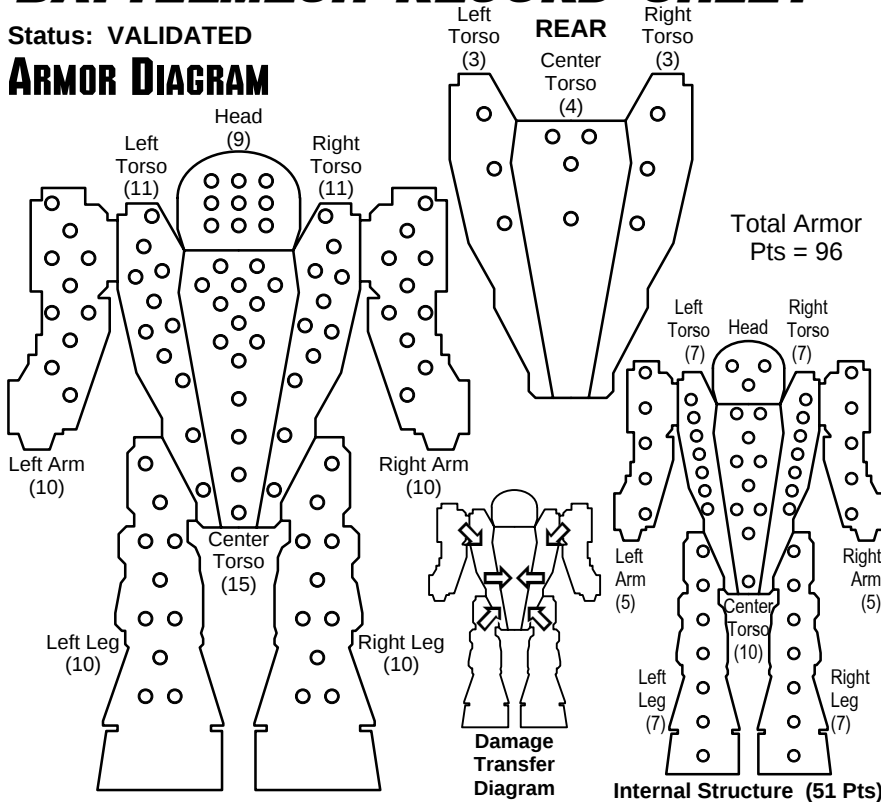


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Left Arm

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

- SRM 4
- ER PPC
- ER PPC
- ER PPC
- Ammo (SRM 4) 25
- 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
- Roll Again
- Sensors
- Life Support

1-3

Center Torso

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

1-3

4-6

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Endo Steel
- Endo Steel

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

Battle Value: 766

Weapon Value: 669 / 669

Cost, C-Bills: 5,102,175

Right Arm

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

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- SRM 4
- Roll Again
- Roll Again

4-6

Right Leg

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

'MECH DATA

Type: **Arctic Fox AF1**

Mass: **30 tons**

Movement Points: Tech, Config. & Level:

Walking: **6**

Running: **9**

Jumping: **0**

Inner Sphere

Biped OmniMech

Level 2 / 3060

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 4	RT	3	2/hit	-	3	6	9
1	SRM 4	LT	3	2/hit	-	3	6	9
1	ER PPC	LT	15	10	-	7	14	23
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9

Ammo Type:

Rounds:

BV:

SRM 4

25

8

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
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	

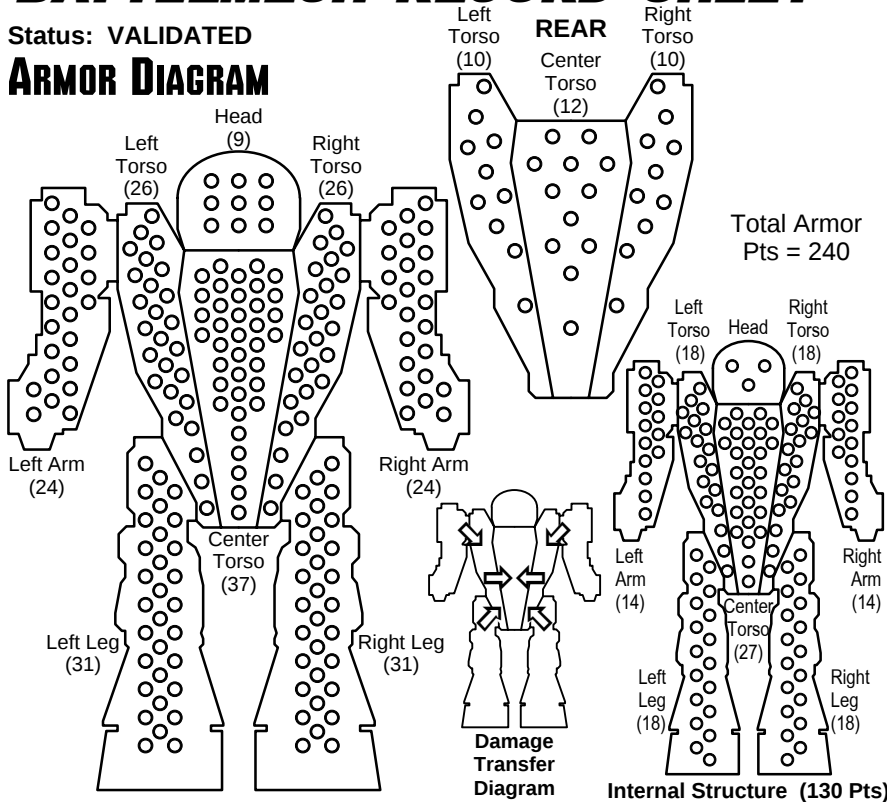
WIZKIDS

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Black Watch BKW-7R**

Mass: **85 tons**

Movement Points: Tech, Config. & Level:

Walking: **3** Inner Sphere
Running: **5** Biped 'Mech
Jumping: **3** Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/10	RA	4	10	-	6	12	18
1	Light Gauss Rifle	LA	1	8	3	8	17	25
1	MRM 40	LT	12	1/hit	-	3	8	15
1	C³ Slave Unit	HD	0	-	-	-	-	-

Ammo Type:	Rounds:	BV:
Ultra AC/10	20	79
Light Gauss Rifle	16	27
MRM 40	12	77

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®

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Light Gauss Rifle
- Light Gauss Rifle
- Light Gauss Rifle
- Light Gauss Rifle
- Light Gauss Rifle
- Roll Again
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- C³ Slave Unit
- 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: **1,831**

Add for C³: **& 223**

Weapon Value: **1,730 / 1,730**

Cost, C-Bills: **8,918,018**

Right Arm

- Shoulder
- Upper Arm Actuator
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Roll Again
- Roll Again
- Roll Again

Right Torso

- Jump Jet
- Ammo (Ult AC/10) 10
- Ammo (Ult AC/10) 10
- Ammo (MRM 40) 6
- Ammo (MRM 40) 6
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- CASE

Right Leg

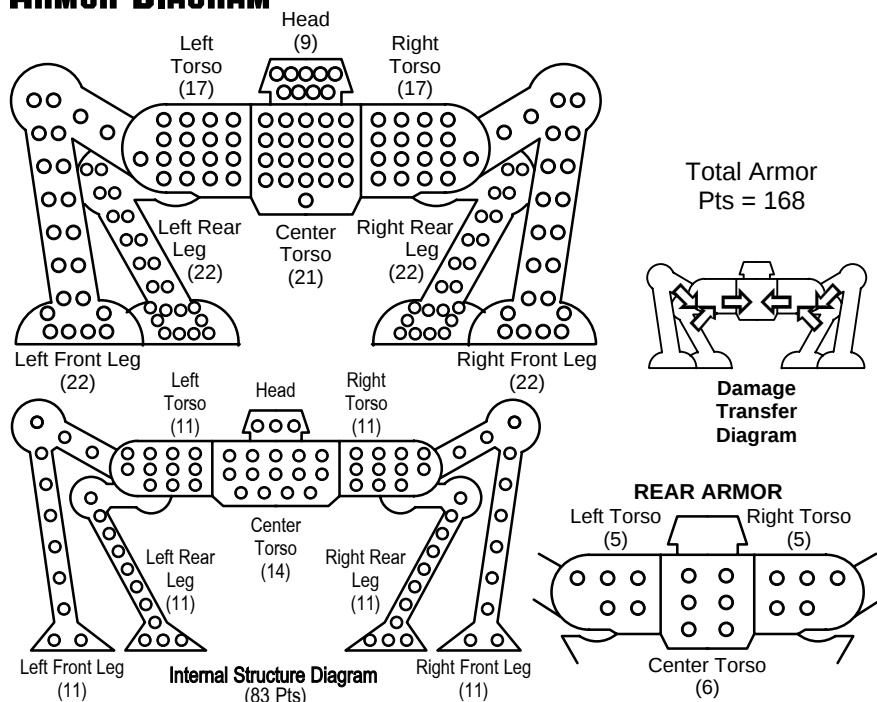
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

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. Endo Steel
6. Endo Steel

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. Endo Steel
6. Endo Steel

Left Torso

- 1-3. XL Engine
2. XL Engine
3. XL Engine
4. ER Small Laser
5. Medium Pulse Laser
6. C³ Master Computer

Center Torso

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

Right Torso

- 1-3. XL Engine
2. XL Engine
3. XL Engine
4. ER Small Laser
5. Medium Pulse Laser
6. MRM 10

Left Rear Leg

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

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

Battle Value: **932**

Add for C³: **& 65**

Weapon Value: **758 / 758**

Cost, C-Bills: **10,725,215**

Right Rear Leg

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

'MECH DATA

Type: **Bishamon BSN-4K**

Mass: **45 tons**

Movement Points: Tech, Config. & Level:

Walking: **7** Inner Sphere

Running: **11** Quad 'Mech

Jumping: **0** Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	RT	2	3	-	2	4	5
1	ER Small Laser	LT	2	3	-	2	4	5
1	Medium Pulse Laser	RT	4	6	-	2	4	6
1	Medium Pulse Laser	LT	4	6	-	2	4	6
1	MRM 10	RT	4	1/hit	-	3	8	15
1	C³ Master Computer	LT	0	-	-	-	-	-

Ammo Type: MRM 10 Rounds: 24 BV: 12

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

○○○○○○○○○○

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	

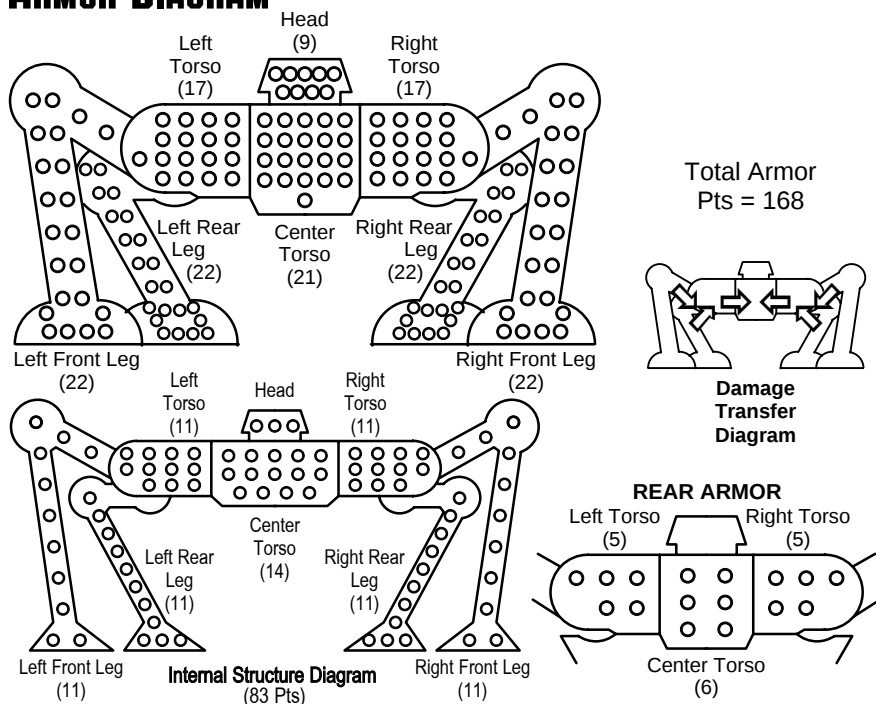
WIZKIDS®

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. Endo Steel
6. Endo Steel

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. Endo Steel
6. Endo Steel

Left Torso

- 1-3. XL Engine
4. ER Medium Laser
5. Medium Pulse Laser
6. Endo Steel

Center Torso

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

Right Torso

- 1-3. XL Engine
4. ER Medium Laser
5. Medium Pulse Laser
6. MRM 20

4-6

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

4-6

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

4-6

1. MRM 20
2. MRM 20
3. Ammo (MRM 20) 12
4. Endo Steel
5. Endo Steel
6. Roll Again

Left Rear Leg

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

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

Battle Value: 1,089
Weapon Value: 1,242 / 1,242
Cost, C-Bills: 8,858,340

Right Rear Leg

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

'MECH DATA

Type: Bishamon BSN-3K

Mass: 45 tons

Movement Points: Tech, Config. & Level:

Walking: 7 Inner Sphere
Running: 11 Quad 'Mech
Jumping: 0 Level 2 / 3060

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RT	5	5	-	4	8	12
1	ER Medium Laser	LT	5	5	-	4	8	12
1	Medium Pulse Laser	RT	4	6	-	2	4	6
1	Medium Pulse Laser	LT	4	6	-	2	4	6
1	MRM 20	RT	6	1/hit	-	3	8	15

Ammo Type: MRM 20
Rounds: 12
BV: 25

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	

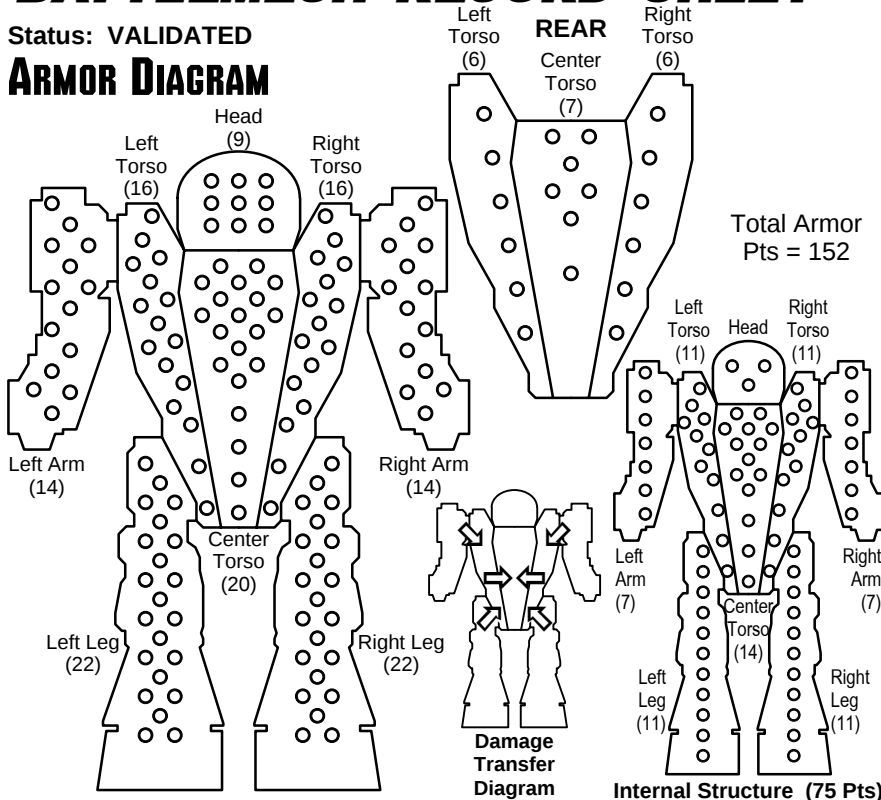
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Beowulf BEO-12**

Mass: **45 tons**

Movement Points: Tech, Config. & Level:

Walking: **6** Inner Sphere

Running: **9 [12]** Biped 'Mech

Jumping: **6** Level 2 / 3060

Weapons Inventory: (hexes)

Qty Type Loc Ht Dmg Min Sht Med Lng

1 Beagle Active Probe CT 0 - - - - 4

1 TAG HD 0 * - 5 9 15

1 Large Pulse Laser RA 10 9 - 3 7 10

2 ER Medium Laser LA 5 5 - 4 8 12

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

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

Left Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Jump Jet
 - Jump Jet
 - Ferro-Fibrous
- 1-3
- Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
- 4-6

Left Leg

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

Head

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

Center Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Beagle Active Probe
 - Beagle Active Probe
- 4-6

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

Battle Value: **1,147**
Weapon Value: **963 / 963**
Cost, C-Bills: **9,180,240**

Right Arm

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

Right Torso

- XL Engine
 - XL Engine
 - XL Engine
 - MASC
 - MASC
 - Jump Jet
- 1-3
- Jump Jet
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
- 4-6

Right Leg

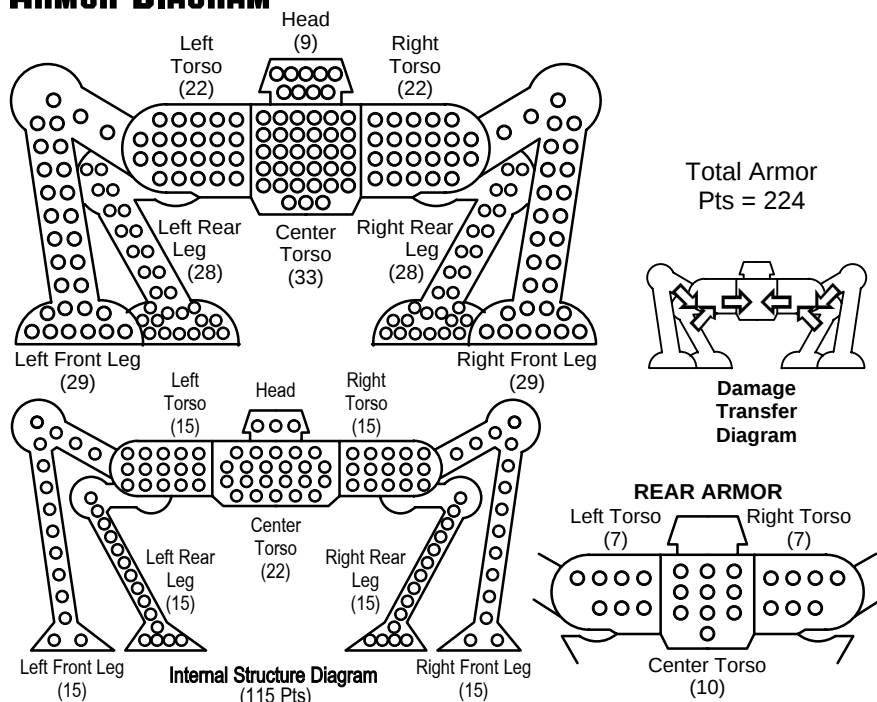
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Ferro-Fibrous

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. Roll Again
6. Roll Again

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. Roll Again
6. Roll Again

Left 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

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. Ultra AC/20 (Cont)
 6. Roll Again
- 4-6

Right Torso

1. XL Engine
 2. XL Engine
 3. XL Engine
 4. Ultra AC/20
 5. Ultra AC/20
 6. Ultra AC/20
- 1-3
1. Ultra AC/20
 2. Ultra AC/20
 3. Ultra AC/20
 4. Ultra AC/20
 5. Ultra AC/20
 6. Ultra AC/20
- 4-6

Left Rear Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ammo (Ult AC/20) 5
6. Ammo (Ult AC/20) 5

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

Battle Value: **1,340**
Weapon Value: **1,237 / 1,237**
Cost, C-Bills: **16,045,506**

Right Rear Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ammo (Ult AC/20) 5
6. Ammo (Ult AC/20) 5

'MECH DATA

Type: **Barghest BGS-2T**

Mass: **70 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** Inner Sphere
Running: **8** Quad 'Mech
Jumping: **0** Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/20	RT	8	20	-	3	7	10
1	ER PPC	LT	15	10	-	7	14	23

Ammo Type: Ultra AC/20 Rounds: 20 BV: 175

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

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	

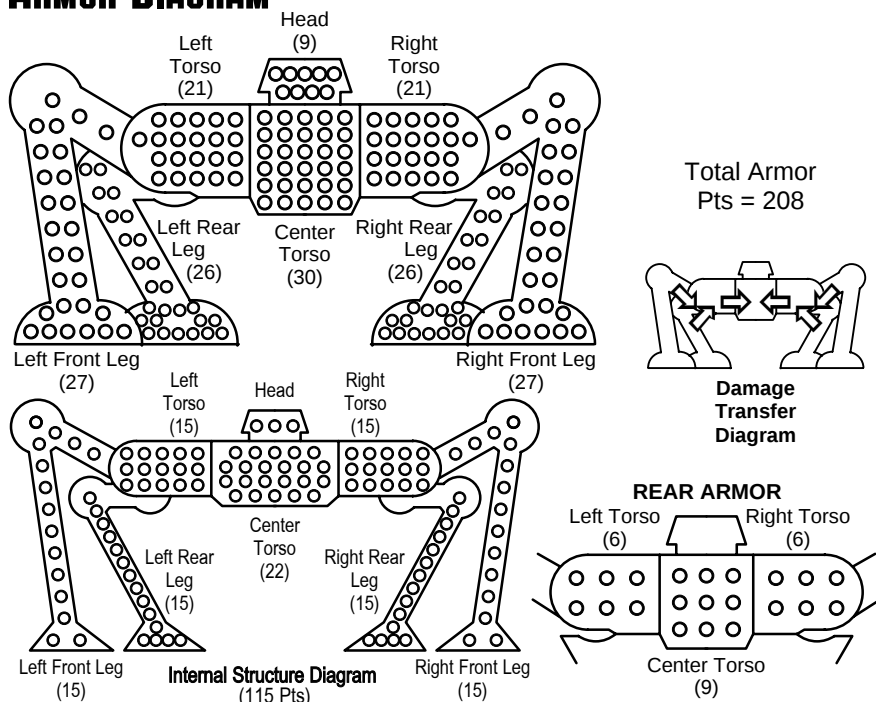
WIZKIDS®

BATTLETECH®

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. Roll Again
6. Roll Again

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. Roll Again
6. Roll Again

Left Torso

1. XL Engine
2. XL Engine
3. XL Engine
4. ER Large Laser
5. ER Large Laser
6. ER Large Laser

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. LB 20-X AC
5. LB 20-X AC
6. LB 20-X AC

1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. LB 20-X AC (Cont)
6. LB 20-X AC (Cont)

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

Battle Value: 1,309

Weapon Value: 1,504 / 1,504

Cost, C-Bills: 16,392,306

Left Rear Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ammo (LB 20-X) 5
6. Ammo (LB 20-X) 5

Right Rear Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ammo (LB 20-X) 5
6. Ammo (LB 20-X) 5

'MECH DATA

Type: Barghest BGS-1T

Mass: 70 tons

Movement Points: Tech, Config. & Level:

Walking: 5 Inner Sphere

Running: 8 Quad 'Mech

Jumping: 0 Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Large Laser	LT	12	8	-	7	14	19
1	LB 20-X AC	RT	6	20	-	4	8	12

Ammo Type: Rounds: BV:
LB 20-X AC 20 148

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	

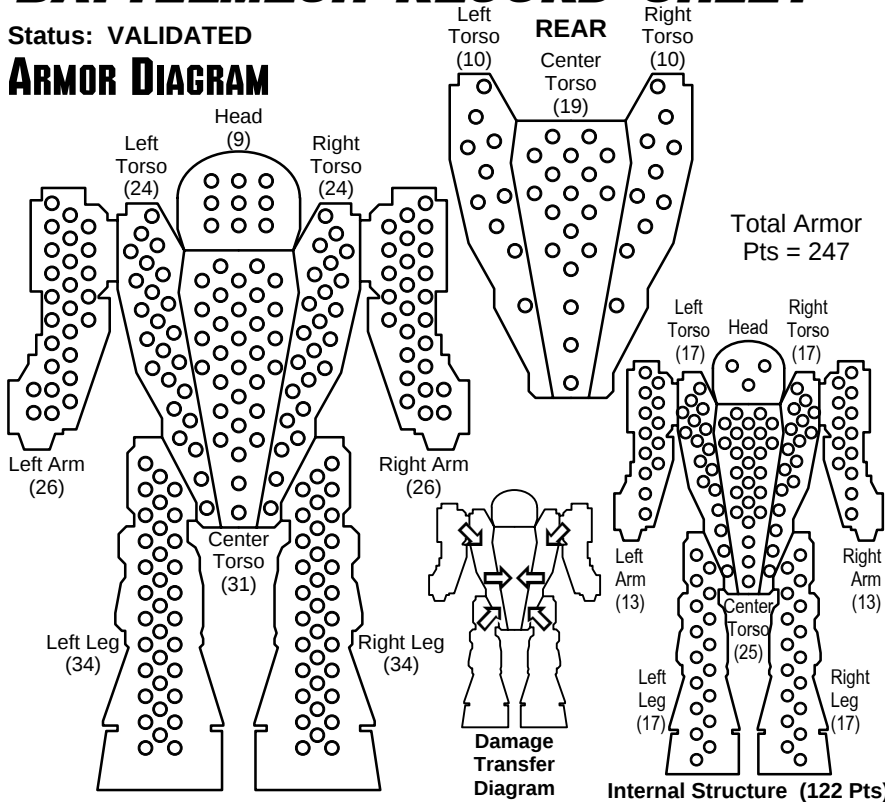
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Internal Structure (122 Pts)

Left Arm

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

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

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
- PPC
- PPC
- PPC

Left Leg

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

CRITICAL HIT TABLE

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
- Guardian ECM
- Guardian ECM

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

Battle Value: 1,623
Weapon Value: 2,549 / 2,549
Cost, C-Bills: 7,456,050

Right Arm

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

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

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
- PPC
- PPC
- PPC

Right Leg

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

'MECH DATA

Type: Awesome AWS-9Q

Mass: 80 tons

Movement Points: Tech, Config. & Level:

Walking: 3 Inner Sphere
Running: 5 Biped 'Mech
Jumping: 0 Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	LT	10	10	3	6	12	18
1	PPC	RA	10	10	3	6	12	18
1	PPC	RT	10	10	3	6	12	18
1	PPC	LA	10	10	3	6	12	18
1	Guardian ECM	CT	0	-	-	-	-	6
1	Small Laser	HD	1	3	-	1	2	3

Total Heat Sinks: 19 Double (38)

oooooooooooo oooooooooooo

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

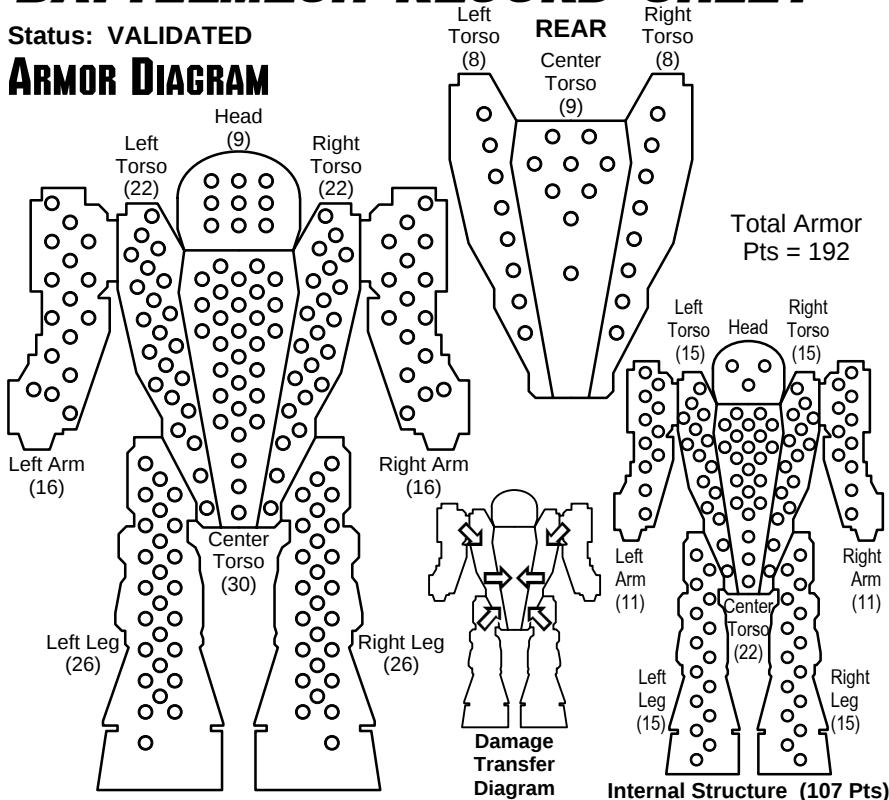
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor
Pts = 192

Internal Structure (107 Pts)

Left Arm

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

1-3

Head

1. Life Support
2. Sensors
3. Cockpit
4. C³ Slave Unit
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

Left Torso

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

1-3

1. MRM 20
2. MRM 20
3. MRM 20
4. Ammo (MRM 20) 12
5. CASE
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

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Light Gauss Rifle
4. Light Gauss Rifle
5. Light Gauss Rifle
6. Light Gauss Rifle

1-3

1. Light Gauss Rifle
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. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

1. MRM 20
2. MRM 20
3. MRM 20
4. Ammo (Lt Gauss) 16
5. Ammo (MRM 20) 12
6. CASE

4-6

Right Leg

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

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

Battle Value: **1,170**

Add for C³: **& 210**

Weapon Value: **1,984 / 1,984**

Cost, C-Bills: **17,187,355**

'MECH DATA

Type: **Avatar AV1-OD**

Mass: **70 tons**

Movement Points: Tech, Config. & Level:

Walking: **4**

Inner Sphere

Running: **6**

Biped OmniMech

Jumping: **0**

Level 2 / 3060

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	CT	3	5	-	3	6	9
2	ER Medium Laser	LA	5	5	-	4	8	12
1	Light Gauss Rifle	RA	1	8	3	8	17	25
1	MRM 20	RT	6	1/hit	-	3	8	15
1	MRM 20	LT	6	1/hit	-	3	8	15
1	C³ Slave Unit	HD	0	-	-	-	-	-

Ammo Type:

Rounds:

BV:

Light Gauss Rifle 16 22

MRM 20 24 31

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

oooooooooooo oo

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	
3	
2	
1	
0	

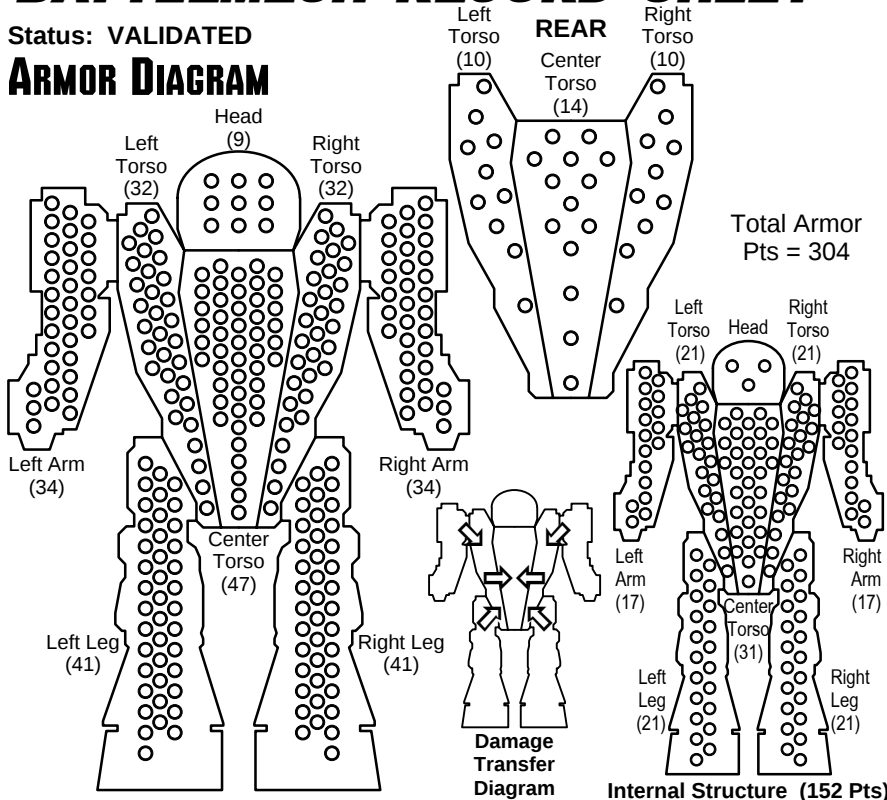
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (152 Pts)

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Single Heat Sink
6. Single Heat Sink

1. Anti-Missile System
2. C³ Master Computer
3. C³ Master Computer
4. C³ Master Computer
5. C³ Master Computer
6. C³ Master Computer

Left 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. CASE

Left Leg

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

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 (R)
6. Medium Pulse Laser (R)

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

Battle Value: 1,725

Add for C³: & 250

Weapon Value: 2,348 / 2,348

Cost, C-Bills: 25,176,000

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Single Heat Sink
6. Single Heat Sink

1. ER Large Laser
2. ER Large Laser
3. Ammo (Gauss) 8
4. Ammo (Gauss) 8
5. Roll Again
6. Roll Again

Right Torso

1. XL Engine
2. XL Engine
3. XL Engine
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Gauss Rifle
5. CASE
6. Roll Again

Right Leg

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

'MECH DATA

Type: **Atlas AS7-CM**

Mass: **100 tons**

Movement Points: Tech, Config. & Level:

Walking: **3** Inner Sphere

Running: **5** Biped 'Mech

Jumping: **0** Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	RT	1	15	2	7	15	22
1	LRM 20	LT	6	1/hit	6	7	14	21
1	ER Large Laser	RA	12	8	-	7	14	19
2	Medium Pulse Laser	CT(R)	4	6	-	2	4	6
1	Anti-Missile System	LA	1	1d6	-	-	-	-
1	C³ Master Computer	LA	0	-	-	-	-	-

Ammo Type: Rounds: BV:

Gauss Rifle 16 74

LRM 20 12 46

Anti-Missile System 12 13

Total Heat Sinks: 20 Single

oooooooooooo ooooooooooooo

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	

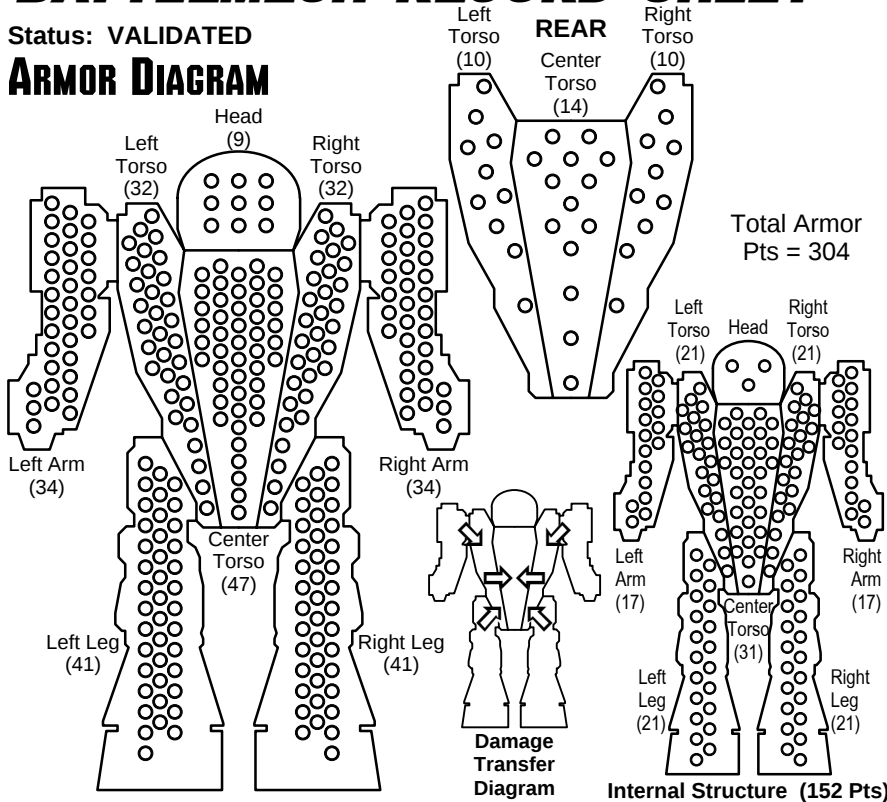
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Atlas AS7-C**

Mass: **100 tons**

Movement Points: Tech, Config. & Level:

Walking: **3** Inner Sphere

Running: **5** Biped 'Mech

Jumping: **0** Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	RT	1	15	2	7	15	22
1	LRM 20	LT	6	1/hit	6	7	14	21
1	ER Large Laser	RA	12	8	-	7	14	19
1	ER Large Laser	LA	12	8	-	7	14	19
1	Medium Pulse Laser	CT(R)	4	6	-	2	4	6
1	Anti-Missile System	LA	1	1d6	-	-	-	-
1	C³ Slave Unit	HD	0	-	-	-	-	-

Ammo Type: Rounds: BV:

Gauss Rifle	16	74
LRM 20	12	46
Anti-Missile System	12	13

Total Heat Sinks: 21 Single

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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®

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Single Heat Sink
- Single Heat Sink

1-3

Head

- Life Support
- Sensors
- Cockpit
- C³ Slave Unit
- 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
- LRM 20
- LRM 20
- LRM 20

1-3

- LRM 20
- LRM 20
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- Ammo (AMS) 12
- CASE

4-6

Left Leg

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Single Heat Sink
- Single Heat Sink

1-3

- ER Large Laser
- ER Large Laser
- Ammo (Gauss) 8
- Ammo (Gauss) 8
- 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
- CASE
- Roll Again

4-6

Right Leg

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

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

Battle Value: **1,650**

Add for C³: **& 298**

Weapon Value: **2,242 / 2,242**

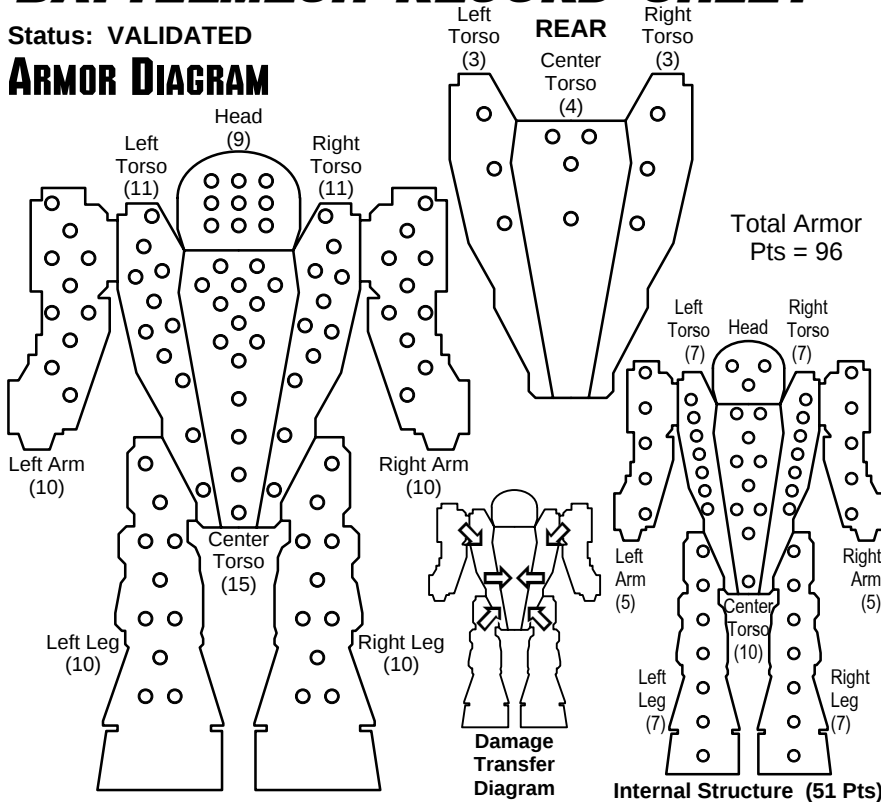
Cost, C-Bills: **22,960,000**

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor
Pts = 96

Internal Structure (51 Pts)

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. LRM 10
6. LRM 10

1-3

4-6

Left Torso

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

1-3

4-6

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. Roll Again
5. Sensors
6. Life Support

1-3

4-6

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: **643**

Weapon Value: **462 / 384**

Cost, C-Bills: **5,090,800**

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. LRM 10
6. LRM 10

1-3

4-6

Right Torso

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

1-3

4-6

Right Leg

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

'MECH DATA

Type: **Arctic Fox AF1D**

Mass: **30 tons**

Movement Points: Tech, Config. & Level:

Walking: **6**

Running: **9**

Jumping: **0**

Inner Sphere

Biped OmniMech

Level 2 / 3060

Weapons Inventory: (hexes)

Qty Type Loc Ht Dmg Min Sht Med Lng

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

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

Ammo Type:

Rounds:

BV:

LRM 10

24

33

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	

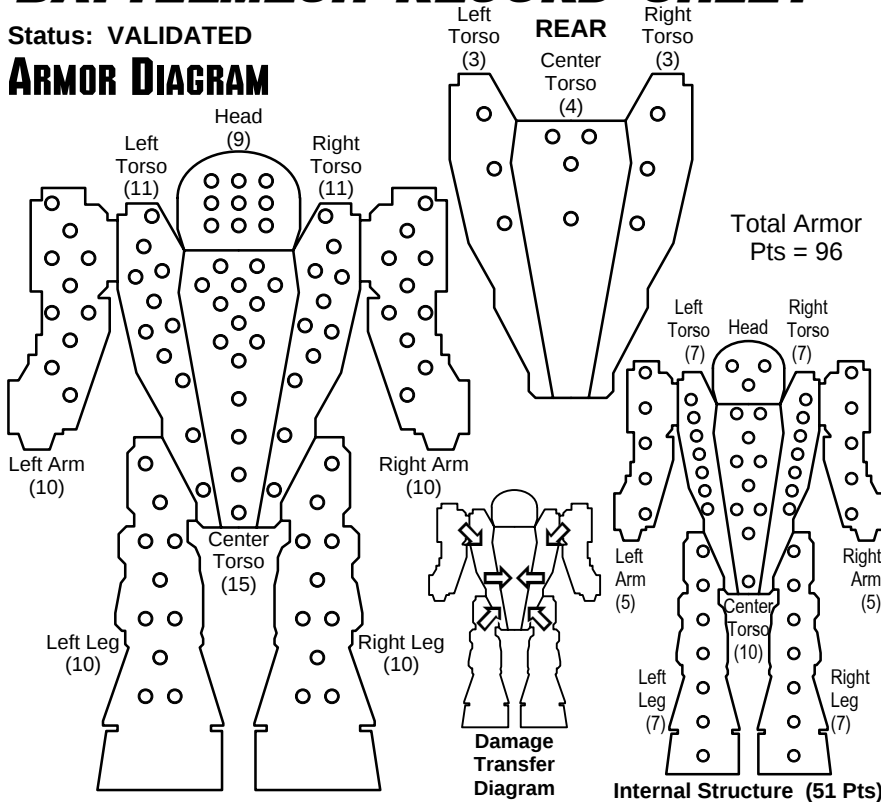
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Arctic Fox AF1C**

Mass: **30 tons**

Movement Points: Tech, Config. & Level:

Walking: **6**

Inner Sphere

Running: **9**

Biped OmniMech

Jumping: **0**

Level 2 / 3060

Weapons Inventory: (hexes)

Qty Type Loc Ht Dmg Min Sht Med Lng

1 ER PPC LA 15 10 - 7 14 23

1 Large Pulse Laser RA 10 9 - 3 7 10

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

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

1-3

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

4-6

Left 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
- 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
- Endo Steel
- Endo Steel

4-6

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

Battle Value: **747**

Weapon Value: **567 / 567**

Cost, C-Bills: **5,011,338**

Right Arm

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

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- 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

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

4-6

Right Leg

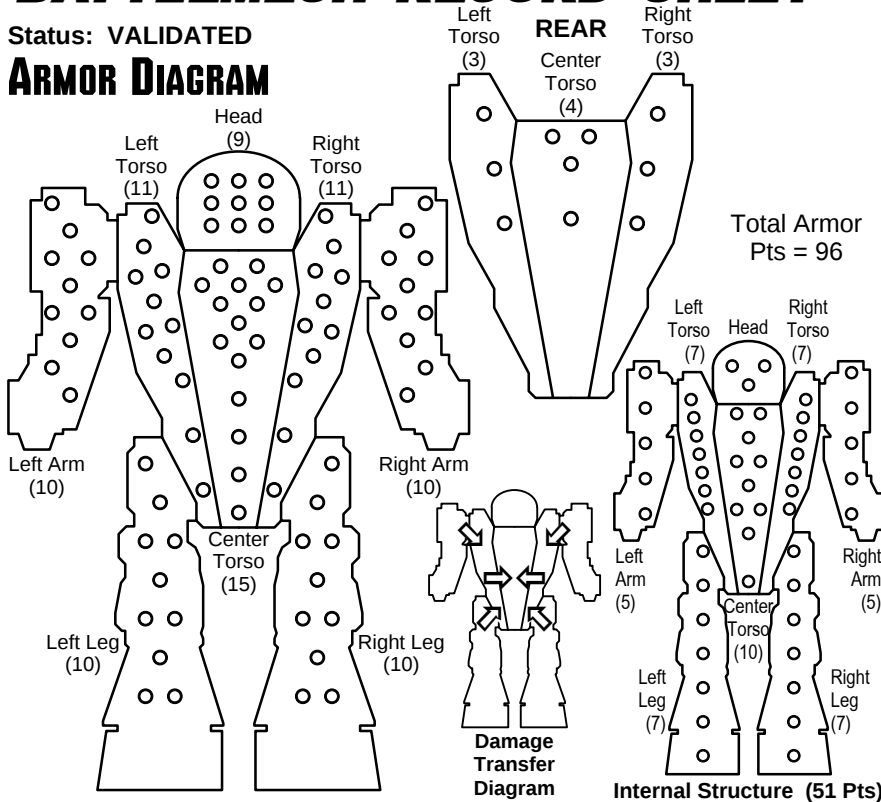
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Arctic Fox AF1B**

Mass: **30 tons**

Movement Points: Tech, Config. & Level:

Walking: **6** Inner Sphere
Running: **9** Biped OmniMech
Jumping: **0** Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RT	3	5	-	3	6	9
1	LB 10-X AC	LA	2	10	-	6	12	18

Ammo Type: Rounds: BV:
LB 10-X AC 20 57

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

oooooooooooo

Auto Eject: ☐ Operational ☐ Disabled ☐ Disabled
Weapon Heat: **(5)**

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
- 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
- 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
- XL Engine
- XL Engine
- XL Engine
- XL Engine
- Endo Steel
- Endo Steel

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

Battle Value: **634**
Weapon Value: **440 / 440**
Cost, C-Bills: **4,993,462**

Right Arm

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

Right Leg

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

Left Leg

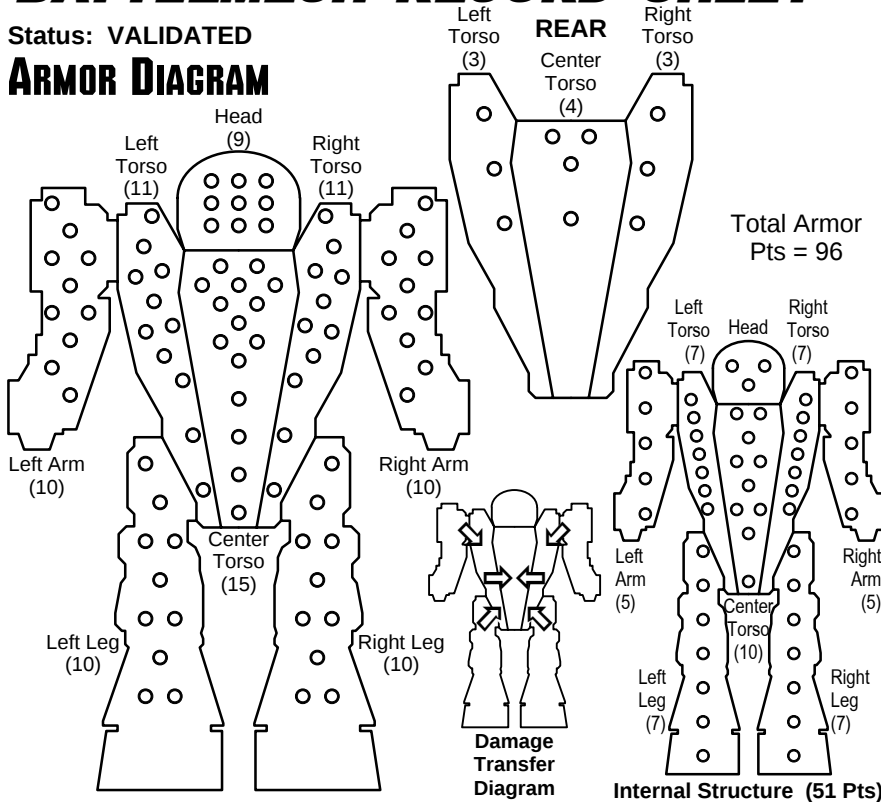
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Arctic Fox AF1A**

Mass: **30 tons**

Movement Points: Tech, Config. & Level:

Walking: **6** Inner Sphere
Running: **9** Biped OmniMech
Jumping: **6** Level 2 / 3060

Weapons Inventory: (hexes)

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

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
- Medium Pulse Laser
- Medium Pulse 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
- Jump Jet
- Small Pulse Laser
- Small Pulse Laser
- Roll Again

4-6

Left Leg

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

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

Battle Value: **736**

Weapon Value: **435 / 435**

Cost, C-Bills: **5,064,800**

Right Arm

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

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- 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
- Jump Jet
- Jump Jet
- Jump Jet

4-6

Right Leg

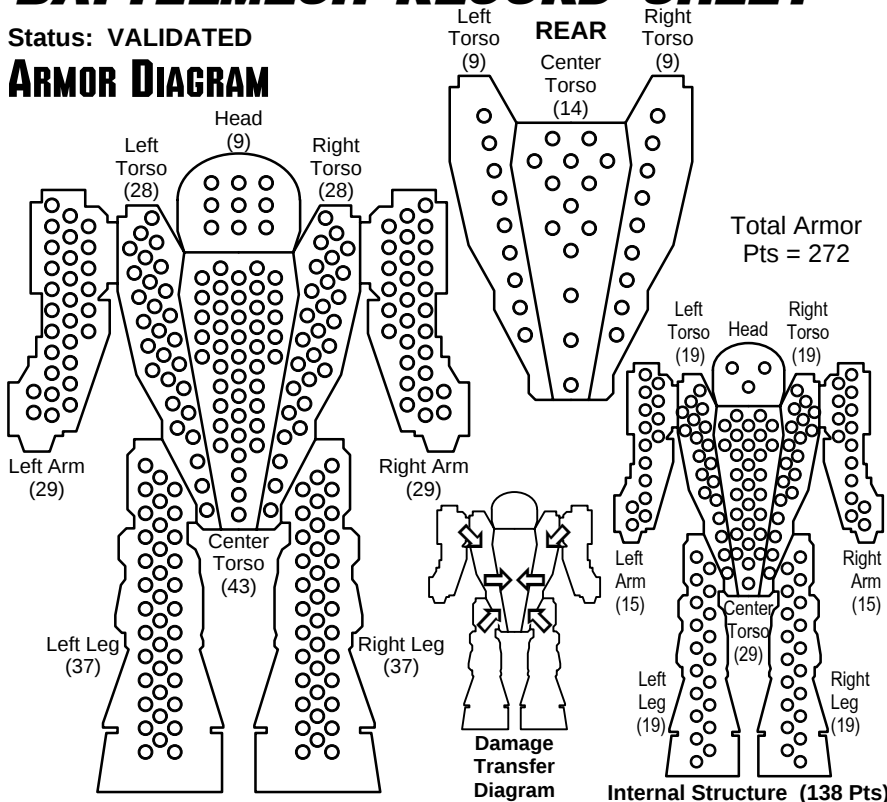
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Yu Huang Y-H9G**

Mass: **90 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** Inner Sphere
Running: **6** Biped 'Mech
Jumping: **4** Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	10	-	7	14	23
1	LRM 10	CT	4	1/hit	6	7	14	21
2	Medium Laser	LA	3	5	-	3	6	9
1	Medium Pulse Laser	LA	4	6	-	2	4	6
1	LB 20-X AC	RA	6	20	-	4	8	12

Ammo Type: Rounds: BV:

LRM 10	12	18
LB 20-X AC	15	132

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

oooooooooooo ooo

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	
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

- Medium Laser
- Medium Laser
- Medium Pulse Laser
- 4-6 Endo Steel
- Endo Steel
- Endo Steel

Left Torso

- XL Engine
- XL Engine
- 1-3 XL Engine
- Endo Steel
- Endo Steel
- Endo Steel

- Endo Steel
- Endo Steel
- Endo Steel
- 4-6 Endo Steel
- Endo Steel
- 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
- 4-6 XL Engine
- LRM 10
- LRM 10

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

Battle Value: **1,781**
Weapon Value: **2,500 / 2,500**
Cost, C-Bills: **23,655,000**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 LB 20-X AC
- LB 20-X AC
- LB 20-X AC

- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- 4-6 LB 20-X AC
- LB 20-X AC
- LB 20-X AC

Right Torso

- XL Engine
- XL Engine
- 1-3 XL Engine
- LB 20-X AC (Cont)
- LB 20-X AC (Cont)
- Ammo (LRM 10) 12

- Ammo (LB 20-X) 5
- Ammo (LB 20-X) 5
- Ammo (LB 20-X) 5
- 4-6 Endo Steel
- Endo Steel
- Endo Steel

Right Leg

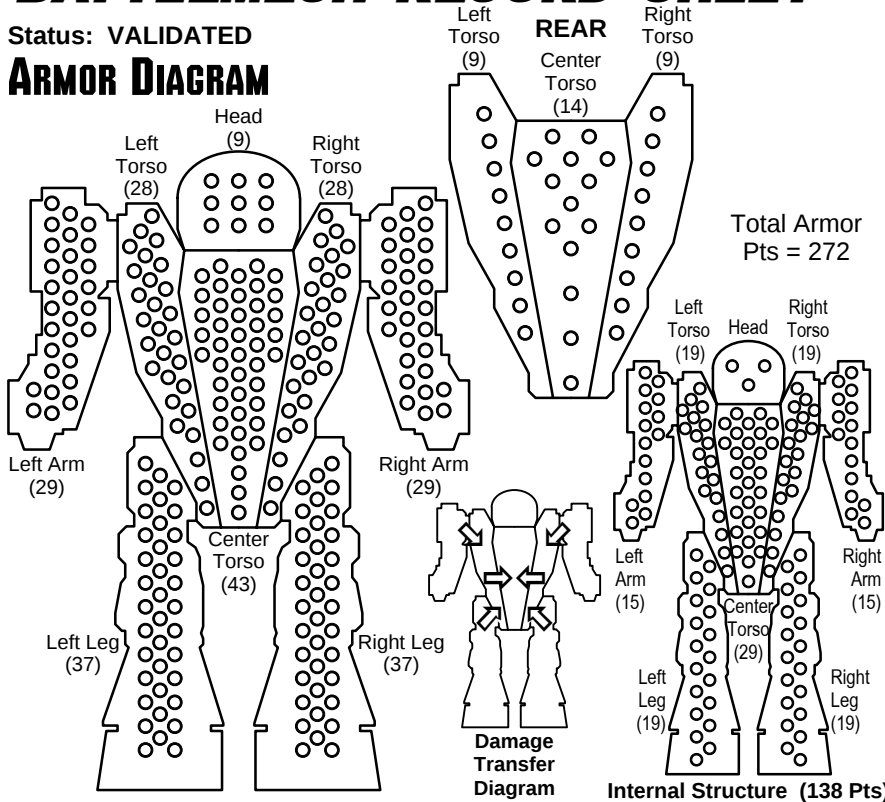
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Yu Huang Y-H10G**

