7	14	21

Ammo Type: LRM 5 Rounds: 48 BV: 32

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject: ☐ Operational ☐ Disabled Weapon Heat: (22)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WIZKIDS®

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

1-3

- Ferro-Fibrous
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

Left Torso (CASE)

- Jump Jet
- Jump Jet
- Jump Jet
- LRM 5
- LRM 5
- Ammo (LRM 5) 24

1-3

- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- ER Small Laser
- Sensors
- Life Support

1-3

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- ER Large Laser
- Roll Again

4-6

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: 1,492

Weapon Value: 1,112 / 1,112

Cost, C-Bills: 4,255,510

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Ferro-Fibrous
- Roll Again

1-3

- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

Right Torso (CASE)

- Jump Jet
- Jump Jet
- Jump Jet
- LRM 5
- LRM 5
- Ammo (LRM 5) 24

1-3

- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Right Leg

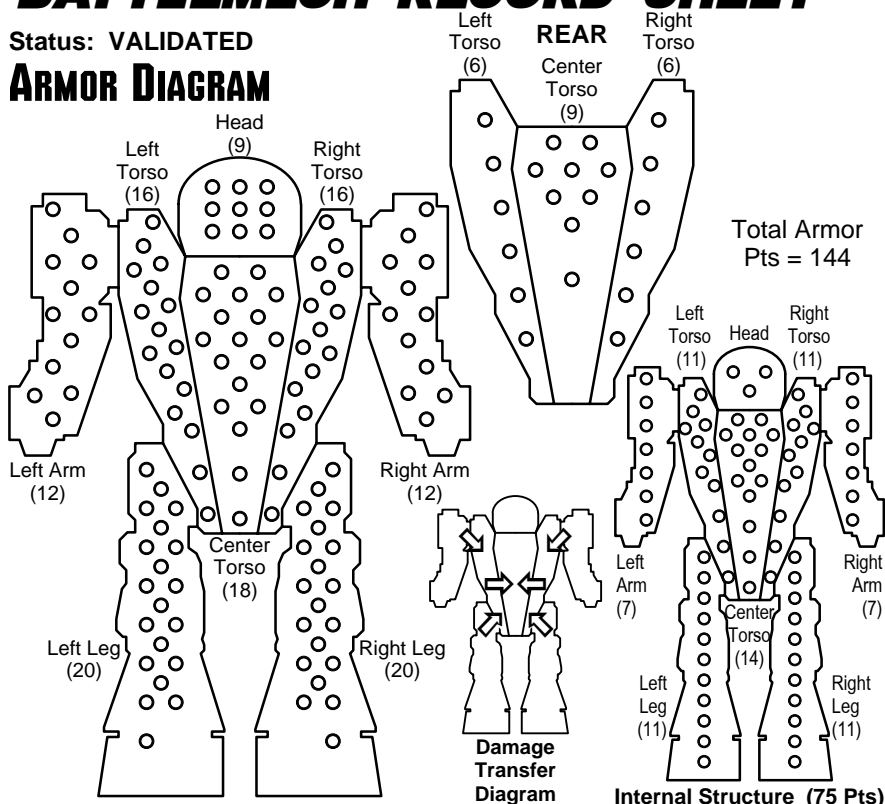
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Pulse Laser
- ER Medium Laser

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- XL Engine
- XL Engine
- Jump Jet
- SRM 6
- Ammo (SRM 6) 15
- Ammo (SRM 6) 15

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: 1,991

Weapon Value: 1,264 / 1,264

Cost, C-Bills: 12,360,073

Right Arm

- Shoulder
- Upper Arm Actuator
- Small Pulse Laser
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- XL Engine
- XL Engine
- Jump Jet
- ER PPC
- ER PPC
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

'MECH DATA

Type: **Grendel D**

Mass: **45 tons**

Movement Points: Tech, Config. & Level:

Walking: **7**

Clan

Running: **11**

Biped OmniMech

Jumping: **7**

Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Pulse Laser	RA	2	3	-	2	4	6
1	Medium Pulse Laser	LA	4	7	-	4	8	12
1	ER Medium Laser	LA	5	7	-	5	10	15
1	ER PPC	RT	15	15	-	7	14	23
1	SRM 6	LT	4	2/hit	-	3	6	9

Ammo Type:

Rounds:

BV:

SRM 6

30

38

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(30)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

Consciousness #

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
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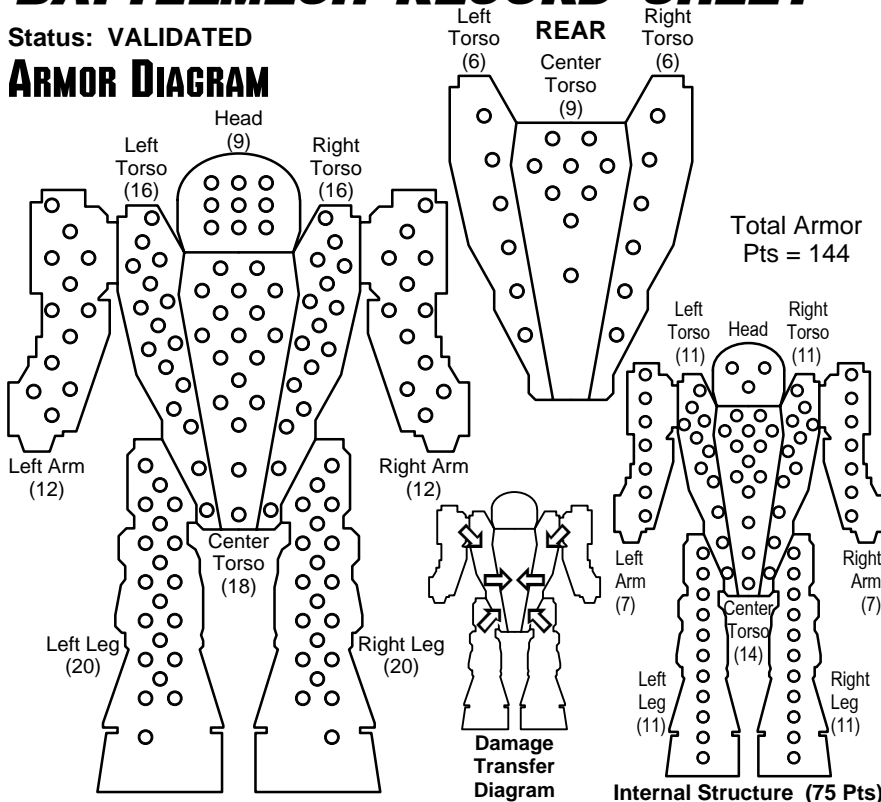
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor
Pts = 144

Internal Structure (75 Pts)

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- XL Engine
- XL Engine
- Jump Jet
- Anti-Missile System
- Ammo (AMS) 24
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Battle Value: **1,450**

Weapon Value: **871 / 871**

Cost, C-Bills: **12,457,948**

Right Arm

- Shoulder
- Upper Arm Actuator
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC

1-3

- LB 10-X AC
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

Right Torso (CASE)

- XL Engine
- XL Engine
- Jump Jet
- Ammo (LB 10-X) 10
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

'MECH DATA

Type: **Grendel C**

Mass: **45 tons**

Movement Points: Tech, Config. & Level:

Walking: **7**

Clan

Running: **11**

Biped OmniMech

Jumping: **7**

Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	RA	2	10	-	6	12	18
1	ER Medium Laser	LA	5	7	-	5	10	15
1	Anti-Missile System	LT	1	2d6	-	-	-	-

Ammo Type: Rounds: BV:

LB 10-X AC 10 52

Anti-Missile System 24 29

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject: Weapon Heat:

☐ Operational ☐ Disabled (8)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

Consciousness #

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
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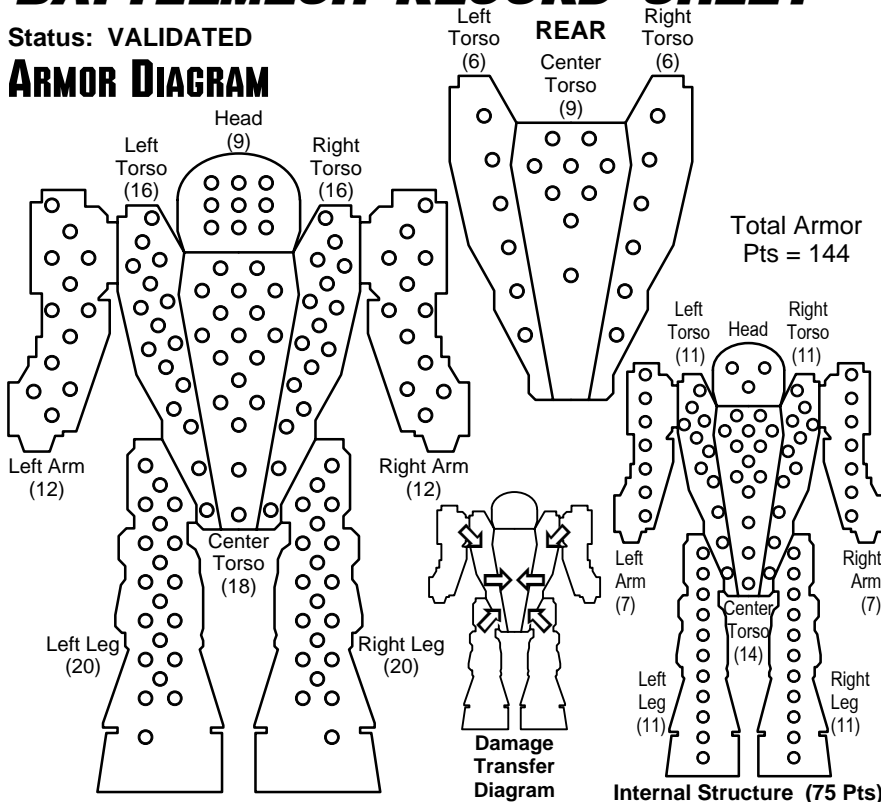
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (75 Pts)

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Pulse Laser
6. Ferro-Fibrous

1-3

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Torso

1. XL Engine
2. XL Engine
3. Jump Jet
4. Endo Steel
5. Endo Steel
6. Endo Steel

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

CRITICAL HIT TABLE

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. XL Engine
 2. XL Engine
 3. XL Engine
 4. Gyro
 5. Gyro
 6. Gyro
1. Gyro
 2. XL Engine
 3. XL Engine
 4. XL Engine
 5. Jump Jet
 6. ER Small Laser

1-3

4-6

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Battle Value: 1,800

Weapon Value: 1,482 / 1,482

Cost, C-Bills: 12,052,400

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Ultra AC/5
4. Ultra AC/5
5. Ultra AC/5
6. ER Medium Laser

1-3

1. Endo Steel
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

4-6

Right Torso (CASE)

1. XL Engine
2. XL Engine
3. Jump Jet
4. Medium Pulse Laser
5. Ammo (Ult AC/5) 20
6. Endo Steel

1-3

1. Endo Steel
2. Endo Steel
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

'MECH DATA

Type: **Grendel B**

Mass: **45 tons**

Movement Points: Tech, Config. & Level:

Walking: **7**

Clan

Running: **11**

Biped OmniMech

Jumping: **7**

Level 2 / 3058

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/5	RA	1	5	-	7	14	21
1	ER Medium Laser	RA	5	7	-	5	10	15
1	Medium Pulse Laser	LA	4	7	-	4	8	12
1	ER Small Laser	CT	2	5	-	2	4	6
1	Medium Pulse Laser	RT	4	7	-	4	8	12

Ammo Type:

Rounds:

BV:

Ultra AC/5

20

41

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(17)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

Consciousness #

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
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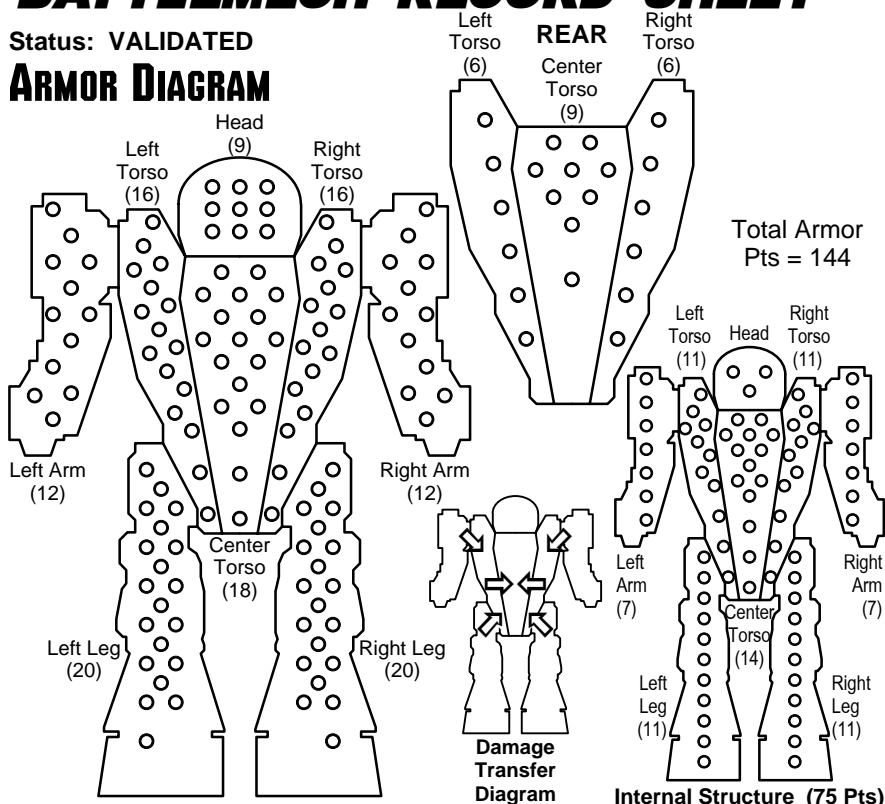
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Ferro-Fibrous
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- XL Engine
- XL Engine
- Jump Jet
- LRM 15
- LRM 15
- Ammo (LRM 15) 8

