

CLASSIC BATTLETECH[®]

RECORD SHEETS: MECHWARRIOR[®]
DARK AGE I



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DARK AGE



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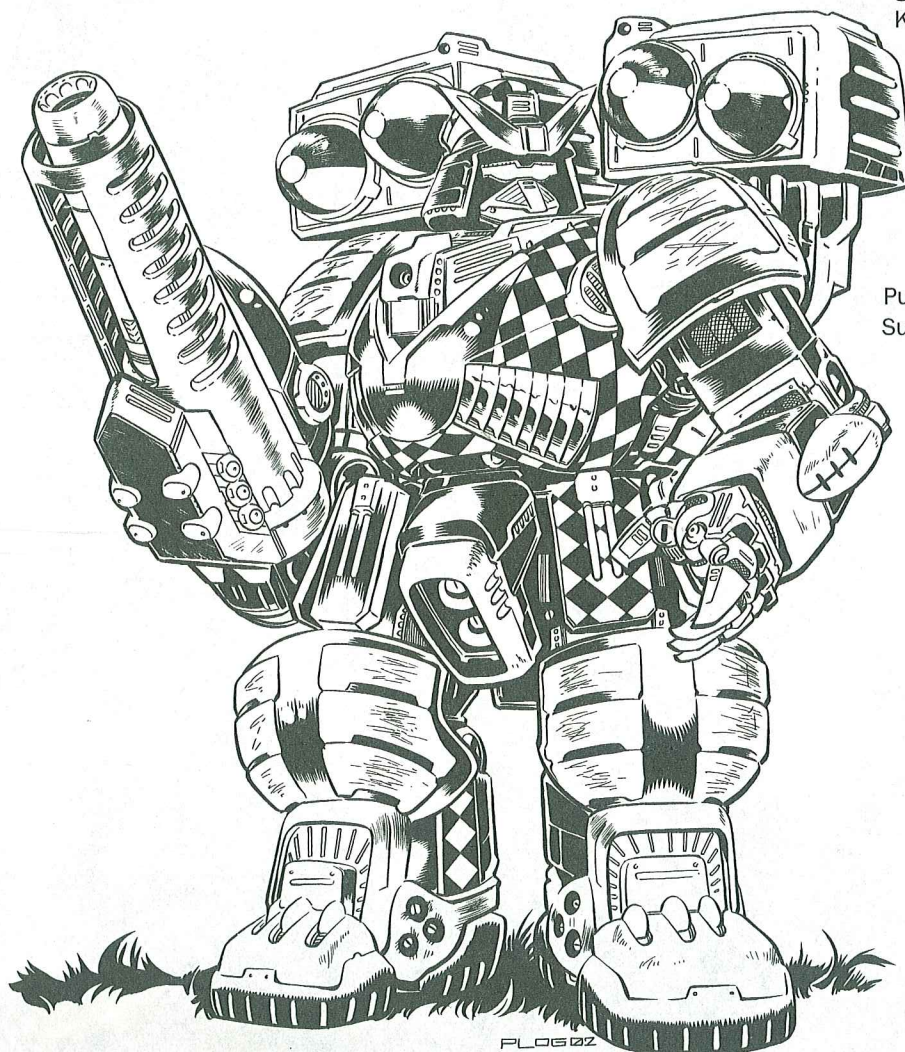
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PLOG02

INTRODUCTION

Classic BattleTech Record Sheets: MechWarrior Dark Age I is the first in a new series of yearly volumes. It contains more than 70 pages of filled-out record sheets for use with *BattleTech*. The Appendix provides an alphabetical list of the 'Mechs, vehicles and infantry included in this book, along with their C-bill costs, Battle Values and Technology Bases.

Some fifteen different types of record sheet books have been published at one time or another for the *BattleTech* game system. *Classic BattleTech Record Sheets: MechWarrior Dark Age I*, however, is the first in a new series of record sheet books for several reasons.

First and foremost, this record sheet book is designed to be used with a non-*Classic BattleTech* series of miniatures. Instead of representing battlefield units found in the standard *BattleTech* universe, this record sheet book represents the units found in the *MechWarrior: Dark Age* game, the collectible miniatures game published by WizKids Games, LLC (check out their official website at www.mwdarkage.com).

Second, this record sheet book is a companion volume to the *Classic BattleTech Miniatures Rules*. In that rulebook, which is designed to show players how to play hexless table-top games of *BattleTech*, you will find rules on how to use the 1/160-scale *MechWarrior: Dark Age* miniatures in a standard *Classic BattleTech* miniatures game. This volume of record sheets provides the *BattleTech* game stats for those units.

Third, because battle armor plays such an important role in both *Classic BattleTech* and the *Classic BattleTech RPG*, we are providing a Technical Readout-style section (each with full-page illustrations, flavor text and *CBT:RPG* rules) for the two entirely new battle armor units found in the *MW:DA* game, in addition to their record sheets.

Finally, for the first time we are publishing Level 3 units (see below) in an official record sheet book. Each record sheet clearly marks whether a unit has been constructed using Level 2 or Level 3 rules. Though most of the Level 3 rules, weapons and equipment for the record sheets found in this book—specifically IndustrialMechs—are found in the *Classic BattleTech Miniatures Rules*, some units in this volume contains weapons and equipment that are detailed in the *Maximum Tech, Revised* advanced *BattleTech* rulebook.

Level 3 rules, though great for home games and campaigns, are inappropriate for *Classic BattleTech* tournaments. As such they are not allowed, unless stated otherwise by a specific tournament's rules.

INFANTRY RULES

Hover infantry follow all the standard rules for infantry, except they may enter water hexes as though they were a hover vehicle.

TECHNOLOGY BASE

Each record sheet contains a Technology Base field, intended as a reference for players to determine what type of equipment

was used to construct the unit. The technology base becomes especially important in scenarios that call for restricted technology or a certain level of rules. A unit's technology base can be either Inner Sphere or Clan, followed by a given year. Each of the different technology bases is briefly described below.

INNER SPHERE 3025

This technology base represents the reduced technology of the Succession Wars era, as well as the resource-poor armies of more modern times. Units appearing on record sheets marked 3025 or earlier are considered to use 3025 technology. Units with this technology base use only the weapons and equipment described in the *Classic BattleTech* boxed game. Players may use them when playing the basic game, as well as in tournaments using Level 1 *BattleTech* rules.

INNER SPHERE 3050, 3055, 3058, 3060, 3067, 3132

Generally referred to as 3050 technology, these technology bases represent both the "lostech" of the Star League era and the recovered technology of more recent years. Inner Sphere 3050, 3055, 3058 and 3060 units use the weapons and equipment described in the *BattleTech Master Rules*. These units are appropriate for tournaments calling for Level 2 (Inner Sphere) *BattleTech* rules.

CLAN 3050, 3055, 3058, 3060, 3067, 3132

Units with these technology bases use the advanced technology of the Clans as presented in the *BattleTech Master Rules*. These units are appropriate for tournaments calling for Level 2 (Clan) *BattleTech* rules.

LEVEL 3

This designation can be added to any technology base to denote the inclusion of optional Level 3 equipment. Rules for most of this equipment appear in *Maximum Tech, Revised*. Other publications, such as various *MechForce* publications worldwide, also contain Level 3 equipment and rules. Units with Level 3 equipment are generally not appropriate for tournament play.

'MECH DESIGNER SOFTWARE

The vehicle, infantry and BattleMech record sheets in this book were created using HeavyMetal Plus for the PC. Players can use this software to create and edit their own vehicles and BattleMech (as well as infantry) designs, as well as printing record sheets. Programmed by Rick Raisley of RCW Enterprises, the program is available via mail order for \$55 plus \$3.00 shipping and handling, at RCW Enterprises, Richard Raisley, 327 West Passage, Columbia, SC 29212. Orders can be placed at <http://www.heavymetalpro.com> as well.

FORTUNE'S SON

Great-grandfather used to say that we each of us have only so much luck to spend in our lifetimes, and most of our family used theirs up surviving the great Jihad. I never quite believed that. Even when father did not come back from Devlin Stone's war to create a Republic, or when our clan fell on harder times—which I had not thought possible—after Stone's disappearance. As a boy, I simply did not like the idea of a finite amount of luck.

Now, a year and a half after taking up our family 'Mech against the local government, I liked the idea even less. But I was slowly coming around to it.

Then again, maybe great-grandfather had been trying to convince me of something else. That I was the one with enough good fortune banked up to carry us through the dark times.

Maybe.

* * *

I chose the site very carefully. A straight stretch of four-lane highway, running between Old Lars Davidson's naranji orchard and a wooded ravine where you could hide most anything. Even a BattleMech. Traffic thins out after the city of Danstock, which got the civilians out of our way. Most of them, at least.

The JI100 hauler commandeered both northbound lanes, fronted by one of Governor Whitman's newer Jousts—all gleaming gunmetal and fresh urban-gray paint—and a pair of old workhorse Condors with faded camouflage and dented hoverskirts, looking like they might have seen duty as far back as New Home's fight against Word of Blake's jihad. A brace of Shandra scout vehicles had already run through on vanguard about five minutes earlier. They would rejoin much faster. So would the following picket, which my scouts called in as matched Giggins APCs and JES Tactical Missile Carriers.

Of course, none of them had said anything about a change in payload.

Ah, hell. I might have missed it myself.

Nestled down in the woods, my *Spider's* fusion engine banked and my sensors on passive, it was left to my armor forces hidden inside Old Lars's orchard to spring the trap. The tearing *rii-ip* of an assault-class autocannon echoed into the ravine, seconds ahead of the call to arms. I fired my engine to life and dumped reaction mass into my jump jets. From a frozen crouch my *Spider* leapt up on twin burns of superheated plasma, rocketing up the steep slope and landing on the edge of the road just behind the militia Joust.

My timing couldn't have been better. The enemy Joust had stayed on the paved highway, pivoting around to meet the short charge made by our Joust and the SM1 Destroyer we had captured a few months back. The two hoverbikes bedded

down in the ravine with my *Spider*—new recruits, defecting only the week before out of Clarence Whitman's stormtrooper militia—jumped the shoulder and slammed down on reinforced skirts to either side of me. That put four lasers at the back of the Joust, and we burned through the rear plating on the turret guard with two concentrated salvos of ruby-fire lances. The Joust's laser barrel sagged forward on the ruined stable-platform mount, leaving the new vehicle with its LRM launcher fighting for target lock at point-blank ranges.

It was the last thing to go our way for several minutes. Not good when you've planned a fast smash-and-grab mission.

Our target had been the JI100 recovery and transport vehicle. Or, more to the point, its payload, which was supposed to be a pair of Bellona hovertanks purchased by the powerful Cavalqueros family and made a present to our warlord of a planetary governor. Since the HPG crash, and therefore no Republic eyes to watch over New Home, Whitman's rule had degraded into a grab for more land, more resources, more power. My family had once stood for this world, before Devlin Stone forgot about the Shienzè clan and the service my father had paid him in blood during the formation of the Republic. Our ruin was the Cavalqueros' gain, and now the one clan with enough power to oppose Whitman was in bed with him.

I had hoped to give them a wake-up call.

Some people, though, keep weapons next to their beds.

The Bellona was a hovertank originally designed by Clan Hell's Horses for rough-country use. No doubt the Cavalqueros thought they would be good for hunting down the *Spider*, bringing the fight to us in the back country and up on the Ceruman Plateau where Whitman's militia traveled at their own peril. But the Bellonas would also serve well as raiders for my small but growing rebellion. Or so my thinking went when planning our latest raid.

Except that the JI100's payload wasn't tanks. Bellonas or otherwise.

But it was intended for hunting me down.

"Threat! Threat!" The high-pitched voice, still cracking from his approach to manhood, could only belong to Justin Tamberlane. Justin might be only sixteen, but he had a gift with machines and a thirst for vengeance after the Cavalqueros wiped out his family's estate in a quick-but-decisive range war. He drove our Fox Armored Car, which had sped out at the rear of the short column to drop our irregular infantry on either side of the highway.

Justin was supposed to race back half a kilometer, warning off civilian traffic and standing ready to delay the arrival of Whitman's rearguard. Instead, my HUD painted him coming up hard on the JI100's rear.

"Baron...Spider!" No one was to use my family's lost title over comms. Justin caught himself too late. "Spider, I have a heat bloom on the back of that hauler."

My *Spider* trembled as the enemy Joust's machine guns chipped away paint and carved deep scratches into armor. Stepping back out of range for the short guns, and wary about giving the tank jock any chance to bring his long-range missiles to bear, I carved away more armor with my two lasers. The one missed low, carving a molten weal into the paved highway. The other laser worried one of the Joust's tank-tread axles.

Both of my hoverbikes had pushed around to tie up one of the Condors. The second Condor had slammed through the highway divider and then spun around on its lift fans to swing its autocannon and LRM rack in my direction. A southbound tractor-trailer rig jackknifed trying to stop too fast, tilted and nearly rolled over, then finally shuddered to a sliding stop where it blocked both lanes and the shoulder. I ducked forward, crouching the *Spider* down in a three-point stance as a flight of missiles screamed by overhead. I was less fortunate against the autocannon. Fifty-mil slugs tipped with depleted uranium for 'Mech-stopping power hammered into my machine's left leg, blasting a terrible rent into the gunmetal finish.

Too much was happening all at once. I toggled for communications while leaning leftward, compensating for the autocannon's heavy shove. I traded lasers for machine guns with the Joust, ignoring the Condor who now had a new and serious problem with my vehicle-killing SM1 Destroyer, and dialed up my command voice. "Justin, pull back! You can't go head-on with a Bellona." I wouldn't have guessed that a hitch-along team could cold-start the hovertank so quickly.

Well, they hadn't. As the Cavalqueros' trap sprung inside my own, my *Spider*'s sensors fed on new targeting emissions and painted a bright red icon to the left side of my heads-up display. The identification-tag read PNT-10K2.

Panther.

Another BattleMech.

Ah, hell.

The wide-shouldered *Panther* had rested on the J1100's flatbed with knees bent and one arm (the one with the large particle projector cannon) folded over its chest. Under tarps, it *could* have been a pair of Bellonas. Who would expect otherwise? Except for an occasional Knight-Errant of the Sphere, no BattleMech had stood—and stayed—on New Home since the formation of the Republic. My family 'Mech was old and unregistered, and was the one advantage we had in keeping Whitman and the Cavlaqueros off balance.

As the thirty-five ton machine sat upright, snapping the cords that had kept the thick, black material pulled taut over it, I knew our struggle against Governor Whitman had entered new territory.

Justin Tamberlane raced past as the *Panther* swung its legs to the ground. Too soon, or else deeming a hovercraft not worthy of a fully charged PPC, the *Panther* hammered at Justin's Fox with two short-range missile launchers. Eight warheads slammed into the hovercraft's side, spinning it into a sideways drift. For all his light hand at the Fox's controls, Justin knew better than to slow his lightly armored vehicle. His best defense lay in speed. A ruby lance from the Fox speared into the *Panther*'s left side, and then Justin was around the front of the J1100 and racing for the BattleMech's backside.

The Cavalqueros' MechWarrior was not about to let an enemy into his six. Lighting off his jump jets, the *Panther* made a short hop over the J1100 and forward, coming down on top of the Fox. SRMs smashed down at the ferroglass bubble canopy, and one flat-spade foot caught the lift skirt and smashed it against the ground. The hovercar bucked and jumped out from underfoot as its lift fan shattered against the ground, wrenching the entire vehicle over. I hoped Justin was all right.

Without missing a beat, the *Panther* thrust out its right arm and leveled its PPC at my chest. My pair of medium lasers were hardly enough to threaten near-pristine armor, although I took molten stripes off the other 'Mech's right side and leg. Then the glaring, white-hot stream of energized particles poured out of the PPC, drawing a crackling, hellish line between our two BattleMechs.

The manmade lightning took me high in the chest, blasting away my armor and gouging deep into reactor shielding. I stumbled backward, fighting the raw kinetic force and the unbalancing loss of a metric ton's worth of good armor plating. Then I did the only thing I could do. Leaning further backward, I slammed down on my footpedals to burn off jump jets once more, rocketing back and away, and falling down into the deep ravine from which I had come.

The thin-trunked pines down below didn't do much to cushion my fall—not at thirty tons of metal and myomer and the eighty actual kilos of very important MechWarrior inside—but they helped hide me when I ducked my 'Mech over and began pushing south through the thick woods.

"Now or later, Spider." The *Panther's* MechWarrior, transmitting on an open channel. His voice was deep and gravelly, bleeding over with static from too-high gain.

"Spider, Spider! Destroyer is under attack and fading back." With my retreat, the other MechWarrior had rightly centered on the SM1 with its 'Mech-killing autocannon as its biggest threat. "Infantry scattered by Condors. Joust is o-o-c." Out of commission. Someone up there was keeping his head, giving me a good idea of what was going on. The *Panther* must have moved ahead of the J1100. That was fine, but news that my irregulars hadn't held up was damaging. Any moment now and—

"Spider! Giggins APCs spotted and closing." One of my infantry positions. "Jessies close behind. Speed bumps are not—not!—deployed. Moving over too—" A distant explosion seemed to cut off the warning, and I clenched my teeth hard enough to hurt. Packing a healthy punch with magna laser rifles and SRM shoulder packs, my irregulars were still unarmored and no doubt taking a deadly beating from those two Condors.

Another dark crackle of comm backwash. "You can stand in front of your men or behind them, Spider. But I'll have my bounty."

I had assumed the *Panther* to be a mercenary, hired off Galatea or maybe a Sea Fox bounty hunter. I was betting on Galatea. A Clan warrior would have dropped with an *Arbalest* at the least. And they usually traveled with their own auxiliary forces, never trusting locals to work with them the way a combined-arms force required. It was the one, slender advantage left to me.

I was going to take it.

I had never planned to run out on my small force, the men and women who had placed their care in my hands. Didn't matter that some of them came to me with prices on their heads for real crimes, or were local boys with no real skill to recommend them but nowhere else to go. They were mine, damn it, and the Shienzè took care of their own. I hated every second I wasn't up there with them, but I'd needed to "fall back to the front," as grandfather would have put it. A tactical, and temporary, retreat.

I toggled for force-wide comms. "Destroyer team, be ready to push forward on my mark. Infantry, regroup! Regroup! Get ready to deploy speed bumps in five...four..."

Far enough, I judged, and quit counting. Hammering down on the jump jet controls, I threw thirty tons of *Spider* skyward for one last gamble at picking up the pieces of my original plan. As I landed several hundred meters down the highway, my heads-up painted new threat icons for the approaching Giggins and JES Tactical Missile Carriers, two clicks back and racing up fast. I had about thirty seconds.

As I'd expected, two battles were taking place up above. The *Panther* was pressing back my SM1 Destroyer, forcing it to slide up the highway's northward lanes. The Cavalqueros' Condors were dividing their time between my Joust, which had anchored its back to a large naranji tree on the other side of the highway, and the scattered infantry who were pinned down at various places along the southbound shoulder. One man with a large backpack was huddled in cover behind the divider barrier, trying to roll out one of our speed bumps by himself.

"Get that man some help."

PPC fire crackled over my right shoulder. I ignored it. Dropping crosshairs over the nearest Condor, I throttled into a fast walk and hit the enemy tank again and again with my paired lasers. Armor runneled off the side of the boxy vehicle, spattering the paved highway with small, smoking crisps. Spinning around on a cushion of air, the hovercraft chewed armor from my left arm with its medium-bore autocannon.

The mercenary *Panther* would not be treated so lightly. His next blast hammered into my *Spider*'s right side, nearly severing one leg at the hip. The status light for one of my jump jets flashed red. "Destroyer, press that merc now!" If the SM1 assault tank threatened to slip in behind the *Panther*, I might hope for another minute. Maybe two.

My Joust also rolled forward, chewing up ground as it pressured the second Condor and bought me time. Time enough to wait for my target to make one wrong jink. I sprinted forward to stave in the side of the Condor's lift skirt with one well-placed kick. The crippled hovercraft powered through a desperate turn, only to find one of my re-formed infantry squads ready with SRM packs. Three missiles found their way into the ruptured fender, detonating right into the lift fans.

The fireball lifted the Condor from the ground, flipping it over onto its turret. The double-rack missile launchers burst and missiles ruptured, detonating from the compression in a series of explosions that tossed the ruined hulk over and over as it continued to zigzag down the southbound lanes.

Following its progress, I turned the *Spider* enough at the hips to notice that my irregulars had managed to roll out two speed bump charges over the northbound lanes. And just in time, as the militia rearguard came racing up from Danstock's direction, Jessies leading the Giggins APCs. I had ten seconds to give the order...tactical carriers or armored infantry? I had to bank on the militia's reluctance to deploy without covering fire.

"Target the Jessies. All units converge south except SAM-1."

I turned my back on the onrushing forces, limping over into the southbound lanes as another PPC blast gashed the roadway where I had been standing. I watched the destruction play out on an auxiliary monitor. The JES Tacticals sped up, passing over those strips of bearing-studded shaped charges. One for each of them. Fire ripped across the highway road, blasting two narrow trenches into the pavement but channeling most of the destructive energy and a great deal of high-velocity metal into the lift fans of the carriers.

One Jessie veered out of control toward the side of the highway, sliding over the tall grass and then down the steep

slope into the wooded ravine. A column of fire and smoke speared skyward and quickly began to spread as spilled fuel raced into the trees.

The second JES powered through, erupting from a wall of gritty smoke and fire, but then slammed into the back of the stalled JI100. No explosion this time. But the horrendous noise of colliding vehicles left no doubt that either would move anytime soon. If ever again.

Now for the *Panther*.

With the south-side forces ruined or tied up, the merc found himself braced between the SM1 Destroyer and my *Spider*. I had nothing like his particle cannon, or the Destroyer's assault-class autocannon, but two medium lasers can do quite a bit of damage when you know where to stab them. I angled for the *Panther*'s back, cutting red-tinged wounds through its armor. I left him no choice, really. Not unless he wanted to turn his vulnerable side toward the 'Mech-killing tank.

I dialed up an open frequency. "In front of my people or behind them," I reminded him of his own words, "you're done."

"Not quite yet."

I'll give him this. He was still game. Lighting off his jump jets, the *Panther* arced through a quick hop wide of the ravine. With a midair twist, he set his back against the downward slope, protecting himself and bringing his PPC to bear. His next stream of hellish energy washed over my left leg, blasting away armor and freezing the knee joint as molten ferro-fibrous composite cooled in it.

But you don't out-jump a *Spider*. He had gimped my leg, but I still had plenty of spring left in me.

"Last time pays for all," I promised, stomping down hard on my jet controls and firing off the twin banks of plasma-powered lifters. Sailing up and over the stalled tractor-trailer truck, leaning into the flight so that I arrowed toward the vulnerable *Panther*, I shook off one last desperation shot that nearly cut free my BattleMech's left arm. Then my thirty tons of airborne 'Mech hammered into him from the front, bodyslamming into his right shoulder and shoving him back. The *Panther* stumbled, then toppled over to stagger-slide-fall down into the burning ravine.

I missed a desperate grab for footing and collapsed in a pile at the top of the slope. My teeth knocked together hard and my head whipped forward under the weight of the heavy neurohelmet, but other than that I came through all right. I quickly began to untangle myself, fighting back to my feet.

"Shandras," my Destroyer crew warned, alerting me to the return of Whitman's vanguard force. Then, "They're slowing."

Of course they were. They'd just seen their ace in the hole make a less than graceful exit, and my *Spider* was still

moving under its own power. One militia Joust and two tactical carriers destroyed. And the Giggins APCs...they were turning tail for Danstock and racing away as fast as their wheels would take them. The surviving Condor trailed, harassed by our hoverbikes but likely no more threat to anyone. The Shandras braked, spun around, and raced away northward for some other passage back to Danstock.

The day was ours, but we had damn little to show for it except a busted-up JI100 and our ruined Fox armored car.

"What about the *Panther*?" our SM1 crew asked, obviously thinking along the same lines.

I stalked my *Spider* to the ravine's edge, staring through the forward screen and into the smoke that choked the narrow valley below. No visible sign of the *Panther*. I had a few anomalous sensor readings that could have been the 'Mech sneaking away to the south, but I wasn't going down there chasing after it.

We each of us have only so much luck to spend in our lives.

Right?

"It's gone," I told them. That was enough for now.

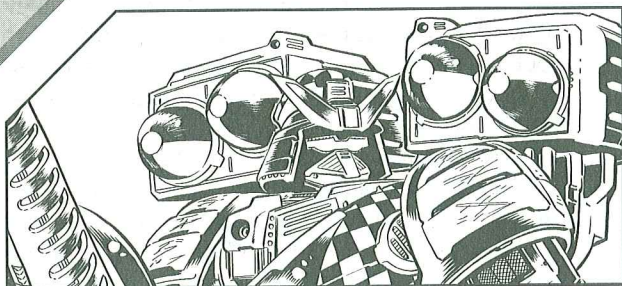
Then the JI100 lurched forward in fits and starts, dragging the JES Tactical impaled over the flatbed's back end. The broken hulk finally wrenched away and was left sitting in the middle of the highway. The JI100 stopped near me.

"Shouldn't we be going too, Baron?"

Justin. The Fox might be a wreck, but he had survived and commandeered the JI100. My infantry teams ran forward, clambering up onto the rear bed.

"One last thing," I promised them. Stomping over to the jackknifed truck, I used a laser to slash a rough 'S' into the side of the trailer. The "Spider" had been here. Someday, I hoped to let the people know that Zander Shienzè had been here as well. Maybe I had enough good fortune banked up to see us all through the dark age.

Maybe.



CLAN BATTLE ARMOR

After relocating to the Inner Sphere, Clan Nova Cat faced a daunting task in replacing troops and material lost during the withdrawal from Clan Space. An Elemental himself, Khan Santin West took a special interest in rebuilding his battle armor forces. Facing a veritable tidal wave of new battle armor designs, Khan West charged his Scientist Caste to develop new equipment for his Clan.

Using the standard Elemental suit as a starting point, the Scientists improved its mobility by increasing jump performance. As members of the Star League Defense Force (SLDF), the Nova Cats learned about the Grey Death Legion Scout battle armor and its "Jump Booster" technology. Although the Federated Commonwealth Civil War denied them the opportunity to acquire samples, a request to ComStar obtained the technical details required to duplicate the system.

As the modifications were studied, it became obvious that the extra weight of this equipment required some armor be removed. A fixed heavy flamer replaced the right arm modular weapon mount and, as an effective anti-infantry weapon in its own right, allowed the removal of the left arm anti-personnel weapon.

In addition, the bulky jump booster forced the design team to replace the detachable multi-shot short-range missile launcher with two shoulder mounted single-shot dual short-range missile launchers. While agility was slightly degraded, overall firepower was not sacrificed. A searchlight set into the suit's chest plate proved a useful addition both on and off the battlefield. The final styling was clearly influenced by the Nova Cat's new home; the influences of ancient samurai armor were clear to see.

By 3062, prototypes were ready for test. Development was halted, however, as the Nova Cats were caught up in hostilities between the Ghost Bears and House Kurita. Full-scale production finally started in 3067, just before the jihad enveloped the Inner Sphere.

The Great Houses scrambled for weapons to face this unexpected threat, and the Draconis Combine offered to trade captured Clan technology for several production runs of Clan Battle Armor. Clan Sea Fox (previously known as Clan Diamond Shark) were also quick to smell a deal, offering greatly lowered prices on weapons and supplies in exchange for the blueprints to the designs. The Sea Fox merchants then made a tidy profit, trading Clan Battle Armor from their own factories to the Ghost Bears and Clan

Wolf (the Jade Falcons refused the deal, citing tainted Inner Sphere origins). The Hell's Horses also acquired the battle armor on their return to the Inner Sphere, capturing a number of units from the Wolf Clan.

Clan Battle Armor remains in production to this day. Republic of the Sphere forces, especially the Spirit Cats, Steel Wolves and Dragon's Fury continue to buy this effective design.

Classic BattleTech RPG Game Rules

Clan Battle Armor comes equipped with a heavy flamer mounted in the right arm, but mounts no secondary weapons. Each Clan Battle Armor suit also contains two shoulder-mounted SRM-2 launchers that may fire between 1 and 4 missiles in a turn. No reloads are carried and the launchers may not be jettisoned.

A Jump Booster allows the suit to jump an additional 30 meters. The suit also mounts a flashlight that operates like a Barrel-Mounted Flashlight (see p. 47, *LT*) but with a range of 270 meters.

Equipment Ratings: F/D/F

Cost: 560,500 C-bills

Armor Values: 9/8/7/7

Coverage: Full

Attribute Modifiers: STR +4; DEX -1; REF -1

Melee AP: 2

Target Size Modifier: -1

Movement Modifier: -1/-2/-3, jump capable

Classic BattleTech Rules

Class: Medium Battle Armor

Tech Base: Clan

R&D Start Date: November 3061

Prototype Design and Production: August 3062

Standard Production: May 3067

Cost Squad/Point: 2,842,000/3,802,500 C-bills

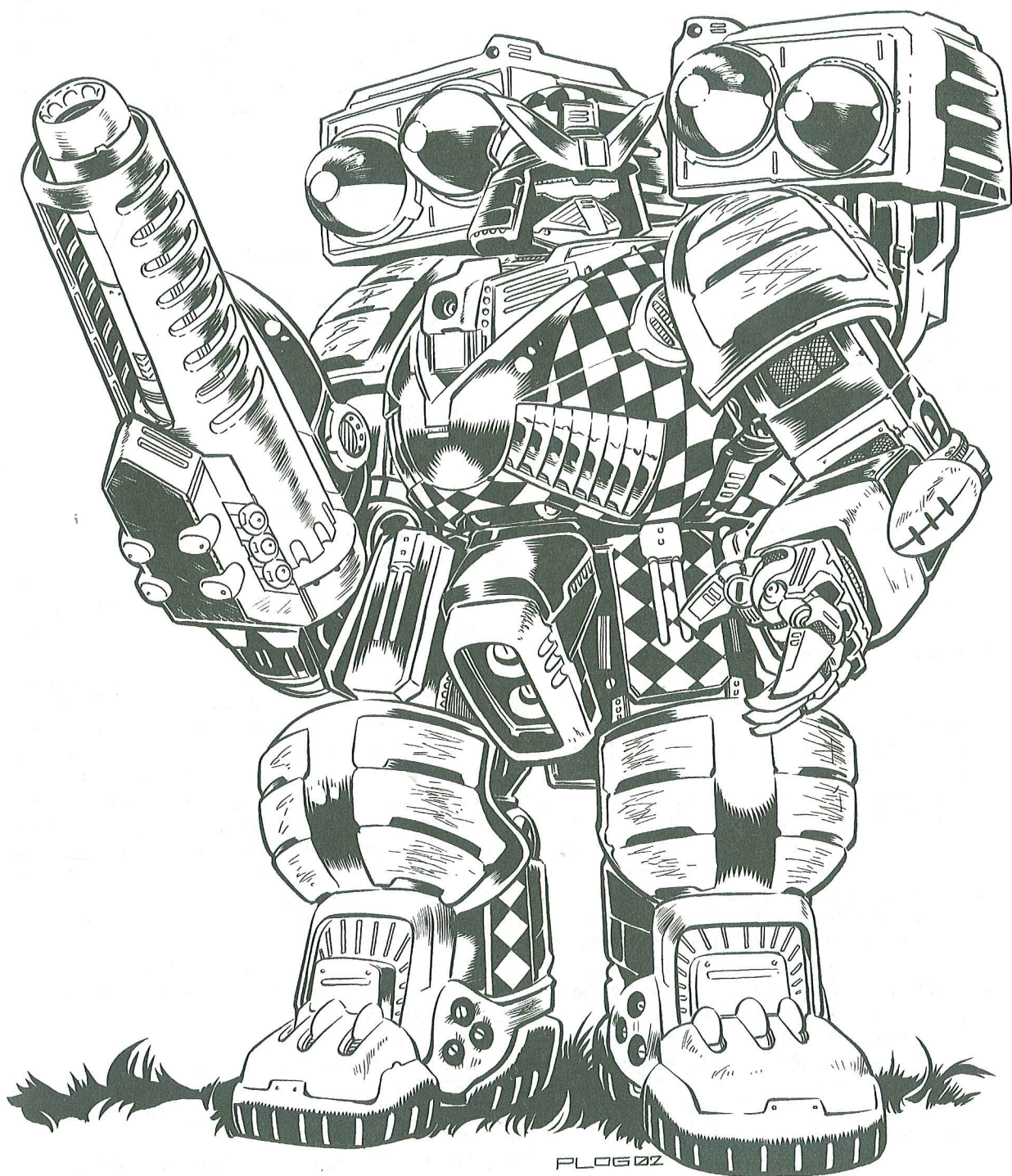
BV Squad/Point: 164/205

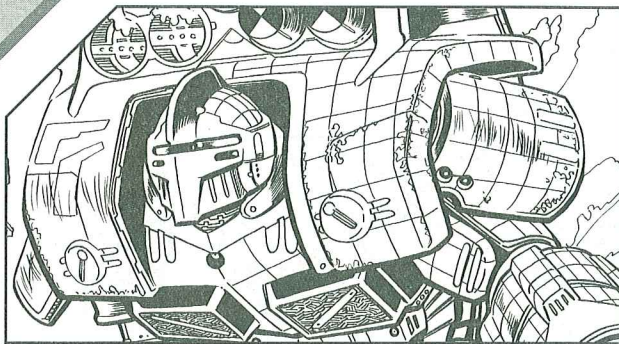
Clan Battle Armor is deployed in squads of 4 or Points of 5, each armed with a single Flamer and two SRM-2 launchers. In any turn each battle armor unit can fire its flamer, plus one or both of its SRM-2s. The SRM racks have no reloads.