Mass: **90 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** Inner Sphere

Running: **6** Biped 'Mech

Jumping: **4** Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	ER Medium Laser	RT	5	5	-	4	8	12
3	ER Medium Laser	LT	5	5	-	4	8	12
1	ER Large Laser	LA	12	8	-	7	14	19
1	Gauss Rifle	RA	1	15	2	7	15	22
1	Guardian ECM	CT	0	-	-	-	-	6
1	Beagle Active Probe	LA	0	-	-	-	-	4

Ammo Type: Gauss Rifle Rounds: 16 BV: 121

Total Heat Sinks: 16 Double (32)

oooooooooooo oooooo

Auto Eject: ☐ Operational ☐ Disabled Weapon Heat: (43)

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 Large Laser
- Beagle Active Probe
- Beagle Active Probe

1-3

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

Left Torso

- XL Engine
- XL Engine
- XL Engine
- ER Medium Laser
- ER Medium Laser
- ER Medium Laser

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Left Leg

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

Right Arm

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

1-3

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

4-6

Right Torso

- XL Engine
- XL Engine
- XL Engine
- ER Medium Laser
- ER Medium Laser
- ER Medium Laser

1-3

- Ammo (Gauss) 8
- Ammo (Gauss) 8
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

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: 2,132

Weapon Value: 3,062 / 3,062

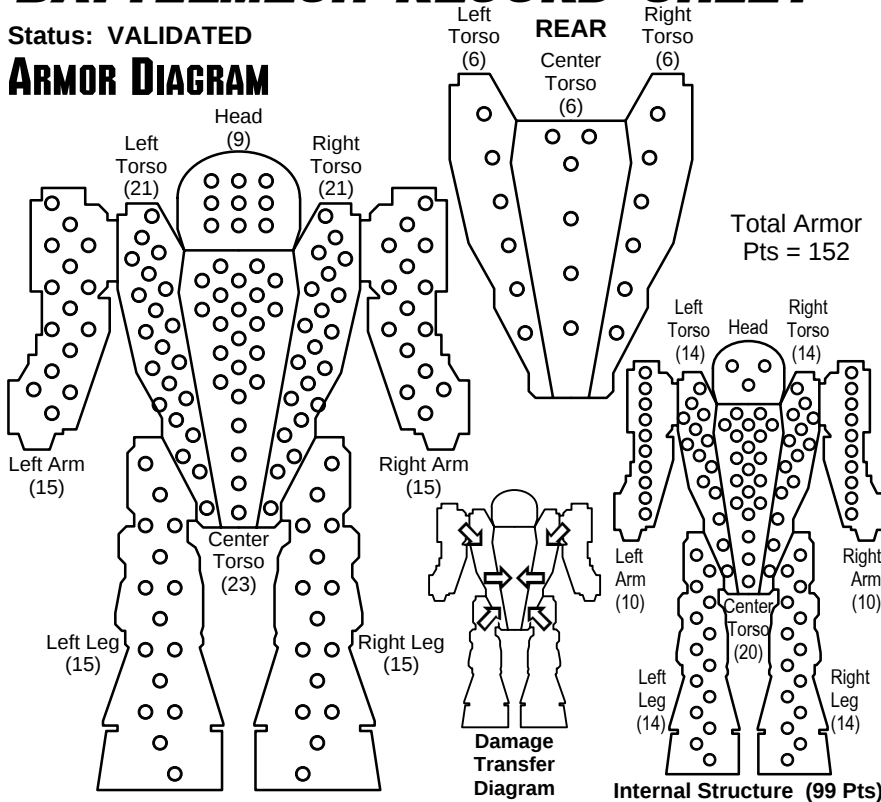
Cost, C-Bills: 24,033,100

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Yeoman YMN-6Y

Mass: 60 tons

Movement Points: Tech, Config. & Level:

Walking: 4 Inner Sphere

Running: 6 Biped 'Mech

Jumping: 0 Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	RT	5	1/hit	6	7	14	21
1	LRM 15	LT	5	1/hit	6	7	14	21
1	LRM 10	RT	4	1/hit	6	7	14	21
1	LRM 10	LT	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)

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
- 1-3 Ferro-Fibrous
- 4-6 Ferro-Fibrous
- 5 Ferro-Fibrous
- 6 Ferro-Fibrous

Head

- Life Support
- Sensors
- Cockpit
- 4 Ferro-Fibrous
- 5 Sensors
- 6 Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Endo Steel
- 4-6 Endo Steel
- 5 Endo Steel
- 6 Endo Steel

Center Torso

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

Right Torso

- 1 Double Heat Sink
- 2 Double Heat Sink
- 3 Double Heat Sink
- 4 LRM 15
- 5 LRM 15
- 6 LRM 15

Left Torso

- 1 LRM 15
- 2 LRM 15
- 3 LRM 15
- 4 LRM 10
- 5 LRM 10
- 6 Ammo (LRM 15) 8

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

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
- Ferro-Fibrous
- Ferro-Fibrous

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

Battle Value: 1,222

Weapon Value: 1,282 / 1,282

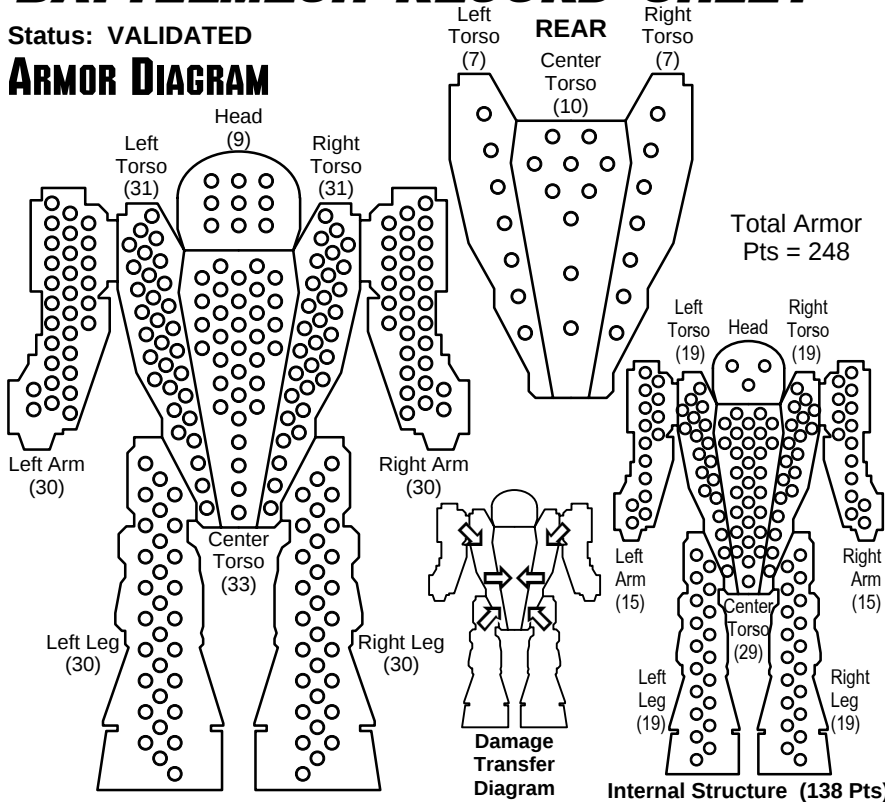
Cost, C-Bills: 5,696,000

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Viking VKG-2F**

Mass: **90 tons**

Movement Points: Tech, Config. & Level:

Walking: **3** Inner Sphere
Running: **5** Biped 'Mech
Jumping: **0** Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	RT	1	3	-	1	2	3
1	Small Laser	LT	1	3	-	1	2	3
2	Machine Gun	RL	0	2	-	1	2	3
2	Machine Gun	LL	0	2	-	1	2	3
1	LRM 15 w/ Artemis IV	RT	5	1/hit	6	7	14	21
1	LRM 15 w/ Artemis IV	LT	5	1/hit	6	7	14	21
1	LRM 20 w/ Artemis IV	RA	6	1/hit	6	7	14	21
1	LRM 20 w/ Artemis IV	LA	6	1/hit	6	7	14	21

Ammo Type:	Rounds:	BV:
Machine Gun	100	0
LRM 15	24	51
LRM 20	24	92

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
- 1-3 LRM 20
- LRM 20
- LRM 20
- LRM 20
- 1 LRM 20
- Artemis IV FCS
- 4-6 Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Head

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

Center Torso

- Fusion Engine
- Fusion Engine
- 1-3 Fusion Engine
- Gyro
- Gyro
- Gyro
- 1 Gyro
- Fusion Engine
- 4-6 Fusion Engine
- Endo Steel
- Endo Steel

Left Torso

- Small Laser
- 1-3 LRM 15
- LRM 15
- LRM 15
- Artemis IV FCS
- Ammo (MG) 100
- 1 Ammo (LRM 15) 8
- Ammo (LRM 20) 6
- 4-6 Ammo (LRM 20) 6
- Endo Steel
- CASE
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Machine Gun
- Machine Gun

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 LRM 20
- LRM 20
- LRM 20
- LRM 20
- 1 LRM 20
- Artemis IV FCS
- 4-6 Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Right Torso

- Small Laser
- 1-3 LRM 15
- LRM 15
- LRM 15
- Artemis IV FCS
- Ammo (LRM 20) 6
- 1 Ammo (LRM 20) 6
- Ammo (LRM 15) 8
- 4-6 Ammo (LRM 15) 8
- Endo Steel
- Endo Steel
- CASE

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Machine Gun
- Machine Gun

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

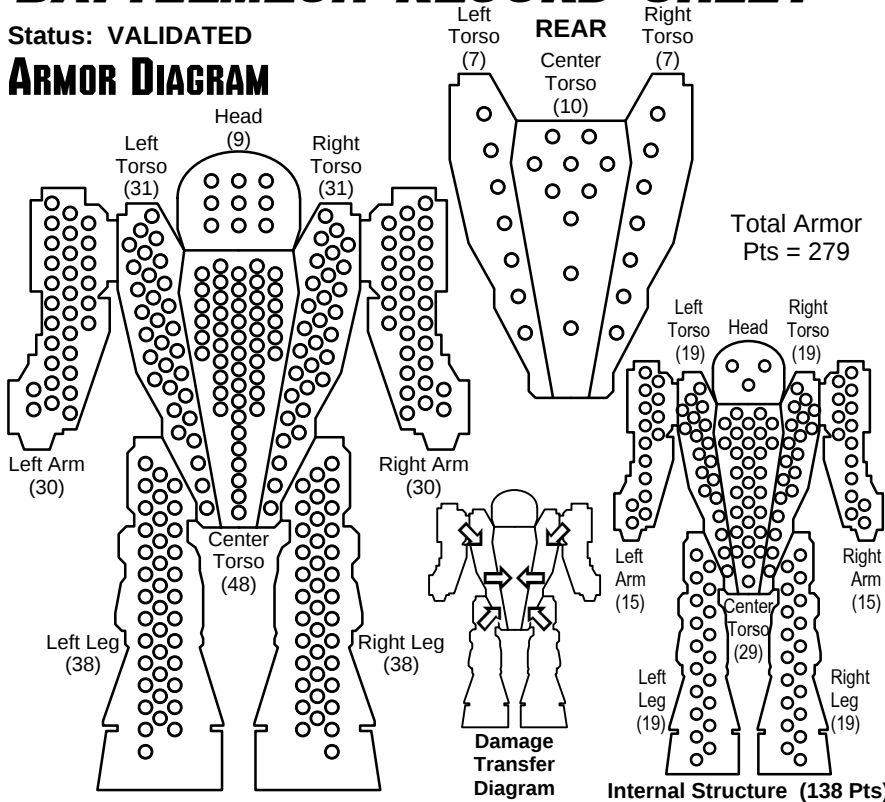
Battle Value: **1,749**
Weapon Value: **2,389 / 2,008**
Cost, C-Bills: **10,227,700**

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Viking VKG-2G

Mass: 90 tons

Movement Points: Tech, Config. & Level:

Walking: 3 Inner Sphere

Running: 5 Biped 'Mech

Jumping: 0 Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	RA	10	9	-	3	7	10
3	Medium Pulse Laser	LA	4	6	-	2	4	6
1	Gauss Rifle	RT	1	15	2	7	15	22
1	LB 10-X AC	LT	2	10	-	6	12	18
1	Guardian ECM	LT	0	-	-	-	-	6

Ammo Type: Rounds: BV:

Gauss Rifle 16 74

LB 10-X AC 20 38

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
- Medium Pulse Laser
- Medium Pulse Laser
- Medium Pulse Laser
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Left Torso

- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC

1-3

- Guardian ECM
- Guardian ECM
- Ammo (LB 10-X) 10
- Ammo (LB 10-X) 10
- Endo Steel
- CASE

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- 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: 1,878

Weapon Value: 3,021 / 3,021

Cost, C-Bills: 9,539,900

Right Arm

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

1-3

- Double Heat Sink
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

4-6

Right Torso

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

1-3

- Gauss Rifle
- Ammo (Gauss) 8
- Ammo (Gauss) 8
- Endo Steel
- Endo Steel
- CASE

4-6

Right Leg

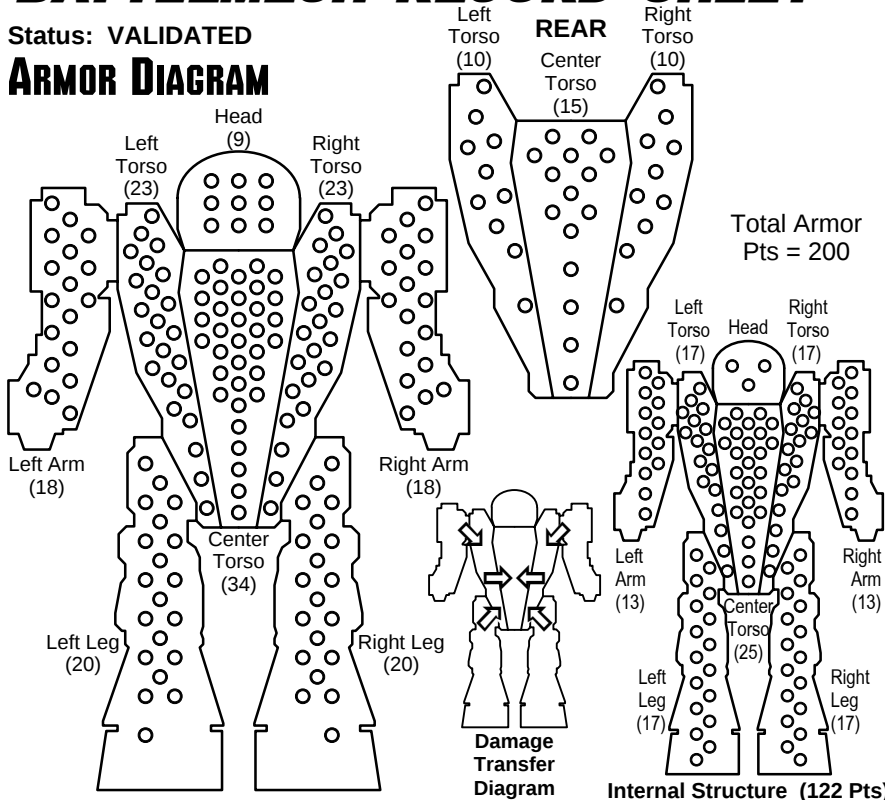
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Victor VTR-C

Mass: 80 tons

Movement Points: Tech, Config. & Level:

Walking: 4 Inner Sphere
Running: 6 Biped 'Mech
Jumping: 4 Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	RA	1	15	2	7	15	22
2	Medium Pulse Laser	LA	4	6	-	2	4	6
1	SRM 4	LT	3	2/hit	-	3	6	9
1	C³ Slave Unit	HD	0	-	-	-	-	-

Ammo Type: Rounds: BV:

Gauss Rifle	16	121
SRM 4	25	8

Total Heat Sinks: 14 Single

oooooooooooo oooo

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
- Medium Pulse Laser
- Medium Pulse Laser

1-3

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

4-6

Left Torso

- SRM 4
- Ammo (SRM 4) 25
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

1-3

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

4-6

Left Leg

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

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
- Jump Jet
- Jump Jet

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

- Ammo (Gauss) 8
- Ammo (Gauss) 8
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

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
- Single Heat Sink
- Jump Jet

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

Battle Value: 1,601

Add for C³: & 160

Weapon Value: 1,436 / 1,436

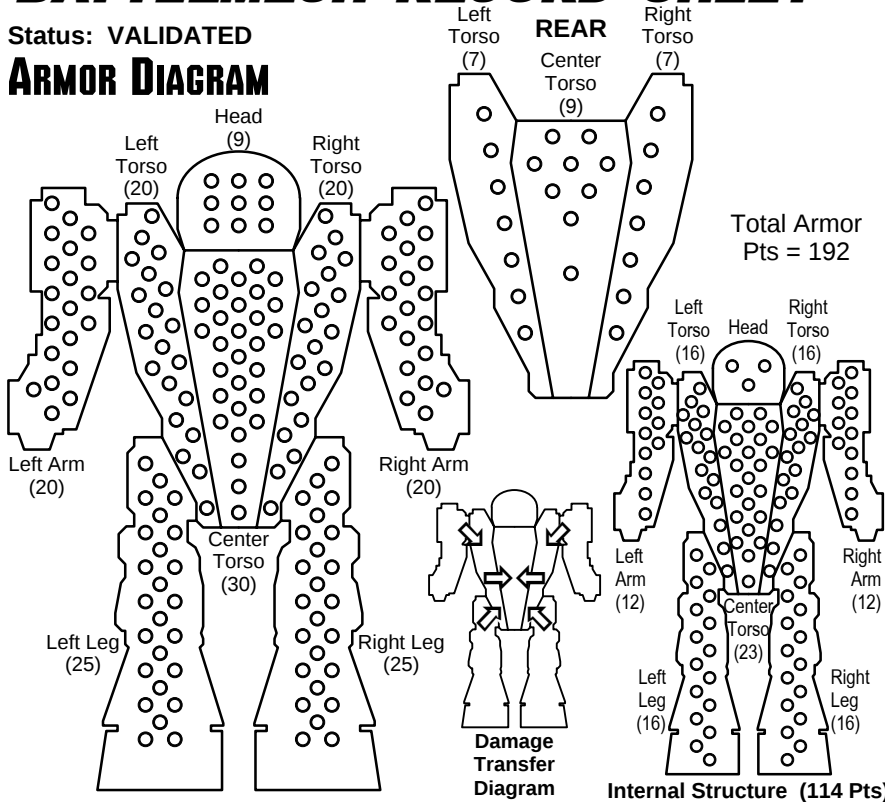
Cost, C-Bills: 8,958,721

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Toyama TYM-1A

Mass: 75 tons

Movement Points: Tech, Config. & Level:

Walking: 4 Inner Sphere

Running: 6 Biped 'Mech

Jumping: 0 Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Large Laser	RA	12	8	-	7	14	19
1	LRM 20	RT	6	1/hit	6	7	14	21
3	Medium Laser	LT	3	5	-	3	6	9
1	Guardian ECM	RT	0	-	-	-	-	6
1	LB 10-X AC	LA	2	10	-	6	12	18

Ammo Type: Rounds: BV:

LRM 20 12 52

LB 10-X AC 20 43

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
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
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- Ammo (LB 10-X) 10
- Ammo (LB 10-X) 10
- 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

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
- Medium Laser
- Medium Laser
- Medium Laser

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Endo Steel
- Endo Steel

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

Battle Value: 1,352
Weapon Value: 2,165 / 2,165
Cost, C-Bills: 16,267,125

Left Leg

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

Right Arm

- Shoulder
- Upper Arm Actuator
- ER Large Laser
- ER Large Laser
- ER Large Laser
- ER Large Laser
- 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
- Guardian ECM
- Guardian ECM
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6

Right Leg

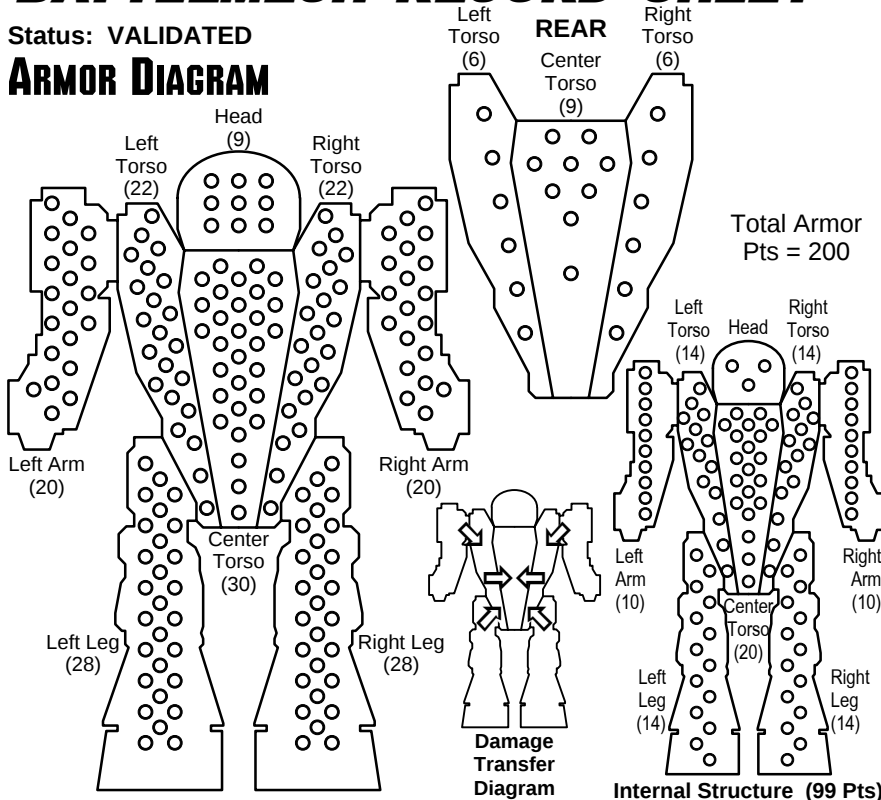
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (99 Pts)

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER Medium Laser
- ER Small Laser
- ER Small 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
- Jump Jet
- ER Medium Laser
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Triple Strength
- Triple Strength
- Triple Strength
- 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

1-3

Center Torso

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

4-6

- Gyro
- XL Engine
- XL Engine
- XL Engine
- ER Large Laser
- ER Large Laser

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

Battle Value: **1,464**

Weapon Value: **1,473 / 1,473**

Cost, C-Bills: **15,299,680**

Right Arm

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

1-3

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

4-6

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Jump Jet
- ER Medium Laser
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Triple Strength
- Triple Strength
- Triple Strength
- Roll Again

4-6

Right Leg

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

'MECH DATA

Type: **Ti Ts'ang TSG-9J**

Mass: **60 tons**

Movement Points: Tech, Config. & Level:

Walking: **6 [7]** Inner Sphere

Running: **9 [11]** Biped 'Mech

Jumping: **6** Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RT	5	5	-	4	8	12
1	ER Medium Laser	LT	5	5	-	4	8	12
1	ER Medium Laser	LA	5	5	-	4	8	12
2	ER Small Laser	LA	2	3	-	2	4	5
1	ER Large Laser	CT	12	8	-	7	14	19
1	Hatchet	RA	0	12				

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
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	TSM Activates
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points (not with TSM)
4	
3	
2	
1	
0	

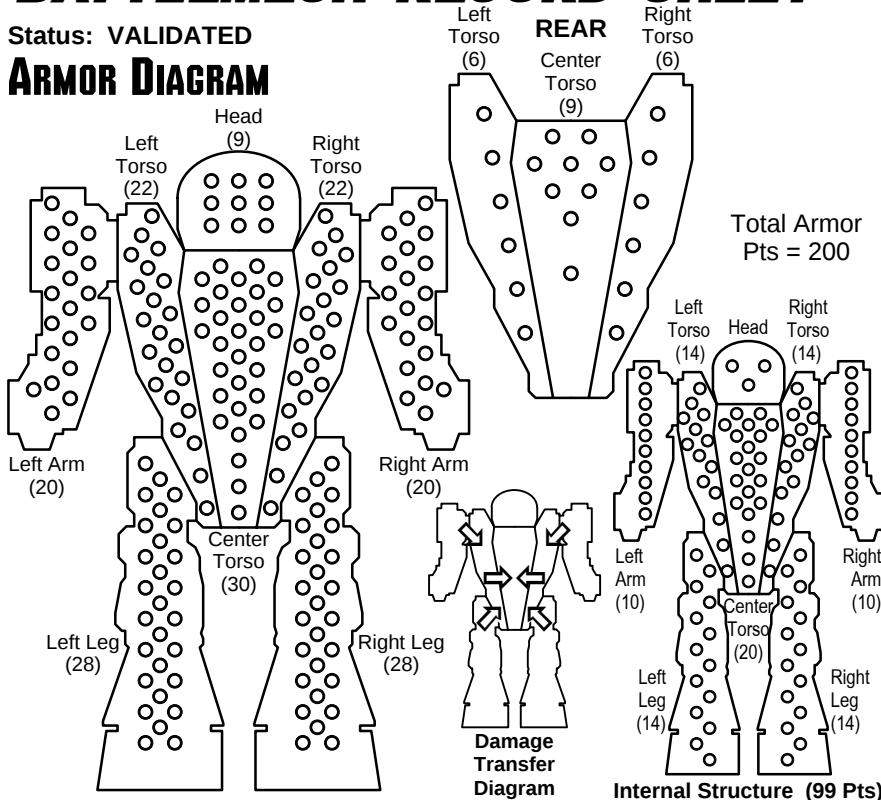
WIZKIDS

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Ti Ts'ang TSG-9H

Mass: 60 tons

Movement Points: Tech, Config. & Level:

Walking: 6 [7] Inner Sphere

Running: 9 [11] Biped 'Mech

Jumping: 6 Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	RT	5	5	-	4	8	12
2	ER Medium Laser	LT	5	5	-	4	8	12
1	ER Medium Laser	LA	5	5	-	4	8	12
4	ER Small Laser	LA	2	3	-	2	4	5
1	TAG	CT	0	*	-	5	9	15
1	Hatchet	RA	0	12				

Total Heat Sinks: 13 Double (26)

oooooooooooo ooo

Auto Eject: Weapon Heat:

☐ Operational ☐ Disabled (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	TSM Activates
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points (not with TSM)
4	
3	
2	
1	
0	

WIZKIDS®

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER Medium Laser
- ER Small Laser
- ER Small Laser

1-3

- ER Small Laser
- ER Small Laser
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Jump Jet
- ER Medium Laser
- ER Medium Laser

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Triple Strength
- Triple Strength
- Triple Strength

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	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Battle Value: 1,462

Weapon Value: 1,608 / 1,608

Cost, C-Bills: 15,361,280

Right Arm

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

1-3

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

4-6

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Jump Jet
- ER Medium Laser
- ER Medium Laser

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Triple Strength
- Triple Strength
- Triple Strength

4-6

Right Leg

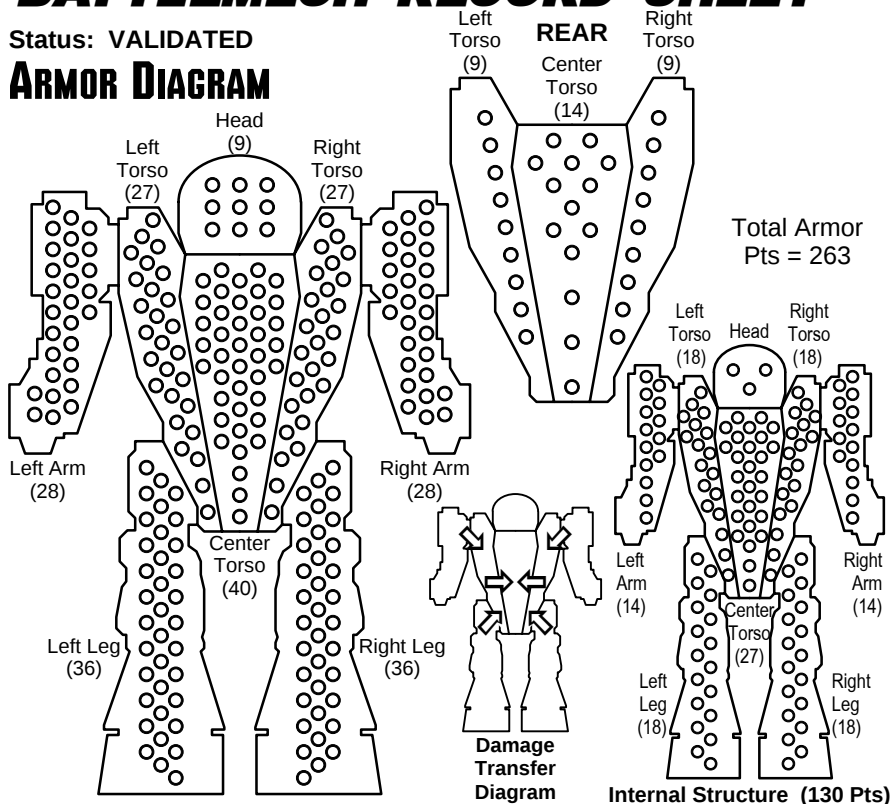
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Internal Structure (130 Pts)

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER PPC
- ER PPC
- ER PPC
- 4-6 Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Left Torso

- C³ Master Computer
- C³ Master Computer
- C³ Master Computer
- C³ Master Computer
- C³ Master Computer
- C³ Master Computer
- C³ Master Computer
- C³ Master Computer
- C³ Master Computer
- 4-6 Ferro-Fibrous
- Ferro-Fibrous

Left Leg

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

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
- 4-6 Ferro-Fibrous
- Ferro-Fibrous

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

Battle Value: 1,518

Add for C³: & 249

Weapon Value: 1,665 / 1,665

Cost, C-Bills: 13,738,100

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER PPC
- ER PPC

Right Torso

- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Ammo (Ult AC/10) 10
- Ammo (Ult AC/10) 10
- 4-6 Ferro-Fibrous
- Ferro-Fibrous
- CASE

Right Leg

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

'MECH DATA

Type: Tai-sho TSH-7S

Mass: 85 tons

Movement Points: Tech, Config. & Level:

Walking: 3 Inner Sphere
Running: 5 Biped 'Mech
Jumping: 0 Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	10	-	7	14	23
1	ER PPC	LA	15	10	-	7	14	23
1	Ultra AC/10	RT	4	10	-	6	12	18
2	C³ Master Computer	LT	0	-	-	-	-	-

Ammo Type: Rounds: BV:
Ultra AC/10 20 58

Total Heat Sinks: 13 Double (26)

oooooooooooo ooo

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	

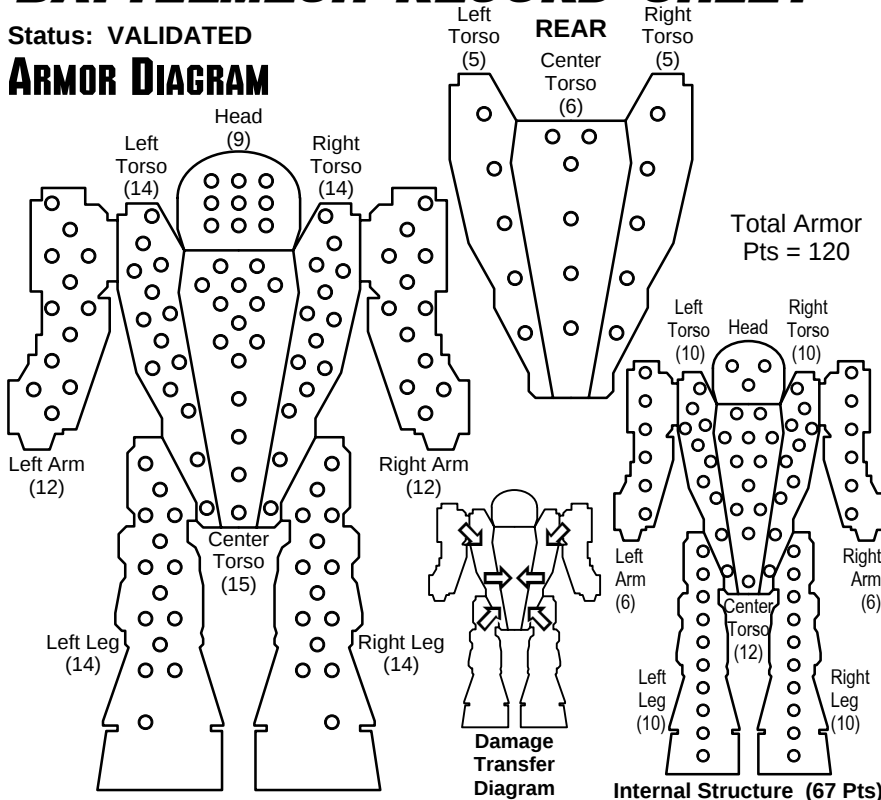
WIZKIDS

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Left Arm

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

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

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

Battle Value: **878**
Weapon Value: **523 / 421**
Cost, C-Bills: **4,947,250**

Right Arm

1. Shoulder
2. Upper Arm Actuator
- 1-3. Medium Laser
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 Torso

1. Jump Jet
2. Jump Jet
- 1-3. Jump Jet
4. Streak SRM 4
5. Ammo (Streak 4) 25
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. CASE

Right Leg

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

Left Torso

1. Jump Jet
2. Jump Jet
- 1-3. Jump Jet
4. Streak SRM 4
5. Endo Steel
6. Endo Steel

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

'MECH DATA

Type: **Strider SR1-OF**

Mass: **40 tons**

Movement Points: Tech, Config. & Level:

Walking: **6** Inner Sphere
Running: **9** Biped OmniMech
Jumping: **6** Level 2 / 3060

Weapons Inventory: (hexes)

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

Ammo Type: Streak SRM 4
Rounds: 25
BV: 16

Total Heat Sinks: **10 Single**

oooooooooooo

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

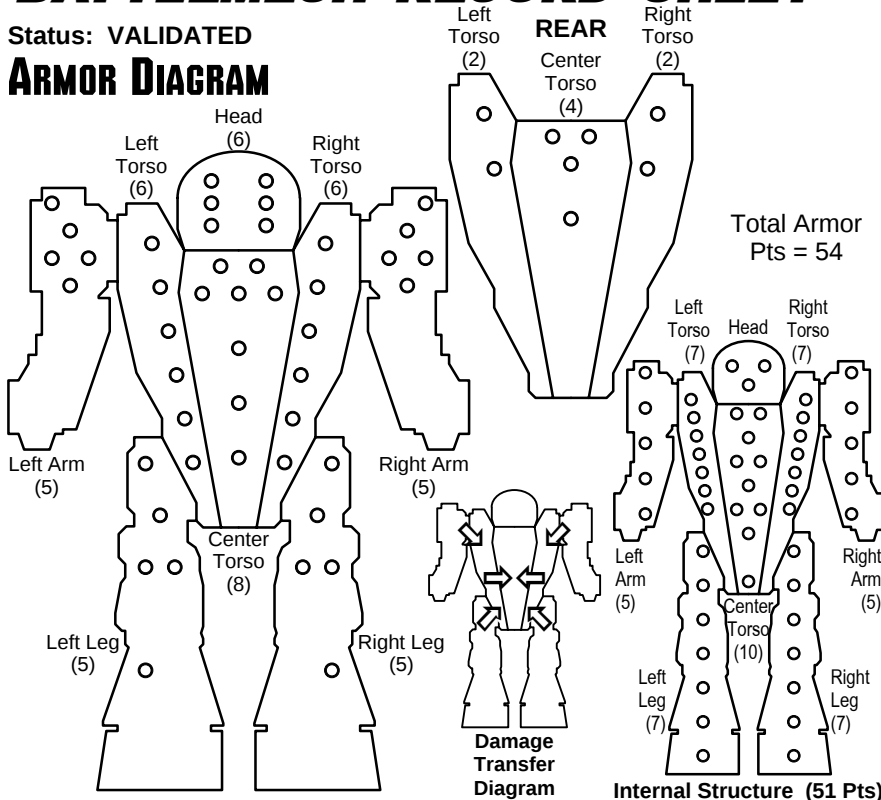
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Spider SDR-C**

Mass: **30 tons**

Movement Points: Tech, Config. & Level:

Walking: **8** Inner Sphere

Running: **12** Biped 'Mech

Jumping: **8** Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	CT	4	6	-	2	4	6
1	Medium Laser	CT	3	5	-	3	6	9
1	C³ Slave Unit	RT	0	-	-	-	-	-

Total Heat Sinks: **10 Single**

oooooooooooo

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	

WIZKIDS®

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Ferro-Fibrous
- Ferro-Fibrous

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

Left Torso

- Jump Jet
- Jump Jet
- Jump Jet
- Jump Jet
- Endo Steel
- Endo Steel

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

Left Leg

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

Head

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

Center Torso

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

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

Engine Hits ○ ○ ○

Gyro Hits ○ ○

Sensor Hits ○ ○

Life Support ○

Battle Value: **500**

Add for C³: **& 33**

Weapon Value: **145 / 145**

Cost, C-Bills: **3,414,840**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Ferro-Fibrous
- Ferro-Fibrous

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

Right Torso

- Jump Jet
- Jump Jet
- Jump Jet
- Jump Jet
- C³ Slave Unit
- Endo Steel

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Right Leg

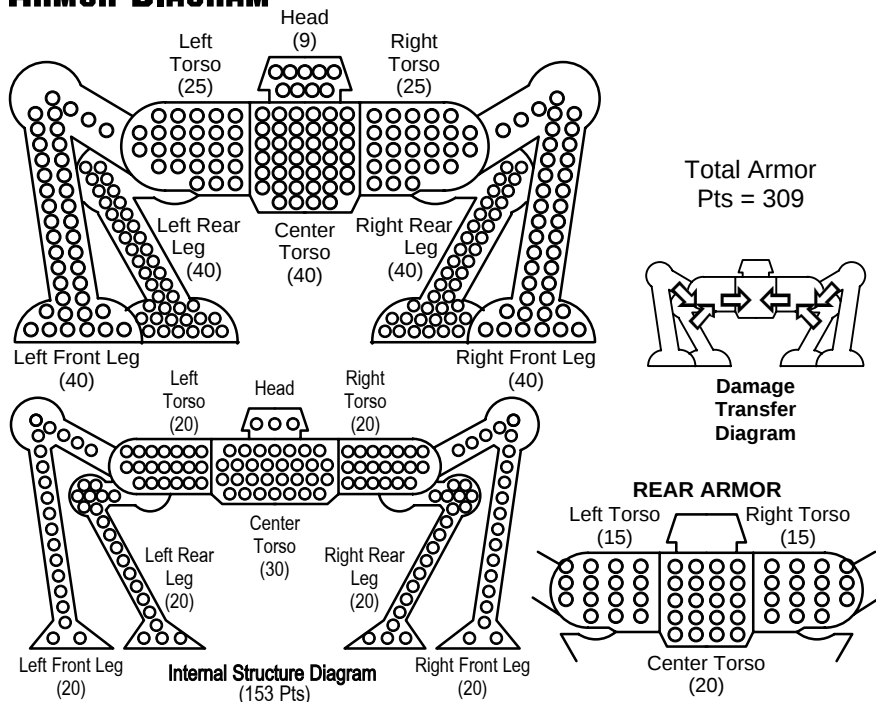
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

QUAD BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Sirocco SRC-5C

Mass: 95 tons

Movement Points: Tech, Config. & Level:

Walking: 3 Inner Sphere

Running: 5 Quad 'Mech

Jumping: 0 Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RT	5	5	-	4	8	12
1	ER Medium Laser	LT	5	5	-	4	8	12
1	ER Medium Laser	RT(R)	5	5	-	4	8	12
1	ER Medium Laser	LT(R)	5	5	-	4	8	12
1	Medium Pulse Laser	HD	4	6	-	2	4	6
1	Guardian ECM	CT	0	-	-	-	-	6
2	Anti-Personnel Pod	RFL	0	-	-	-	-	-
2	Anti-Personnel Pod	LFL	0	-	-	-	-	-
1	Light Gauss Rifle	RT	1	8	3	8	17	25
1	Light Gauss Rifle	LT	1	8	3	8	17	25
1	SRM 4	RT	3	2/hit	-	3	6	9
1	SRM 4	LT	3	2/hit	-	3	6	9

Ammo Type:	Round:	BV:
Light Gauss Rifle	32	40
SRM 4	25	5

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	-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 Front Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Anti-Personnel Pod
- Anti-Personnel Pod

Head

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

Right Front Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Anti-Personnel Pod
- Anti-Personnel Pod

Left Torso

- ER Medium Laser
 - ER Medium Laser (R)
 - Light Gauss Rifle
 - Light Gauss Rifle
 - Light Gauss Rifle
 - Light Gauss Rifle
- 1-3
- Light Gauss Rifle
 - SRM 4
 - Ammo (SRM 4) 25
 - CASE
 - Roll Again
 - Roll Again
- 4-6

Center Torso

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

Right Torso

- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - ER Medium Laser
 - ER Medium Laser (R)
 - Light Gauss Rifle
- 1-3
- Light Gauss Rifle
 - Light Gauss Rifle
 - Light Gauss Rifle
 - Light Gauss Rifle
 - SRM 4
 - CASE
- 4-6

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

Left Rear Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ammo (Lt Gauss) 16
- Roll Again

Battle Value: 1,884
Weapon Value: 2,614 / 2,614
Cost, C-Bills: 10,087,740

Right Rear Leg

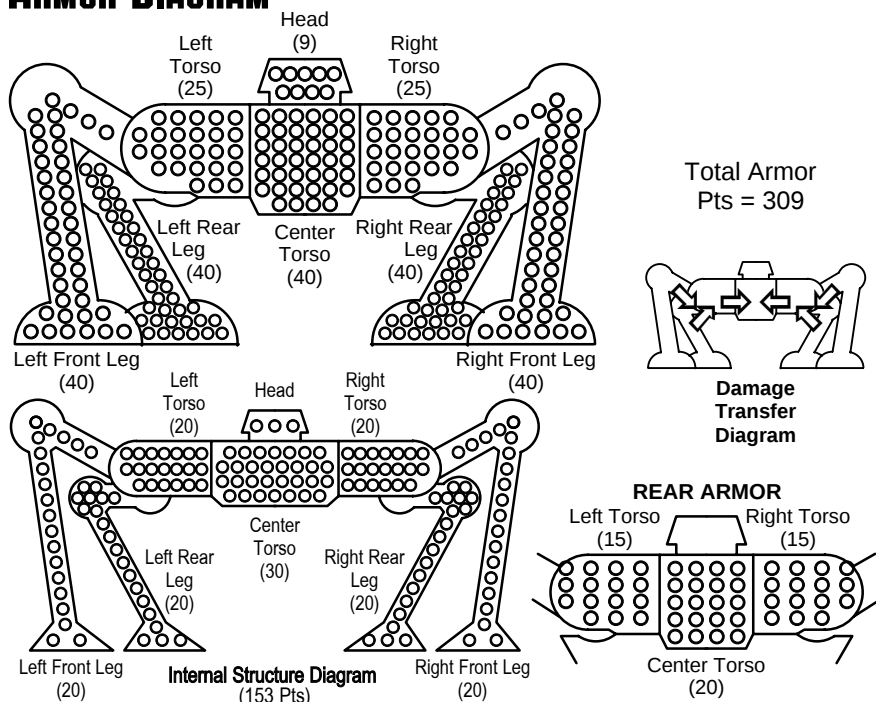
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ammo (Lt Gauss) 16
- Roll Again

BATTLETECH®

QUAD BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Sirocco SRC-3C

Mass: 95 tons

Movement Points: Tech, Config. & Level:

Walking: 3 Inner Sphere

Running: 5 Quad 'Mech

Jumping: 0 Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RT	5	5	-	4	8	12
1	ER Medium Laser	LT	5	5	-	4	8	12
1	ER Medium Laser	RT(R)	5	5	-	4	8	12
1	ER Medium Laser	LT(R)	5	5	-	4	8	12
1	ER Medium Laser	RFL	5	5	-	4	8	12
1	ER Medium Laser	LFL	5	5	-	4	8	12
1	Medium Pulse Laser	HD	4	6	-	2	4	6
1	Ultra AC/10	RT	4	10	-	6	12	18
1	Ultra AC/10	LT	4	10	-	6	12	18
1	Guardian ECM	CT	0	-	-	-	-	6
1	Anti-Personnel Pod	RFL	0	-	-	-	-	-
1	Anti-Personnel Pod	LFL	0	-	-	-	-	-

Ammo Type: Ultra AC/10 Rounds: 40 BV: 116

Total Heat Sinks: 13 Double (26)

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Auto Eject: Weapon Heat:

☐ Operational ☐ Disabled (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

CRITICAL HIT TABLE

Left Front Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- ER Medium Laser
- Anti-Personnel Pod

Head

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

Right Front Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- ER Medium Laser
- Anti-Personnel Pod

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Medium Laser
- ER Medium Laser (R)
- Ultra AC/10

Center Torso

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

Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Medium Laser
- ER Medium Laser (R)
- Ultra AC/10

Left Rear Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ammo (Ult AC/10) 10
- Ammo (Ult AC/10) 10

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

Battle Value: 1,760
Weapon Value: 2,232 / 2,232
Cost, C-Bills: 10,115,040

Right Rear Leg

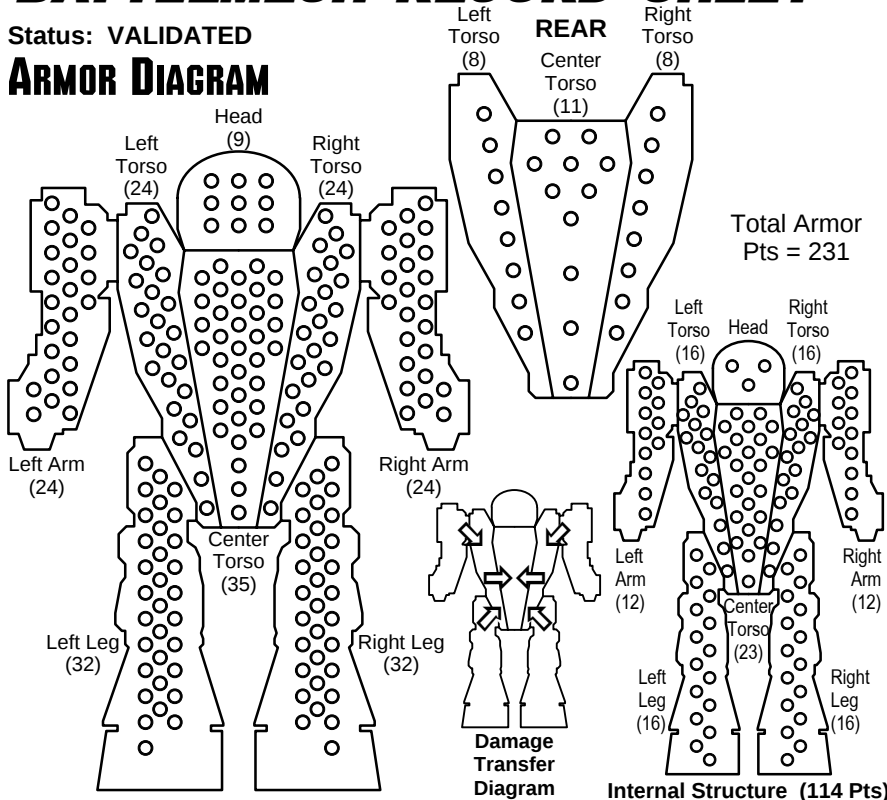
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ammo (Ult AC/10) 10
- Ammo (Ult AC/10) 10

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Shugenja SJA-7D**

Mass: **75 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** Inner Sphere
Running: **6** Biped 'Mech
Jumping: **0** Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	10	-	7	14	23
1	C³ Master Computer	RT	0	-	-	-	-	-
2	Large Laser	RA	8	8	-	5	10	15
1	MRM 30	LT	10	1/hit	-	3	8	15

Ammo Type: MRM 30 Rounds: 16 BV: 47

Total Heat Sinks: 15 Double (30)

oooooooooooo oooooo

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®

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1-3 ER PPC
- ER PPC
- 4-6 ER PPC
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Left Torso

- XL Engine
- XL Engine
- XL Engine
- 1-3 MRM 30
- MRM 30
- MRM 30
- 1-3 MRM 30
- MRM 30
- 4-6 Ammo (MRM 30) 8
- Ammo (MRM 30) 8
- Ferro-Fibrous
- Ferro-Fibrous

Left Leg

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

Head

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

Center Torso

- XL Engine
- XL Engine
- XL Engine
- 1-3 Gyro
- Gyro
- Gyro
- 1-3 Gyro
- XL Engine
- 4-6 XL Engine
- XL Engine
- Ferro-Fibrous
- Ferro-Fibrous

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

Battle Value: **1,274**

Add for C³: **& 226**

Weapon Value: **2,078 / 2,078**

Cost, C-Bills: **17,745,000**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1-3 Large Laser
- Large Laser
- 4-6 Large Laser
- Large Laser
- Ferro-Fibrous
- Ferro-Fibrous

Right Torso

- XL Engine
- XL Engine
- XL Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1-3 C³ Master Computer
- C³ Master Computer
- 4-6 C³ Master Computer
- C³ Master Computer
- C³ Master Computer
- Roll Again

Right Leg

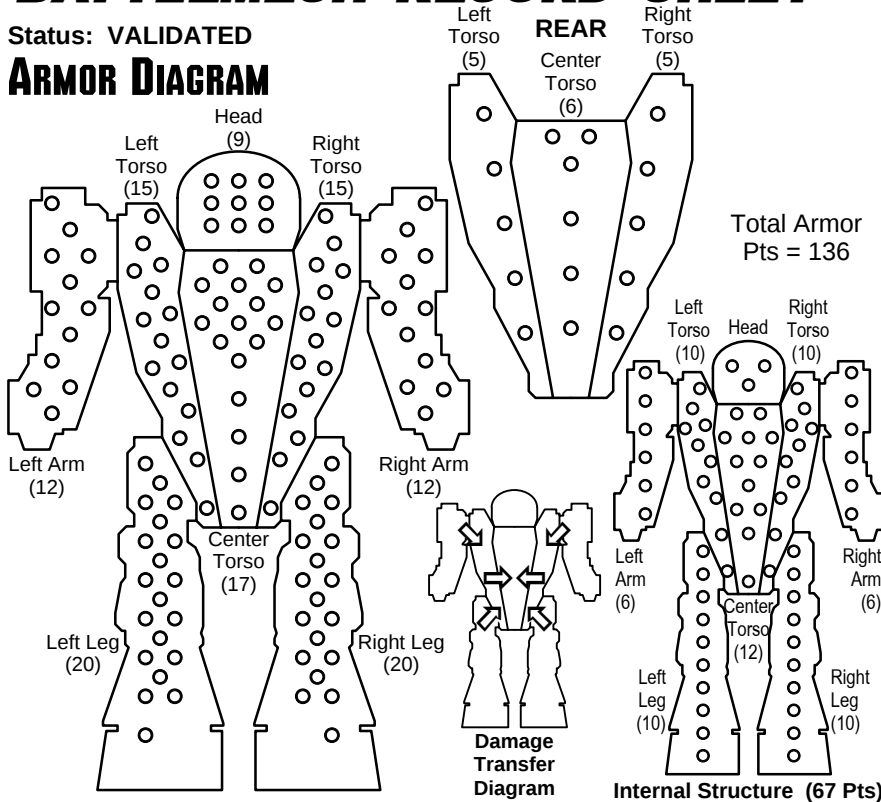
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Sentry SNT-04**

Mass: **40 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** Inner Sphere

Running: **8** Biped 'Mech

Jumping: **5** Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
4	Machine Gun	LA	0	2	-	1	2	3
2	Small Pulse Laser	RA	2	3	-	1	2	3
1	PPC	LA	10	10	3	6	12	18
1	Flamer	HD	3	2	-	1	2	3

Ammo Type: Machine Gun Rounds: 200 BV: 2

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
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
- Machine Gun
- Machine Gun

1-3

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

4-6

Left Torso

- Ammo (MG) 200
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

1-3

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

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

Battle Value: 961

Weapon Value: 563 / 563

Cost, C-Bills: 3,232,926

Right Arm

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

1-3

- Double Heat Sink
- Small Pulse Laser
- Small Pulse Laser
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Endo Steel
- Endo Steel
- Endo Steel

1-3

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

4-6

Right Leg

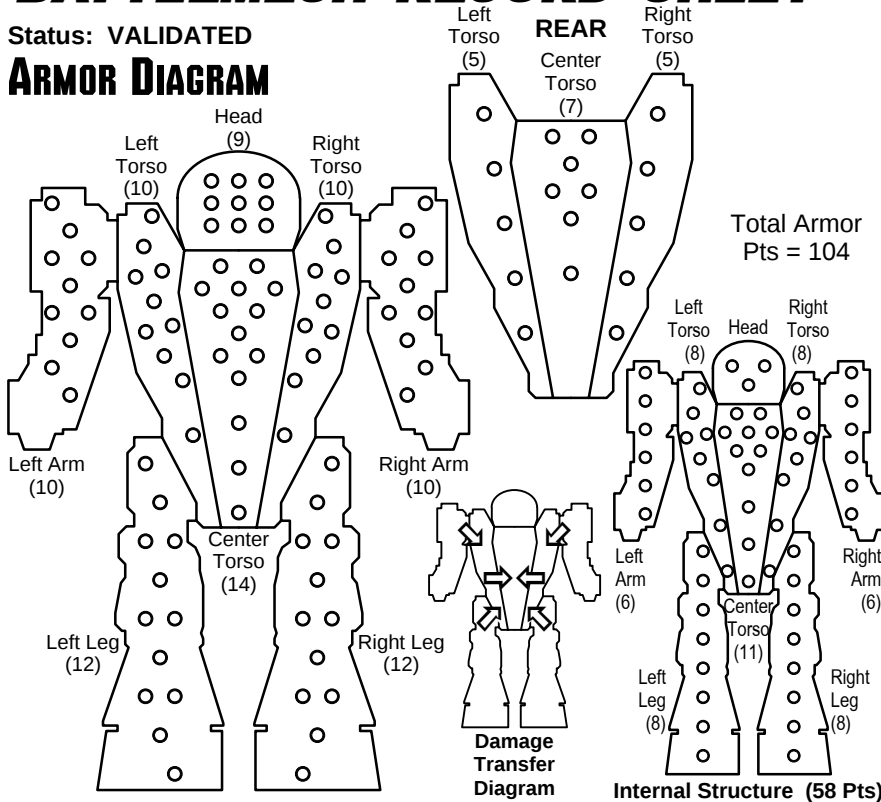
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Panther PNT-C**