1-3

- Ammo (LRM 15) 8
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: 1,972

Weapon Value: 1,499 / 1,499

Cost, C-Bills: 12,362,338

Right Arm

- Shoulder
- Upper Arm Actuator
- Medium Pulse Laser
- ER Small Laser
- Endo Steel
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- XL Engine
- XL Engine
- Jump Jet
- LRM 15
- LRM 15
- Ammo (LRM 15) 8

1-3

- Ammo (LRM 15) 8
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

'MECH DATA

Type: **Grendel A**

Mass: **45 tons**

Movement Points: Tech, Config. & Level:

Walking: **7**

Clan

Running: **11**

Biped OmniMech

Jumping: **7**

Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	RA	4	7	-	4	8	12
1	ER Small Laser	RA	2	5	-	2	4	6
1	LRM 15	LT	5	1/hit	-	7	14	21
1	LRM 15	RT	5	1/hit	-	7	14	21

Ammo Type:

Rounds:

BV:

LRM 15

32

228

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(16)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

Consciousness #

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
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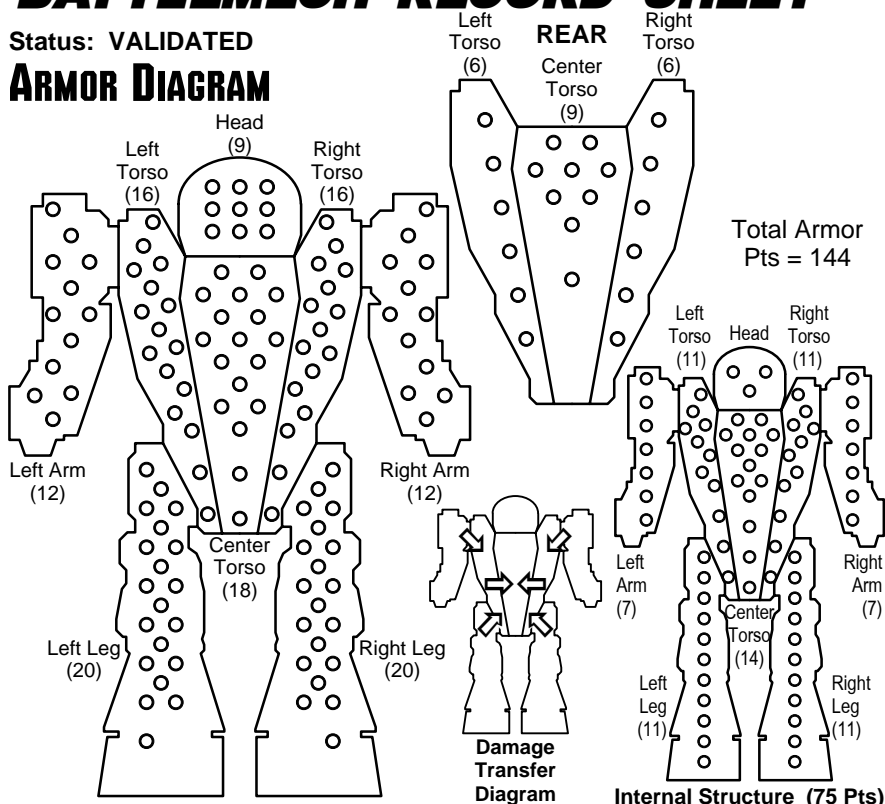
WIZKIDS

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- ER Medium Laser

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Left Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- ER Medium Laser
- Sensors
- Life Support

1-3

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

4-6

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Battle Value: 2,124

Weapon Value: 1,637 / 1,531

Cost, C-Bills: 12,445,712

Right Arm

- Shoulder
- Upper Arm Actuator
- ER Large Laser
- ER Small Laser
- Endo Steel
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- XL Engine
- XL Engine
- Streak SRM 6
- Streak SRM 6
- Ammo (Streak 6) 15
- Double Heat Sink

1-3

- Double Heat Sink
- Jump Jet
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

'MECH DATA

Type: **Grendel Prime**

Mass: **45 tons**

Movement Points: Tech, Config. & Level:

Walking: **7**

Clan

Running: **11**

Biped OmniMech

Jumping: **7**

Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	RA	12	10	-	8	15	25
1	ER Small Laser	RA	2	5	-	2	4	6
1	ER Medium Laser	HD	5	7	-	5	10	15
2	ER Medium Laser	LA	5	7	-	5	10	15
1	Streak SRM 6	RT	4	2/hit	-	4	8	12

Ammo Type: Streak SRM 6 Rounds: 15 BV: 41

Total Heat Sinks: 12 Double (24)

oooooooooooo oo

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (33)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	
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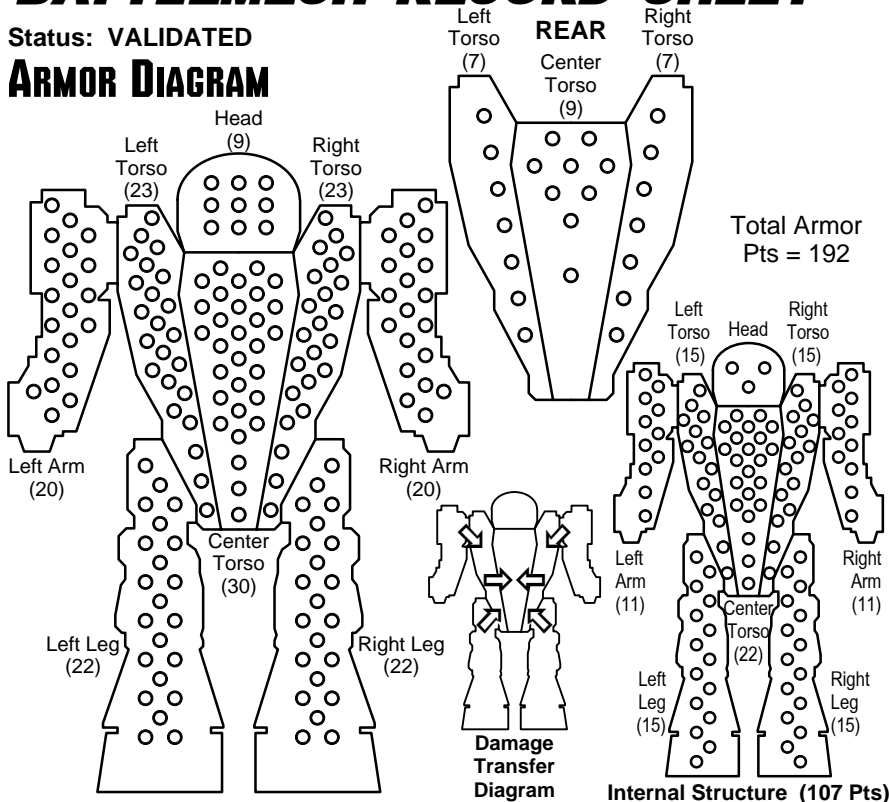
WIZKIDS

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (107 Pts)

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- ER Medium Laser

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- Jump Jet
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Endo Steel

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- ER Small Laser
- Sensors
- Life Support

1-3

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Endo Steel
- Roll Again

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Battle Value: 2,024

Weapon Value: 2,303 / 2,303

Cost, C-Bills: 7,594,636

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER PPC
- ER PPC
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- Double Heat Sink
- Double Heat Sink
- Jump Jet
- ER Small Laser
- Endo Steel
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Endo Steel

'MECH DATA

Type: **Gallowglas WD**

Mass: **70 tons**

Movement Points: Tech, Config. & Level:

Walking: **5**

Clan

Running: **8**

Biped 'Mech

Jumping: **4**

Level 2 / 3055

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	15	-	7	14	23
2	ER Medium Laser	LA	5	7	-	5	10	15
1	ER Small Laser	HD	2	5	-	2	4	6
1	ER Small Laser	RT	2	5	-	2	4	6

Total Heat Sinks: 15 Double (30)

oooooooooooo oooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(29)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

Consciousness #

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
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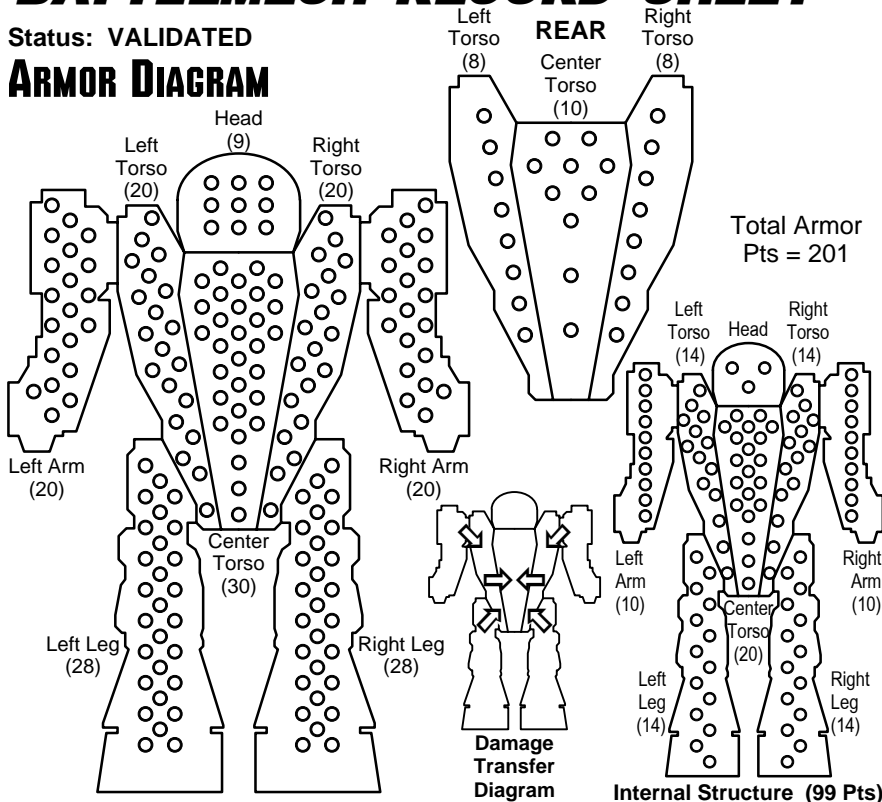
WIZKIDS

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- 1-3 Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- 4-6 Ammo (Gauss) 8
- Ammo (Gauss) 8
- Ferro-Fibrous
- Roll Again

Left Torso

- Endo Steel
- Ferro-Fibrous
- 3-6 Ferro-Fibrous
- 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
- Endo Steel
- Endo Steel

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- Fusion Engine
- Fusion Engine
- 3-6 Fusion Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Fusion Engine
- Fusion Engine
- 4-6 Ammo (Gauss) 8
- Endo Steel

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Battle Value: 1,636
Weapon Value: 1,613 / 1,613
Cost, C-Bills: 5,712,000

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- 1-3 Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- 4-6 Ammo (Gauss) 8
- Ammo (Gauss) 8
- Ferro-Fibrous
- Roll Again

Right Torso

- Double Heat Sink
- Double Heat Sink
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

'MECH DATA

Type: **Glass Spider (Galahad)**

Mass: **60 tons**

Movement Points: Tech, Config. & Level:

Walking: **4**

Clan

Running: **6**

Biped 'Mech

Jumping: **0**

Level 2 / 3055

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	LA	1	15	2	7	15	22
1	Gauss Rifle	RA	1	15	2	7	15	22

Ammo Type:

Rounds:

BV:

Gauss Rifle

40

185

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(2)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

Consciousness #

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
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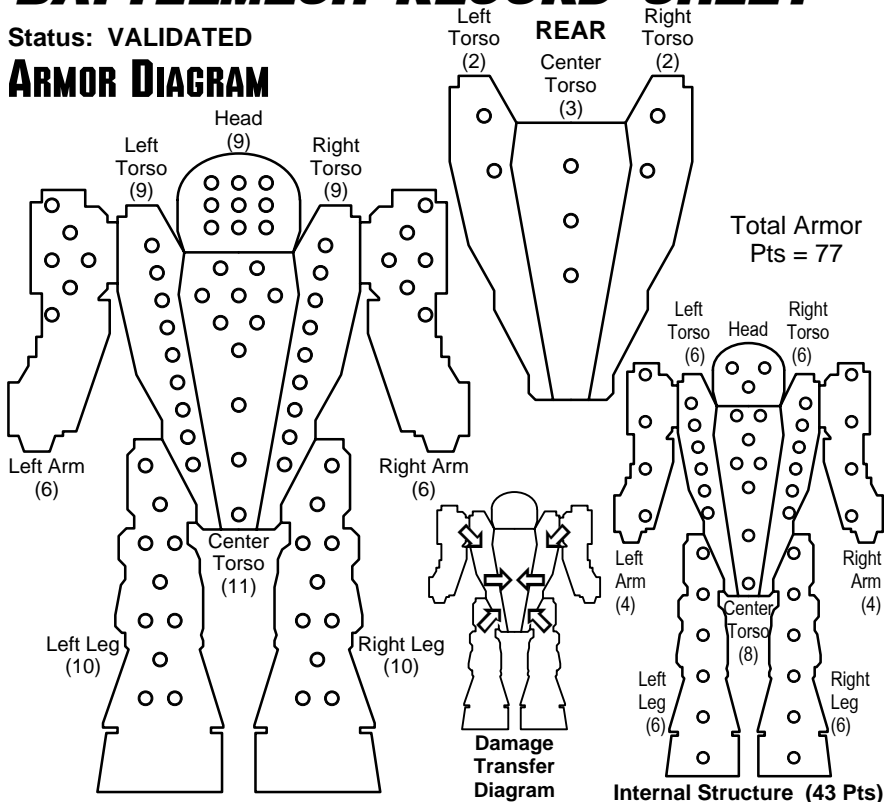
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Fire Falcon D**