Resolve flamer attacks as a standard battle armor attack. Resolve SRM-2 shots as standard battle armor missile attacks. If both SRM-2 racks are fired at the same time, they must be resolved separately.

Clan Battle Armor units have 4 Jump MP. Each suit possesses 9 armor points, plus one extra point representing the trooper inside.

Clan Battle Armor mounts a searchlight allowing a unit to operate in night combat (see p. 87, *BMR*) but it can only illuminate up to a range of 9 hexes. As battle armor has no facing, the controlling player must designate one for the searchlight only during weapon attack declaration phase.





HAUBERK ASSAULT BATTLE ARMOR

The Hauberk has its genesis in Clan Goliath Scorpion's Undine battle armor. As Clan Diamond Shark was already known for selling Clan equipment directly to the Inner Sphere—as was the case with the *Mad Cat II*—the Houses practically courted the merchant Clan in the hopes they would funnel additional Clan war materiel their way, allowing them to better face the Word of Blake jihad.

In the case of the Undine, the Federated Suns met the high price demanded for several of these battle armor, which they hoped to simply put into the field. However, the specialized use of the battle armor in watery terrain—a tactically limiting ability—combined with the problem of maintaining Clan technology in the field led the designers at the premier New Avalon Institute of Science to design a new assault battle armor based on the Undine chassis, making the two look almost identical at first glance.

Though exceptionally slow and lacking a jump pack, the battle armor mounts a potent combination of weapons; a long-range missile rack mounted above and behind the head and a right-arm mounted support laser.

The armor itself uses an advanced version of the stealth technology developed for the Infiltrator Mk. II, making the Hauberk deadly when used in an ambush (as units such as McKinnon's Raiders demonstrated repeatedly to the Blakists).

The physical construction of the Hauberk suits prevents them from climbing up onto a BattleMech, so they may not engage in anti-BattleMech leg or swarm attacks. For the same reason, Hauberk's cannot travel as Mechanized battle armor with an OmniMech. Despite these limitations, the battle claw mounted as the suit's left hand can be a devastating hand-to-hand weapon against infantry.

The Hauberk remains a popular design in the Federated Suns and the Republic of the Sphere, even seeing service with Clan affiliated groups.

Classic BattleTech RPG Game Rules

Each Hauberk battle armor mounts a support laser and HC military power pack in the right arm. The suit supports no secondary weapons but carries an LRM 5 launcher. This weapon is fired in the same way as a standard Elemental battle-armor SRM launcher, but holds a total of thirty missiles. Up to 5 missiles can be fired in a single turn. The

range and damage profile for each missile matches those of the Corean Farshot portable LRM (see p. 40, *LT*). The launcher may not be jettisoned.

The Hauberk battle armor provides the same stealth capabilities as a combination sneak suit with electronic countermeasures and infrared suppression (see p. 56, *LT*). The suit's stealth modifiers are [ECM:6, IR:6].

To extend endurance, an additional power pack allows the Hauberk to operate for 34 hours between recharges.

Equipment Ratings: E/E/F

Cost: 672,250 C-bills

Armor Value: 9/8/8/8

Coverage: Full

Attribute Modifiers: STR +4; DEX -2; REF -4

Melee AP: 3+2D6

Target Size Modifier: -3

Movement Modifier: 1/2 Rate

Classic BattleTech

Class: Assault Battle Armor

Tech Base: Inner Sphere

R&D Start Date: January 3069

Prototype Design and Production: July 3069

Standard Production: April 3070

Cost (Squad/Point): 3,289,000/ 4,361,250 C-bills

BV (Squad/Point): 232/290

Hauberk battle armor units move at the same speed and with the same terrain restrictions as standard foot infantry (1 MP, no jump).

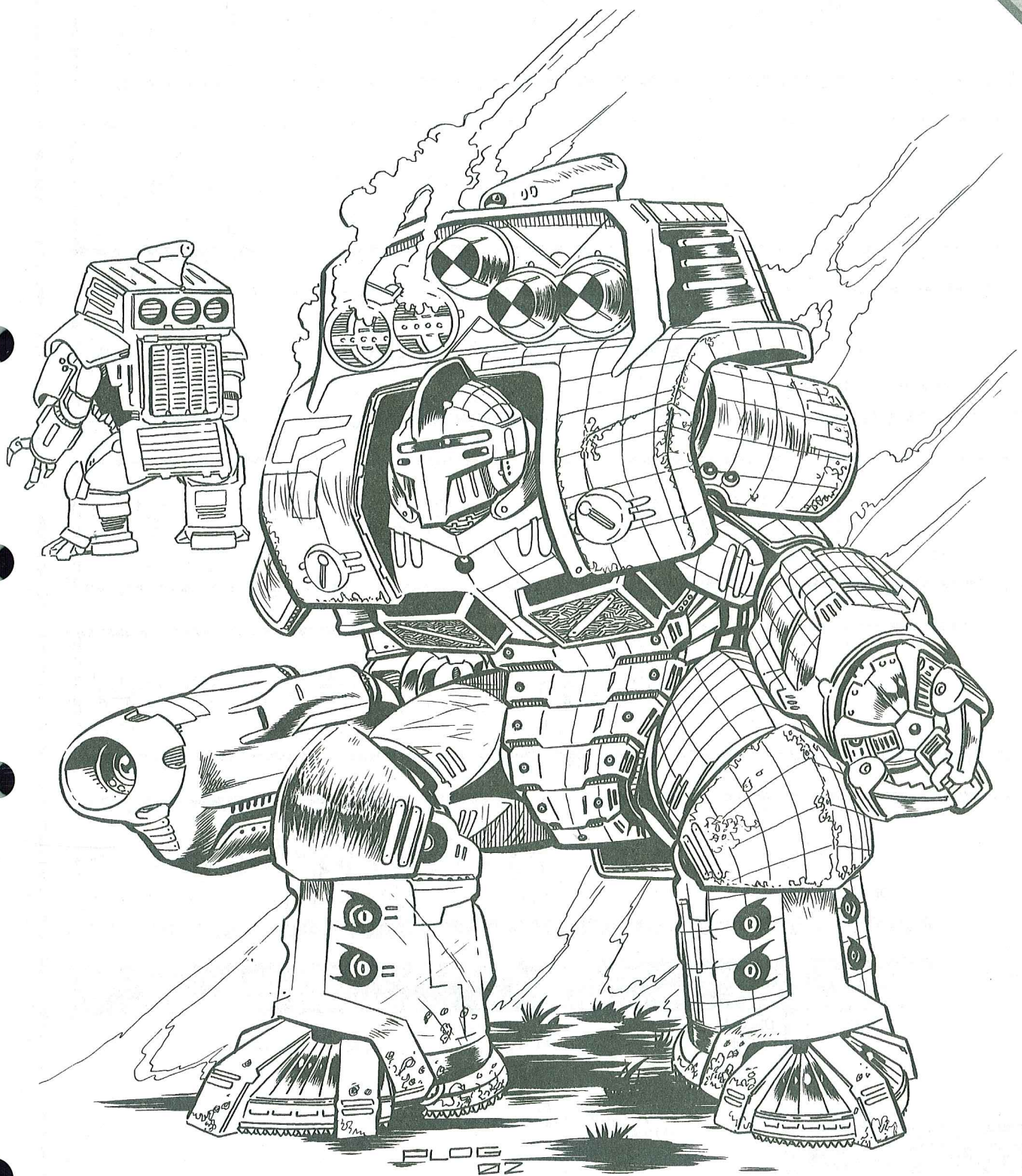
Hauberk battle armor is deployed in squads of 4, or Points of 5 troopers each. Each suit in a unit is equipped with the same weapon; an LRM 5 which has the same range and damage profile as the BattleMech weapon of the same name—each weapon has a total of six shots. Missile hits are resolved by adding together the total missiles fired by the unit and rolling on the appropriate column of the Missile Hits Table. For example, if three troopers survive in the unit, the hits would be rolled on the 15 column ($3 \times 5 = 15$). A full-strength unit of five troopers would roll once on the 20 column and also once on the 5 column, and add together the results.

Each suit also mounts a single small laser.

Each Hauberk powersuit has an armor value of 11 points plus 1 additional point that represents the trooper inside.

Additionally, the armor provides excellent stealth abilities. Attacks against Hauberk units suffer a +1 to-hit modifier at short range, a +4 to-hit modifier at medium range (in place of the standard medium-range modifier) and a +7 to-hit modifier at long range (in place of the standard long-range modifier). Beagle active probes and their Clan equivalents cannot detect hidden Hauberk armor.

Hauberk cannot engage in anti-BattleMech leg or swarm attacks or travel with an OmniMech using Mechanized Battle Armor rules.



PEASANT FOOT INFANTRY RECORD SHEET

MOVEMENT POINTS: 1

Clan Platoons Start Here ▼

																						
Rifle Platoon	4	4	4	4	4	4	3	3	3	3	3	3	2	2	2	2	2	2	1	1	1	1

Clan Platoons Start Here ▼

	 28	 27	 26	 25	 24	 23	 22	 21	 20	 19	 18	 17	 16	 15	 14	 13	 12	 11	 10	 9	 8	 7	 6	 5	 4	 3	 2	 1
Rifle Platoon	4	4	4	4	4	4	4	3	3	3	3	3	3	3	2	2	2	2	2	2	2	1	1	1	1	1	1	1

Clan Platoons Start Here ▼

	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
Rifle Platoon	4	4	4	4	4	4	4	3	3	3	3	3	3	3	2	2	2	2	2	2	2	1	1	1	1	1	1	1

Clan Platoons Start Here ▼

																														
Rifle Platoon	4	4	4	4	4	4	4	3	3	3	3	3	3	3	3	2	2	2	2	2	2	2	2	1	1	1	1	1	1	1

Clan Platoons Start Here ▼

																													
Rifle Platoon	4	4	4	4	4	4	3	3	3	3	3	3	3	2	2	2	2	2	2	2	2	1	1	1	1	1	1	1	1

Clan Platoons Start Here ▼

	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
Rifle Platoon	4	4	4	4	4	4	4	3	3	3	3	3	3	3	2	2	2	2	2	2	2	1	1	1	1	1	1	1

LEG ATTACKS TABLE

Men in Platoon	Base To-Hit Number
28-22	4
21-16	7
15-10	10
9-5	12
4-1	No attack possible

SWARM ATTACKS TABLE

Men in Platoon	Base To-Hit Number
28-22	7
21-16	10
15-1	No attack possible

SWARM HIT LOCATION TABLE

Die Roll (2D6)	Location
2	Head
3	Rear Center Torso
4	Rear Right Torso
5	Front Right Torso
6	Right Arm
7	Front Center Torso
8	Left Arm
9	Front Left Torso
10	Rear Left Torso
11	Rear Center Torso
12	Head

INFANTRY RANGE MODIFIER TABLE

Weapon Type	To-Hit Modifier (Range in Hexes)						
	0	1	2	3	4	5	6
Rifle	-2	0	+2	—	—	—	—

BATTLETECH®

RIFLE FOOT INFANTRY RECORD SHEET

MOVEMENT POINTS: 1

Clan Platoons Start Here ▼

	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
																												
Rifle Platoon	7	7	7	7	6	6	6	6	5	5	5	5	4	4	4	4	3	3	3	3	2	2	2	2	1	1	1	1

Rifle Platoon

Clan Platoons Start Here ▼

																													
Rifle Platoon	7	7	7	7	6	6	6	6	5	5	5	5	4	4	4	4	3	3	3	3	2	2	2	2	1	1	1	1	1

Rifle Platoon

Clan Platoons Start Here ▼

	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
																												
Rifle Platoon	7	7	7	7	6	6	6	6	5	5	5	5	4	4	4	4	3	3	3	3	2	2	2	2	1	1	1	1

Rifle Platoon

Clan Platoons Start Here ▼

	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
																												
Rifle Platoon	7	7	7	7	6	6	6	6	5	5	5	5	4	4	4	4	3	3	3	3	2	2	2	2	1	1	1	1

Rifle Platoon

Clan Platoons Start Here ▼

	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
																												
Rifle Platoon	7	7	7	7	6	6	6	6	5	5	5	5	4	4	4	4	3	3	3	3	2	2	2	2	1	1	1	1

Rifle Platoon

Clan Platoons Start Here ▼

	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
																												
Rifle Platoon	7	7	7	7	6	6	6	6	5	5	5	5	4	4	4	4	3	3	3	3	2	2	2	2	1	1	1	1

Rifle Platoon

LEG ATTACKS TABLE

Men in Platoon	Base To-Hit Number
28-22	4
21-16	7
15-10	10
9-5	12
4-1	No attack possible

SWARM ATTACKS TABLE

Men in Platoon	Base To-Hit Number
28-22	7
21-16	10
15-1	No attack possible

SWARM HIT LOCATION TABLE

Die Roll (2D6)	Location
2	Head
3	Rear Center Torso
4	Rear Right Torso
5	Front Right Torso
6	Right Arm
7	Front Center Torso
8	Left Arm
9	Front Left Torso
10	Rear Left Torso
11	Rear Center Torso
12	Head

INFANTRY RANGE MODIFIER TABLE

Weapon Type	To-Hit Modifier (Range in Hexes)
	0 1 2 3 4 5 6
Rifle	-2 0 +2 — — — —

BATTLETECH®

HOVER BIKE INFANTRY RECORD SHEET

MOVEMENT POINTS: 5 HOVER

Laser/MG Platoon

21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
																				
6	5	5	5	5	4	4	4	4	3	3	3	3	2	2	2	2	1	1	1	1

Laser/MG Platoon

21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
																				
6	5	5	5	5	4	4	4	4	3	3	3	3	2	2	2	2	1	1	1	1

Laser/MG Platoon

21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
																				
6	5	5	5	5	4	4	4	4	3	3	3	3	2	2	2	2	1	1	1	1

Laser/MG Platoon

21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
																				
6	5	5	5	5	4	4	4	4	3	3	3	3	2	2	2	2	1	1	1	1

Laser/MG Platoon

21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
																				
6	5	5	5	5	4	4	4	4	3	3	3	3	2	2	2	2	1	1	1	1

Laser/MG Platoon

21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
																				
6	5	5	5	5	4	4	4	4	3	3	3	3	2	2	2	2	1	1	1	1

LEG ATTACKS TABLE

Men in Platoon	Base To-Hit Number
28-22	4
21-16	7
15-10	10
9-5	12
4-1	No attack possible

SWARM ATTACKS TABLE

Men in Platoon	Base To-Hit Number
28-22	7
21-16	10
15-1	No attack possible

SWARM HIT LOCATION TABLE

Die Roll (2D6)	Location
2	Head
3	Rear Center Torso
4	Rear Right Torso
5	Front Right Torso
6	Right Arm
7	Front Center Torso
8	Left Arm
9	Front Left Torso
10	Rear Left Torso
11	Rear Center Torso
12	Head

INFANTRY RANGE MODIFIER TABLE

Weapon Type	To-Hit Modifier (Range in Hexes)						
	0	1	2	3	4	5	6
Laser/MG	-2	0	+2	—	—	—	—

BATTLETECH®

ADVANCED CLAN ARMOR RECORD FORM

MOVEMENT POINTS: 4 JUMP

STAR NUMBER _____

STAR NUMBER _____

POINT NUMBER 1

1	09	08	07	06	05	04	03	02	01	00
2	09	08	07	06	05	04	03	02	01	00
3	09	08	07	06	05	04	03	02	01	00
4	09	08	07	06	05	04	03	02	01	00
5	09	08	07	06	05	04	03	02	01	00

FLAMER
☐ MISSILE SALVO 1
☐ MISSILE SALVO 2

POINT NUMBER 1

1	09	08	07	06	05	04	03	02	01	00
2	09	08	07	06	05	04	03	02	01	00
3	09	08	07	06	05	04	03	02	01	00
4	09	08	07	06	05	04	03	02	01	00
5	09	08	07	06	05	04	03	02	01	00

FLAMER
☐ MISSILE SALVO 1
☐ MISSILE SALVO 2

BATTLE ARMOR MISSILES TABLE

Die Roll (2D6)	Members Active (Number of Missiles Fired)				
	(2)	2 (4)	3 (6)	4 (8)	5 (10)
2	2	2	2	2	4
3	2	2	2	4	4
4	2	2	4	4	4
5	2	2	4	4	6
6	2	2	4	4	6
7	2	4	4	6	6
8	2	4	4	6	6
9	2	4	6	6	8
10	2	4	6	8	8
11	2	4	6	8	10
12	2	4	6	8	10

POINT NUMBER 2

1	09	08	07	06	05	04	03	02	01	00
2	09	08	07	06	05	04	03	02	01	00
3	09	08	07	06	05	04	03	02	01	00
4	09	08	07	06	05	04	03	02	01	00
5	09	08	07	06	05	04	03	02	01	00

FLAMER
☐ MISSILE SALVO 1
☐ MISSILE SALVO 2

POINT NUMBER 2

1	09	08	07	06	05	04	03	02	01	00
2	09	08	07	06	05	04	03	02	01	00
3	09	08	07	06	05	04	03	02	01	00
4	09	08	07	06	05	04	03	02	01	00
5	09	08	07	06	05	04	03	02	01	00

FLAMER
☐ MISSILE SALVO 1
☐ MISSILE SALVO 2

BATTLE ARMOR ATTACK TABLE

Die Roll (2D6)	Point Members Active				
	1	2	3	4	5
2	1	1	1	1	1
3	1	1	1	2	2
4	1	1	2	2	2
5	1	1	2	2	3
6	1	1	2	2	3
7	1	2	2	3	3
8	1	2	2	3	4
9	1	2	3	3	4
10	1	2	3	4	4
11	1	2	3	4	5
12	1	2	3	4	5

POINT NUMBER 3

1	09	08	07	06	05	04	03	02	01	00
2	09	08	07	06	05	04	03	02	01	00
3	09	08	07	06	05	04	03	02	01	00
4	09	08	07	06	05	04	03	02	01	00
5	09	08	07	06	05	04	03	02	01	00

FLAMER
☐ MISSILE SALVO 1
☐ MISSILE SALVO 2

POINT NUMBER 3

1	09	08	07	06	05	04	03	02	01	00
2	09	08	07	06	05	04	03	02	01	00
3	09	08	07	06	05	04	03	02	01	00
4	09	08	07	06	05	04	03	02	01	00
5	09	08	07	06	05	04	03	02	01	00

FLAMER
☐ MISSILE SALVO 1
☐ MISSILE SALVO 2

LEG ATTACKS TABLE

Battle Armored Troopers Active	Base To-Hit Number
4-5	4
3	7
2	10
1	12
—	No attack possible

POINT NUMBER 4

1	09	08	07	06	05	04	03	02	01	00
2	09	08	07	06	05	04	03	02	01	00
3	09	08	07	06	05	04	03	02	01	00
4	09	08	07	06	05	04	03	02	01	00
5	09	08	07	06	05	04	03	02	01	00

FLAMER
☐ MISSILE SALVO 1
☐ MISSILE SALVO 2

POINT NUMBER 4

1	09	08	07	06	05	04	03	02	01	00
2	09	08	07	06	05	04	03	02	01	00
3	09	08	07	06	05	04	03	02	01	00
4	09	08	07	06	05	04	03	02	01	00
5	09	08	07	06	05	04	03	02	01	00

FLAMER
☐ MISSILE SALVO 1
☐ MISSILE SALVO 2

SWARM ATTACKS TABLE

Battle Armored Troopers Active	Base To-Hit Number
4-5	7
1-3	10
—	No attack possible

POINT NUMBER 5

1	09	08	07	06	05	04	03	02	01	00
2	09	08	07	06	05	04	03	02	01	00
3	09	08	07	06	05	04	03	02	01	00
4	09	08	07	06	05	04	03	02	01	00
5	09	08	07	06	05	04	03	02	01	00

FLAMER
☐ MISSILE SALVO 1
☐ MISSILE SALVO 2

POINT NUMBER 5

1	09	08	07	06	05	04	03	02	01	00
2	09	08	07	06	05	04	03	02	01	00
3	09	08	07	06	05	04	03	02	01	00
4	09	08	07	06	05	04	03	02	01	00
5	09	08	07	06	05	04	03	02	01	00

FLAMER
☐ MISSILE SALVO 1
☐ MISSILE SALVO 2

SWARM HIT LOCATION TABLE

Die Roll (2D6)	Location	Die Roll (2D6)	Location
2	Head	7	Front Center Torso
3	Rear Center Torso	8	Left Arm
4	Rear Right Torso	9	Front Left Torso
5	Front Right Torso	10	Rear Left Torso
6	Right Arm	11	Rear Center Torso
		12	Head

BATTLETECH®

CAVALIER ARMOR RECORD FORM

MOVEMENT POINTS: 3 JUMP

PLATOON NUMBER _____

PLATOON NUMBER _____

SQUAD NUMBER 1

1	09	08	07	06	05	04	03	02	01	00
2	09	08	07	06	05	04	03	02	01	00
3	09	08	07	06	05	04	03	02	01	00
4	09	08	07	06	05	04	03	02	01	00

WEAPON TYPE _____

SQUAD NUMBER 1

1	09	08	07	06	05	04	03	02	01	00
2	09	08	07	06	05	04	03	02	01	00
3	09	08	07	06	05	04	03	02	01	00
4	09	08	07	06	05	04	03	02	01	00

WEAPON TYPE _____

SQUAD NUMBER 2

1	09	08	07	06	05	04	03	02	01	00
2	09	08	07	06	05	04	03	02	01	00
3	09	08	07	06	05	04	03	02	01	00
4	09	08	07	06	05	04	03	02	01	00

WEAPON TYPE _____

SQUAD NUMBER 2

1	09	08	07	06	05	04	03	02	01	00
2	09	08	07	06	05	04	03	02	01	00
3	09	08	07	06	05	04	03	02	01	00
4	09	08	07	06	05	04	03	02	01	00

WEAPON TYPE _____

SQUAD NUMBER 3

1	09	08	07	06	05	04	03	02	01	00
2	09	08	07	06	05	04	03	02	01	00
3	09	08	07	06	05	04	03	02	01	00
4	09	08	07	06	05	04	03	02	01	00

WEAPON TYPE _____

SQUAD NUMBER 3

1	09	08	07	06	05	04	03	02	01	00
2	09	08	07	06	05	04	03	02	01	00
3	09	08	07	06	05	04	03	02	01	00
4	09	08	07	06	05	04	03	02	01	00

WEAPON TYPE _____

SQUAD NUMBER 4

1	09	08	07	06	05	04	03	02	01	00
2	09	08	07	06	05	04	03	02	01	00
3	09	08	07	06	05	04	03	02	01	00
4	09	08	07	06	05	04	03	02	01	00

WEAPON TYPE _____

SQUAD NUMBER 4

1	09	08	07	06	05	04	03	02	01	00
2	09	08	07	06	05	04	03	02	01	00
3	09	08	07	06	05	04	03	02	01	00
4	09	08	07	06	05	04	03	02	01	00

WEAPON TYPE _____

BATTLE ARMOR ATTACK TABLE

Die Roll (2D6)	Squad Members Active			
	1	2	3	4
2	1	1	1	1
3	1	1	1	2
4	1	1	2	2
5	1	1	2	2
6	1	1	2	2
7	1	2	2	3
8	1	2	2	3
9	1	2	3	3
10	1	2	3	4
11	1	2	3	4
12	1	2	3	4

LEG ATTACKS TABLE

Battle Armored Troopers Active	Base To-Hit Number
4	4
3	7
2	10
1	12
—	No attack possible

SWARM ATTACKS TABLE

Battle Armored Troopers Active	Base To-Hit Number
4	7
1-3	10
—	No attack possible

SWARM HIT LOCATION TABLE

Die Roll (2D6)	Location	Die Roll (2D6)	Location
2	Head	7	Front Center Torso
3	Rear Center Torso	8	Left Arm
4	Rear Right Torso	9	Front Left Torso
5	Front Right Torso	10	Rear Left Torso
6	Right Arm	11	Rear Center Torso
		12	Head

BATTLE ARMOR MISSILES TABLE

Die Roll (2D6)	Members Active (Number of Missiles Fired)			
	(2)	2 (4)	3 (6)	4 (8)
2	1	1	2	2
3	1	2	2	3
4	1	2	3	3
5	1	2	3	4
6	1	2	4	4
7	1	3	4	5
8	2	3	4	5
9	2	3	5	6
10	2	3	5	7
11	2	4	6	8
12	2	4	6	8

BATTLETECH®

GNOME ARMOR RECORD FORM

MOVEMENT POINTS: 2 JUMP

STAR NUMBER _____

STAR NUMBER _____

POINT NUMBER 1

14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
14	13	12	11	10	09	08	07	06	05	04	03	02	01	00

ER SMALL LASER

☐ MISSILE SALVO 1

MISSILE SALVO 2 ☐

POINT NUMBER 1

14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
14	13	12	11	10	09	08	07	06	05	04	03	02	01	00

ER SMALL LASER

☐ MISSILE SALVO 1

MISSILE SALVO 2 ☐

POINT NUMBER 2

14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
14	13	12	11	10	09	08	07	06	05	04	03	02	01	00

ER SMALL LASER

☐ MISSILE SALVO 1

MISSILE SALVO 2 ☐

POINT NUMBER 2

14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
14	13	12	11	10	09	08	07	06	05	04	03	02	01	00

ER SMALL LASER

☐ MISSILE SALVO 1

MISSILE SALVO 2 ☐

POINT NUMBER 3

14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
14	13	12	11	10	09	08	07	06	05	04	03	02	01	00

ER SMALL LASER

☐ MISSILE SALVO 1

MISSILE SALVO 2 ☐

POINT NUMBER 3

14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
14	13	12	11	10	09	08	07	06	05	04	03	02	01	00

ER SMALL LASER

☐ MISSILE SALVO 1

MISSILE SALVO 2 ☐

POINT NUMBER 4

14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
14	13	12	11	10	09	08	07	06	05	04	03	02	01	00

ER SMALL LASER

☐ MISSILE SALVO 1

MISSILE SALVO 2 ☐

POINT NUMBER 4

14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
14	13	12	11	10	09	08	07	06	05	04	03	02	01	00

ER SMALL LASER

☐ MISSILE SALVO 1

MISSILE SALVO 2 ☐

POINT NUMBER 5

14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
14	13	12	11	10	09	08	07	06	05	04	03	02	01	00

ER SMALL LASER

☐ MISSILE SALVO 1

MISSILE SALVO 2 ☐

POINT NUMBER 5

14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
14	13	12	11	10	09	08	07	06	05	04	03	02	01	00

ER SMALL LASER

☐ MISSILE SALVO 1

MISSILE SALVO 2 ☐

BATTLE ARMOR MISSILES TABLE

Die Roll (2D6)	Members Active (Number of Missiles Fired)				
	(2)	2 (4)	3 (6)	4 (8)	5 (10)
2	2	2	2	2	4
3	2	2	2	4	4
4	2	2	4	4	4
5	2	2	4	4	6
6	2	2	4	4	6
7	2	4	4	6	6
8	2	4	4	6	6
9	2	4	6	6	8
10	2	4	6	8	8
11	2	4	6	8	10
12	2	4	6	8	10

BATTLE ARMOR ATTACK TABLE

Die Roll (2D6)	Point Members Active				
	1	2	3	4	5
2	1	1	1	1	1
3	1	1	1	2	2
4	1	1	2	2	2
5	1	1	2	2	3
6	1	1	2	2	3
7	1	2	2	3	3
8	1	2	2	3	4
9	1	2	3	3	4
10	1	2	3	4	4
11	1	2	3	4	5
12	1	2	3	4	5

BATTLETECH®

HAUBERK ARMOR RECORD FORM

MOVEMENT POINTS: 1

PLATOON NUMBER _____

SQUAD NUMBER 1

11	10	09	08	07	06	05	04	03	02	01	00
11	10	09	08	07	06	05	04	03	02	01	00
11	10	09	08	07	06	05	04	03	02	01	00
11	10	09	08	07	06	05	04	03	02	01	00

SMALL LASER ☐ MISSILE SALVO 1 ☐ MISSILE SALVO 2
☐ MISSILE SALVO 3 ☐ MISSILE SALVO 4 ☐ MISSILE SALVO 5 ☐ MISSILE SALVO 6

PLATOON NUMBER _____

SQUAD NUMBER 1

11	10	09	08	07	06	05	04	03	02	01	00
11	10	09	08	07	06	05	04	03	02	01	00
11	10	09	08	07	06	05	04	03	02	01	00
11	10	09	08	07	06	05	04	03	02	01	00

SMALL LASER ☐ MISSILE SALVO 1 ☐ MISSILE SALVO 2
☐ MISSILE SALVO 3 ☐ MISSILE SALVO 4 ☐ MISSILE SALVO 5 ☐ MISSILE SALVO 6

PLATOON NUMBER _____

SQUAD NUMBER 1

11	10	09	08	07	06	05	04	03	02	01	00
11	10	09	08	07	06	05	04	03	02	01	00
11	10	09	08	07	06	05	04	03	02	01	00
11	10	09	08	07	06	05	04	03	02	01	00

SMALL LASER ☐ MISSILE SALVO 1 ☐ MISSILE SALVO 2
☐ MISSILE SALVO 3 ☐ MISSILE SALVO 4 ☐ MISSILE SALVO 5 ☐ MISSILE SALVO 6

SQUAD NUMBER 2

11	10	09	08	07	06	05	04	03	02	01	00
11	10	09	08	07	06	05	04	03	02	01	00
11	10	09	08	07	06	05	04	03	02	01	00
11	10	09	08	07	06	05	04	03	02	01	00