Mass: **35 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** Inner Sphere
Running: **6** Biped 'Mech
Jumping: **4** Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 4	CT	3	2/hit	-	3	6	9
1	ER PPC	RA	15	10	-	7	14	23
1	C³ Slave Unit	CT	0	-	-	-	-	-

Ammo Type: SRM 4 Rounds: 25 BV: 8

Total Heat Sinks: **13 Single**

oooooooooooo ooo

Auto Eject: ☐ Operational ☐ Disabled Weapon Heat: **(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
- Endo Steel
- Roll Again

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

Left Torso

- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- Ammo (SRM 4) 25
- Endo Steel

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- CASE

Left Leg

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

Head

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

Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- SRM 4
- C³ Slave Unit

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

Battle Value: **696**
Add for C³: **& 94**
Weapon Value: **350 / 350**
Cost, C-Bills: **3,082,410**

Right Arm

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

- ER PPC
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- Endo Steel
- Endo Steel

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

Right Leg

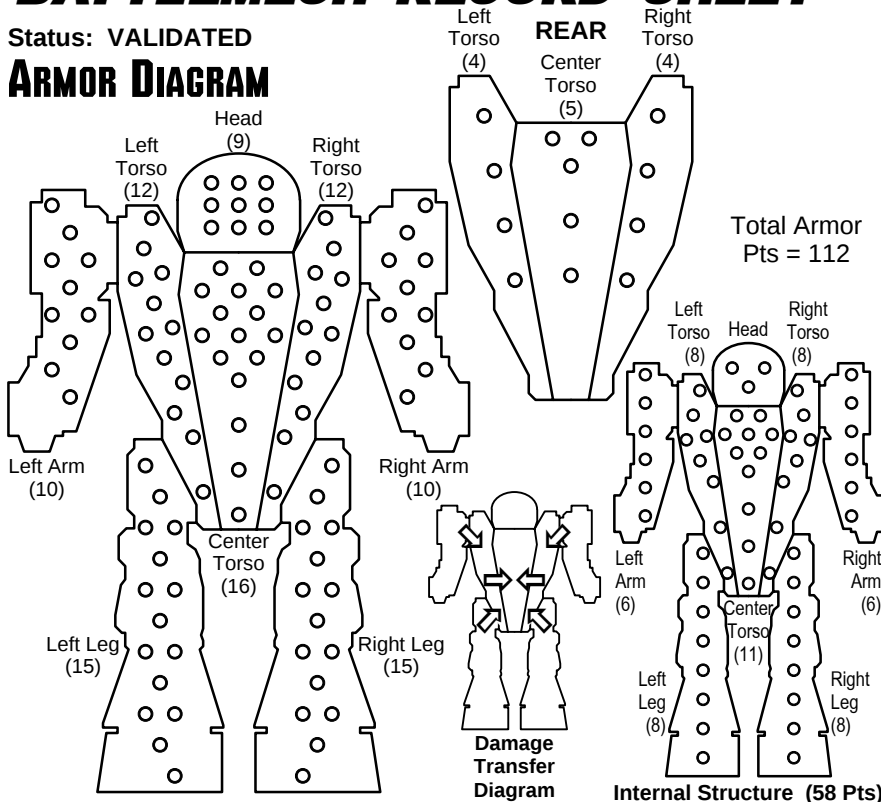
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Owens OW-1E**

Mass: **35 tons**

Movement Points: Tech, Config. & Level:

Walking: **8** Inner Sphere
Running: **12** Biped OmniMech
Jumping: **0** Level 2 / 3060

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	MRM 10	RA	4	1/hit	-	3	8	15
1	Medium Pulse Laser	LA	4	6	-	2	4	6
1	Medium Laser	LA	3	5	-	3	6	9

Ammo Type: MRM 10 Rounds: 24 BV: 13

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	-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 Pulse 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
- Beagle Active Probe
- Beagle Active Probe
- Roll Again

1-3

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

4-6

Left Leg

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

4-6

Right Arm

- Shoulder
- Upper Arm Actuator
- MRM 10
- MRM 10
- 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
- TAG
- C³ Slave Unit
- Ammo (MRM 10) 24

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

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

Battle Value: **654**

Add for C³: **& 56**

Weapon Value: **474 / 474**

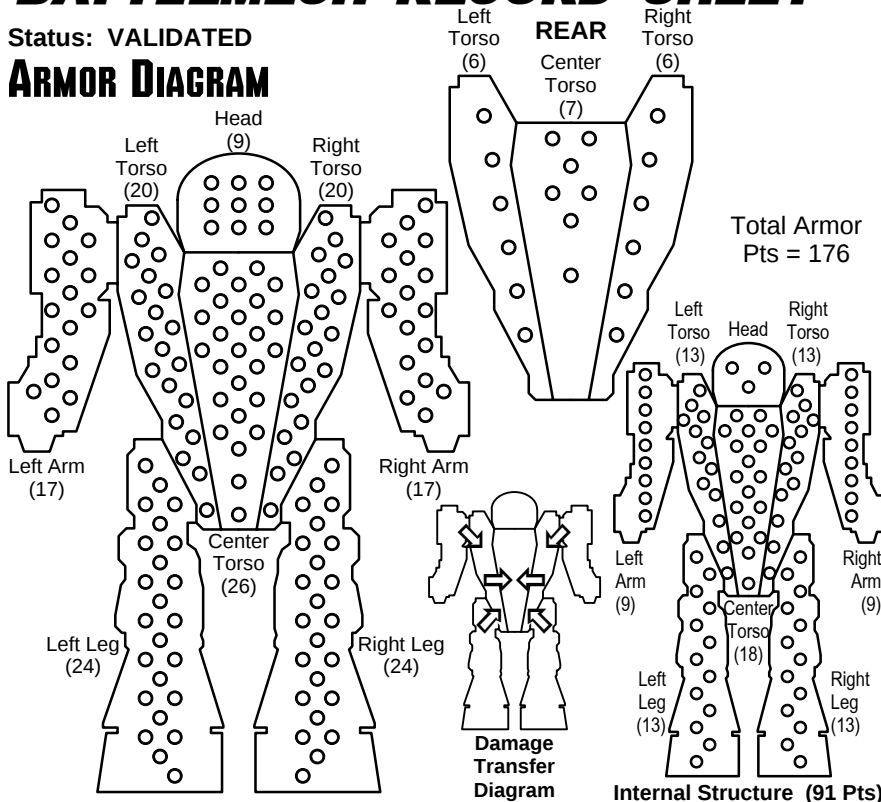
Cost, C-Bills: **7,887,093**

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Men Shen MS1-OD**

Mass: **55 tons**

Movement Points: Tech, Config. & Level:

Walking: **6** Inner Sphere
Running: **9 [12]** Biped OmniMech
Jumping: **0** Level 2 / 3060

Weapons Inventory: (hexes)
Qty Type Loc Ht Dmg Min Sht Med Lng

1	Beagle Active Probe	CT	0	-	-	-	-	4
1	ER PPC	RT	15	10	-	7	14	23
2	Medium Pulse Laser	LT	4	6	-	2	4	6
1	SRM 4	LA	3	2/hit	-	3	6	9
1	SRM 4	RA	3	2/hit	-	3	6	9

Ammo Type: SRM 4 Rounds: 25 BV: 8

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

oooooooooooo o

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	

WIZKIDS®

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- SRM 4
- Endo Steel
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Endo Steel

4-6

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

Left Torso

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

1-3

- Medium Pulse Laser
- Medium Pulse Laser
- Ammo (SRM 4) 25
- 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
- Gyro
- XL Engine
- XL Engine
- Beagle Active Probe
- Beagle Active Probe

4-6

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

Battle Value: **1,157**

Weapon Value: **1,311 / 1,311**

Cost, C-Bills: **16,624,719**

Right Arm

- Shoulder
- Upper Arm Actuator
- SRM 4
- Endo Steel
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Endo Steel

4-6

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

Right Torso

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

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

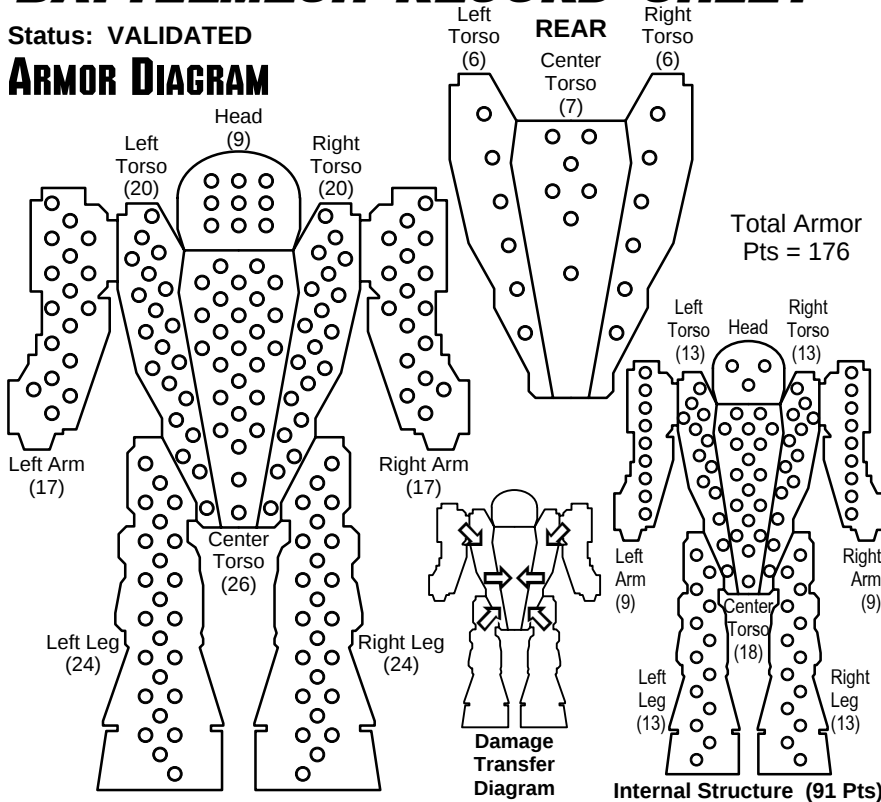
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Men Shen MS1-OC**

Mass: **55 tons**

Movement Points: Tech, Config. & Level:

Walking: **6** Inner Sphere
Running: **9 [12]** Biped OmniMech
Jumping: **0** Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Beagle Active Probe	CT	0	-	-	-	-	4
1	Large Pulse Laser	RA	10	9	-	3	7	10
1	Large Pulse Laser	LA	10	9	-	3	7	10
1	ER Small Laser	HD	2	3	-	2	4	5
1	Guardian ECM	RT	0	-	-	-	-	6

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

oooooooooooo o

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
- 1-3 Large Pulse Laser
- 1-3 Large Pulse Laser
- Endo Steel
- Endo Steel

- Endo Steel
- Endo Steel
- Endo Steel
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again

Left Torso

- XL Engine
- XL Engine
- 1-3 XL Engine
- 1-3 MASC
- 1-3 MASC
- 1-3 MASC

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

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- ER Small 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 Beagle Active Probe
- 1-3 Beagle Active Probe

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

Battle Value: **1,151**
Weapon Value: **1,090 / 1,090**
Cost, C-Bills: **16,613,579**

Right Arm

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

- Endo Steel
- Endo Steel
- Endo Steel
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again

Right Torso

- XL Engine
- XL Engine
- 1-3 XL Engine
- 1-3 Guardian ECM
- 1-3 Guardian ECM
- 1-3 Double Heat Sink
- 1-3 Double Heat Sink
- 1-3 Roll Again
- 1-3 Roll Again
- 1-3 Roll Again
- 1-3 Roll Again

Right Leg

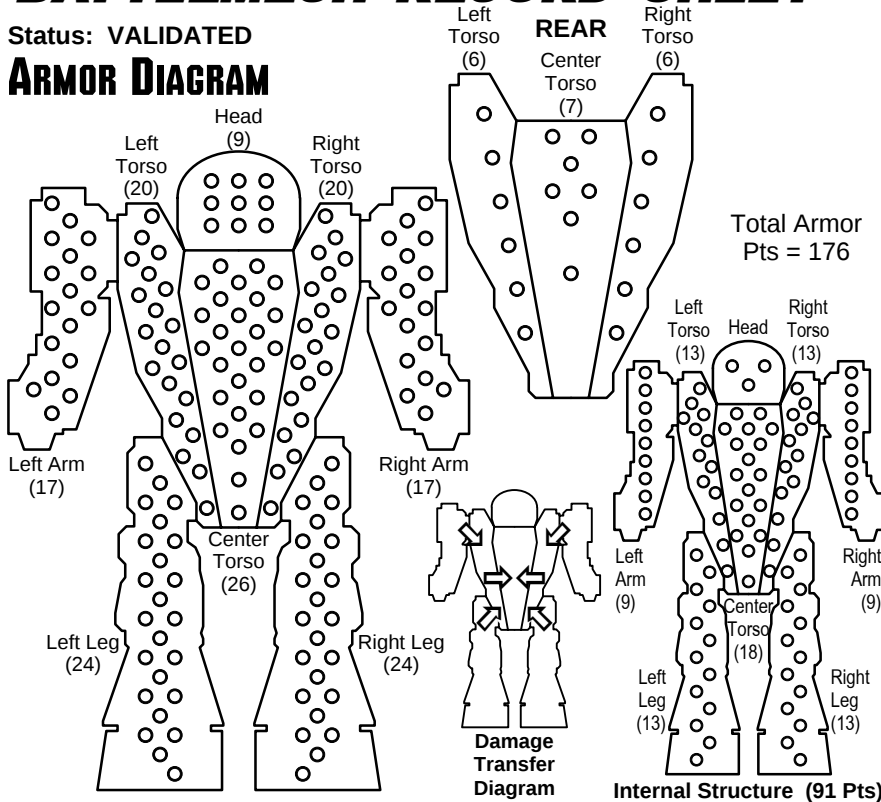
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Men Shen MS1-OB**

Mass: **55 tons**

Movement Points: Tech, Config. & Level:

Walking: **6** Inner Sphere
Running: **9 [12]** Biped OmniMech
Jumping: **0** Level 2 / 3060

Weapons Inventory: (hexes)
Qty Type Loc Ht Dmg Min Sht Med Lng

1	Beagle Active Probe	CT	0	-	-	-	-	4
2	ER Medium Laser	LT	5	5	-	4	8	12
2	ER Medium Laser	RT	5	5	-	4	8	12
1	LB 2-X AC	LA	1	2	4	9	18	27
1	LB 2-X AC	RA	1	2	4	9	18	27

Ammo Type: Rounds: BV:
LB 2-X AC 45 8

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
- LB 2-X AC
- LB 2-X AC
- LB 2-X AC
- LB 2-X AC
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

Head

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

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro
- XL Engine
- XL Engine
- XL Engine
- Gyro
- XL Engine
- XL Engine
- Beagle Active Probe
- Beagle Active Probe

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

Battle Value: **1,128**
Weapon Value: **1,409 / 1,409**
Cost, C-Bills: **16,719,656**

Right Arm

- Shoulder
- Upper Arm Actuator
- LB 2-X AC
- LB 2-X AC
- LB 2-X AC
- LB 2-X AC
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

Right Torso

- XL Engine
- XL Engine
- XL Engine
- ER Medium Laser
- ER Medium Laser
- 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
- Endo Steel
- Endo Steel

Left Leg

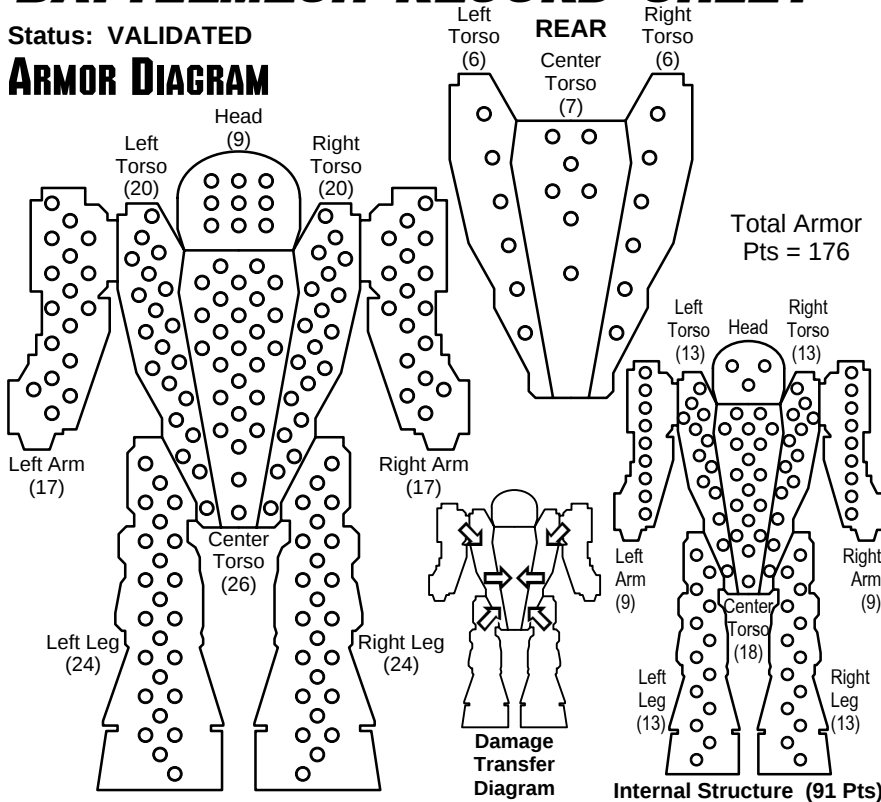
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Men Shen MS1-OA**

Mass: **55 tons**

Movement Points: Tech, Config. & Level:

Walking: **6** Inner Sphere
Running: **9 [12]** Biped OmniMech
Jumping: **0** Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Beagle Active Probe	CT	0	-	-	-	-	4
3	ER Medium Laser	LA	5	5	-	4	8	12
1	LB 10-X AC	RT	2	10	-	6	12	18
1	TAG	HD	0	*	-	5	9	15

Ammo Type: Rounds: BV:
LB 10-X AC 20 62

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
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
- 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
- MASC
- MASC
- MASC

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
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- TAG
- 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: **1,232**

Weapon Value: **1,564 / 1,564**

Cost, C-Bills: **16,897,906**

Right Arm

- Shoulder
- Upper Arm Actuator
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

1-3

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

4-6

Right Torso

- XL Engine
- XL Engine
- XL Engine
- 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
- Ammo (LB 10-X) 10
- Ammo (LB 10-X) 10
- Roll Again

4-6

Right Leg

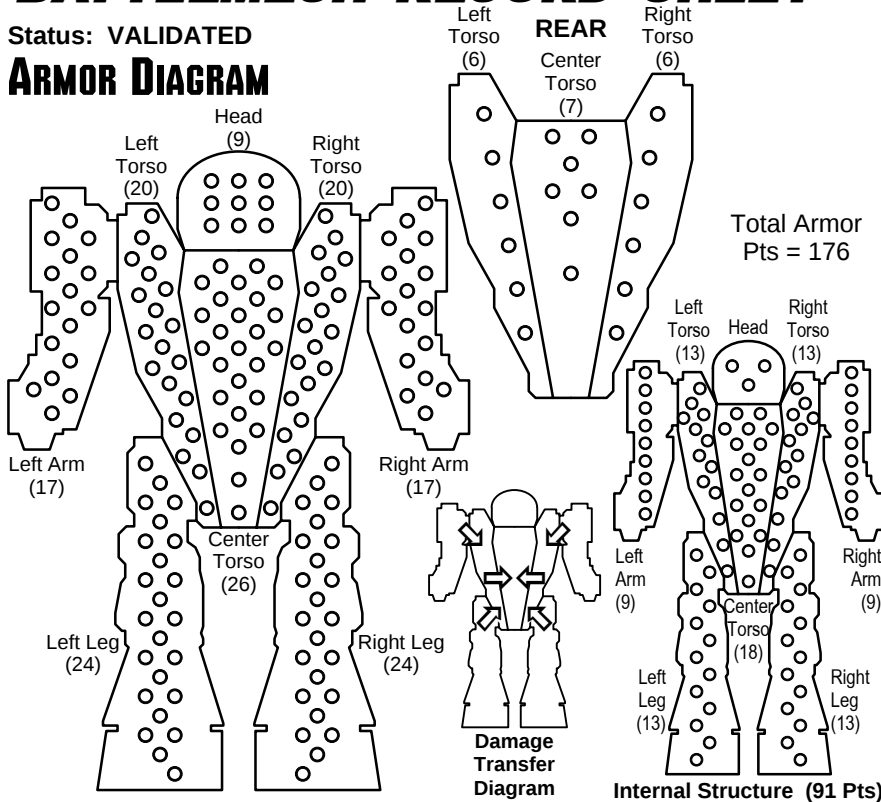
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Men Shen MS1-O**

Mass: **55 tons**

Movement Points: Tech, Config. & Level:

Walking: **6** Inner Sphere
Running: **9 [12]** Biped OmniMech
Jumping: **0** Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Beagle Active Probe	CT	0	-	-	-	-	4
2	Medium Pulse Laser	RA	4	6	-	2	4	6
2	Medium Pulse Laser	LA	4	6	-	2	4	6
1	LRM 15 w/ Artemis IV	RT	5	1/hit	6	7	14	21

Ammo Type: LRM 15 Rounds: 8 BV: 28

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®

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Medium Pulse Laser
- Medium Pulse 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
- MASC
- MASC
- MASC

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
- 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
- Gyro
- XL Engine
- XL Engine
- Beagle Active Probe
- Beagle Active Probe

4-6

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

Battle Value: **1,199**

Weapon Value: **1,555 / 1,440**

Cost, C-Bills: **16,628,594**

Right Arm

- Shoulder
- Upper Arm Actuator
- Medium Pulse Laser
- Medium Pulse Laser
- Endo Steel
- 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
- LRM 15
- LRM 15
- LRM 15
- Artemis IV FCS
- Ammo (LRM 15) 8
- Roll Again
- Roll Again
- Roll Again

1-3

Right Leg

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

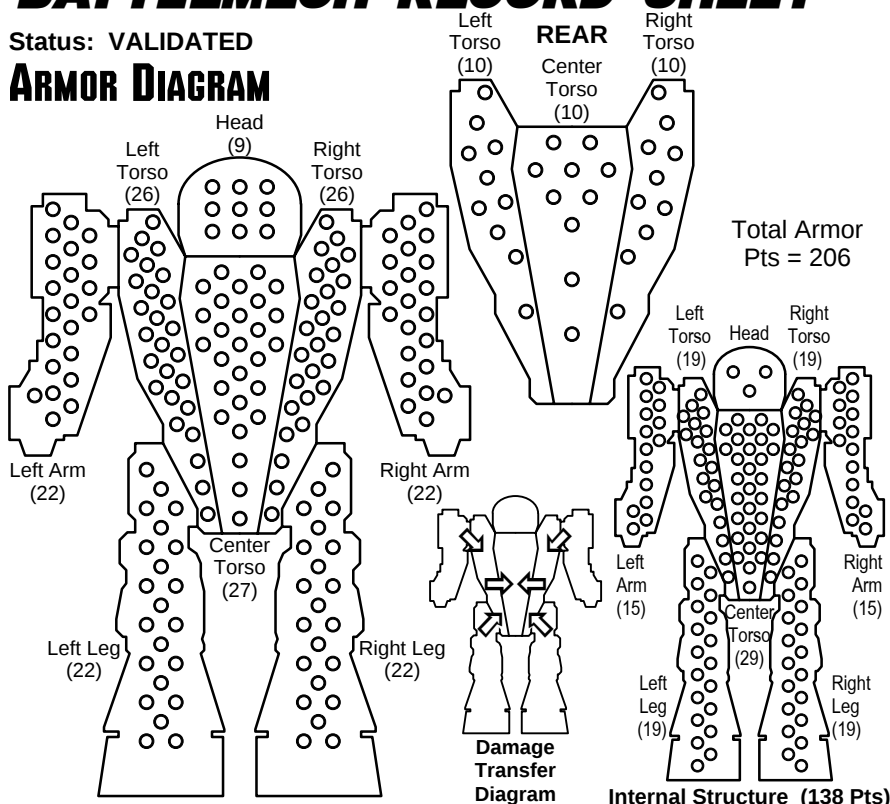
4-6

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Internal Structure (138 Pts)

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1-3 ER Large Laser
- ER Large Laser
- 4-6 Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

Left Torso

- XL Engine
- XL Engine
- XL Engine
- 1-3 LRM 15
- LRM 15
- LRM 15
- 1-3 Autocannon/2
- Autocannon/2
- 4-6 C³ Slave Unit
- Ammo (LRM 15) 8
- Ammo (LRM 15) 8
- CASE

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

- XL Engine
- XL Engine
- XL Engine
- 1-3 Gyro
- Gyro
- Gyro
- 1-3 Gyro
- XL Engine
- XL Engine
- 4-6 Ferro-Fibrous
- Ferro-Fibrous

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

Battle Value: 1,133

Add for C³: & 261

Weapon Value: 1,478 / 1,478

Cost, C-Bills: 18,872,700

Right Arm

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

Right Torso

- XL Engine
- XL Engine
- XL Engine
- 1-3 LRM 15
- LRM 15
- LRM 15
- 1-3 Autocannon/2
- Autocannon/2
- 4-6 Ammo (LRM 15) 8
- Ammo (LRM 15) 8
- Ammo (AC/2) 45
- CASE

Right Leg

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

'MECH DATA

Type: Mauler MAL-C

Mass: 90 tons

Movement Points: Tech, Config. & Level:

Walking: 3 Inner Sphere
Running: 5 Biped 'Mech
Jumping: 0 Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	LA	12	8	-	7	14	19
1	ER Large Laser	RA	12	8	-	7	14	19
1	LRM 15	LT	5	1/hit	6	7	14	21
1	LRM 15	RT	5	1/hit	6	7	14	21
2	Autocannon/2	LT	1	2	4	8	16	24
2	Autocannon/2	RT	1	2	4	8	16	24
1	C³ Slave Unit	LT	0	-	-	-	-	-

Ammo Type: Rounds: BV:
LRM 15 32 68
Autocannon/2 45 5

Total Heat Sinks: 11 Double (22)

oooooooooooo o

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	

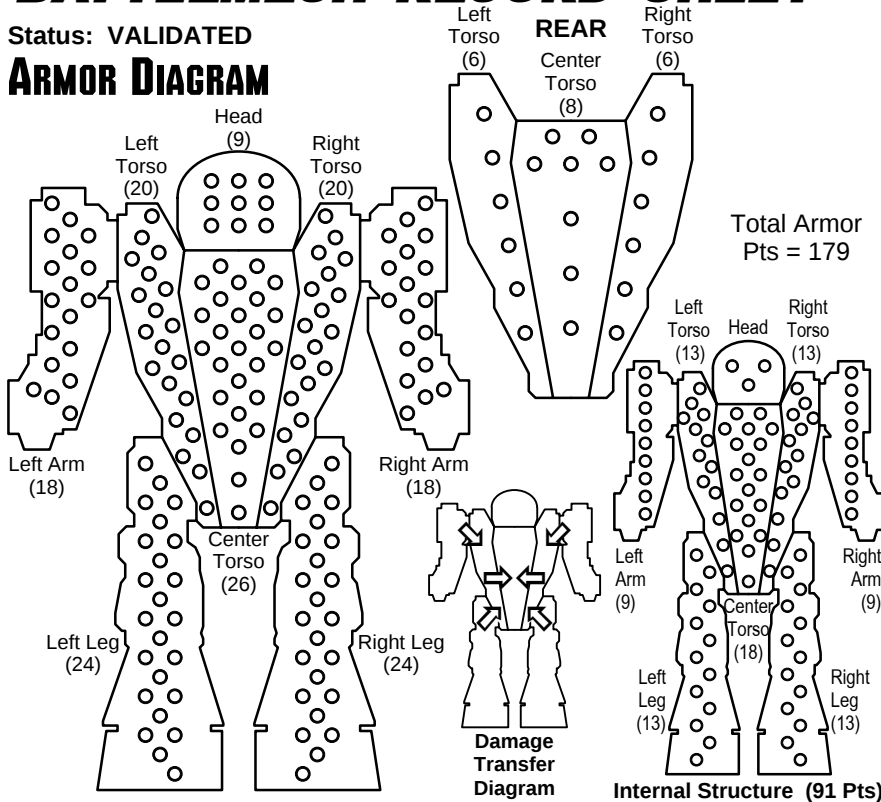
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Marshal MHL-X1**

Mass: **55 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** Inner Sphere

Running: **6** Biped 'Mech

Jumping: **4** Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8	-	5	10	15
1	Medium Pulse Laser	RT	4	6	-	2	4	6
1	Medium Laser	LA	3	5	-	3	6	9
2	Machine Gun	LT	0	2	-	1	2	3
1	Flamer	CT	3	2	-	1	2	3
1	LRM 5	RT	2	1/hit	6	7	14	21

Ammo Type: Rounds: BV:

Machine Gun 100 1

LRM 5 24 10

Total Heat Sinks: **18 Single**

oooooooooooo oooooooooo

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
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Ferro-Fibrous

1-3

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

4-6

Left Torso

- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- Machine Gun

1-3

- Machine Gun
- Ammo (MG) 100
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

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

Center Torso

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

4-6

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

Battle Value: **995**

Weapon Value: **896 / 896**

Cost, C-Bills: **4,545,324**

Right Arm

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

1-3

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

4-6

Right Torso

- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- Medium Pulse Laser

1-3

- LRM 5
- Ammo (LRM 5) 24
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Right Leg

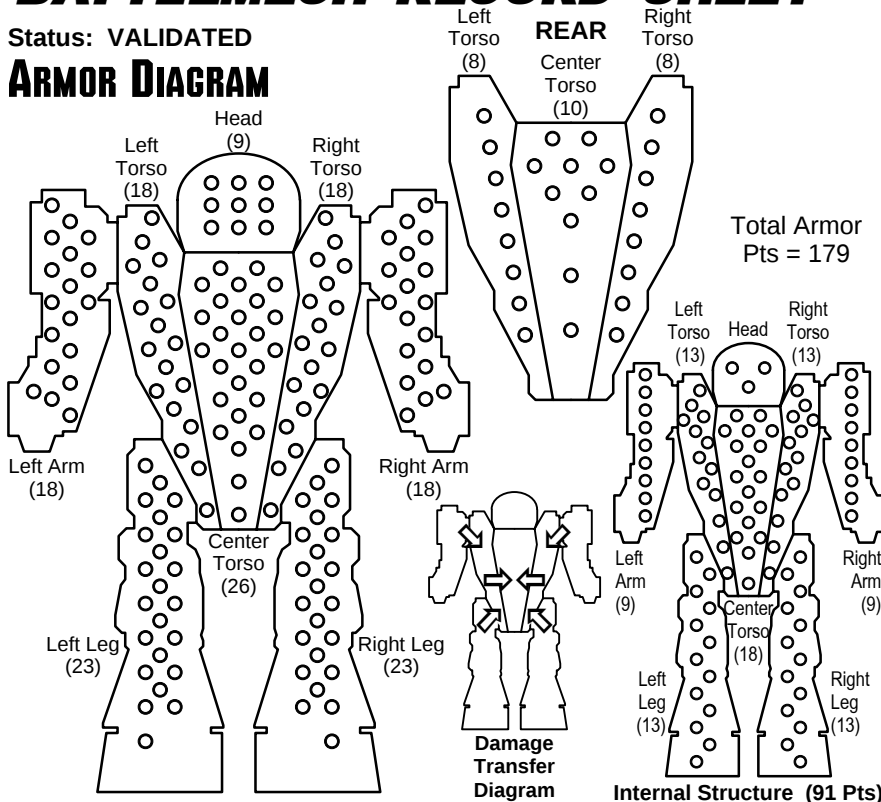
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (91 Pts)

Left Arm

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

Left Torso

- Ammo (LRM 5) 24
 - Ammo (SRM 6) 15
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
- 1-3
- Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
- 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
- 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
 - Large Laser
 - Large Laser
- 4-6

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

Battle Value: **1,069**

Add for C³: **& 117**

Weapon Value: **1,271 / 1,271**

Cost, C-Bills: **5,251,606**

Right Arm

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

Right Torso

- LRM 5
 - SRM 6
 - SRM 6
 - C³ Slave Unit
 - Ammo (SRM 6) 15
 - Ferro-Fibrous
- 1-3
- Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
- 4-6

Right Leg

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

'MECH DATA

Type: **Kintaro KTO-C**

Mass: **55 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** Inner Sphere
Running: **8** Biped 'Mech
Jumping: **0** Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	CT	8	8	-	5	10	15
1	LRM 5	RT	2	1/hit	6	7	14	21
1	SRM 6	RT	4	2/hit	-	3	6	9
1	SRM 6	LA	4	2/hit	-	3	6	9
1	Medium Laser	RA	3	5	-	3	6	9
1	C³ Slave Unit	RT	0	-	-	-	-	-

Ammo Type: Rounds: BV:

LRM 5	24	8
SRM 6	30	19

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	

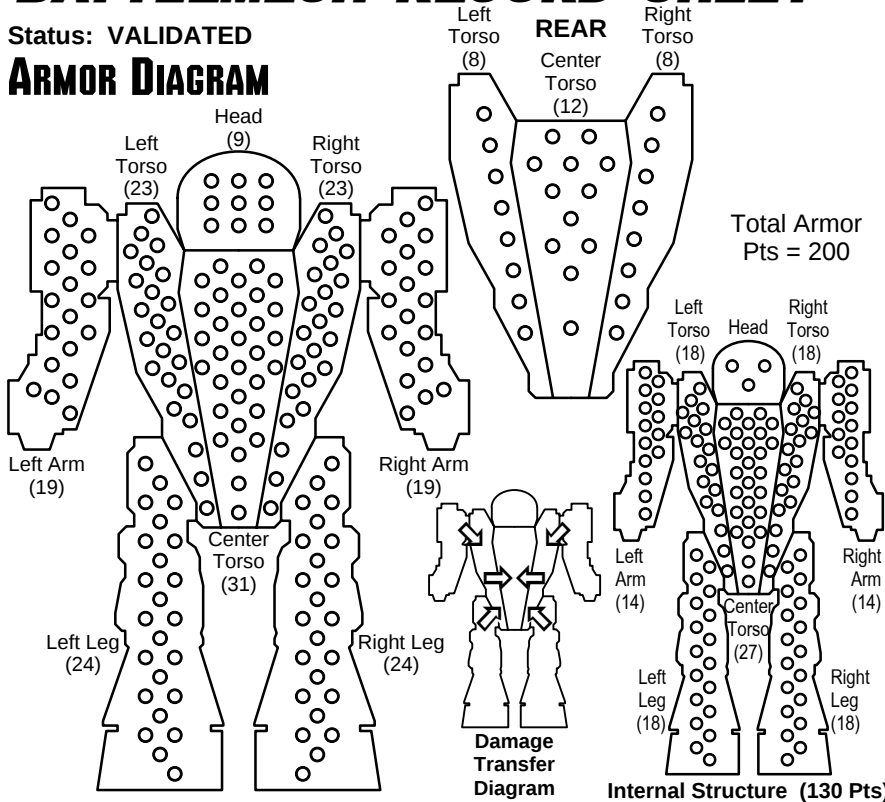
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Katana CRK-5003-C**

Mass: **85 tons**

Movement Points: Tech, Config. & Level:

Walking: **3** Inner Sphere
Running: **5** Biped 'Mech
Jumping: **3** Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8	-	5	10	15
1	Large Laser	LA	8	8	-	5	10	15
1	SRM 6	RT	4	2/hit	-	3	6	9
1	SRM 6	LT	4	2/hit	-	3	6	9
1	LB 10-X AC	LT	2	10	-	6	12	18
1	C³ Slave Unit	CT	0	-	-	-	-	-

Ammo Type: Rounds: BV:

SRM 6	30	19
LB 10-X AC	20	52

Total Heat Sinks: **20 Single**

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

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

Left Torso

- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- 1-3 Single Heat Sink
- SRM 6
- SRM 6

- 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

Left Leg

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

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
- 4-6 Fusion Engine
- Jump Jet
- C³ Slave Unit

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

Battle Value: **1,321**

Add for C³: **& 180**

Weapon Value: **1,471 / 1,471**

Cost, C-Bills: **8,214,000**

Right Arm

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

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

Right Torso

- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- 1-3 Single Heat Sink
- SRM 6
- SRM 6

- Ammo (SRM 6) 15
- Ammo (SRM 6) 15
- Ammo (LB 10-X) 10
- 4-6 Ammo (LB 10-X) 10
- Roll Again
- Roll Again

Right Leg

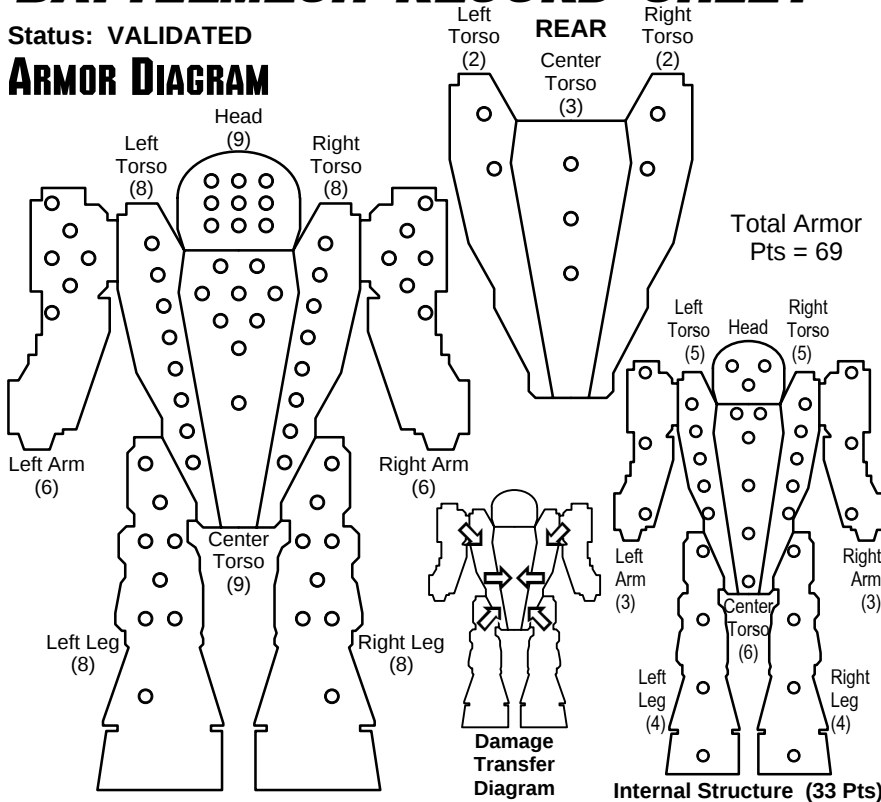
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Kabuto KBO-7A**

Mass: **20 tons**

Movement Points: Tech, Config. & Level:

Walking: **7** Inner Sphere

Running: **11** Biped 'Mech

Jumping: **0** Level 2 / 3060

Weapons Inventory: (hexes)

Qty Type Loc Ht Dmg Min Sht Med Lng

1 Streak SRM 4 RT 3 2/hit - 3 6 9

1 Streak SRM 4 LT 3 2/hit - 3 6 9

Ammo Type: Rounds: BV:

Streak SRM 4 25 12

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

Head

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

1-3

Right Arm

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

1-3

Center Torso

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

4-6

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Single Heat Sink
- Single Heat Sink
- Single Heat Sink

1-3

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Single Heat Sink
- Single Heat Sink
- Streak SRM 4

1-3

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Endo Steel
- Endo Steel

4-6

Right Leg

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

4-6

Left Leg

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

4-6

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

Battle Value: **448**

Weapon Value: **233 / 154**

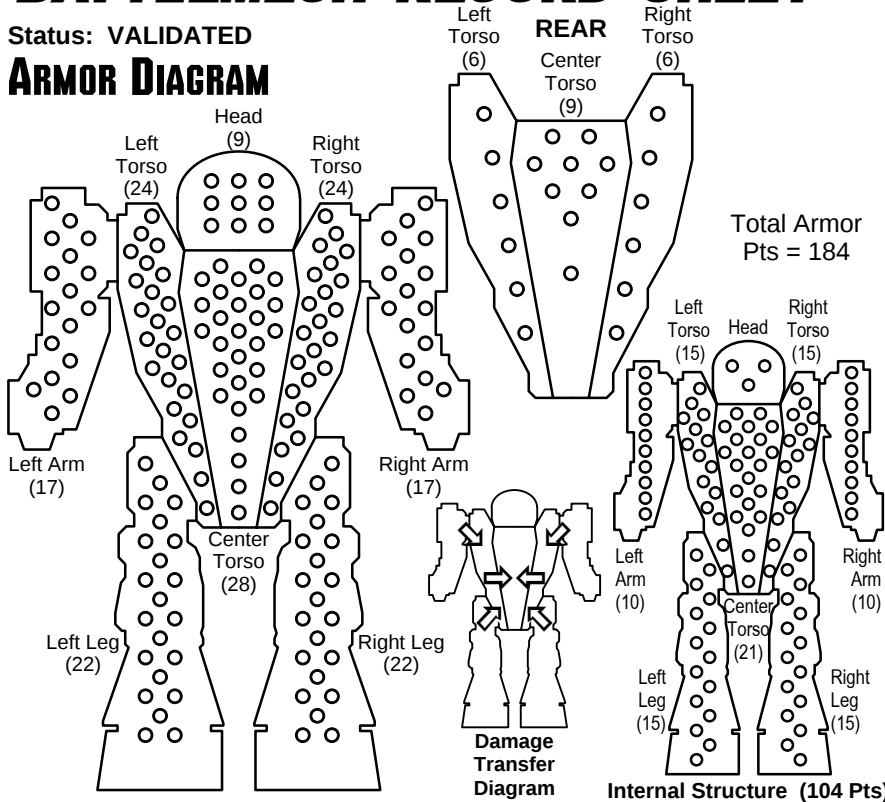
Cost, C-Bills: **2,413,040**

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Jinggau JN-G8A

Mass: 65 tons

Movement Points: Tech, Config. & Level:

Walking: 5 Inner Sphere

Running: 8 Biped 'Mech

Jumping: 5 Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
4	ER Medium Laser	LA	5	5	-	4	8	12
1	Medium Pulse Laser	RA	4	6	-	2	4	6
1	Gauss Rifle	RA	1	15	2	7	15	22

Ammo Type: Gauss Rifle Rounds: 16 BV: 149

Total Heat Sinks: 13 Double (26)

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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	
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

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

4-6

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Endo Steel
- Endo Steel
- Endo Steel

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
- 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
- Roll Again

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

Battle Value: 1,915

Weapon Value: 1,898 / 1,898

Cost, C-Bills: 14,427,324

Right Arm

- Shoulder
- Upper Arm Actuator
- Medium Pulse Laser
- 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
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Right Leg

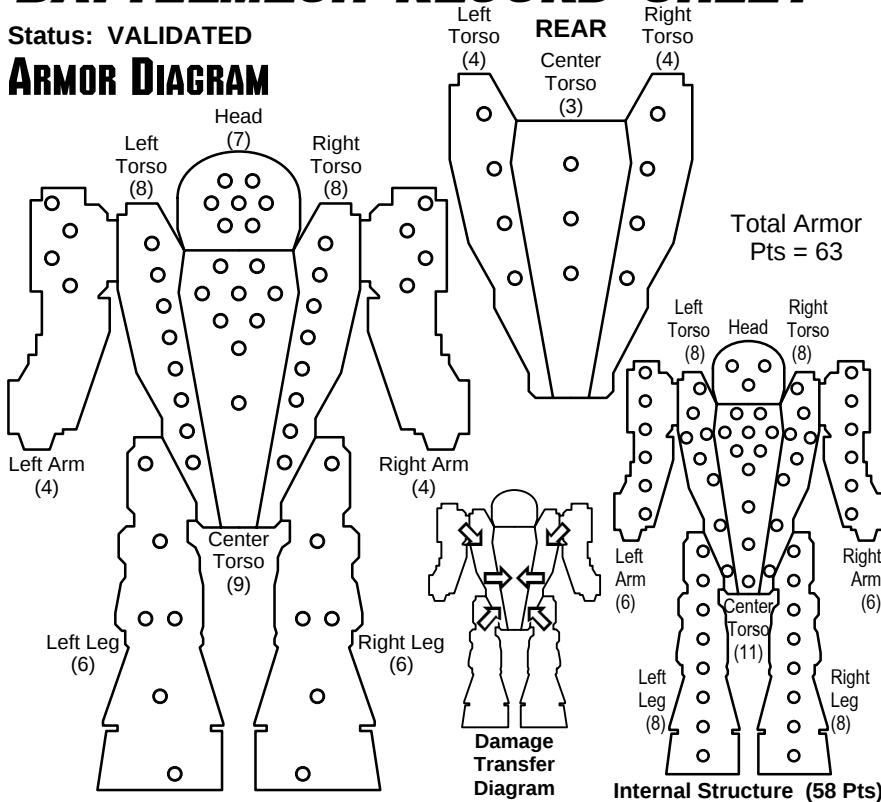
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Jenner JR7-C**

Mass: **35 tons**

Movement Points: Tech, Config. & Level:

Walking: **7** Inner Sphere

Running: **11** Biped 'Mech

Jumping: **5** Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 4	CT	3	2/hit	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
2	Medium Laser	RA	3	5	-	3	6	9
1	C³ Slave Unit	LT	0	-	-	-	-	-

Ammo Type: SRM 4 Rounds: 25 BV: 12

Total Heat Sinks: 10 Single

oooooooooooo

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	
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 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

- Jump Jet
- Jump Jet
- C³ Slave Unit
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- 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
- 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
- Jump Jet
- SRM 4

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

Battle Value: **651**

Add for C³: **& 62**

Weapon Value: **269 / 269**

Cost, C-Bills: **3,589,875**

Right 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

Right Torso

- Jump Jet
- Jump Jet
- Ammo (SRM 4) 25
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

1-3

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

4-6

Right Leg

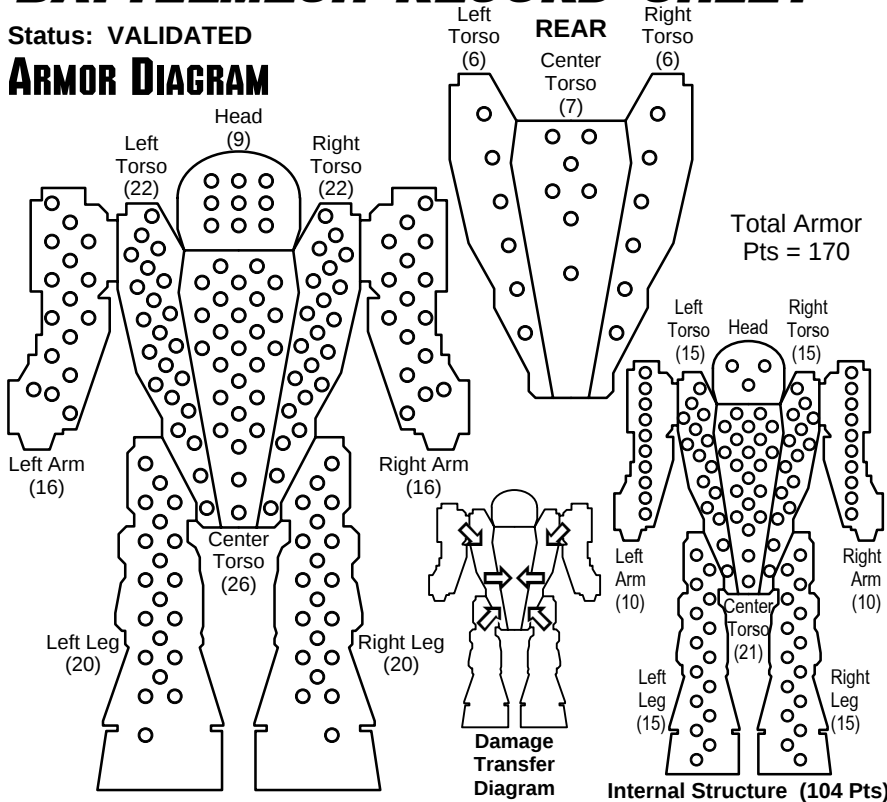
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **JagerMech III JM6-D3**

Mass: **65 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** Inner Sphere

Running: **8** Biped 'Mech

Jumping: **0** Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/2	RA	1	2	3	8	17	25
1	Ultra AC/2	LA	1	2	3	8	17	25
1	PPC	RA	10	10	3	6	12	18
1	PPC	LA	10	10	3	6	12	18
1	Medium Laser	RT	3	5	-	3	6	9
1	Medium Laser	LT	3	5	-	3	6	9

Ammo Type: Ultra AC/2 Rounds: 45 BV: 10

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

oooooooooooo oo

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	-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 Ultra AC/2
- 1-3 Ultra AC/2
- 1-3 Ultra AC/2
- 1-3 PPC
- 1-3 PPC
- 1-3 PPC
- 4-6 Ferro-Fibrous
- 4-6 Ferro-Fibrous
- 4-6 Ferro-Fibrous
- 4-6 Ferro-Fibrous

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- 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
- 4-6 XL Engine
- 4-6 XL Engine
- 4-6 XL Engine
- 4-6 Roll Again
- 4-6 Roll Again

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

Battle Value: **1,225**

Weapon Value: **1,491 / 1,491**

Cost, C-Bills: **14,006,574**

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Ultra AC/2
- 1-3 Ultra AC/2
- 1-3 Ultra AC/2
- 1-3 PPC
- 1-3 PPC
- 1-3 PPC
- 4-6 Endo Steel
- 4-6 Endo Steel
- 4-6 Endo Steel
- 4-6 Endo Steel

Right Torso

- 1-3 XL Engine
- 1-3 XL Engine
- 1-3 XL Engine
- 1-3 Medium Laser
- 1-3 Ammo (Ult AC/2) 45
- 1-3 Endo Steel
- 4-6 Endo Steel
- 4-6 Endo Steel
- 4-6 Endo Steel
- 4-6 Endo Steel
- 4-6 Endo Steel

Right Leg

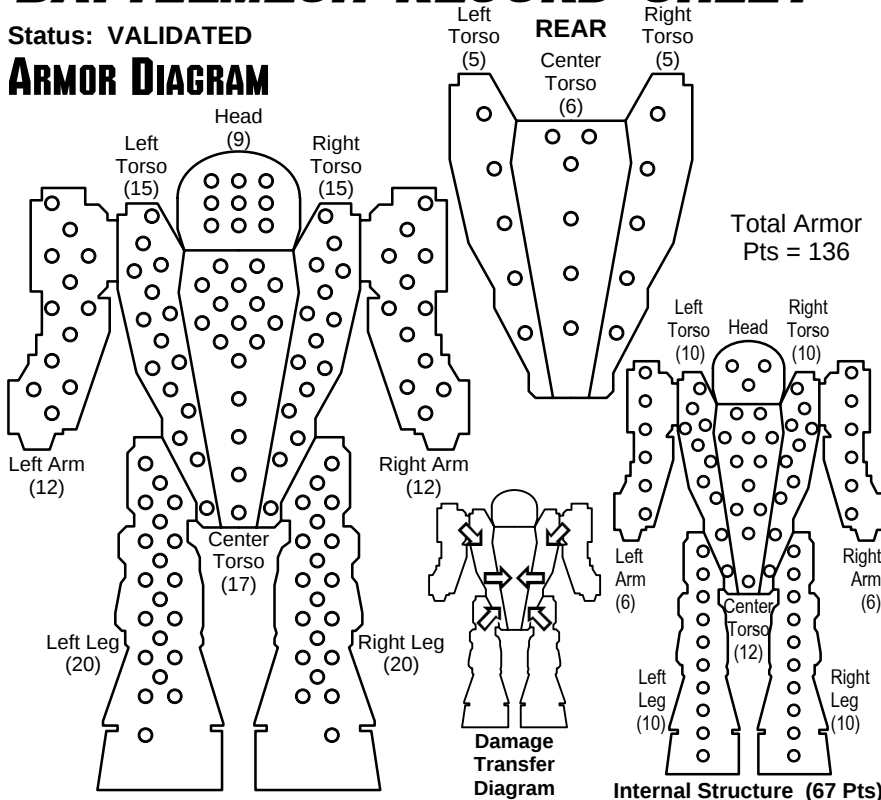
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Initiate INI-02**

Mass: **40 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** Inner Sphere

Running: **6** Biped 'Mech

Jumping: **0** Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	LA	3	5	-	3	6	9
3	ER Small Laser	RA	2	3	-	2	4	5
1	Anti-Missile System	LT	1	1d6	-	-	-	-
1	LRM 15	LT	5	1/hit	6	7	14	21
1	SRM 6	RT	4	2/hit	-	3	6	9

Ammo Type: Rounds: BV:

Anti-Missile System 12 13

LRM 15 8 19

SRM 6 15 8

Total Heat Sinks: 11 Double (22)

oooooooooooo o

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

1-3

- Medium Laser
- Medium Laser
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

4-6

Left Torso

- Anti-Missile System
- LRM 15
- LRM 15
- LRM 15
- Ammo (AMS) 12
- Ammo (LRM 15) 8

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- CASE

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

4-6

Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Endo Steel
- Endo Steel

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

Battle Value: **899**

Weapon Value: **953 / 953**

Cost, C-Bills: **3,177,184**

Right Arm

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

1-3

- ER Small Laser
- ER Small Laser
- ER Small Laser
- 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

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- SRM 6
- SRM 6
- Ammo (SRM 6) 15