Mass: **25 tons**

Movement Points: Tech, Config. & Level:

Walking: **8**

Clan

Running: **12**

Biped OmniMech

Jumping: **0**

Level 2 / 3058

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	SRM 4	LT	3	2/hit	-	3	6	9
1	ER Medium Laser	LA	5	7	-	5	10	15
1	Narc Missile Beacon	RA	0	-	-	4	8	12
1	TAG	HD	0	-	-	5	9	15

Ammo Type:

Rounds:

BV:

SRM 4

50

19

Narc Missile Beacon

12

0

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(11)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

Consciousness #

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- ER Medium Laser
- Endo Steel
- Endo Steel
- Endo Steel

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- XL Engine
- XL Engine
- SRM 4
- SRM 4
- Ammo (SRM 4) 25
- Ammo (SRM 4) 25

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

Head

- Life Support
- Sensors
- Cockpit
- TAG
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Battle Value: **745**

Weapon Value: **404 / 404**

Cost, C-Bills: **4,690,364**

Right Arm

- Shoulder
- Upper Arm Actuator
- Narc Missile Beacon
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- XL Engine
- XL Engine
- Ammo (Narc Pods) 6
- Ammo (Narc Pods) 6
- Ferro-Fibrous
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
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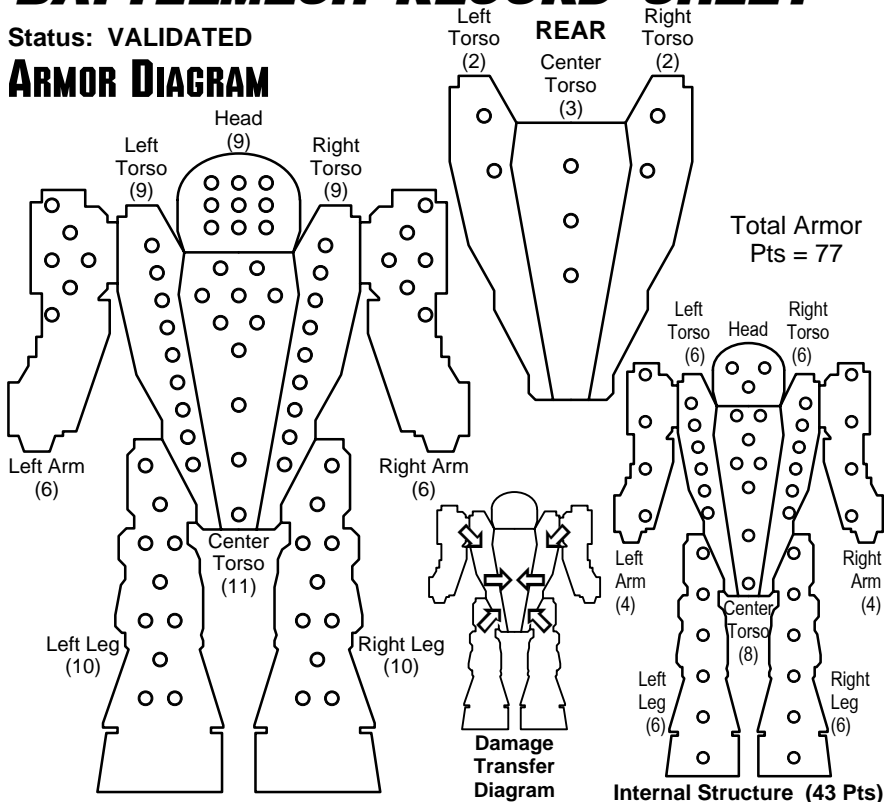
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Fire Falcon C**

Mass: **25 tons**

Movement Points: Tech, Config. & Level:

Walking: **8**

Running: **12**

Jumping: **0**

Clan

Biped OmniMech

Level 2 / 3058

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
4	Machine Gun	RA	0	2	-	1	2	3
1	Medium Pulse Laser	LA	4	7	-	4	8	12
1	Small Pulse Laser	LA	2	3	-	2	4	6
1	ER Small Laser	LA	2	5	-	2	4	6
2	SRM 6	LT	4	2/hit	-	3	6	9
1	Active Probe	HD	0	-	-	-	-	5

Ammo Type:

Rounds:

BV:

Machine Gun

100

1

SRM 6

15

13

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(16)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

Consciousness #

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

WIZKIDS

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Medium Pulse Laser
- Small Pulse Laser
- ER Small Laser
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- XL Engine
- XL Engine
- SRM 6
- SRM 6
- Ammo (SRM 6) 15
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

Head

- Life Support
- Sensors
- Cockpit
- Active Probe
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Roll Again
- Roll Again

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **930**

Weapon Value: **662 / 662**

Cost, C-Bills: **4,813,411**

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Machine Gun
- Machine Gun
- Machine Gun
- Machine Gun

1-3

- Ammo (MG) 100
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Right Torso

- XL Engine
- XL Engine
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

1-3

4-6

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

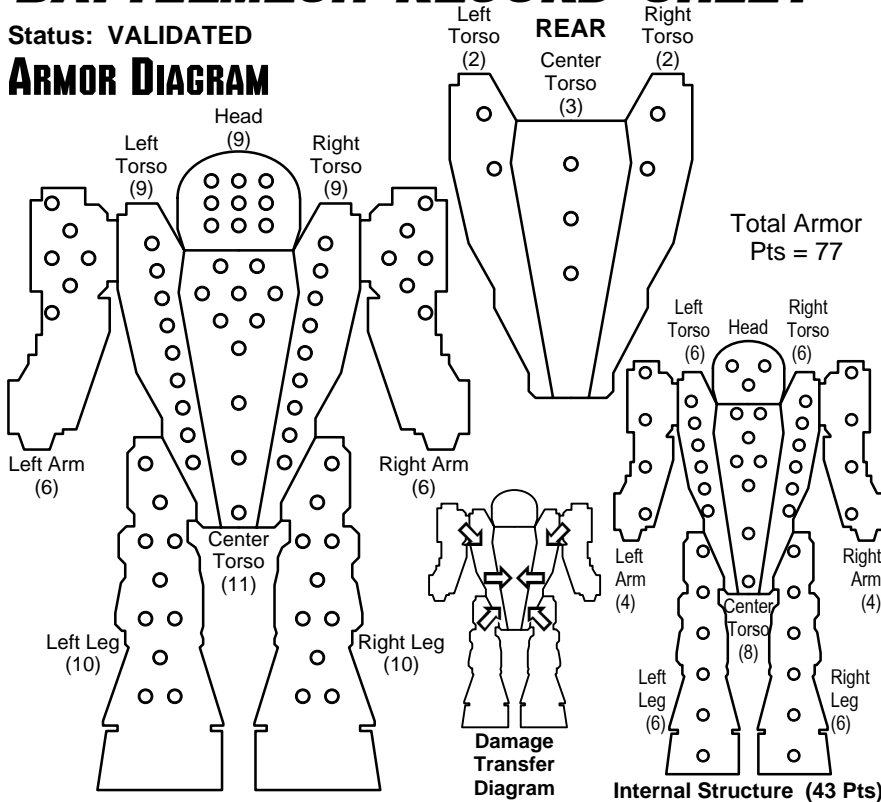
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Fire Falcon B**

Mass: **25 tons**

Movement Points: Tech, Config. & Level:

Walking: **8**

Clan

Running: **12**

Biped OmniMech

Jumping: **0**

Level 2 / 3058

Weapons Inventory: (hexes)

Qty Type Loc Ht Dmg Min Sht Med Lng

1 ER Large Laser RA 12 10 - 8 15 25

1 ER Large Laser LA 12 10 - 8 15 25

1 Targeting Computer

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(24)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

Consciousness #

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- ER Large Laser
- Endo Steel
- Endo Steel
- Endo Steel

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- XL Engine
- XL Engine
- Targeting Computer
- Targeting Computer
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

1-3

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Roll Again
- Roll Again

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Battle Value: **1,275**

Weapon Value: **857 / 857**

Cost, C-Bills: **4,540,364**

Right Arm

- Shoulder
- Upper Arm Actuator
- ER Large Laser
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- XL Engine
- XL Engine
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

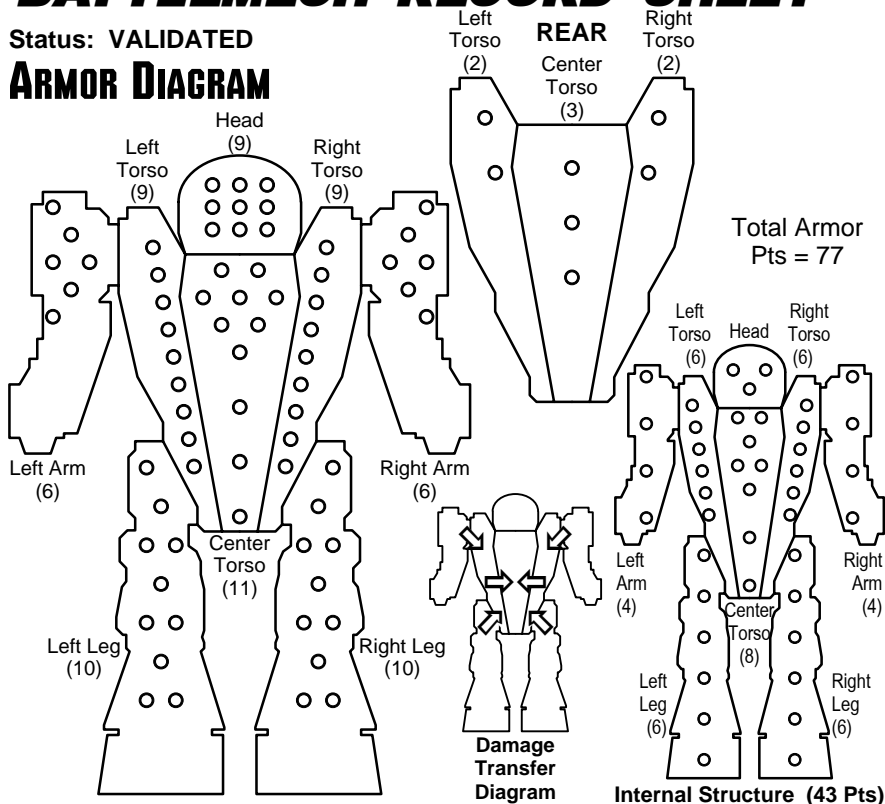
WIZKIDS

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (43 Pts)

Left Arm

- Shoulder
- Upper Arm Actuator
- ER Small Laser
- Endo Steel
- Endo Steel
- Endo Steel

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- XL Engine
- XL Engine
- LRM 10
- Ammo (LRM 10) 12
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Roll Again
- Roll Again

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Battle Value: **742**

Weapon Value: **347 / 347**

Cost, C-Bills: **4,450,130**

Right Arm

- Shoulder
- Upper Arm Actuator
- Ultra AC/2
- Ultra AC/2
- Ferro-Fibrous
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- XL Engine
- XL Engine
- Ammo (Ult AC/2) 45
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

'MECH DATA

Type: **Fire Falcon A**

Mass: **25 tons**

Movement Points: Tech, Config. & Level:

Walking: **8**

Running: **12**

Jumping: **0**

Clan

Biped OmniMech

Level 2 / 3058

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/2	RA	1	2	2	9	18	27
1	ER Small Laser	LA	2	5	-	2	4	6
1	LRM 10	LT	4	1/hit	-	7	14	21

Ammo Type:

Rounds:

BV:

Ultra AC/2

45

15

LRM 10

12

26

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(8)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

Consciousness #

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

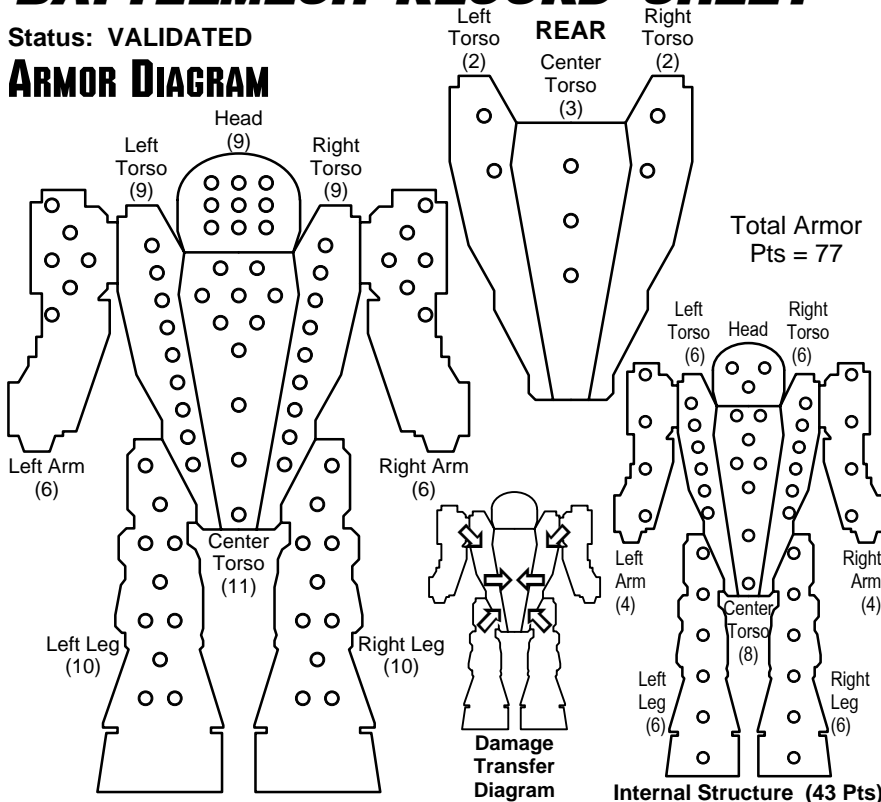
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Fire Falcon Prime**