SMALL LASER ☐ MISSILE SALVO 1 ☐ MISSILE SALVO 2
☐ MISSILE SALVO 3 ☐ MISSILE SALVO 4 ☐ MISSILE SALVO 5 ☐ MISSILE SALVO 6

SQUAD NUMBER 2

11	10	09	08	07	06	05	04	03	02	01	00
11	10	09	08	07	06	05	04	03	02	01	00
11	10	09	08	07	06	05	04	03	02	01	00
11	10	09	08	07	06	05	04	03	02	01	00

SMALL LASER ☐ MISSILE SALVO 1 ☐ MISSILE SALVO 2
☐ MISSILE SALVO 3 ☐ MISSILE SALVO 4 ☐ MISSILE SALVO 5 ☐ MISSILE SALVO 6

SQUAD NUMBER 2

11	10	09	08	07	06	05	04	03	02	01	00
11	10	09	08	07	06	05	04	03	02	01	00
11	10	09	08	07	06	05	04	03	02	01	00
11	10	09	08	07	06	05	04	03	02	01	00

SMALL LASER ☐ MISSILE SALVO 1 ☐ MISSILE SALVO 2
☐ MISSILE SALVO 3 ☐ MISSILE SALVO 4 ☐ MISSILE SALVO 5 ☐ MISSILE SALVO 6

SQUAD NUMBER 3

11	10	09	08	07	06	05	04	03	02	01	00
11	10	09	08	07	06	05	04	03	02	01	00
11	10	09	08	07	06	05	04	03	02	01	00
11	10	09	08	07	06	05	04	03	02	01	00

SMALL LASER ☐ MISSILE SALVO 1 ☐ MISSILE SALVO 2
☐ MISSILE SALVO 3 ☐ MISSILE SALVO 4 ☐ MISSILE SALVO 5 ☐ MISSILE SALVO 6

SQUAD NUMBER 3

11	10	09	08	07	06	05	04	03	02	01	00
11	10	09	08	07	06	05	04	03	02	01	00
11	10	09	08	07	06	05	04	03	02	01	00
11	10	09	08	07	06	05	04	03	02	01	00

SMALL LASER ☐ MISSILE SALVO 1 ☐ MISSILE SALVO 2
☐ MISSILE SALVO 3 ☐ MISSILE SALVO 4 ☐ MISSILE SALVO 5 ☐ MISSILE SALVO 6

SQUAD NUMBER 3

11	10	09	08	07	06	05	04	03	02	01	00
11	10	09	08	07	06	05	04	03	02	01	00
11	10	09	08	07	06	05	04	03	02	01	00
11	10	09	08	07	06	05	04	03	02	01	00

SMALL LASER ☐ MISSILE SALVO 1 ☐ MISSILE SALVO 2
☐ MISSILE SALVO 3 ☐ MISSILE SALVO 4 ☐ MISSILE SALVO 5 ☐ MISSILE SALVO 6

SQUAD NUMBER 4

11	10	09	08	07	06	05	04	03	02	01	00
11	10	09	08	07	06	05	04	03	02	01	00
11	10	09	08	07	06	05	04	03	02	01	00
11	10	09	08	07	06	05	04	03	02	01	00

SMALL LASER ☐ MISSILE SALVO 1 ☐ MISSILE SALVO 2
☐ MISSILE SALVO 3 ☐ MISSILE SALVO 4 ☐ MISSILE SALVO 5 ☐ MISSILE SALVO 6

SQUAD NUMBER 4

11	10	09	08	07	06	05	04	03	02	01	00
11	10	09	08	07	06	05	04	03	02	01	00
11	10	09	08	07	06	05	04	03	02	01	00
11	10	09	08	07	06	05	04	03	02	01	00

SMALL LASER ☐ MISSILE SALVO 1 ☐ MISSILE SALVO 2
☐ MISSILE SALVO 3 ☐ MISSILE SALVO 4 ☐ MISSILE SALVO 5 ☐ MISSILE SALVO 6

SQUAD NUMBER 4

11	10	09	08	07	06	05	04	03	02	01	00
11	10	09	08	07	06	05	04	03	02	01	00
11	10	09	08	07	06	05	04	03	02	01	00
11	10	09	08	07	06	05	04	03	02	01	00

SMALL LASER ☐ MISSILE SALVO 1 ☐ MISSILE SALVO 2
☐ MISSILE SALVO 3 ☐ MISSILE SALVO 4 ☐ MISSILE SALVO 5 ☐ MISSILE SALVO 6

BATTLE ARMOR MISSILES TABLE

Die Roll (2D6)	Members Active (Number of Missiles Fired)			
	5	10	15	20
2	1	3	5	6
3	2	3	5	6
4	2	4	6	9
5	3	6	9	12
6	3	6	9	12
7	3	6	9	12
8	3	6	9	12
9	4	8	12	16
10	4	8	12	16
11	5	10	15	20
12	5	10	15	20

BATTLE ARMOR ATTACK TABLE

Die Roll (2D6)	Squad Members Active			
	1	2	3	4
2	1	1	1	1
3	1	1	1	2
4	1	1	2	2
5	1	1	2	2
6	1	1	2	2
7	1	2	2	3
8	1	2	2	3
9	1	2	3	3
10	1	2	3	4
11	1	2	3	4
12	1	2	3	4

LEVEL II NUMBER

LEVEL I NUMBER 1

1	06	05	04	03	02	01	00
2	06	05	04	03	02	01	00
3	06	05	04	03	02	01	00
4	06	05	04	03	02	01	00

WEAPON TYPE

☐ NARC MISSILE 1

☐ NARC MISSILE 2

LEVEL II NUMBER

LEVEL I NUMBER 1

1	06	05	04	03	02	01	00
2	06	05	04	03	02	01	00
3	06	05	04	03	02	01	00
4	06	05	04	03	02	01	00

WEAPON TYPE

☐ NARC MISSILE 1

☐ NARC MISSILE 2

LEVEL I NUMBER 2

1	06	05	04	03	02	01	00
2	06	05	04	03	02	01	00
3	06	05	04	03	02	01	00
4	06	05	04	03	02	01	00

WEAPON TYPE

☐ NARC MISSILE 1

☐ NARC MISSILE 2

LEVEL I NUMBER 2

1	06	05	04	03	02	01	00
2	06	05	04	03	02	01	00
3	06	05	04	03	02	01	00
4	06	05	04	03	02	01	00

WEAPON TYPE

☐ NARC MISSILE 1

☐ NARC MISSILE 2

LEVEL I NUMBER 3

1	06	05	04	03	02	01	00
2	06	05	04	03	02	01	00
3	06	05	04	03	02	01	00
4	06	05	04	03	02	01	00

WEAPON TYPE

☐ NARC MISSILE 1

☐ NARC MISSILE 2

LEVEL I NUMBER 3

1	06	05	04	03	02	01	00
2	06	05	04	03	02	01	00
3	06	05	04	03	02	01	00
4	06	05	04	03	02	01	00

WEAPON TYPE

☐ NARC MISSILE 1

☐ NARC MISSILE 2

LEVEL I NUMBER 4

1	06	05	04	03	02	01	00
2	06	05	04	03	02	01	00
3	06	05	04	03	02	01	00
4	06	05	04	03	02	01	00

WEAPON TYPE

☐ NARC MISSILE 1

☐ NARC MISSILE 2

LEVEL I NUMBER 4

1	06	05	04	03	02	01	00
2	06	05	04	03	02	01	00
3	06	05	04	03	02	01	00
4	06	05	04	03	02	01	00

WEAPON TYPE

☐ NARC MISSILE 1

☐ NARC MISSILE 2

LEVEL I NUMBER 5

1	06	05	04	03	02	01	00
2	06	05	04	03	02	01	00
3	06	05	04	03	02	01	00
4	06	05	04	03	02	01	00

WEAPON TYPE

☐ NARC MISSILE 1

☐ NARC MISSILE 2

LEVEL I NUMBER 5

1	06	05	04	03	02	01	00
2	06	05	04	03	02	01	00
3	06	05	04	03	02	01	00
4	06	05	04	03	02	01	00

WEAPON TYPE

☐ NARC MISSILE 1

☐ NARC MISSILE 2

LEVEL I NUMBER 6

1	06	05	04	03	02	01	00
2	06	05	04	03	02	01	00
3	06	05	04	03	02	01	00
4	06	05	04	03	02	01	00

WEAPON TYPE

☐ NARC MISSILE 1

☐ NARC MISSILE 2

LEVEL I NUMBER 6

1	06	05	04	03	02	01	00
2	06	05	04	03	02	01	00
3	06	05	04	03	02	01	00
4	06	05	04	03	02	01	00

WEAPON TYPE

☐ NARC MISSILE 1

☐ NARC MISSILE 2

BATTLETECH®

PURIFIER ADAPTIVE ARMOR RECORD FORM

MOVEMENT POINTS: 3 JUMP

BATTLE ARMOR ATTACK TABLE

Die Roll (2D6)	Squad Members Active			
	1	2	3	4
2	1	1	1	1
3	1	1	1	2
4	1	1	2	2
5	1	1	2	2
6	1	1	2	2
7	1	2	2	3
8	1	2	2	3
9	1	2	3	3
10	1	2	3	4
11	1	2	3	4
12	1	2	3	4

LEG ATTACKS TABLE

Battle Armored Troopers Active	Base To-Hit Number
4	4
3	7
2	10
1	12
—	No attack possible

SWARM ATTACKS TABLE

Battle Armored Troopers Active	Base To-Hit Number
4	7
1-3	10
—	No attack possible

SWARM HIT LOCATION TABLE

Die Roll (2D6)	Location	Die Roll (2D6)	Location
2	Head	7	Front Center Torso
3	Rear Center Torso	8	Left Arm
4	Rear Right Torso	9	Front Left Torso
5	Front Right Torso	10	Rear Left Torso
6	Right Arm	11	Rear Center Torso
		12	Head

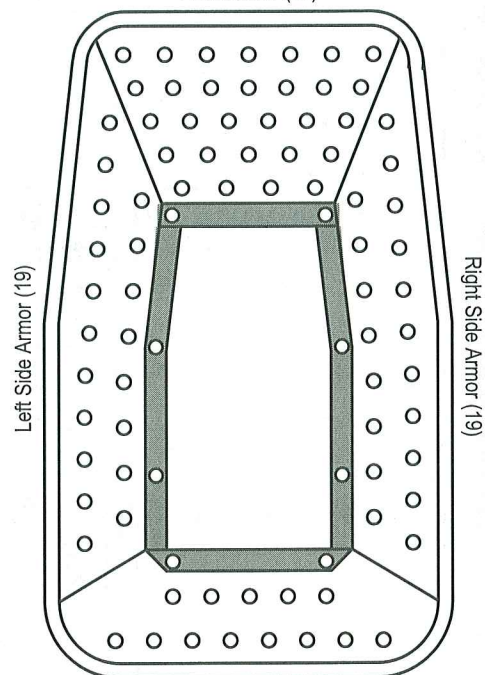
BATTLETECH®

HOVERCRAFT RECORD SHEET

Type: Fox Armored Car			Weapons Inventory							
Config: Hovercraft		Tons: 20		# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising	Flank	1 Machine Gun	F	2	-	1	2	3
Inner Sphere		MP:	MP:	1 Machine Gun	F	2	-	1	2	3
3132 Level 2		14	21	1 ER Medium Laser	F	5	-	4	8	12
Crew:										
Gunnery Skill:		Driving Skill:								
Cost, C-Bills: 2,030,700										
BV: 350		WV: 98 / 98								
Ammo										
Ammo Type	Rounds									
Machine Gun	100									
Critical Damage										
Airskirt Damaged	☐	Engine Hit	☐							
Lift Fan Destroyed	☐									
Body Inventory										
195 Nissan XL Fusion Engine										
2 Crew Members										
1 Guardian ECM B 0 - - - 6										

Total Armor Pts = 80
(Standard)

Front Armor (29)



Rear Armor (13)

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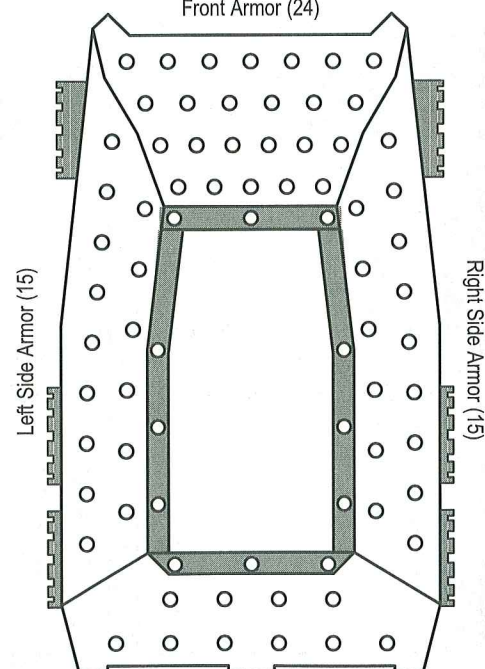
BATTLETECH®

WHEELED VEHICLE RECORD SHEET

Type: Shandra Advanced Scout Vehicle			Weapons Inventory							
Config: Wheeled		Tons: 25		# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising	Flank	1 ER Small Laser	F	3	-	2	4	5
Inner Sphere		MP:	MP:	1 SRM 4	F	2/hit	-	3	6	9
3132 Level 2		8	12	2 Machine Gun	R	2	-	1	2	3
Crew:										
Gunnery Skill:		Driving Skill:								
Cost, C-Bills: 774,844										
BV: 264		WV: 75 / 75								
Ammo										
Ammo Type	Rounds									
SRM 4	25									
Machine Gun	100									
Critical Damage										
Wheel Damaged	☐	Engine Hit	☐							
Axle Destroyed	☐									
Body Inventory										
180 GM Fusion Engine										
2 Crew Members										
1 Guardian ECM B 0 - - - 6										

Total Armor Pts = 64
(Standard)

Front Armor (24)



Rear Armor (10)

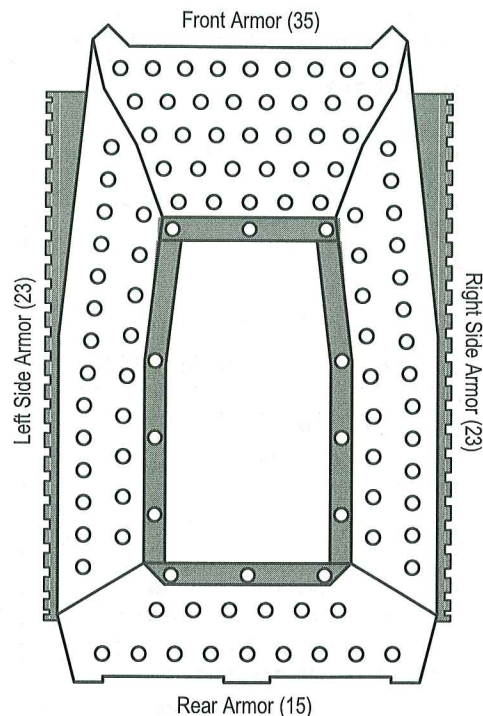
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TRACKED VEHICLE RECORD SHEET

Type: Mobile Tactical Command HQ			Weapons Inventory		
Config: Tracked	Tons: 30		# Type	Loc Dmg	Min S M L
Technology Base:	Cruising	Flank	1 Machine Gun	LSpo 2	- 1 2 3
Inner Sphere	MP:	MP:	1 Machine Gun	RSpo 2	- 1 2 3
3132 Level 3	5	8	1 ER Small Laser	F 3	- 2 4 5
Crew:			1 Advanced Mobile HQ (add 200 to BV)		
Gunnery Skill:	Driving Skill:				
Cost, C-Bills: 908,375					
BV: 207 WV: 32 / 32					
Ammo			Body Inventory		
Ammo Type	Rounds		150 Omni Fusion Engine		
Machine Gun	100		2 Crew Members		
Critical Damage			1 Guardian ECM B 0 - - - 6		
Drive Damaged	☐	Engine Hit	☐		
Track Destroyed	☐				

Total Armor Pts = 96
(Standard)



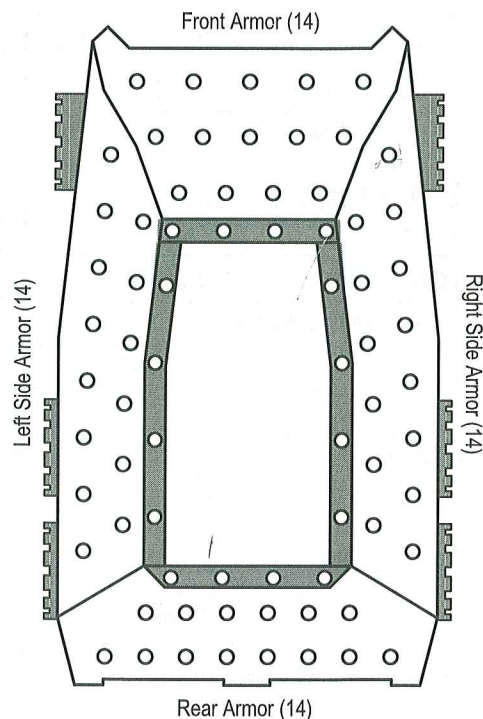
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BATTLETECH®

WHEELED VEHICLE RECORD SHEET

Type: MIT23 M.A.S.H. Vehicle			Weapons Inventory		
Config: Wheeled	Tons: 35		# Type	Loc Dmg	Min S M L
Technology Base:	Cruising	Flank	1 Flamer	F 2	- 1 2 3
Inner Sphere	MP:	MP:	1 MASH Unit (11 Theaters)R		
3132 Level 3	6	9			
Crew:					
Gunnery Skill:	Driving Skill:				
Cost, C-Bills: 794,104					
BV: 67 WV: 6 / 6					
Ammo			Body Inventory		
			190 DAV Fusion Engine		
Critical Damage			3 Crew Members		
Wheel Damaged	☐	Engine Hit	☐		
Axle Destroyed	☐				

Total Armor Pts = 56
(Standard)



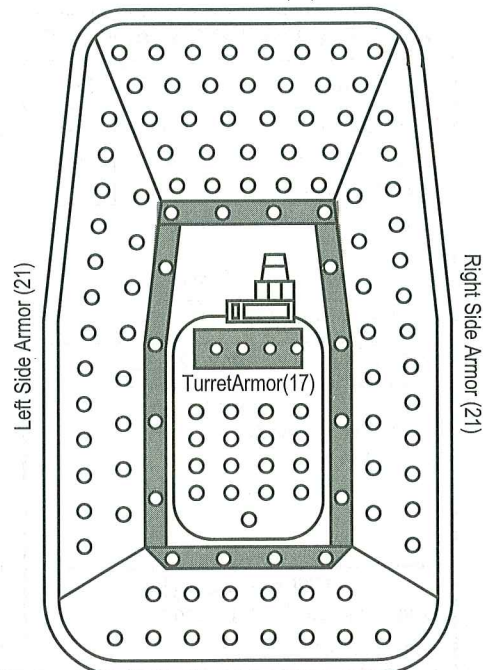
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BATTLETECH®

HOVERCRAFT RECORD SHEET

Type: Scimitar MK2 Hover Combat Vehicle			Weapons Inventory							
Config: Hovercraft		Tons: 35		# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising	Flank	1 Machine Gun	F	2	-	1	2	3
Inner Sphere		MP:	MP:	1 Machine Gun	F	2	-	1	2	3
3132 Level 2		10	15	1 Guardian ECM	F	-	-	-	-	6
Crew:				1 SRM 4	T	2/hit	-	3	6	9
Gunnery Skill:		Driving Skill:		1 ER Small Laser	F	3	-	2	4	5
Cost, C-Bills: 1,622,792				1 Small Laser	F	3	-	1	2	3
BV: 394 WV: 183 / 183				1 Small Laser	F	3	-	1	2	3
Ammo				1 Small Laser	F	3	-	1	2	3
Ammo Type	Rounds									
Machine Gun	100									
SRM 4	25									
Critical Damage				Body Inventory						
Airstirt Damaged		☐		Engine Hit		☐		175 Omni Fusion Engine		
Lift Fan Destroyed		☐		Turret Locked		☐		3 Crew Members		

Total Armor Pts = 104
(Standard)
Front Armor (31)



Rear Armor (14)

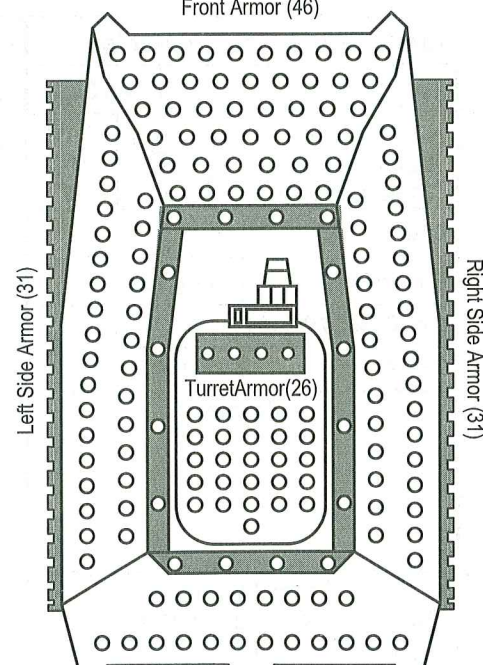
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TRACKED VEHICLE RECORD SHEET

Type: BE701 Joust Medium Tank			Weapons Inventory							
Config: Tracked		Tons: 40		# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising	Flank	1 ER Large Laser	T	10	-	8	15	25
Clan		MP:	MP:	1 LRM 10	T	1/hit	-	7	14	21
3132 Level 2		5	8	1 Light Machine Gun	T	1	-	2	4	6
Crew:				1 Light Machine Gun	T	1	-	2	4	6
Gunnery Skill:		Driving Skill:		1 Light Machine Gun	T	1	-	2	4	6
Cost, C-Bills: 1,655,617				1 Light Machine Gun	T	1	-	2	4	6
BV: 736 WV: 652 / 652				1 Light Machine Gun	T	1	-	2	4	6
Ammo				1 Light Machine Gun	T	1	-	2	4	6
Ammo Type	Rounds			1 Light Machine Gun	T	1	-	2	4	6
LRM 10	12									
Light Machine Gun	100									
Critical Damage				Body Inventory						
Drive Damaged		☐		Engine Hit		☐		200 Fusion Engine		
Track Destroyed		☐		Turret Locked		☐		3 Crew Members		
				1 CASE System						

Total Armor Pts = 154
(Ferro-Fibrous)
Front Armor (46)



Rear Armor (20)

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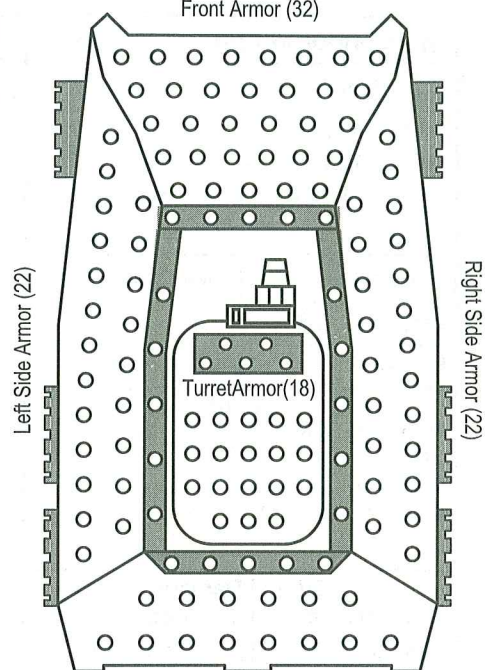
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WHEELED VEHICLE RECORD SHEET

Type: Demon Medium Tank			Weapons Inventory						
Config: Wheeled		Tons: 45	# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising MP:	Flank MP:	1 ER Medium Laser	T	5	-	4	8 12
Inner Sphere		7	11	1 ER Medium Laser	T	5	-	4	8 12
3132 Level 2				1 Machine Gun	F	2	-	1	2 3
Crew:			1 Machine Gun	F	2	-	1	2 3	
Gunnery Skill:		Driving Skill:	1 Machine Gun	F	2	-	1	2 3	
Cost, C-Bills: 1,541,050			1 Machine Gun	F	2	-	1	2 3	
BV: 372		WV: 259 / 259							
Ammo			Body Inventory						
Ammo Type	Rounds		295 GM Fusion Engine						
Machine Gun	100		3 Crew Members						
Critical Damage									
Wheel Damaged	☐	Engine Hit	☐						
Axle Destroyed	☐	Turret Locked	☐						

Total Armor Pts = 108
(Ferro-Fibrous)

Front Armor (32)



Rear Armor (14)

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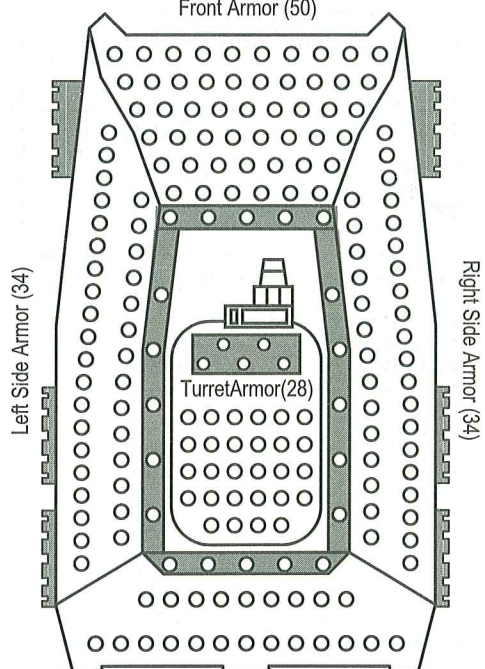
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WHEELED VEHICLE RECORD SHEET

Type: VV1 Ranger Infantry Fighting Vehicle			Weapons Inventory						
Config: Wheeled		Tons: 45	# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising MP:	Flank MP:	1 Machine Gun	T	2	-	1	2 3
Inner Sphere		6	9	1 Machine Gun	T	2	-	1	2 3
3132 Level 2				1 Machine Gun	T	2	-	1	2 3
Crew:			1 Machine Gun	T	2	-	1	2 3	
Gunnery Skill:		Driving Skill:	1 Machine Gun	T	2	-	1	2 3	
Cost, C-Bills: 1,485,925			1 Machine Gun	T	2	-	1	2 3	
BV: 335		WV: 173 / 173		1 Machine Gun	T	2	-	1	2 3
Ammo			1 Small Laser	F	3	-	1	2 3	
Ammo Type	Rounds		1 Small Laser	F	3	-	1	2 3	
Machine Gun	100		1 Small Laser	F	3	-	1	2 3	
Critical Damage			1 Small Laser	F	3	-	1	2 3	
Wheel Damaged	☐	Engine Hit	☐	250 Magna Fusion Engine					
Axle Destroyed	☐	Turret Locked	☐	3 Crew Members					
			1 Guardian ECM	B	0	-	-	-	6

Total Armor Pts = 168
(Standard)

Front Armor (50)



Rear Armor (22)

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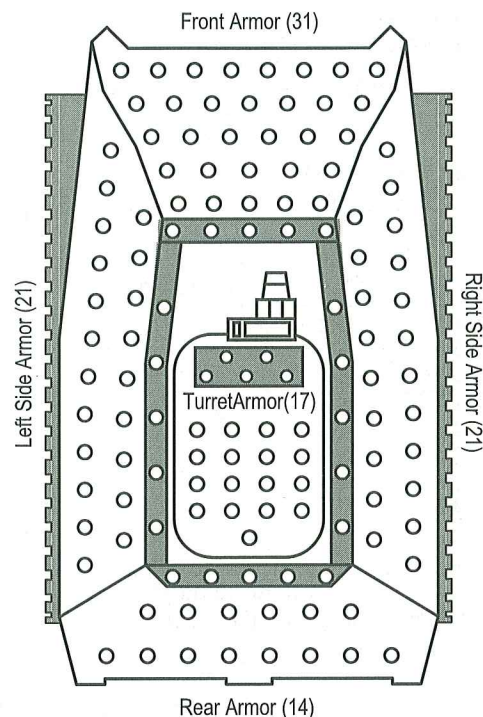
TRACKED VEHICLE RECORD SHEET

Type: Condor Multi-Purpose Tank		
Config: Tracked	Tons: 50	
Technology Base:	Cruising MP:	Flank MP:
Inner Sphere	6	9
3132 Level 2		
Crew:		
Gunnery Skill:	Driving Skill:	
Cost, C-Bills: 6,987,750		
BV: 546 WV: 325 / 325		
Ammo Ammo Type Rounds LRM 15 16 Machine Gun 100 LB 5-X AC 40		
Critical Damage Drive Damaged ☐ Engine Hit ☐ Track Destroyed ☐ Turret Locked ☐		

Weapons Inventory							
#	Type	Loc	Dmg	Min	S	M	L
1	LRM 15	T	1/hit	6	7	14	21
1	Machine Gun	F	2	-	1	2	3
1	Machine Gun	F	2	-	1	2	3
1	LB 5-X AC	F	5	3	7	14	21

Body Inventory	
300 Vlar XL Fusion Engine	
4 Crew Members	

Total Armor Pts = 104
(Standard)



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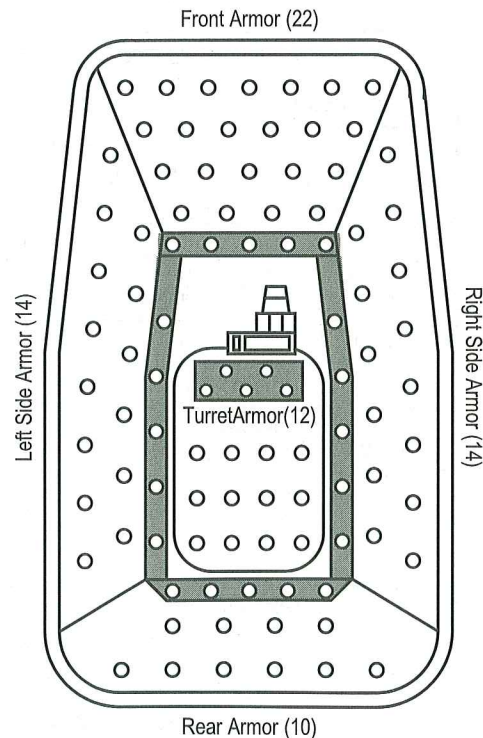
HOVERCRAFT RECORD SHEET

Type: JES Tactical Missile Carrier		
Config: Hovercraft	Tons: 50	
Technology Base:	Cruising MP:	Flank MP:
Inner Sphere	5	8
3132 Level 2		
Crew:		
Gunnery Skill:	Driving Skill:	
Cost, C-Bills: 2,054,500		
BV: 586 WV: 407 / 407		
Ammo Ammo Type Rounds SRM 6 30 SRM 4 50 Machine Gun 100		
Critical Damage Airstart Damaged ☐ Engine Hit ☐ Lift Fan Destroyed ☐ Turret Locked ☐		

Weapons Inventory							
#	Type	Loc	Dmg	Min	S	M	L
1	SRM 6	T	2/hit	-	3	6	9
1	SRM 6	F	2/hit	-	3	6	9
1	SRM 6	F	2/hit	-	3	6	9
1	SRM 4	F	2/hit	-	3	6	9
1	SRM 4	F	2/hit	-	3	6	9
1	SRM 4	F	2/hit	-	3	6	9
1	SRM 4	F	2/hit	-	3	6	9
1	ER Small Laser	F	3	-	2	4	5
1	Machine Gun	F	2	-	1	2	3

Body Inventory	
15 GM XL Fusion Engine	
4 Crew Members	

Total Armor Pts = 72
(Standard)