4-6

Right Leg

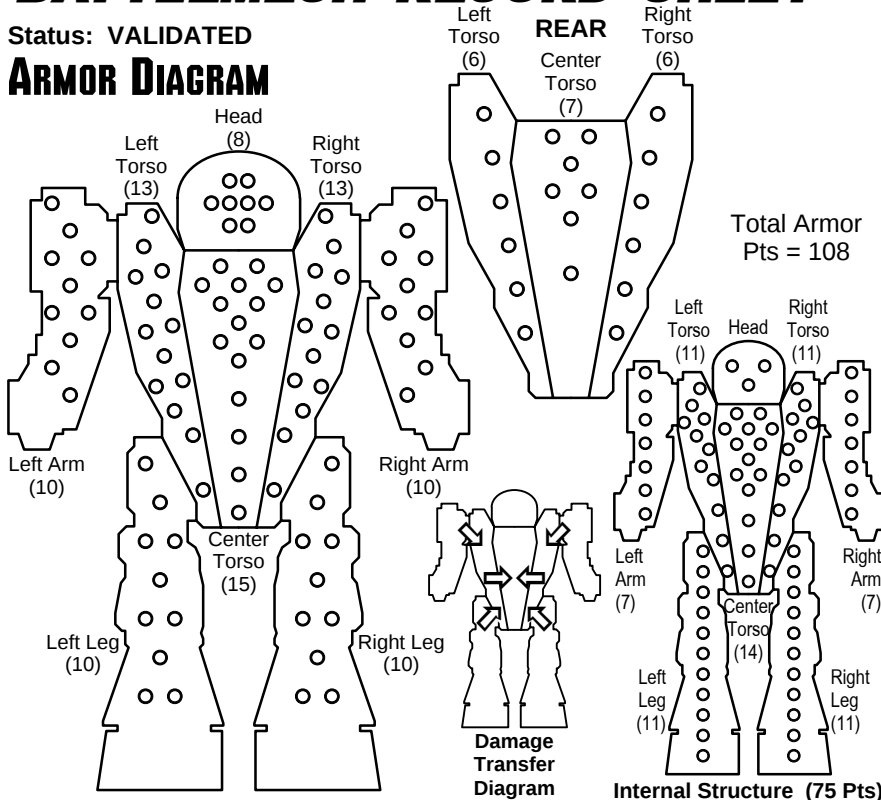
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Hollander II BZK-F5**

Mass: **45 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** Inner Sphere

Running: **8** Biped 'Mech

Jumping: **0** Level 2 / 3060

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	LT	3	5	-	3	6	9
1	Streak SRM 2	LT	2	2/hit	-	3	6	9

Ammo Type: Rounds: BV:

Gauss Rifle 16 101

Streak SRM 2 50 5

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	-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
- Endo Steel
- Endo Steel

1-3

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

4-6

Left Torso

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

1-3

- Endo Steel
- 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
- 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: **1,084**

Weapon Value: **637 / 617**

Cost, C-Bills: **3,912,390**

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

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

1-3

- Gauss Rifle
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

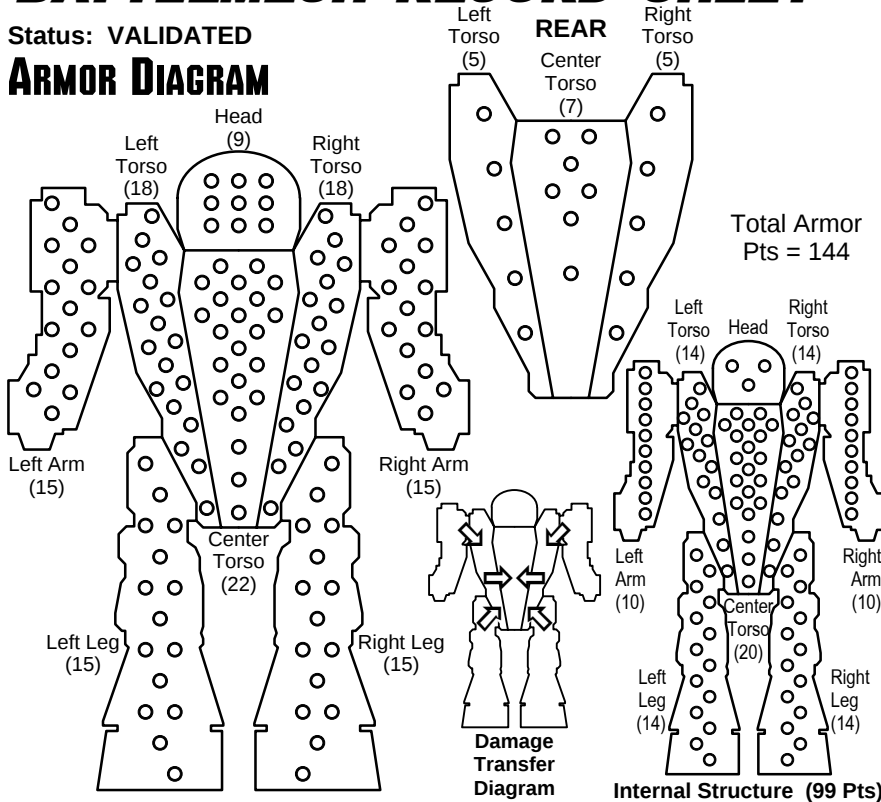
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Helios HEL-C**

Mass: **60 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** Inner Sphere
Running: **6** Biped 'Mech
Jumping: **4** Level 2 / 3060

Weapons Inventory:		(hexes)						
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	RT	4	2/hit	-	3	6	9
1	SRM 6	LT	4	2/hit	-	3	6	9
1	Gauss Rifle	RA	1	15	2	7	15	22
1	ER Medium Laser	LA	5	5	-	4	8	12
1	C³ Slave Unit	HD	0	-	-	-	-	-

Ammo Type:	Rounds:	BV:
SRM 6	15	11
Gauss Rifle	16	121

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®

CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- SRM 6
- SRM 6
- Endo Steel

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

Left Leg

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

Head

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

Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Endo Steel
- Endo Steel

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

Battle Value: **1,544**

Add for C³: **& 175**

Weapon Value: **1,227 / 1,227**

Cost, C-Bills: **6,008,000**

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

- SRM 6
- SRM 6
- Ammo (SRM 6) 15
- Ammo (Gauss) 8
- Ammo (Gauss) 8
- Endo Steel

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- CASE

Right Leg

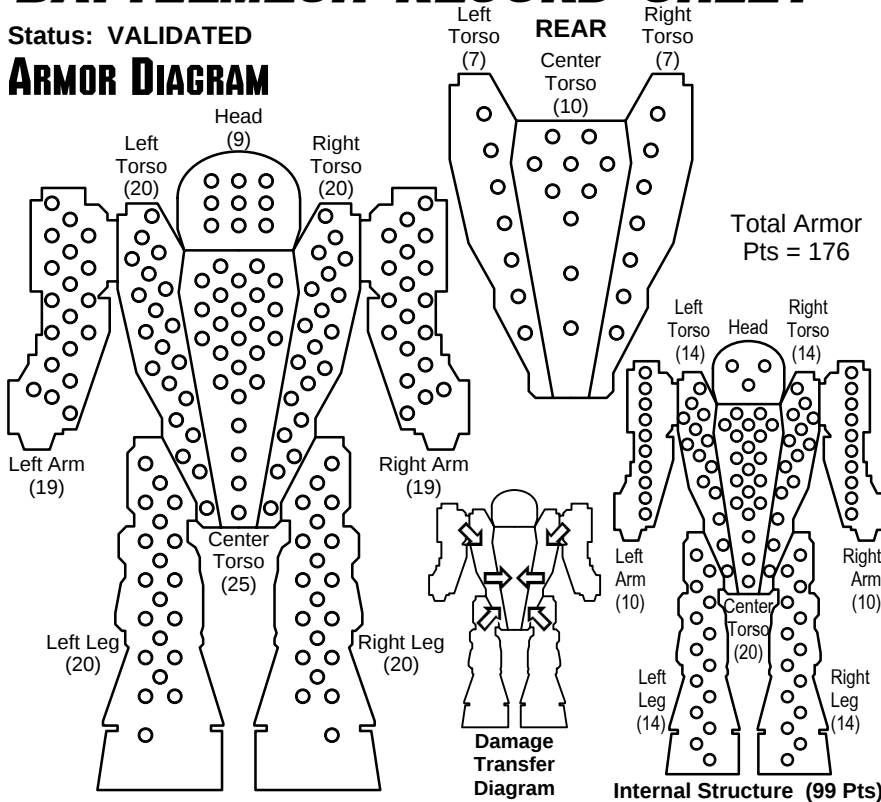
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Helios HEL-4A**

Mass: **60 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** Inner Sphere
Running: **6** Biped 'Mech
Jumping: **4** Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	10	-	7	14	23
1	Medium Laser	HD	3	5	-	3	6	9
2	Medium Laser	LA	3	5	-	3	6	9
1	MRM 20	RT	6	1/hit	-	3	8	15

Ammo Type: MRM 20 Rounds: 24 BV: 46

Total Heat Sinks: 15 Double (30)

oooooooooooo oooooo

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

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1-3 Endo Steel
- Endo Steel
- 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

Head

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

Center Torso

- Fusion Engine
- Fusion Engine
- 1-3 Fusion Engine
- Gyro
- Gyro
- Gyro
- 1-3 Gyro
- Fusion Engine
- Fusion Engine
- 4-6 Fusion Engine
- Endo Steel
- Endo Steel

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

Battle Value: **1,426**
Weapon Value: **1,602 / 1,602**
Cost, C-Bills: **5,604,800**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 4-6 ER PPC
- ER PPC
- ER PPC

Right Torso

- MRM 20
- MRM 20
- MRM 20
- 1-3 Ammo (MRM 20) 12
- Ammo (MRM 20) 12
- Endo Steel
- 1-3 Endo Steel
- Endo Steel
- Endo Steel
- 4-6 Endo Steel
- Endo Steel
- CASE

Right Leg

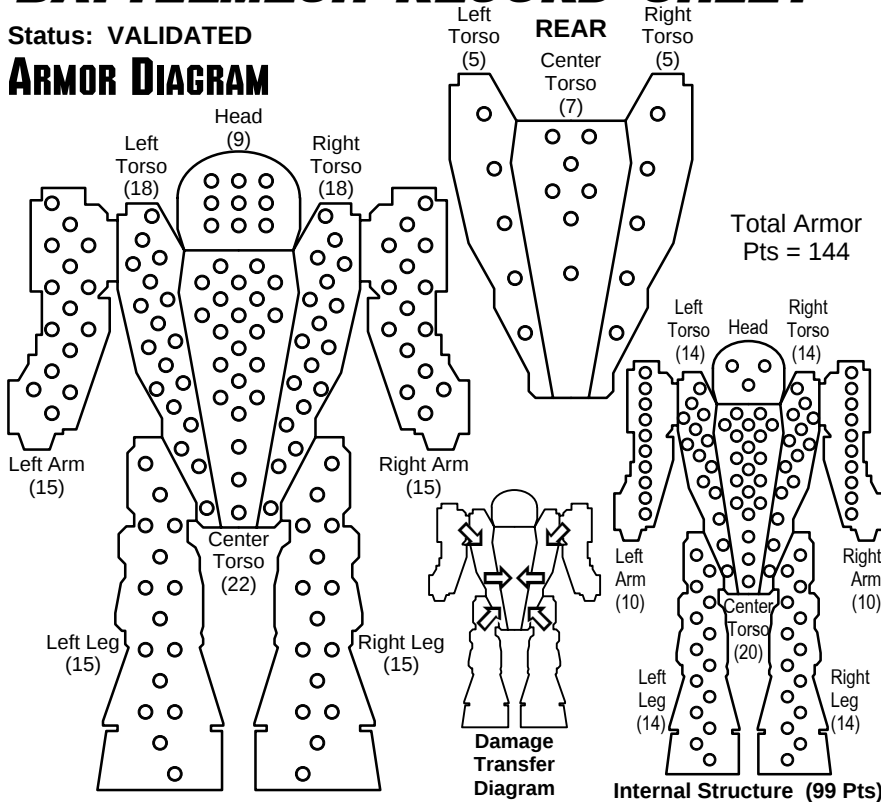
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Helios HEL-3D**

Mass: **60 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** Inner Sphere
Running: **6** Biped 'Mech
Jumping: **4** Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	RT	4	2/hit	-	3	6	9
1	SRM 6	LT	4	2/hit	-	3	6	9
1	Gauss Rifle	RA	1	15	2	7	15	22
2	ER Medium Laser	LA	5	5	-	4	8	12

Ammo Type: Rounds: BV:

SRM 6 15 11

Gauss Rifle 16 121

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	-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
- ER Medium Laser
- ER Medium Laser
- 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
- SRM 6
- SRM 6
- 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
- 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: **1,559**

Weapon Value: **1,440 / 1,440**

Cost, C-Bills: **5,736,000**

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

- SRM 6
- SRM 6
- Ammo (SRM 6) 15
- Ammo (Gauss) 8
- Ammo (Gauss) 8
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- CASE

4-6

Right Leg

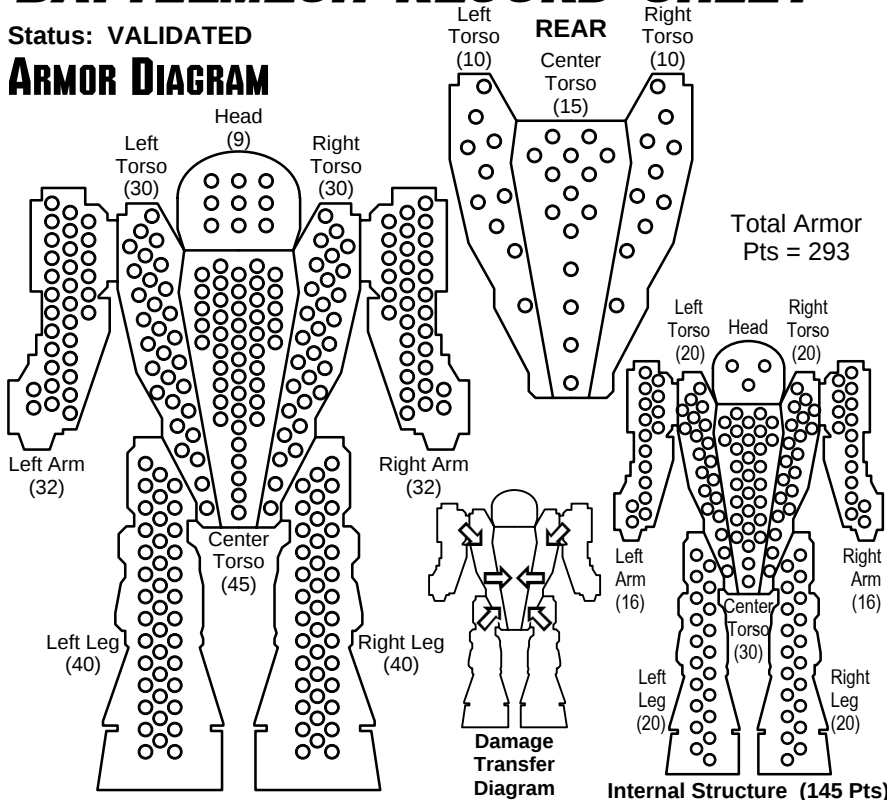
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Hauptmann HA1-OB**

Mass: **95 tons**

Movement Points: Tech, Config. & Level:

Walking: **3**

Inner Sphere

Running: **5**

Biped OmniMech

Jumping: **0**

Level 2 / 3060

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	10	-	7	14	23
1	ER PPC	LA	15	10	-	7	14	23
1	Medium Pulse Laser	RA	4	6	-	2	4	6
1	Medium Pulse Laser	LA	4	6	-	2	4	6
1	Ultra AC/20	RT	8	20	-	3	7	10
1	Medium Pulse Laser	HD	4	6	-	2	4	6

Ammo Type:

Rounds:

BV:

Ultra AC/20

15

96

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

oooooooooooo oooooo

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 #

CRITICAL HIT TABLE

Left Arm

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

1-3

- ER PPC
- ER PPC
- Medium Pulse Laser
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 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
- Medium Pulse Laser
- Sensors
- Life Support

1-3

4-6

Center Torso

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

1-3

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Ultra AC/20 (Cont)
- Ultra AC/20 (Cont)
- Ultra AC/20 (Cont)

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

Battle Value: **1,662**

Weapon Value: **2,060 / 2,060**

Cost, C-Bills: **12,454,406**

Right Arm

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

1-3

- ER PPC
- ER PPC
- Medium Pulse Laser
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20

1-3

4-6

- Ultra AC/20
- Ultra AC/20
- Ammo (Ult AC/20) 5
- Ammo (Ult AC/20) 5
- Ammo (Ult AC/20) 5
- CASE

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	

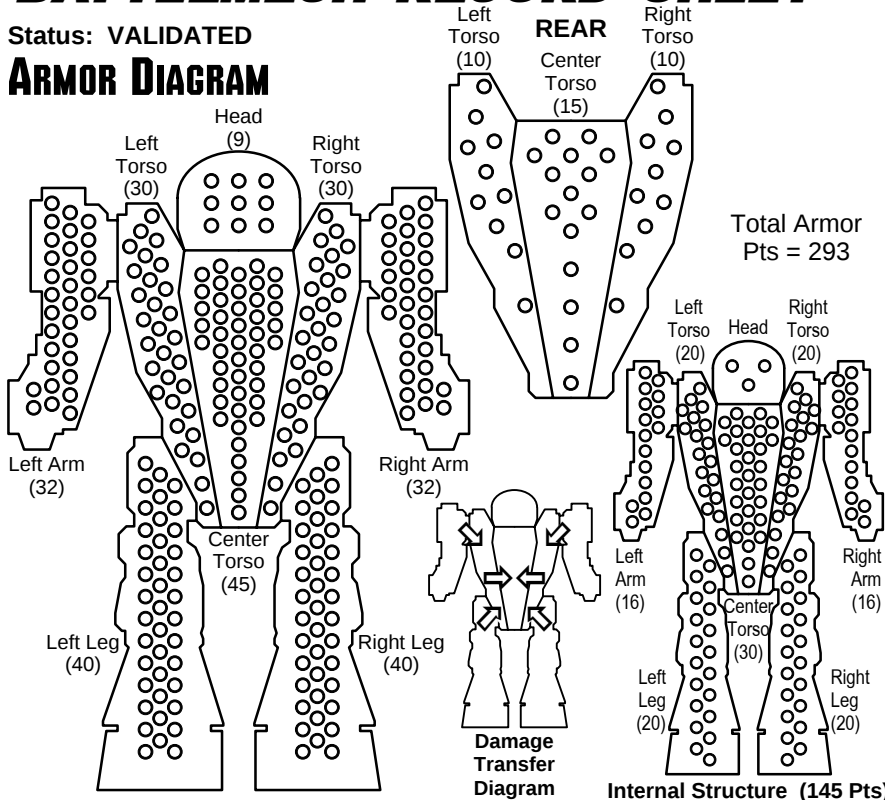
WIZKIDS

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Hauptmann HA1-OA**

Mass: **95 tons**

Movement Points: Tech, Config. & Level:

Walking: **3** Inner Sphere
Running: **5** Biped OmniMech
Jumping: **3** Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	RA	5	5	-	4	8	12
2	ER Medium Laser	LA	5	5	-	4	8	12
1	Gauss Rifle	RT	1	15	2	7	15	22
1	SRM 6 w/ Artemis IV	RA	4	2/hit	-	3	6	9
1	SRM 6 w/ Artemis IV	LA	4	2/hit	-	3	6	9

Ammo Type: Rounds: BV:

Gauss Rifle	16	101
SRM 6	30	19

Total Heat Sinks: **17 Double (34)**

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Auto Eject: Weapon Heat:

☐ Operational ☐ Disabled (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	

WIZKIDS

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Medium Laser
- ER Medium Laser
- SRM 6
- SRM 6
- Artemis IV FCS

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
- Roll Again

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

Battle Value: **2,172**
Weapon Value: **3,070 / 2,939**
Cost, C-Bills: **12,478,050**

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
- Double Heat Sink

Left Leg

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Medium Laser
- ER Medium Laser
- SRM 6
- SRM 6
- Artemis IV FCS

Right Torso

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Ammo (Gauss) 8
- Ammo (Gauss) 8
- Ammo (SRM 6) 15
- Ammo (SRM 6) 15
- CASE

Right Leg

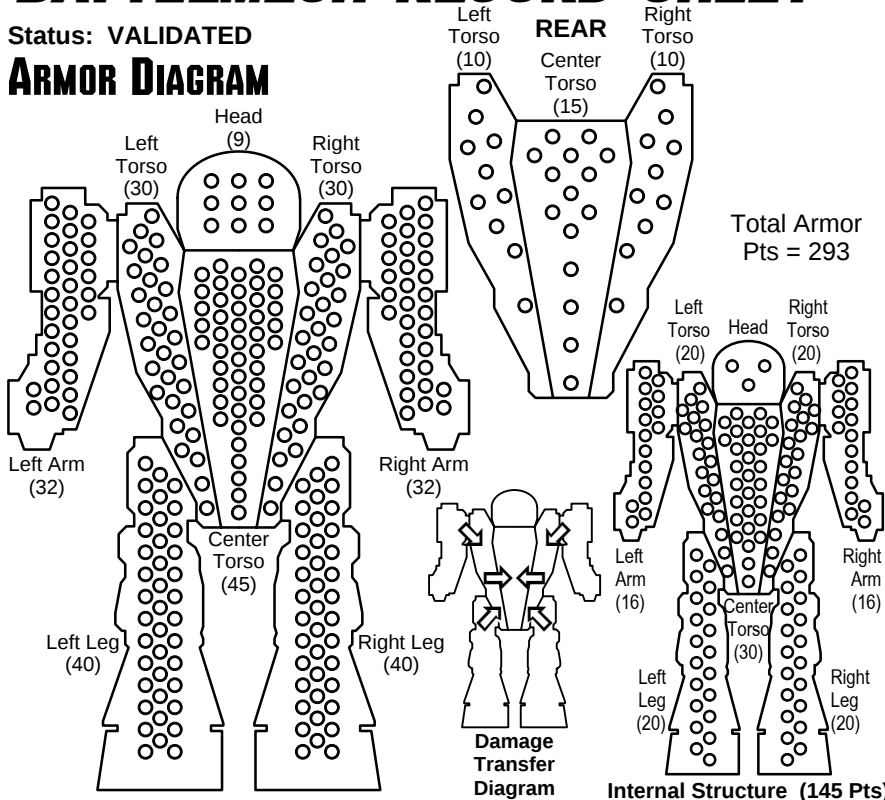
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (145 Pts)

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1-3 Double Heat Sink
- Double Heat Sink
- 4-6 Double Heat Sink
- Double Heat Sink
- 4-6 ER Large Laser
- ER Large Laser
- Medium Pulse Laser

Left Torso

- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- 1-3 LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- 1-3 LB 20-X AC
- LB 20-X AC
- 4-6 LB 20-X AC
- LB 20-X AC
- 4-6 LB 20-X AC
- Streak SRM 2

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

- Fusion Engine
- Fusion Engine
- 1-3 Fusion Engine
- Gyro
- Gyro
- Gyro
- 1-3 Gyro
- Fusion Engine
- 4-6 Fusion Engine
- Guardian ECM
- Guardian ECM

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

Battle Value: **1,819**

Weapon Value: **2,716 / 2,646**

Cost, C-Bills: **12,870,608**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1-3 Double Heat Sink
- Double Heat Sink
- 4-6 Double Heat Sink
- Double Heat Sink
- 4-6 ER Large Laser
- ER Large Laser
- Medium Pulse Laser

Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1-3 Double Heat Sink
- Double Heat Sink
- 4-6 Double Heat Sink
- Double Heat Sink
- 4-6 Streak SRM 2
- Ammo (LB 20-X) 5
- Ammo (LB 20-X) 5
- Ammo (LB 20-X) 5
- Ammo (Streak 2) 50
- CASE

Right Leg

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

'MECH DATA

Type: **Hauptmann HA1-O**

Mass: **95 tons**

Movement Points: Tech, Config. & Level:

Walking: **3**

Running: **5**

Jumping: **0**

Inner Sphere

Biped OmniMech

Level 2 / 3060

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	LA	12	8	-	7	14	19
1	ER Large Laser	RA	12	8	-	7	14	19
1	Medium Pulse Laser	RA	4	6	-	2	4	6
1	Medium Pulse Laser	LA	4	6	-	2	4	6
1	ER Small Laser	HD	2	3	-	2	4	5
1	LB 20-X AC	LT	6	20	-	4	8	12
1	Streak SRM 2	RT	2	2/hit	-	3	6	9
1	Streak SRM 2	LT	2	2/hit	-	3	6	9
1	Guardian ECM	CT	0	-	-	-	-	6

Ammo Type:	Rounds:	BV:
LB 20-X AC	15	81
Streak SRM 2	50	4

Total Heat Sinks: **17 Double (34)**

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Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(44)

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	

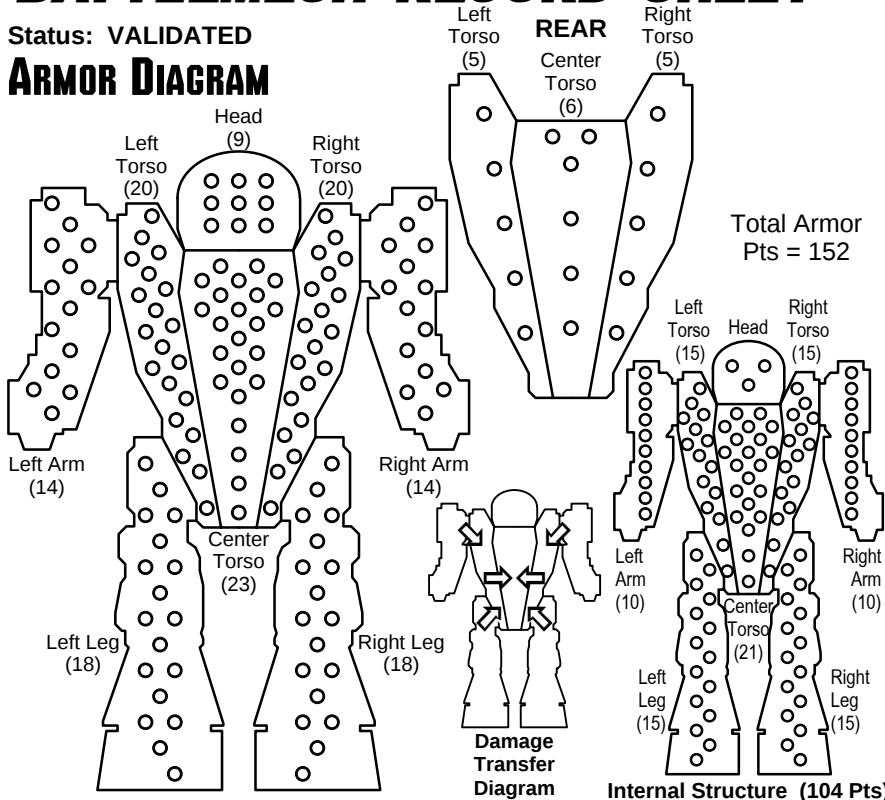
WIZKIDS

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (104 Pts)

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- LRM 10
- LRM 10

1-3

- Ammo (LRM 10) 12
- 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
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- 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

- 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: **1,082**

Weapon Value: **1,493 / 1,493**

Cost, C-Bills: **11,637,561**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- LRM 10
- LRM 10

1-3

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

4-6

Right Torso

- XL Engine
- XL Engine
- XL Engine
- LRM 20
- LRM 20
- LRM 20

1-3

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

4-6

Right Leg

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

'MECH DATA

Type: **Ha Otoko HKO-1C**

Mass: **65 tons**

Movement Points: Tech, Config. & Level:

Walking: **4**

Inner Sphere

Running: **6**

Biped 'Mech

Jumping: **0**

Level 2 / 3060

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	RA	4	1/hit	6	7	14	21
1	LRM 10	LA	4	1/hit	6	7	14	21
1	LRM 20	RT	6	1/hit	6	7	14	21
1	LRM 20	LT	6	1/hit	6	7	14	21

Ammo Type:

Rounds:

BV:

LRM 10

24

25

LRM 20

24

103

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	

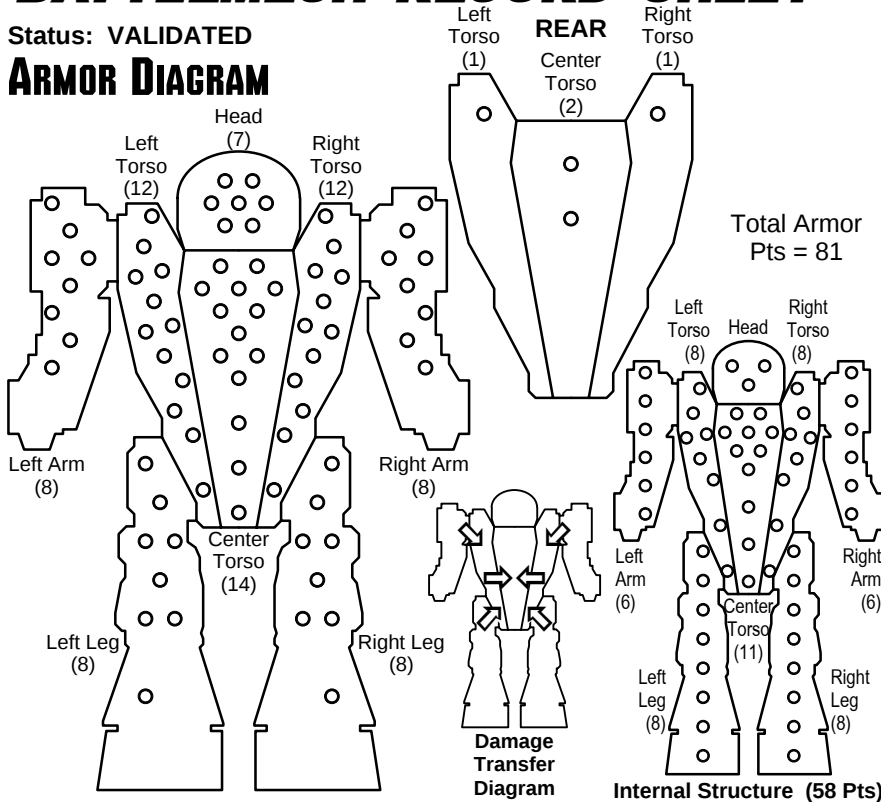
WIZKIDS

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Garm GRM-01B**

Mass: **35 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** Inner Sphere

Running: **8** Biped 'Mech

Jumping: **5** Level 2 / 3060

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 ER Large Laser RT 12 8 - 7 14 19

Ammo Type: Rounds: BV:

LRM 10 12 22

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

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Ferro-Fibrous
- Ferro-Fibrous

1-3

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

4-6

Left Torso

- Single Heat Sink
- Single Heat Sink
- LRM 10
- LRM 10
- Artemis IV FCS
- Ammo (LRM 10) 12

1-3

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

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

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

4-6

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

Battle Value: **732**
Weapon Value: **313 / 292**
Cost, C-Bills: **3,002,310**

Right Arm

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

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Right Torso

- Single Heat Sink
- Single Heat Sink
- ER Large Laser
- ER Large Laser
- Endo Steel
- Endo Steel

1-3

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

4-6

Right Leg

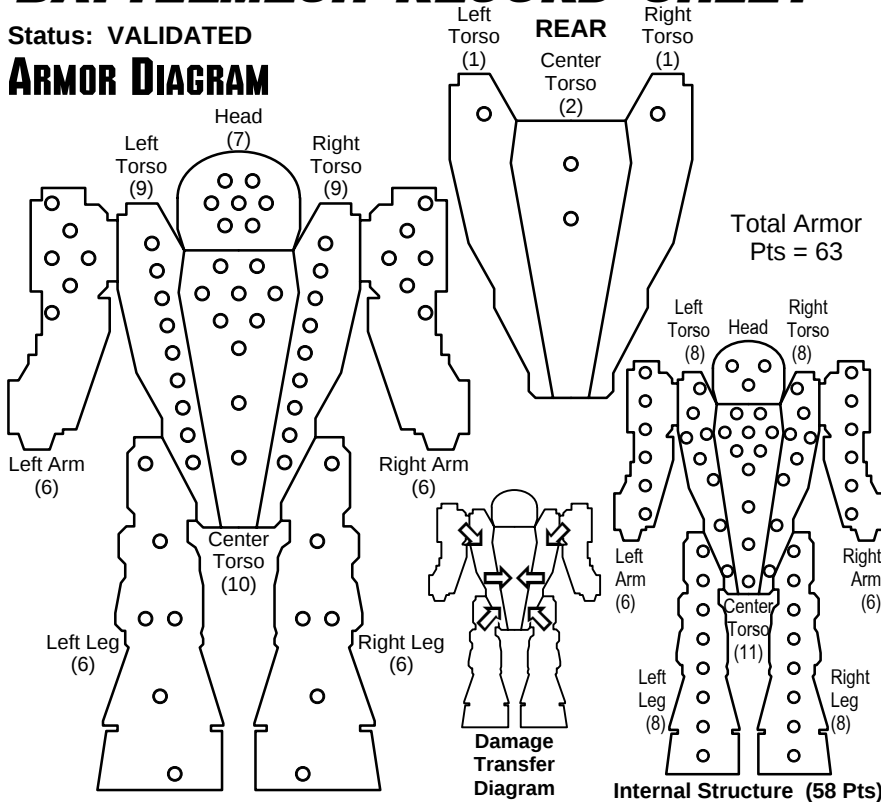
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Garm GRM-01A**

Mass: **35 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** Inner Sphere

Running: **8** Biped 'Mech

Jumping: **5** Level 2 / 3060

Weapons Inventory: (hexes)

Qty Type Loc Ht Dmg Min Sht Med Lng

1 LB 5-X AC RT 1 5 3 7 14 21

1 LRM 10 LT 4 1/hit 6 7 14 21

Ammo Type: Rounds: BV:

LB 5-X AC 20 20

LRM 10 12 22

Total Heat Sinks: **10 Single**

oooooooooooo

Auto Eject: Weapon Heat:

☐ Operational ☐ Disabled (5)

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
- Ferro-Fibrous
- Ferro-Fibrous

1-3

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

4-6

Left Torso

- Single Heat Sink
- LRM 10
- LRM 10
- Ammo (LRM 10) 12
- Ferro-Fibrous
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- 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

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: **662**

Weapon Value: **226 / 226**

Cost, C-Bills: **2,874,060**

Right Arm

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

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Right Torso

- Single Heat Sink
- LB 5-X AC
- LB 5-X AC
- LB 5-X AC
- LB 5-X AC
- LB 5-X AC

1-3

- Ammo (LB 5-X) 20
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- 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	-2 Movement Points
10	
9	+1 Modifier to Fire
8	
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

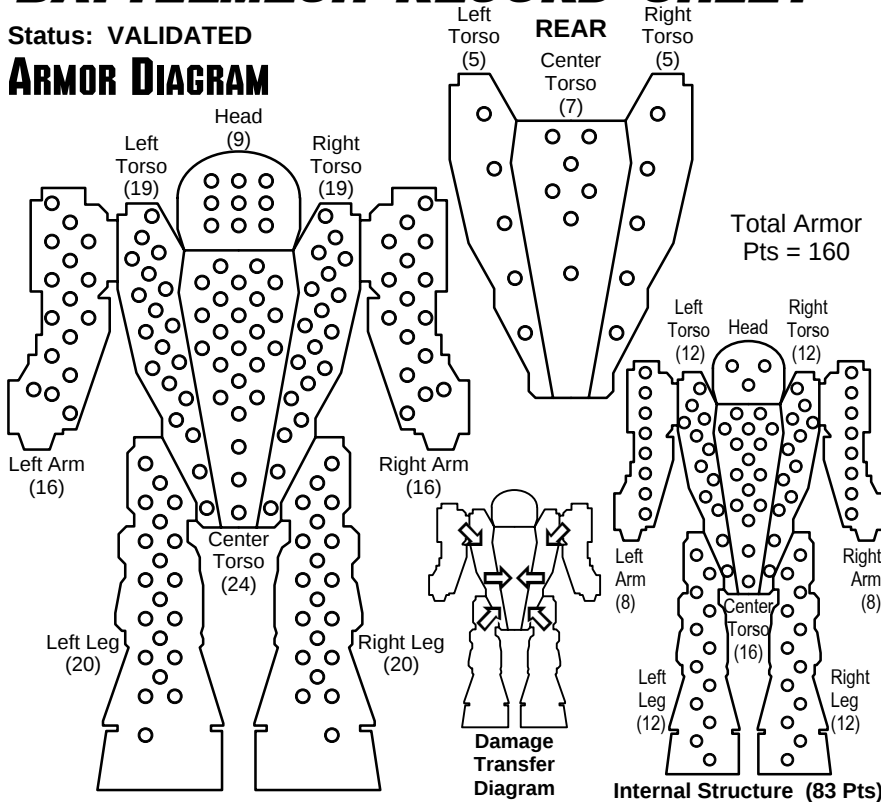
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Enforcer III ENF-6M**

Mass: **50 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** Inner Sphere

Running: **8** Biped 'Mech

Jumping: **5** Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	LA	12	8	-	7	14	19
1	ER Small Laser	LT	2	3	-	2	4	5
1	Ultra AC/10	RA	4	10	-	6	12	18

Ammo Type: Ultra AC/10 Rounds: 20 BV: 117

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	
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
- Endo Steel

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

Left Torso

- XL Engine
- XL Engine
- XL Engine
- 1-3 ER Small Laser
- Endo Steel
- Endo Steel

- Endo Steel
- 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

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- 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
- Jump Jet
- Roll Again

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

Battle Value: **1,427**
Weapon Value: **1,040 / 1,040**
Cost, C-Bills: **8,685,874**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Ultra AC/10
- Ultra AC/10
- Ultra AC/10

- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- 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 Ammo (Ult AC/10) 10
- Ammo (Ult AC/10) 10
- Roll Again

Right Leg

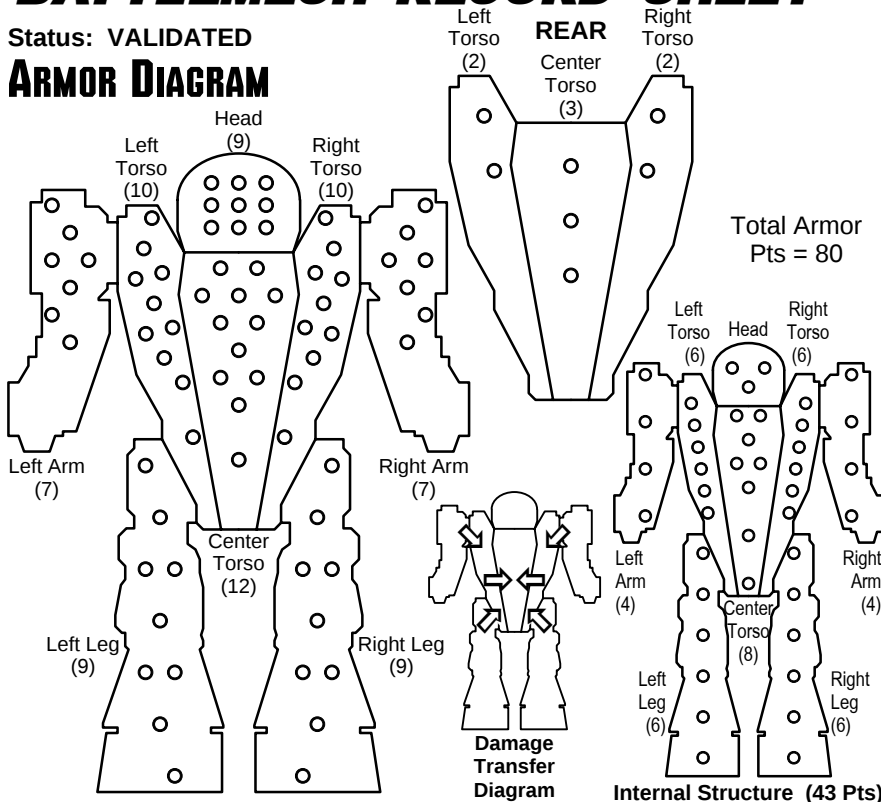
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Eagle EGL-2M**

Mass: **25 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** Inner Sphere

Running: **8** Biped 'Mech

Jumping: **5** Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	RA	12	8	-	7	14	19
1	ER Medium Laser	--	5	5	-	4	8	12
1	TAG	--	0	*	-	5	9	15

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
- Roll Again
- Endo Steel

1-3

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

4-6

Left Torso

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

1-3

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

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

4-6

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

Battle Value: **745**

Weapon Value: **357 / 357**

Cost, C-Bills: **2,237,916**

Right Arm

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

1-3

- Endo Steel
- Endo Steel
- Roll Again
- 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

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Jump Jet
- Endo Steel

4-6

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	

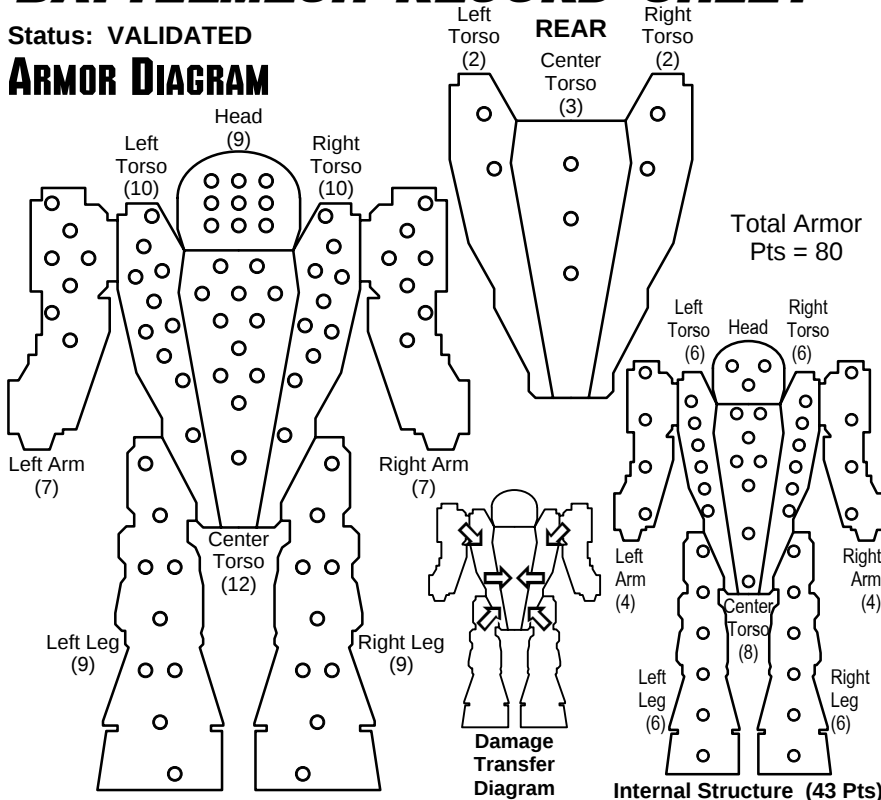
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Eagle EGL-1M

Mass: 25 tons

Movement Points: Tech, Config. & Level:

Walking: 5 Inner Sphere

Running: 8 Biped 'Mech

Jumping: 5 Level 2 / 3060

Weapons Inventory: (hexes)

Qty Type Loc Ht Dmg Min Sht Med Lng

1 ER Large Laser RA 12 8 - 7 14 19

1 Anti-Missile System LT 1 1d6 - - - -

1 ER Small Laser LA 2 3 - 2 4 5

Ammo Type: Rounds: BV:

Anti-Missile System 12 14

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject: Weapon Heat:

☐ Operational ☐ Disabled (15)

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
- ER Small Laser
- Endo Steel

1-3

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

4-6

Left Torso

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

1-3

- Jump Jet
- Jump Jet
- Anti-Missile System
- Ammo (AMS) 12
- 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

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

4-6

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

Battle Value: 718

Weapon Value: 278 / 278

Cost, C-Bills: 2,216,979

Right Arm

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

1-3

- Endo Steel
- Endo Steel
- Roll Again
- 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

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Jump Jet
- Endo Steel

4-6

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	

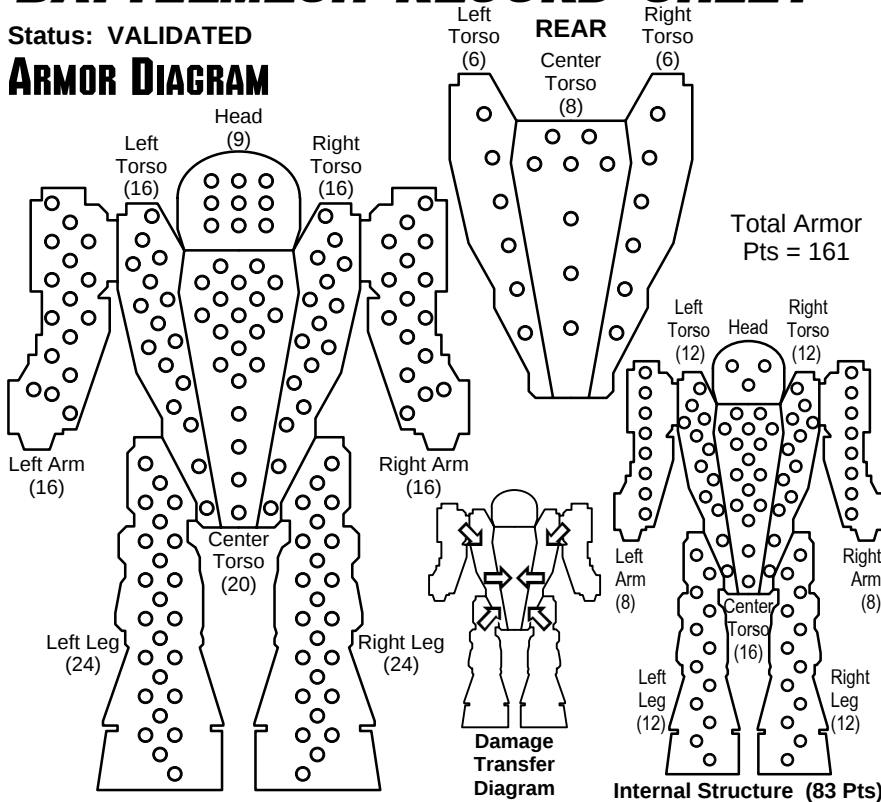
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (83 Pts)

Left Arm

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

1-3

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

4-6

Left Torso

- Single Heat Sink
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- 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
- Single Heat Sink
- Single Heat Sink

CRITICAL HIT TABLE

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

- Gyro
- Fusion Engine
- Fusion Engine
- C³ Slave Unit
- Roll Again

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

Battle Value: **950**

Add for C³: **& 90**

Weapon Value: **822 / 822**

Cost, C-Bills: **4,365,874**

Right Arm

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

1-3

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

4-6

Right Torso

- Single Heat Sink
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- 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
- Single Heat Sink
- Single Heat Sink

'MECH DATA

Type: **Crab CRB-C**

Mass: **50 tons**

Movement Points: Tech, Config. & Level:

Walking: **5**

Inner Sphere

Running: **8**

Biped 'Mech

Jumping: **0**

Level 2 / 3060

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8	-	5	10	15
1	Large Laser	LA	8	8	-	5	10	15
1	Small Laser	HD	1	3	-	1	2	3
1	C³ Slave Unit	CT	0	-	-	-	-	-

Total Heat Sinks: **16 Single**

oooooooooooo oooooo

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

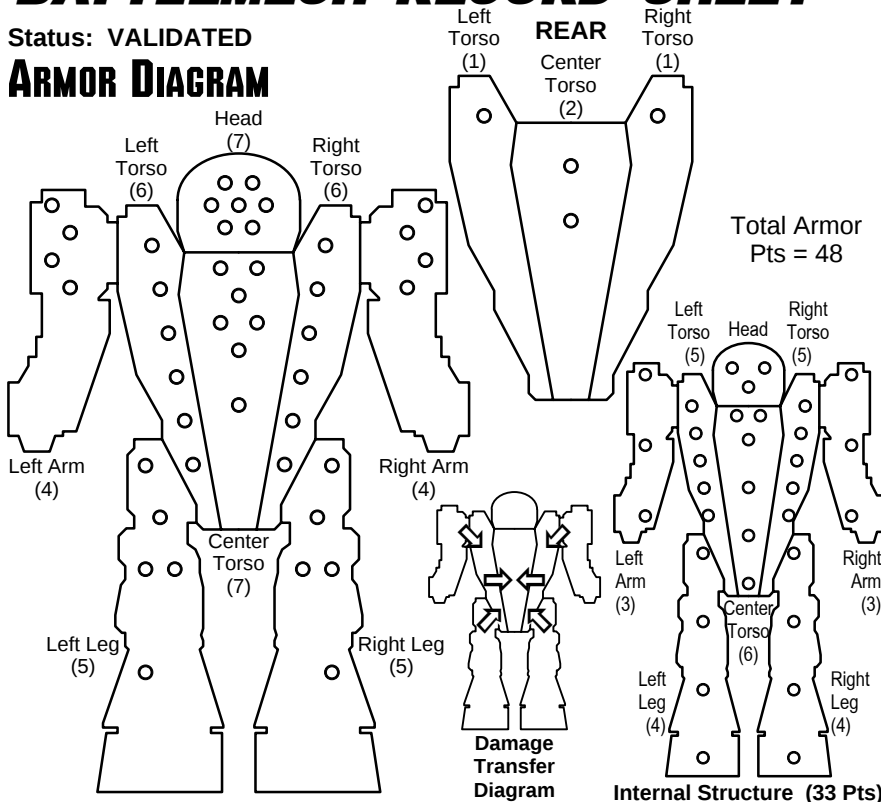
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Cossack C-SK1**

Mass: **20 tons**

Movement Points: Tech, Config. & Level:

Walking: **6** Inner Sphere
Running: **9** Biped 'Mech
Jumping: **6** Level 2 / 3060

Weapons Inventory: (hexes)

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

Ammo Type: SRM 6 Rounds: 15 BV: 16

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
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Endo Steel

1-3

- Endo Steel
- Endo Steel

4-6

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

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Single Heat Sink
- Single Heat Sink
- Single Heat Sink

1-3

- Jump Jet
- Small Laser
- Endo Steel
- Endo Steel
- Endo Steel
- 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

Center Torso

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

4-6

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

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

Battle Value: **374**

Weapon Value: **145 / 145**

Cost, C-Bills: **2,362,440**

Right Arm

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

1-3

- Endo Steel
- Roll Again

4-6

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

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Single Heat Sink
- Single Heat Sink
- Single Heat Sink

1-3

- Jump Jet
- Small Laser
- Ammo (SRM 6) 15
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Right Leg

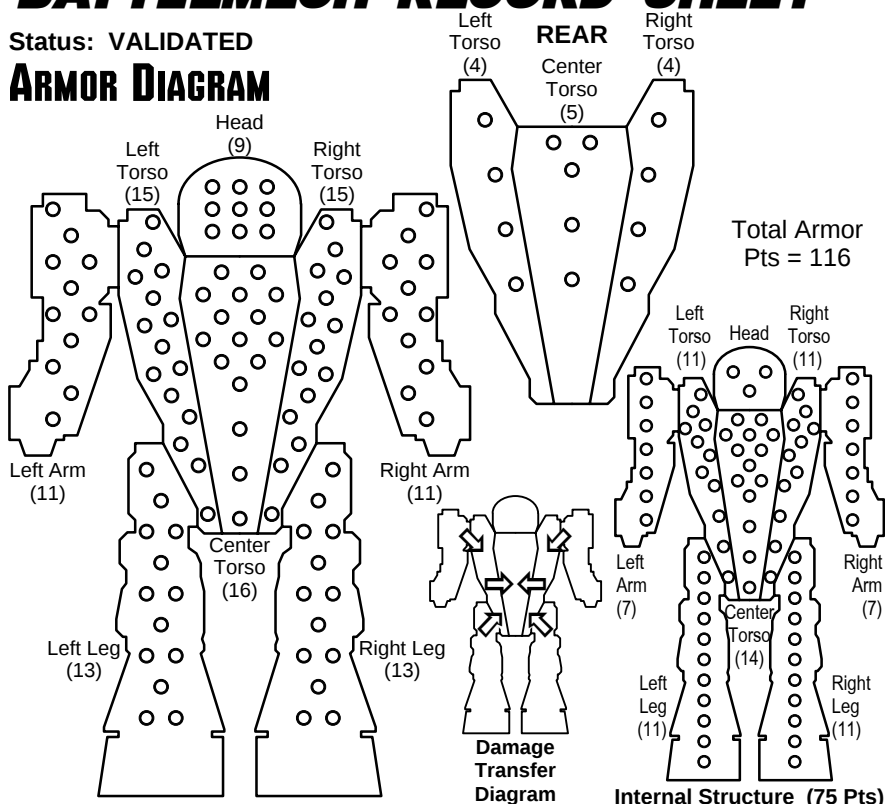
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 LRM 15
- LRM 15
- LRM 15
- Medium Laser

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1-3 Ammo (LRM 15) 8
- Ammo (LRM 15) 8
- Ammo (LRM 15) 8

- Ammo (LRM 15) 8
- Endo Steel
- Endo Steel
- Endo Steel
- 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 Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- 4-6 Fusion Engine
- Fusion Engine
- Fusion Engine
- Endo Steel
- Roll Again

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

Battle Value: **994**

Weapon Value: **841 / 841**

Cost, C-Bills: **4,143,375**

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 LRM 15
- LRM 15
- LRM 15
- Medium Laser

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

Right Torso

- 1-3 Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

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

Right Leg

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

'MECH DATA

Type: **Cobra CBR-02**

Mass: **45 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** Inner Sphere
Running: **8** Biped 'Mech
Jumping: **0** Level 2 / 3060

Weapons Inventory: (hexes)

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

Ammo Type: LRM 15 Rounds: 32 BV: 93

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

oooooooooooo

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

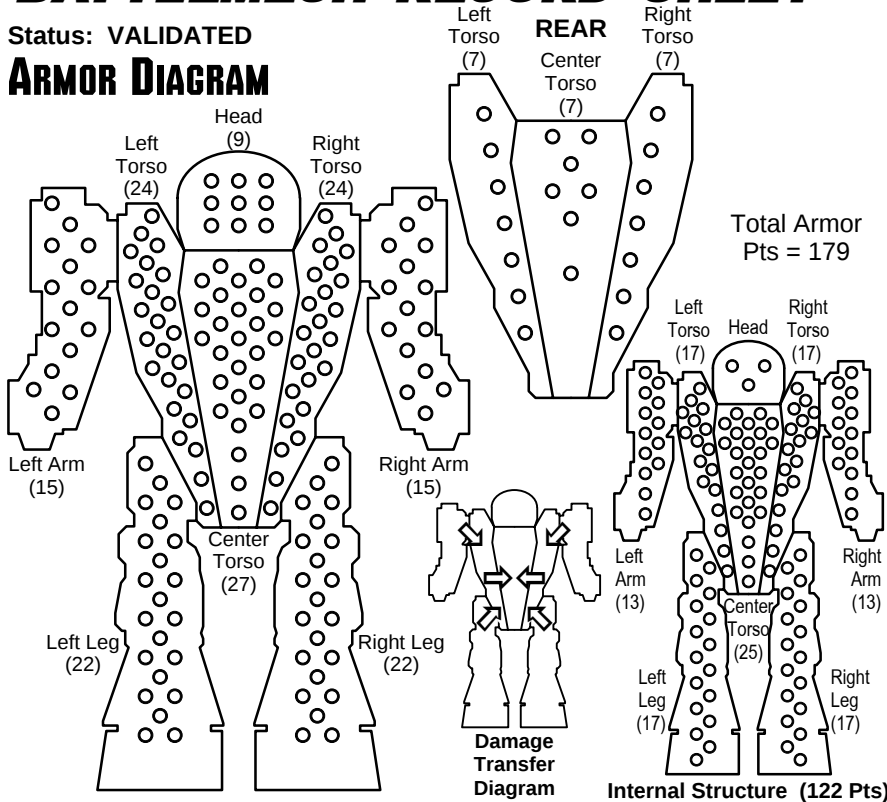
WIZKIDS

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Charger CGR-C**

Mass: **80 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** Inner Sphere

Running: **8** Biped 'Mech

Jumping: **5** Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20 w/ Artemis IV	RT	6	1/hit	6	7	14	21
1	Medium Pulse Laser	LT	4	6	-	2	4	6
1	Medium Pulse Laser	RA	4	6	-	2	4	6
1	Medium Pulse Laser	LA	4	6	-	2	4	6
1	C³ Slave Unit	RT	0	-	-	-	-	-