Mass: **25 tons**

Movement Points: Tech, Config. & Level:

Walking: **8** Clan
Running: **12** Biped OmniMech
Jumping: **0** Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	RA	5	7	-	5	10	15
2	ER Small Laser	RA	2	5	-	2	4	6
1	Medium Pulse Laser	LA	4	7	-	4	8	12
2	Streak SRM 4	LT	3	2/hit	-	4	8	12

Ammo Type: Streak SRM 4 Rounds: 25 BV: 19

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject: ☐ Operational ☐ Disabled Weapon Heat: (24)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WIZKIDS®

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Medium Pulse Laser
- Endo Steel
- Endo Steel
- Endo Steel

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- XL Engine
- XL Engine
- Streak SRM 4
- Streak SRM 4
- Ammo (Streak 4) 25
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Roll Again
- Roll Again

4-6

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: 1,281

Weapon Value: 1,046 / 932

Cost, C-Bills: 4,706,770

Right Arm

- Shoulder
- Upper Arm Actuator
- ER Medium Laser
- ER Medium Laser
- ER Small Laser
- ER Small Laser

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- XL Engine
- XL Engine
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

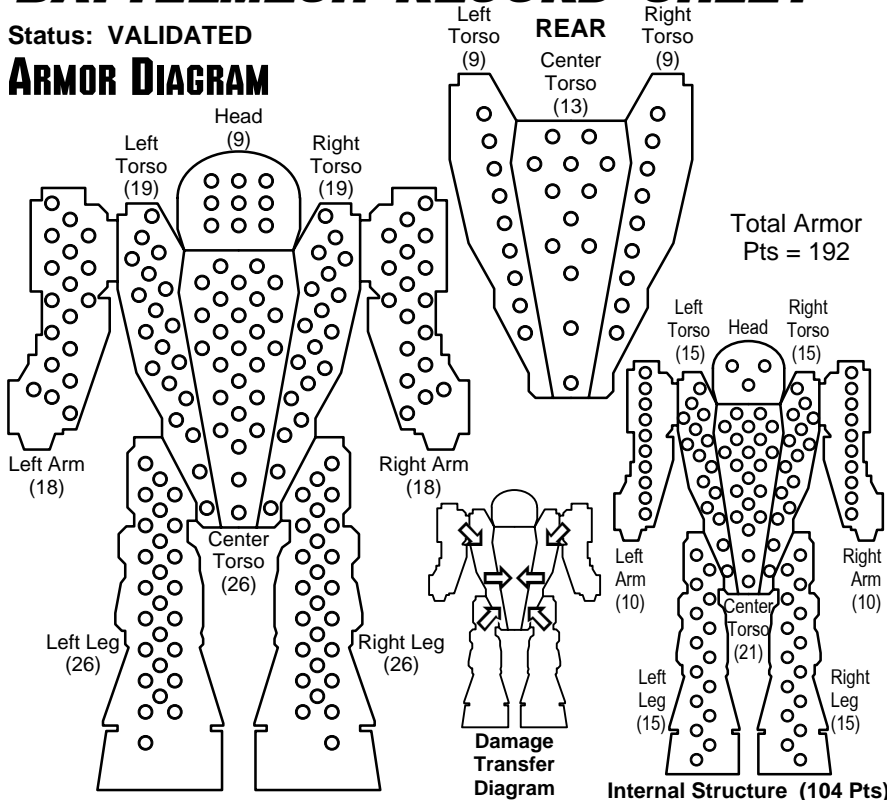
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Crossbow B**

Mass: **65 tons**

Movement Points: Tech, Config. & Level:

Walking: **5**

Clan

Running: **8**

Biped OmniMech

Jumping: **0**

Level 2 / 3058

Weapons Inventory: (hexes)

Qty Type Loc Ht Dmg Min Sht Med Lng

2 Streak SRM 6 RA 4 2/hit - 4 8 12

2 Streak SRM 6 LA 4 2/hit - 4 8 12

Ammo Type: Rounds: BV:

Streak SRM 6 60 82

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject: Weapon Heat:

☐ Operational ☐ Disabled (16)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WIZKIDS®

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Streak SRM 6
- Streak SRM 6
- Streak SRM 6

1-3

- Streak SRM 6
- Ammo (Streak 6) 15
- Ammo (Streak 6) 15
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

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

1-3

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Roll Again
- Roll Again

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Battle Value: 1,521

Weapon Value: 2,186 / 1,454

Cost, C-Bills: 8,632,249

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Streak SRM 6
- Streak SRM 6
- Streak SRM 6

1-3

- Streak SRM 6
- Ammo (Streak 6) 15
- Ammo (Streak 6) 15
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

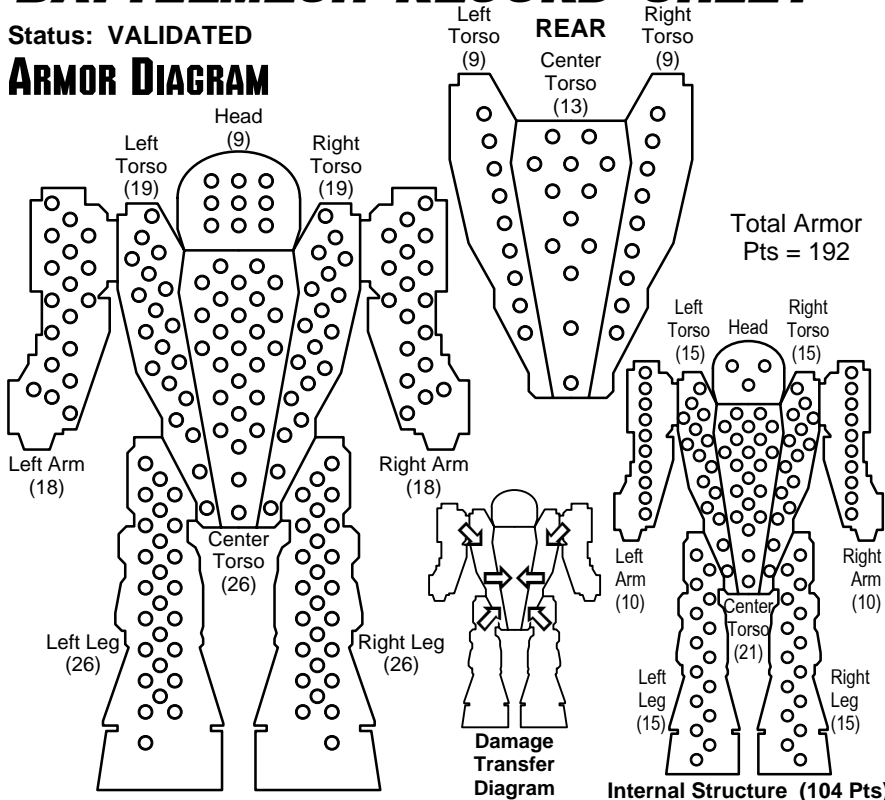
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (104 Pts)

Left Arm (CASE)

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
- 1-3 4. LRM 5
5. Streak SRM 6
6. Streak SRM 6

1. Medium Pulse Laser
2. Ammo (LRM 5) 24
- 4-6 3. Ammo (Streak 6) 15
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. Roll Again
6. Roll Again

CRITICAL HIT TABLE

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. Roll Again
6. Roll Again

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Battle Value: 1,628

Weapon Value: 2,440 / 2,079

Cost, C-Bills: 8,409,499

Right Arm (CASE)

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
- 1-3 4. LRM 5
5. Streak SRM 6
6. Streak SRM 6

1. Medium Pulse Laser
2. Ammo (LRM 5) 24
- 4-6 3. Ammo (Streak 6) 15
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. Roll Again
6. Roll Again

'MECH DATA

Type: **Crossbow A**

Mass: **65 tons**

Movement Points: Tech, Config. & Level:

Walking: **5**

Clan

Running: **8**

Biped OmniMech

Jumping: **0**

Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 5	RA	2	1/hit	-	7	14	21
1	Streak SRM 6	RA	4	2/hit	-	4	8	12
1	Medium Pulse Laser	RA	4	7	-	4	8	12
1	LRM 5	LA	2	1/hit	-	7	14	21
1	Streak SRM 6	LA	4	2/hit	-	4	8	12
1	Medium Pulse Laser	LA	4	7	-	4	8	12

Ammo Type: Rounds: BV:

LRM 5 48 19

Streak SRM 6 30 41

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(20)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

Consciousness #

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

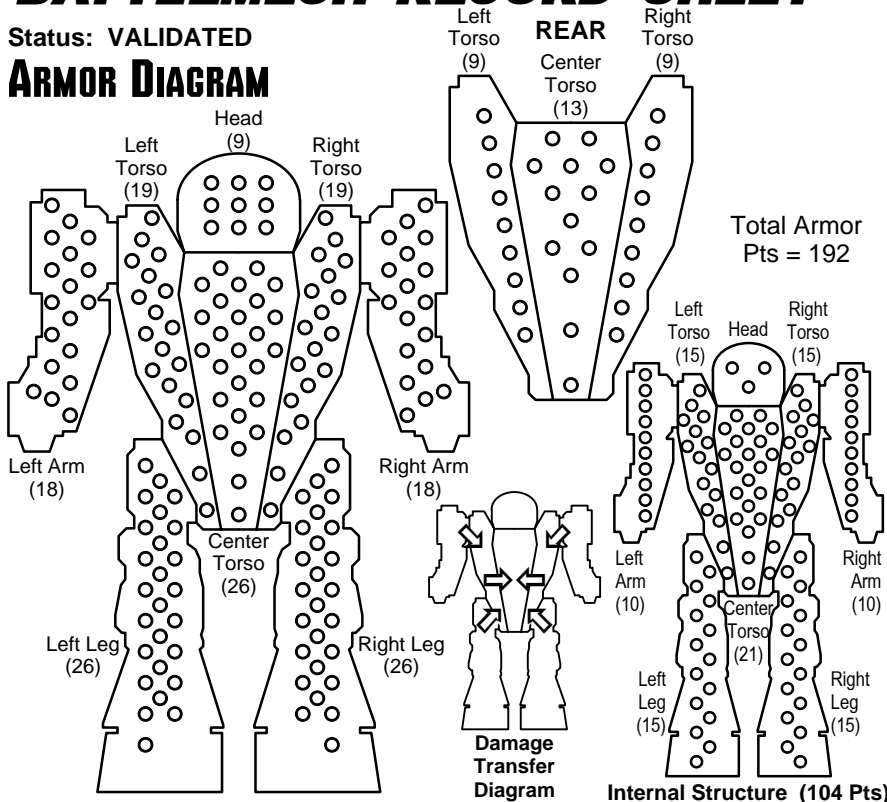
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Left Arm (CASE)

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
- 1-3 LRM 20
5. LRM 20
6. LRM 20
1. LRM 20
4. Artemis IV FCS
- 4-6 Ammo (LRM 20) 6
4. Ammo (LRM 20) 6
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
- 1-3 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

CRITICAL HIT TABLE

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: 1,658
Weapon Value: 1,767 / 1,474
Cost, C-Bills: 9,135,499

Right Arm (CASE)

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
- 1-3 LRM 20
5. LRM 20
6. LRM 20
1. LRM 20
4. Artemis IV FCS
- 4-6 Ammo (LRM 20) 6
4. Ammo (LRM 20) 6
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
- 1-3 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

'MECH DATA

Type: **Crossbow Prime**

Mass: **65 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** Clan
Running: **8** Biped OmniMech
Jumping: **0** Level 2 / 3058

Weapons Inventory: (hexes)
Qty Type Loc Ht Dmg Min Sht Med Lng

1 LRM 20 w/ Artemis IV RA 6 1/hit - 7 14 21
1 LRM 20 w/ Artemis IV LA 6 1/hit - 7 14 21

Ammo Type: Rounds: BV:
LRM 20 24 148

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject: Weapon Heat:
☐ Operational ☐ Disabled (12)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

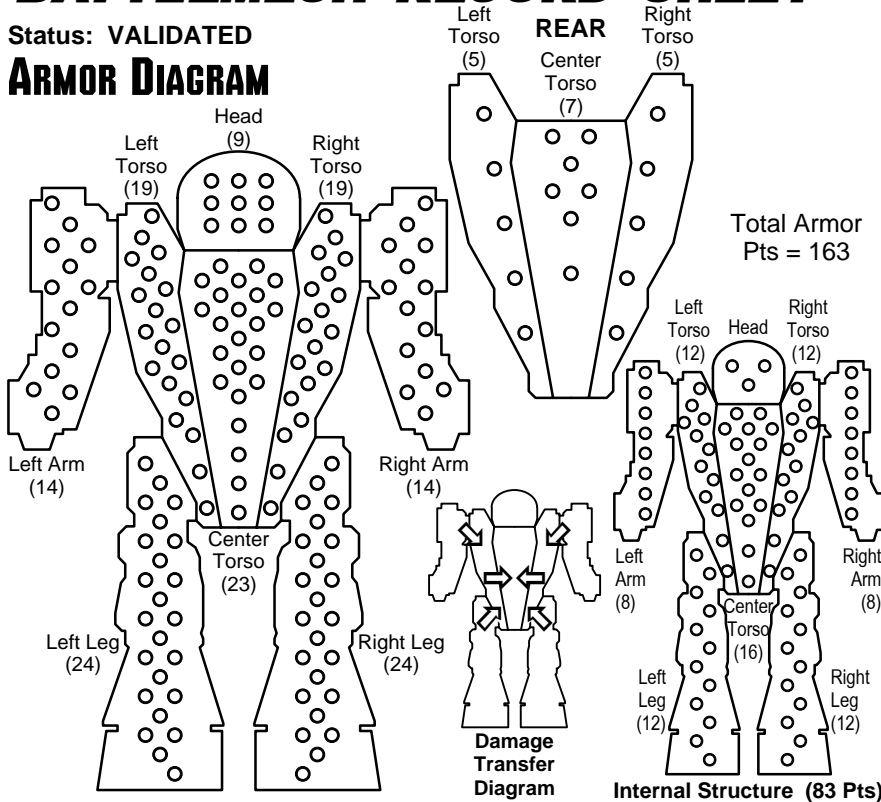
WIZKIDS

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Conjurer (Hellhound)