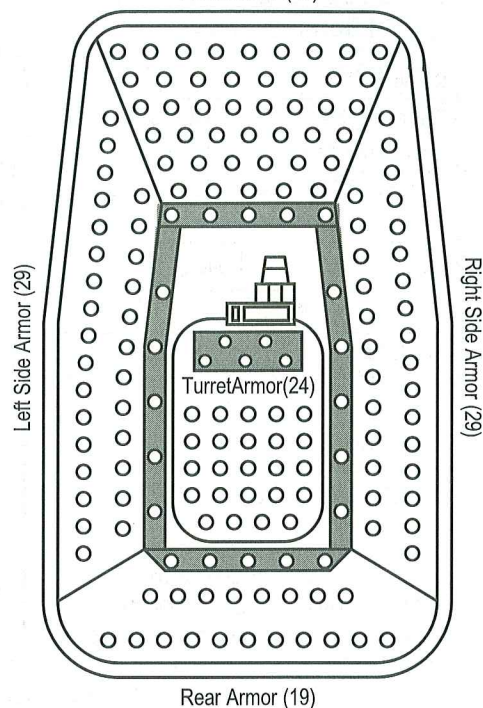
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HOVERCRAFT RECORD SHEET

Type: SM1 Tank Destroyer			Weapons Inventory							
Config: Hovercraft		Tons: 50		# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising MP:	Flank MP:	1 Light Machine Gun	T	1	-	2	4	6
Clan				1 Light Machine Gun	T	1	-	2	4	6
3132 Level 2		8	12	1 Light Machine Gun	T	1	-	2	4	6
Crew:				1 Light Machine Gun	T	1	-	2	4	6
Gunnery Skill:		Driving Skill:		1 Ultra AC/20	F	20	-	4	8	12
Cost, C-Bills: 3,095,500										
BV: 1,204 WV: 519 / 519										
Ammo										
Ammo Type		Rounds								
Light Machine Gun		100								
Ultra AC/20		30								
Critical Damage				Body Inventory						
Airstart Damaged ☐		Engine Hit ☐		165 Fusion Engine						
Lift Fan Destroyed ☐		Turret Locked ☐		4 Crew Members						
				1 CASE System						

Total Armor Pts = 144
(Ferro-Fibrous)
Front Armor (43)



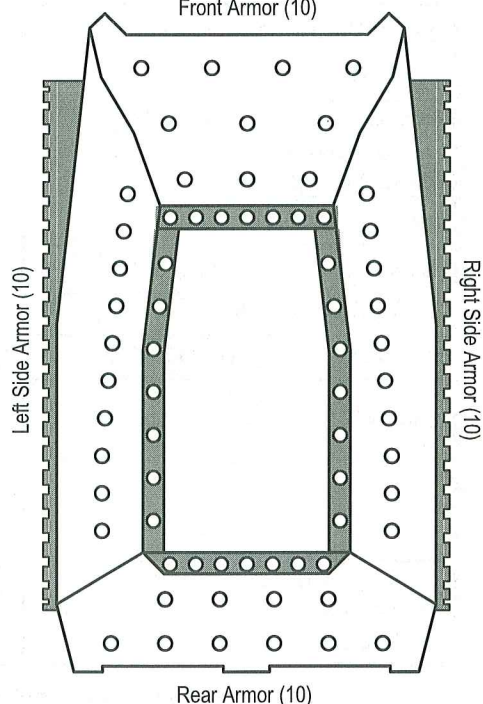
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TRACKED VEHICLE RECORD SHEET

Type: J1100 Transportable Field Repair			Weapons Inventory							
Config: Tracked		Tons: 70		# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising MP:	Flank MP:	2 Machine Gun	F	2	-	1	2	3
Inner Sphere				1 Cargo Lift Hoist	F	-	-	-	-	-
3132 Level 3		3	5	2 Cargo Lift Hoist	F	-	-	-	-	-
Crew:										
Gunnery Skill:		Driving Skill:								
Cost, C-Bills: 2,159,850										
BV: 62 WV: 5 / 5										
Ammo										
Ammo Type		Rounds								
Machine Gun		100								
Critical Damage				Body Inventory						
Drive Damaged ☐		Engine Hit ☐		210 GM Fusion Engine						
Track Destroyed ☐				5 Crew Members						
				33.00T Cargo Bay Capacity						

Total Armor Pts = 40
(Standard)
Front Armor (10)



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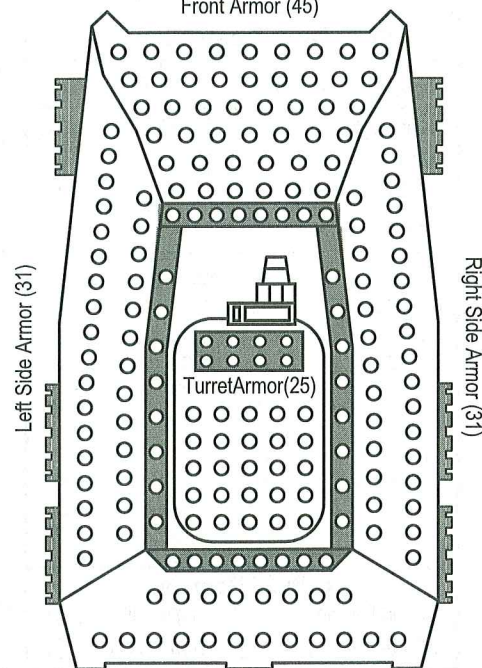
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WHEELED VEHICLE RECORD SHEET

Type: DI Schmitt Tank			Weapons Inventory							
Config: Wheeled		Tons: 80		# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising	Flank	1 Rotary AC/5	T	5	-	5	10	15
Inner Sphere		MP:	MP:	1 Rotary AC/5	T	5	-	5	10	15
3132 Level 2		3	5	1 Machine Gun	T	2	-	1	2	3
Crew:				1 Machine Gun	T	2	-	1	2	3
Gunnery Skill:		Driving Skill:		1 Medium Laser	T	5	-	3	6	9
Cost, C-Bills: 8,449,467				1 Medium Laser	T	5	-	3	6	9
BV: 1,139		WV: 1,249 / 1,249		1 Medium Laser	T	5	-	3	6	9
Ammo				1 LRM 15	T	1/hit	6	7	14	21
Ammo Type	Rounds			1 Flamer	F	2	-	1	2	3
Rotary AC/5	80			1 Flamer	F	2	-	1	2	3
Machine Gun	100			Body Inventory						
LRM 15	16			220 DAV XL Fusion Engine						
Critical Damage				6 Crew Members						
Wheel Damaged	☐	Engine Hit	☐							
Axle Destroyed	☐	Turret Locked	☐							

Total Armor Pts = 152
(Ferro-Fibrous)

Front Armor (45)



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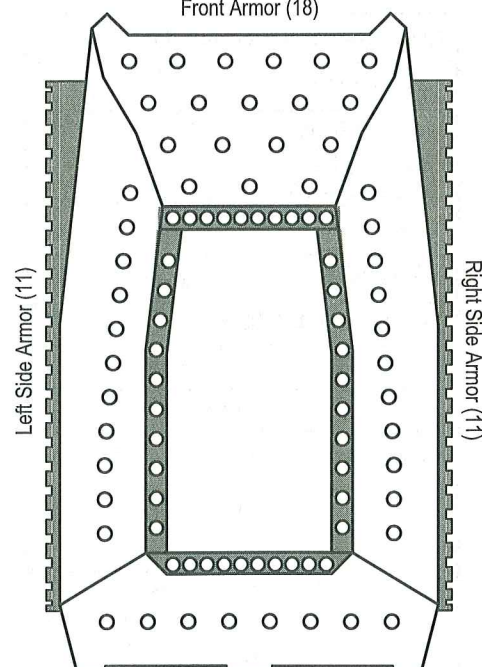
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TRACKED VEHICLE RECORD SHEET

Type: JESII Strategic Missile Carrier			Weapons Inventory							
Config: Tracked		Tons: 95		# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising	Flank	1 LRM 20 w/ Artemis IV	F	1/hit	6	7	14	21
Inner Sphere		MP:	MP:	1 LRM 20 w/ Artemis IV	F	1/hit	6	7	14	21
3132 Level 2		2	3	1 LRM 20 w/ Artemis IV	F	1/hit	6	7	14	21
Crew:				1 LRM 20 w/ Artemis IV	F	1/hit	6	7	14	21
Gunnery Skill:		Driving Skill:		1 LRM 10 w/ Artemis IV	RS	1/hit	6	7	14	21
Cost, C-Bills: 7,426,250				1 LRM 10 w/ Artemis IV	LS	1/hit	6	7	14	21
BV: 1,054		WV: 343 / 410		Body Inventory						
Ammo				190 DAV Fusion Engine						
Ammo Type	Rounds			7 Crew Members						
LRM 20	48									
LRM 10	24									
Critical Damage										
Drive Damaged	☐	Engine Hit	☐							
Track Destroyed	☐									

Total Armor Pts = 48
(Ferro-Fibrous)

Front Armor (18)



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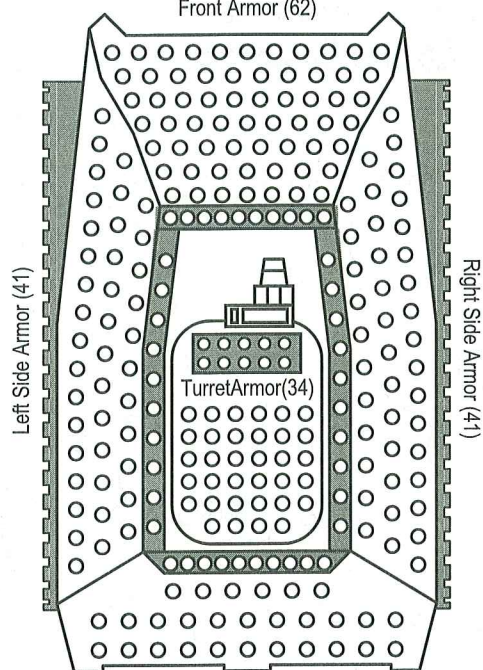
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TRACKED VEHICLE RECORD SHEET

Type: M1 Marksman Tank																																																																																																		
Config: Tracked	Tons: 95																																																																																																	
Technology Base: Inner Sphere 3132 Level 2	Cruising MP: 3	Flank MP: 5																																																																																																
Crew:																																																																																																		
Gunnery Skill:	Driving Skill:																																																																																																	
Cost, C-Bills: 6,013,800																																																																																																		
BV: 1,006 WV: 1,240 / 1,351																																																																																																		
Ammo <table border="1"> <tr> <th>Ammo Type</th> <th>Rounds</th> <th>Ammo Type</th> <th>Rounds</th> </tr> <tr> <td>Gauss Rifle</td> <td>16</td> <td>Machine Gun</td> <td>100</td> </tr> <tr> <td>Streak SRM 4</td> <td>25</td> <td></td> <td></td> </tr> <tr> <td>SRM 6</td> <td>15</td> <td></td> <td></td> </tr> <tr> <td>MRM 10</td> <td>24</td> <td></td> <td></td> </tr> </table>			Ammo Type	Rounds	Ammo Type	Rounds	Gauss Rifle	16	Machine Gun	100	Streak SRM 4	25			SRM 6	15			MRM 10	24																																																																														
Ammo Type	Rounds	Ammo Type	Rounds																																																																																															
Gauss Rifle	16	Machine Gun	100																																																																																															
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Weapons Inventory <table border="1"> <thead> <tr> <th>#</th> <th>Type</th> <th>Loc</th> <th>Dmg</th> <th>Min</th> <th>S</th> <th>M</th> <th>L</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>Gauss Rifle</td> <td>T</td> <td>15</td> <td>2</td> <td>7</td> <td>15</td> <td>22</td> </tr> <tr> <td>1</td> <td>Streak SRM 4</td> <td>T</td> <td>2/hit</td> <td>-</td> <td>3</td> <td>6</td> <td>9</td> </tr> <tr> <td>1</td> <td>Streak SRM 4</td> <td>T</td> <td>2/hit</td> <td>-</td> <td>3</td> <td>6</td> <td>9</td> </tr> <tr> <td>1</td> <td>SRM 6</td> <td>T</td> <td>2/hit</td> <td>-</td> <td>3</td> <td>6</td> <td>9</td> </tr> <tr> <td>1</td> <td>SRM 6</td> <td>T</td> <td>2/hit</td> <td>-</td> <td>3</td> <td>6</td> <td>9</td> </tr> <tr> <td>1</td> <td>MRM 10</td> <td>T</td> <td>1/hit</td> <td>-</td> <td>3</td> <td>8</td> <td>15</td> </tr> <tr> <td>1</td> <td>MRM 10</td> <td>T</td> <td>1/hit</td> <td>-</td> <td>3</td> <td>8</td> <td>15</td> </tr> <tr> <td>1</td> <td>Machine Gun</td> <td>T</td> <td>2</td> <td>-</td> <td>1</td> <td>2</td> <td>3</td> </tr> <tr> <td>1</td> <td>Machine Gun</td> <td>T</td> <td>2</td> <td>-</td> <td>1</td> <td>2</td> <td>3</td> </tr> <tr> <td>1</td> <td>Machine Gun</td> <td>T</td> <td>2</td> <td>-</td> <td>1</td> <td>2</td> <td>3</td> </tr> <tr> <td>1</td> <td>Machine Gun</td> <td>T</td> <td>2</td> <td>-</td> <td>1</td> <td>2</td> <td>3</td> </tr> </tbody> </table>			#	Type	Loc	Dmg	Min	S	M	L	1	Gauss Rifle	T	15	2	7	15	22	1	Streak SRM 4	T	2/hit	-	3	6	9	1	Streak SRM 4	T	2/hit	-	3	6	9	1	SRM 6	T	2/hit	-	3	6	9	1	SRM 6	T	2/hit	-	3	6	9	1	MRM 10	T	1/hit	-	3	8	15	1	MRM 10	T	1/hit	-	3	8	15	1	Machine Gun	T	2	-	1	2	3	1	Machine Gun	T	2	-	1	2	3	1	Machine Gun	T	2	-	1	2	3	1	Machine Gun	T	2	-	1	2	3
#	Type	Loc	Dmg	Min	S	M	L																																																																																											
1	Gauss Rifle	T	15	2	7	15	22																																																																																											
1	Streak SRM 4	T	2/hit	-	3	6	9																																																																																											
1	Streak SRM 4	T	2/hit	-	3	6	9																																																																																											
1	SRM 6	T	2/hit	-	3	6	9																																																																																											
1	SRM 6	T	2/hit	-	3	6	9																																																																																											
1	MRM 10	T	1/hit	-	3	8	15																																																																																											
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1	Machine Gun	T	2	-	1	2	3																																																																																											
Body Inventory 285 Pitban Fusion Engine 7 Crew Members																																																																																																		
Critical Damage Drive Damaged ☐ Engine Hit ☐ Track Destroyed ☐ Turret Locked ☐																																																																																																		

Total Armor Pts = 206
(Ferro-Fibrous)

Front Armor (62)



Rear Armor (28)

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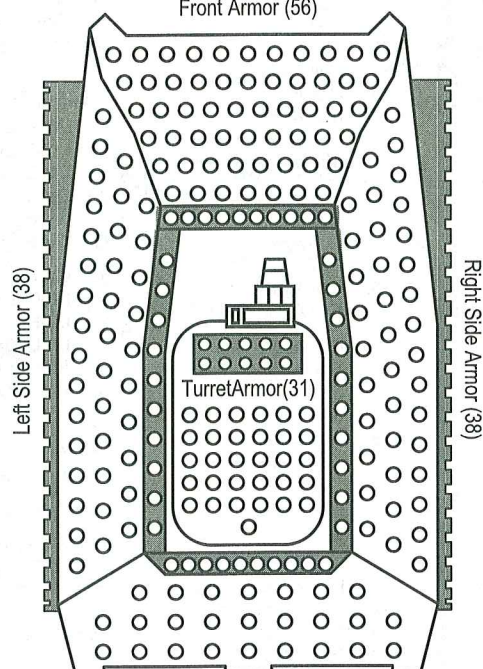
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TRACKED VEHICLE RECORD SHEET

Type: Behemoth II Tank																																																										
Config: Tracked	Tons: 100																																																									
Technology Base: Inner Sphere 3132 Level 2	Cruising MP: 3	Flank MP: 5																																																								
Crew:																																																										
Gunnery Skill:	Driving Skill:																																																									
Cost, C-Bills: 20,032,000																																																										
BV: 1,372 WV: 1,518 / 1,639																																																										
Ammo <table border="1"> <tr> <th>Ammo Type</th> <th>Rounds</th> </tr> <tr> <td>Gauss Rifle</td> <td>16</td> </tr> <tr> <td>LRM 20</td> <td>24</td> </tr> <tr> <td>SRM 4</td> <td>25</td> </tr> </table>			Ammo Type	Rounds	Gauss Rifle	16	LRM 20	24	SRM 4	25																																																
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LRM 20	24																																																									
SRM 4	25																																																									
Weapons Inventory <table border="1"> <thead> <tr> <th>#</th> <th>Type</th> <th>Loc</th> <th>Dmg</th> <th>Min</th> <th>S</th> <th>M</th> <th>L</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>ER Large Laser</td> <td>T</td> <td>8</td> <td>-</td> <td>7</td> <td>14</td> <td>19</td> </tr> <tr> <td>1</td> <td>Gauss Rifle</td> <td>T</td> <td>15</td> <td>2</td> <td>7</td> <td>15</td> <td>22</td> </tr> <tr> <td>1</td> <td>LRM 20 w/ Artemis IV</td> <td>T</td> <td>1/hit</td> <td>6</td> <td>7</td> <td>14</td> <td>21</td> </tr> <tr> <td>1</td> <td>LRM 20 w/ Artemis IV</td> <td>T</td> <td>1/hit</td> <td>6</td> <td>7</td> <td>14</td> <td>21</td> </tr> <tr> <td>1</td> <td>SRM 4</td> <td>T</td> <td>2/hit</td> <td>-</td> <td>3</td> <td>6</td> <td>9</td> </tr> <tr> <td>1</td> <td>SRM 4</td> <td>T</td> <td>2/hit</td> <td>-</td> <td>3</td> <td>6</td> <td>9</td> </tr> </tbody> </table>			#	Type	Loc	Dmg	Min	S	M	L	1	ER Large Laser	T	8	-	7	14	19	1	Gauss Rifle	T	15	2	7	15	22	1	LRM 20 w/ Artemis IV	T	1/hit	6	7	14	21	1	LRM 20 w/ Artemis IV	T	1/hit	6	7	14	21	1	SRM 4	T	2/hit	-	3	6	9	1	SRM 4	T	2/hit	-	3	6	9
#	Type	Loc	Dmg	Min	S	M	L																																																			
1	ER Large Laser	T	8	-	7	14	19																																																			
1	Gauss Rifle	T	15	2	7	15	22																																																			
1	LRM 20 w/ Artemis IV	T	1/hit	6	7	14	21																																																			
1	LRM 20 w/ Artemis IV	T	1/hit	6	7	14	21																																																			
1	SRM 4	T	2/hit	-	3	6	9																																																			
1	SRM 4	T	2/hit	-	3	6	9																																																			
Body Inventory 300 Vlar XL Fusion Engine 7 Crew Members																																																										
Critical Damage Drive Damaged ☐ Engine Hit ☐ Track Destroyed ☐ Turret Locked ☐																																																										

Total Armor Pts = 188
(Ferro-Fibrous)

Front Armor (56)



Rear Armor (25)

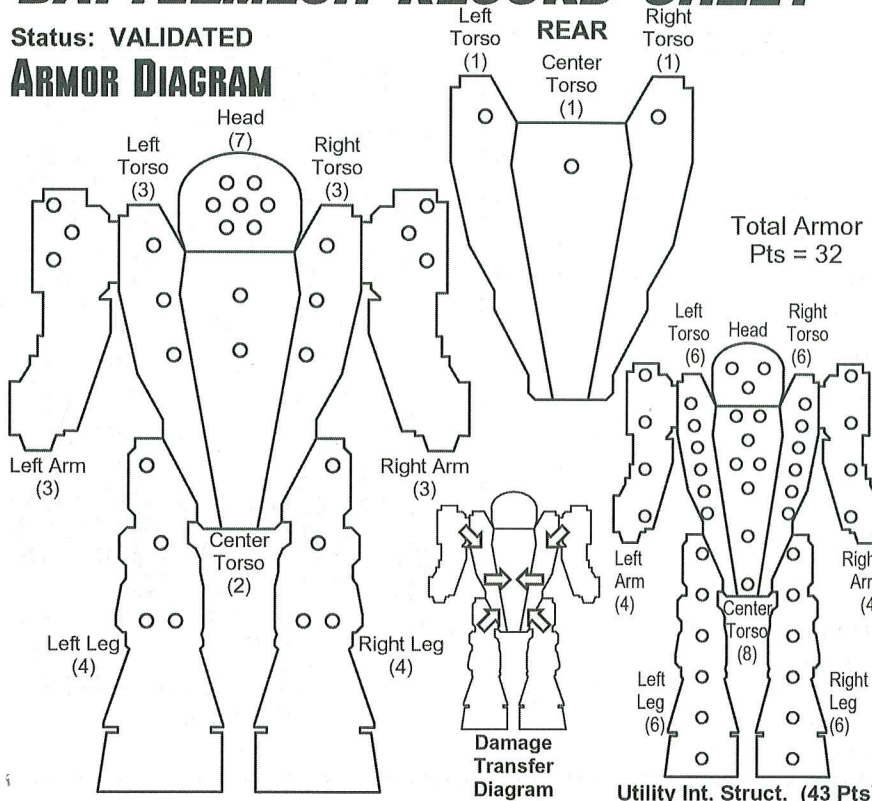
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BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor
Pts = 32

Utility Int. Struct. (43 Pts)

'MECH DATA

Type: **ForestryMech**

Mass: **25 tons**

Movement Points: Tech, Config. & Level:

Walking: **5**

Running: **8**

Jumping: **0**

Inner Sphere

Biped 'Mech

Level 3 / 3132

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Chainsaw	RA	0	5	-	-	-	-

Total Heat Sinks: **0 Single**

Auto Eject:

☐ Operational ☐ Disabled

Weapon Heat:

(0)

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	

WIZKIDSGAMES

CRITICAL HIT TABLE

Left Arm

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

Left Torso

- Roll Again
- Roll Again
- Roll Again
- 1-3 Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again

Left Leg

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

Head

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

Center Torso

- 1-3 I.C.E. Engine
- I.C.E. Engine
- I.C.E. Engine
- Gyro
- Gyro
- Gyro
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again

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

Battle Value: **191**

Weapon Value: **1 / 1**

Cost, C-Bills: **1,448,854**

Right Arm

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

Right Torso

- Roll Again
- Roll Again
- Roll Again
- 1-3 Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again

Right Leg

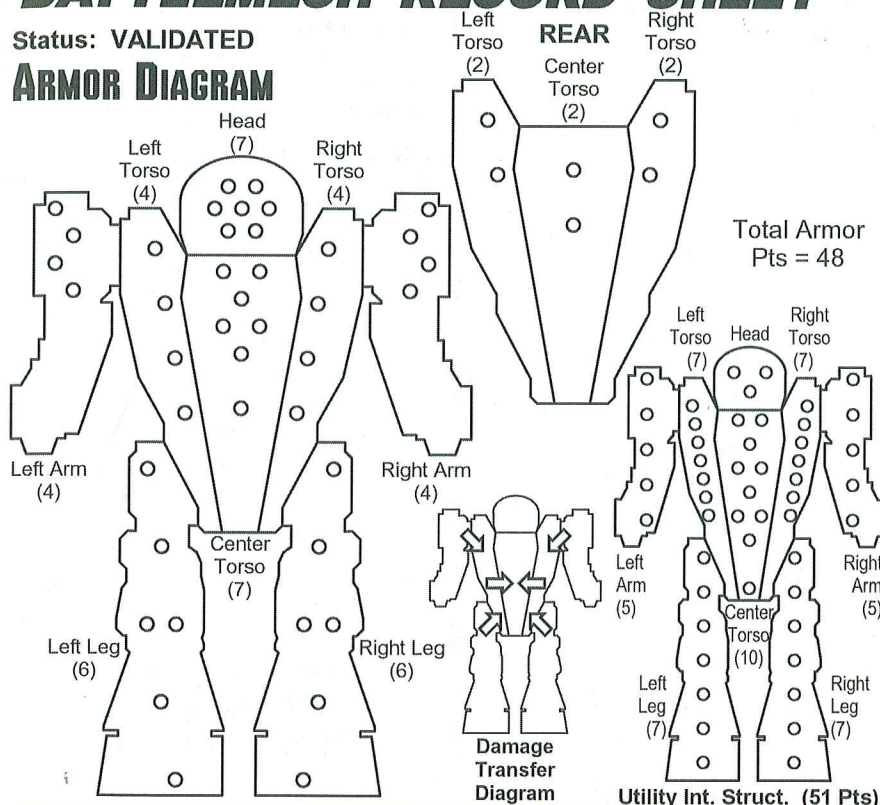
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor
Pts = 48

Utility Int. Struct. (51 Pts)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
- 1-3 4. Lift Hoist
5. Lift Hoist
6. Lift Hoist

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

Left Torso

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

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

Left Leg

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

Head

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

Center Torso

1. I.C.E. Engine
2. I.C.E. Engine
- 1-3 3. I.C.E. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. I.C.E. Engine
3. I.C.E. Engine
4. I.C.E. Engine
5. Roll Again
6. Roll Again

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

Battle Value: **231**
Weapon Value: **1 / 1**
Cost, C-Bills: **1,562,600**

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
- 1-3 4. Backhoe
5. Backhoe
6. Backhoe

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

Right Torso

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

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

Right Leg

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

'MECH DATA

Type: **ConstructionMech**

Mass: **30 tons**

Movement Points: Tech, Config. & Level:

Walking: **4**

Running: **6**

Jumping: **0**

Inner Sphere

Biped 'Mech

Level 3 / 3132

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Backhoe	RA	0	6	-	-	-	-
1	Lift Hoist	LA	0	0	-	-	-	-

Total Heat Sinks: **0 Double (0)**

Auto Eject:

☐ Operational ☐ Disabled

Weapon Heat:

(0)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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

HEAT SCALE

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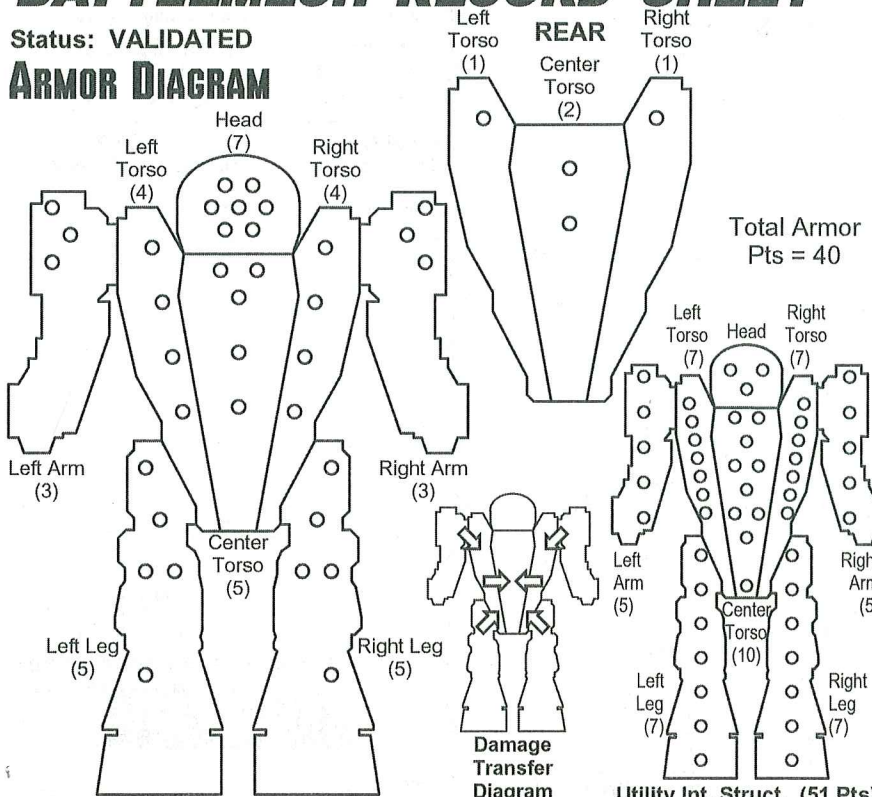
WIZ KIDS GAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



CRITICAL HIT TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - 1-3 Cargo Lift Hoist
 - Cargo Lift Hoist
 - Cargo Lift Hoist

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

Left Torso

- Roll Again
- Roll Again
- Roll Again
- 1-3 Roll Again
- Roll Again
- Roll Again

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

Left Leg

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

Head

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

Center Torso

- 1-3 I.C.E. Engine
 - I.C.E. Engine
 - I.C.E. Engine
 - Gyro
 - Gyro
 - Gyro
- Gyro
 - 4-6 I.C.E. Engine
 - I.C.E. Engine
 - I.C.E. Engine
 - LRM 10
 - LRM 10

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

Battle Value: 223

Weapon Value: 50 / 50

Cost, C-Bills: 1,266,850

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Machine Gun
- Machine Gun
- Roll Again

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

Right Torso

- 1-3 Ammo (MG) 100
- Ammo (LRM 10) 12
- Roll Again
- Roll Again
- Roll Again
- Roll Again

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

Right Leg

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

'MECH DATA

Type: **ConstructionMech MOD**

Mass: **30 tons**

Movement Points: Tech, Config. & Level:

Walking: **3**

Running: **5**

Jumping: **0**

Inner Sphere

Biped 'Mech

Level 3 / 3132

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Machine Gun	RA	0	2	-	1	2	3
1	Cargo Lift Hoist	LA	0	-	-	-	-	-
1	LRM 10	CT	4	1/hit	6	7	14	21

Ammo Type: Rounds: BV:

Machine Gun 100 0

LRM 10 12 11

Total Heat Sinks: **1 Single**

○

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	
3	
2	
1	
0	

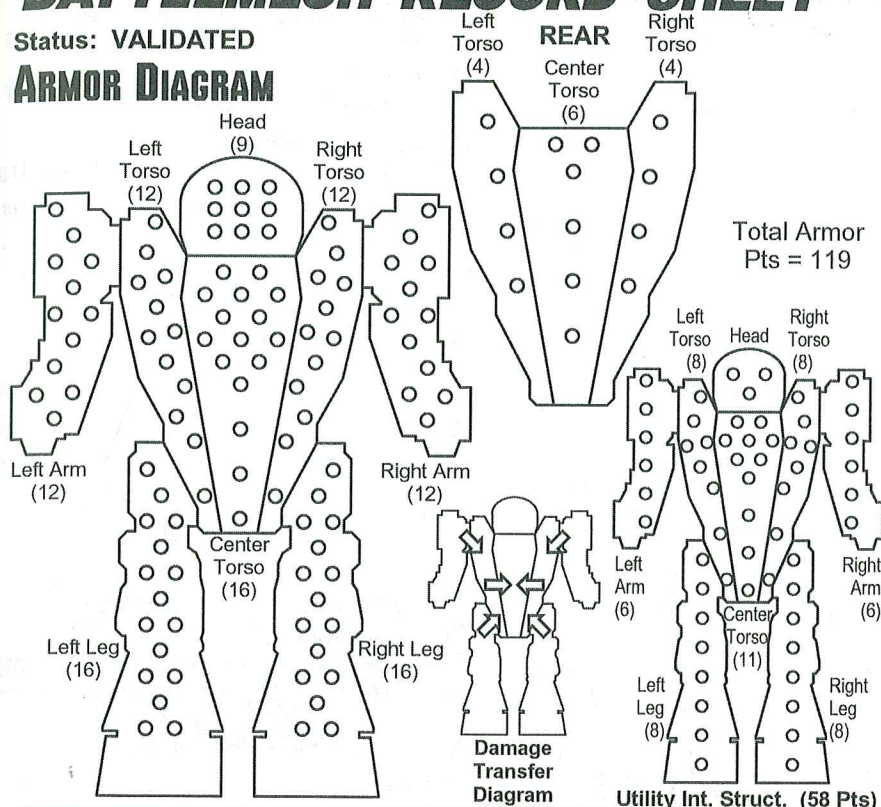
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BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Combine
- Combine
- Combine