Ammo Type: LRM 20 Rounds: 18 BV: 139

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

oooooooooooo oo

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: **(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®

CRITICAL HIT TABLE

Left Arm

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

1-3

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

4-6

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Medium Pulse Laser
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6

1-3

- Ammo (LRM 20) 6
- 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

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

Battle Value: **1,479**

Add for C³: **& 126**

Weapon Value: **1,315 / 1,200**

Cost, C-Bills: **21,786,719**

Right Arm

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

1-3

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

4-6

Right Torso

- XL Engine
- XL Engine
- XL Engine
- LRM 20
- LRM 20
- LRM 20

1-3

- LRM 20
- LRM 20
- Artemis IV FCS
- C³ Slave Unit
- Roll Again
- Roll Again

4-6

Right Leg

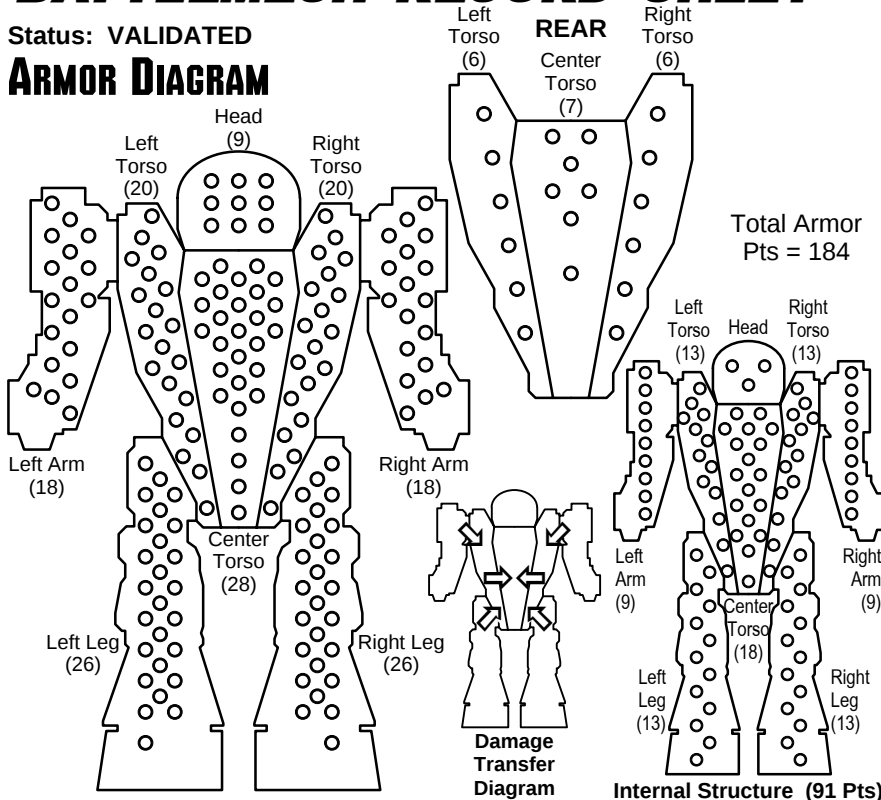
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Left Arm

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

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

Left Torso

1. Single Heat Sink
2. LRM 10
3. LRM 10
4. Artemis IV FCS
5. Endo Steel
6. Endo Steel

1. Endo Steel
2. Endo Steel
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
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 Pulse Laser (R)

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

Battle Value: **1,078**
Weapon Value: **1,110 / 1,058**
Cost, C-Bills: **5,166,254**

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. LB 10-X AC
2. LB 10-X AC
3. LB 10-X AC
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Torso

1. Single Heat Sink
2. Ammo (LRM 10) 12
3. Ammo (LRM 10) 12
4. Ammo (LB 10-X) 10
5. Ammo (LB 10-X) 10
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. CASE
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: **Centurion CN10-B**

Mass: **55 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** Inner Sphere
Running: **6** Biped 'Mech
Jumping: **0** Level 2 / 3060

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	Medium Laser	CT	3	5	-	3	6	9
1	LB 10-X AC	RA	2	10	-	6	12	18
1	Medium Pulse Laser	CT(R)	4	6	-	2	4	6

Ammo Type: Rounds: BV:
LRM 10 24 25
LB 10-X AC 20 43

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	

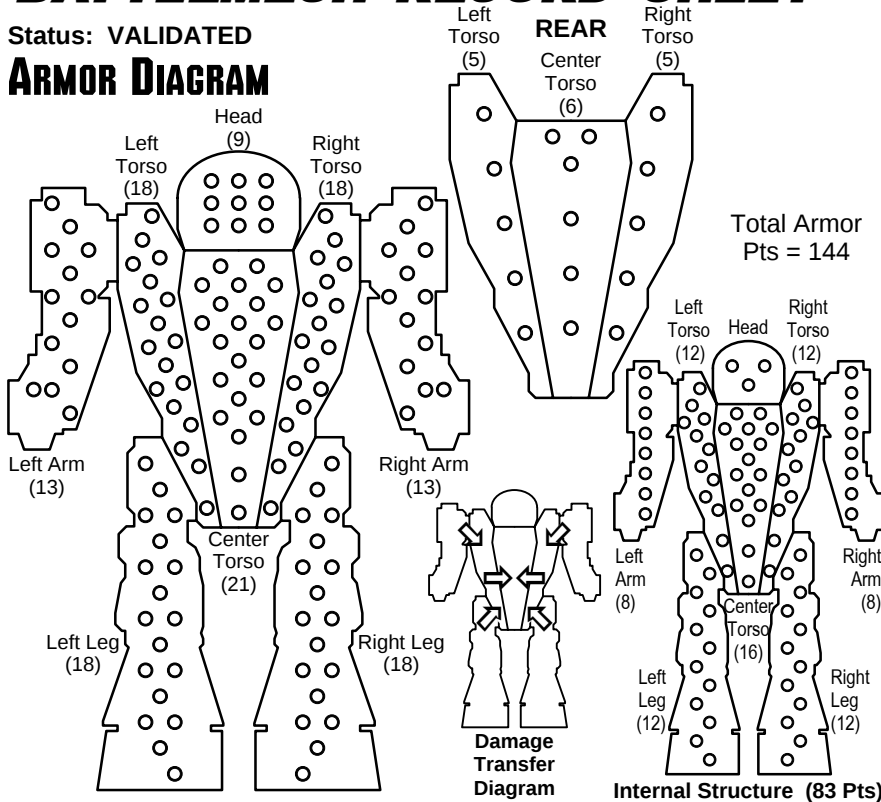
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Centurion CN9-YLW2**

Mass: **50 tons**

Movement Points: Tech, Config. & Level:

Walking: **6 [7]** Inner Sphere

Running: **9 [11]** Biped 'Mech

Jumping: **0** Level 2 / 3060

Weapons Inventory: (hexes)

Qty Type Loc Ht Dmg Min Sht Med Lng

1 Medium Pulse Laser CT(R) 4 6 - 2 4 6

2 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: 121

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	TSM Activates
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points (not with TSM)
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

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

4-6

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Triple Strength
- Triple Strength
- Endo Steel

1-3

- Triple Strength
- Endo Steel
- Endo Steel
- Endo Steel
- 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
- 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
- Medium Pulse Laser (R)
- Endo Steel

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

Battle Value: **1,327**

Weapon Value: **1,074 / 1,074**

Cost, C-Bills: **10,191,000**

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
- Triple Strength

1-3

- Triple Strength
- Triple Strength
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Right Leg

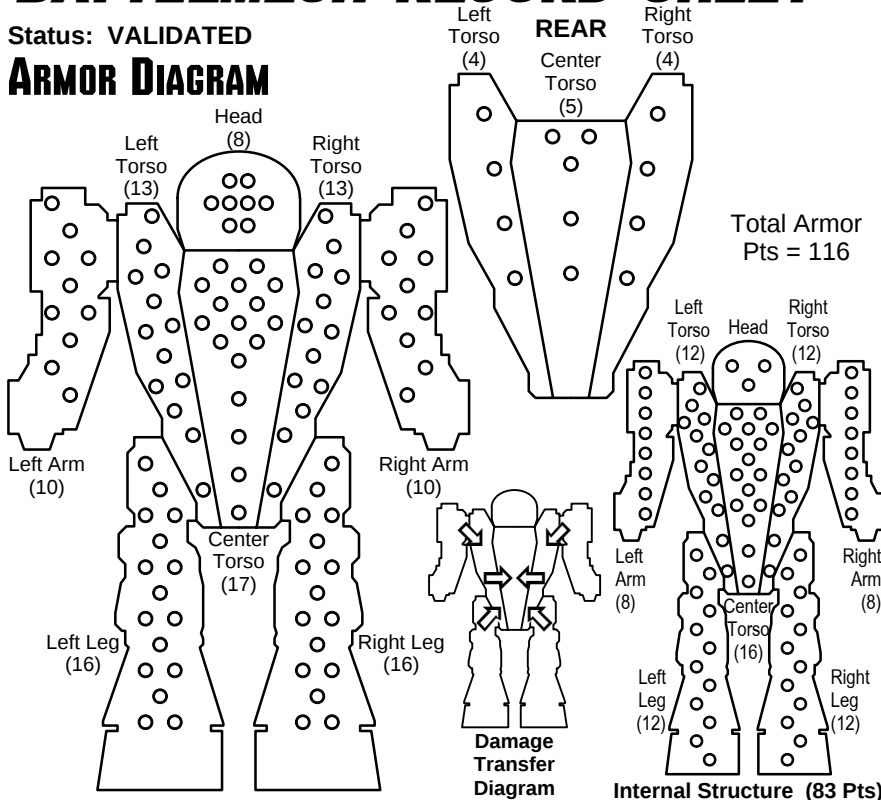
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Blitzkrieg BTZ-3F

Mass: 50 tons

Movement Points: Tech, Config. & Level:

Walking: 7 Inner Sphere

Running: 11 Biped 'Mech

Jumping: 0 Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/20	LT	8	20	-	3	7	10

Ammo Type: Ultra AC/20 Rounds: 20 BV: 225

Total Heat Sinks: 10 Double (20)

oooooooooooo

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	

WIZKIDS

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20

1-3

- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20

4-6

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

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: 1,092

Weapon Value: 529 / 529

Cost, C-Bills: 10,787,500

Right Arm

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

1-3

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

4-6

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Ammo (Ult AC/20) 5
- Ammo (Ult AC/20) 5
- Ammo (Ult AC/20) 5

1-3

- Ammo (Ult AC/20) 5
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Right Leg

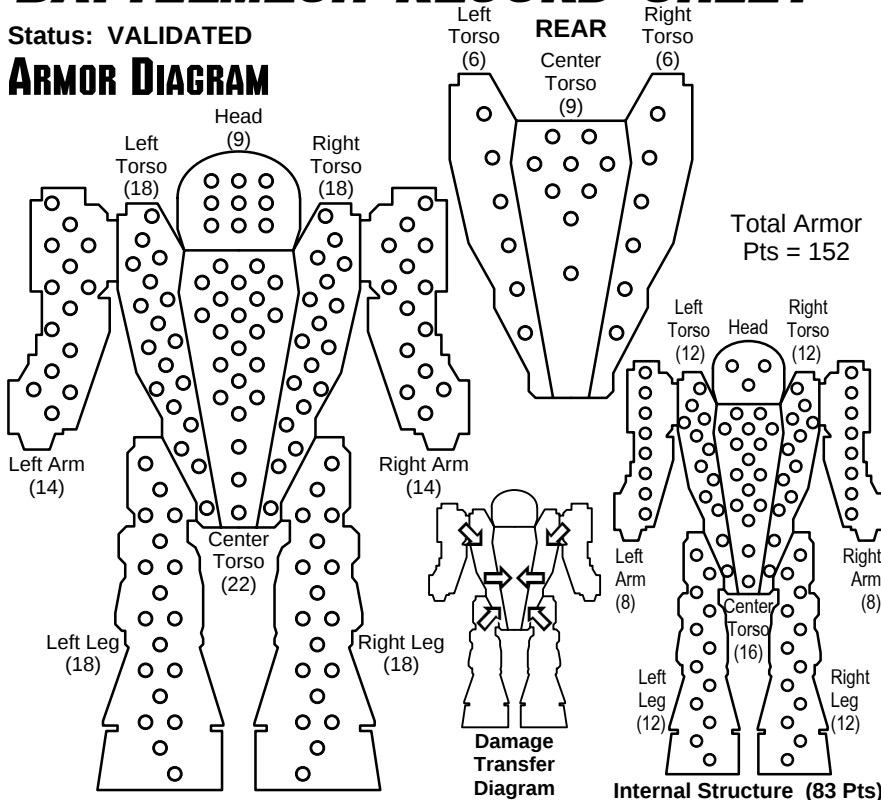
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Blackjack BJ2-OF**

Mass: **50 tons**

Movement Points: Tech, Config. & Level:

Walking: **4**

Running: **6**

Jumping: **4**

Inner Sphere

Biped OmniMech

Level 2 / 3060

Weapons Inventory:

(hexes)

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

Ammo Type:

Rounds:

BV:

Ultra AC/10

20

95

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

oooooooooooo oo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(35)

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
- ER Medium Laser

Head

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

Center Torso

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

Left Torso

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

- Endo Steel
- 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

Right Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Ultra AC/10

- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10

Right Torso

- XL Engine
- XL Engine
- XL Engine
- ER Medium Laser
- Ammo (Ult AC/10) 10
- Ammo (Ult AC/10) 10

- 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

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

Battle Value: **1,258**

Weapon Value: **1,053 / 1,053**

Cost, C-Bills: **9,344,844**

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid 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	

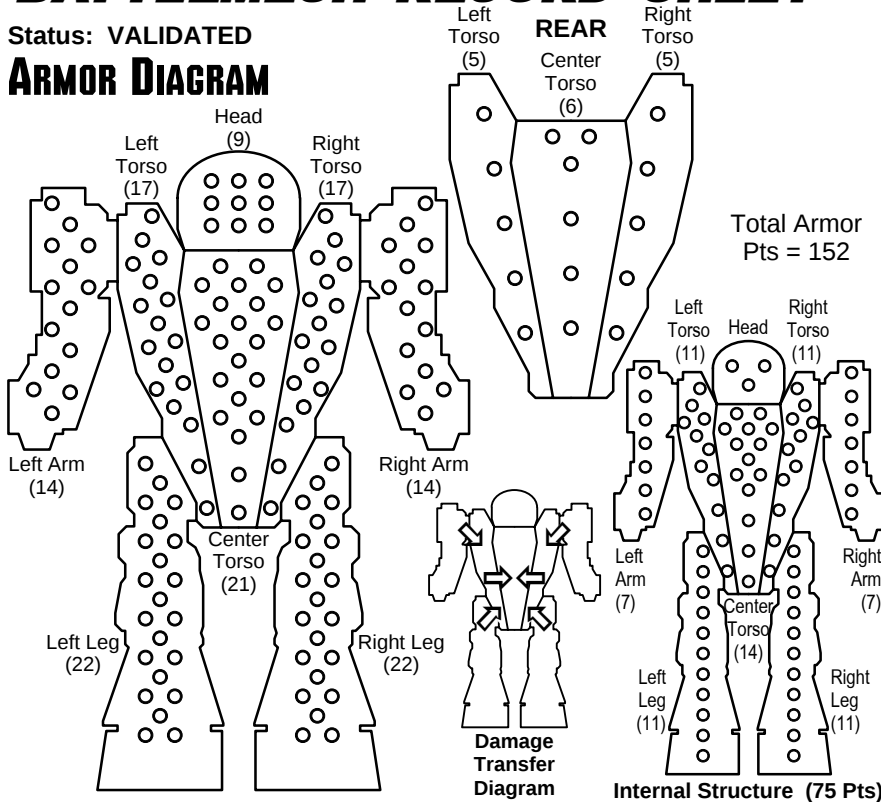
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Wyvern IIC**

Mass: **45 tons**

Movement Points: Tech, Config. & Level:

Walking: **4**

Running: **6**

Jumping: **4**

Clan

Biped 'Mech

Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	RA	12	10	-	8	15	25
2	ER Medium Laser	LA	5	7	-	5	10	15
2	ER Small Laser	RA	2	5	-	2	4	6
1	Flamer	CT	3	2	-	1	2	3
2	Machine Gun	LT	0	2	-	1	2	3
1	LRM 10	CT	4	1/hit	-	7	14	21
1	SRM 6	RT	4	2/hit	-	3	6	9

Ammo Type:	Rounds:	BV:
Machine Gun	200	2
LRM 10	24	46
SRM 6	30	23

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

oooooooooooo oo

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	-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
- Hand Actuator
- ER Medium Laser
- ER Medium Laser

1-3

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

4-6

Left Torso (CASE)

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Machine Gun

1-3

- Machine Gun
- Ammo (MG) 200
- Ammo (LRM 10) 12
- Ammo (LRM 10) 12
- 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
- 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
- Flamer
- LRM 10

4-6

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

Battle Value: **1,426**

Weapon Value: **1,415 / 1,415**

Cost, C-Bills: **4,060,290**

Right Arm

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

1-3

- ER Small Laser
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

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

1-3

- Jump Jet
- SRM 6
- Ammo (SRM 6) 15
- Ammo (SRM 6) 15
- Roll Again
- Roll Again

4-6

Right Leg

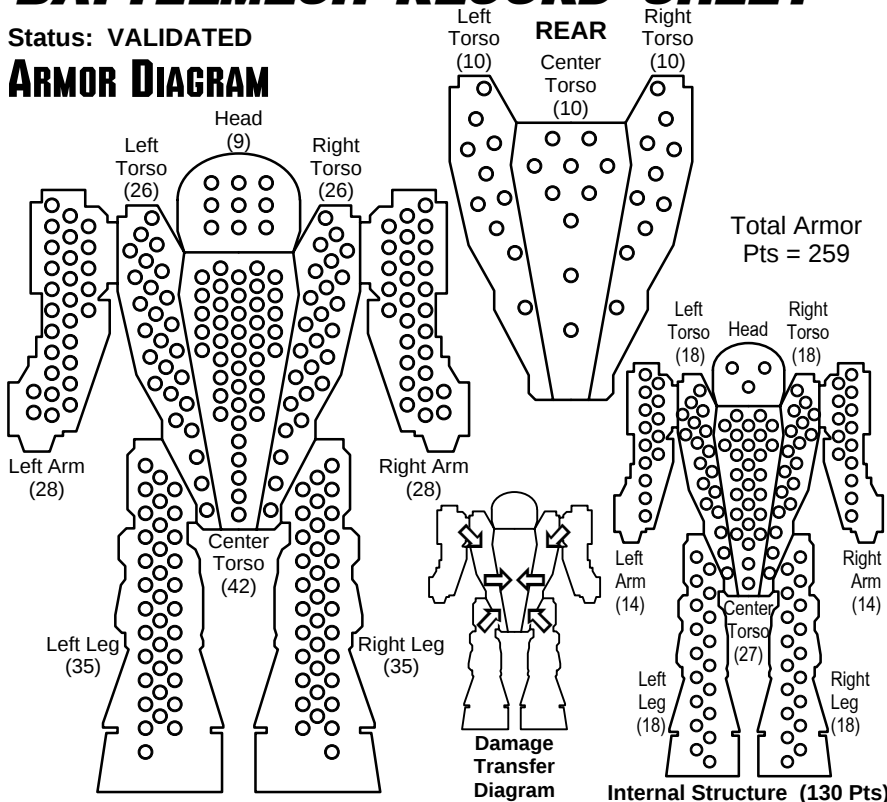
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Warhawk (Masakari) H**

Mass: **85 tons**

Movement Points: Tech, Config. & Level:

Walking: **4**

Clan

Running: **6**

Biped OmniMech

Jumping: **0**

Level 2 / 3060

Weapons Inventory:

(hexes)

Qty Type Loc Ht Dmg Min Sht Med Lng

2 Heavy Large Laser LA 18 16 - 5 10 15

2 Large Pulse Laser RA 10 10 - 6 14 20

1 LRM 10 RA 4 1/hit - 7 14 21

1 Targeting Computer

Ammo Type:

Rounds:

BV:

LRM 10

12

16

Total Heat Sinks: 25 Double (50)

oooooooooooo ooooooooooooo
ooooo

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 #

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Heavy Large Laser
- Heavy Large Laser
- Heavy Large Laser
- Heavy Large Laser
- Heavy Large Laser
- Heavy Large Laser
- 4-6 Ammo (LRM 10) 12
- Ferro-Fibrous

Left Torso

- XL Engine
- XL Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 4-6 Ferro-Fibrous
- Ferro-Fibrous

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

- XL Engine
- XL Engine
- 1-3 XL Engine
- Gyro
- Gyro
- Gyro
- 1-3 Gyro
- XL Engine
- XL Engine
- XL Engine
- 4-6 Double Heat Sink
- Double Heat Sink

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

Battle Value: **2,185**

Weapon Value: **5,019 / 5,019**

Cost, C-Bills: **25,662,199**

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Large Pulse Laser
- Large Pulse Laser
- Large Pulse Laser
- Large Pulse Laser
- 4-6 LRM 10
- Ferro-Fibrous

Right Torso

- XL Engine
- XL Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Targeting Computer
- Targeting Computer
- Targeting Computer
- Targeting Computer
- Double Heat Sink
- Double Heat Sink
- 4-6 Ferro-Fibrous
- Ferro-Fibrous

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	

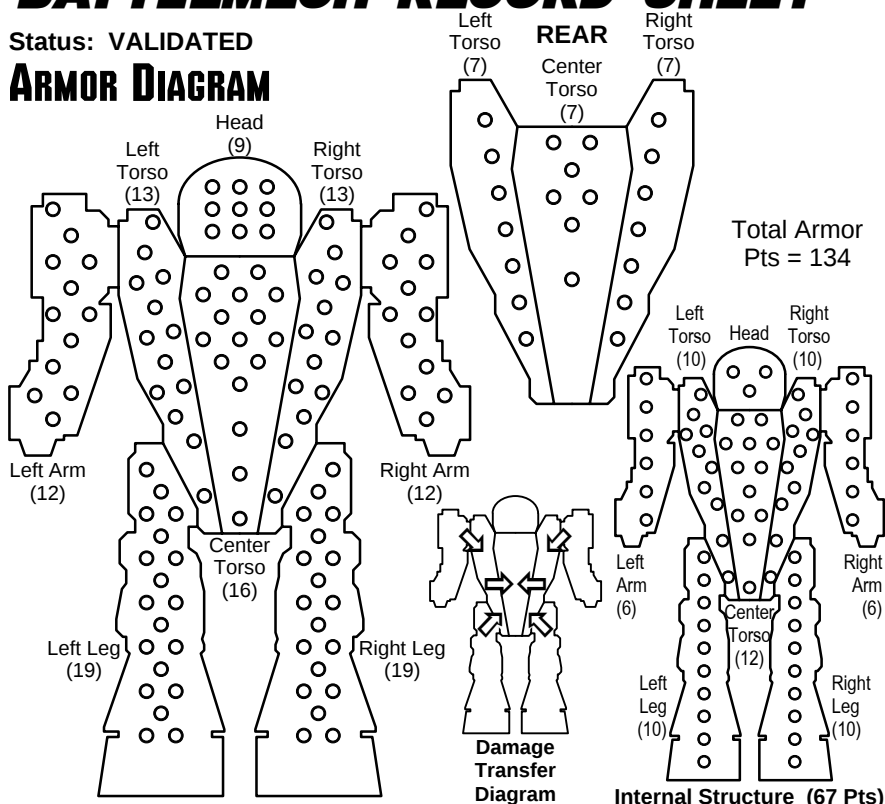
WIZKIDS

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Viper (Dragonfly) H**

Mass: **40 tons**

Movement Points: Tech, Config. & Level:

Walking: **8** Clan
Running: **12** Biped OmniMech
Jumping: **8** Level 2 / 3060

Weapons Inventory: (hexes)
Qty Type Loc Ht Dmg Min Sht Med Lng

1	Anti-Missile System	LT	1	2d6	-	-	-	-	-
1	ER Medium Laser	RT	5	7	-	5	10	15	
1	ER Medium Laser	LT	5	7	-	5	10	15	
1	Heavy Medium Laser	RA	7	10	-	3	6	9	
1	Heavy Medium Laser	LA	7	10	-	3	6	9	
1	Small Pulse Laser	RT	2	3	-	2	4	6	
1	Small Pulse Laser	LT	2	3	-	2	4	6	

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

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

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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	

WIZKIDS®

CRITICAL HIT TABLE

Left Arm

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

Left Torso (CASE)

- XL Engine
 - XL Engine
 - Jump Jet
 - Jump Jet
 - Anti-Missile System
 - ER Medium Laser
- 1-3
- Small Pulse Laser
 - Ammo (AMS) 24
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Ferro-Fibrous
- 4-6

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

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

Battle Value: **1,544**
Weapon Value: **1,053 / 1,053**
Cost, C-Bills: **11,192,532**

Right Arm

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

Right Torso

- XL Engine
 - XL Engine
 - Jump Jet
 - Jump Jet
 - ER Medium Laser
 - Small Pulse Laser
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Ferro-Fibrous
- 4-6

Right Leg

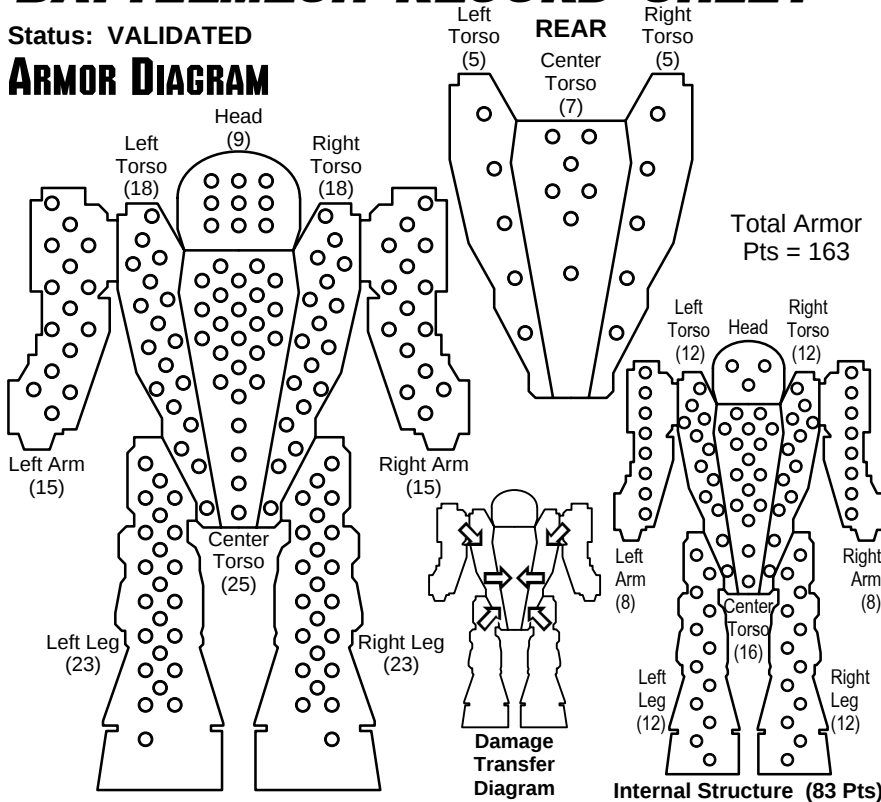
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: **Ursus**

Mass: **50 tons**

Movement Points: Tech, Config. & Level:

Walking: **4**

Clan

Running: **6**

Biped 'Mech

Jumping: **0**

Level 2 / 3060

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	RA	12	10	-	8	15	25
1	ER Medium Laser	RT	5	7	-	5	10	15
1	ER Medium Laser	LT	5	7	-	5	10	15
2	Medium Pulse Laser	RA	4	7	-	4	8	12
1	LRM 10	LA	4	1/hit	-	7	14	21
1	SRM 6	CT	4	2/hit	-	3	6	9
1	ECM Suite	RT	0	-	-	-	-	6

Ammo Type:

Rounds:

BV:

LRM 10

12

16

SRM 6

15

8

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

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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 #

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid 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
- Hand Actuator
- LRM 10
- Roll Again

1-3

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

4-6

Left Torso (CASE)

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

1-3

- ER Medium Laser
- Ammo (LRM 10) 12
- Ammo (SRM 6) 15
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

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

Head

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

Center Torso

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

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- SRM 6
- Roll Again

4-6

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

Battle Value: **1,509**

Weapon Value: **2,491 / 2,491**

Cost, C-Bills: **4,535,500**

Right Arm

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

1-3

- Double Heat Sink
- ER Large Laser
- Medium Pulse Laser
- Medium Pulse Laser
- 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

- ER Medium Laser
- ECM Suite
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Right Leg

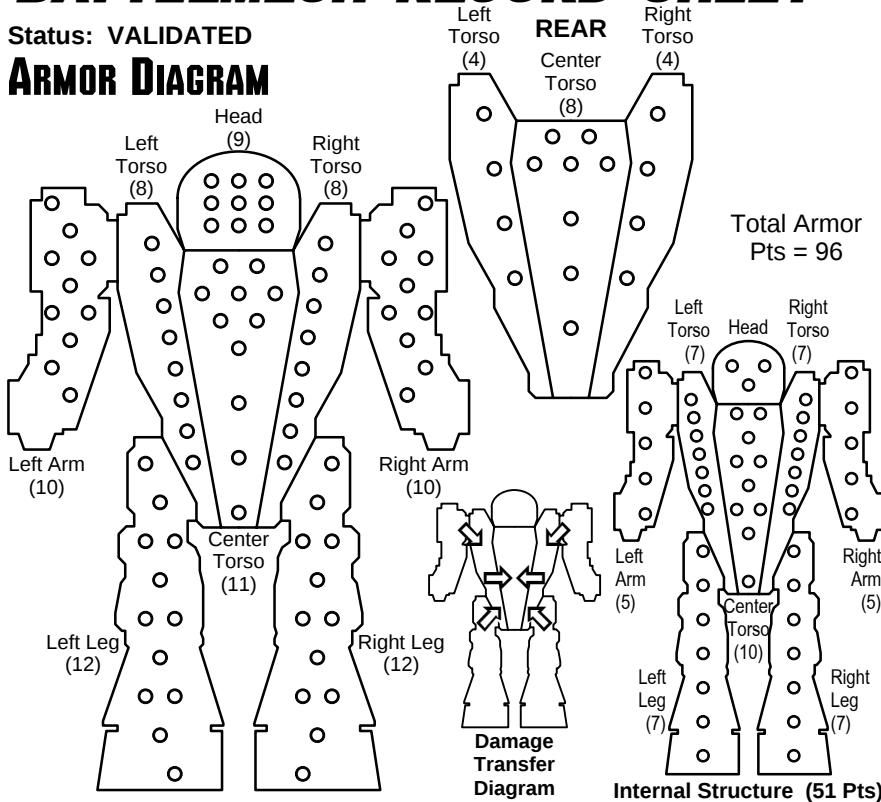
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Urbanmech IIC**

Mass: **30 tons**

Movement Points: Tech, Config. & Level:

Walking: **3**

Clan

Running: **5**

Biped 'Mech

Jumping: **3**

Level 2 / 3060

Weapons Inventory: (hexes)

Qty Type Loc Ht Dmg Min Sht Med Lng

1 ER Small Laser LA 2 5 - 2 4 6

1 Ultra AC/10 RA 3 10 - 6 12 18

Ammo Type: Rounds: BV:

Ultra AC/10 20 71

Total Heat Sinks: 10 Single

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	-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 Small Laser
- Roll Again
- Roll Again
- Roll Again

1-3

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

4-6

Left Torso

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

1-3

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

4-6

Left Leg

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

Head

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

1-3

Center Torso

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

4-6

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

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

Battle Value: 737

Weapon Value: 318 / 318

Cost, C-Bills: 1,830,725

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)

- Single Heat Sink
- Jump Jet
- Ammo (Ult AC/10) 10
- Ammo (Ult AC/10) 10
- Roll Again
- Roll Again

1-3

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

4-6

Right Leg

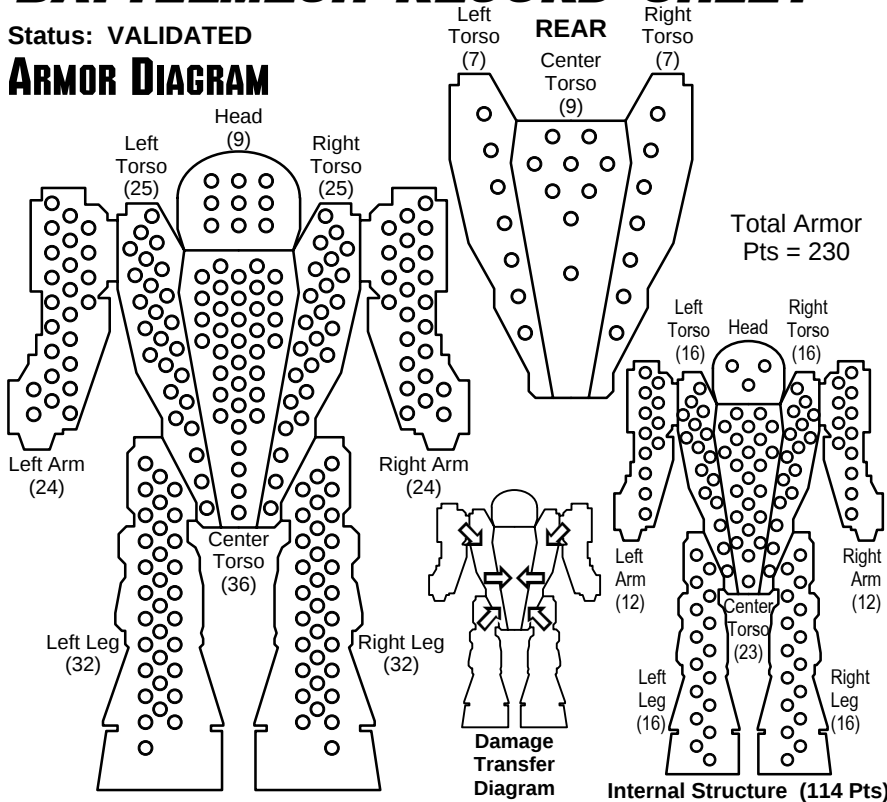
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Single Heat Sink

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Heavy Large Laser
- Heavy Large Laser
- Heavy Large Laser
- 4-6 Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

Left Torso (CASE)

- XL Engine
- XL Engine
- 1-3 LRM 20
- LRM 20
- LRM 20
- LRM 20
- Artemis IV FCS
- Ammo (LRM 20) 6
- 4-6 Ammo (LRM 20) 6
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

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

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

- Gyro
- XL Engine
- XL Engine
- 4-6 XL Engine
- ER Small Laser
- Endo Steel

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

Battle Value: 2,095
Weapon Value: 3,031 / 2,772
Cost, C-Bills: 24,815,546

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Heavy Large Laser
- Heavy Large Laser
- Heavy Large Laser
- 4-6 Ferro-Fibrous
- Roll Again

Right Torso (CASE)

- XL Engine
- XL Engine
- 1-3 LRM 20
- LRM 20
- LRM 20
- LRM 20
- Artemis IV FCS
- Ammo (LRM 20) 6
- 4-6 Ammo (LRM 20) 6
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

Right Leg

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

'MECH DATA

Type: Timber Wolf (Mad Cat) H

Mass: 75 tons

Movement Points: Tech, Config. & Level:

Walking: 5 Clan
Running: 8 Biped OmniMech
Jumping: 0 Level 2 / 3060

Weapons Inventory: (hexes)
Qty Type Loc Ht Dmg Min Sht Med Lng

1	Heavy Large Laser	RA	18	16	-	5	10	15
1	Heavy Large Laser	LA	18	16	-	5	10	15
1	LRM 20 w/ Artemis IV	RT	6	1/hit	-	7	14	21
1	LRM 20 w/ Artemis IV	LT	6	1/hit	-	7	14	21
1	ER Small Laser	CT	2	5	-	2	4	6

Ammo Type: Rounds: BV:
LRM 20 24 148

Total Heat Sinks: 18 Double (36)

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Auto Eject: Weapon Heat:
☐ Operational ☐ Disabled (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	

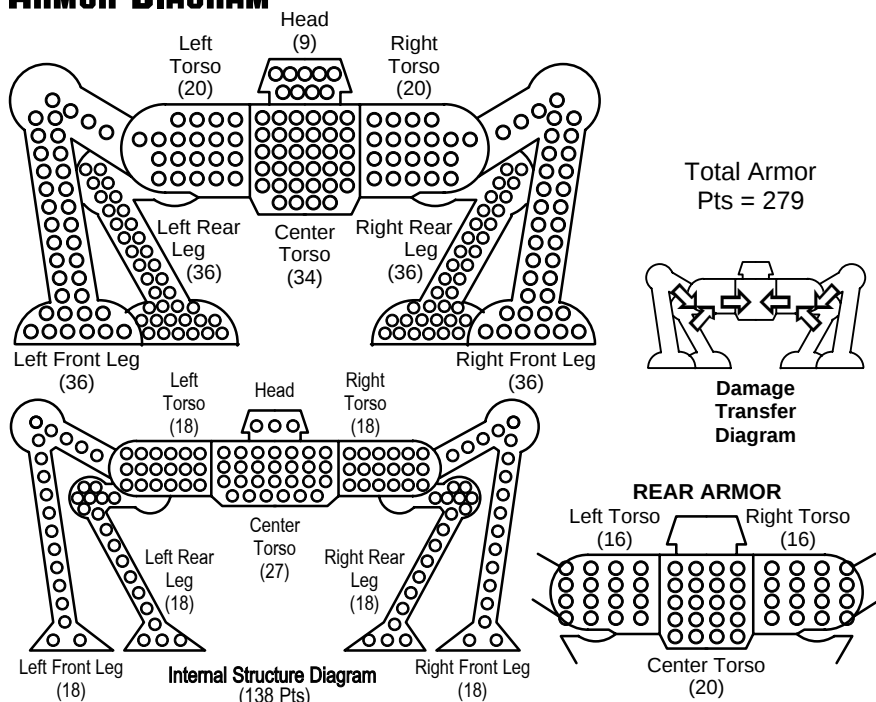
WIZKIDS®

BATTLETECH®

QUAD BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Front Leg

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

Head (CASE)

- Life Support
- Sensors
- Cockpit
- Ammo (LB 20-X) 5
- Sensors
- Life Support

Right Front Leg

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

Left Torso (CASE)

- LRM 15
- LRM 15
- LRM 15
- LRM 15
- Ammo (LRM 15) 8
- Ammo (LRM 15) 8
- Ammo (LRM 15) 8
- Ammo (LRM 15) 8
- Ammo (LRM 15) 8
- Ammo (LRM 15) 8

Center Torso (CASE)

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Fusion Engine
- Fusion Engine
- LB 20-X AC
- Ammo (LB 20-X) 5

Right Torso

- LB 20-X AC (Cont)
- LB 20-X AC (Cont)
- LB 20-X AC (Cont)
- LB 20-X AC (Cont)
- LB 20-X AC (Cont)
- LB 20-X AC (Cont)
- LB 20-X AC (Cont)
- LB 20-X AC (Cont)
- LRM 15
- LRM 15
- LRM 15

Left Rear Leg

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

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

Battle Value: 2,099
Weapon Value: 3,793 / 3,793
Cost, C-Bills: 9,354,710

Right Rear Leg

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

'MECH DATA

Type: Thunder Stallion

Mass: 85 tons

Movement Points: Tech, Config. & Level:

Walking: 3

Clan

Running: 5

Quad 'Mech

Jumping: 0

Level 2 / 3060

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 20-X AC	CT	6	20	-	4	8	12
2	LRM 15	RT	5	1/hit	-	7	14	21
2	LRM 15	LT	5	1/hit	-	7	14	21

Ammo Type:

Rounds:

BV:

LB 20-X AC

10

66

LRM 15

64

168

Total Heat Sinks: 14 Double (28)

oooooooooooo oooo

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	

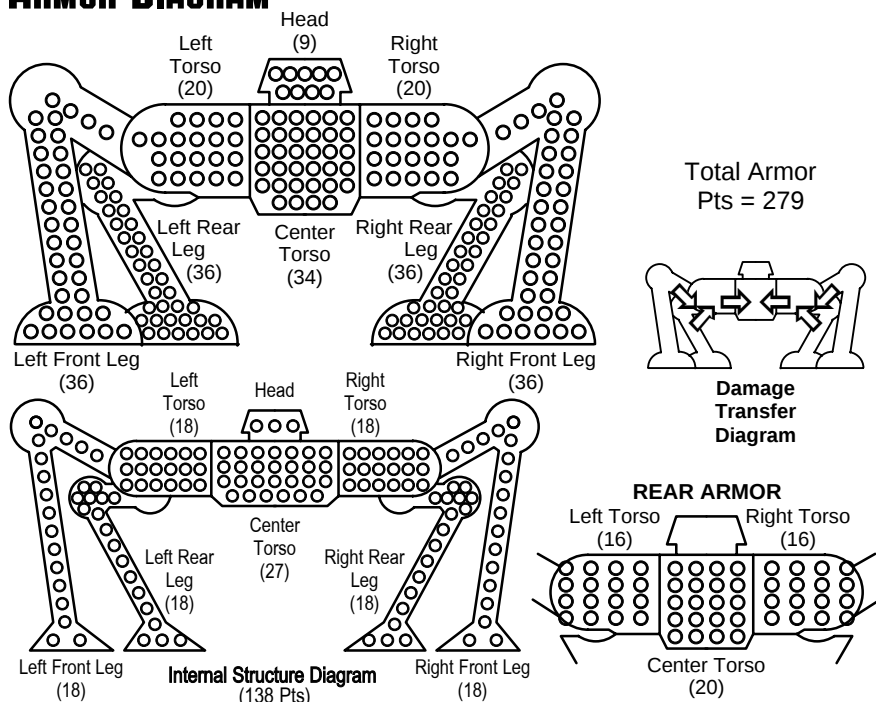
WIZKIDS®

BATTLETECH®

QUAD BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Thunder Stallion 2

Mass: 85 tons

Movement Points: Tech, Config. & Level:

Walking: 3

Clan

Running: 5

Quad 'Mech

Jumping: 0

Level 2 / 3060

Weapons Inventory:

(hexes)

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

Ammo Type:

Rounds:

BV:

LRM 15

64

168

Total Heat Sinks: 16 Double (32)

oooooooooooo oooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(40)

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 Front 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

Right Front Leg

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

Left Torso (CASE)

- LRM 15
- LRM 15
- LRM 15
- LRM 15
- Ammo (LRM 15) 8
- Ammo (LRM 15) 8
- Ammo (LRM 15) 8
- Ammo (LRM 15) 8
- Ammo (LRM 15) 8
- Ammo (LRM 15) 8

Center Torso

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

Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- LRM 15
- LRM 15
- LRM 15
- LRM 15
- Large Pulse Laser
- Large Pulse Laser
- Large Pulse Laser
- Large Pulse Laser

Left Rear Leg

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

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

Battle Value: 2,153

Weapon Value: 4,373 / 4,373

Cost, C-Bills: 8,655,410

Right Rear 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	

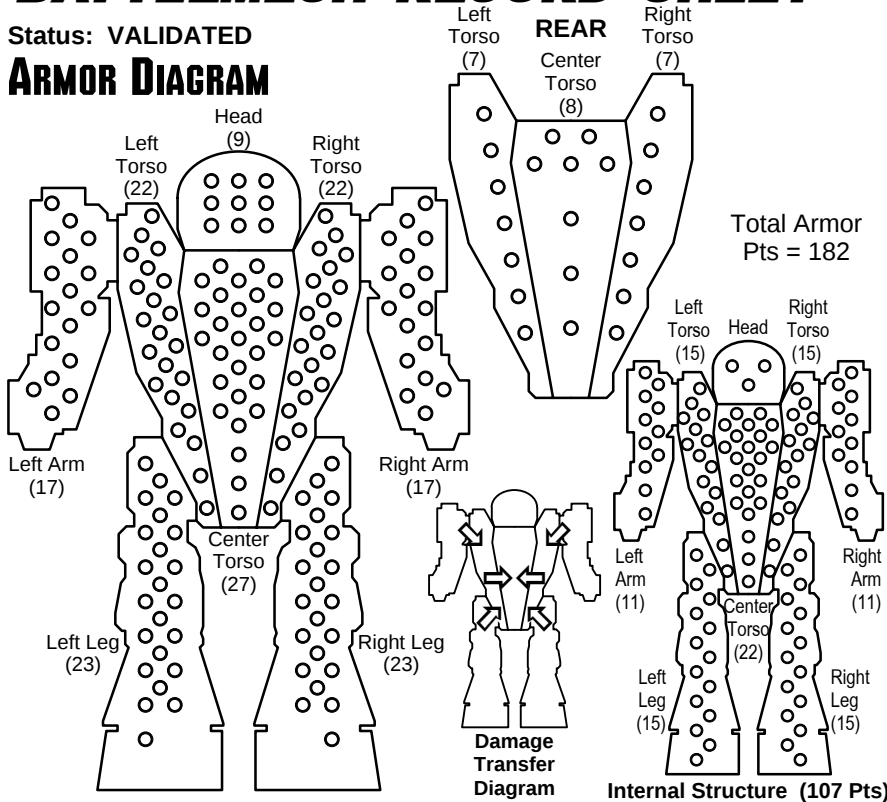
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Summoner (Thor) H**

Mass: **70 tons**

Movement Points: Tech, Config. & Level:

Walking: **5**

Clan

Running: **8**

Biped OmniMech

Jumping: **5**

Level 2 / 3060

Weapons Inventory: (hexes)

Qty Type Loc Ht Dmg Min Sht Med Lng

1 Heavy Large Laser RA 18 16 - 5 10 15

1 Heavy Large Laser LA 18 16 - 5 10 15

1 ER Medium Laser RA 5 7 - 5 10 15

1 ER Medium Laser LA 5 7 - 5 10 15

1 Anti-Missile System LT 1 2d6 - - - -

1 Targeting Computer

Ammo Type: Rounds: BV:

Anti-Missile System 24 27

Total Heat Sinks: 23 Double (46)

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ooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(47)

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

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Heavy Large Laser
- Heavy Large Laser
- Heavy Large Laser
- ER Medium Laser
- 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

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

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

Battle Value: **2,394**

Weapon Value: **2,650 / 2,650**

Cost, C-Bills: **20,976,582**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Heavy Large Laser
- Heavy Large Laser
- Heavy Large Laser
- ER Medium Laser
- Ferro-Fibrous

Right Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Targeting Computer
- Targeting Computer
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

Right Leg

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

Left Torso (CASE)

- 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
- Anti-Missile System
- Ammo (AMS) 24
- Ferro-Fibrous
- Ferro-Fibrous

Left Leg

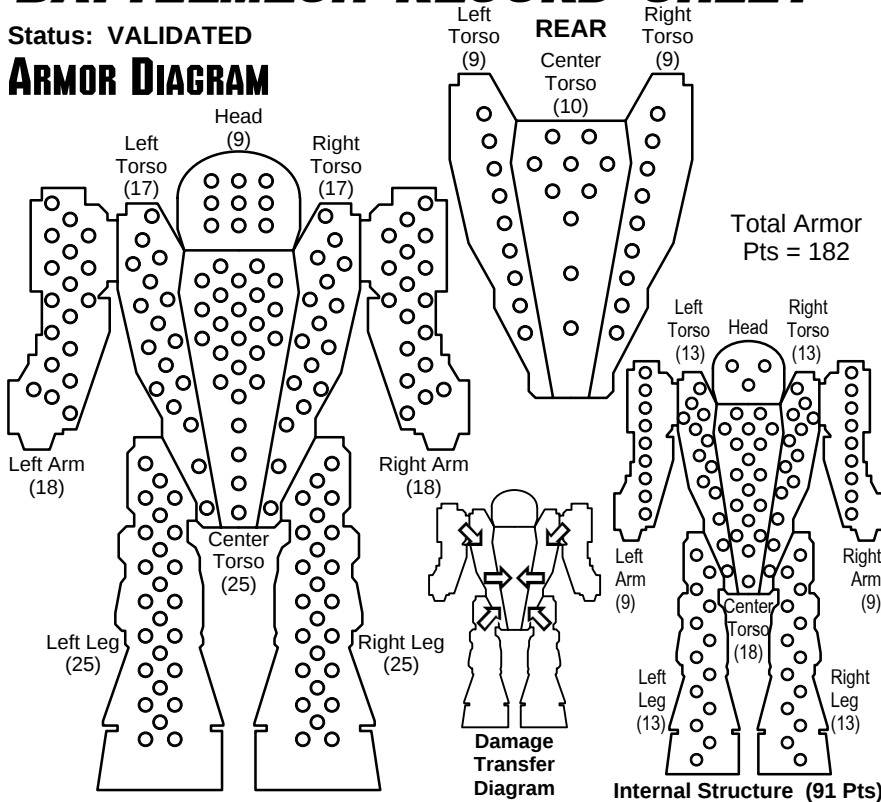
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Stormcrow (Ryoken) H**

Mass: **55 tons**

Movement Points: Tech, Config. & Level:

Walking: **6**

Clan

Running: **9**

Biped OmniMech

Jumping: **0**

Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy Large Laser	RA	18	16	-	5	10	15
1	Heavy Large Laser	LA	18	16	-	5	10	15
1	ER Medium Laser	LA	5	7	-	5	10	15
1	ER Medium Laser	RA	5	7	-	5	10	15
1	ER Medium Laser	HD	5	7	-	5	10	15

Total Heat Sinks: 22 Double (44)

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Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(51)

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
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Heavy Large Laser
- Heavy Large Laser
- Heavy Large Laser
- ER Medium Laser

Head

- Life Support
- Sensors
- Cockpit
- ER Medium Laser
- 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: **1,731**
Weapon Value: **2,780 / 2,780**
Cost, C-Bills: **14,937,156**

Right 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
- Heavy Large Laser
- Heavy Large Laser
- Heavy Large Laser
- ER Medium Laser

Right Torso

- 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
- Heavy Large Laser
- Heavy Large Laser
- Heavy Large Laser
- ER Medium Laser

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	

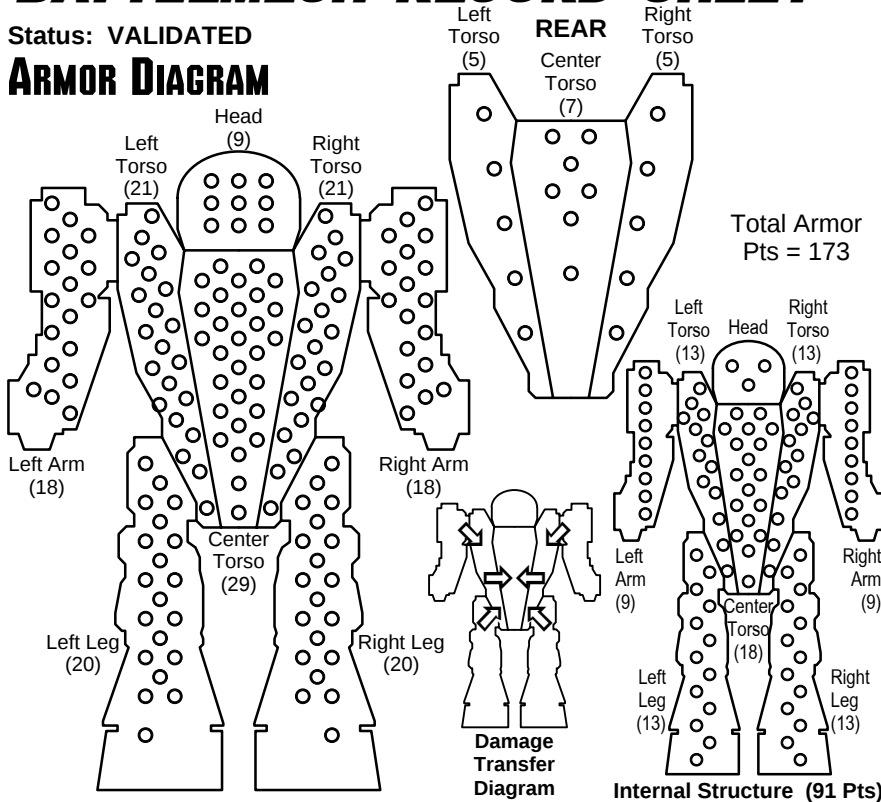
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Stooping Hawk D**

Mass: **55 tons**

Movement Points: Tech, Config. & Level:

Walking: **5**

Clan

Running: **8**

Biped OmniMech

Jumping: **0**

Level 2 / 3060

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	HD	12	10	-	8	15	25
3	Heavy Medium Laser	RA	7	10	-	3	6	9
1	ER Small Laser	LA	2	5	-	2	4	6
2	ER Medium Laser	LA	5	7	-	5	10	15

Total Heat Sinks: **22 Double (44)**

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oo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(45)

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
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

1-3

- ER Small Laser
- ER Medium Laser
- ER Medium Laser
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Torso

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

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 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
- ER Large 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: **1,639**

Weapon Value: **2,521 / 2,521**

Cost, C-Bills: **6,798,655**

Right Arm

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

1-3

- Heavy Medium Laser
- Heavy Medium Laser
- Heavy Medium Laser
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Right Torso