Mass: 50 tons

Movement Points: Tech, Config. & Level:

Walking: 6

Clan

Running: 9

Biped 'Mech

Jumping: 6

Level 2 / 3055

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	RA	10	10	-	6	14	20
2	ER Medium Laser	RT	5	7	-	5	10	15
2	Streak SRM 2	LT	2	2/hit	-	4	8	12

Ammo Type: Streak SRM 2
Rounds: 50
BV: 11

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (24)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WIZKIDS®

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Ferro-Fibrous
- Ferro-Fibrous

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- Jump Jet
- Jump Jet
- Streak SRM 2
- Streak SRM 2
- Ammo (Streak 2) 50
- Endo Steel

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: 1,714

Weapon Value: 1,489 / 1,424

Cost, C-Bills: 5,320,500

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Large Pulse Laser
- Large Pulse Laser

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- Jump Jet
- Jump Jet
- ER Medium Laser
- ER Medium Laser
- Endo Steel
- Endo Steel

1-3

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

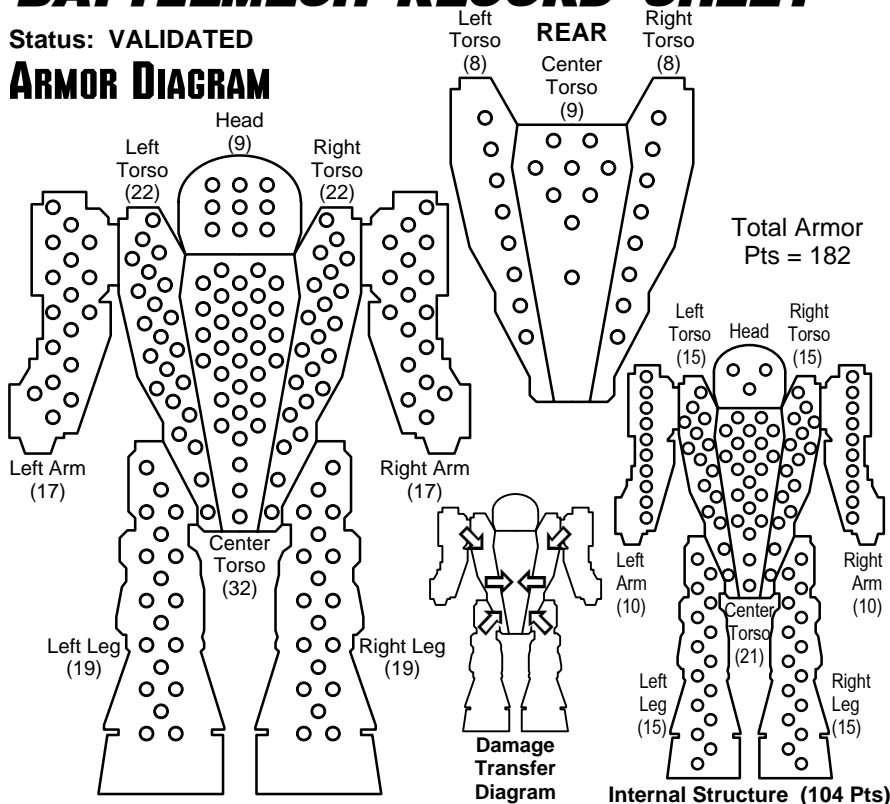
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (104 Pts)

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- SRM 6
- Ultra AC/2
- Ultra AC/2
- Ammo (Ult AC/2) 45

- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso (CASE)

- XL Engine
- XL Engine
- LRM 15
- LRM 15
- Ammo (SRM 6) 15
- Ammo (SRM 6) 15

- Ammo (LRM 15) 8
- Ammo (LRM 15) 8
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Endo Steel
- Ferro-Fibrous

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Battle Value: 1,666

Weapon Value: 1,956 / 1,956

Cost, C-Bills: 18,467,280

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- SRM 6
- Ultra AC/2
- Ultra AC/2
- Ammo (Ult AC/2) 45

- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso (CASE)

- XL Engine
- XL Engine
- LRM 15
- LRM 15
- Ammo (SRM 6) 15
- Ammo (SRM 6) 15

- Ammo (LRM 15) 8
- Ammo (LRM 15) 8
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

'MECH DATA

Type: **Cauldron-Born C**

Mass: **65 tons**

Movement Points: Tech, Config. & Level:

Walking: **5**

Running: **8**

Jumping: **0**

Clan

Biped OmniMech

Level 2 / 3058

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	RA	4	2/hit	-	3	6	9
1	SRM 6	LA	4	2/hit	-	3	6	9
1	LRM 15	RT	5	1/hit	-	7	14	21
1	LRM 15	LT	5	1/hit	-	7	14	21
1	Ultra AC/2	RA	1	2	2	9	18	27
1	Ultra AC/2	LA	1	2	2	9	18	27

Ammo Type:

Rounds:

BV:

SRM 6

60

38

LRM 15

32

115

Ultra AC/2

90

22

Total Heat Sinks: **13 Double (26)**

oooooooooooo ooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(22)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

Consciousness #

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

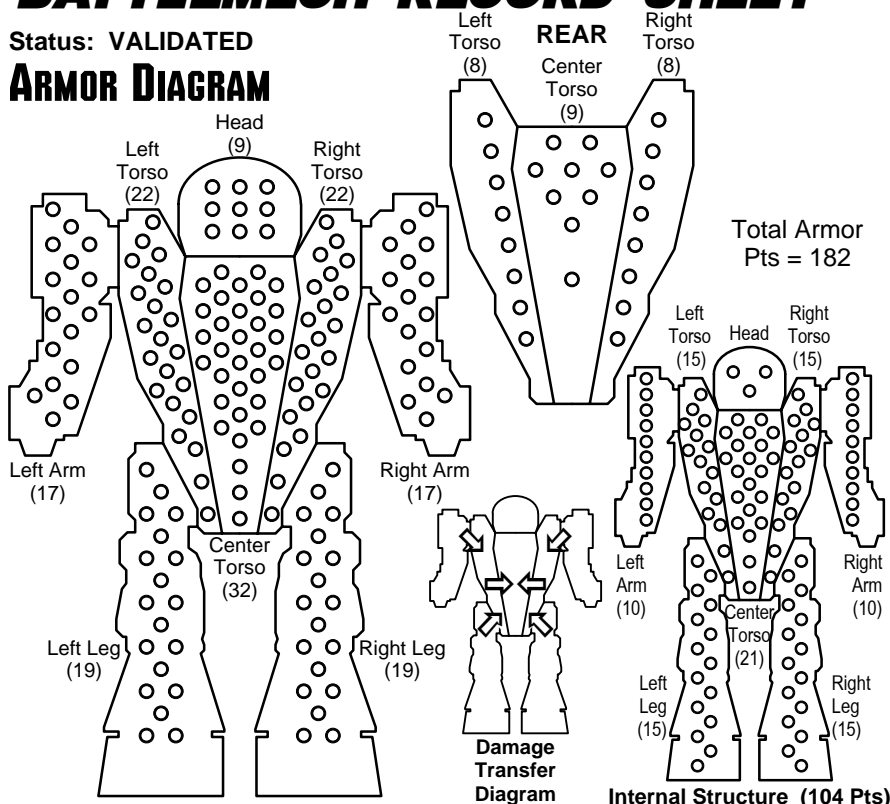
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (104 Pts)

Left Arm

1. Shoulder
2. Upper Arm Actuator
- 1-3. ER PPC
3. ER PPC
5. Large Pulse Laser
6. Large Pulse Laser

1. *Ferro-Fibrous*
2. *Ferro-Fibrous*
- 4-6. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Torso

1. XL Engine
2. XL Engine
- 1-3. Medium Pulse Laser
4. TAG
5. *Endo Steel*
6. *Ferro-Fibrous*

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. *Endo Steel*
6. *Endo Steel*

CRITICAL HIT TABLE

Head

1. Life Support
2. Sensors
3. Cockpit
4. *Ferro-Fibrous*
5. *Sensors*
6. *Life Support*

Center Torso

1. XL Engine
2. XL Engine
- 1-3. XL Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. *Endo Steel*
6. *Ferro-Fibrous*

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Battle Value: **2,048**

Weapon Value: **2,312 / 2,312**

Cost, C-Bills: **18,756,030**

Right Arm

1. Shoulder
2. Upper Arm Actuator
- 1-3. ER PPC
3. ER PPC
5. Large Pulse Laser
6. Large Pulse Laser

1. *Ferro-Fibrous*
2. *Ferro-Fibrous*
- 4-6. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Torso

1. XL Engine
2. XL Engine
- 1-3. Medium Pulse Laser
4. Active Probe
5. *Endo Steel*
6. *Roll Again*

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. *Endo Steel*
6. *Endo Steel*

'MECH DATA

Type: **Cauldron-Born B**

Mass: **65 tons**

Movement Points: Tech, Config. & Level:

Walking: **5**

Clan

Running: **8**

Biped OmniMech

Jumping: **0**

Level 2 / 3058

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	15	-	7	14	23
1	ER PPC	LA	15	15	-	7	14	23
1	Large Pulse Laser	RA	10	10	-	6	14	20
1	Large Pulse Laser	LA	10	10	-	6	14	20
1	Medium Pulse Laser	RT	4	7	-	4	8	12
1	Medium Pulse Laser	LT	4	7	-	4	8	12
1	Active Probe	RT	0	-	-	-	-	5
1	TAG	LT	0	-	-	5	9	15

Total Heat Sinks: **13 Double (26)**

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Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(58)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

Consciousness #

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

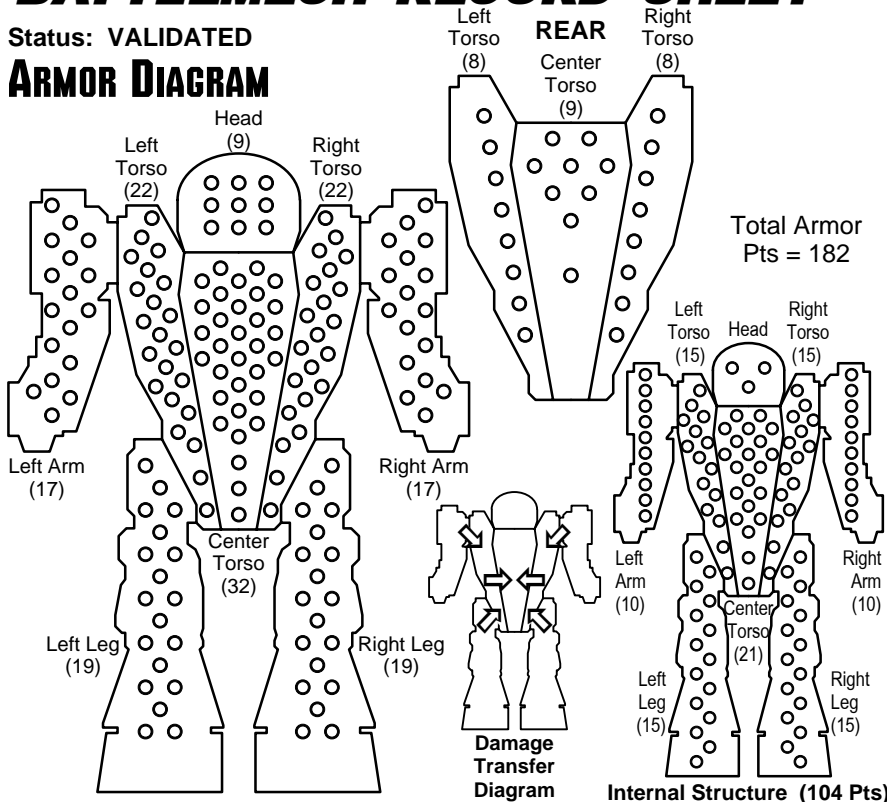
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (104 Pts)

Left Arm

- Shoulder
- Upper Arm Actuator
- ER Large Laser
- Flamer
- Machine Gun
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- XL Engine
- XL Engine
- ER Medium Laser
- ER Medium Laser (R)
- ER Medium Laser (R)
- Ammo (Ult AC/20) 5

1-3

- Ammo (Ult AC/20) 5
- Ammo (Ult AC/20) 5
- Ammo (MG) 200
- Endo Steel
- Ferro-Fibrous
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **1,860**

Weapon Value: **1,964 / 1,964**

Cost, C-Bills: **18,732,311**

Right Arm

- Shoulder
- Upper Arm Actuator
- ER Large Laser
- Medium Pulse Laser
- Machine Gun
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- XL Engine
- XL Engine
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20

1-3

- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Endo Steel
- Roll Again

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

'MECH DATA

Type: **Cauldron-Born A**

Mass: **65 tons**

Movement Points: Tech, Config. & Level:

Walking: **5**

Clan

Running: **8**

Biped OmniMech

Jumping: **0**

Level 2 / 3058

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/20	RT	7	20	-	4	8	12
1	ER Large Laser	RA	12	10	-	8	15	25
1	ER Large Laser	LA	12	10	-	8	15	25
1	ER Medium Laser	LT	5	7	-	5	10	15
2	ER Medium Laser	LT(R)	5	7	-	5	10	15
1	Medium Pulse Laser	RA	4	7	-	4	8	12
1	Flamer	LA	3	2	-	1	2	3
1	Machine Gun	RA	0	2	-	1	2	3
1	Machine Gun	LA	0	2	-	1	2	3