- Combine
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

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

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

Left Leg

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

Head

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

Center Torso

- I.C.E. Engine
- I.C.E. Engine
- I.C.E. Engine
- Gyro
- Gyro
- Gyro

- Gyro
- I.C.E. Engine
- I.C.E. Engine
- I.C.E. Engine
- Roll Again
- Roll Again

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

Battle Value: 423

Weapon Value: 3 / 3

Cost, C-Bills: 1,786,680

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Cargo Lift Hoist
- Cargo Lift Hoist

- Cargo Lift Hoist
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

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

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

Right Leg

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

'MECH DATA

Type: **AgroMech**

Mass: **35 tons**

Movement Points: Tech, Config. & Level:

Walking: **4**

Running: **6**

Jumping: **0**

Inner Sphere

Biped 'Mech

Level 3 / 3132

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Cargo Lift Hoist	RA	0	-	-	-	-	-
1	Combine	LA	0	3	-	-	-	-

Total Heat Sinks: **0 Single**

Auto Eject:

☐ Operational ☐ Disabled

Weapon Heat:

(0)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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

HEAT SCALE

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

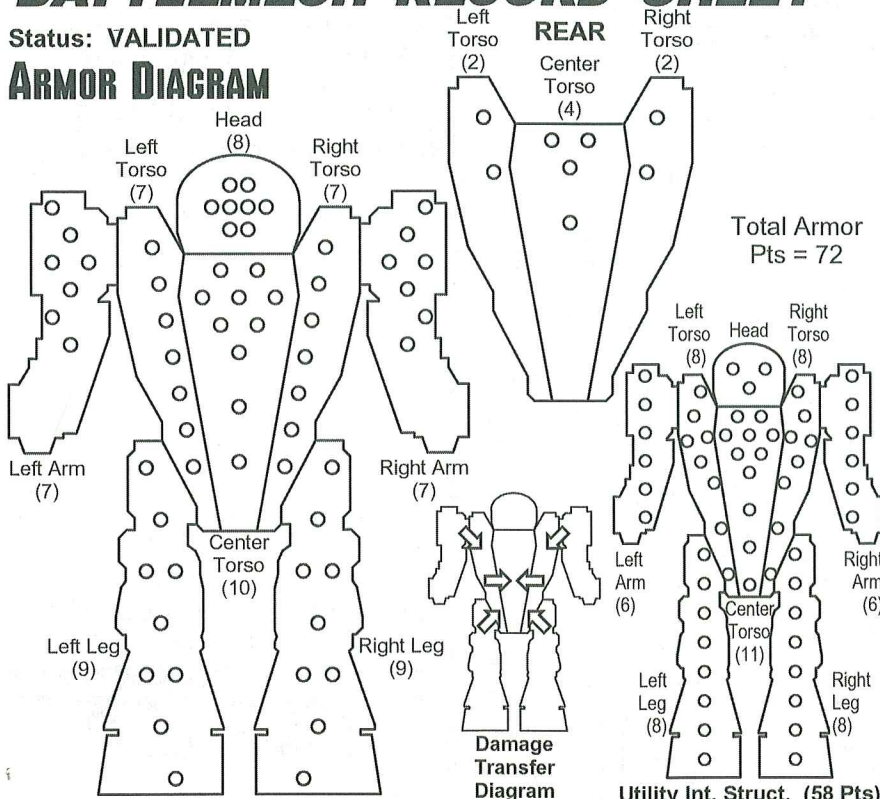
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BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Utility Int. Struct. (58 Pts)

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
- 1-3 4. Combine
5. Combine
6. Combine

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

Left Torso

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

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
- 4-6 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. I.C.E. Engine
2. I.C.E. Engine
3. I.C.E. Engine
- 1-3 4. Gyro
5. Gyro
6. Gyro
1. Gyro
2. I.C.E. Engine
3. I.C.E. Engine
- 4-6 4. I.C.E. Engine
5. Roll Again
6. Roll Again

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

Battle Value: **339**
Weapon Value: **93 / 93**
Cost, C-Bills: **1,419,862**

Right Arm

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

1. Autocannon/5
2. Ammo (AC/5) 20
- 4-6 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

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

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
- 4-6 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: **AgroMech MOD**

Mass: **35 tons**

Movement Points: Tech, Config. & Level:

Walking: **3**

Running: **5**

Jumping: **0**

Inner Sphere

Biped 'Mech

Level 3 / 3132

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/5	RA	1	5	3	6	12	18
1	Combine	LA	0	3	-	-	-	-

Ammo Type: Autocannon/5
Rounds: 20
BV: 9

Total Heat Sinks: **1 Single**

Auto Eject:

☐ Operational ☐ Disabled

Weapon Heat:

(1)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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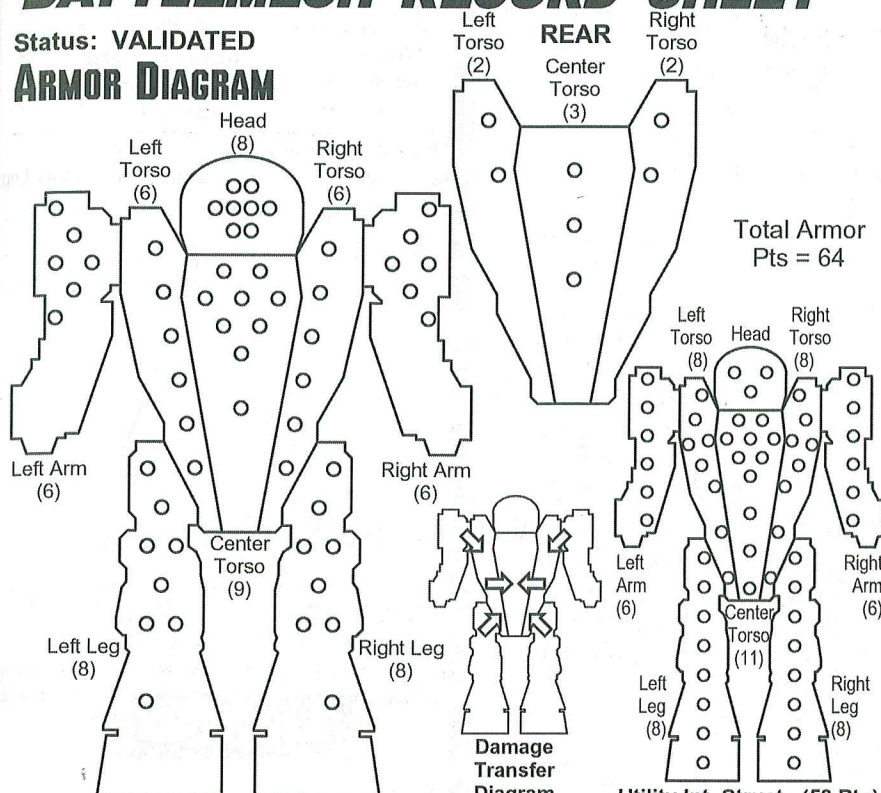
WIZKIDGAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **ForestryMech MOD**

Mass: **35 tons**

Movement Points: Tech, Config. & Level:

Walking: **3** Inner Sphere

Running: **5** Biped 'Mech

Jumping: **0** Level 3 / 3132

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Chainsaw	RA	0	5	-	-	-	-
1	Autocannon/2	LA	1	2	4	8	16	24

Ammo Type: Rounds: BV:

Autocannon/2 45 5

Total Heat Sinks: 1 Single

0

Auto Eject:

☐ Operational ☐ Disabled

Weapon Heat:

(1)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WZK GAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Autocannon/2
- Ammo (AC/2) 45
- Single Heat Sink

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

Left Torso

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

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

Left Leg

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

Head

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

Center Torso

- I.C.E. Engine
- I.C.E. Engine
- I.C.E. Engine
- Gyro
- Gyro
- Gyro

- Gyro
- I.C.E. Engine
- I.C.E. Engine
- I.C.E. Engine
- Roll Again
- Roll Again

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

Battle Value: 297

Weapon Value: 37 / 37

Cost, C-Bills: 1,374,638

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Chainsaw
- Chainsaw
- Chainsaw

- Chainsaw
- Chainsaw
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

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

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

Right Leg

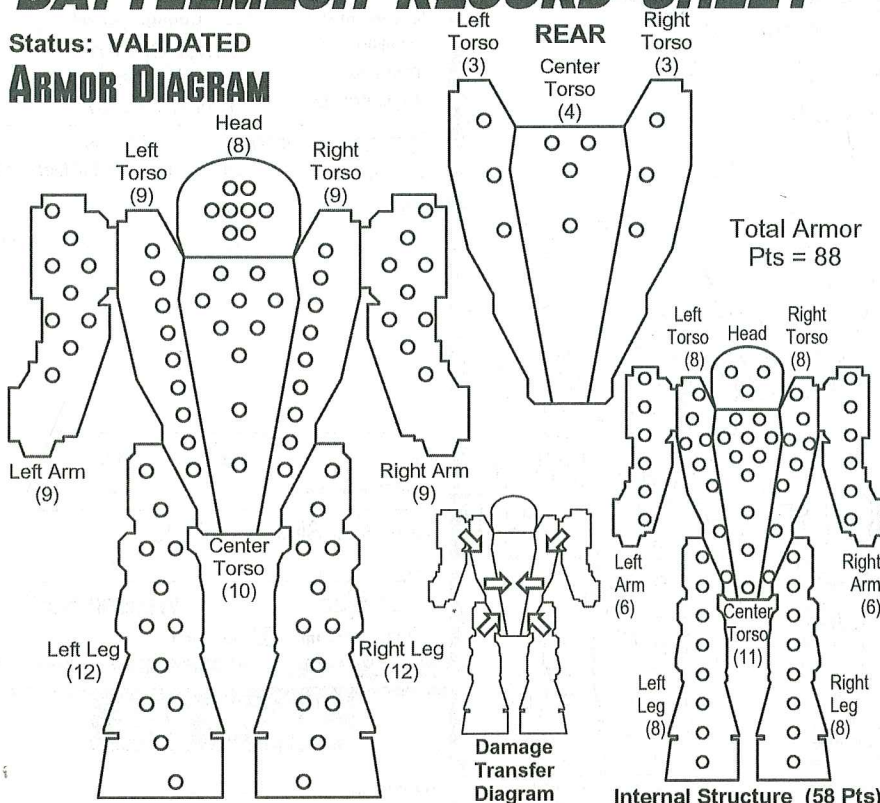
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **MiningMech**

Mass: **35 tons**

Movement Points: Tech, Config. & Level:

Walking: **4**

Running: **6**

Jumping: **0**

Inner Sphere

Biped 'Mech

Level 3 / 3132

Weapons Inventory:		(hexes)					
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med Lng
1	Rock-Cutter	RA	1	5	-	-	-
1	Mining Drill	LA	0	4	-	-	-
1	Lift Hoist	LT	0	0	-	-	-

Total Heat Sinks: **0 Double (0)**

Auto Eject:

☐ Operational ☐ Disabled

Weapon Heat:

(1)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WZK GAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Mining Drill
- 5 Mining Drill
- 6 Mining Drill

- 1 Mining Drill
- 2 Roll Again
- 3 Roll Again
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

Left Torso

- 1 Lift Hoist
- 2 Lift Hoist
- 3 Lift Hoist
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

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

Left Leg

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

Head

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

Center Torso

- 1 I.C.E. Engine
- 2 I.C.E. Engine
- 3 I.C.E. Engine
- 4 Gyro
- 5 Gyro
- 6 Gyro

- 1 Gyro
- 2 I.C.E. Engine
- 3 I.C.E. Engine
- 4 I.C.E. Engine
- 5 Roll Again
- 6 Roll Again

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

Battle Value: **346**

Weapon Value: **5 / 5**

Cost, C-Bills: **1,924,650**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Rock-Cutter
- 5 Rock-Cutter
- 6 Rock-Cutter

- 1 Rock-Cutter
- 2 Rock-Cutter
- 3 Roll Again
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

Right Torso

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

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

Right Leg

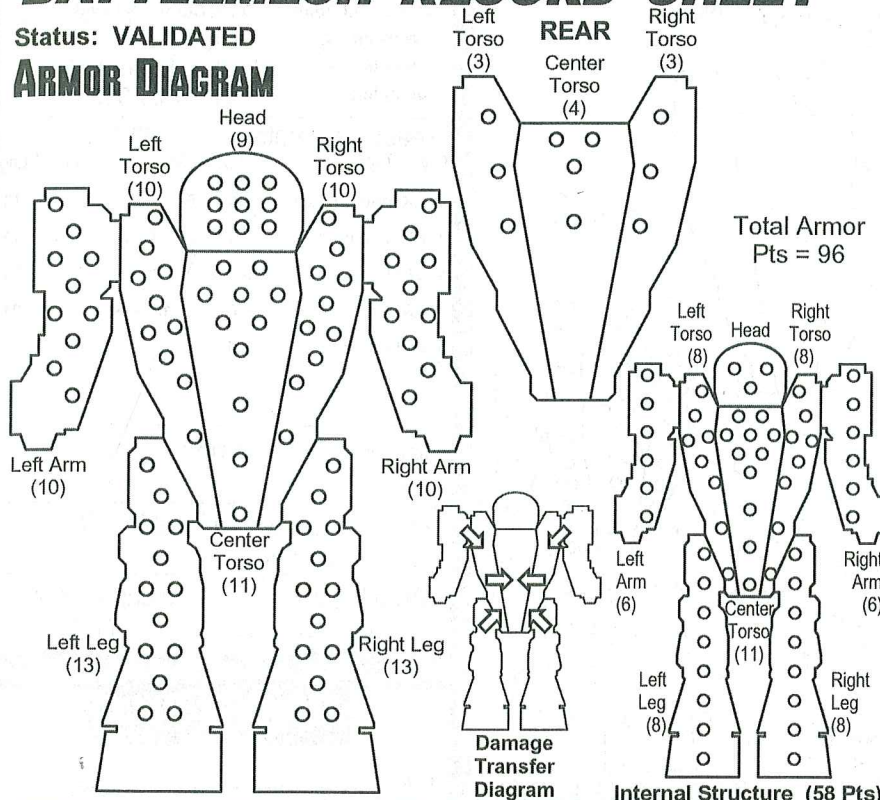
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **MiningMech MOD**

Mass: **35 tons**

Movement Points: Tech, Config. & Level:

Walking: **3** Inner Sphere
Running: **5** Biped 'Mech
Jumping: **0** Level 3 / 3132

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Rock-Cutter	RA	1	5	-	-	-	-
2	Machine Gun	LA	0	2	-	1	2	3
2	SRM 4	LT	3	2/hit	-	3	6	9

Ammo Type:	Rounds:	BV:
Machine Gun	100	0
SRM 4	25	5

Total Heat Sinks: **3 Single**

ooo

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

CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Machine Gun
 - Machine Gun
 - Ammo (MG) 100
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Head

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

Center Torso

- I.C.E. Engine
 - I.C.E. Engine
 - I.C.E. Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - I.C.E. Engine
 - I.C.E. Engine
 - I.C.E. Engine
 - Roll Again
 - Roll Again
- 4-6

Left Torso

- SRM 4
 - SRM 4
 - Ammo (SRM 4) 25
 - 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
- Roll Again

Right Arm

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

Right Torso

- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Leg

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

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

Battle Value: **371**
Weapon Value: **108 / 108**
Cost, C-Bills: **1,517,062**

HEAT SCALE

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

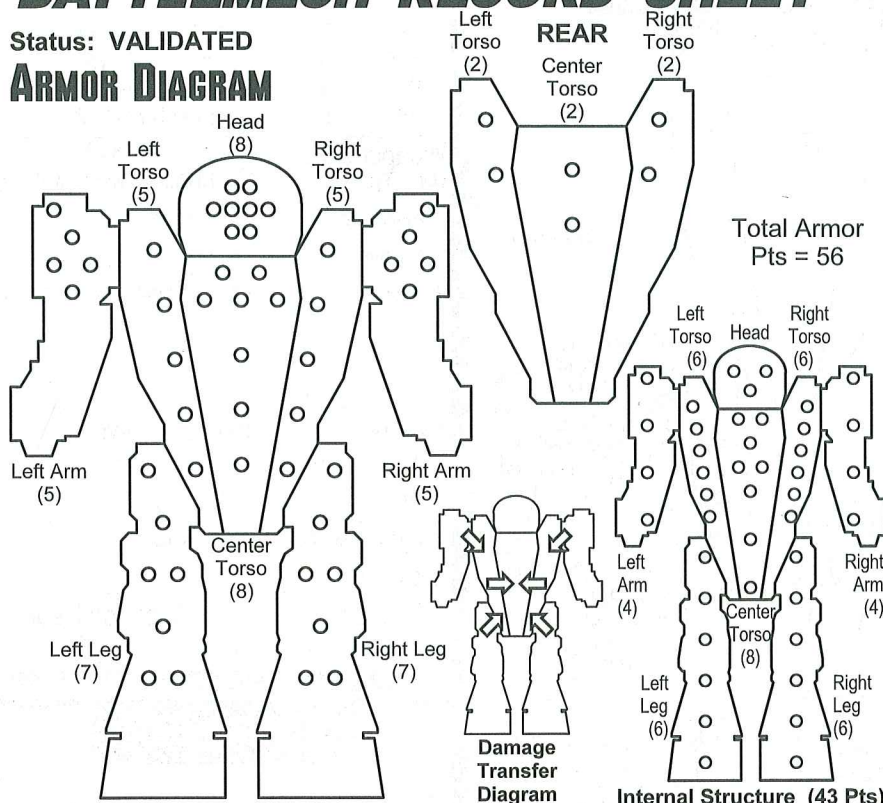
WZK GAMER

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor
Pts = 56

'MECH DATA

Type: **Arbalest**

Mass: **25 tons**

Movement Points: Tech, Config. & Level:

Walking: **5**

Clan

Running: **8**

Biped 'Mech

Jumping: **0**

Level 2 / 3132

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	LRM 10	RT	4	1/hit	-	7	14	21
1	LRM 10	LT	4	1/hit	-	7	14	21
1	ECM Suite	HD	0	-	-	-	-	6

Ammo Type:

Rounds:

BV:

LRM 10

24

38

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 GAMES™

CRITICAL HIT TABLE

Left Arm

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

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

Left Torso (CASE)

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
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 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. ECM Suite
5. Sensors
6. Life Support

Center Torso

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

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

Battle Value: **974**

Weapon Value: **555 / 555**

Cost, C-Bills: **2,515,416**

Right Arm

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

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

Right Torso (CASE)

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

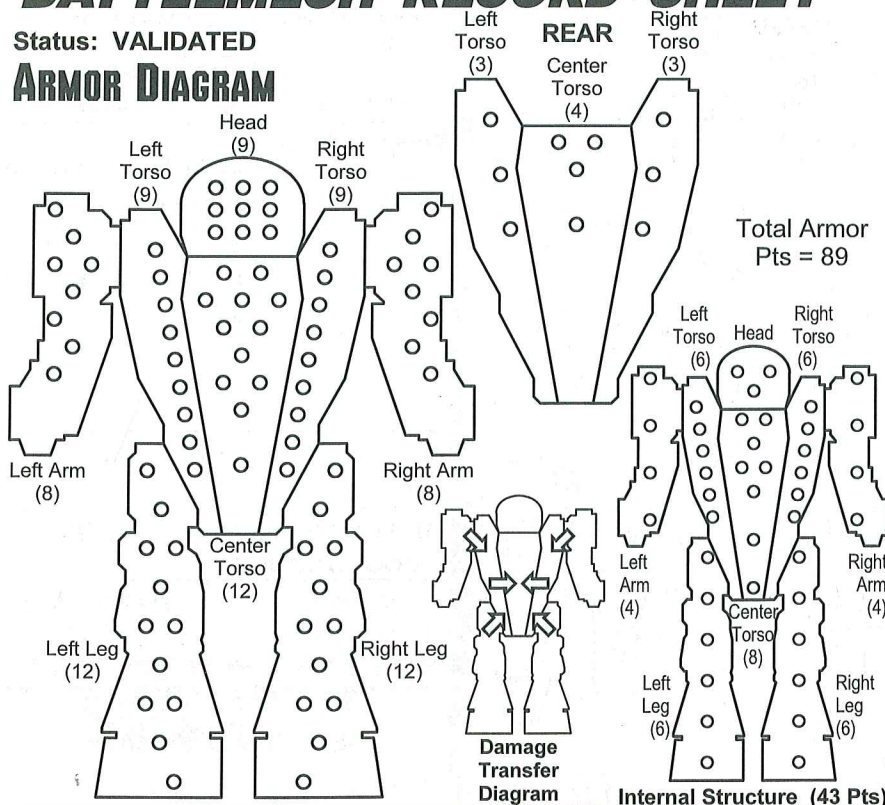
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor
Pts = 89

Damage
Transfer
Diagram

Internal Structure (43 Pts)

Left Arm

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

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

Left Torso

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

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
- 4-6 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. ECM Suite
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. Fusion Engine
 - 4-6 5. Double Heat Sink
 6. Double Heat Sink

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

Battle Value: **968**

Weapon Value: **681 / 681**

Cost, C-Bills: **2,477,916**

Right Arm

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

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

Right Torso (CASE)

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
- 1-3 4. Double Heat Sink
5. LRM 10
6. Ammo (LRM 10) 12

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
- 4-6 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: **Arbalest 2**

Mass: **25 tons**

Movement Points: Tech, Config. & Level:

Walking: **5**

Clan

Running: **8 [10]**

Biped 'Mech

Jumping: **0**

Level 2 / 3132

Weapons Inventory:

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	LRM 10	RT	4	1/hit	-	7	14	21
1	ECM Suite	HD	0	-	-	-	-	6

Ammo Type:

Rounds:

BV:

LRM 10

12

21

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

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(14)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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

HEAT SCALE

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

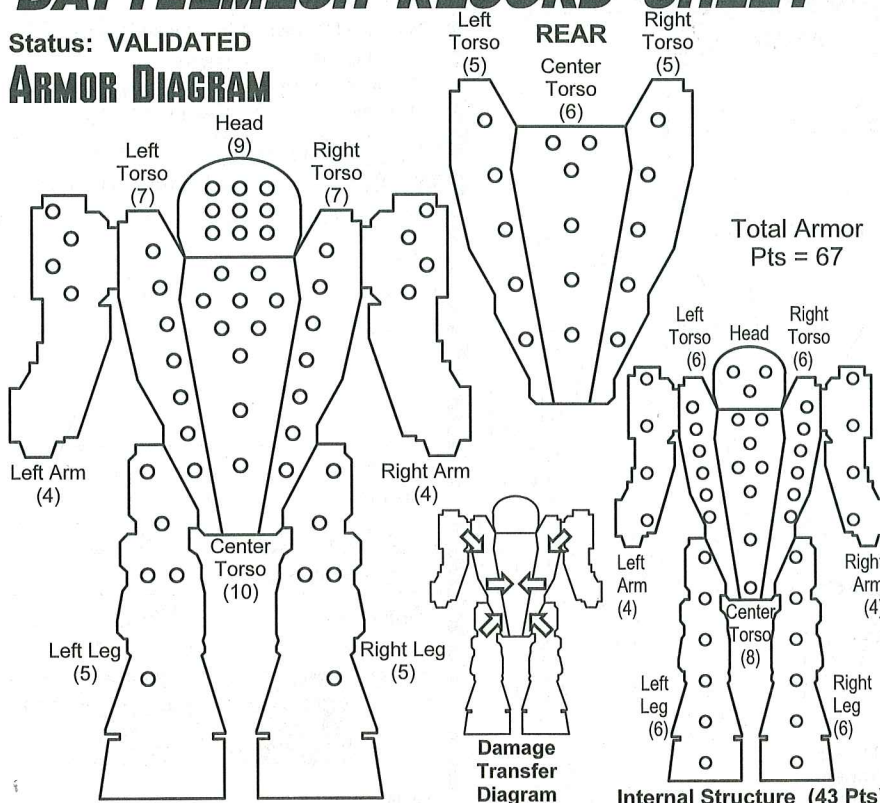
WZK GAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Koshi

Mass: 25 tons

Movement Points: Tech, Config. & Level:

Walking: 7

Clan

Running: 11

Biped 'Mech

Jumping: 6

Level 2 / 3132

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	SRM 4	RA	3	2/hit	-	3	6	9
2	SRM 4	LA	3	2/hit	-	3	6	9
1	Light TAG	RT	0	-	-	3	6	9
1	Active Probe	HD	0	-	-	-	-	5

Ammo Type:

Rounds:

BV:

SRM 4

75

39

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational

☐ Disabled

(12)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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

HEAT SCALE

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

WIZ KIDS GAMES

Left Arm (CASE)

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - SRM 4
 - SRM 4
- 1-3
- Ammo (SRM 4) 25
 - Endo Steel
- 4-6
- Ferro-Fibrous
 - 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
- 4-6
- Jump Jet
 - Jump Jet
 - Jump Jet
 - Endo Steel
 - Ferro-Fibrous
 - Ferro-Fibrous

Left Leg

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

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Active Probe
- Sensors
- Life Support

Center Torso

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

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

Battle Value: 762

Weapon Value: 290 / 290

Cost, C-Bills: 3,945,834

Right Arm (CASE)

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - SRM 4
 - SRM 4
- 1-3
- Ammo (SRM 4) 25
 - Ammo (SRM 4) 25
- 4-6
- Endo Steel
 - Ferro-Fibrous
 - Roll Again
 - Roll Again

Right Torso

- XL Engine
 - XL Engine
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Light TAG
 - Jump Jet
- 4-6
- Jump Jet
 - Jump Jet
 - Endo Steel
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again

Right Leg

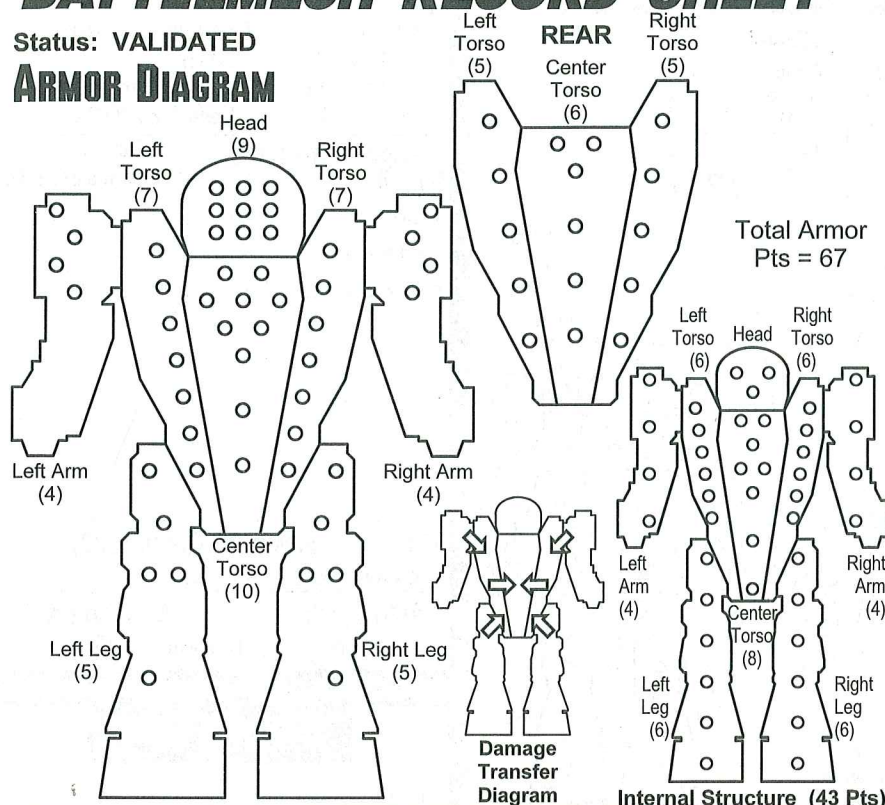
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Koshi 2**

Mass: **25 tons**

Movement Points: Tech, Config. & Level:

Walking: **7**

Clan

Running: **11**

Biped 'Mech

Jumping: **6**

Level 2 / 3132

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 6	RA	4	2/hit	-	4	8	12
1	Streak SRM 6	LA	4	2/hit	-	4	8	12
1	Light TAG	RT	0	-	-	3	6	9

Ammo Type: Streak SRM 6
Rounds: 30
BV: 77

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(8)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WIZ KIDS GAMES

CRITICAL HIT TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Streak SRM 6
- Streak SRM 6

1-3

- Ammo (Streak 6) 15
- Endo Steel
- Ferro-Fibrous
- 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

- 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
- 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: 982

Weapon Value: 457 / 304

Cost, C-Bills: 3,729,584

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Streak SRM 6
- Streak SRM 6

1-3

- Ammo (Streak 6) 15
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Light TAG
- Jump Jet

1-3

- Jump Jet
- Jump Jet
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

Right Leg

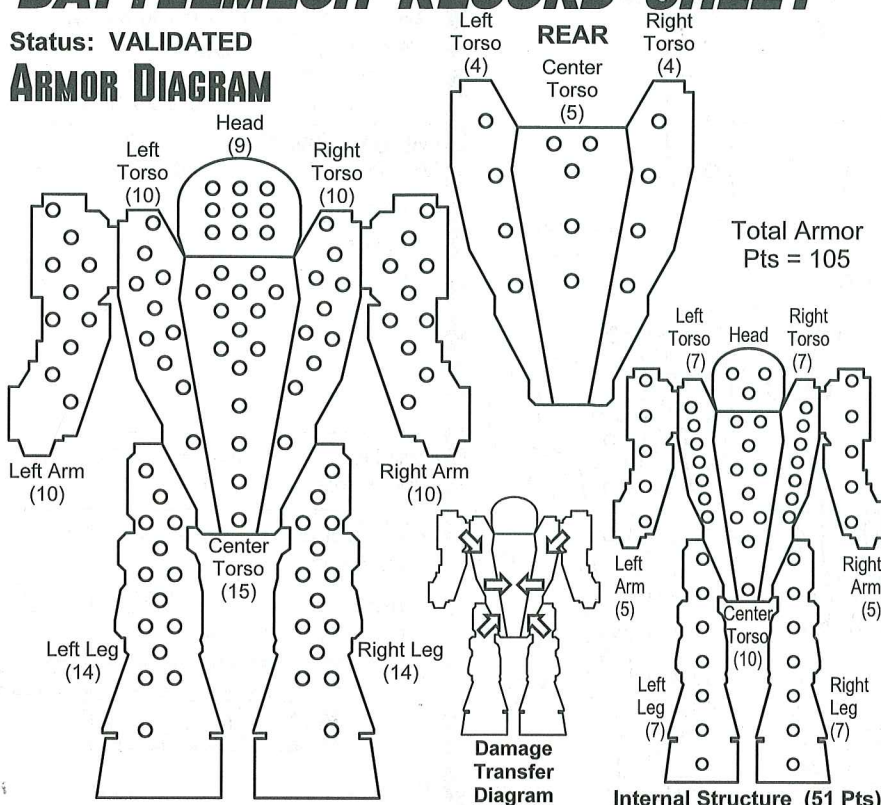
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (51 Pts)