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

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Endo Steel
- Endo Steel

4-6

Right Leg

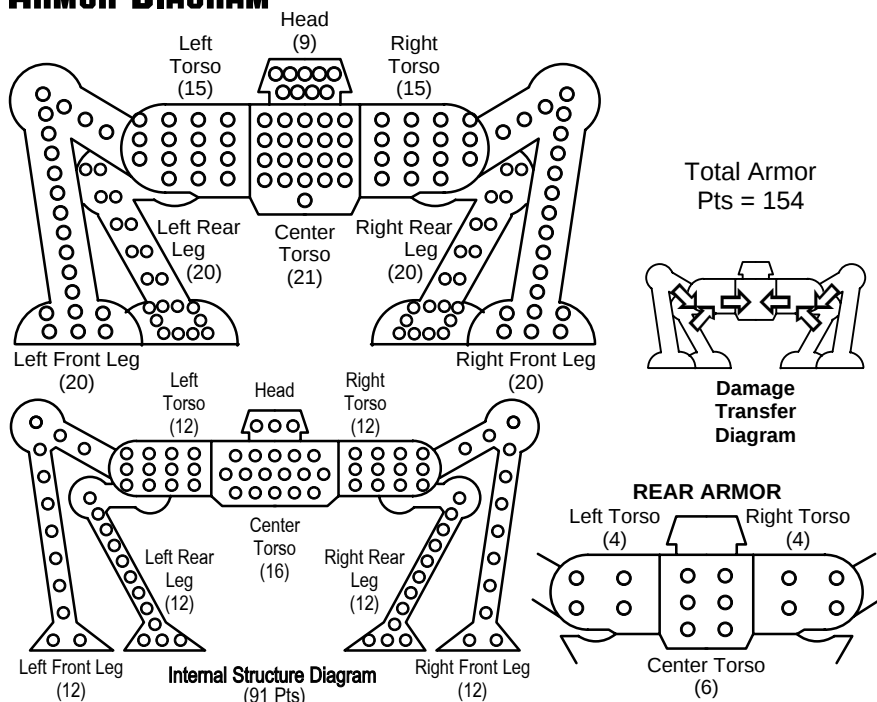
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

QUAD BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: **Stalking Spider**

Mass: **50 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** Clan
Running: **8 [10]** Quad 'Mech
Jumping: **5** Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RT	15	15	-	7	14	23
2	Medium Pulse Laser	LT	4	7	-	4	8	12
2	SRM 4	LT	3	2/hit	-	3	6	9

Ammo Type: SRM 4 Rounds: 25 BV: 11

Total Heat Sinks: 11 Double (22)

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	

WIZKIDS®

CRITICAL HIT TABLE

Left Front Leg

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

Head

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

Right Front Leg

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

Left Torso (CASE)

- Double Heat Sink
 - Double Heat Sink
 - Medium Pulse Laser
 - Medium Pulse Laser
 - SRM 4
 - SRM 4
- 1-3
- Ammo (SRM 4) 25
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Center Torso

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

Right Torso

- MASC
 - MASC
 - ER PPC
 - ER PPC
 - Ferro-Fibrous
 - Ferro-Fibrous
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Rear Leg

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

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

Battle Value: **1,884**
Weapon Value: **1,611 / 1,611**
Cost, C-Bills: **5,781,500**

Right Rear Leg

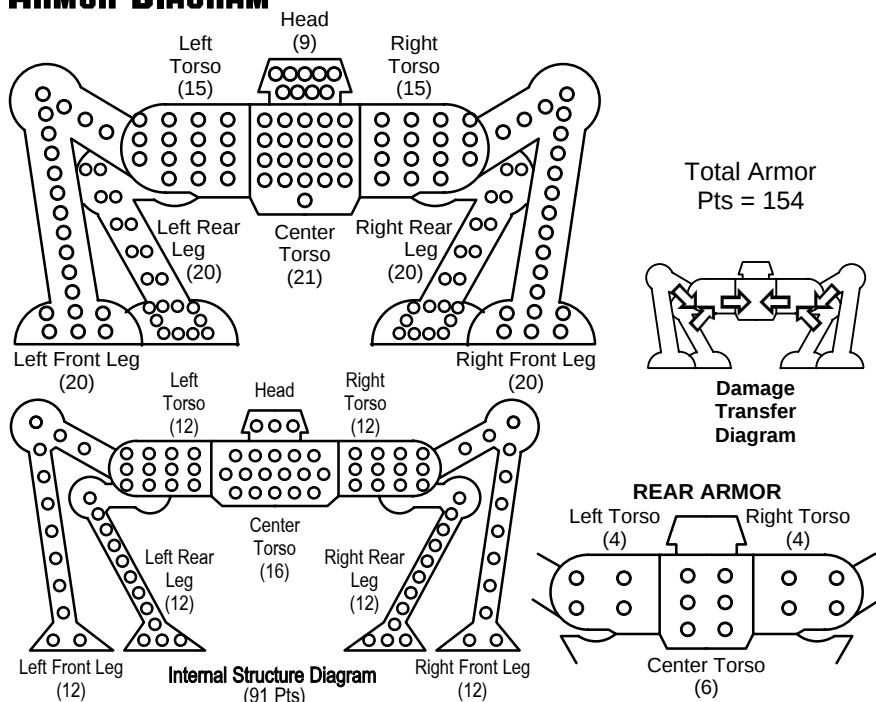
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Ferro-Fibrous

BATTLETECH®

QUAD BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: **Stalking Spider**

Mass: **50 tons**

Movement Points: Tech, Config. & Level:

Walking: **5**

Clan

Running: **8 [10]**

Quad 'Mech

Jumping: **5**

Level 2 / 3060

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RT	15	15	-	7	14	23
2	Medium Pulse Laser	LT	4	7	-	4	8	12
2	SRM 4	LT	3	2/hit	-	3	6	9

Ammo Type:

Rounds:

BV:

SRM 4

25

11

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

oooooooooooo o

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(29)

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 Front Leg

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

Head

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

Right Front Leg

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

Left Torso (CASE)

- Double Heat Sink
- Double Heat Sink
- Medium Pulse Laser
- Medium Pulse Laser
- SRM 4
- SRM 4

Center Torso

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

Right Torso

- MASC
- MASC
- ER PPC
- ER PPC
- Ferro-Fibrous
- Ferro-Fibrous

Left Rear Leg

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

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

Battle Value: **1,884**

Weapon Value: **1,611 / 1,611**

Cost, C-Bills: **5,781,500**

Right Rear Leg

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

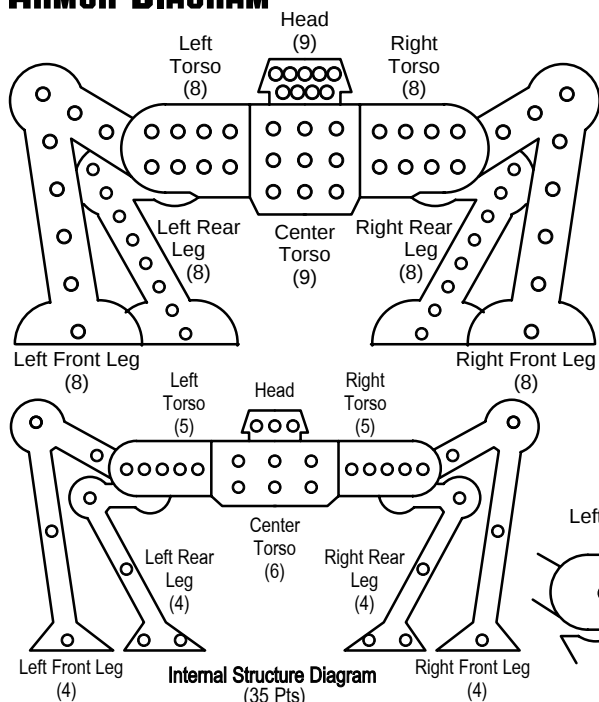
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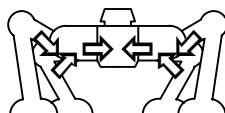
QUAD BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM

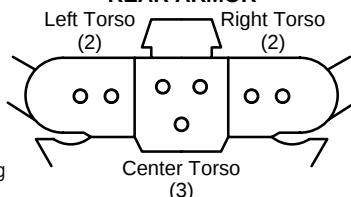


Total Armor
Pts = 73



Damage
Transfer
Diagram

REAR ARMOR



'MECH DATA

Type: **Snow Fox**

Mass: **20 tons**

Movement Points: Tech, Config. & Level:

Walking: **8** Clan

Running: **12 [16]** Quad 'Mech

Jumping: **0** Level 2 / 3060

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	RT	2	5	-	2	4	6
1	ER Small Laser	LT	2	5	-	2	4	6

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
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Front Leg

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

Head

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

Right Front Leg

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

Left Torso

- Single Heat Sink
- Single Heat Sink
- ER Small Laser
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Center Torso

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

Right Torso

- Single Heat Sink
- Single Heat Sink
- ER Small Laser
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

1-3

1-3

4-6

4-6

Engine Hits ○ ○ ○

Gyro Hits ○ ○

Sensor Hits ○ ○

Life Support ○

Battle Value: **627**

Weapon Value: **338 / 338**

Cost, C-Bills: **1,820,440**

Left Rear Leg

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

Right Rear Leg

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

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid 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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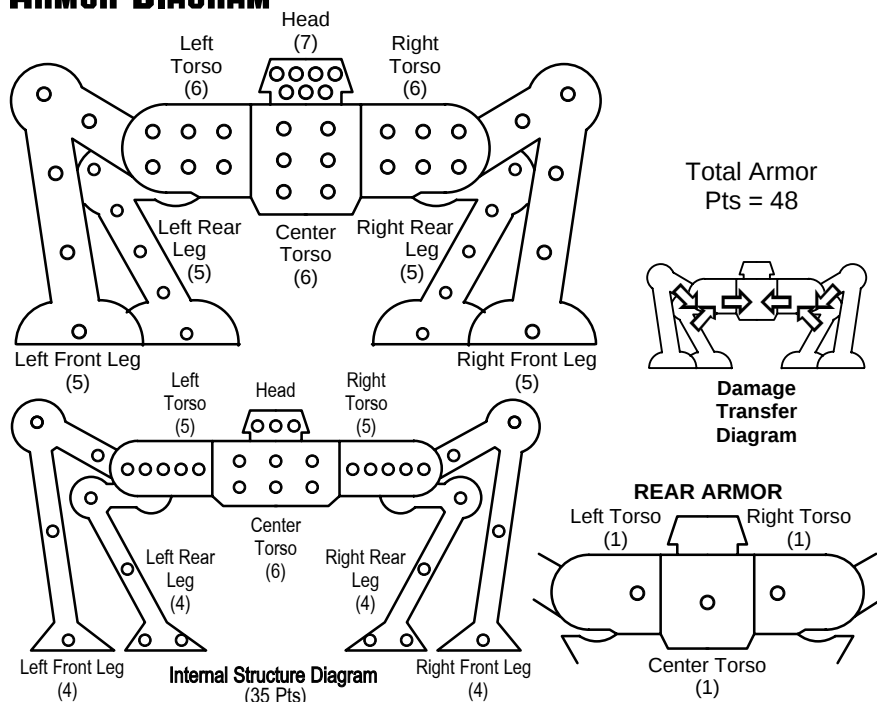
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BATTLETECH®

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. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. LRM 10
5. Sensors
6. Life Support

Right Front Leg

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

Left Torso

1. Single Heat Sink
 2. Single Heat Sink
 3. Ferro-Fibrous
 4. Ferro-Fibrous
 5. Ferro-Fibrous
 6. Roll Again
- 1-3
1. Roll Again
 2. Roll Again
 3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again
- 4-6

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. MASC
 6. Ferro-Fibrous
- 4-6

Right Torso (CASE)

1. Single Heat Sink
 2. Single Heat Sink
 3. Ammo (LRM 10) 12
 4. Ferro-Fibrous
 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

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

Left Rear Leg

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

Right Rear Leg

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

Battle Value: 484
Weapon Value: 140 / 140
Cost, C-Bills: 1,877,440

'MECH DATA

Type: Snow Fox 2

Mass: 20 tons

Movement Points: Tech, Config. & Level:

Walking: 8 Clan

Running: 12 [16] Quad 'Mech

Jumping: 0 Level 2 / 3060

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	HD	4	1/hit	-	7	14	21

Ammo Type:

Rounds:

BV:

LRM 10

12

28

Total Heat Sinks: 10 Single

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(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	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
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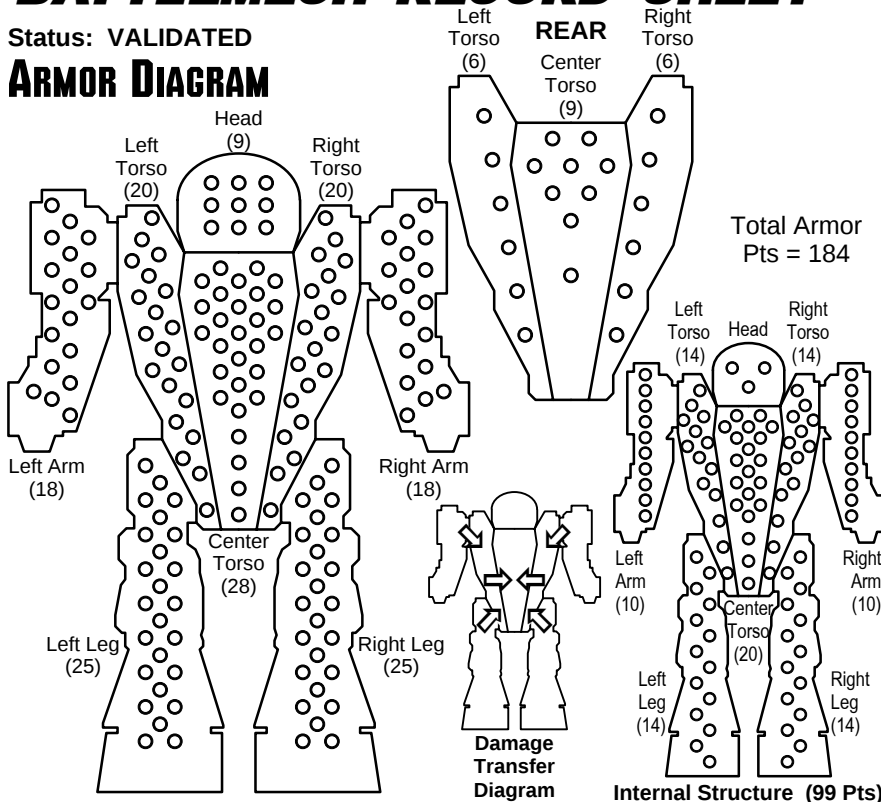
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Predator**

Mass: **60 tons**

Movement Points: Tech, Config. & Level:

Walking: **5**

Clan

Running: **8**

Biped 'Mech

Jumping: **0**

Level 2 / 3060

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	RT	2	10	-	6	12	18
1	LB 10-X AC	LT	2	10	-	6	12	18
1	ER Medium Laser	RA	5	7	-	5	10	15
1	ER Medium Laser	LA	5	7	-	5	10	15
1	ER Small Laser	RL	2	5	-	2	4	6
1	ER Small Laser	LL	2	5	-	2	4	6

Ammo Type:

Rounds:

BV:

LB 10-X AC

40

104

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 #

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid 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
- ER Medium Laser
- Roll Again
- Roll Again

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
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC

1-3

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER Medium Laser
- 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
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC

1-3

- LB 10-X AC
- Ammo (LB 10-X) 10
- Ammo (LB 10-X) 10
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- ER Small Laser
- Roll Again

4-6

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

Battle Value: **1,592**

Weapon Value: **2,214 / 2,214**

Cost, C-Bills: **12,127,200**

Right Leg

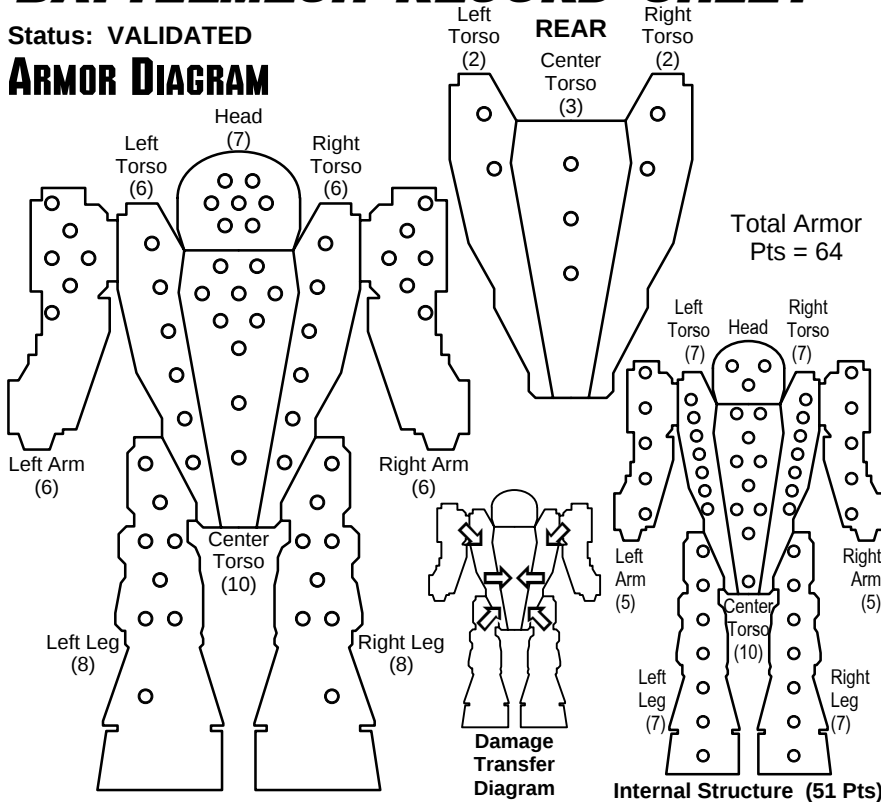
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- ER Small Laser
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Pack Hunter**

Mass: **30 tons**

Movement Points: Tech, Config. & Level:

Walking: **7**

Clan

Running: **11**

Biped 'Mech

Jumping: **7**

Level 2 / 3060

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RT	15	15	-	7	14	23

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

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(15)

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
- 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
- Jump Jet
- Jump Jet
- Jump Jet
- Endo Steel

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
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- 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
- Jump Jet
- Roll Again

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

Battle Value: **1,384**

Weapon Value: **464 / 464**

Cost, C-Bills: **3,206,840**

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
- Jump Jet
- Jump Jet
- Jump Jet
- ER PPC

1-3

- ER PPC
- Endo Steel
- 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

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid 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	

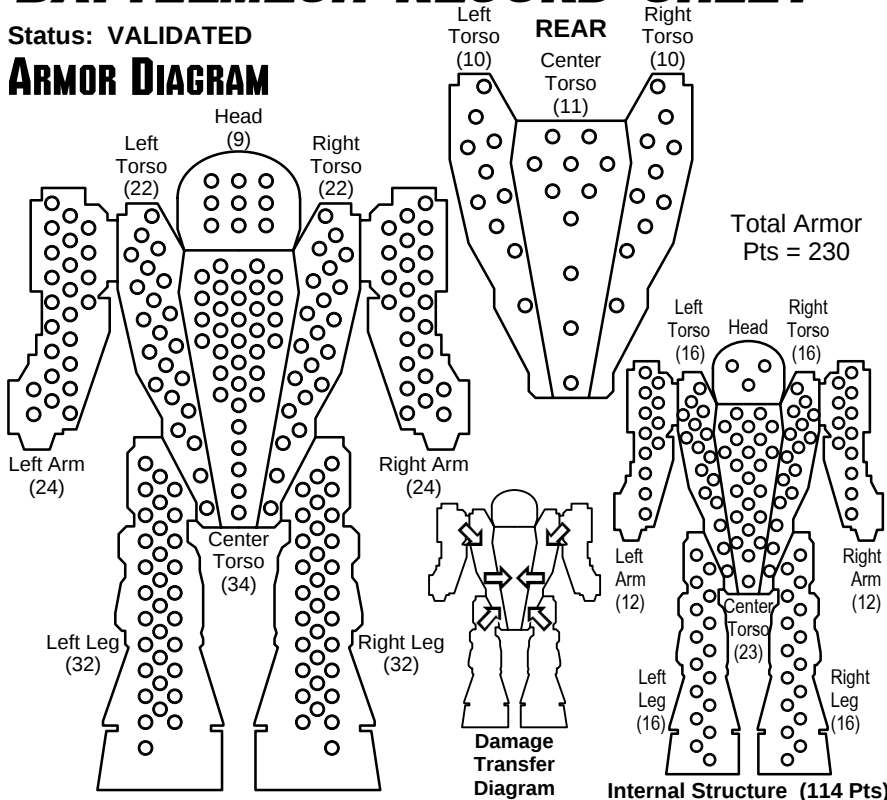
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BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Orion IIC**

Mass: **75 tons**

Movement Points: Tech, Config. & Level:

Walking: **4**

Clan

Running: **6**

Biped 'Mech

Jumping: **0**

Level 2 / 3060

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	Gauss Rifle	RT	1	15	2	7	15	22
1	LRM 20	LA	6	1/hit	-	7	14	21
1	SRM 4	LT	3	2/hit	-	3	6	9

Ammo Type: Rounds: BV:

Gauss Rifle 16 74

LRM 20 18 91

SRM 4 25 6

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

WIZKIDS

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER Large Laser
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Roll Again
- Roll Again
- Roll Again
- Roll Again

CRITICAL HIT TABLE

Head

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

Center Torso

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

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

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

Battle Value: **1,923**

Weapon Value: **2,958 / 2,958**

Cost, C-Bills: **8,267,000**

Right Arm

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

Right Torso (CASE)

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

- Ammo (Gauss) 8
- Ammo (Gauss) 8
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Right Leg

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

Left Torso (CASE)

- SRM 4
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- Ammo (SRM 4) 25
- Endo Steel

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

Left Leg

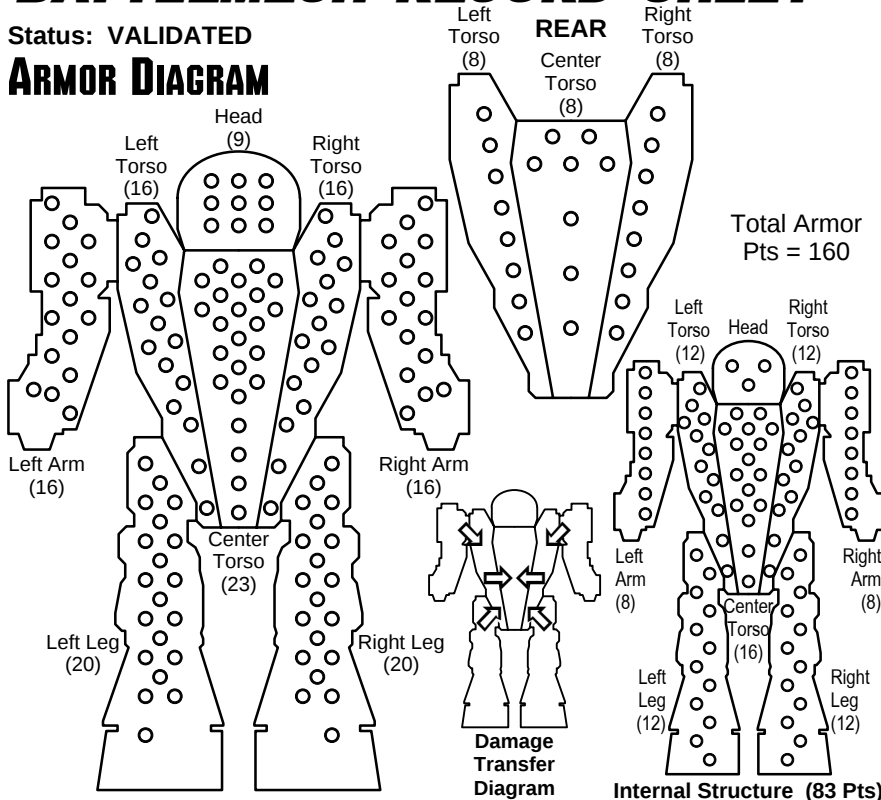
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Heavy Medium Laser
- Heavy Medium Laser
- Heavy Medium Laser
- Heavy Medium Laser
- 1 Heavy Medium Laser
- 2 Heavy Medium Laser
- 3 Heavy Medium Laser
- 4 Heavy Medium Laser
- 5 Heavy Medium Laser
- 6 Heavy Medium Laser

Left Torso

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

- 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
- 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: 1,552
Weapon Value: 1,502 / 1,502
Cost, C-Bills: 11,659,374

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Heavy Medium Laser
- Heavy Medium Laser
- Heavy Medium Laser
- Heavy Medium Laser
- 1 Heavy Medium Laser
- 2 Heavy Medium Laser
- 3 Heavy Medium Laser
- 4 Heavy Medium Laser
- 5 Heavy Medium Laser
- 6 Heavy Medium Laser

Right Torso

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

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

'MECH DATA

Type: Nova (Black Hawk) H

Mass: 50 tons

Movement Points: Tech, Config. & Level:

Walking: 5 Clan
Running: 8 Biped OmniMech
Jumping: 5 Level 2 / 3060

Weapons Inventory: (hexes)
Qty Type Loc Ht Dmg Min Sht Med Lng

5 Heavy Medium Laser RA 7 10 - 3 6 9

5 Heavy Medium Laser LA 7 10 - 3 6 9

Total Heat Sinks: 20 Double (40)

oooooooooooo ooooooooooooo

Auto Eject: Weapon Heat:

☐ Operational ☐ Disabled (70)

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	
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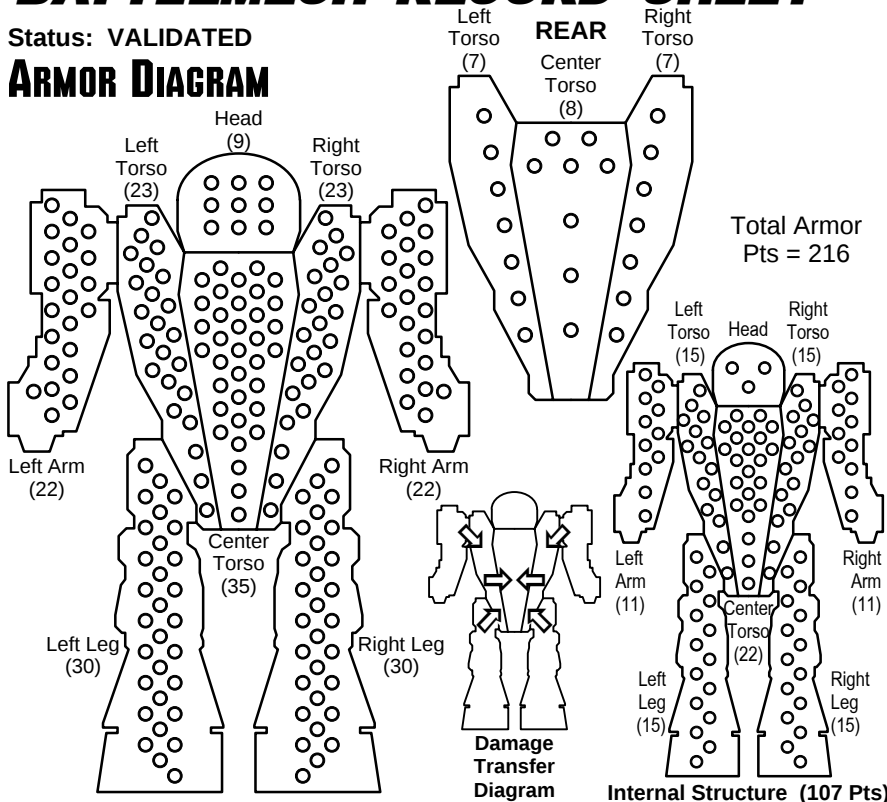
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BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Nova Cat Prime

Mass: 70 tons

Movement Points: Tech, Config. & Level:

Walking: 4

Clan

Running: 6

Biped OmniMech

Jumping: 0

Level 2 / 3060

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	ER Large Laser	LA	12	10	-	8	15	25
2	ER PPC	RA	15	15	-	7	14	23

Total Heat Sinks: 25 Double (50)

oooooooooooo ooooooooooooo
ooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(66)

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

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

Left Torso

- XL Engine
- XL Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 4-6 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
- Endo Steel
- Endo Steel

CRITICAL HIT TABLE

Head

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

Center Torso

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

- Gyro
- XL Engine
- 3 XL Engine
- 4 XL Engine
- 5 Endo Steel
- 6 Endo Steel

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

Battle Value: 2,165
Weapon Value: 4,067 / 4,067
Cost, C-Bills: 17,672,918

Right Arm

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

Right Torso

- XL Engine
- XL Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 4-6 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

Right Leg

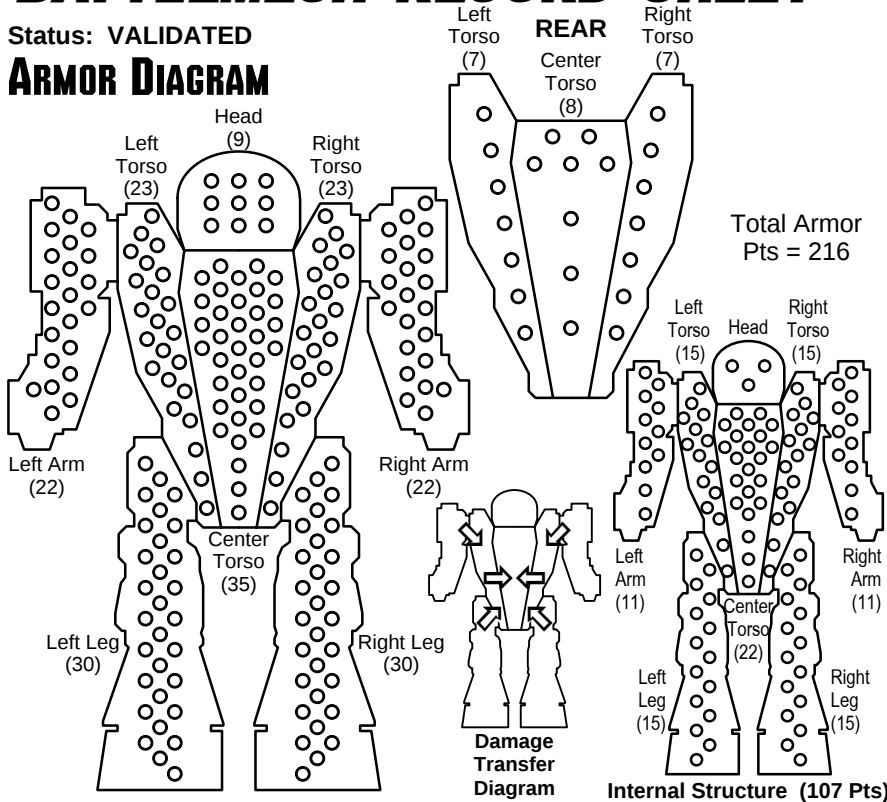
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Nova Cat D**

Mass: **70 tons**

Movement Points: Tech, Config. & Level:

Walking: **4**

Clan

Running: **6**

Biped OmniMech

Jumping: **0**

Level 2 / 3060

Weapons Inventory: (hexes)

Qty Type Loc Ht Dmg Min Sht Med Lng

2 Heavy Large Laser RA 18 16 - 5 10 15

1 LB 10-X AC LA 2 10 - 6 12 18

1 Heavy Large Laser LA 18 16 - 5 10 15

1 Targeting Computer

Ammo Type: Rounds: BV:

LB 10-X AC 20 43

Total Heat Sinks: 20 Double (40)

oooooooooooo ooooooooooooo

Auto Eject: Weapon Heat:

☐ Operational ☐ Disabled (56)

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
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- Heavy Large Laser
- Heavy Large Laser
- Heavy Large Laser

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
- Double Heat Sink
- Heavy Large Laser
- Heavy Large Laser
- Heavy Large Laser
- Heavy Large Laser
- Heavy Large Laser
- Heavy Large Laser

Center Torso

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

Right Torso

- 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
- Double Heat Sink

Left Torso (CASE)

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Targeting Computer
- Targeting Computer
- Targeting Computer
- Targeting Computer
- Targeting Computer
- Targeting Computer
- Targeting Computer
- Targeting Computer

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 ○

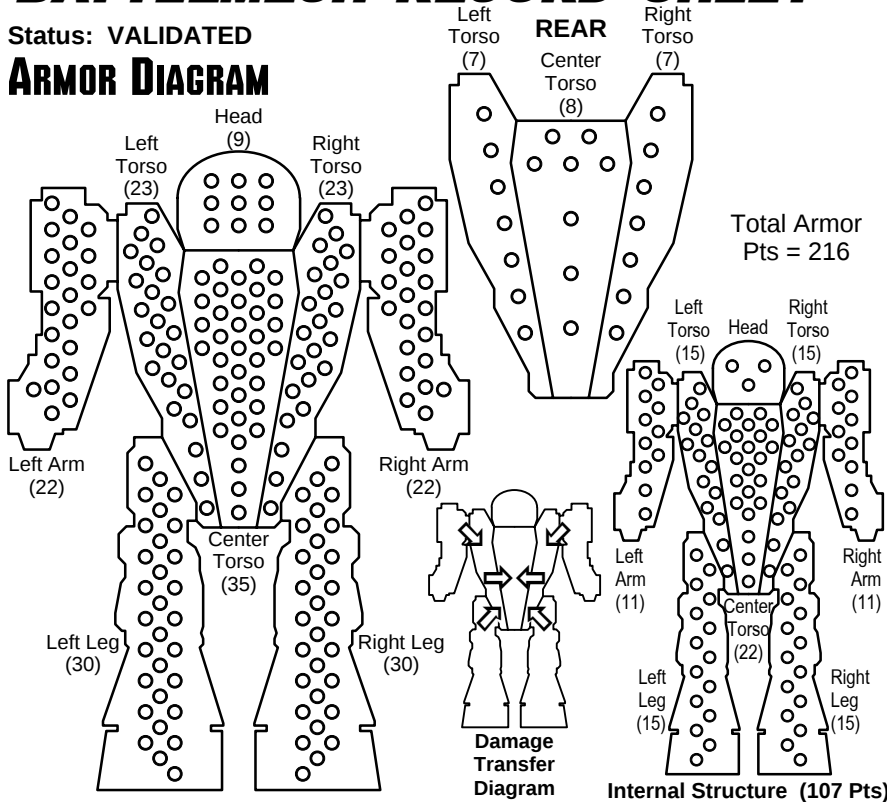
Battle Value: **1,671**
Weapon Value: **2,817 / 2,817**
Cost, C-Bills: **17,766,418**

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Internal Structure (107 Pts)

Left Arm

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

1-3

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

4-6

Left Torso

- XL Engine
- XL Engine
- 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
- Endo Steel
- Endo Steel

CRITICAL HIT TABLE

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
- Endo Steel
- Endo Steel

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

Battle Value: 1,705

Weapon Value: 3,083 / 3,083

Cost, C-Bills: 17,284,255

Right Arm

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

1-3

- Ultra AC/5
- Ultra AC/5
- LB 5-X AC
- LB 5-X AC
- LB 5-X AC
- LB 5-X AC

4-6

Right Torso (CASE)

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Ammo (Ult AC/5) 20
- Ammo (Ult AC/5) 20

1-3

- Ammo (LB 5-X) 20
- Ammo (LB 5-X) 20
- 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

'MECH DATA

Type: Nova Cat C

Mass: 70 tons

Movement Points: Tech, Config. & Level:

Walking: 4

Clan

Running: 6

Biped OmniMech

Jumping: 0

Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Ultra AC/5	RA	1	5	-	7	14	21
2	Large Pulse Laser	LA	10	10	-	6	14	20
1	LB 5-X AC	RA	1	5	3	8	15	24

Ammo Type: Rounds: BV:

Ultra AC/5 40 34

LB 5-X AC 40 27

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

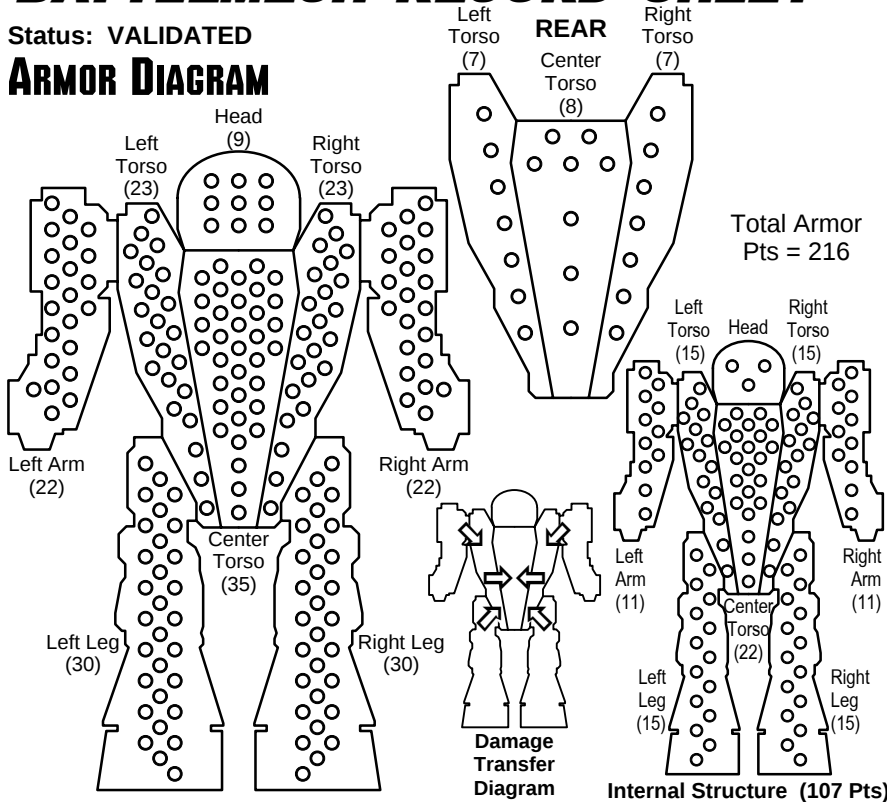
WIZKIDS

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Internal Structure (107 Pts)

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 LRM 15
- LRM 15
- LRM 15
- LRM 15
- 1 LRM 15
- LRM 15
- 4-6 Roll Again
- Roll Again
- 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
- 1 ER Medium Laser
- 2 Ammo (LRM 15) 8
- 3 Ammo (LRM 15) 8
- 4 Ammo (LRM 15) 8
- 5 Ammo (LRM 15) 8
- 6 Ammo (LRM 15) 8

Left Leg

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

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

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Endo Steel
- Endo Steel

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

Battle Value: 2,078

Weapon Value: 4,114 / 4,114

Cost, C-Bills: 18,429,418

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- LRM 15
- LRM 15
- 1 LRM 15
- LRM 15
- 4-6 LRM 15
- LRM 15
- Roll Again
- Roll Again

Right Torso (CASE)

- XL Engine
- XL Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1 ER Medium Laser
- 2 Ammo (LRM 15) 8
- 3 Ammo (LRM 15) 8
- 4 Ammo (LRM 15) 8
- 5 Ammo (LRM 15) 8
- 6 Ammo (LRM 15) 8

Right Leg

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

'MECH DATA

Type: Nova Cat B

Mass: 70 tons

Movement Points: Tech, Config. & Level:

Walking: 4

Clan

Running: 6

Biped OmniMech

Jumping: 0

Level 2 / 3060

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	LRM 15	RA	5	1/hit	-	7	14	21
3	LRM 15	LA	5	1/hit	-	7	14	21
1	ER Medium Laser	RT	5	7	-	5	10	15
1	ER Medium Laser	LT	5	7	-	5	10	15

Ammo Type:

Rounds:

BV:

LRM 15

80

235

Total Heat Sinks: 16 Double (32)

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Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(40)

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	

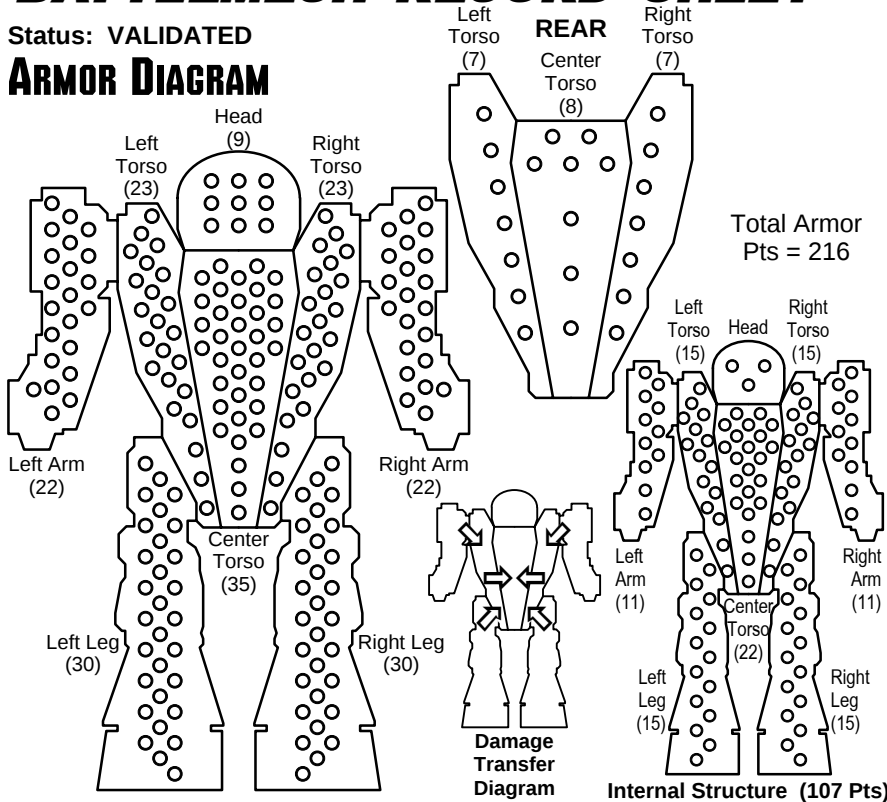
WIZKIDS

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Nova Cat A

Mass: 70 tons

Movement Points: Tech, Config. & Level:

Walking: 4

Clan

Running: 6

Biped OmniMech

Jumping: 4

Level 2 / 3060

Weapons Inventory: (hexes)

Qty Type Loc Ht Dmg Min Sht Med Lng

2 ER Large Laser RA 12 10 - 8 15 25

2 ER Large Laser LA 12 10 - 8 15 25

1 Targeting Computer

Total Heat Sinks: 25 Double (50)

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ooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(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®

Left Arm

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

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Large Laser
- ER Large Laser

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
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Jump Jet

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
- 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
- Endo Steel
- Endo Steel

4-6

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

Battle Value: 2,646

Weapon Value: 4,398 / 4,398

Cost, C-Bills: 17,383,918

Right Arm

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

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Large Laser
- ER Large Laser

4-6

Right Torso

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

1-3

- Targeting Computer
- Targeting Computer
- Targeting Computer
- Targeting Computer
- Jump Jet
- Jump Jet

4-6

Right Leg

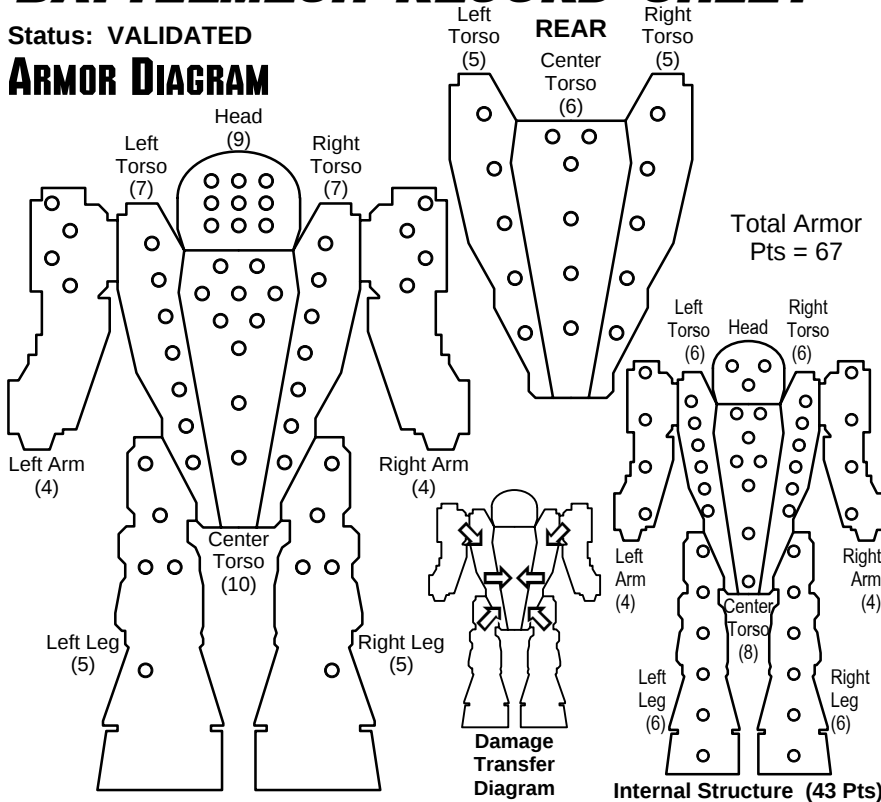
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Mist Lynx (Koshi) P**

Mass: **25 tons**

Movement Points: Tech, Config. & Level:

Walking: **7**

Clan

Running: **11**

Biped OmniMech

Jumping: **6**

Level 2 / 3060

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Active Probe	HD	0	-	-	-	-	5
2	ER Micro Laser	LA	1	2	-	1	2	4
2	Micro Pulse Laser	LA	1	3	-	1	2	3
1	Micro Pulse Laser	RA	1	3	-	1	2	3
2	ER Micro Laser	RA	1	2	-	1	2	4
1	ER Large Laser	RA	12	10	-	8	15	25

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	-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
- ER Micro Laser
- ER Micro Laser

1-3

- Micro Pulse Laser
- Micro Pulse Laser
- Endo Steel
- 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

- Jump Jet
- Jump Jet
- Jump Jet
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Active Probe
- 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
- Ferro-Fibrous

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

Battle Value: **1,058**

Weapon Value: **441 / 441**

Cost, C-Bills: **4,654,949**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Micro Pulse Laser
- ER Micro Laser

1-3

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

4-6

Right Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Jump Jet

1-3

- Jump Jet
- Double Heat Sink
- Double Heat Sink
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Right Leg

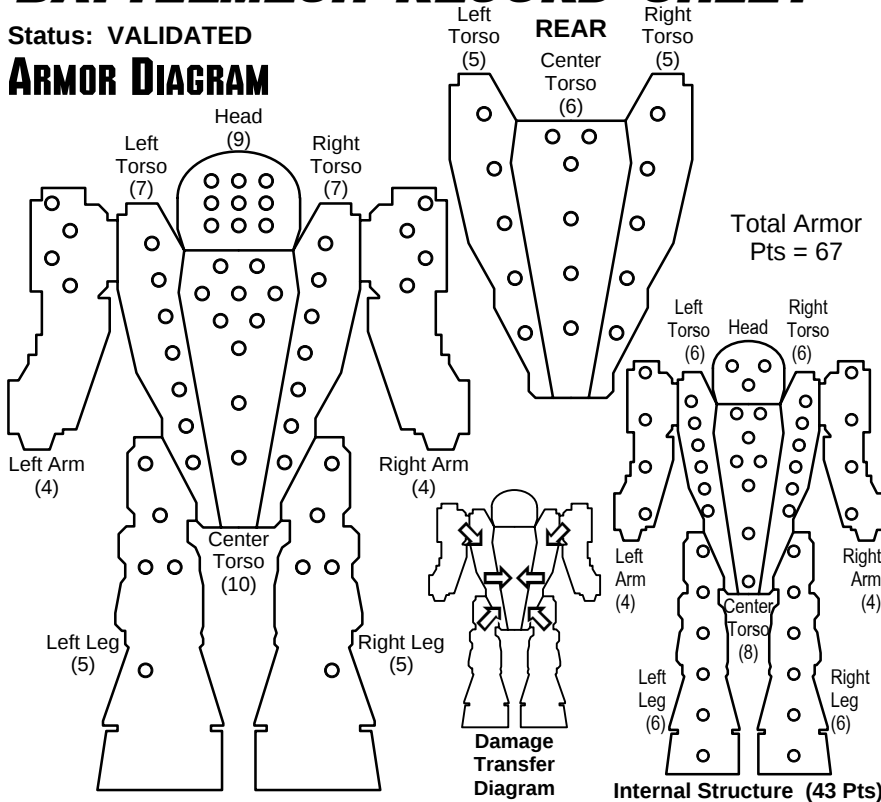
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



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. Anti-Missile System
2. Ammo (Streak 6) 15
3. Ammo (AMS) 24
4. Endo Steel
5. Ferro-Fibrous
6. Roll Again

Left Torso

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

1. Jump Jet
2. Jump Jet
3. Jump Jet
4. Endo Steel
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. Roll Again

CRITICAL HIT TABLE

Head

1. Life Support
2. Sensors
3. Cockpit
4. Active Probe
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. Ferro-Fibrous

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

Battle Value: 1,015

Weapon Value: 404 / 331

Cost, C-Bills: 4,940,105

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Heavy Small Laser
6. Heavy Small Laser

1. Heavy Medium Laser
2. Heavy Medium Laser
3. Endo Steel
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Right Torso

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

1. Jump Jet
2. Endo Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
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: Mist Lynx (Koshi) H

Mass: 25 tons

Movement Points: Tech, Config. & Level:

Walking: 7

Clan

Running: 11

Biped OmniMech

Jumping: 6

Level 2 / 3060

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Active Probe	HD	0	-	-	-	-	5
2	Heavy Small Laser	RA	3	6	-	1	2	3
1	Heavy Medium Laser	RA	7	10	-	3	6	9
1	Streak SRM 6	LA	4	2/hit	-	4	8	12
1	Anti-Missile System	LA	1	2d6	-	-	-	-

Ammo Type:

Rounds:

BV:

Streak SRM 6

15

39

Anti-Missile System

24

29

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

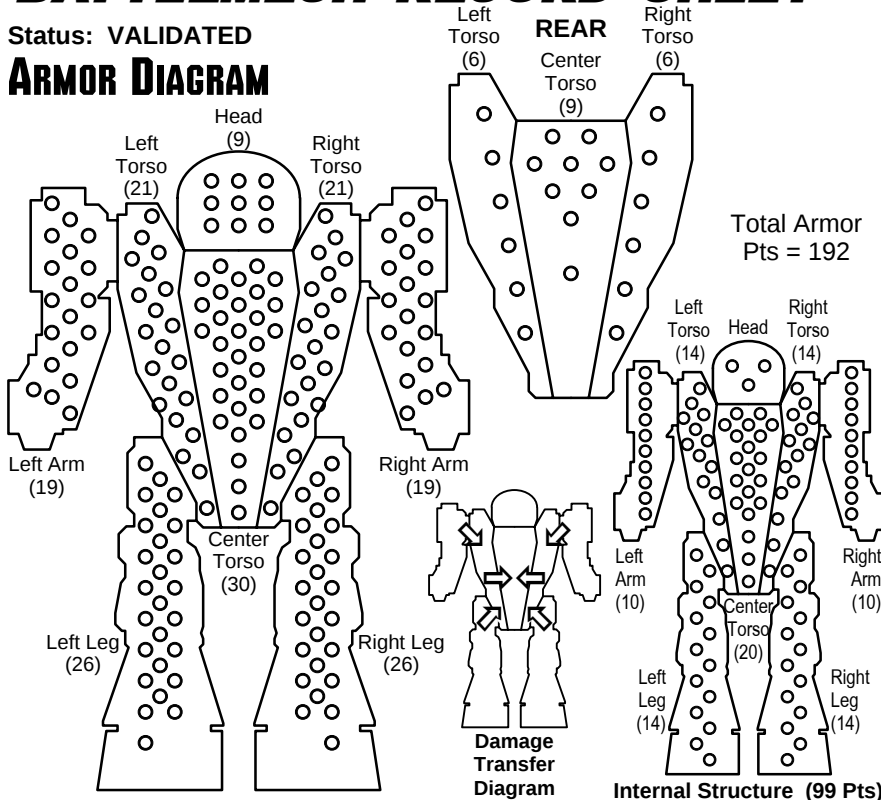
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Matador

Mass: 60 tons

Movement Points: Tech, Config. & Level:

Walking: 4

Clan

Running: 6

Biped 'Mech

Jumping: 4

Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	LT	5	7	-	5	10	15
3	Medium Pulse Laser	LA	4	7	-	4	8	12
2	Small Pulse Laser	CT	2	3	-	2	4	6
2	Machine Gun	RA	0	2	-	1	2	3
2	Machine Gun	LA	0	2	-	1	2	3
1	Streak SRM 4	HD	3	2/hit	-	4	8	12
1	Streak SRM 6	RT	4	2/hit	-	4	8	12

Ammo Type:	Rounds:	BV:
Machine Gun	100	1
Streak SRM 4	25	16
Streak SRM 6	15	24

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	-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 Pulse Laser
- Medium Pulse Laser

1-3

- Medium Pulse Laser
- Machine Gun
- Machine Gun
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

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

1-3

- ER Medium Laser
- ER Medium Laser
- 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
- Streak SRM 4
- 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: 1,830

Weapon Value: 2,541 / 2,319

Cost, C-Bills: 5,740,960

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Machine Gun
- Machine Gun

1-3

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

4-6

Right Torso (CASE)

- Streak SRM 6
- Streak SRM 6
- Ammo (MG) 100
- Ammo (Streak 4) 25
- Ammo (Streak 6) 15
- Roll Again

1-3

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

4-6

Right Leg

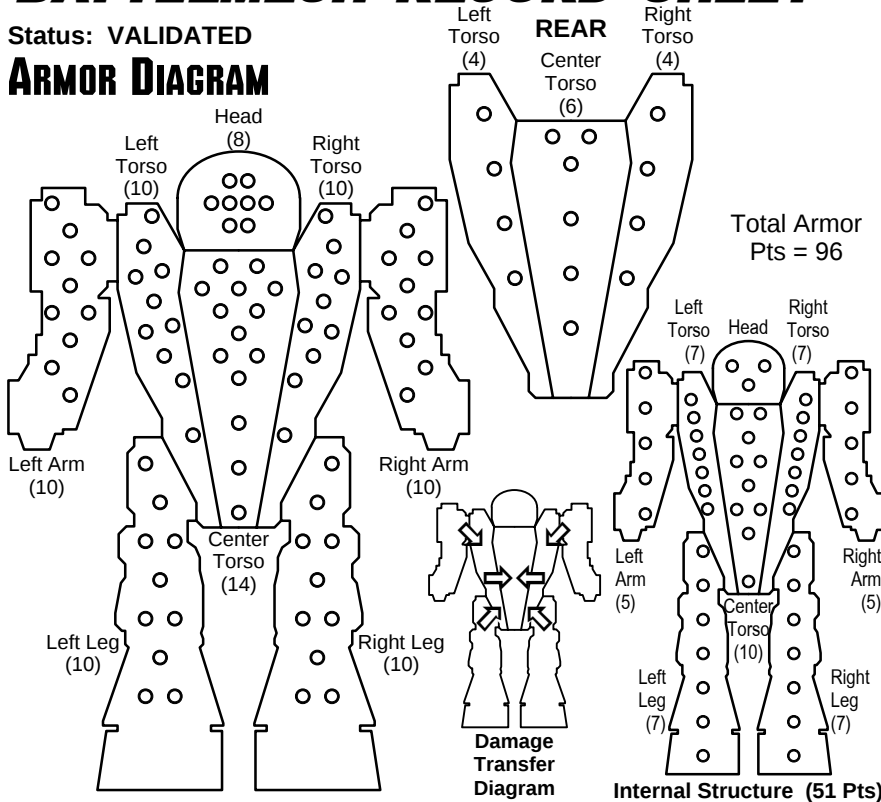
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Mandrill**