Ammo Type:	Rounds:	BV:
Ultra AC/20	15	144
Machine Gun	200	1

Total Heat Sinks: **13 Double (26)**

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Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(60)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

Consciousness #

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

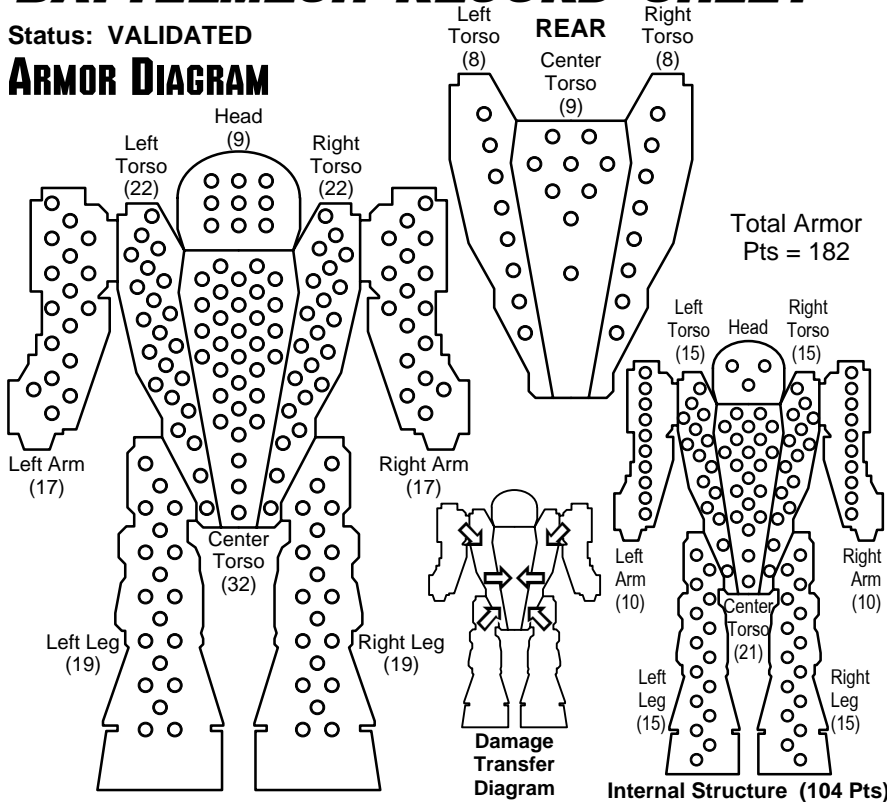
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (104 Pts)

Left Arm (CASE)

1. Shoulder
2. Upper Arm Actuator
- 1-3. LB 5-X AC
4. LB 5-X AC
5. LB 5-X AC
6. LB 5-X AC

1. Ammo (LB 5-X) 20
2. Ammo (LB 5-X) 20
- 4-6. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Left Torso (CASE)

1. XL Engine
2. XL Engine
- 1-3. LRM 10
4. ER Medium Laser
5. Ammo (LRM 10) 12
6. Ammo (LRM 10) 12

1. Endo Steel
2. Ferro-Fibrous
- 4-6. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

CRITICAL HIT TABLE

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso

1. XL Engine
2. XL Engine
- 1-3. XL Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. Endo Steel
- 4-6. Ferro-Fibrous

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Battle Value: 1,769

Weapon Value: 1,947 / 1,947

Cost, C-Bills: 18,271,343

Right Arm (CASE)

1. Shoulder
2. Upper Arm Actuator
- 1-3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

1. Gauss Rifle
2. Gauss Rifle
- 4-6. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Right Torso (CASE)

1. XL Engine
2. XL Engine
- 1-3. SRM 2
4. Ammo (Gauss) 8
5. Ammo (Gauss) 8
6. Ammo (SRM 2) 50

1. Endo Steel
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. Endo Steel
6. Endo Steel

'MECH DATA

Type: **Cauldron-Born Prime**

Mass: **65 tons**

Movement Points: Tech, Config. & Level:

Walking: **5**

Running: **8**

Jumping: **0**

Clan

Biped OmniMech

Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	RA	1	15	2	7	15	22
1	LB 5-X AC	LA	1	5	3	8	15	24
1	LRM 10	LT	4	1/hit	-	7	14	21
1	ER Medium Laser	LT	5	7	-	5	10	15
1	SRM 2	RT	2	2/hit	-	3	6	9

Ammo Type: Rounds: BV:

Gauss Rifle	16	90
LB 5-X AC	40	33
LRM 10	24	38
SRM 2	50	4

Total Heat Sinks: 13 Double (26)

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Auto Eject: Weapon Heat:

☐ Operational ☐ Disabled (13)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

Consciousness #

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

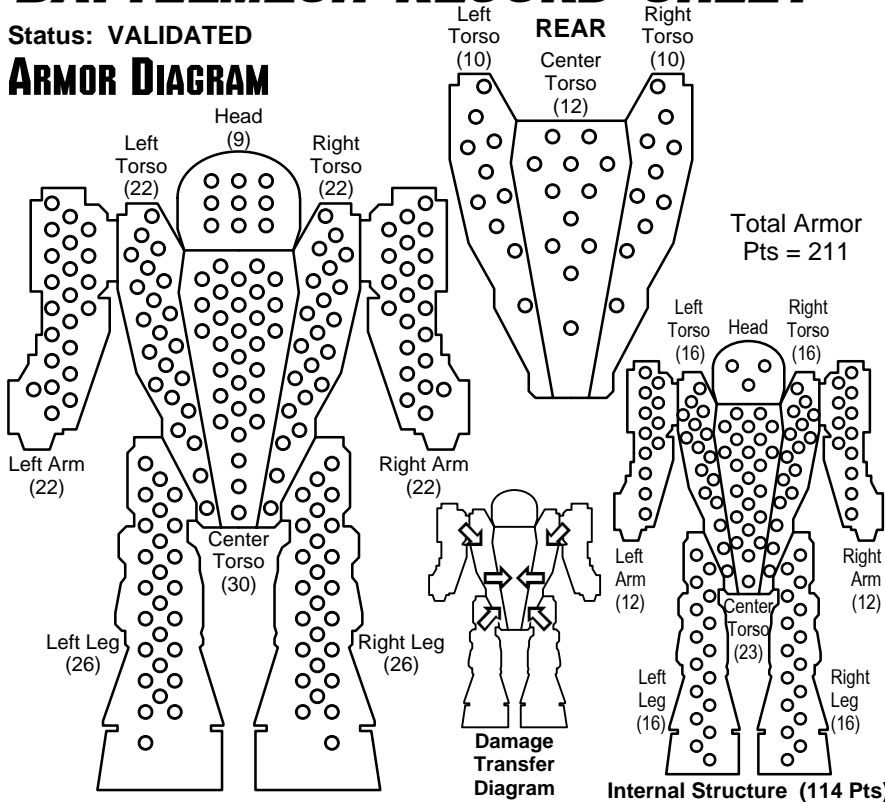
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Machine Gun
- Machine Gun

1-3

- Ammo (MG) 200
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- XL Engine
- XL Engine
- Jump Jet
- Jump Jet
- Large Pulse Laser
- Large Pulse Laser

1-3

- Medium Pulse Laser
- Small Pulse Laser
- Small Pulse Laser
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Jump Jet
- Endo Steel

4-6

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Battle Value: 2,413

Weapon Value: 2,995 / 2,995

Cost, C-Bills: 18,838,750

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Targeting Computer
- Targeting Computer

1-3

- Targeting Computer
- Targeting Computer
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- XL Engine
- XL Engine
- Jump Jet
- Jump Jet
- Large Pulse Laser
- Large Pulse Laser

1-3

- Medium Pulse Laser
- Small Pulse Laser
- Small Pulse Laser
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

'MECH DATA

Type: **Black Python (Viper)**

Mass: **75 tons**

Movement Points: Tech, Config. & Level:

Walking: **5**

Clan

Running: **8**

Biped 'Mech

Jumping: **5**

Level 2 / 3055

Weapons Inventory:

(hexes)

Qty Type Loc Ht Dmg Min Sht Med Lng

1 Large Pulse Laser LT 10 10 - 6 14 20

1 Large Pulse Laser RT 10 10 - 6 14 20

1 Medium Pulse Laser LT 4 7 - 4 8 12

1 Medium Pulse Laser RT 4 7 - 4 8 12

2 Small Pulse Laser LT 2 3 - 2 4 6

2 Small Pulse Laser RT 2 3 - 2 4 6

2 Machine Gun LA 0 2 - 1 2 3

1 Targeting Computer

Ammo Type:

Rounds:

BV:

Machine Gun

200

2

Total Heat Sinks: 13 Double (26)

oooooooooooo ooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(36)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

Consciousness #

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

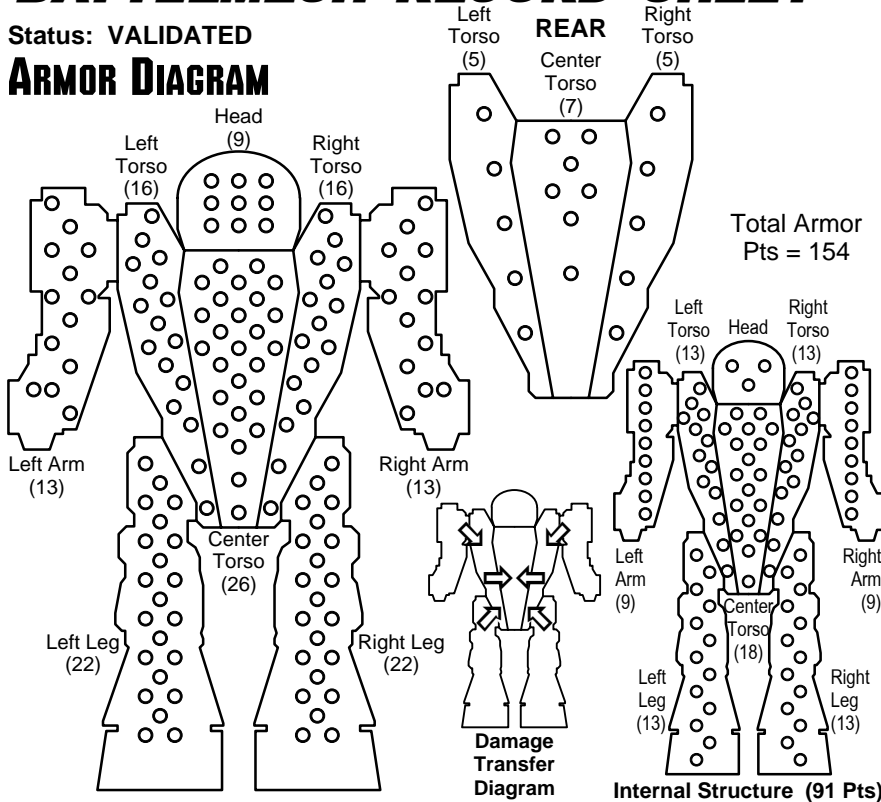
WIZKIDS

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Black Lanner D**

Mass: **55 tons**

Movement Points: Tech, Config. & Level:

Walking: **7** Clan

Running: **11 [14]** Biped OmniMech

Jumping: **0** Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	LA	4	7	-	4	8	12
1	ER Small Laser	LA	2	5	-	2	4	6
2	Machine Gun	LA	0	2	-	1	2	3
1	Medium Pulse Laser	RA	4	7	-	4	8	12
1	ER Small Laser	RA	2	5	-	2	4	6
2	Machine Gun	RA	0	2	-	1	2	3
1	SRM 6	RT	4	2/hit	-	3	6	9
1	SRM 6	LT	4	2/hit	-	3	6	9
1	Flamer	LT	3	2	-	1	2	3
1	Active Probe	HD	0	-	-	-	-	5

Ammo Type:	Rounds:	BV:
Machine Gun	100	1
SRM 6	30	26

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: **(23)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WIZKIDS®

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Medium Pulse Laser
- ER Small Laser
- Machine Gun
- Machine Gun

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- XL Engine
- XL Engine
- SRM 6
- Flamer
- Ammo (MG) 100
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Active Probe
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- XL Engine
- XL Engine
- XL Engine
- MASC
- MASC

4-6

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **1,390**

Weapon Value: **1,696 / 1,696**

Cost, C-Bills: **17,686,793**

Right Arm

- Shoulder
- Upper Arm Actuator
- Medium Pulse Laser
- ER Small Laser
- Machine Gun
- Machine Gun

1-3

- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- XL Engine
- XL Engine
- SRM 6
- Ammo (SRM 6) 15
- Ammo (SRM 6) 15
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