Left Arm

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

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

Left Torso

1. XL Engine
2. XL Engine
3. Jump Jet
4. Jump Jet
5. Jump Jet
6. ER Micro Laser

1. ER Micro Laser
2. ER Micro Laser
3. ER Micro Laser
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

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

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

Battle Value: 1,464
Weapon Value: 685 / 685
Cost, C-Bills: 5,047,640

Right Arm

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

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

Right Torso

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

1. ER PPC
2. ER Micro Laser
3. ER Micro Laser
4. ER Micro Laser
5. ER Micro Laser
6. Ferro-Fibrous

Right Leg

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

'MECH DATA

Type: **Pack Hunter 2**

Mass: **30 tons**

Movement Points: Tech, Config. & Level:

Walking: **7**

Running: **11**

Jumping: **7**

Clan

Biped 'Mech

Level 2 / 3132

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RT	15	15	-	7	14	23
4	ER Micro Laser	RT	1	2	-	1	2	4
4	ER Micro Laser	LT	1	2	-	1	2	4

Total Heat Sinks: 11 Double (22)

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Auto Eject:

Weapon Heat:

☐ Operational

☐ Disabled

(23)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

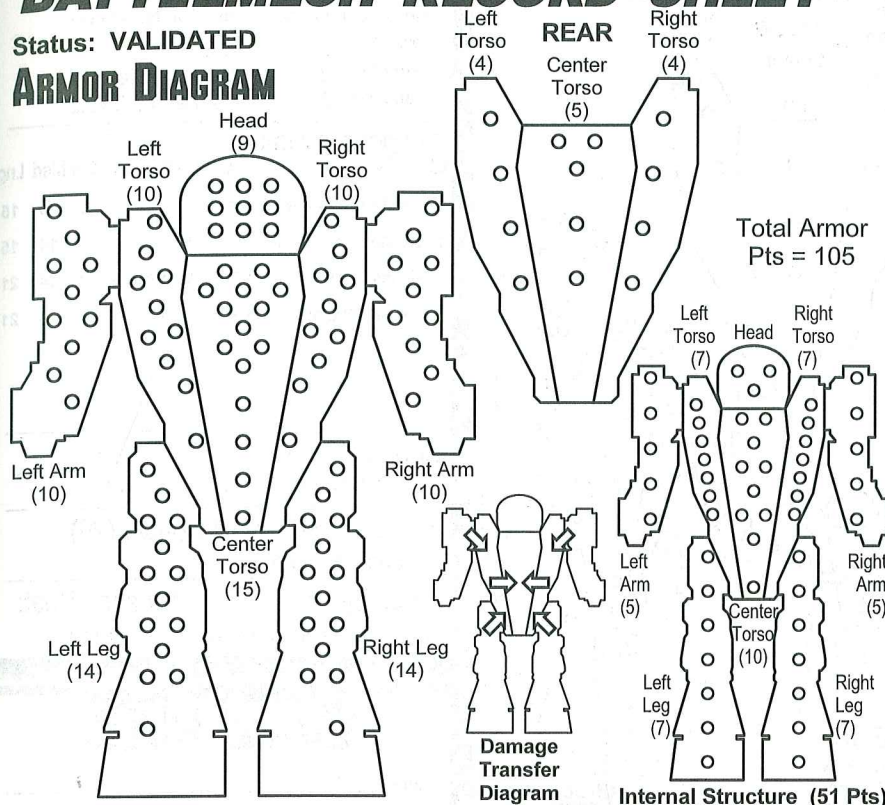
WKGAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Pack Hunter 3**

Mass: **30 tons**

Movement Points: Tech, Config. & Level:

Walking: **7**

Clan

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

Jumping: **7** Level 2 / 3132

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RT	15	15	-	7	14	23
2	ER Micro Laser	RT	1	2	-	1	2	4
2	ER Micro Laser	LT	1	2	-	1	2	4

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

oooooooooooo o

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(19)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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

HEAT SCALE

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

WIZ KIDS GAMES

CRITICAL HIT TABLE

Left Arm

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

Left Torso

- XL Engine
- XL Engine
- 1-3 Jump Jet
- Jump Jet
- Jump Jet
- ER Micro Laser
- ER Micro Laser
- MASC
- 4-6 Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

Left Leg

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

Head

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

Center Torso

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

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

Battle Value: **1,550**
Weapon Value: **793 / 793**
Cost, C-Bills: **5,268,640**

Right Arm

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

Right Torso

- XL Engine
- XL Engine
- 1-3 Jump Jet
- Jump Jet
- Jump Jet
- ER PPC
- ER PPC
- ER Micro Laser
- ER Micro Laser
- 4-6 Ferro-Fibrous
- Roll Again
- Roll Again

Right Leg

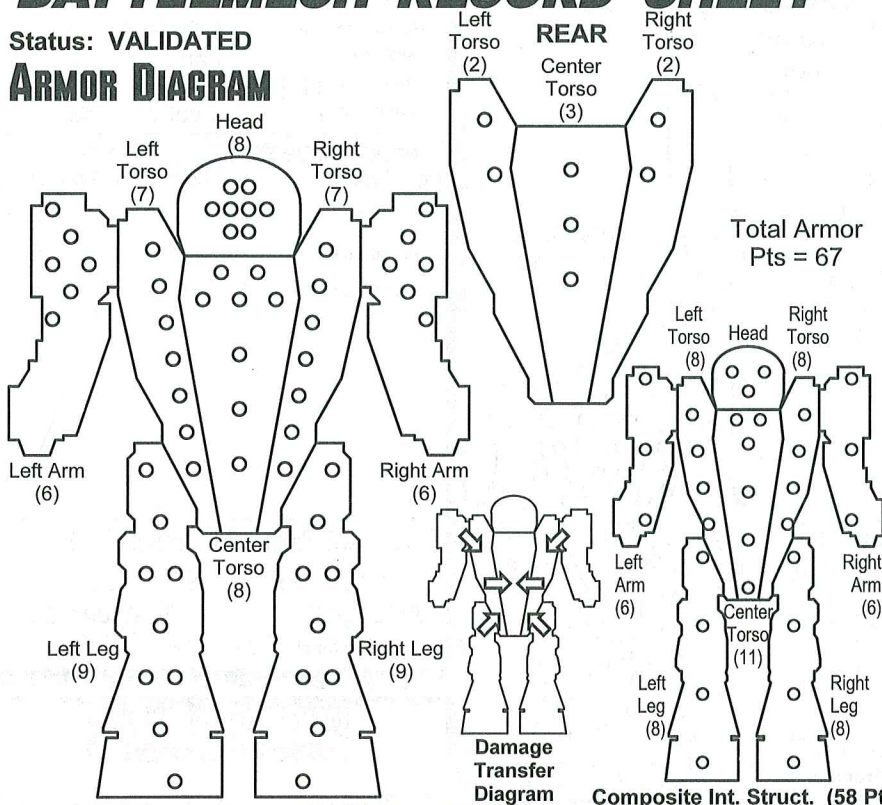
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Double Heat Sink
5. Double Heat Sink
6. ER Medium Laser

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

Left Torso (CASE)

1. XL Engine
 2. XL Engine
 3. Improved Jump Jet
 4. Improved Jump Jet
 5. Improved Jump Jet
 6. Improved Jump Jet
1. Improved Jump Jet
 2. Improved Jump Jet
 3. Streak LRM 10
 4. Streak LRM 10
 5. Ammo (Streak LRM 10) 12
 6. Ammo (Streak LRM 10) 12

Left Leg

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

Head

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

Center Torso

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

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

Battle Value: **1,676**
Weapon Value: **848 / 662**
Cost, C-Bills: **6,050,475**

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Double Heat Sink
5. Double Heat Sink
6. ER Medium Laser

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

Right Torso

1. XL Engine
 2. XL Engine
 3. Double Heat Sink
 4. Double Heat Sink
 5. Improved Jump Jet
 6. Improved Jump Jet
1. Improved Jump Jet
 2. Improved Jump Jet
 3. Improved Jump Jet
 4. Improved Jump Jet
 5. Streak LRM 10
 6. Streak LRM 10

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 X**

Mass: **35 tons**

Movement Points: Tech, Config. & Level:

Walking: **5**

Running: **8**

Jumping: **7**

Clan

Biped 'Mech

Level 3 / 3132

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	Streak LRM 10	RT	4	1/hit	-	7	14	21
1	Streak LRM 10	LT	4	1/hit	-	7	14	21

Ammo Type: Streak LRM 10
Rounds: 24
BV: 101

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

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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	

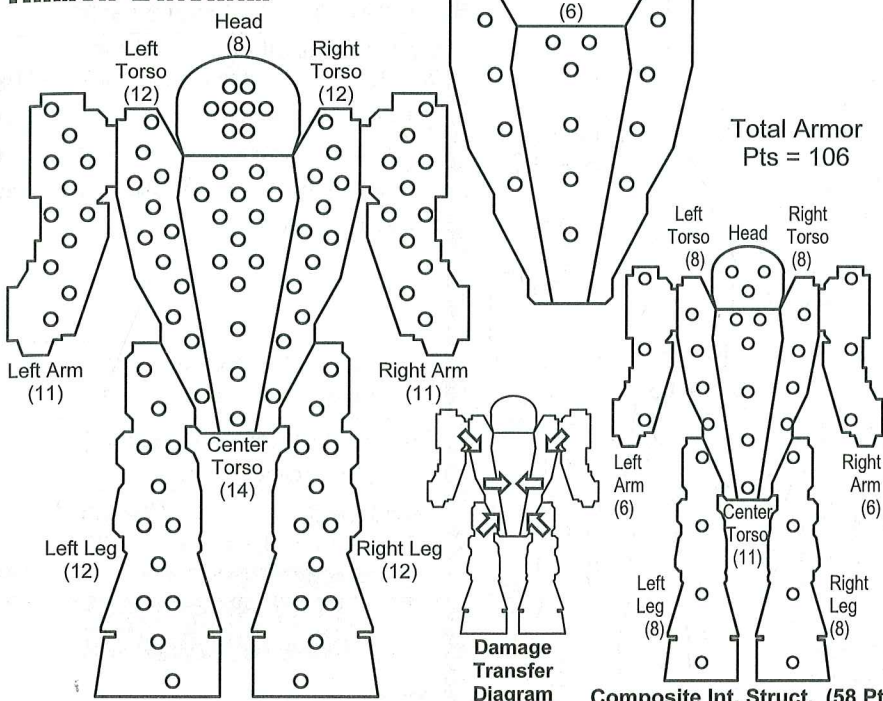
WIZKIDGAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Cougar X2**

Mass: **35 tons**

Movement Points: Tech, Config. & Level:

Walking: **5**

Clan

Running: **8**

Biped 'Mech

Jumping: **8**

Level 3 / 3132

Weapons Inventory: (hexes)

Qty Type Loc Ht Dmg Min Sht Med Lng

1 ER Med Pulse Laser RA 6 7 - 5 9 14

1 Streak LRM 15 LA 5 1/hit - 7 14 21

Ammo Type: Rounds: BV:

Streak LRM 15 16 156

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

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(11)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WIZ KIDS GAMES

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Streak LRM 15
- 5 Streak LRM 15
- 6 Streak LRM 15

- 1 Ammo (Streak LRM 15) 8
- 2 Ammo (Streak LRM 15) 8
- 4-6 Roll Again
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

Left Torso

- 1 XL Engine
- 2 XL Engine
- 1-3 Improved Jump Jet
- 4 Improved Jump Jet
- 5 Improved Jump Jet
- 6 Improved Jump Jet

- 1 Improved Jump Jet
- 2 Improved Jump Jet
- 4-6 Improved Jump Jet
- 4 Improved Jump Jet
- 5 Roll Again
- 6 Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- 6 Double Heat Sink

CRITICAL HIT TABLE

Head

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

Center Torso

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

- 1 Gyro
- 2 XL Engine
- 4-6 XL Engine
- 4 XL Engine
- 5 Double Heat Sink
- 6 Double Heat Sink

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

Battle Value: **1,465**

Weapon Value: **836 / 624**

Cost, C-Bills: **6,377,850**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 ER Med Pulse Laser
- 5 ER Med Pulse Laser
- 6 Ferro-Fibrous

- 1 Ferro-Fibrous
- 2 Ferro-Fibrous
- 4-6 Ferro-Fibrous
- 4 Ferro-Fibrous
- 5 Roll Again
- 6 Roll Again

Right Torso

- 1 XL Engine
- 2 XL Engine
- 1-3 Improved Jump Jet
- 4 Improved Jump Jet
- 5 Improved Jump Jet
- 6 Improved Jump Jet

- 1 Improved Jump Jet
- 2 Improved Jump Jet
- 4-6 Improved Jump Jet
- 4 Improved Jump Jet
- 5 Ferro-Fibrous
- 6 Ferro-Fibrous

Right Leg

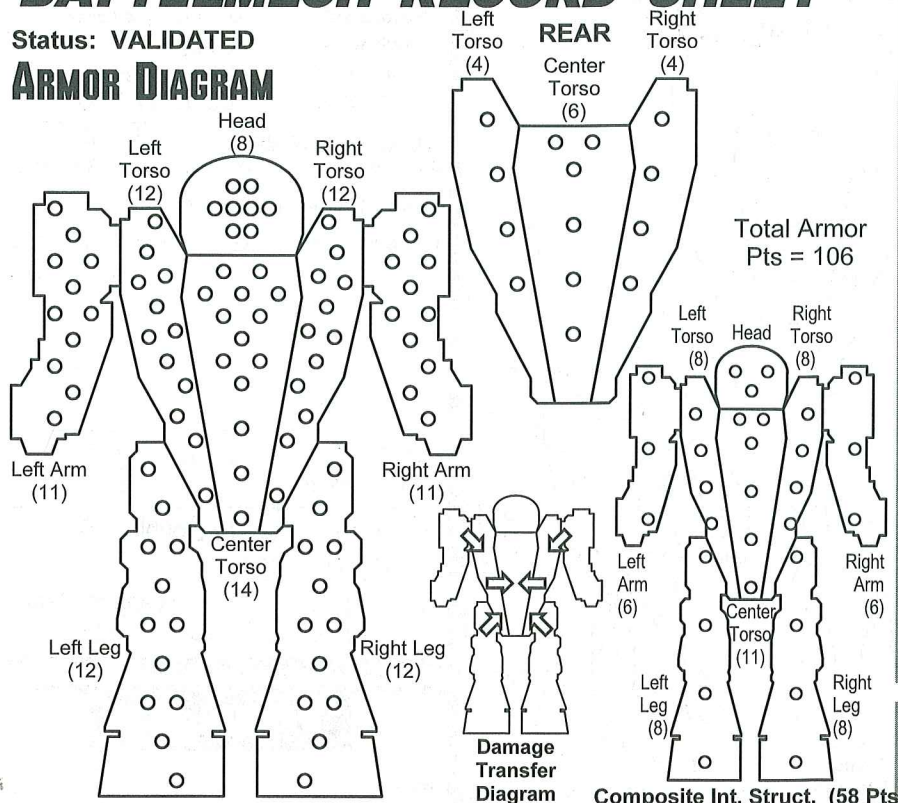
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- 6 Double Heat Sink

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Composite Int. Struct. (58 Pts)

Left Arm

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

Left Torso (CASE)

1. XL Engine
2. XL Engine
- 1-3 3. Streak LRM 10
4. Streak LRM 10
5. Ammo (Streak LRM 10) 12
6. Roll Again
1. Roll Again
2. Roll Again
3. Roll Again
- 4-6 4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

1. XL Engine
2. XL Engine
3. XL Engine
- 1-3 4. Heavy Duty Gyro
5. Heavy Duty Gyro
6. Heavy Duty Gyro
1. Heavy Duty Gyro
2. XL Engine
3. XL Engine
- 4-6 4. XL Engine
5. Roll Again
6. Roll Again

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

Battle Value: 1,280

Weapon Value: 1,077 / 954

Cost, C-Bills: 7,013,700

Right Arm

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

Right Torso

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

Right Leg

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

'MECH DATA

Type: **Cougar X3**

Mass: **35 tons**

Movement Points: Tech, Config. & Level:

Walking: **5**

Clan

Running: **8**

Biped 'Mech

Jumping: **0**

Level 3 / 3132

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Pulse Laser	RA	13	10	-	7	15	23
1	ER Med Pulse Laser	RA	6	7	-	5	9	14
1	Streak LRM 10	LT	4	1/hit	-	7	14	21
1	Targeting Computer							

Ammo Type: Streak LRM 10
Rounds: 12
BV: 30

Total Heat Sinks: 11 Double (22)

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Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(23)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

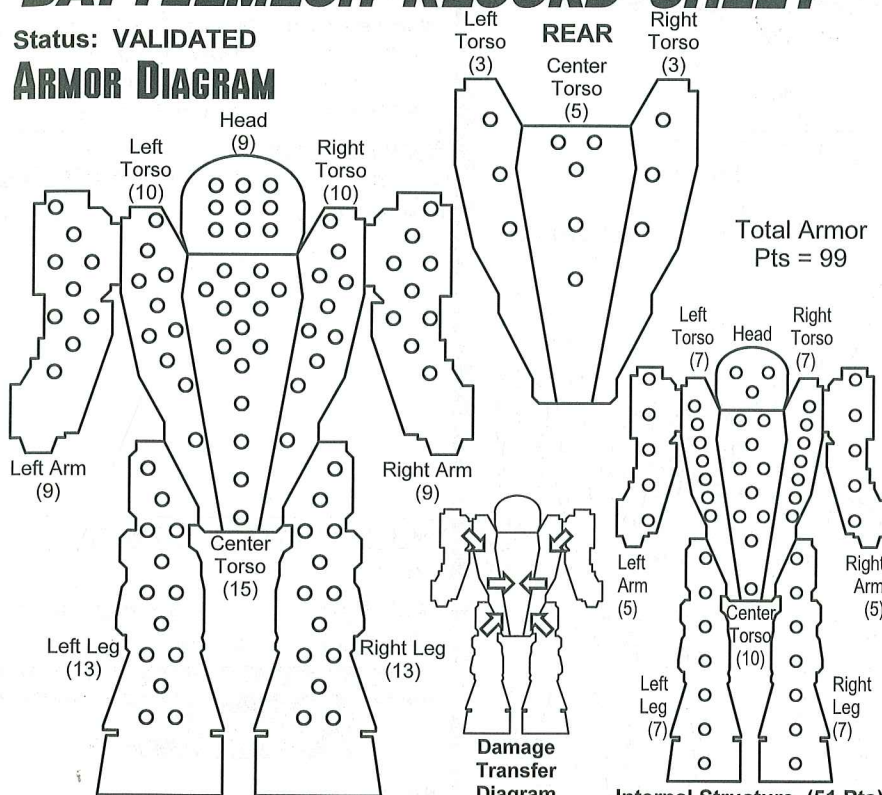
WKGAMER

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (51 Pts)

CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

1. Light Fusion Engine
2. Light Fusion Engine
- 1-3 3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Jump Jet

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

Left Leg

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

Head

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

Center Torso

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

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

Battle Value: **688**

Weapon Value: **244 / 244**

Cost, C-Bills: **4,506,840**

Right Arm

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

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

Right Torso

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

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

Right Leg

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

'MECH DATA

Type: **Spider SDR-7K**

Mass: **30 tons**

Movement Points: Tech, Config. & Level:

Walking: **8** Inner Sphere
Running: **12** Biped 'Mech
Jumping: **8** Level 2 / 3132

Weapons Inventory: (hexes)
Qty Type Loc Ht Dmg Min Sht Med Lng
2 Medium Pulse Laser CT 4 6 - 2 4 6

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

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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

HEAT SCALE

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

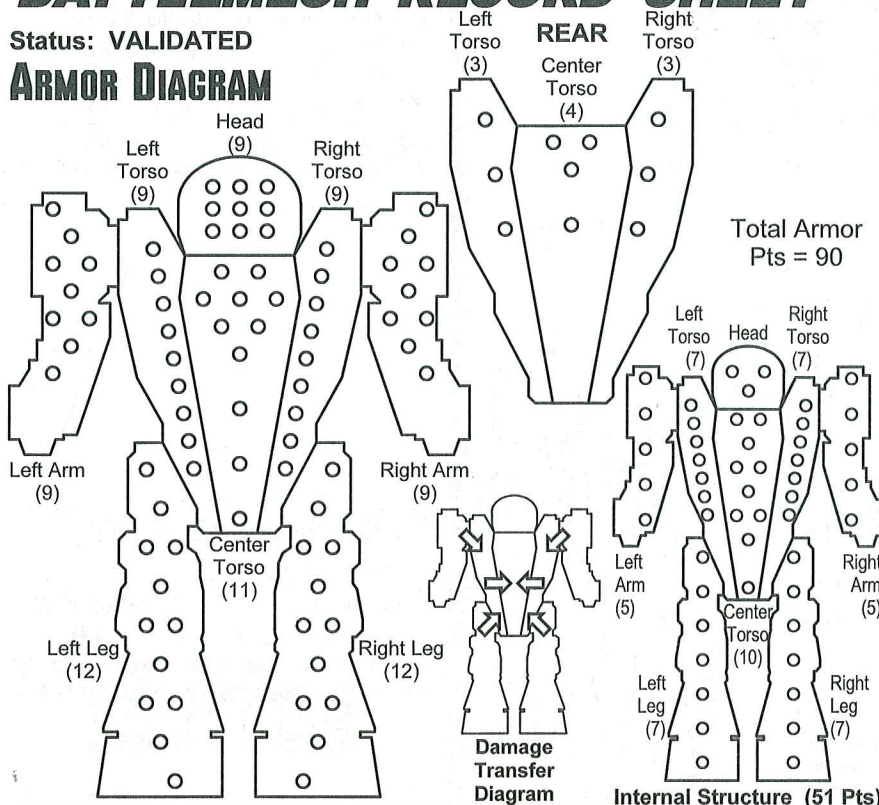
WZK GAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Spider SDR-7K2**

Mass: **30 tons**

Movement Points: Tech, Config. & Level:

Walking: **8**

Inner Sphere

Running: **12**

Biped 'Mech

Jumping: **7**

Level 2 / 3132

Weapons Inventory: (hexes)

Qty Type Loc Ht Dmg Min Sht Med Lng

1 ER Large Laser CT 12 8 - 7 14 19

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

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(12)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WZKAMER

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

- Light Fusion Engine
- Light Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Jump Jet

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

Left Leg

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

Head

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

Center Torso

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

- Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- ER Large Laser
- ER Large Laser

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

Battle Value: **841**

Weapon Value: **340 / 340**

Cost, C-Bills: **4,480,840**

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

- Light Fusion Engine
- Light Fusion Engine
- Jump Jet
- Jump Jet
- Jump Jet
- Jump Jet

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

Right Leg

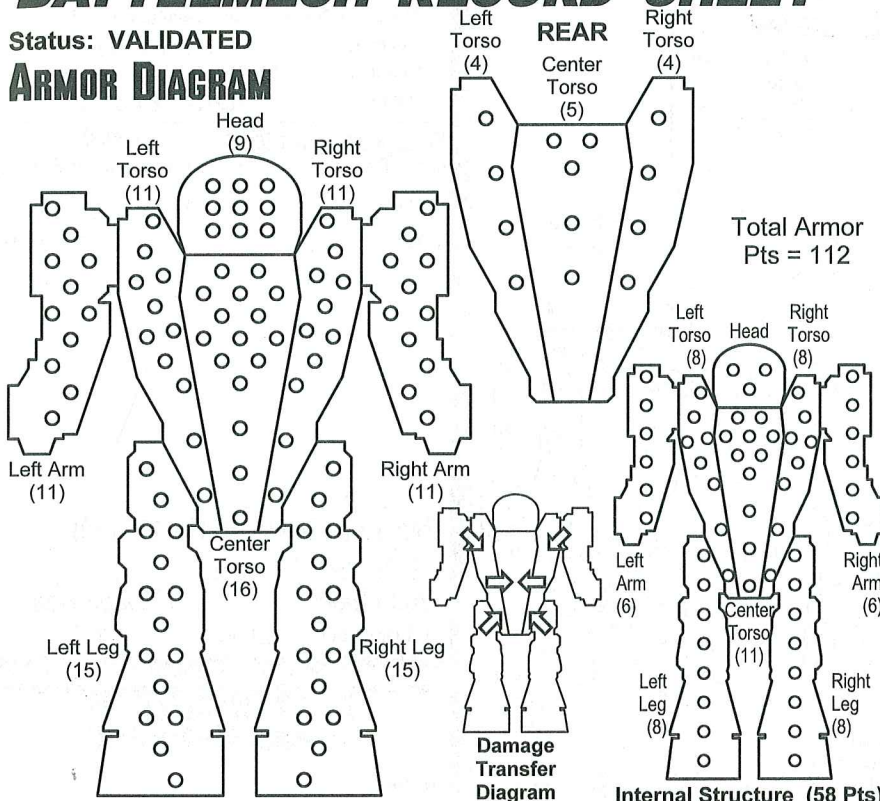
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Firestarter FS9-M2**
 Mass: **35 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **6** Inner Sphere
 Running: **9** Biped 'Mech
 Jumping: **6** Level 2 / 3132

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	Flamer	RA	3	2	-	1	2	3
3	Flamer	LA	3	2	-	1	2	3
1	ER Medium Laser	HD	5	5	-	4	8	12

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

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WKGAMES®

CRITICAL HIT TABLE

Left Arm

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

1-3

- Flamer
- Flamer
- Flamer
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Jump Jet
- Jump Jet

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
- Roll Again
- Roll Again

Head

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

1-3

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Fusion Engine
- Fusion Engine
- Roll Again
- Roll Again

4-6

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

Battle Value: **602**

Weapon Value: **243 / 243**

Cost, C-Bills: **3,218,400**

Right Arm

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

1-3

- Flamer
- Flamer
- Flamer
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

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

1-3

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

4-6

Right Leg

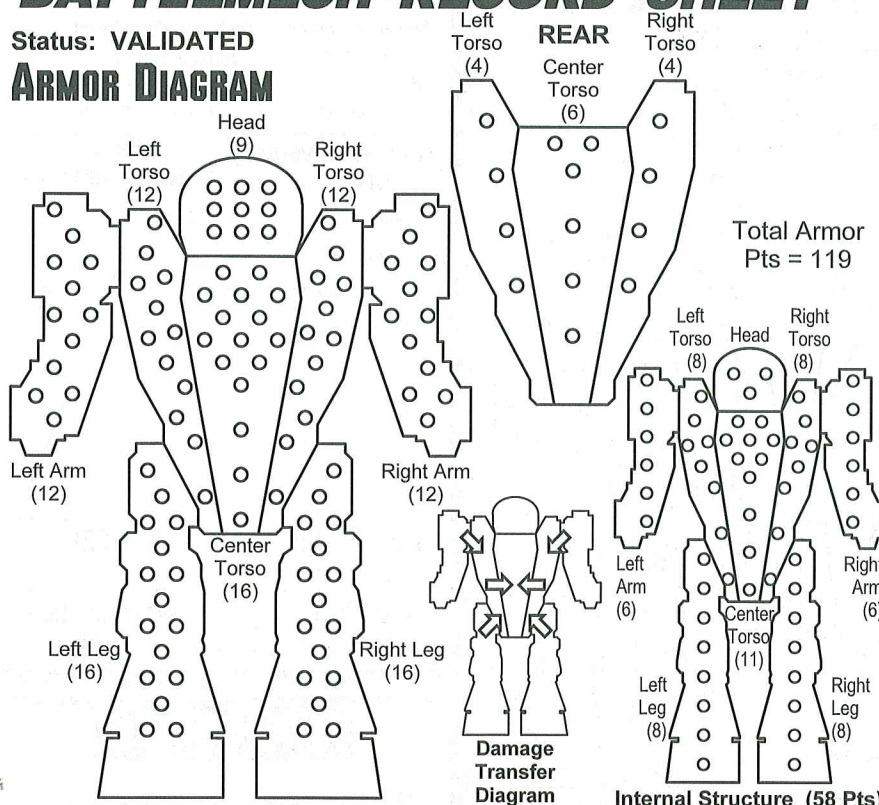
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (58 Pts)

Left Arm

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

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

Left Torso

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

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

Left Leg

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

CRITICAL HIT TABLE

Head

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

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

Battle Value: 699

Weapon Value: 260 / 260

Cost, C-Bills: 3,821,175

Right Arm

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

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

Right Torso

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

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

Right Leg

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

'MECH DATA

Type: **Firestarter FS9-M3**

Mass: **35 tons**

Movement Points: **Tech, Config. & Level:**

Walking: **6** Inner Sphere

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

Jumping: **6** Level 2 / 3132

Weapons Inventory:		(hexes)					
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med Lng
3	Flamer	RA	3	2	-	1	2 3
1	TAG	RT	0	*	-	5	9 15
1	ER Medium Laser	HD	5	5	-	4	8 12

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

oooooooooooo

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: **(14)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

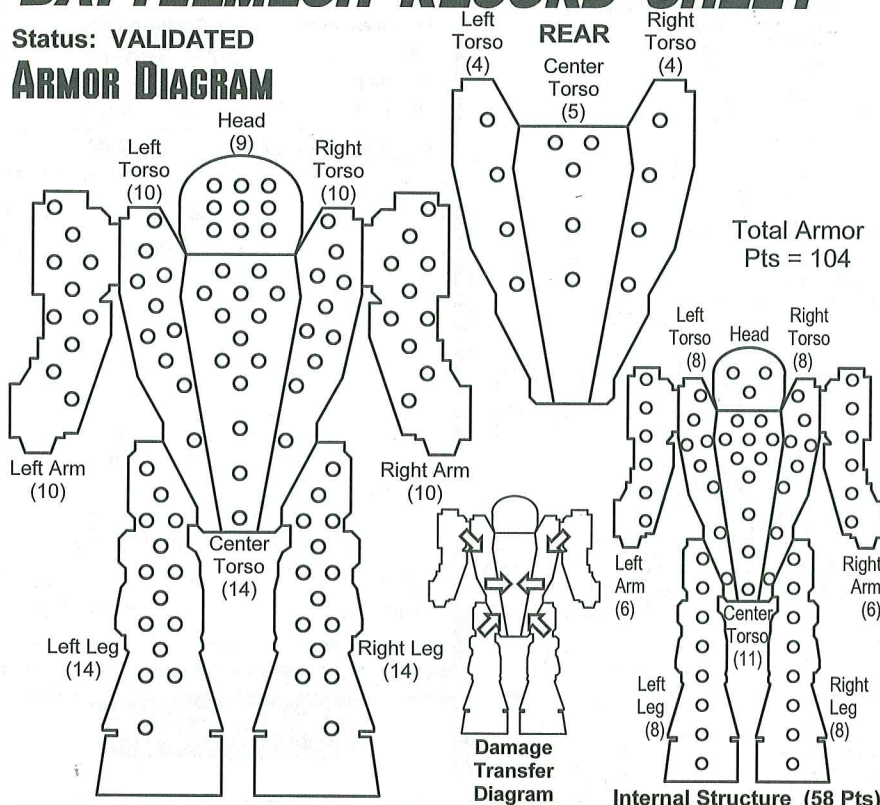
WZK GAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Panther PNT-10K2**

Mass: **35 tons**

Movement Points: Tech, Config. & Level:

Walking: **4**

Inner Sphere

Running: **6**

Biped 'Mech

Jumping: **4**

Level 2 / 3132

Weapons Inventory:

(hexes)

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

Ammo Type:

Rounds:

BV:

SRM 4

25

8

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

oooooooooooo oo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(21)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken

1 2 3 4 5 6

Consciousness #

3 5 7 10 11 Dead

HEAT SCALE

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

WZK GAMES

CRITICAL HIT TABLE

Left Arm

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

1-3

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

4-6

Left Torso

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

1-3

- SRM 4
- Ammo (SRM 4) 25
- CASE
- 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
- Roll Again
- 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: **888**

Weapon Value: **575 / 575**

Cost, C-Bills: **2,915,010**

Right Arm

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

1-3

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

- SRM 4
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Right Leg

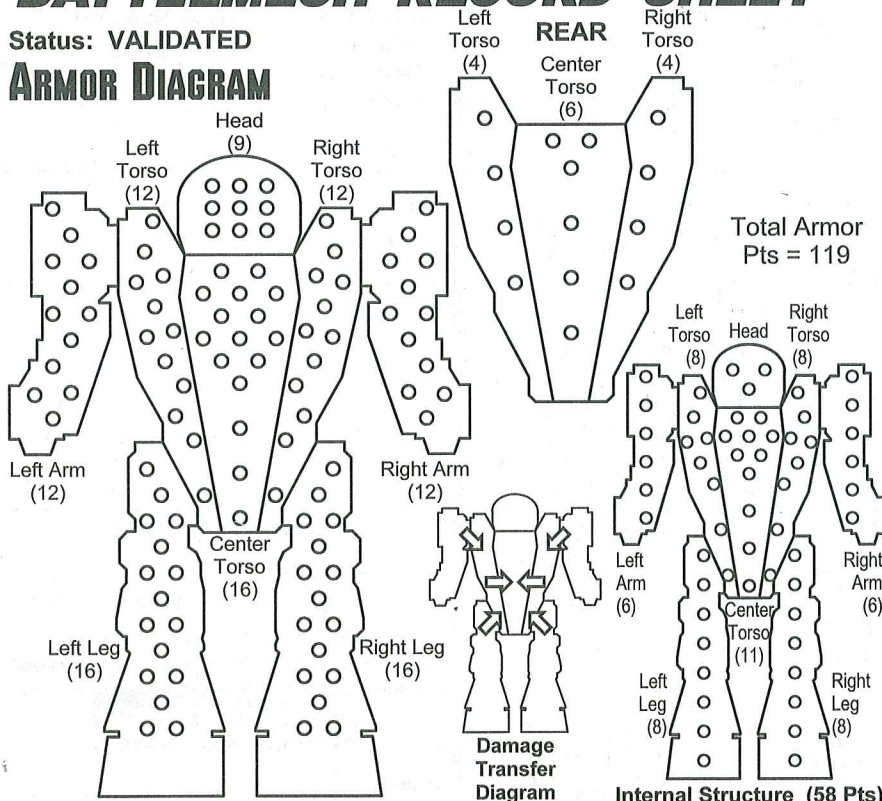
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Panther PNT-12K**

Mass: **35 tons**

Movement Points: Tech, Config. & Level:

Walking: **4**

Running: **6**

Jumping: **4**

Inner Sphere

Biped 'Mech

Level 2 / 3132

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	10	-	7	14	23
1	MRM 10	LT	4	1/hit	-	3	8	15

Ammo Type:

Rounds:

BV:

MRM 10

24

11

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

oooooooooooo oo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(19)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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

HEAT SCALE

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

WZGAMES

CRITICAL HIT TABLE

Left Arm

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

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- MRM 10
- MRM 10
- Ammo (MRM 10) 24
- CASE
- 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

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

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

Battle Value: **908**

Weapon Value: **559 / 559**

Cost, C-Bills: **2,804,310**

Right Arm

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

Right Torso

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

Right Leg

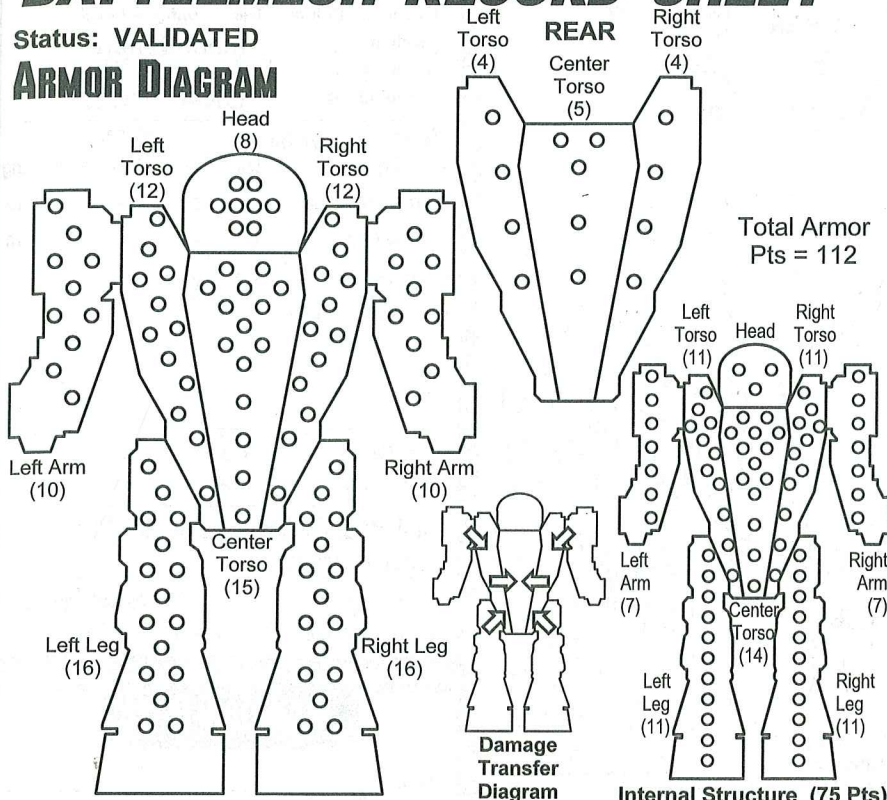
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (75 Pts)

Left Arm

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

Left Torso

1. XL Engine
2. XL Engine
3. XL Engine
- 1-3 Ultra AC/10
5. Ultra AC/10
6. Ultra AC/10
1. Ultra AC/10
2. Ultra AC/10
3. Ultra AC/10
4. Ultra AC/10
5. Ammo (Ult AC/10) 10
6. Ammo (Ult AC/10) 10

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

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

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

Battle Value: 1,075
Weapon Value: 659 / 659
Cost, C-Bills: 5,819,140

Right Arm

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

Right Torso

1. XL Engine
2. XL Engine
3. XL Engine
- 1-3 Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink
1. Targeting Computer
2. Targeting Computer
3. Targeting Computer
4. Targeting Computer
5. ER Medium Laser
6. Roll Again

Right Leg

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

'MECH DATA

Type: **Hatchetman HCT-5D**

Mass: **45 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** Inner Sphere
Running: **6** Biped 'Mech
Jumping: **4** Level 2 / 3132

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RT	5	5	-	4	8	12
1	Ultra AC/10	LT	4	10	-	6	12	18
1	Hatchet	RA	0	9				
1	Targeting Computer							

Ammo Type: Ultra AC/10
Rounds: 20
BV: 95

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (13)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

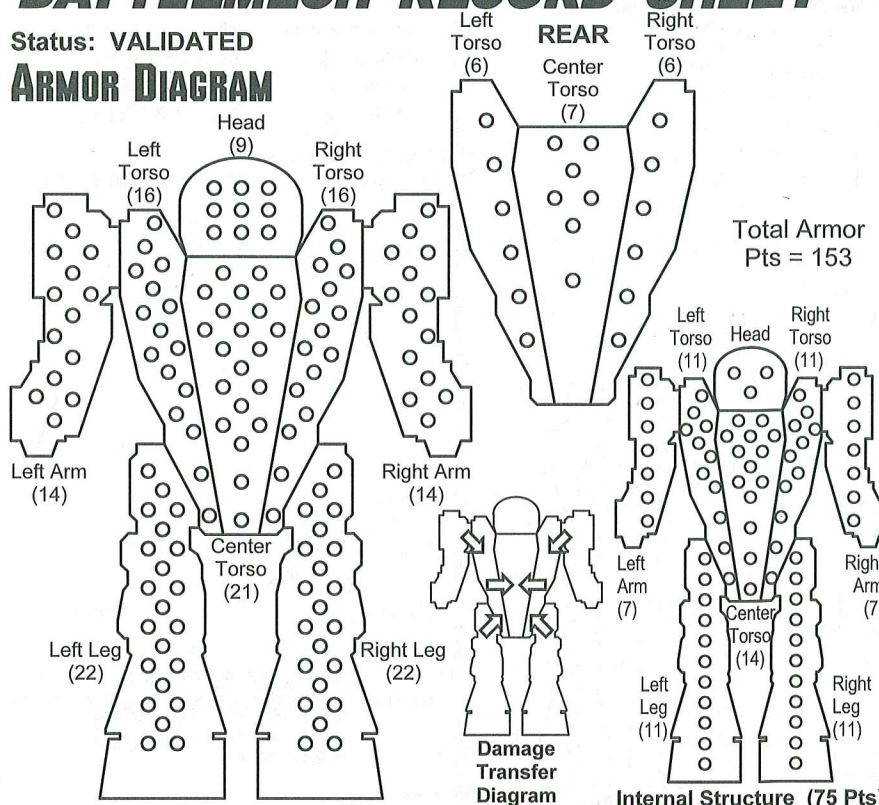
WIZKIDSGAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (75 Pts)

CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

1. XL Engine
2. XL Engine
3. XL Engine
4. Rotary AC/2
5. Rotary AC/2
6. Rotary AC/2

1. Ammo (RAC/2) 45
2. Ammo (RAC/2) 45
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

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

Head

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

Center Torso

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

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

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

Battle Value: **1,002**
Weapon Value: **566 / 566**
Cost, C-Bills: **6,947,240**

Right Arm

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

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

Right Torso

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

1. Targeting Computer
2. Targeting Computer
3. Targeting Computer
4. ER Medium Laser
5. Roll Again
6. Roll Again

Right Leg

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

'MECH DATA

Type: **Hatchetman HCT-5DD**

Mass: **45 tons**

Movement Points: Tech, Config. & Level:

Walking: **5**

Running: **8**

Jumping: **5**

Inner Sphere

Biped 'Mech

Level 2 / 3132

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RT	5	5	-	4	8	12
1	Rotary AC/2	LT	1	2	-	6	12	18
1	Hatchet	RA	0	9				
1	Targeting Computer							

Ammo Type: Rotary AC/2
Rounds: 90
BV: 61

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

oooooooooooo

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

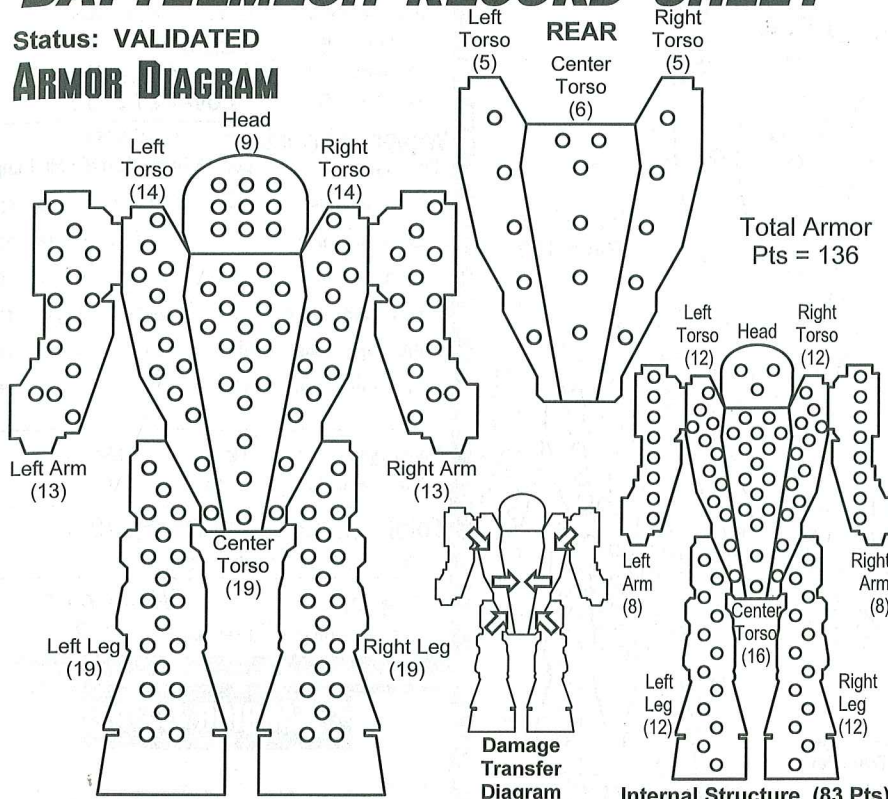
WIZKID GAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Black Hawk**

Mass: **50 tons**

Movement Points: Tech, Config. & Level:

Walking: **5**

Clan

Running: **8**

Biped 'Mech

Jumping: **5**

Level 2 / 3132

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Streak SRM 4	RA	3	2/hit	-	4	8	12
2	Streak SRM 4	LA	3	2/hit	-	4	8	12
1	ER Large Laser	RT	12	10	-	8	15	25
1	ER Large Laser	LT	12	10	-	8	15	25

Ammo Type:	Rounds:	BV:
Streak SRM 4	100	81

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

oooooooooooo oooo

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

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Streak SRM 4
- Streak SRM 4

- Roll Again
- Roll Again
- Roll Again
- 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	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Battle Value: **2,047**

Weapon Value: **1,718 / 1,444**

Cost, C-Bills: **9,474,500**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Streak SRM 4
- Streak SRM 4

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

Right Torso (CASE)

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

- ER Large Laser
- Ammo (Streak 4) 25
- Ammo (Streak 4) 25
- Endo Steel
- Endo Steel
- Endo Steel

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

- ER Large Laser
- Ammo (Streak 4) 25
- Ammo (Streak 4) 25
- Endo Steel
- Endo Steel
- Endo Steel

Left Leg

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

HEAT SCALE

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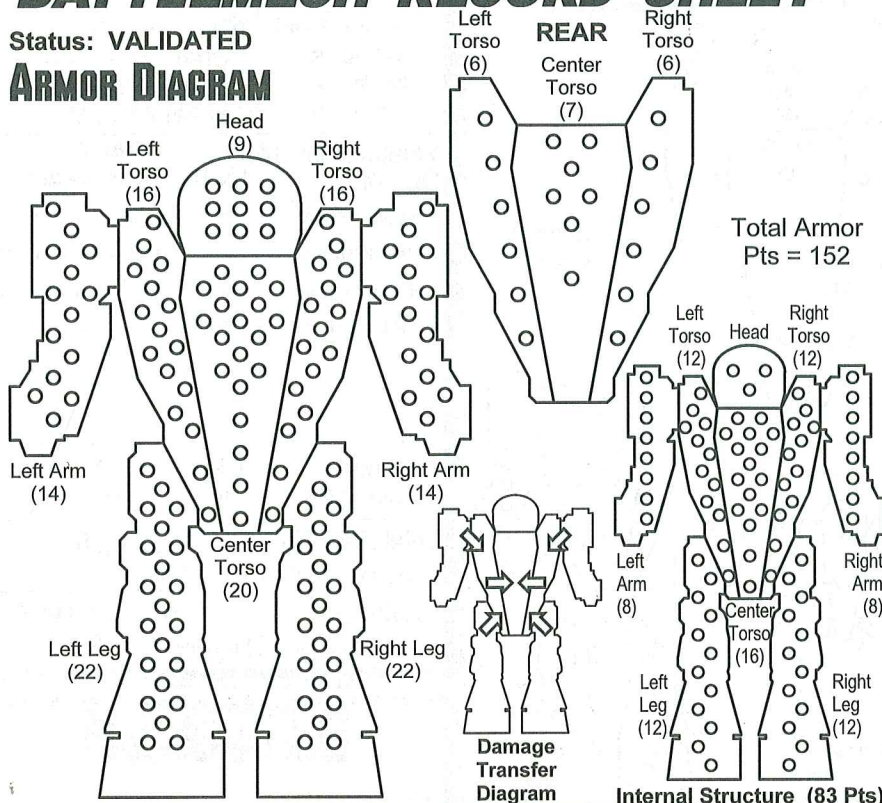
WZK GAMER

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Internal Structure (83 Pts)

Left Arm (CASE)

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
- 1-3 Hand Actuator
5. Adv. Tact. Msl. 6
6. Adv. Tact. Msl. 6
1. Adv. Tact. Msl. 6
2. Ammo (ATM 6) 10
- 4-6 3. Ammo (ATM 6) 10
4. Roll Again
6. Roll Again

Left Torso

1. XL Engine
2. XL Engine
- 1-3 3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink
1. ER Large Laser
2. Roll Again
3. Roll Again
- 4-6 4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

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

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

Battle Value: 1,964
Weapon Value: 1,569 / 1,569
Cost, C-Bills: 9,450,500

Right Arm (CASE)

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Adv. Tact. Msl. 6
6. Adv. Tact. Msl. 6
1. Adv. Tact. Msl. 6
2. Ammo (ATM 6) 10
- 4-6 3. Ammo (ATM 6) 10
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. XL Engine
2. XL Engine
- 1-3 3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink
1. ER Large Laser
2. Roll Again
3. Roll Again
- 4-6 4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Leg

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

'MECH DATA

Type: Black Hawk 2

Mass: 50 tons

Movement Points: Tech, Config. & Level:

Walking: 5

Clan

Running: 8

Biped 'Mech

Jumping: 5

Level 2 / 3132

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Adv. Tact. Msl. 6	RA	4	2/hit	4	5	10	15
	ER ATM Ammo			1/hit	4	9	18	27
	HE ATM Ammo			3/hit	-	3	6	9
1	Adv. Tact. Msl. 6	LA	4	2/hit	4	5	10	15
1	ER Large Laser	RT	12	10	-	8	15	25
1	ER Large Laser	LT	12	10	-	8	15	25

Ammo Type:

Rounds:

BV:

Adv. Tact. Msl. 6

40

210

Total Heat Sinks: 14 Double (28)

oooooooooooo oooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(32)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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

HEAT SCALE

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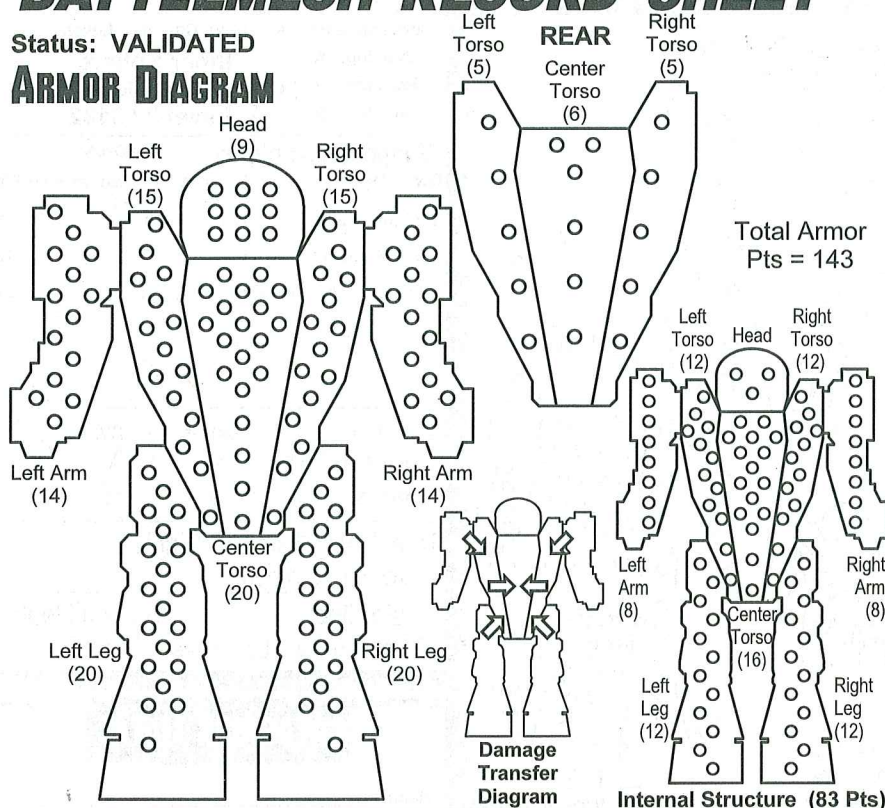
WIZ KIDS GAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

Left Torso

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

Left Leg

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

Head

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

Center Torso

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

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

Battle Value: 1,028
Weapon Value: 974 / 974
Cost, C-Bills: 10,603,500

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Light Gauss Rifle
5. Light Gauss Rifle
6. Light Gauss Rifle
1. Light Gauss Rifle
2. Light Gauss Rifle
3. Ammo (Lt Gauss) 16
4. Ammo (Lt Gauss) 16
5. Endo Steel
6. Endo Steel

Right Torso

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

Right Leg

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

'MECH DATA

Type: **Centurion CN9-D3D**

Mass: **50 tons**

Movement Points: Tech, Config. & Level:

Walking: **6** Inner Sphere

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

Jumping: **0** Level 2 / 3132

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light Gauss Rifle	RA	1	8	3	8	17	25
1	ER Medium Laser	RT	5	5	-	4	8	12
1	LRM 10	LT	4	1/hit	6	7	14	21

Ammo Type:	Rounds:	BV:
Light Gauss Rifle	32	65
LRM 10	12	18

Total Heat Sinks: **10 Single**

oooooooooooo

Auto Eject:

☐ Operational ☐ Disabled

Weapon Heat:

(10)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

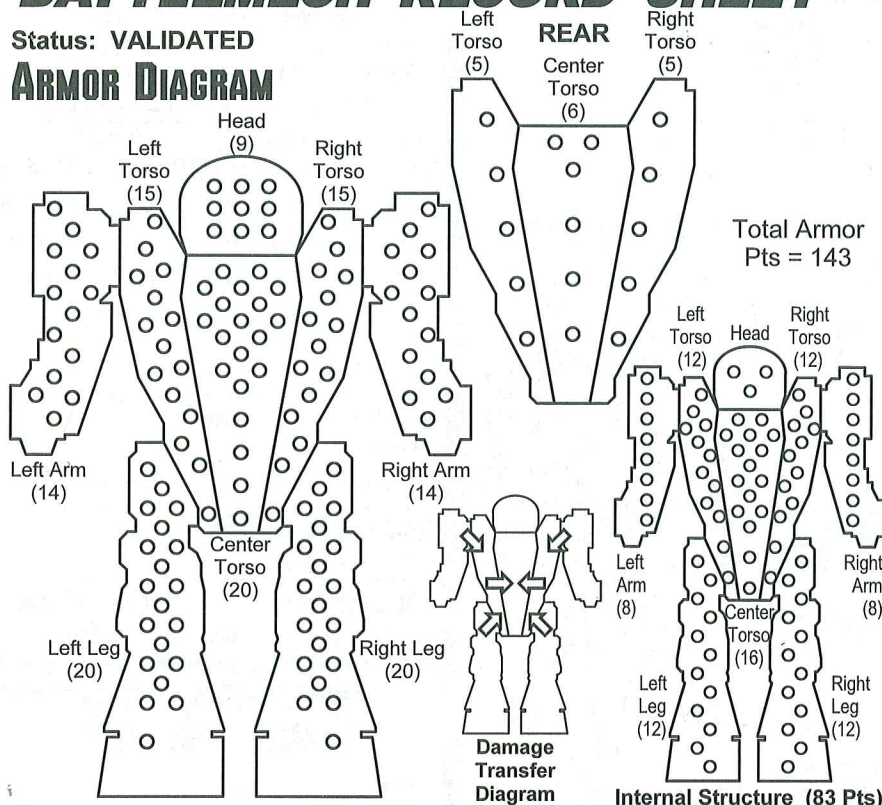
WZKAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor
Pts = 143

Internal Structure (83 Pts)

Left Arm

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

Left Torso

1. XL Engine
2. XL Engine
- 1-3. XL Engine
4. LRM 15
5. LRM 15
6. LRM 15
1. Artemis IV FCS
2. Ammo (LRM 15) 8
- 4-6. Ammo (LRM 15) 8
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

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

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

Battle Value: 1,034
Weapon Value: 1,096 / 1,011
Cost, C-Bills: 9,736,250

Right Arm

1. Shoulder
2. Upper Arm Actuator
- 1-3. Lower Arm Actuator
4. Light Gauss Rifle
5. Light Gauss Rifle
6. Light Gauss Rifle
1. Light Gauss Rifle
2. Light Gauss Rifle
- 4-6. Ammo (Lt Gauss) 16
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Torso

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

Right Leg

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

'MECH DATA

Type: **Centurion CN9-D4D**
Mass: **50 tons**
Movement Points: Tech, Config. & Level:
Walking: **5** Inner Sphere
Running: **8 [10]** Biped 'Mech
Jumping: **0** Level 2 / 3132

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light Gauss Rifle	RA	1	8	3	8	17	25
1	ER Medium Laser	RT	5	5	-	4	8	12
1	LRM 15 w/ Artemis IV	LT	5	1/hit	6	7	14	21

Ammo Type:	Rounds:	BV:
Light Gauss Rifle	16	30
LRM 15	16	51

Total Heat Sinks: 10 Single
oooooooooooo

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

WARRIOR DATA

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

HEAT SCALE

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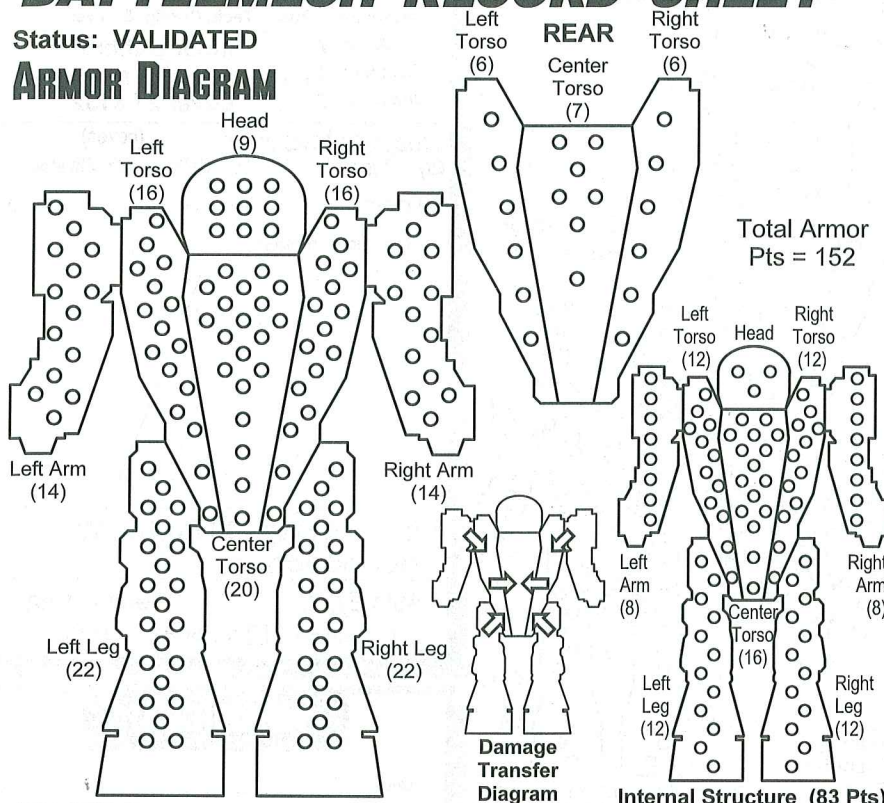
WIZKIDGAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (83 Pts)

Left Arm

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

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

Left Torso

1. XL Engine
2. XL Engine
3. XL Engine
4. Targeting Computer
5. Targeting Computer
6. Targeting Computer

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

Left Leg

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

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. Endo Steel
6. Endo Steel

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

Battle Value: **1,184**

Weapon Value: **813 / 813**

Cost, C-Bills: **10,426,000**

Right Arm

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

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

Right Torso

1. XL Engine
2. XL Engine
3. XL Engine
4. Rotary AC/5
5. Rotary AC/5
6. Rotary AC/5

1. Rotary AC/5
2. Rotary AC/5
3. Rotary AC/5
4. Ammo (RAC/5) 20
5. Ammo (RAC/5) 20
6. Ammo (RAC/5) 20

Right Leg

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

'MECH DATA

Type: **Legionnaire LGN-2D**

Mass: **50 tons**

Movement Points: **Tech, Config. & Level:**

Walking: **7**

Inner Sphere

Running: **11**

Biped 'Mech

Jumping: **0**

Level 2 / 3132

Weapons Inventory: (hexes)

Qty Type Loc Ht Dmg Min Sht Med Lng

1 Rotary AC/5 RT 1 5 - 5 10 15

1 Targeting Computer

Ammo Type: Rounds: BV:

Rotary AC/5 60 164

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

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(6)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
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	
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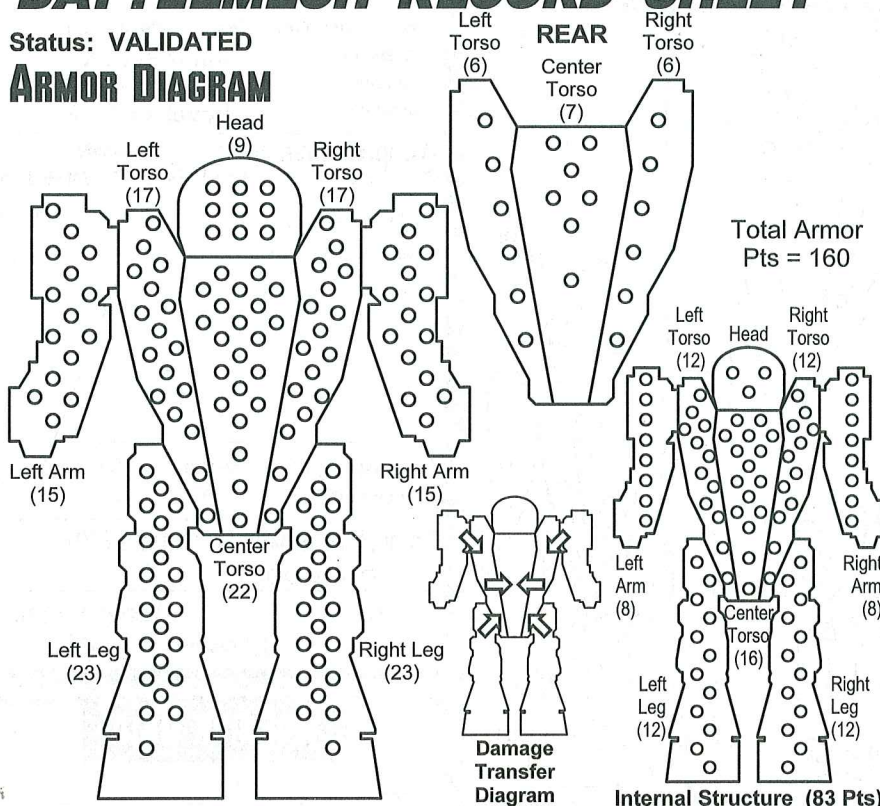
WZK GAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (83 Pts)

CRITICAL HIT TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Endo Steel
 - Endo Steel
- 1-3
- Endo Steel
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