Mass: **30 tons**

Movement Points: Tech, Config. & Level:

Walking: **4**

Clan

Running: **6**

Biped 'Mech

Jumping: **4**

Level 2 / 3060

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20	RT	6	1/hit	-	7	14	21
1	LRM 20	LT	6	1/hit	-	7	14	21
1	ER Small Laser	HD	2	5	-	2	4	6

Ammo Type:

Rounds:

BV:

LRM 20

24

176

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
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

- Endo Steel
- Endo Steel

4-6

- Endo Steel
- Endo Steel
- Endo Steel

Left Torso (CASE)

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Jump Jet

1-3

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

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- ER Small Laser
- 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
- Ferro-Fibrous
- Endo Steel

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

Battle Value: **1,279**

Weapon Value: **802 / 802**

Cost, C-Bills: **3,900,065**

Right Arm

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

1-3

- Ferro-Fibrous
- Ferro-Fibrous

4-6

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

Right Torso (CASE)

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Jump Jet

1-3

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

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	

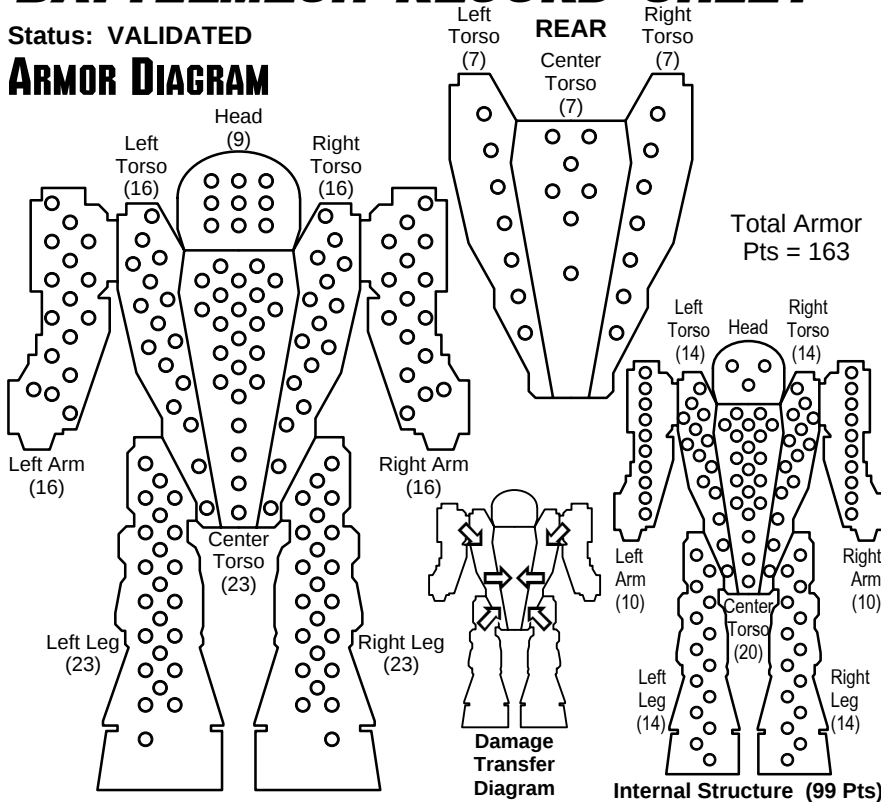
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Mad Dog (Vulture) H

Mass: 60 tons

Movement Points: Tech, Config. & Level:

Walking: 5

Clan

Running: 8

Biped OmniMech

Jumping: 0

Level 2 / 3060

Weapons Inventory:

(hexes)

Qty Type Loc Ht Dmg Min Sht Med Lng

1 LRM 15 w/ Artemis IV LT 5 1/hit - 7 14 21

1 LRM 15 w/ Artemis IV RT 5 1/hit - 7 14 21

3 Heavy Medium Laser LA 7 10 - 3 6 9

1 Heavy Large Laser RA 18 16 - 5 10 15

Ammo Type:

Rounds:

BV:

LRM 15

32

115

Total Heat Sinks: 20 Double (40)

oooooooooooo ooooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(49)

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
- Heavy Medium Laser
- Heavy Medium Laser
- Heavy Medium Laser

1-3

- Heavy Medium Laser
- Heavy Medium Laser
- Heavy Medium Laser
- Double Heat Sink
- Double Heat Sink
- Ferro-Fibrous

4-6

Left Torso (CASE)

- XL Engine
- XL Engine
- LRM 15
- LRM 15
- Artemis IV FCS
- Ammo (LRM 15) 8

1-3

- Ammo (LRM 15) 8
- Double Heat Sink
- Double Heat Sink
- Ferro-Fibrous
- Ferro-Fibrous
- 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

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: 1,735

Weapon Value: 2,308 / 2,136

Cost, C-Bills: 16,002,000

Right Arm

- Shoulder
- Upper Arm Actuator
- Heavy Large Laser
- Heavy Large Laser
- Heavy Large Laser
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Ferro-Fibrous

4-6

Right Torso (CASE)

- XL Engine
- XL Engine
- LRM 15
- LRM 15
- Artemis IV FCS
- Ammo (LRM 15) 8

1-3

- Ammo (LRM 15) 8
- Double Heat Sink
- Double Heat Sink
- 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

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid 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	

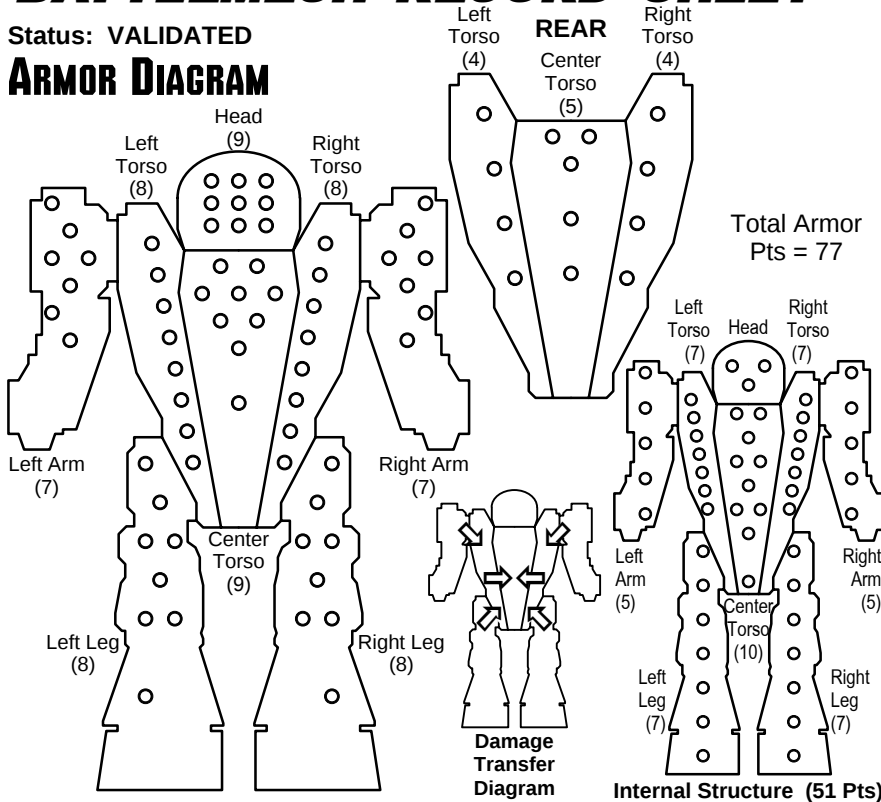
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Kit Fox (Uller) H**

Mass: **30 tons**

Movement Points: Tech, Config. & Level:

Walking: **6**

Clan

Running: **9**

Biped OmniMech

Jumping: **0**

Level 2 / 3060

Weapons Inventory: (hexes)

Qty Type Loc Ht Dmg Min Sht Med Lng

1 Gauss Rifle RA 1 15 2 7 15 22

2 Heavy Medium Laser LA 7 10 - 3 6 9

Ammo Type: Gauss Rifle Rounds: 16 BV: 99

Total Heat Sinks: 10 Double (20)

oooooooooooo

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
- Heavy Medium Laser
- Heavy Medium Laser

1-3

- Heavy Medium Laser
- Heavy Medium Laser
- Endo Steel
- 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

- 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
- Roll Again
- Roll Again

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: 1,122

Weapon Value: 703 / 703

Cost, C-Bills: 5,230,712

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- 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 Torso

- XL Engine
- XL Engine
- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous

1-3

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

4-6

Right Leg

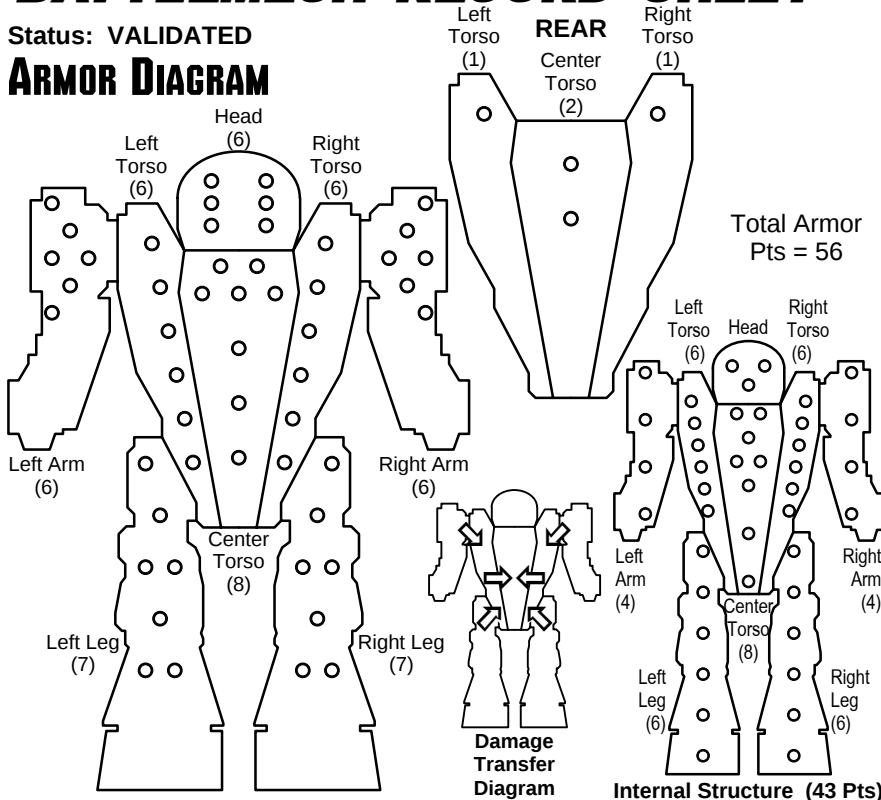
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Icestorm**

Mass: **25 tons**

Movement Points: Tech, Config. & Level:

Walking: **12**

Clan

Running: **18**

Biped 'Mech

Jumping: **0**

Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RA	5	7	-	5	10	15
1	SRM 2	HD	2	2/hit	-	3	6	9
1	TAG	CT	0	-	-	5	9	15

Ammo Type: SRM 2 Rounds: 50 BV: 8

Total Heat Sinks: 10 Single

oooooooooooo

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	-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
- Roll Again
- Roll Again

1-3

Head

- Life Support
- Sensors
- Cockpit
- SRM 2
- Sensors
- Life Support

1-3

Center Torso

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

4-6

Left Torso

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

1-3

Right Arm

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

1-3

Right Torso (CASE)

- XL Engine
- XL Engine
- Ammo (SRM 2) 50
- Roll Again
- Roll Again
- Roll Again

1-3

Left Leg

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

4-6

Right Leg

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

4-6

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

Battle Value: **619**

Weapon Value: **206 / 206**

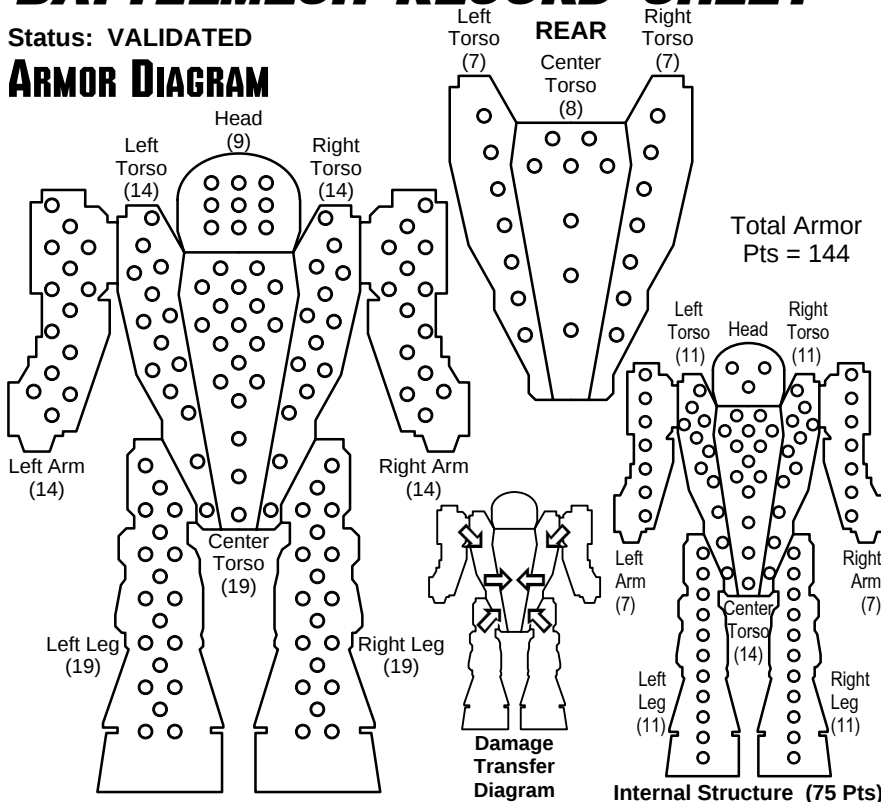
Cost, C-Bills: **4,423,750**

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Ice Ferret (Fenris) H**

Mass: **45 tons**

Movement Points: Tech, Config. & Level:

Walking: **8**

Clan

Running: **12**

Biped OmniMech

Jumping: **0**

Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	LA	12	10	-	8	15	25
2	Heavy Medium Laser	RA	7	10	-	3	6	9
1	SRM 6	LA	4	2/hit	-	3	6	9

Ammo Type: SRM 6 Rounds: 15 BV: 13

Total Heat Sinks: 13 Double (26)

oooooooooooo ooo

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

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
- Lower Arm Actuator
- Hand Actuator
- ER Large Laser
- SRM 6

1-3

- Ammo (SRM 6) 15
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- XL Engine
- XL Engine
- Endo Steel
- Ferro-Fibrous
- 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
- 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

4-6

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

Battle Value: **1,342**

Weapon Value: **1,536 / 1,536**

Cost, C-Bills: **12,432,300**

Right Arm

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

1-3

- Heavy Medium Laser
- Heavy Medium Laser
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

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

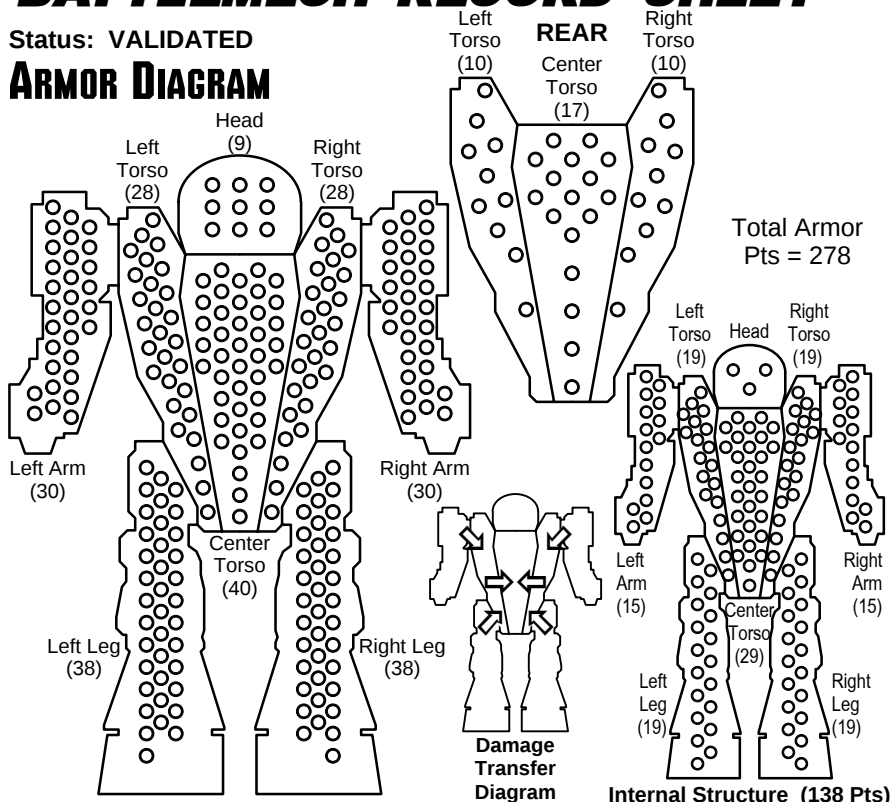
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Left Arm

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

Left Torso (CASE)

1. Jump Jet
 2. Medium Pulse Laser
 - 1-3 3. Medium Pulse Laser
 4. Medium Pulse Laser
 5. Ammo (LRM 20) 6
 6. Ammo (LRM 20) 6
1. Ammo (LRM 20) 6
 2. Ammo (LRM 20) 6
 - 4-6 3. Ammo (Streak 6) 15
 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. 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
 - 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. Jump Jet
 6. Roll Again

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

Battle Value: 2,827

Weapon Value: 4,641 / 4,091

Cost, C-Bills: 10,091,280

Right Arm (CASE)

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
 - 4-6 3. Gauss Rifle
 4. Ferro-Fibrous
 5. Ferro-Fibrous
 6. Roll Again

Right Torso

1. Jump Jet
 2. LRM 20
 - 1-3 3. LRM 20
 4. LRM 20
 5. LRM 20
 6. Artemis IV FCS
1. Ammo (Gauss) 8
 2. Ammo (Gauss) 8
 3. Ammo (Gauss) 8
 - 4-6 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. Double Heat Sink
6. Double Heat Sink

'MECH DATA

Type: Highlander IIC

Mass: 90 tons

Movement Points: Tech, Config. & Level:

Walking: 3 Clan
Running: 5 Biped 'Mech
Jumping: 3 Level 2 / 3060

Weapons Inventory: (hexes)
Qty Type Loc Ht Dmg Min Sht Med Lng

3	Medium Pulse Laser	LT	4	7	-	4	8	12
1	Gauss Rifle	RA	1	15	2	7	15	22
1	LRM 20 w/ Artemis IV	RT	6	1/hit	-	7	14	21
2	Streak SRM 6	LA	4	2/hit	-	4	8	12

Ammo Type:	Rounds:	BV:
Gauss Rifle	24	136
LRM 20	24	148
Streak SRM 6	15	21

Total Heat Sinks: 12 Double (24)

oooooooooooo oo

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

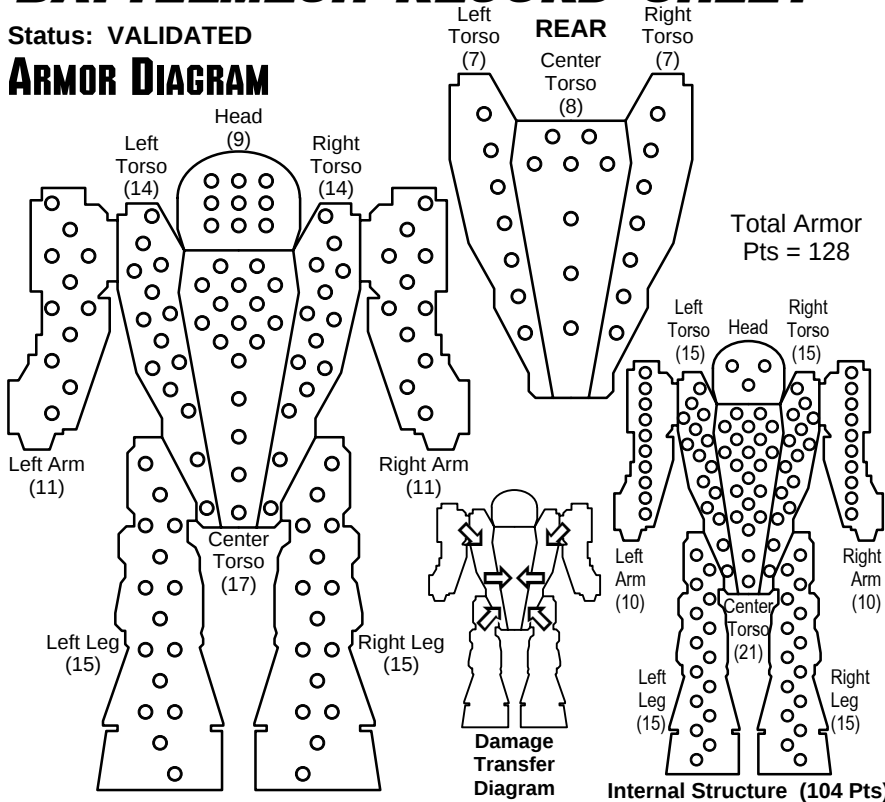
WIZKIDS

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Hellbringer (Loki) H**

Mass: **65 tons**

Movement Points: Tech, Config. & Level:

Walking: **5**

Clan

Running: **8**

Biped OmniMech

Jumping: **0**

Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	15	-	7	14	23
1	Heavy Large Laser	LA	18	16	-	5	10	15
4	Heavy Small Laser	LT	3	6	-	1	2	3
1	Anti-Personnel Pod	LL	0	-	-	-	-	-
1	Anti-Personnel Pod	RL	0	-	-	-	-	-
1	Active Probe	LT	0	-	-	-	-	5
1	Ultra AC/5	RT	1	5	-	7	14	21
1	LRM 15	LT	5	1/hit	-	7	14	21

Ammo Type:	Rounds:	BV:
Ultra AC/5	40	41
LRM 15	16	58

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

oooooooooooo ooo

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: **(52)**

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

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

Left Torso (CASE)

- XL Engine
- XL Engine
- Heavy Small Laser
- Heavy Small Laser
- Heavy Small Laser
- Heavy Small Laser

- Active Probe
- LRM 15
- LRM 15
- Ammo (LRM 15) 8
- Ammo (LRM 15) 8
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Anti-Personnel Pod
- 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
- Roll Again
- Roll Again

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

Battle Value: **1,492**

Weapon Value: **1,216 / 1,216**

Cost, C-Bills: **18,504,405**

Right Arm

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

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

Right Torso (CASE)

- XL Engine
- XL Engine
- Ultra AC/5
- Ultra AC/5
- Ultra AC/5
- Ammo (Ult AC/5) 20

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

Right Leg

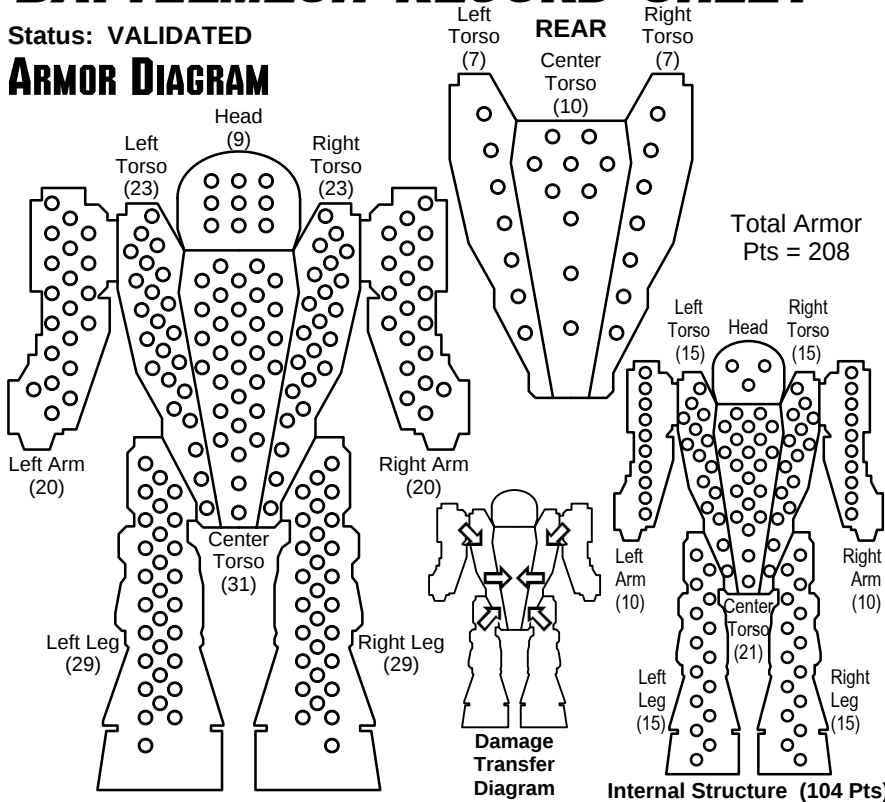
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Anti-Personnel Pod
- Roll Again

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. LRM 10
6. Ammo (LRM 10) 12

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

Left Torso (CASE)

1. LRM 20
2. LRM 20
3. LRM 20
4. LRM 20
5. Ammo (LRM 20) 6
6. Ammo (LRM 20) 6

1. Ammo (LRM 20) 6
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

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

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Single Heat Sink
6. Roll Again

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

Battle Value: **1,466**

Weapon Value: **1,800 / 1,800**

Cost, C-Bills: **6,458,211**

Right Arm (CASE)

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. LRM 10
6. Ammo (LRM 10) 12

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

Right Torso (CASE)

1. LRM 20
2. LRM 20
3. LRM 20
4. LRM 20
5. Ammo (LRM 20) 6
6. Ammo (LRM 20) 6

1. Ammo (LRM 20) 6
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

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

'MECH DATA

Type: **Ha Otoko**

Mass: **65 tons**

Movement Points: Tech, Config. & Level:

Walking: **4**

Clan

Running: **6**

Biped 'Mech

Jumping: **0**

Level 2 / 3060

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	RA	4	1/hit	-	7	14	21
1	LRM 10	LA	4	1/hit	-	7	14	21
1	LRM 20	RT	6	1/hit	-	7	14	21
1	LRM 20	LT	6	1/hit	-	7	14	21

Ammo Type:

Rounds:

BV:

LRM 10

24

31

LRM 20

36

181

Total Heat Sinks: 13 Single

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

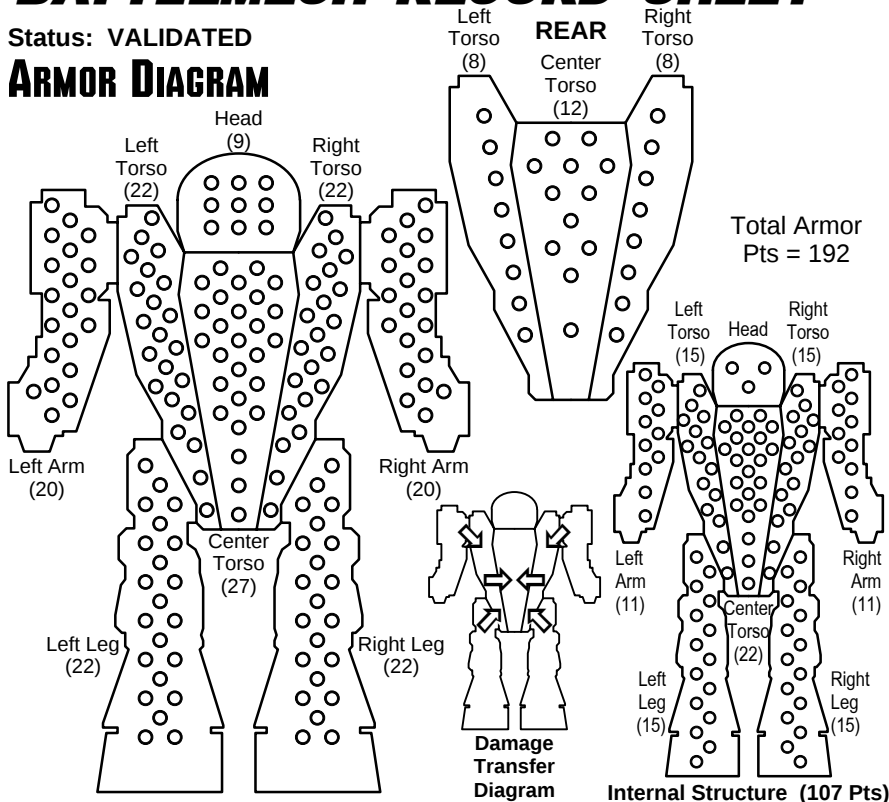
WIZKIDS

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Guillotine IIC

Mass: 70 tons

Movement Points: Tech, Config. & Level:

Walking: 4 Clan
Running: 6 Biped 'Mech
Jumping: 4 Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	15	-	7	14	23
1	ER Medium Laser	LT	5	7	-	5	10	15
1	ER Medium Laser	RT	5	7	-	5	10	15
2	Large Pulse Laser	RA	10	10	-	6	14	20
1	SRM 6	CT	4	2/hit	-	3	6	9

Ammo Type: SRM 6 Rounds: 15 BV: 11

Total Heat Sinks: 16 Double (32)

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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	-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
- 1-3 ER PPC
- Endo Steel

- Endo Steel
- Endo Steel
- 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

- ER Medium Laser
- Jump Jet
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

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

Head

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

Center Torso (CASE)

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

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

Battle Value: 2,187
Weapon Value: 2,724 / 2,724
Cost, C-Bills: 7,353,634

Right Arm

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

- Large Pulse Laser
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

Right Torso

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

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

Right Leg

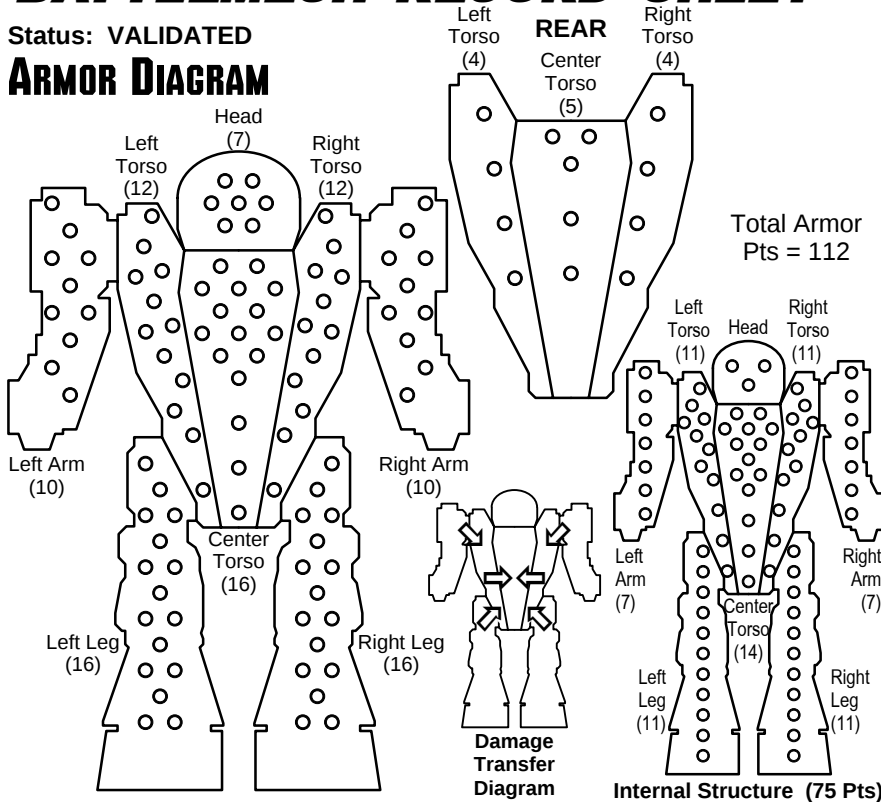
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Great Wurm**

Mass: **45 tons**

Movement Points: Tech, Config. & Level:

Walking: **5**

Clan

Running: **8**

Biped 'Mech

Jumping: **0**

Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RT	5	7	-	5	10	15
1	ER Medium Laser	LT	5	7	-	5	10	15
1	ER Small Laser	RT	2	5	-	2	4	6
1	ER Small Laser	LT	2	5	-	2	4	6
1	LRM 10	CT	4	1/hit	-	7	14	21
2	Ultra AC/2	RA	1	2	2	9	18	27

Ammo Type: Rounds: BV:

LRM 10 12 19

Ultra AC/2 45 11

Total Heat Sinks: 10 Double (20)

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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
3	5	7	10	11	Dead

Consciousness #

CRITICAL HIT TABLE

Left Arm

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

1-3

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

4-6

Left Torso

- ER Medium Laser
- ER Small Laser
- 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
- 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
- LRM 10
- Roll Again

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

Battle Value: **1,139**

Weapon Value: **1,097 / 1,097**

Cost, C-Bills: **4,064,133**

Right Arm

- Shoulder
- Upper Arm Actuator
- Ultra AC/2
- Ultra AC/2
- Ultra AC/2
- Ultra AC/2

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
- ER Medium Laser
- ER Small Laser
- Ammo (LRM 10) 12
- Ammo (Ult AC/2) 45

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

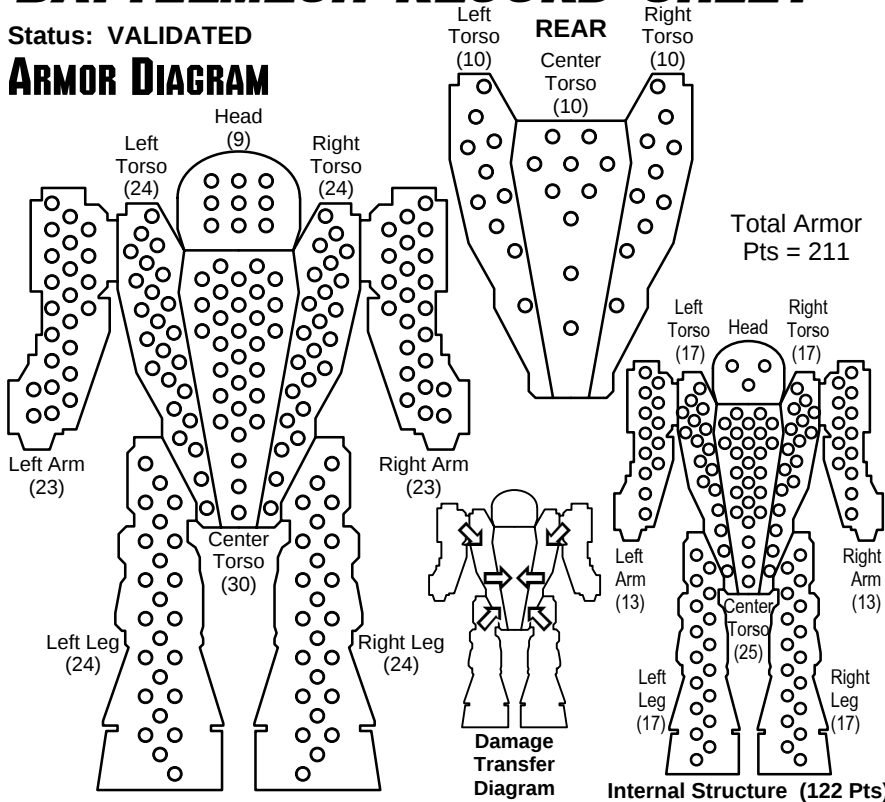
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Gargoyle (Man O' War) H

Mass: 80 tons

Movement Points: Tech, Config. & Level:

Walking: 5

Clan

Running: 8

Biped OmniMech

Jumping: 0

Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy Large Laser	LA	18	16	-	5	10	15
1	Ultra AC/10	RA	3	10	-	6	12	18
1	LRM 10	LT	4	1/hit	-	7	14	21
2	ER Medium Laser	LA	5	7	-	5	10	15

Ammo Type: Rounds: BV:

Ultra AC/10 20 71

LRM 10 12 19

Total Heat Sinks: 16 Double (32)

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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 #

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid 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
- Heavy Large Laser
- Heavy Large Laser

1-3

- Heavy Large Laser
- ER Medium Laser
- ER Medium Laser
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

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

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	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Battle Value: 1,821

Weapon Value: 2,656 / 2,656

Cost, C-Bills: 26,364,899

Right Arm

- Shoulder
- Upper Arm Actuator
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10

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/10) 10
- Ammo (Ult AC/10) 10
- Ferro-Fibrous
- Ferro-Fibrous

1-3

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

4-6

Right Leg

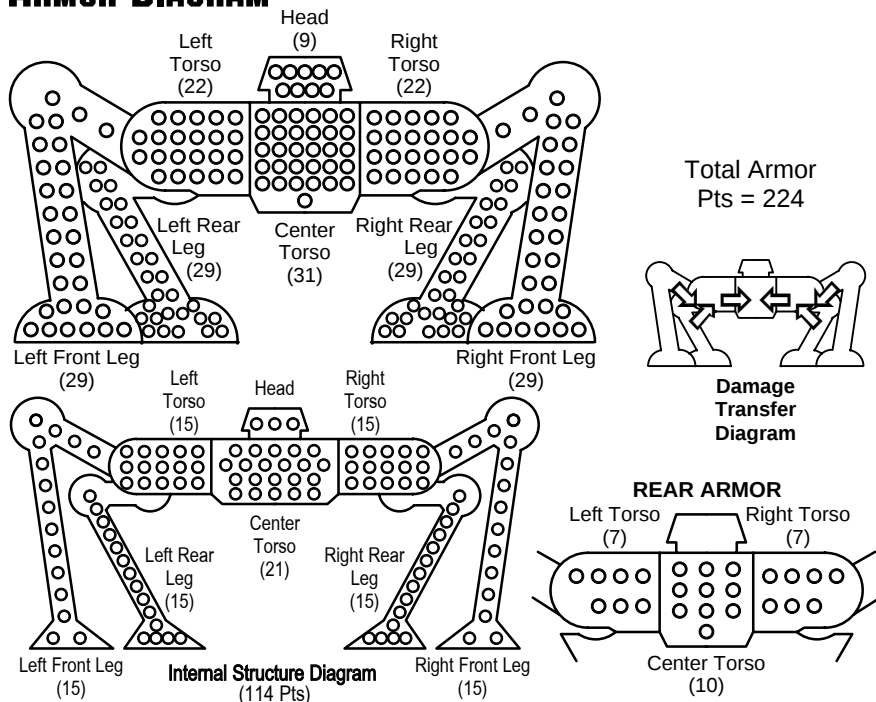
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

QUAD BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Front Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Anti-Personnel Pod
- Endo Steel

Head

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

Right Front Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Anti-Personnel Pod
- Endo Steel

Left Torso (CASE)

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

Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Endo Steel
 - Endo Steel
- 4-6

Right Torso (CASE)

- LB 10-X AC
 - LB 10-X AC
 - LB 10-X AC
 - LB 10-X AC
 - LB 10-X AC
 - Ammo (LB 10-X) 10
- 1-3
- Ammo (LB 10-X) 10
 - Ammo (LB 10-X) 10
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Rear Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Anti-Personnel Pod
- Endo Steel

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

Battle Value: 1,379
Weapon Value: 1,411 / 1,411
Cost, C-Bills: 6,194,211

Right Rear Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Anti-Personnel Pod
- Endo Steel

'MECH DATA

Type: Fire Scorpion

Mass: 65 tons

Movement Points: Tech, Config. & Level:

Walking: 4

Clan

Running: 6

Quad 'Mech

Jumping: 0

Level 2 / 3060

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	RT	2	10	-	6	12	18
1	Ultra AC/10	LT	3	10	-	6	12	18
1	Anti-Personnel Pod RRL	0	-	-	-	-	-	-
1	Anti-Personnel Pod LRL	0	-	-	-	-	-	-
1	Anti-Personnel Pod RFL	0	-	-	-	-	-	-
1	Anti-Personnel Pod LFL	0	-	-	-	-	-	-

Ammo Type:

Rounds:

BV:

LB 10-X AC

30

64

Ultra AC/10

30

87

Total Heat Sinks: 10 Single

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	

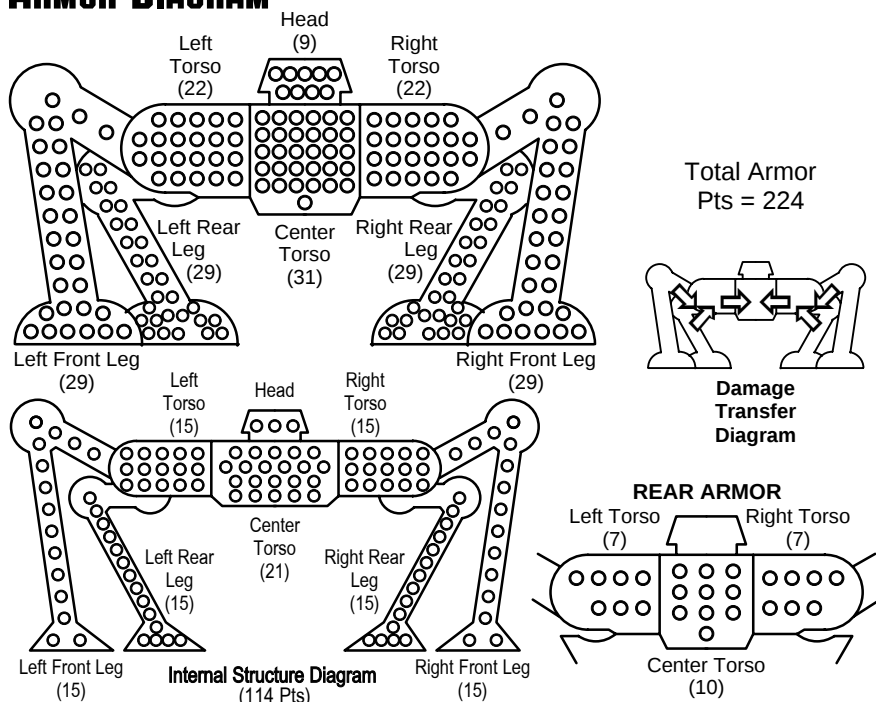
WIZKIDS®

BATTLETECH®

QUAD BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Front Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Anti-Personnel Pod
- Endo Steel

Head

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

Right Front Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Anti-Personnel Pod
- Endo Steel

Left Torso (CASE)

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

Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Endo Steel
 - Endo Steel
- 4-6

Right Torso (CASE)

- LRM 10
 - LRM 10
 - Active Probe
 - Machine Gun
 - Machine Gun
 - Machine Gun
- 1-3
- Machine Gun
 - Ammo (LRM 10) 12
 - Ammo (LRM 10) 12
 - Ammo (MG) 200
 - Roll Again
 - Roll Again
- 4-6

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

Left Rear Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Anti-Personnel Pod
- Endo Steel

Right Rear Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Anti-Personnel Pod
- Endo Steel

Battle Value: 1,341
Weapon Value: 1,102 / 1,102
Cost, C-Bills: 6,605,061

'MECH DATA

Type: Fire Scorpion 2

Mass: 65 tons

Movement Points: Tech, Config. & Level:

Walking: 4

Clan

Running: 6

Quad 'Mech

Jumping: 0

Level 2 / 3060

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Anti-Personnel Pod	RFL	0	-	-	-	-	-
1	Anti-Personnel Pod	LFL	0	-	-	-	-	-
1	Anti-Personnel Pod	LRL	0	-	-	-	-	-
1	Anti-Personnel Pod	RRL	0	-	-	-	-	-
1	Ultra AC/20	LT	7	20	-	4	8	12
2	LRM 10	RT	4	1/hit	-	7	14	21
1	Active Probe	RT	0	-	-	-	-	5
4	Machine Gun	RT	0	2	-	1	2	3

Ammo Type:	Counts:	BV:
Ultra AC/20	20	157
LRM 10	24	31
Machine Gun	200	1

Total Heat Sinks: 10 Single

oooooooooooo

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	

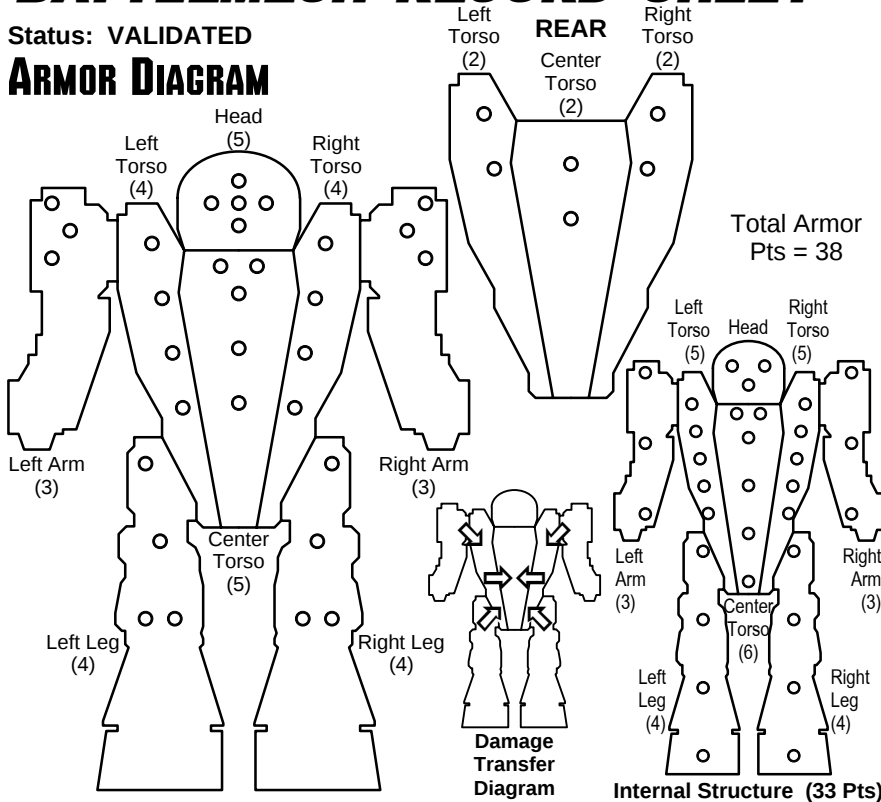
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (33 Pts)

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Heavy Small Laser
6. Heavy Small Laser

1-3

1. Heavy Small Laser
2. Heavy Small Laser
3. Endo Steel
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

4-6

Left Torso

1. XL Engine
2. XL Engine
3. Double Heat Sink
4. Double Heat Sink
5. Endo Steel
6. Ferro-Fibrous

1-3

1. Ferro-Fibrous
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. Endo Steel
6. Roll Again

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

4-6

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

Battle Value: **485**

Weapon Value: **173 / 173**

Cost, C-Bills: **3,821,801**

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Heavy Small Laser
6. Heavy Small Laser

1-3

1. Heavy Small Laser
2. Heavy Small Laser
3. Heavy Small Laser
4. Endo Steel
5. Ferro-Fibrous
6. Roll Again

4-6

Right Torso

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

1-3

1. Double Heat Sink
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. Endo Steel
6. Roll Again

'MECH DATA

Type: **Fire Moth (Dasher) H**

Mass: **20 tons**

Movement Points: Tech, Config. & Level:

Walking: **10** Clan

Running: **15 [20]** Biped OmniMech

Jumping: **0** Level 2 / 3060

Weapons Inventory: (hexes)

Qty Type Loc Ht Dmg Min Sht Med Lng

5 Heavy Small Laser RA 3 6 - 1 2 3

4 Heavy Small Laser LA 3 6 - 1 2 3

1 Targeting Computer

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

oooooooooooo o

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	
0	

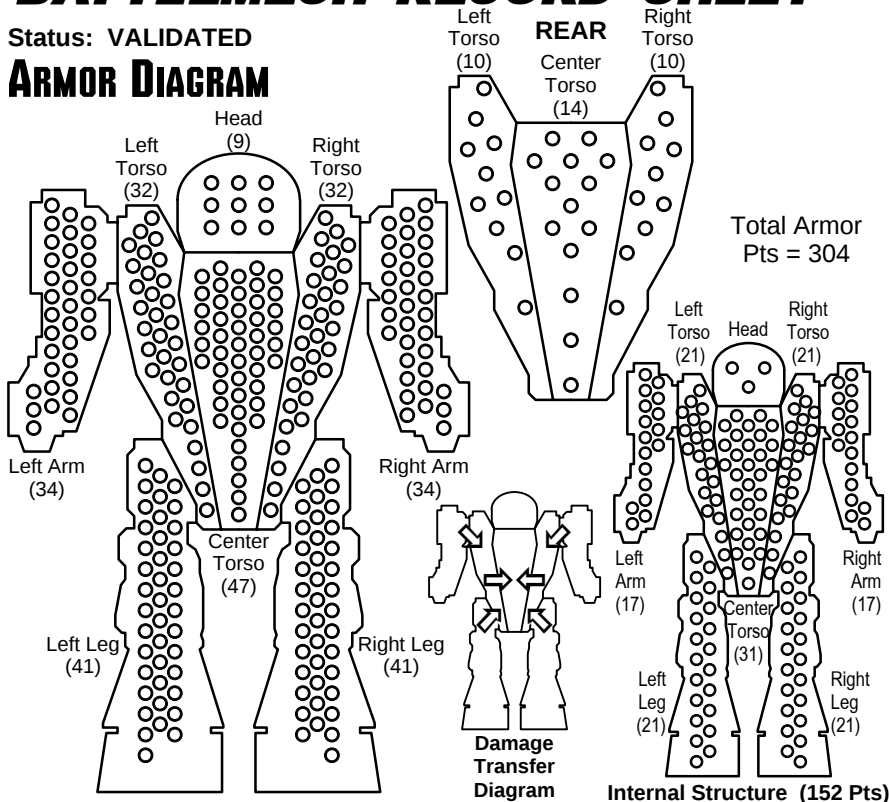
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Dire Wolf (Daishi) H

Mass: 100 tons

Movement Points: Tech, Config. & Level:

Walking: 3

Clan

Running: 5

Biped OmniMech

Jumping: 0

Level 2 / 3060

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	Heavy Large Laser	RA	18	16	-	5	10	15
1	Heavy Large Laser	LA	18	16	-	5	10	15
1	Flamer	HD	3	2	-	1	2	3
1	Medium Pulse Laser	RT	4	7	-	4	8	12
1	Targeting Computer							

Ammo Type: Rounds: BV:

Gauss Rifle 32 132

Total Heat Sinks: 20 Double (40)

oooooooooooo ooooooooooooo

Auto Eject: Weapon Heat:

☐ Operational ☐ Disabled (45)

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 Heavy Large Laser
- Heavy Large Laser
- Heavy Large Laser
- Ammo (Gauss) 8

Left Torso

- XL Engine
- XL Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1 Double Heat Sink
- Double Heat Sink
- 4-6 Double Heat Sink
- Double Heat Sink
- Ammo (Gauss) 8
- Ammo (Gauss) 8

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Flamer
- 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 XL Engine
- 5 Double Heat Sink
- 6 Double Heat Sink

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

Battle Value: 2,517
Weapon Value: 5,069 / 5,069
Cost, C-Bills: 28,518,750

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 Heavy Large Laser
- Heavy Large Laser
- Heavy Large Laser
- Ammo (Gauss) 8

Right Torso

- XL Engine
- XL Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Targeting Computer
- Targeting Computer
- 1 Targeting Computer
- 2 Targeting Computer
- 3 Targeting Computer
- 4 Targeting Computer
- 5 Targeting Computer
- 6 Medium Pulse Laser

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	

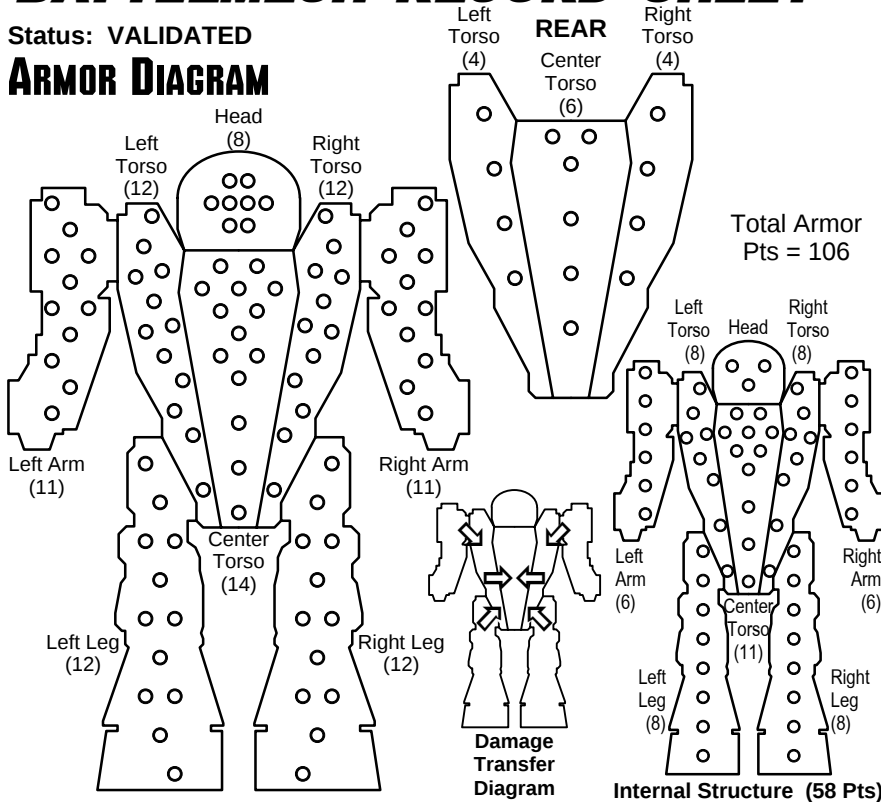
WIZKIDS

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Cougar Prime**

Mass: **35 tons**

Movement Points: Tech, Config. & Level:

Walking: **5**

Clan

Running: **8**

Biped OmniMech

Jumping: **0**

Level 2 / 3060

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	LRM 10	RT	4	1/hit	-	7	14	21
1	LRM 10	LT	4	1/hit	-	7	14	21

Ammo Type: LRM 10
Rounds: 24
BV: 38

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®

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Large Pulse Laser
- Large Pulse Laser
- Roll Again
- Roll Again
- Roll Again
- 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
- Endo Steel
- Endo Steel

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

Battle Value: **1,227**
Weapon Value: **1,122 / 1,122**
Cost, C-Bills: **6,065,437**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Large Pulse Laser
- Large Pulse Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso (CASE)

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- LRM 10
- Ammo (LRM 10) 12
- Ferro-Fibrous
- 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

Left Torso (CASE)

- XL Engine
- XL Engine
- LRM 10
- Ammo (LRM 10) 12
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