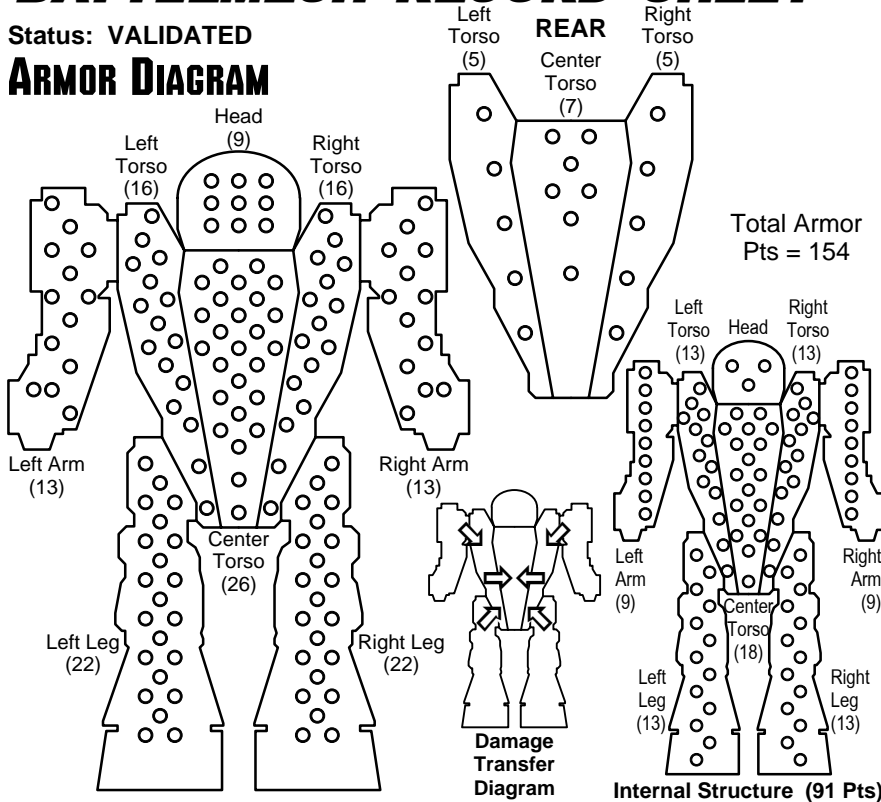
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Black Lanner C**

Mass: **55 tons**

Movement Points: Tech, Config. & Level:

Walking: **7** Clan

Running: **11 [14]** Biped OmniMech

Jumping: **0** Level 2 / 3058

Weapons Inventory: (hexes)

Qty Type Loc Ht Dmg Min Sht Med Lng

6 ER Medium Laser LA 5 7 - 5 10 15

1 Streak SRM 6 RA 4 2/hit - 4 8 12

Ammo Type: Rounds: BV:

Streak SRM 6 15 28

Total Heat Sinks: **13 Double (26)**

oooooooooooo oooo

Auto Eject: Weapon Heat:

☐ Operational ☐ Disabled **(34)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WIZKIDS®

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- ER Medium Laser
- ER Medium Laser
- ER Medium Laser
- ER Medium Laser

1-3

- ER Medium Laser
- ER Medium Laser
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Left Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

1-3

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- XL Engine
- XL Engine
- XL Engine
- MASC
- MASC

4-6

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Battle Value: **1,900**

Weapon Value: **2,674 / 2,523**

Cost, C-Bills: **17,759,449**

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Streak SRM 6
- Streak SRM 6
- Ammo (Streak 6) 15
- Endo Steel

1-3

- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- XL Engine
- XL Engine
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

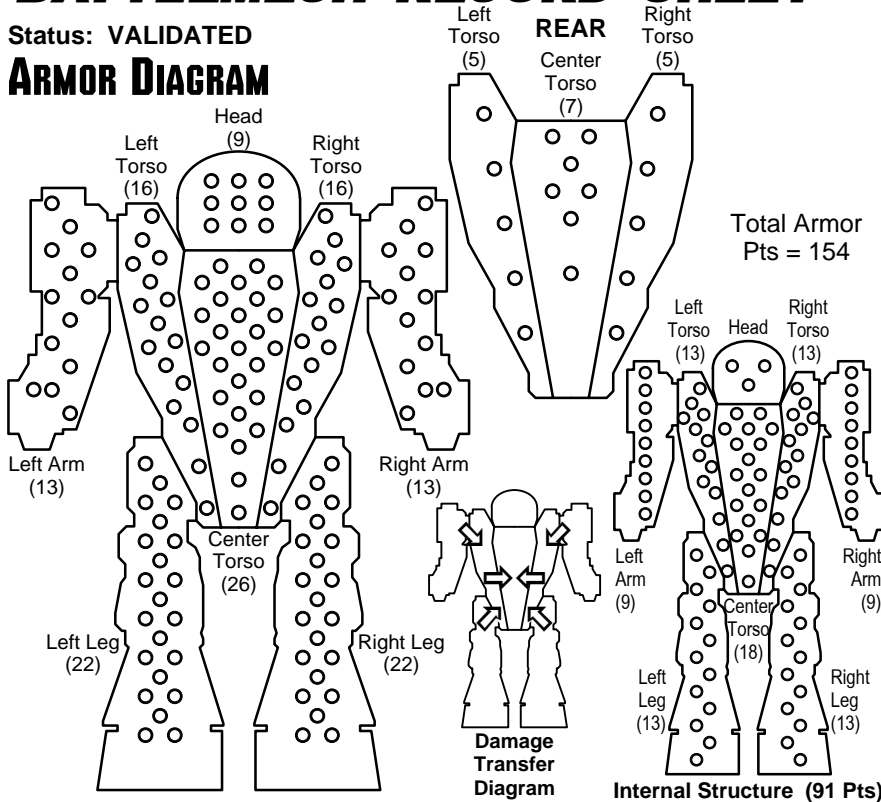
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Black Lanner B**

Mass: **55 tons**

Movement Points: Tech, Config. & Level:

Walking: **7** Clan

Running: **11 [14]** Biped OmniMech

Jumping: **0** Level 2 / 3058

Weapons Inventory: (hexes)

Qty Type Loc Ht Dmg Min Sht Med Lng

1 LRM 20 RA 6 1/hit - 7 14 21

1 LRM 20 LA 6 1/hit - 7 14 21

Ammo Type: Rounds: BV:

LRM 20 18 153

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject: Weapon Heat:

☐ Operational ☐ Disabled (12)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WIZKIDS®

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- LRM 20
- LRM 20
- LRM 20
- LRM 20

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

Left Torso (CASE)

- XL Engine
- XL Engine
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

1-3

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- XL Engine
- XL Engine
- XL Engine
- MASC
- MASC

4-6

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **1,636**

Weapon Value: **1,476 / 1,476**

Cost, C-Bills: **17,697,449**

Right Arm

- Shoulder
- Upper Arm Actuator
- LRM 20
- LRM 20
- LRM 20
- LRM 20

1-3

- Endo Steel
- Endo Steel
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

Right Torso (CASE)

- XL Engine
- XL Engine
- Ammo (LRM 20) 6
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

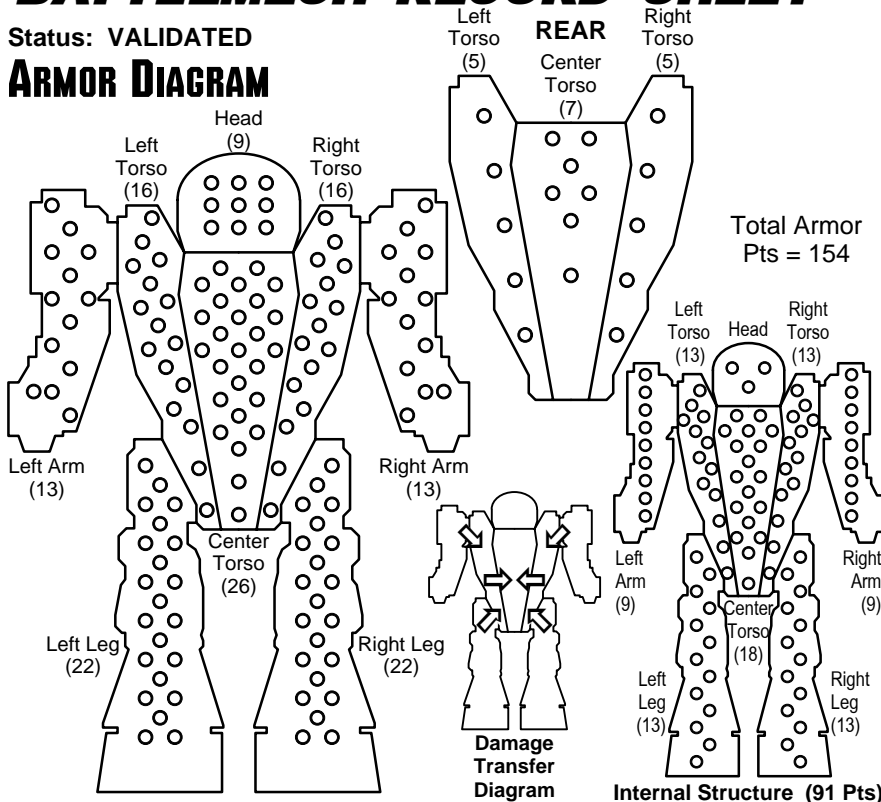
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Black Lanner A**

Mass: **55 tons**

Movement Points: Tech, Config. & Level:

Walking: **7** Clan

Running: **11 [14]** Biped OmniMech

Jumping: **0** Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	15	-	7	14	23
2	Medium Pulse Laser	LA	4	7	-	4	8	12
1	ECM Suite	HD	0	-	-	-	-	6
1	TAG	LT	0	-	-	5	9	15
1	Active Probe	RT	0	-	-	-	-	5

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject:

☐ Operational ☐ Disabled

Weapon Heat:

(23)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WIZKIDS®

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Medium Pulse Laser
- Medium Pulse Laser
- Ferro-Fibrous
- Ferro-Fibrous

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- XL Engine
- XL Engine
- TAG
- Endo Steel
- Endo Steel
- Endo Steel

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- ECM Suite
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Engine
- XL Engine
- XL Engine
- MASC
- MASC

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Battle Value: **1,801**
Weapon Value: **1,821 / 1,821**
Cost, C-Bills: **18,046,199**

Right Arm

- Shoulder
- Upper Arm Actuator
- ER PPC
- ER PPC
- Endo Steel
- Endo Steel

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

- XL Engine
- XL Engine
- Active Probe
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

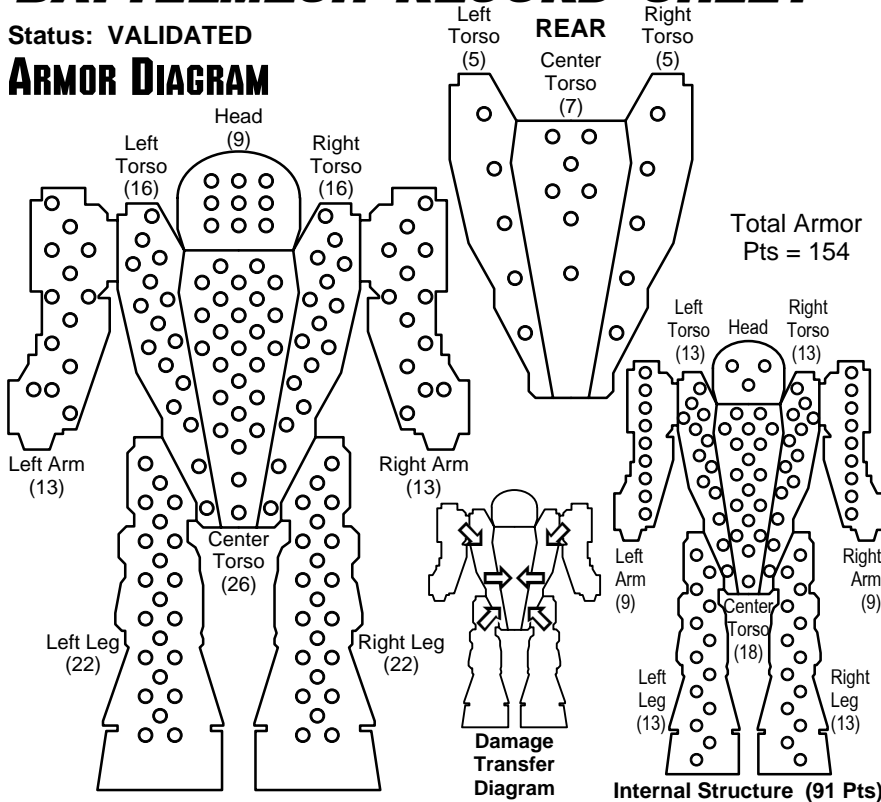
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Black Lanner Prime**

Mass: **55 tons**

Movement Points: Tech, Config. & Level:

Walking: **7** Clan

Running: **11 [14]** Biped OmniMech

Jumping: **0** Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	LT	4	1/hit	-	7	14	21
1	SRM 6	RT	4	2/hit	-	3	6	9
2	ER Medium Laser	LA	5	7	-	5	10	15
1	ER Large Laser	RA	12	10	-	8	15	25
1	ECM Suite	HD	0	-	-	-	-	6

Ammo Type: Rounds: BV:

LRM 10 12 26

SRM 6 15 13

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject: Weapon Heat:

☐ Operational ☐ Disabled (30)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WIZKIDS®

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- ER Medium Laser
- ER Medium Laser
- Ferro-Fibrous
- Ferro-Fibrous

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- XL Engine
- XL Engine
- LRM 10
- Ammo (LRM 10) 12
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- ECM Suite
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

- Gyro
- XL Engine
- XL Engine
- XL Engine
- MASC
- MASC

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Battle Value: **1,657**

Weapon Value: **1,772 / 1,772**

Cost, C-Bills: **18,098,511**

Right Arm

- Shoulder
- Upper Arm Actuator
- ER Large Laser
- Endo Steel
- Endo Steel
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- XL Engine
- XL Engine
- SRM 6
- Ammo (SRM 6) 15
- Ferro-Fibrous
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

