BATTLETECH™

PROTOMECH 1

Type: Harpy [Standard]
Tons: 2
Role: Ambusher
Movement Points:
Walk: 3
Run: 5
Jump: 3

WEAPONS INVENTORY

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Machine Gun	T	2 [DB,AI]	—	1	2	3

Ammo: [Machine Gun] 20

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	Main Gun Destroyed		
4	Right Arm	+1 to Hit	Right Arm Destroyed	
5,9	Legs	-1 Walk MP	1/2 Walk MP	No Move
6,7,8	Torso	-1 Jump MP*	1/2 Jump MP*	Proto Destroyed
10	Left Arm	+1 to Hit	Left Arm Destroyed	
12	Head	+1 to Hit	+2 to Hit	
			No Long Range Shots	

*Torso Weapon Destroyed, Roll 1D6:
1-2: Machine Gun   3-6: No Effect

ARMOR DIAGRAM

PILOT DATA

Name: _____
Gunnery Skill: _____

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

BV: 56   **Armor:** Standard

PROTOMECH 2

Type: Procyon 2
Tons: 5
Role: Missile Boat
Movement Points:
Walk: 5
Run: 8
Jump: 0

WEAPONS INVENTORY

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	LRM 4	T	1/Msl [M,C,S]	—	7	14	21

Ammo: [LRM 4] 6

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	Main Gun Destroyed		
4	Right Arm	+1 to Hit	Right Arm Destroyed	
5,9	Legs	-1 Walk MP	1/2 Walk MP	No Move
6,7,8	Torso	-1 Jump MP*	1/2 Jump MP*	Proto Destroyed
10	Left Arm	+1 to Hit	Left Arm Destroyed	
12	Head	+1 to Hit	+2 to Hit	
			No Long Range Shots	

*Torso Weapon Destroyed, Roll 1D6:
1-2: LRM 4   3-4: LRM 4   5-6: No Effect

ARMOR DIAGRAM
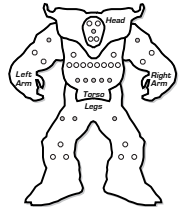
PILOT DATA

Name: _____
Gunnery Skill: _____

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

BV: 240   **Armor:** Standard

PROTOMECH 3

Type: Basilisk ProtoMech [Quad]
Tons: 7   [Standard]
Role:
Movement Points:
Walk: 5
Run: 8
Jump: 0

WEAPONS INVENTORY

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	SRM 4	T	2/Msl [M,C,S]	—	3	6	9
1	Quad Melee System	T	[E]	—	—	—	—

Ammo: [SRM 4] 10

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	Main Gun Destroyed		
4,5 9,10	Legs	-1 Walk MP	1/2 Walk MP	No Move
6,7,8	Torso	-1 Jump MP*	1/2 Jump MP*	Proto Destroyed
12	Head	+1 to Hit	+2 to Hit	
			No Long Range Shots	

*Torso Weapon Destroyed, Roll 1D6:
1: SRM 4   2: Quad Melee System   3-6: No Effect

ARMOR DIAGRAM
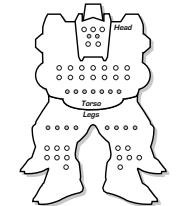
PILOT DATA

Name: _____
Gunnery Skill: _____

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

BV: 213   **Armor:** Standard

PROTOMECH 4

Type: Hobgoblin Ultraheavy ProtoMech
Tons: 10   [Standard]
Role: Ambusher
Movement Points:
Walk: 4
Run: 6
Jump: 0

WEAPONS INVENTORY

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Magnetic Clamps System	T	[E]	—	—	—	—
1	AP Gauss Rifle	RA	3 [DB,AI,X]	—	3	6	9
1	Fusillade	MG	[M,C,S]				
	Standard		2/Msl	4	5	10	15
	Extended Range		1/Msl	4	9	18	27
	High Explosive		3/Msl	—	3	6	9

Ammo: [AP Gauss] 40, [Fusillade] 2

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	Main Gun Destroyed		
4	Right Arm	+1 to Hit	Right Arm Destroyed	
5,9	Legs	-1 Walk MP	1/2 Walk MP	No Move
6,7,8	Torso	-1 Jump MP*	1/2 Jump MP*	Proto Destroyed
10	Left Arm	+1 to Hit	Left Arm Destroyed	
12	Head	+1 to Hit	+2 to Hit	
			No Long Range Shots	

*Torso Weapon Destroyed, Roll 1D6:
No Torso Weapons
Magnetic Clamp System destroyed on first torso critical

ARMOR DIAGRAM
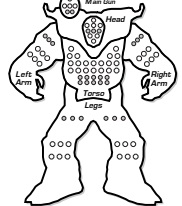
PILOT DATA

Name: _____
Gunnery Skill: _____

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

BV: 272   **Armor:** Standard

PROTOMECH 5

Type: Svartalfa Ultra ProtoMech
Tons: 14   [Standard]
Role: Brawler
Movement Points:
Ground: 1
Cruise: 4
Flank: 6

WEAPONS INVENTORY

| Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Machine Gun	T	2 [DB,AI]	—	1	2	3
1	Medium Chem Laser	RA	5 [DE]	—	3	6	9
1	Medium Chem Laser	LA	5 [DE]	—	3	6	9
1	Streak SRM 6	MG	2/Msl [M,C]	—	4	8	12

Ammo: [Machine Gun] 50, [Medium Chemical Laser] 30, [Streak SRM 6] 10

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	Main Gun Destroyed		
3,11	Wings	-1 Cruise MP (Each Hit)		
4	Right Arm	+1 to Hit	Right Arm Destroyed	
5,9	Legs	-1 Walk MP	1/2 Walk MP	No Move
6,7,8	Torso	-1 Cruise MP	1/2 Cruise MP	Proto Destroyed
10	Left Arm	+1 to Hit	Left Arm Destroyed	
12	Head	+1 to Hit	+2 to Hit	
			No Long Range Shots	

*Torso Weapon Destroyed, Roll 1D6:
1-2: Machine Gun   3-6: No Effect

ARMOR DIAGRAM
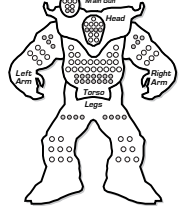
PILOT DATA

Name: _____
Gunnery Skill: _____

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

BV: 587   **Armor:** Standard