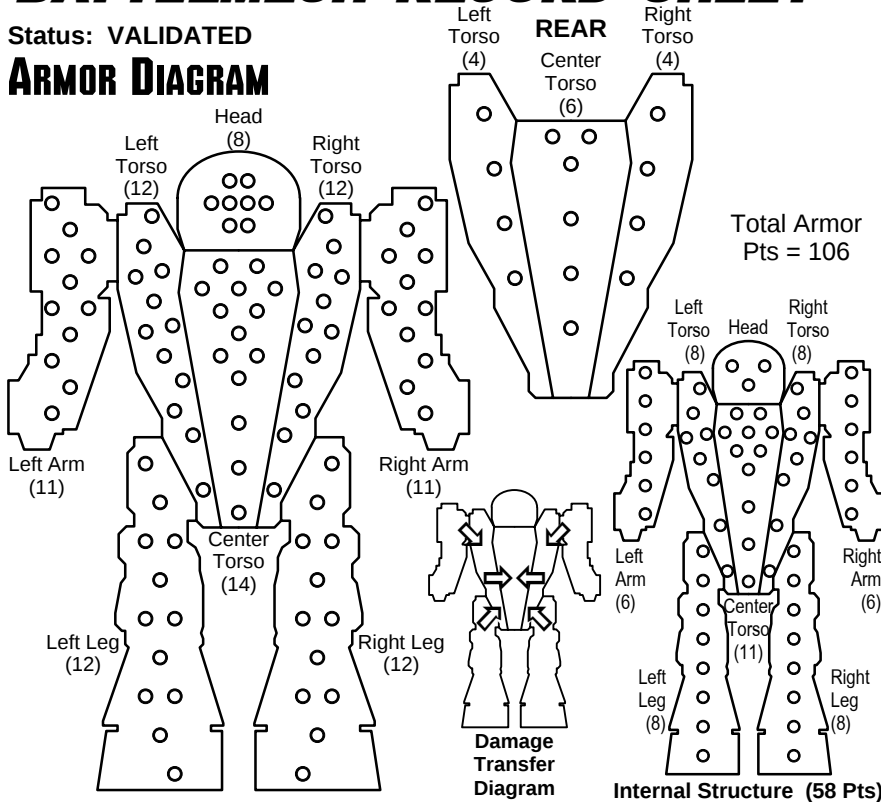
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Cougar D**

Mass: **35 tons**

Movement Points: Tech, Config. & Level:

Walking: **5**

Clan

Running: **8**

Biped OmniMech

Jumping: **0**

Level 2 / 3060

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/10	RA	3	10	-	6	12	18
1	ER Large Laser	LA	12	10	-	8	15	25
1	SRM 4	RT	3	2/hit	-	3	6	9
1	SRM 4	LT	3	2/hit	-	3	6	9

Ammo Type: Rounds: BV:

Ultra AC/10 20 71

SRM 4 25 7

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

WIZKIDS

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Double Heat Sink
- Double Heat Sink
- 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
- SRM 4
- Endo Steel
- 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
- Ferro-Fibrous
- Ferro-Fibrous

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

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

Battle Value: **1,088**

Weapon Value: **884 / 884**

Cost, C-Bills: **6,114,797**

Right Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Ultra AC/10
- Ultra AC/10

1-3

- Ultra AC/10
- Ultra AC/10
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- SRM 4
- Ammo (Ult AC/10) 10

1-3

- Ammo (Ult AC/10) 10
- Ammo (SRM 4) 25
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

Right Leg

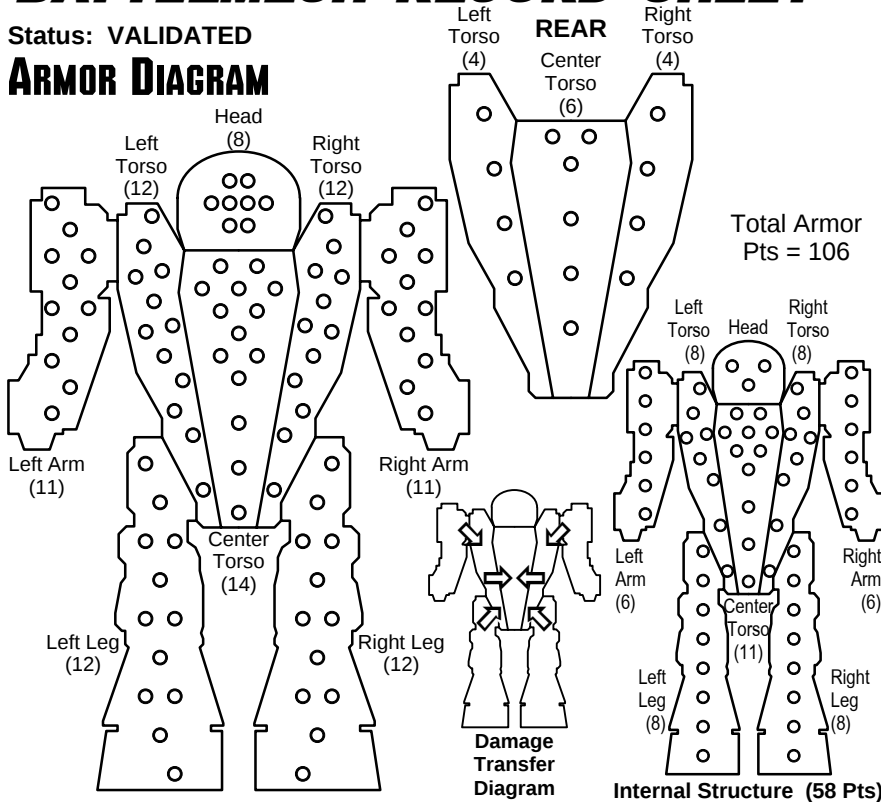
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Cougar C**

Mass: **35 tons**

Movement Points: Tech, Config. & Level:

Walking: **5**

Clan

Running: **8**

Biped OmniMech

Jumping: **0**

Level 2 / 3060

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	LA	1	15	2	7	15	22
1	ER Medium Laser	HD	5	7	-	5	10	15
4	ER Medium Laser	RA	5	7	-	5	10	15

Ammo Type:

Rounds:

BV:

Gauss Rifle

16

90

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	-2 Movement Points
10	
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
- Double Heat Sink
- Double Heat Sink
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Roll Again
- Roll Again

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- ER Medium Laser
- 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: **1,442**
Weapon Value: **1,377 / 1,377**
Cost, C-Bills: **6,197,484**

Right Arm

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

Right Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- 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

Left Torso

- XL Engine
- XL Engine
- Ammo (Gauss) 8
- Ammo (Gauss) 8
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

Left Leg

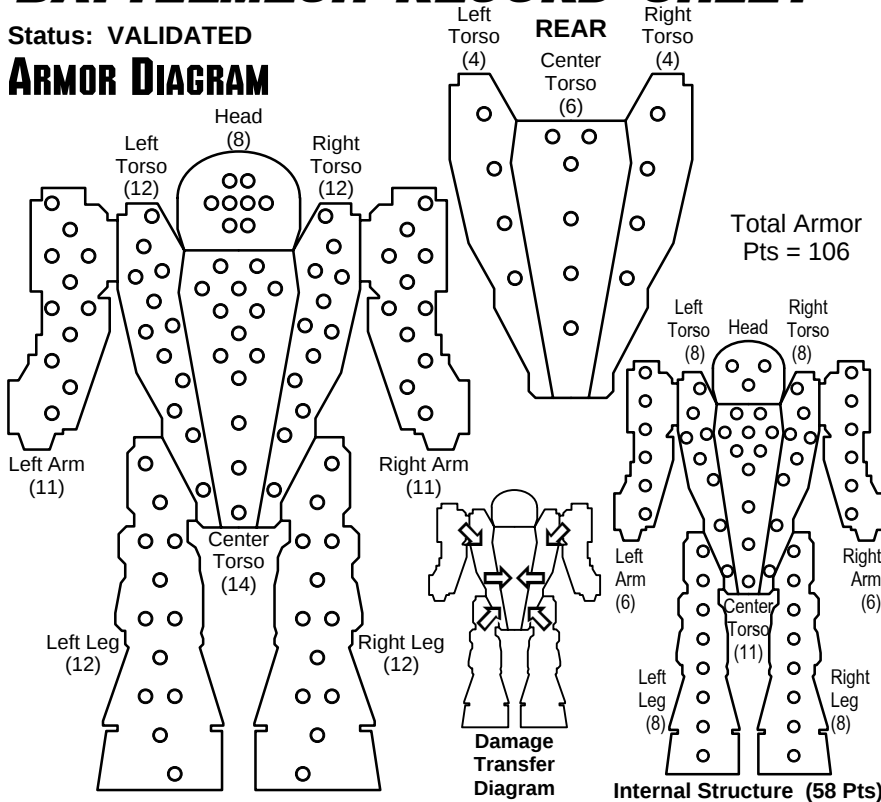
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Cougar B**

Mass: **35 tons**

Movement Points: Tech, Config. & Level:

Walking: **5**

Clan

Running: **8**

Biped OmniMech

Jumping: **0**

Level 2 / 3060

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	ER Medium Laser	HD	5	7	-	5	10	15

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

oooooooooooo oooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(35)

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
- Double Heat Sink

1-3

- ER PPC
- ER PPC
- Roll Again
- Roll Again
- 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

- 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
- Ferro-Fibrous
- Ferro-Fibrous

Head

- Life Support
- Sensors
- Cockpit
- ER Medium Laser
- 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
- Endo Steel
- Endo Steel

Right Arm

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

1-3

- ER PPC
- ER PPC
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

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

4-6

Right Leg

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

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

Battle Value: **1,564**

Weapon Value: **1,405 / 1,405**

Cost, C-Bills: **6,069,655**

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid 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	

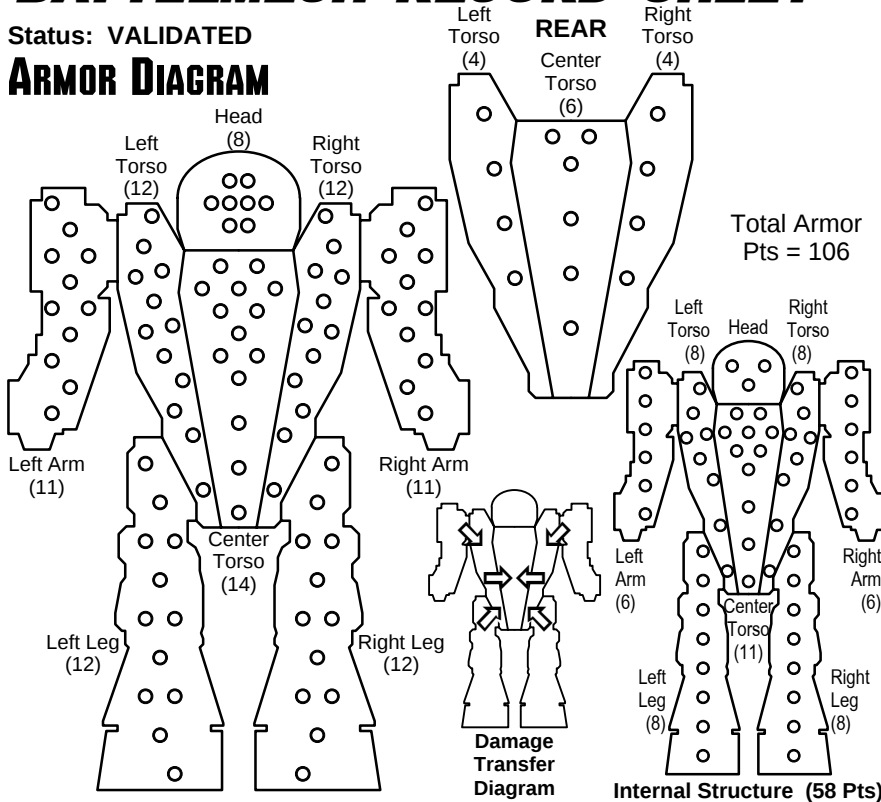
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Left Arm (CASE)

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
- 1-3 Double Heat Sink
5. Double Heat Sink
6. ER Medium Laser

1. Ammo (LRM 20) 6
2. Ammo (LRM 20) 6
- 4-6 Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. XL Engine
2. XL Engine
- 1-3 LRM 20
4. LRM 20
5. LRM 20
6. LRM 20

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

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

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

Battle Value: **1,429**

Weapon Value: **1,357 / 1,213**

Cost, C-Bills: **6,919,312**

Right Arm (CASE)

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
- 1-3 Double Heat Sink
5. Double Heat Sink
6. ER Medium Laser

1. Ammo (LRM 20) 6
2. Ammo (LRM 20) 6
- 4-6 Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. XL Engine
2. XL Engine
- 1-3 Double Heat Sink
4. Double Heat Sink
5. LRM 20
6. LRM 20

1. LRM 20
2. LRM 20
3. Artemis IV FCS
- 4-6 Ferro-Fibrous
5. Ferro-Fibrous
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: **Cougar A**

Mass: **35 tons**

Movement Points: Tech, Config. & Level:

Walking: **5**

Clan

Running: **8**

Biped OmniMech

Jumping: **0**

Level 2 / 3060

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
1	Small Pulse Laser	HD	2	3	-	2	4	6
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

Ammo Type:

Rounds:

BV:

LRM 20

24

148

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

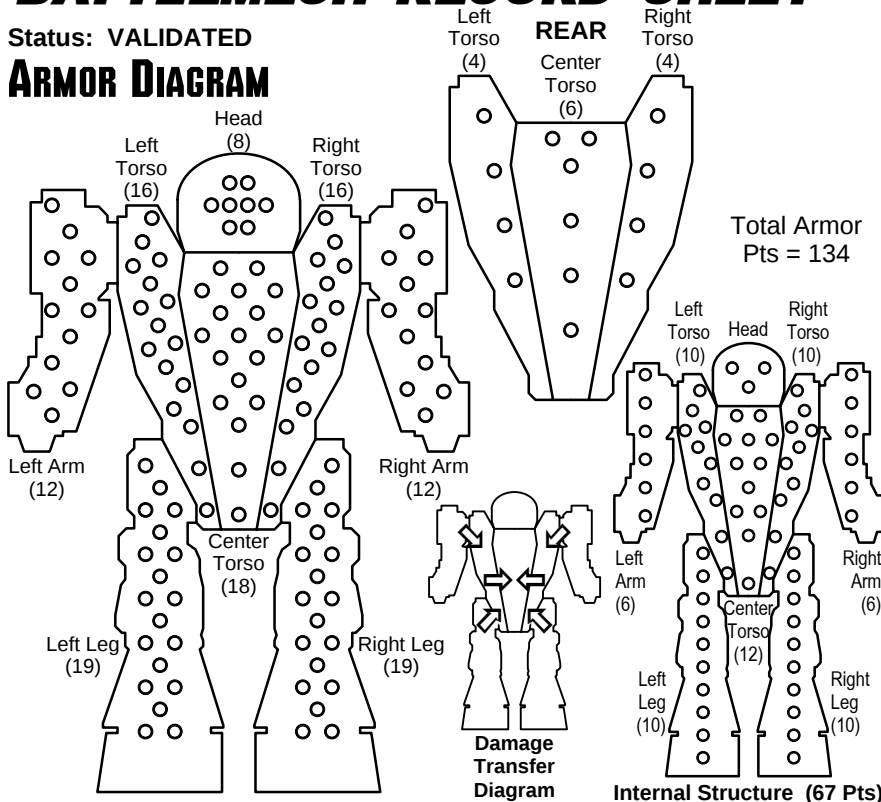
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Internal Structure (67 Pts)

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Pulse Laser
- Medium Pulse 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
- Jump Jet
- Jump Jet
- Endo Steel
- Endo Steel

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

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
- Ferro-Fibrous
- Endo Steel

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

Battle Value: 1,366

Weapon Value: 1,092 / 1,092

Cost, C-Bills: 3,373,814

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10

1-3

- Ultra AC/10
- Ammo (Ult AC/10) 10
- Ammo (Ult AC/10) 10
- Ammo (Ult AC/10) 10
- Ammo (Ult AC/10) 10
- Roll Again

4-6

Right Torso

- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Jump Jet
- Ferro-Fibrous
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- 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

'MECH DATA

Type: Corvis

Mass: 40 tons

Movement Points: Tech, Config. & Level:

Walking: 4

Clan

Running: 6

Biped 'Mech

Jumping: 4

Level 2 / 3060

Weapons Inventory: (hexes)

Qty Type Loc Ht Dmg Min Sht Med Lng

2 Medium Pulse Laser LA 4 7 - 4 8 12

1 Ultra AC/10 RA 3 10 - 6 12 18

Ammo Type:

Rounds:

BV:

Ultra AC/10

40

170

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
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	

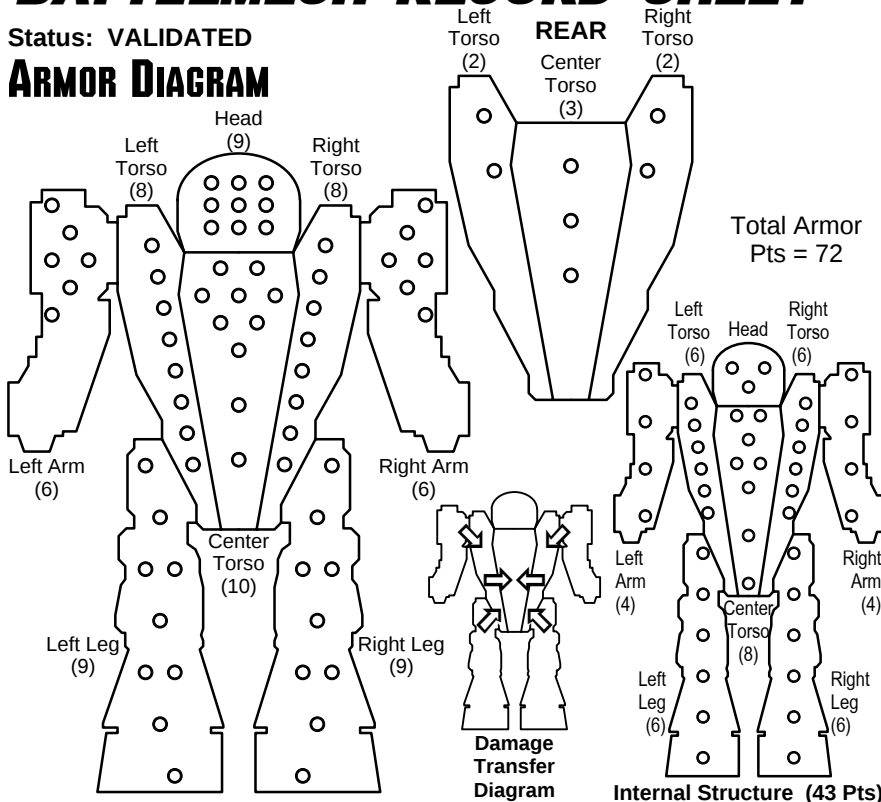
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: **Commando IIC**

Mass: **25 tons**

Movement Points: Tech, Config. & Level:

Walking: **6**

Clan

Running: **9**

Biped 'Mech

Jumping: **0**

Level 2 / 3060

Weapons Inventory:

(hexes)

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

Ammo Type:

Rounds:

BV:

SRM 6

15

10

SRM 4

25

8

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(23)

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

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

- Double Heat Sink
- Double Heat Sink
- SRM 4
- Endo Steel
- Endo Steel
- Endo Steel

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

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- 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: 816

Weapon Value: 692 / 692

Cost, C-Bills: 2,372,500

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- SRM 4
- Roll Again

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
- SRM 4
- Ammo (SRM 6) 15
- Ammo (SRM 4) 25
- Endo Steel

1-3

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

4-6

Right Leg

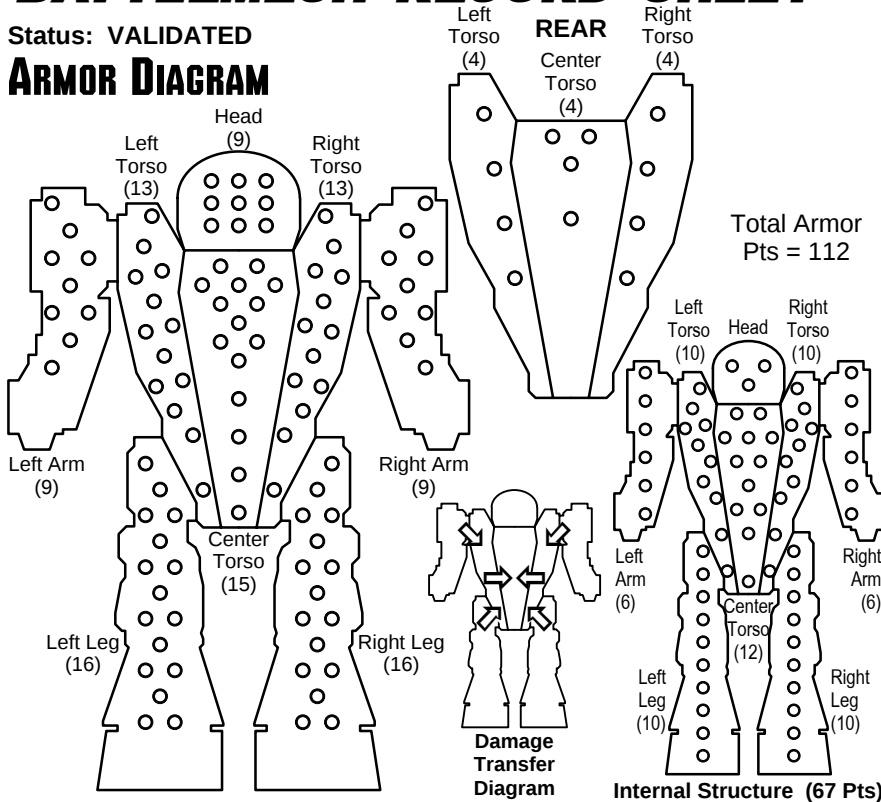
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Clint IIC**

Mass: **40 tons**

Movement Points: Tech, Config. & Level:

Walking: **6**

Clan

Running: **9**

Biped 'Mech

Jumping: **6**

Level 2 / 3060

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	CT	5	7	-	5	10	15
1	ER Medium Laser	LT	5	7	-	5	10	15
1	LB 10-X AC	RA	2	10	-	6	12	18

Ammo Type:

Rounds:

BV:

LB 10-X AC

40

175

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
- 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
- Jump Jet
- ER Medium Laser
- 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
- 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: **1,176**

Weapon Value: **723 / 723**

Cost, C-Bills: **6,990,480**

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

4-6

Right Torso (CASE)

- XL Engine
- XL Engine
- Single Heat Sink
- Jump Jet
- Ammo (LB 10-X) 10
- Ammo (LB 10-X) 10

1-3

- Ammo (LB 10-X) 10
- Ammo (LB 10-X) 10
- 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	-2 Movement Points
10	
9	+1 Modifier to Fire
8	
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

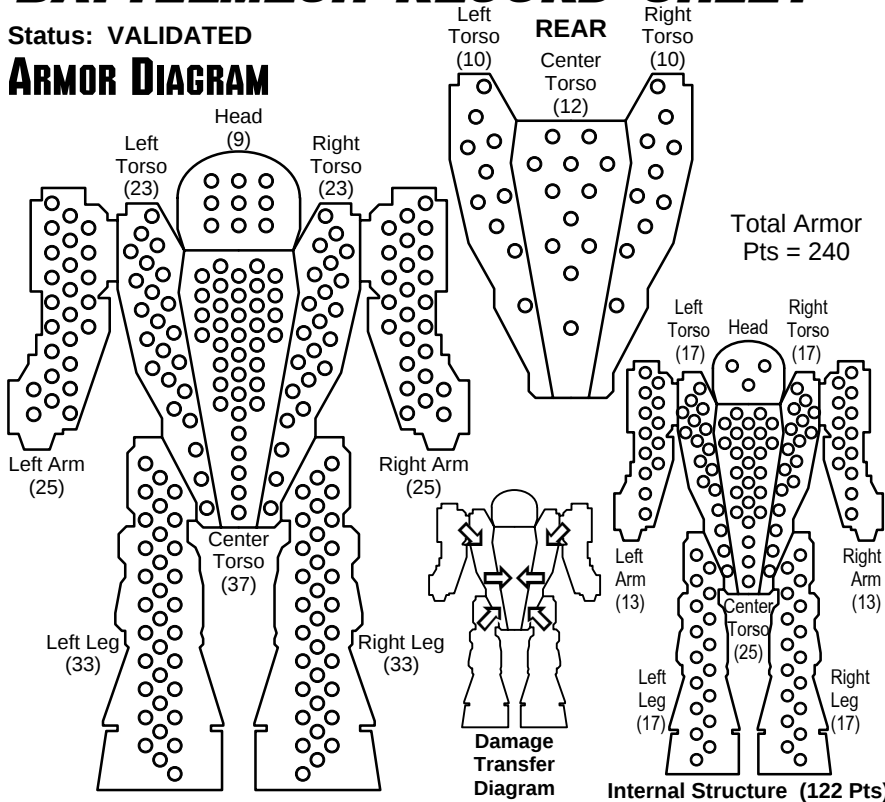
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Canis**

Mass: **80 tons**

Movement Points: Tech, Config. & Level:

Walking: **3**

Clan

Running: **5**

Biped 'Mech

Jumping: **3**

Level 2 / 3060

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Large Laser	RA	12	10	-	8	15	25
2	ER Large Laser	LA	12	10	-	8	15	25
1	Ultra AC/10	RT	3	10	-	6	12	18
1	Ultra AC/10	LT	3	10	-	6	12	18

Ammo Type:

Rounds:

BV:

Ultra AC/10

40

142

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

oooooooooooo oooooo

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 #

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Large Laser
- ER Large Laser
- Roll Again
- Roll Again
- Roll Again

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
- Jump Jet
- Roll Again

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

Battle Value: **2,223**

Weapon Value: **2,682 / 2,682**

Cost, C-Bills: **15,796,800**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Large Laser
- ER Large Laser
- Roll Again

Right Torso (CASE)

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

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	

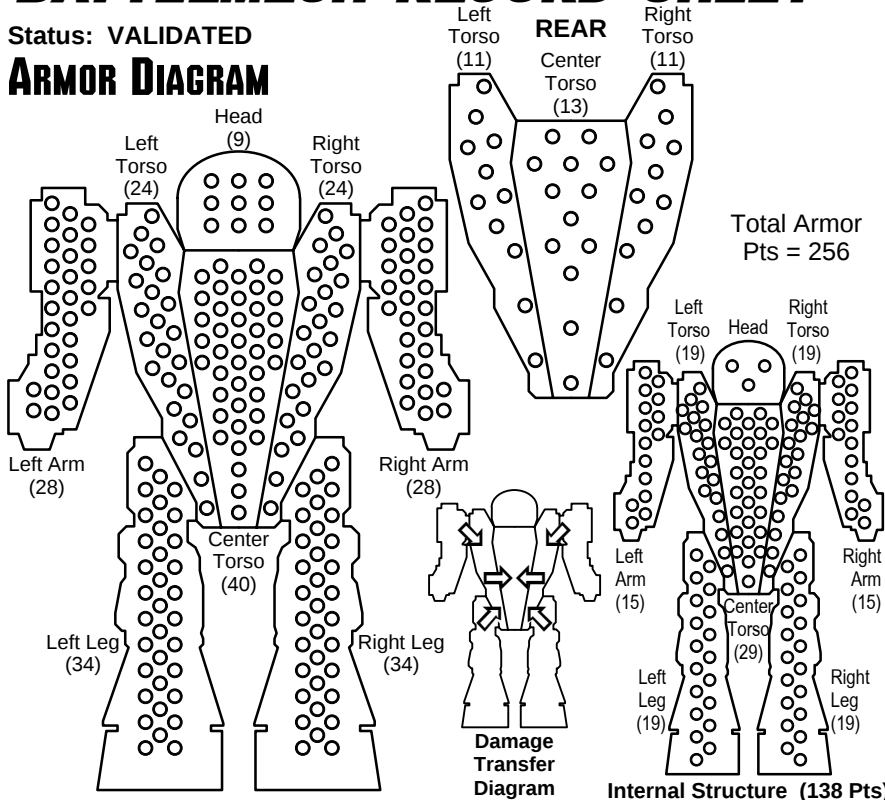
WIZKIDS®

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (138 Pts)

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Heavy Medium Laser
5. Heavy Medium Laser
6. Heavy Medium Laser
1. Heavy Medium Laser
2. Medium Pulse Laser
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

Left Torso (CASE)

1. XL Engine
2. XL Engine
3. Double Heat Sink
4. Double Heat Sink
5. Gauss Rifle
6. Gauss Rifle
1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Gauss Rifle
5. Ammo (Gauss) 8
6. Endo Steel

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. Endo Steel
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. Streak SRM 6
6. Streak SRM 6

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

Battle Value: 2,295

Weapon Value: 5,128 / 4,914

Cost, C-Bills: 29,416,750

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Double Heat Sink
5. Double Heat Sink
6. Heavy Medium Laser
1. Heavy Medium Laser
2. Heavy Medium Laser
3. Heavy Medium Laser
4. Medium Pulse Laser
5. Endo Steel
6. Roll Again

Right Torso (CASE)

1. XL Engine
2. XL Engine
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle
1. Gauss Rifle
2. Gauss Rifle
3. Ammo (Gauss) 8
4. Ammo (Streak 6) 15
5. Endo Steel
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: **Blood Asp Prime**

Mass: **90 tons**

Movement Points: Tech, Config. & Level:

Walking: **4**

Clan

Running: **6**

Biped OmniMech

Jumping: **0**

Level 2 / 3060

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	Heavy Medium Laser	LA	7	10	-	3	6	9
2	Heavy Medium Laser	RA	7	10	-	3	6	9
1	Streak SRM 6	CT	4	2/hit	-	4	8	12
1	Medium Pulse Laser	RA	4	7	-	4	8	12
1	Medium Pulse Laser	LA	4	7	-	4	8	12

Ammo Type: Rounds: BV:

Gauss Rifle	16	74
Streak SRM 6	15	17

Total Heat Sinks: 18 Double (36)

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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
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	

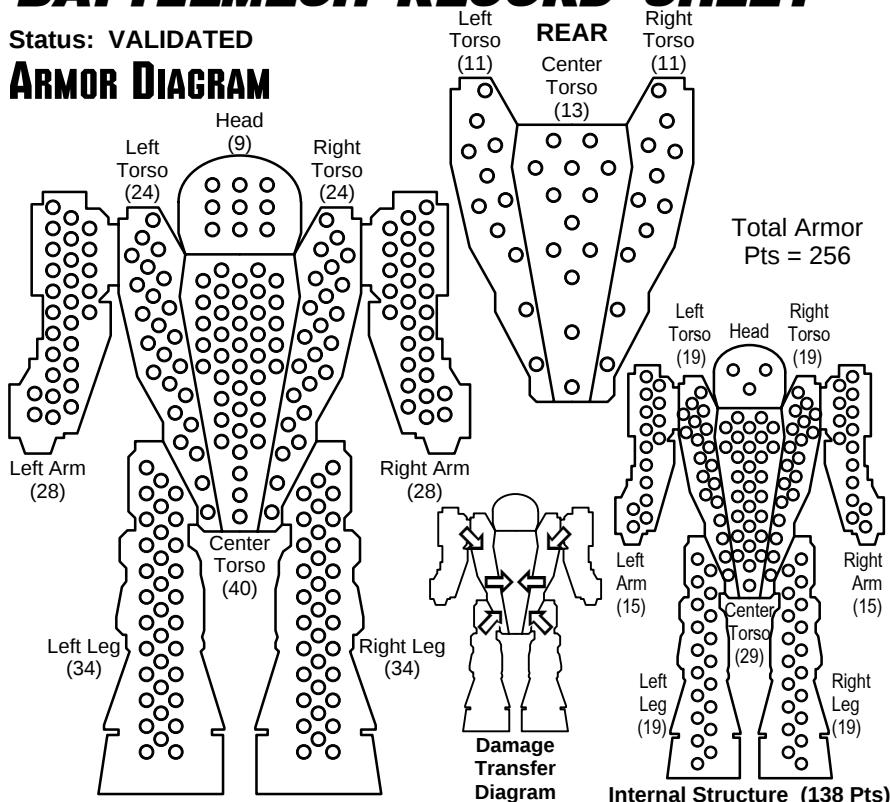
WIZKIDS

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Internal Structure (138 Pts)

Left Arm

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

1-3

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

4-6

Left Torso (CASE)

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

1-3

4-6

- Gauss Rifle
- Gauss Rifle
- Ammo (Gauss) 8
- Ammo (Gauss) 8
- 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
- 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
- Double Heat Sink
- Double Heat Sink

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

Battle Value: 1,977

Weapon Value: 3,461 / 3,461

Cost, C-Bills: 29,309,875

Right Arm

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

1-3

4-6

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

Right Torso (CASE)

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Ultra AC/2
- Ultra AC/2

1-3

4-6

- Ultra AC/2
- Ultra AC/2
- Ultra AC/2
- Ultra AC/2
- Ammo (Ult AC/2) 45
- Endo Steel

Right Leg

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

'MECH DATA

Type: Blood Asp D

Mass: 90 tons

Movement Points: Tech, Config. & Level:

Walking: 4

Clan

Running: 6

Biped OmniMech

Jumping: 0

Level 2 / 3060

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	LA	12	10	-	8	15	25
1	Heavy Medium Laser	LA	7	10	-	3	6	9
1	Gauss Rifle	LT	1	15	2	7	15	22
1	ER Large Laser	RA	12	10	-	8	15	25
1	Heavy Medium Laser	RA	7	10	-	3	6	9
3	Ultra AC/2	RT	1	2	2	9	18	27

Ammo Type:

Rounds:

BV:

Gauss Rifle

16

74

Ultra AC/2

45

9

Total Heat Sinks: 16 Double (32)

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Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(45)

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	+1 Modifier to Fire
8	
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
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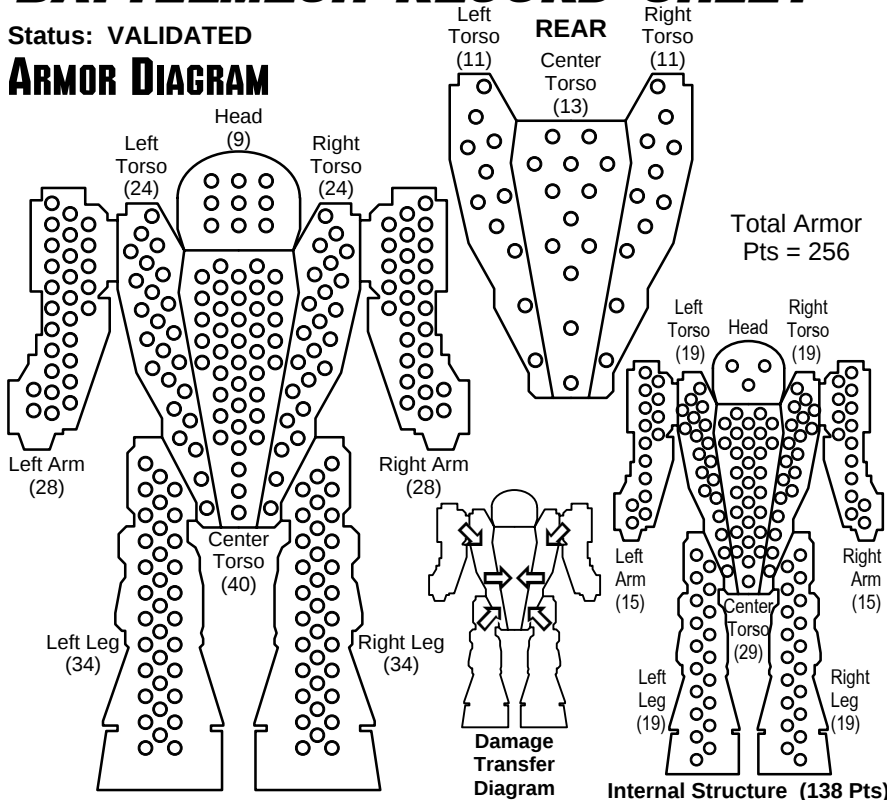
WIZKIDS

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Internal Structure (138 Pts)

Left Arm

- Shoulder
- Upper Arm Actuator
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10

1-3

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

4-6

Left Torso (CASE)

- XL Engine
- XL Engine
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10

1-3

- Ammo (Ult AC/10) 10
- Ammo (Ult AC/10) 10
- Ammo (Ult AC/10) 10
- Ammo (Ult AC/10) 10
- Endo Steel
- 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
- Endo Steel
- Sensors
- Life Support

Center Torso (CASE)

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

1-3

4-6

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

Battle Value: 1,969

Weapon Value: 3,690 / 3,690

Cost, C-Bills: 29,809,812

Right Arm

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

1-3

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

4-6

Right Torso

- XL Engine
- XL Engine
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC

1-3

- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- Endo Steel

4-6

Right Leg

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

'MECH DATA

Type: Blood Asp C

Mass: 90 tons

Movement Points: Tech, Config. & Level:

Walking: 4

Clan

Running: 6

Biped OmniMech

Jumping: 0

Level 2 / 3060

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	LA	3	10	-	6	12	18
1	LB 20-X AC	RT	6	20	-	4	8	12
1	ER Large Laser	RA	12	10	-	8	15	25

Ammo Type:

Rounds:

BV:

Ultra AC/10

40

116

LB 20-X AC

10

74

Total Heat Sinks: 14 Double (28)

oooooooooooo oooo

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	
2	
1	
0	

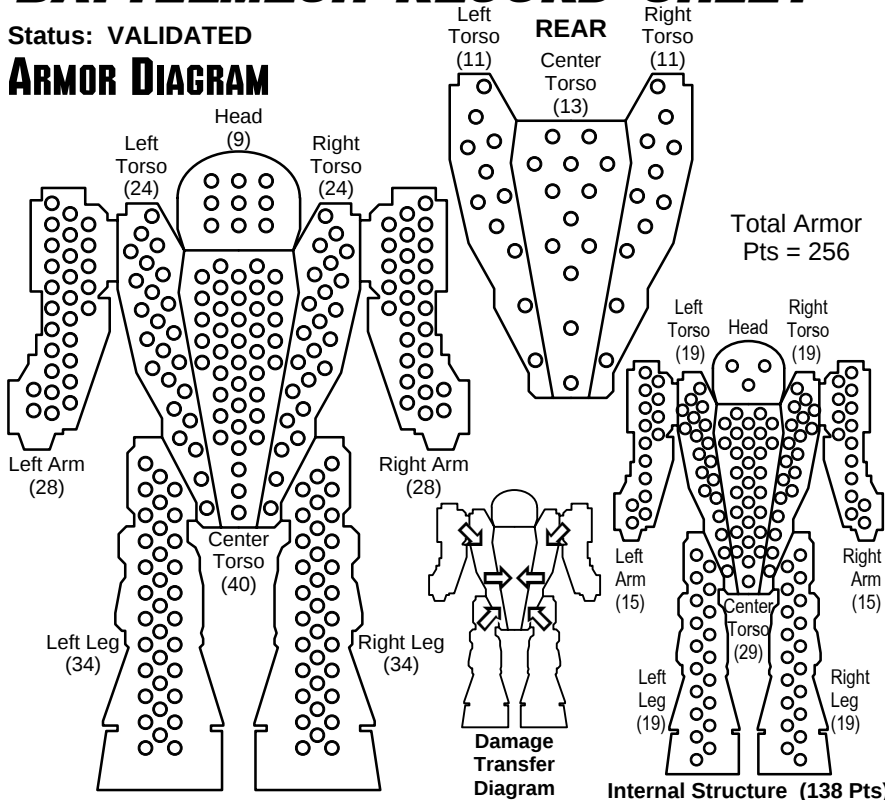
WIZKIDS

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Left Arm (CASE)

1. Shoulder
2. Upper Arm Actuator
- 1-3. LRM 20
4. LRM 20
5. LRM 20
6. LRM 20

1. Artemis IV FCS
2. Ammo (LRM 20) 6
- 4-6. Ammo (LRM 20) 6
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Torso

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

1. Endo Steel
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. Ammo (Gauss) 8
6. Roll Again

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
- 1-3. XL Engine
4. Gyro
5. Gyro
6. Gyro
1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. ECM Suite
6. Ammo (Gauss) 8

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

Battle Value: 2,662
Weapon Value: 5,948 / 5,558
Cost, C-Bills: 30,449,875

Right Arm (CASE)

1. Shoulder
2. Upper Arm Actuator
- 1-3. Double Heat Sink
4. Double Heat Sink
5. LRM 20
6. LRM 20

1. LRM 20
2. LRM 20
- 4-6. Artemis IV FCS
4. Ammo (LRM 20) 6
5. Ammo (LRM 20) 6
6. Endo Steel

Right Torso (CASE)

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

1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Gauss Rifle
5. Endo Steel
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ammo (Gauss) 8
6. Roll Again

'MECH DATA

Type: Blood Asp B

Mass: 90 tons

Movement Points: Tech, Config. & Level:

Walking: 4

Clan

Running: 6

Biped OmniMech

Jumping: 0

Level 2 / 3060

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
4	Medium Pulse Laser	LT	4	7	-	4	8	12
1	Gauss Rifle	RT	1	15	2	7	15	22
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
1	ECM Suite	CT	0	-	-	-	-	6

Ammo Type:

Rounds:

BV:

Gauss Rifle

24

111

LRM 20

24

121

Total Heat Sinks: 16 Double (32)

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

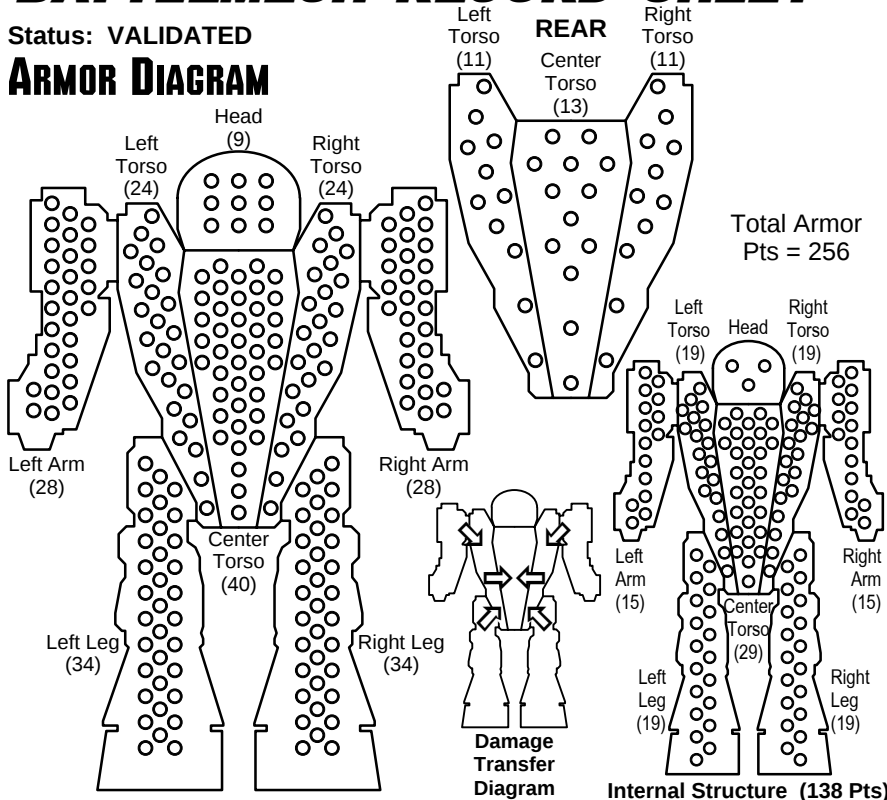
WIZKIDS

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Blood Asp A**

Mass: **90 tons**

Movement Points: Tech, Config. & Level:

Walking: **4**

Clan

Running: **6**

Biped OmniMech

Jumping: **3**

Level 2 / 3060

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	Heavy Large Laser	RA	18	16	-	5	10	15
1	Heavy Large Laser	LA	18	16	-	5	10	15
1	ECM Suite	CT	0	-	-	-	-	6
1	Targeting Computer							

Total Heat Sinks: 25 Double (50)

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ooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(66)

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 PPC
- ER PPC

- 1 Heavy Large Laser
- Heavy Large Laser
- Heavy Large Laser
- 4-6 Endo Steel
- Endo Steel
- Endo Steel

Left Torso

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

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- 4-6 Endo Steel

Left Leg

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

Head

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

Center Torso

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

- Gyro
- XL Engine
- XL Engine
- 4-6 XL Engine
- Jump Jet
- ECM Suite

Engine Hits ○ ○ ○

Gyro Hits ○ ○

Sensor Hits ○ ○

Life Support ○

Battle Value: **2,901**

Weapon Value: **4,623 / 4,623**

Cost, C-Bills: **29,656,625**

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- ER PPC
- ER PPC
- 4-6 Heavy Large Laser
- Heavy Large Laser
- Heavy Large Laser
- Endo Steel

Right Torso

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

- Jump Jet
- Targeting Computer
- Targeting Computer
- Targeting Computer
- Targeting Computer
- 4-6 Endo Steel

Right Leg

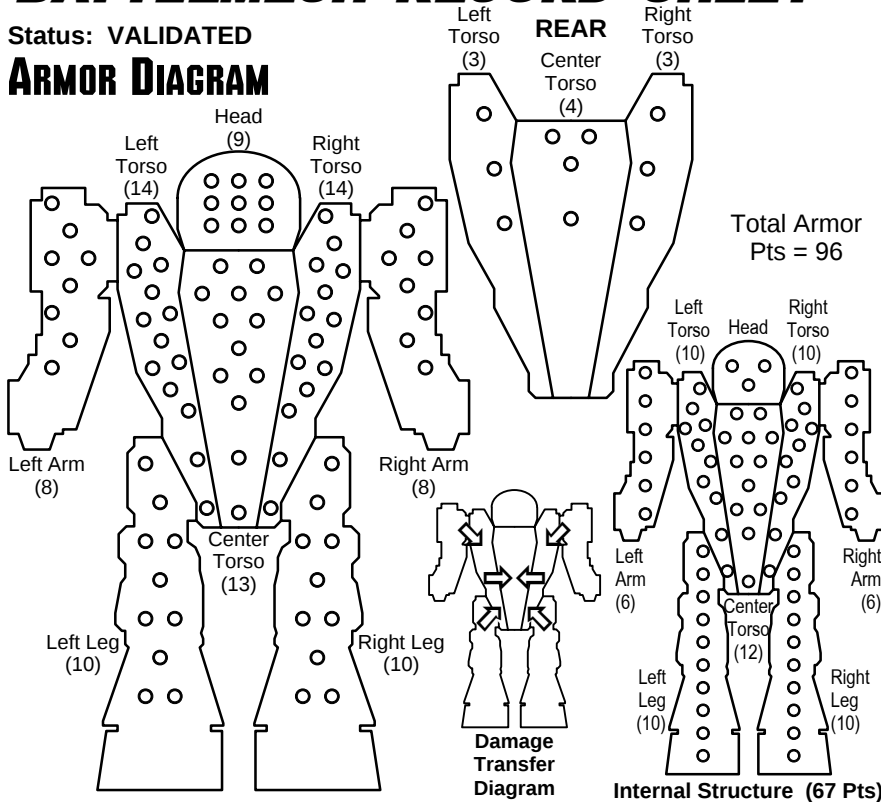
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Arctic Wolf**

Mass: **40 tons**

Movement Points: Tech, Config. & Level:

Walking: **7**

Clan

Running: **11**

Biped 'Mech

Jumping: **0**

Level 2 / 3060

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
2	SRM 6	RT	4	2/hit	-	3	6	9
2	SRM 6	LT	4	2/hit	-	3	6	9
1	SRM 4	LA	3	2/hit	-	3	6	9
1	SRM 4	RA	3	2/hit	-	3	6	9
1	Narc Missile Beacon	CT	0	-	-	4	8	12

Ammo Type:	Rounds:	BV:
SRM 6	45	37
SRM 4	25	9
Narc Missile Beacon	6	0

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

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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	

WIZKIDS®

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- SRM 6
- SRM 4

1-3

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

1-3

- Ammo (SRM 6) 15
- 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
- Endo Steel

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: **1,044**

Weapon Value: **923 / 923**

Cost, C-Bills: **7,617,494**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- SRM 6
- SRM 4

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
- SRM 6
- Ammo (SRM 4) 25
- Ammo (Narc Pods) 6

1-3

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

4-6

Right Leg

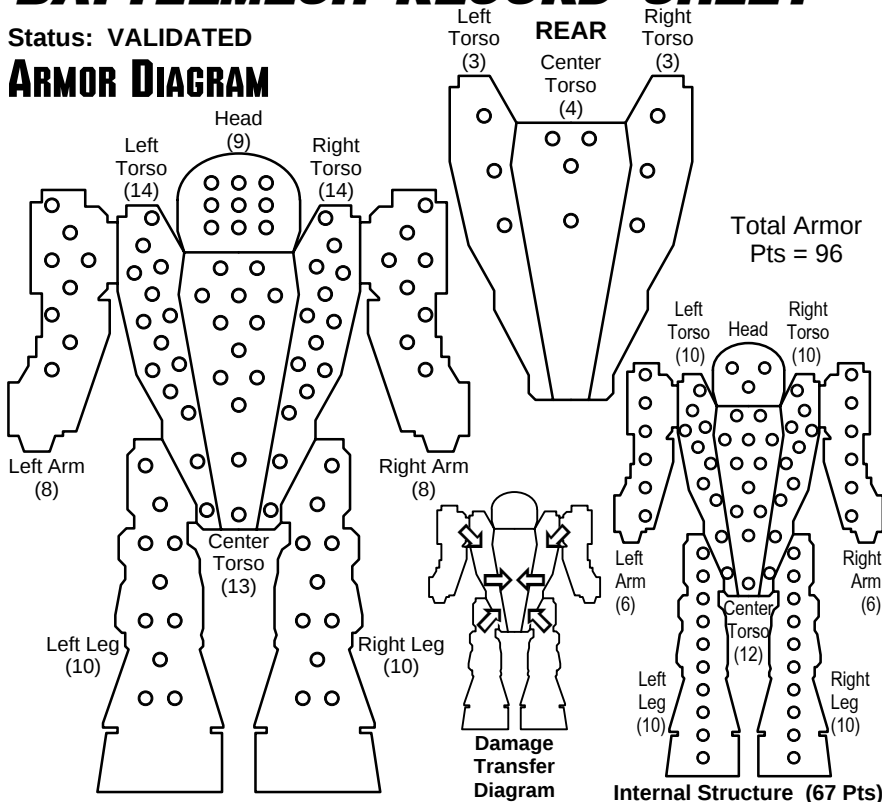
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Arctic Wolf 2

Mass: 40 tons

Movement Points: Tech, Config. & Level:

Walking: 7

Clan

Running: 11

Biped 'Mech

Jumping: 0

Level 2 / 3060

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
2	SRM 6	RT	4	2/hit	-	3	6	9
1	Narc Missile Beacon	CT	0	-	-	4	8	12
1	Large Pulse Laser	LT	10	10	-	6	14	20

Ammo Type:

Rounds:

BV:

SRM 6

45

37

Narc Missile Beacon

6

0

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
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®

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- SRM 6
- 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
- Large Pulse Laser
- Large Pulse Laser
- Ammo (SRM 6) 15
- Ammo (SRM 6) 15

1-3

- Ammo (SRM 6) 15
- 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
- Endo Steel

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: 1,207

Weapon Value: 998 / 998

Cost, C-Bills: 7,432,694

Right Arm

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

1-3

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

4-6

Right Leg

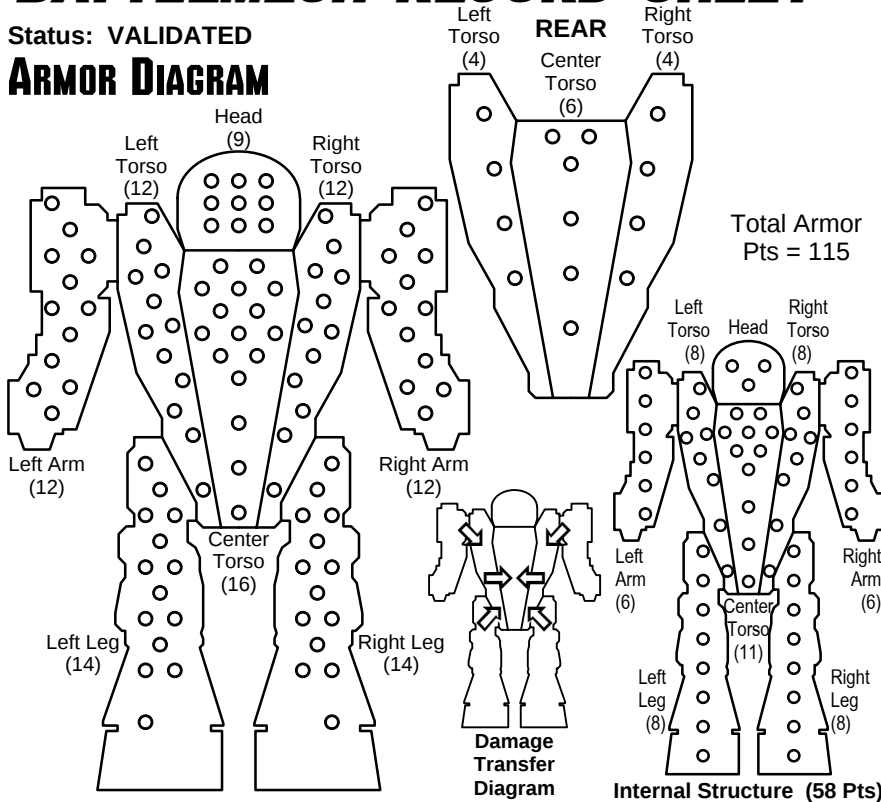
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Adder (Puma) H

Mass: 35 tons

Movement Points: Tech, Config. & Level:

Walking: 6

Clan

Running: 9

Biped OmniMech

Jumping: 0

Level 2 / 3060

Weapons Inventory: (hexes)

Qty Type Loc Ht Dmg Min Sht Med Lng

1 Flamer CT 3 2 - 1 2 3

1 Heavy Large Laser RA 18 16 - 5 10 15

1 Heavy Large Laser LA 18 16 - 5 10 15

1 Targeting Computer

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
- Double Heat Sink
- Double Heat Sink
- Heavy Large Laser
- Heavy Large Laser

1-3

- Heavy Large Laser
- Ferro-Fibrous
- Roll Again
- Roll Again
- 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
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

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
- Flamer
- Endo Steel

4-6

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

Battle Value: 1,158

Weapon Value: 1,116 / 1,116

Cost, C-Bills: 6,886,688

Right Arm

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

1-3

- Heavy Large Laser
- Heavy Large Laser
- Heavy Large Laser
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Right Torso

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

1-3

- Targeting Computer
- Targeting Computer
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

Right Leg

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