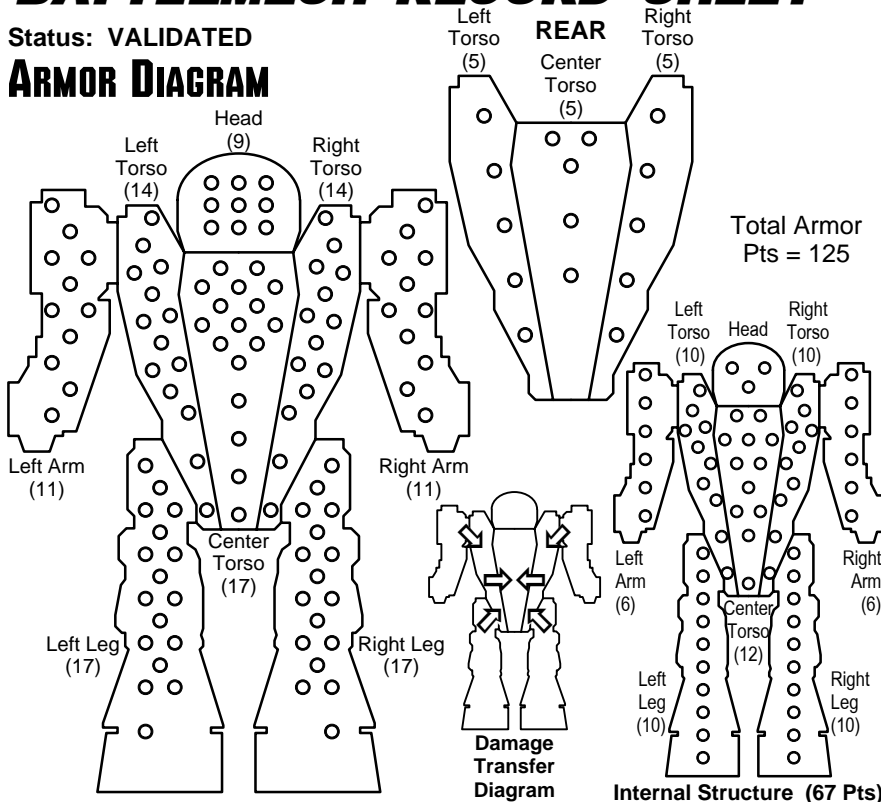
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Battle Cobra B**

Mass: **40 tons**

Movement Points: Tech, Config. & Level:

Walking: **6**

Clan

Running: **9**

Biped OmniMech

Jumping: **0**

Level 2 / 3058

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	15	-	7	14	23
1	ER PPC	LA	15	15	-	7	14	23
1	Small Pulse Laser	RA	2	3	-	2	4	6
1	Small Pulse Laser	LA	2	3	-	2	4	6

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(34)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WIZKIDS®

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 **ER PPC**
- 1-3 **ER PPC**
- Small Pulse Laser
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- Endo Steel
- Endo Steel
- Endo Steel
- 1-3 Ferro-Fibrous
- 1-3 Ferro-Fibrous
- 1-3 Ferro-Fibrous

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- 1-3 Fusion Engine
- 1-3 Fusion Engine
- 1-3 Fusion Engine
- 1-3 Gyro
- 1-3 Gyro
- 1-3 Gyro

- 1-3 Gyro
- 1-3 Fusion Engine
- 1-3 Fusion Engine
- 1-3 Fusion Engine
- 1-3 Endo Steel
- 1-3 Ferro-Fibrous

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Battle Value: **1,421**
Weapon Value: **1,142 / 1,142**
Cost, C-Bills: **5,026,000**

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 **ER PPC**
- 1-3 **ER PPC**
- Small Pulse Laser
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

- Endo Steel
- Endo Steel
- Endo Steel
- 1-3 Ferro-Fibrous
- 1-3 Ferro-Fibrous
- 1-3 Ferro-Fibrous

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

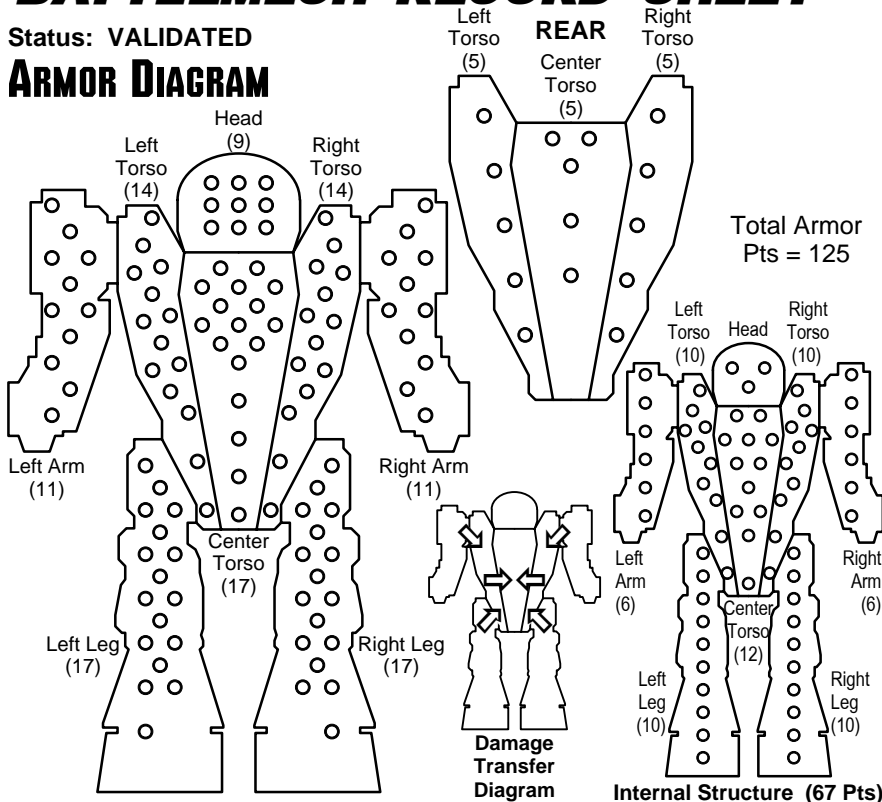
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Battle Cobra A**

Mass: **40 tons**

Movement Points: Tech, Config. & Level:

Walking: **6**

Clan

Running: **9**

Biped OmniMech

Jumping: **0**

Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Pulse Laser	RA	4	7	-	4	8	12
3	Small Pulse Laser	RA	2	3	-	2	4	6
2	Medium Pulse Laser	LA	4	7	-	4	8	12
3	Small Pulse Laser	LA	2	3	-	2	4	6

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(28)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WIZKIDS®

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Medium Pulse Laser
- Medium Pulse Laser
- Small Pulse Laser

1-3

- Small Pulse Laser
- Small Pulse Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

1-3

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Endo Steel
- Ferro-Fibrous

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Battle Value: **1,178**

Weapon Value: **1,346 / 1,346**

Cost, C-Bills: **4,515,000**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Medium Pulse Laser
- Medium Pulse Laser
- Small Pulse Laser

1-3

- Small Pulse Laser
- Small Pulse Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

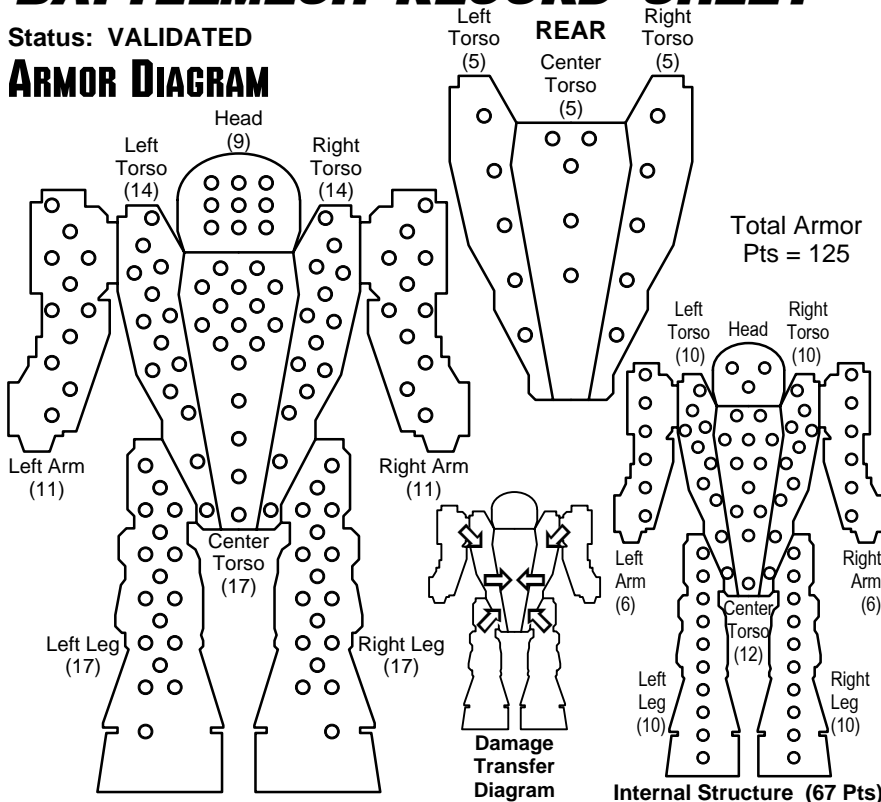
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Battle Cobra Prime**

Mass: **40 tons**

Movement Points: Tech, Config. & Level:

Walking: **6**

Clan

Running: **9**

Biped OmniMech

Jumping: **0**

Level 2 / 3058

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	RA	10	10	-	6	14	20
1	Large Pulse Laser	LA	10	10	-	6	14	20
1	Small Pulse Laser	RA	2	3	-	2	4	6
1	Small Pulse Laser	LA	2	3	-	2	4	6

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(24)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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	

WIZKIDS®

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Large Pulse Laser
- Large Pulse Laser
- Small Pulse Laser

- 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
- 1-3 Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- Fusion Engine
- Fusion Engine
- 4-6 Fusion Engine
- Endo Steel
- Ferro-Fibrous

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Battle Value: **1,236**

Weapon Value: **1,211 / 1,211**

Cost, C-Bills: **4,595,500**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Large Pulse Laser
- Large Pulse Laser
- Small Pulse Laser

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

- Endo Steel
- Endo Steel
- Endo Steel
- 1-3 Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

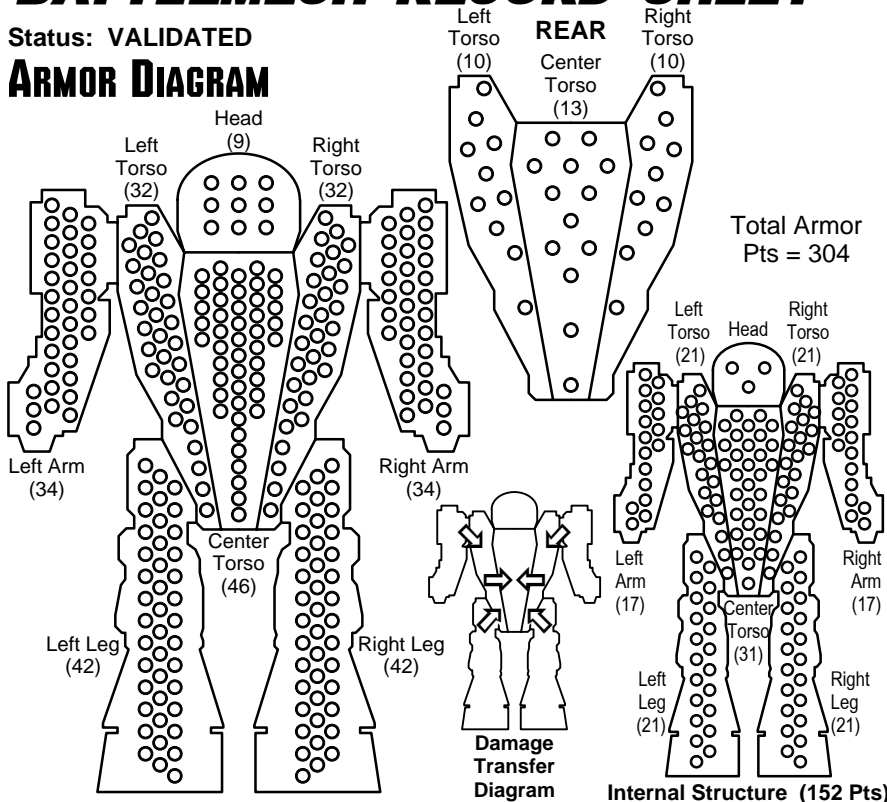
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Bane (Kraken)**

Mass: **100 tons**

Movement Points: Tech, Config. & Level:

Walking: **3** Clan
Running: **5** Biped 'Mech
Jumping: **0** Level 2 / 3055

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
5	Ultra AC/2	LA	1	2	2	9	18	27
5	Ultra AC/2	RA	1	2	2	9	18	27
4	Machine Gun	RT	0	2	-	1	2	3

Ammo Type:	Rounds:	BV:
Ultra AC/2	180	32
Machine Gun	100	0

Total Heat Sinks: **10 Double (20)**

oooooooooooo

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: **(20)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	

WIZKIDS®

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Ultra AC/2
- Ultra AC/2
- Ultra AC/2
- Ultra AC/2

1-3

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

1-3

Left Torso (CASE)

- XL Engine
- XL Engine
- Ammo (Ult AC/2) 45
- Ammo (Ult AC/2) 45
- Roll Again
- Roll Again

1-3

4-6

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Right Arm

- Shoulder
- Upper Arm Actuator
- Ultra AC/2
- Ultra AC/2
- Ultra AC/2
- Ultra AC/2

1-3

- Ultra AC/2
- Ultra AC/2
- Ultra AC/2
- Ultra AC/2
- Ultra AC/2
- Ultra AC/2

4-6

Right Torso (CASE)

- XL Engine
- XL Engine
- Machine Gun
- Machine Gun
- Machine Gun
- Machine Gun

1-3

4-6

- Ammo (Ult AC/2) 45
- Ammo (Ult AC/2) 45
- Ammo (MG) 100
- Roll Again
- Roll Again
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **1,685**

Weapon Value: **1,915 / 1,915**

Cost, C-Bills: **22,509,000**