- Left Torso**
- XL Engine
 - XL Engine
 - XL Engine
 - Jump Jet
 - Jump Jet
 - Jump Jet
- 1-3
- Targeting Computer
 - Targeting Computer
 - Endo Steel
 - Endo Steel
 - 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

- Center Torso**
- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Jump Jet
 - Endo Steel
- 4-6

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

Battle Value: 1,341
Weapon Value: 866 / 866
Cost, C-Bills: 12,712,000

- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Endo Steel
 - Endo Steel
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

- Right Torso**
- XL Engine
 - XL Engine
 - XL Engine
 - Jump Jet
 - Jump Jet
 - Jump Jet
- 1-3
- ER PPC
 - ER PPC
 - ER PPC
 - MASC
 - MASC
 - MASC
- 4-6

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

'MECH DATA

Type: **Legionnaire LGN-2K**

Mass: **50 tons**

Movement Points: Tech, Config. & Level:

Walking: **7** Inner Sphere

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

Jumping: **7** Level 2 / 3132

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RT	15	10	-	7	14	23
1	Targeting Computer							

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

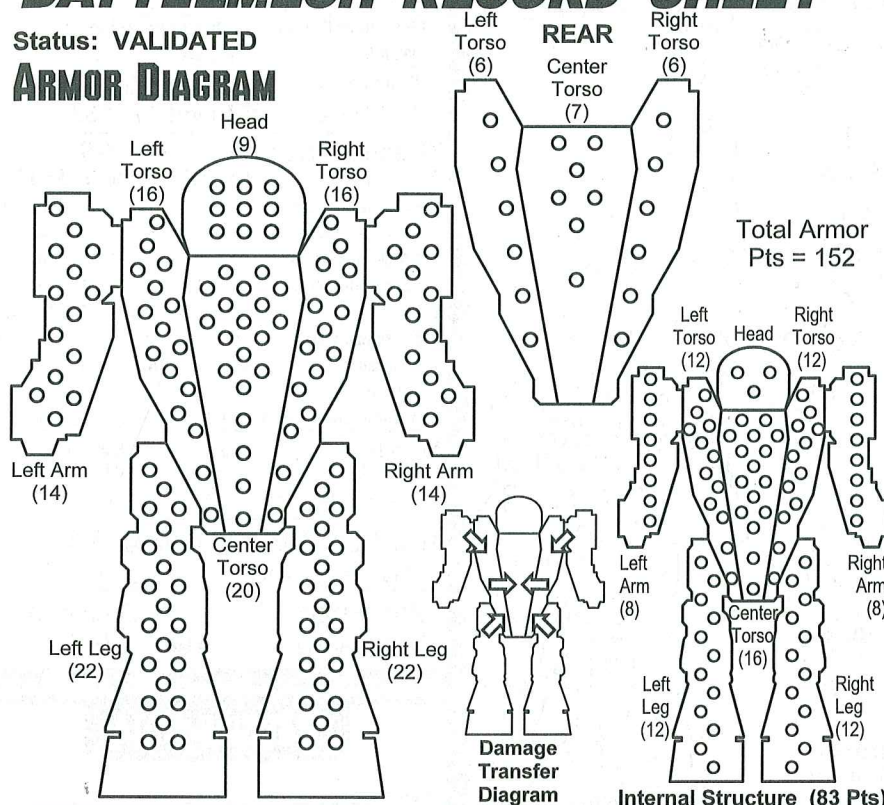
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BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

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

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

Left Leg

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

Head

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

Center Torso

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

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

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

Battle Value: **1,340**
 Weapon Value: **1,258 / 1,258**
 Cost, C-Bills: **10,561,000**

Right Arm

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

1. Rotary AC/5
2. Rotary AC/5
3. Rotary AC/5
4. Rotary AC/5
5. Rotary AC/5
6. Roll Again

Right Torso

1. XL Engine
2. XL Engine
3. XL Engine
4. Ammo (RAC/5) 20
5. Ammo (RAC/5) 20
6. Ammo (RAC/5) 20

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

Right Leg

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

'MECH DATA

Type: **Legionnaire Raul LGN-2D**

Mass: **50 tons**

Movement Points: **Tech, Config. & Level:**

Walking: **7** Inner Sphere

Running: **11** Biped 'Mech

Jumping: **0** Level 2 / 3132

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Rotary AC/5	RA	1	5	-	5	10	15
2	Medium Laser	CT	3	5	-	3	6	9
1	Medium Laser	HD	3	5	-	3	6	9

Ammo Type: **Rotary AC/5** Rounds: **60** BV: **164**

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

○○○○○○○○○○

Auto Eject: **Weapon Heat:**

☐ Operational ☐ Disabled **(15)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

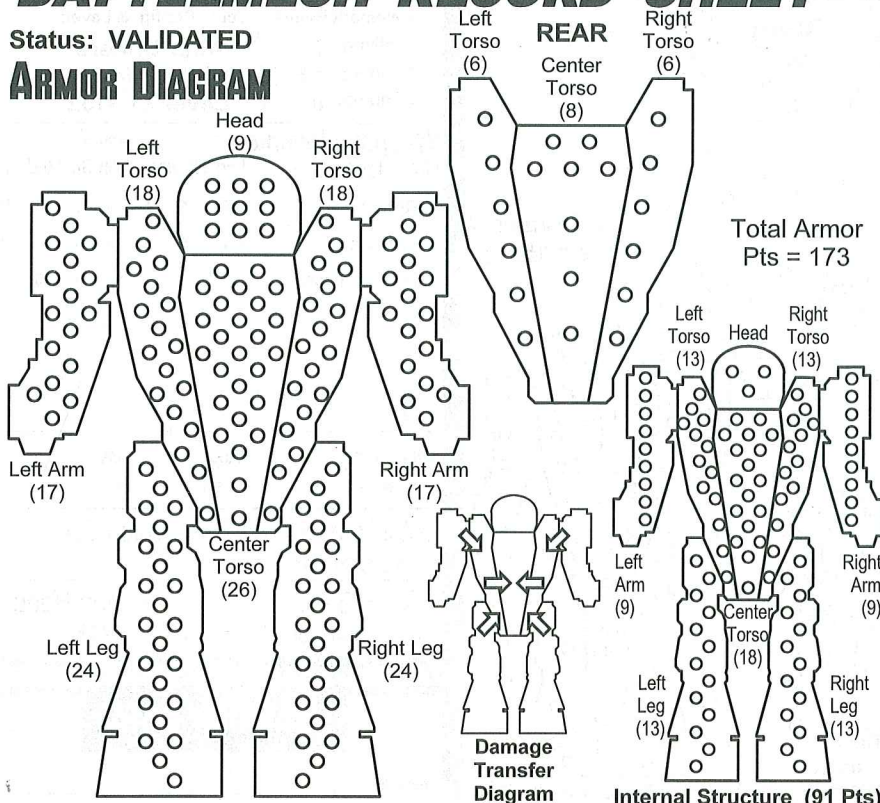
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Status: **VALIDATED**

ARMOR DIAGRAM



Damage Transfer Diagram

Internal Structure (91 Pts)

Left Arm

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

Left Torso (CASE)

1. XL Engine
 2. XL Engine
 3. LRM 20
 4. LRM 20
 5. LRM 20
 6. LRM 20
- 1-3
1. Ammo (LRM 20) 6
 2. ER Micro Laser
 3. ER Micro Laser
 4. Ferro-Fibrous
 5. Ferro-Fibrous
 6. Ferro-Fibrous
- 4-6

Left Leg

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

CRITICAL HIT TABLE

Head

1. Life Support
2. Sensors
3. Cockpit
4. Anti-Missile System
5. Sensors
6. Life Support

Center Torso (CASE)

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. Ammo (AMS) 24
 6. Ferro-Fibrous
- 4-6

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

Battle Value: 1,913

Weapon Value: 2,827 / 2,827

Cost, C-Bills: 12,343,425

Right Arm

1. Shoulder
 2. Upper Arm Actuator
 3. Lower Arm Actuator
 4. Double Heat Sink
 5. Double Heat Sink
 6. ER Medium Laser
- 1-3
1. ER Small Laser
 2. Endo Steel
 3. Endo Steel
 4. Endo Steel
 5. Endo Steel
 6. Roll Again
- 4-6

Right Torso (CASE)

1. XL Engine
 2. XL Engine
 3. LRM 20
 4. LRM 20
 5. LRM 20
 6. LRM 20
- 1-3
1. Ammo (LRM 20) 6
 2. ER Micro Laser
 3. ER Micro Laser
 4. Endo Steel
 5. Endo Steel
 6. Endo Steel
- 4-6

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: **Mad Cat III**

Mass: **55 tons**

Movement Points: Tech, Config. & Level:

Walking: **6**

Running: **9**

Jumping: **0**

Clan

Biped 'Mech

Level 2 / 3132

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RA	5	7	-	5	10	15
1	ER Small Laser	RA	2	5	-	2	4	6
1	ER Medium Laser	LA	5	7	-	5	10	15
1	ER Small Laser	LA	2	5	-	2	4	6
1	LRM 20	RT	6	1/hit	-	7	14	21
2	ER Micro Laser	RT	1	2	-	1	2	4
1	LRM 20	LT	6	1/hit	-	7	14	21
2	ER Micro Laser	LT	1	2	-	1	2	4
1	Anti-Missile System	HD	1	2d6	-	-	-	-

Ammo Type: LRM 20
Rounds: 12
Anti-Missile System 24

BV: 81
27

Total Heat Sinks: 16 Double (32)

oooooooooooo oooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(31)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

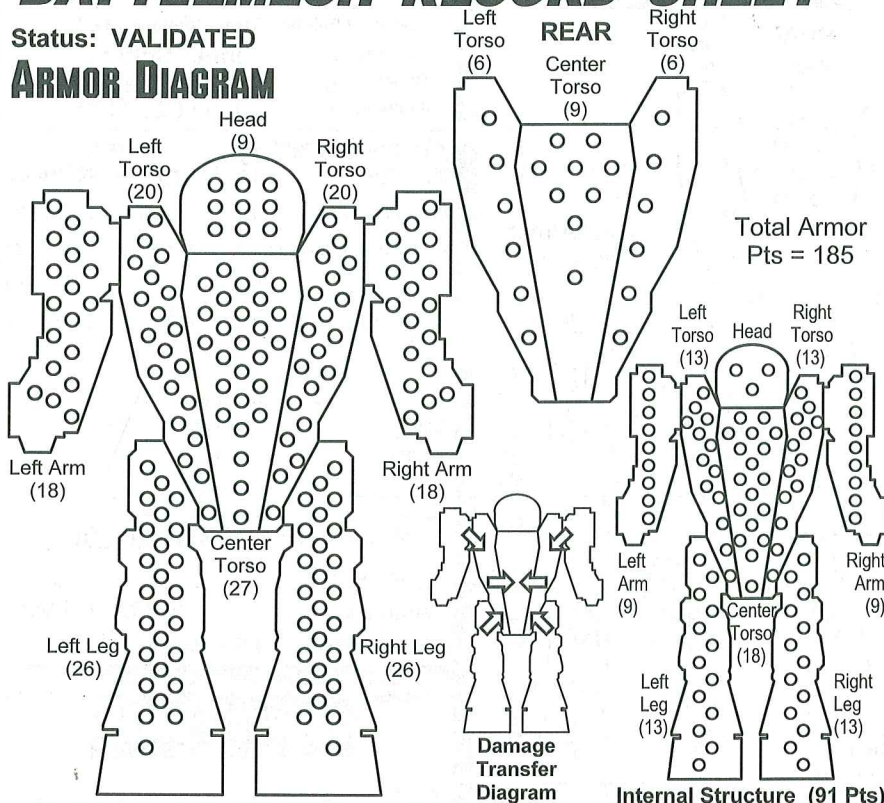
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Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor
Pts = 185

Internal Structure (91 Pts)

Left Arm

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

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

Left Torso (CASE)

- XL Engine
- XL Engine
- Jump Jet
- Jump Jet
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Ammo (LRM 20) 6
- Ferro-Fibrous
- 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
- Roll Again
- Sensors
- Life Support

Center Torso

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

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

Battle Value: **2,081**

Weapon Value: **2,314 / 2,314**

Cost, C-Bills: **12,530,200**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Heavy Medium Laser

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

Right Torso (CASE)

- XL Engine
- XL Engine
- Jump Jet
- Jump Jet
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Ammo (LRM 20) 6
- Endo Steel
- Endo Steel
- Endo Steel

Right Leg

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

'MECH DATA

Type: **Mad Cat III 2**

Mass: **55 tons**

Movement Points: Tech, Config. & Level:

Walking: **6**

Running: **9**

Jumping: **5**

Clan

Biped 'Mech

Level 2 / 3132

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy Medium Laser	RA	7	10	-	3	6	9
1	Heavy Medium Laser	LA	7	10	-	3	6	9
1	LRM 20	RT	6	1/hit	-	7	14	21
1	LRM 20	LT	6	1/hit	-	7	14	21

Ammo Type: LRM 20
Rounds: 12
BV: 117

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

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Auto Eject:

☐ Operational ☐ Disabled

Weapon Heat:

(26)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken

1	2	3	4	5	6
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	

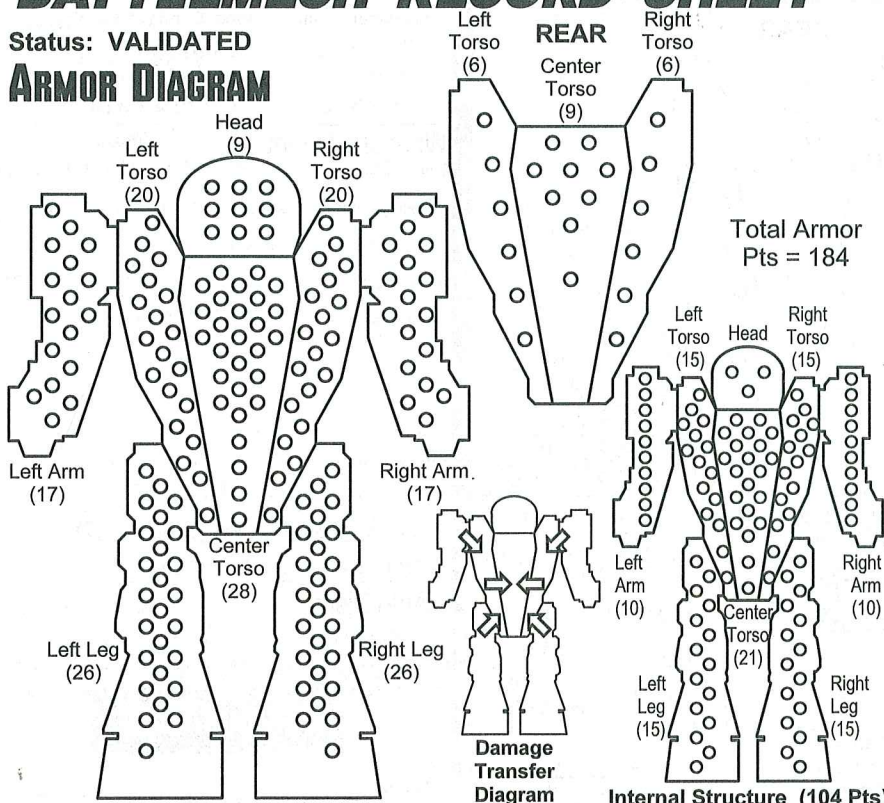
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Status: **VALIDATED**

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
- 1-3 3. LRM 15
4. LRM 15
5. LRM 15
6. Artemis IV FCS

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

Left Torso

1. XL Engine
 2. XL Engine
 3. XL Engine
 - 1-3 4. Jump Jet
 5. Jump Jet
 6. LB 2-X AC
1. LB 2-X AC
 2. LB 2-X AC
 - 4-6 3. LB 2-X AC
 4. Ammo (LRM 15) 8
 5. Ammo (LRM 15) 8
 6. Endo Steel

Left Leg

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

Head

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

Center Torso

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

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

Battle Value: 1,281
Weapon Value: 1,265 / 1,086
Cost, C-Bills: 12,464,376

Right Arm

1. Shoulder
2. Upper Arm Actuator
- 1-3 3. LRM 15
4. LRM 15
5. LRM 15
6. Artemis IV FCS

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

Right Torso

1. XL Engine
 2. XL Engine
 3. XL Engine
 - 1-3 4. Jump Jet
 5. Jump Jet
 6. LB 2-X AC
1. LB 2-X AC
 2. LB 2-X AC
 - 4-6 3. LB 2-X AC
 4. Ammo (LRM 15) 8
 5. Ammo (LRM 15) 8
 6. Ammo (LB 2-X) 45

Right Leg

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

'MECH DATA

Type: **Catapult CPLT-C2**

Mass: **65 tons**

Movement Points: Tech, Config. & Level:

Walking: **4**

Inner Sphere

Running: **6**

Biped 'Mech

Jumping: **4**

Level 2 / 3132

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15 w/ Artemis IV RA		5	1/hit	6	7	14	21
1	LRM 15 w/ Artemis IV LA		5	1/hit	6	7	14	21
1	LB 2-X AC	RT	1	2	4	9	18	27
1	LB 2-X AC	LT	1	2	4	9	18	27

Ammo Type:	Rounds:	BV:
LRM 15	32	111
LB 2-X AC	45	8

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

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(12)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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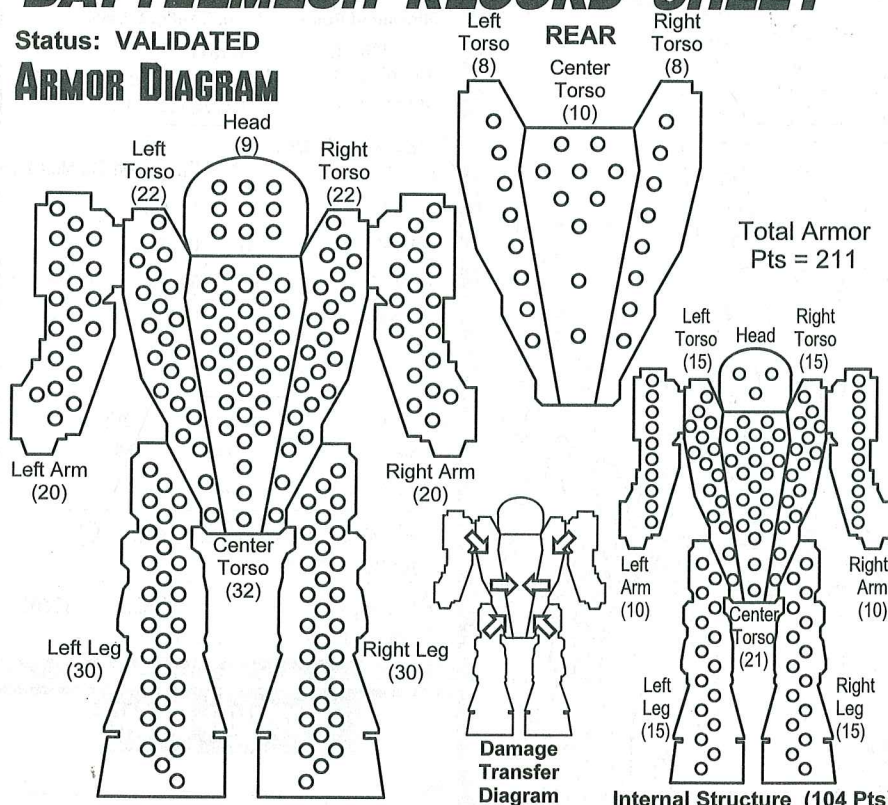
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Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (104 Pts)

Left Arm

1. Shoulder
2. Upper Arm Actuator
- 1-3 3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink
1. Double Heat Sink
2. Double Heat Sink
- 4-6 3. ER PPC
4. ER PPC
5. ER PPC
6. ER Medium Laser

Left Torso

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

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

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

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

Battle Value: **1,500**

Weapon Value: **2,115 / 2,115**

Cost, C-Bills: **13,930,674**

Right Arm

1. Shoulder
2. Upper Arm Actuator
- 1-3 3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink
1. Double Heat Sink
2. Double Heat Sink
- 4-6 3. ER PPC
4. ER PPC
5. ER PPC
6. ER Medium Laser

Right Torso

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

Right Leg

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

'MECH DATA

Type: **Catapult CPLT-K2K**

Mass: **65 tons**

Movement Points: Tech, Config. & Level:

Walking: **5**

Inner Sphere

Running: **8**

Biped 'Mech

Jumping: **0**

Level 2 / 3132

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	10	-	7	14	23
1	ER Medium Laser	RA	5	5	-	4	8	12
1	ER PPC	LA	15	10	-	7	14	23
1	ER Medium Laser	LA	5	5	-	4	8	12

Total Heat Sinks: **20 Double (40)**

oooooooooooo ooooooooooooo

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

HEAT SCALE

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

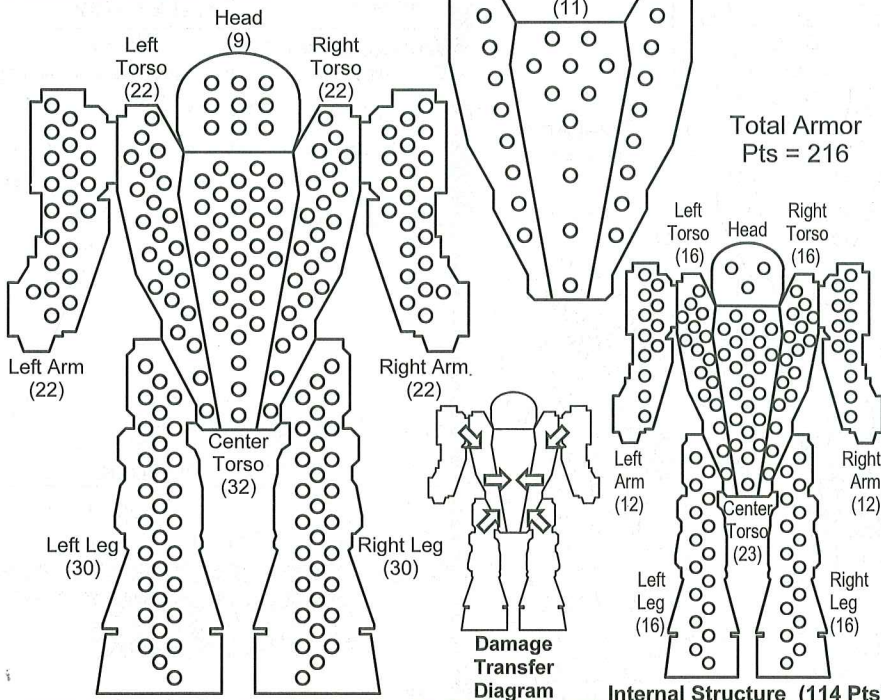
WZK GAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor
Pts = 216

Damage
Transfer
Diagram

Internal Structure (114 Pts)

'MECH DATA

Type: **Ryoken II**

Mass: **75 tons**

Movement Points: Tech, Config. & Level:

Walking: **5**

Clan

Running: **8**

Biped 'Mech

Jumping: **0**

Level 2 / 3132

Weapons Inventory:		(hexes)					
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med
1	LRM 15	RT	5	1/hit	-	7	14
2	LB 2-X AC	RT	1	2	4	10	20
1	LRM 15	LT	5	1/hit	-	7	14
2	LB 2-X AC	LT	1	2	4	10	20

Ammo Type:	Rounds:	BV:
LRM 15	16	58
LB 2-X AC	90	16

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

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Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(14)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WZK GAMES

Left Arm

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

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

Left Torso (CASE)

- XL Engine
- XL Engine
- LRM 15
- LRM 15
- LB 2-X AC
- LB 2-X AC
- LB 2-X AC
- LB 2-X AC
- LB 2-X AC
- LB 2-X AC
- Ammo (LRM 15) 8
- Ammo (LB 2-X) 45

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

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

Battle Value: **1,607**

Weapon Value: **1,835 / 1,835**

Cost, C-Bills: **18,840,500**

Right Arm

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

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

Right Torso (CASE)

- XL Engine
- XL Engine
- LRM 15
- LRM 15
- LB 2-X AC
- LB 2-X AC
- LB 2-X AC
- LB 2-X AC
- LB 2-X AC
- LB 2-X AC
- Ammo (LRM 15) 8
- Ammo (LB 2-X) 45

Right Leg

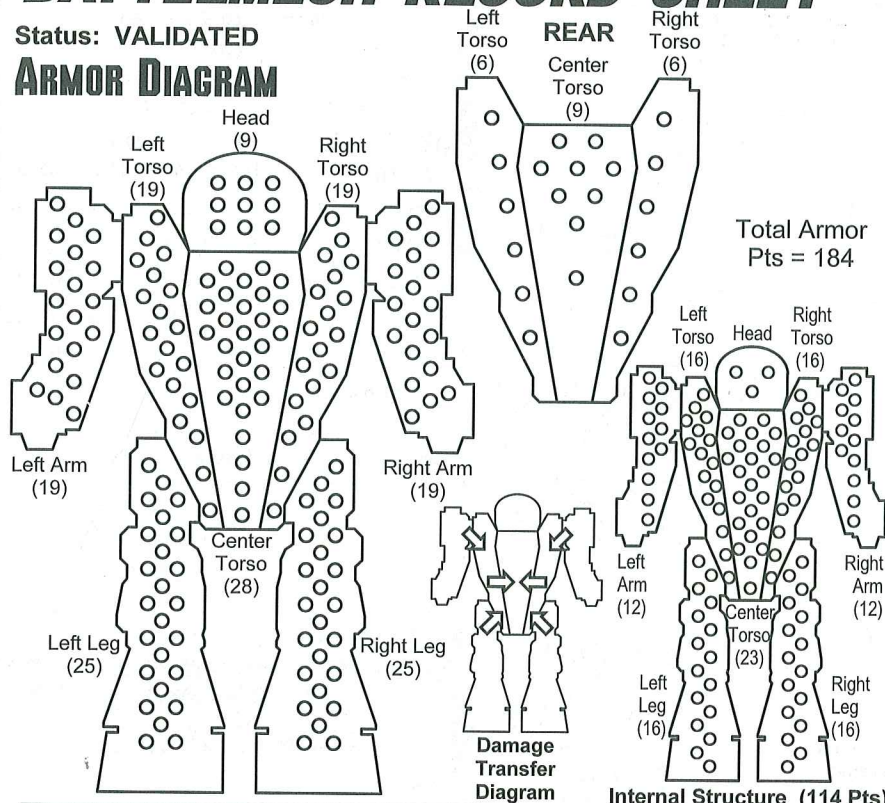
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor
Pts = 184

Internal Structure (114 Pts)

CRITICAL HIT TABLE

Left Arm

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

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

Left Torso (CASE)

1. XL Engine
 2. XL Engine
 3. LRM 15
 4. LRM 15
 5. Ultra AC/10
 6. Ultra AC/10
1. Ultra AC/10
 2. Ultra AC/10
 3. Ammo (Ult AC/10) 10
 4. Ammo (Ult AC/10) 10
 5. Ammo (LRM 15) 8
 6. Roll Again

Left Leg

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

Head

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

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

Battle Value: **1,842**
Weapon Value: **2,328 / 2,328**
Cost, C-Bills: **18,952,500**

Right Arm

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

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

Right Torso (CASE)

1. XL Engine
 2. XL Engine
 3. LRM 15
 4. LRM 15
 5. Ultra AC/10
 6. Ultra AC/10
1. Ultra AC/10
 2. Ultra AC/10
 3. Ammo (Ult AC/10) 10
 4. Ammo (Ult AC/10) 10
 5. Ammo (LRM 15) 8
 6. Roll Again

Right Leg

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

'MECH DATA

Type: **Ryoken II 2**

Mass: **75 tons**

Movement Points: Tech, Config. & Level:

Walking: **5**

Clan

Running: **8**

Biped 'Mech

Jumping: **0**

Level 2 / 3132

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	RT	5	1/hit	-	7	14	21
1	Ultra AC/10	RT	3	10	-	6	12	18
1	LRM 15	LT	5	1/hit	-	7	14	21
1	Ultra AC/10	LT	3	10	-	6	12	18

Ammo Type: Rounds: BV:

LRM 15	16	58
Ultra AC/10	40	142

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

oooooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(22)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

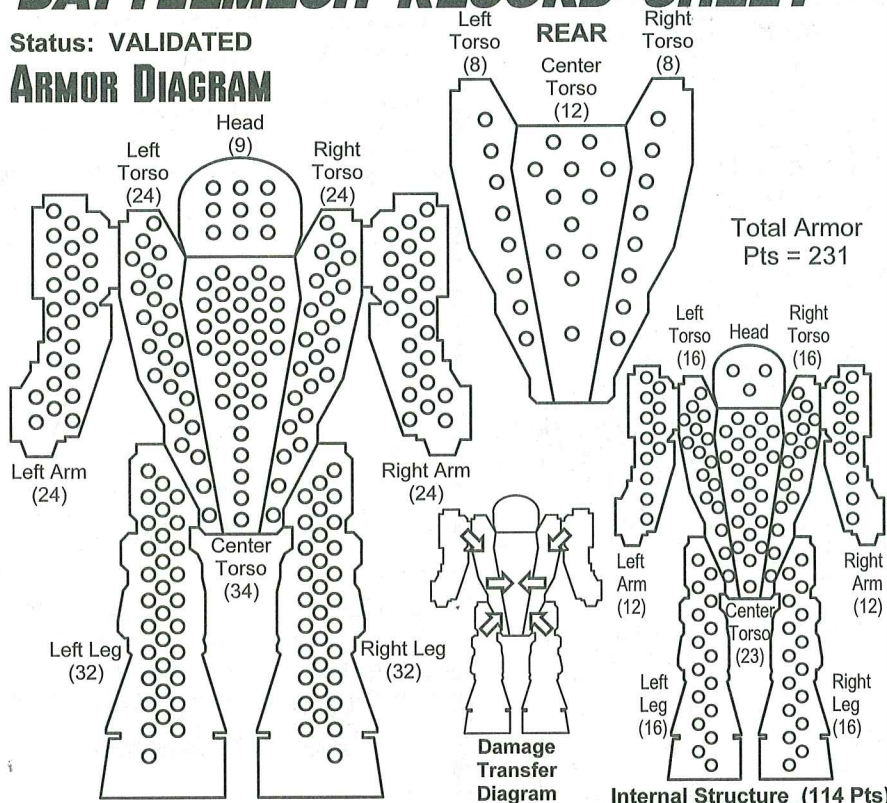
WZK GAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Ryoken II Tassa**

Mass: **75 tons**

Movement Points: Tech, Config. & Level:

Walking: **5**

Clan

Running: **8**

Biped 'Mech

Jumping: **5**

Level 2 / 3132

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 6	RT	4	2/hit	-	4	8	12
1	ER PPC	RT	15	15	-	7	14	23
1	ER Medium Laser	RT	5	7	-	5	10	15
1	Streak SRM 6	LT	4	2/hit	-	4	8	12
1	ER PPC	LT	15	15	-	7	14	23
1	ER Medium Laser	LT	5	7	-	5	10	15

Ammo Type:

Rounds:

BV:

Streak SRM 6

30

61

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

oooooooooooo 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	

WZK GAMES

CRITICAL HIT TABLE

Left Arm

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

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

Left Torso (CASE)

- XL Engine
- XL Engine
- Streak SRM 6
- Streak SRM 6
- ER PPC
- ER PPC

- ER Medium Laser
- Ammo (Streak 6) 15
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Roll Again

Left Leg

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

Head

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

Center Torso

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

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

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

Battle Value: **2,871**
Weapon Value: **3,106 / 2,840**
Cost, C-Bills: **19,915,000**

Right Arm

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

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

Right Torso (CASE)

- XL Engine
- XL Engine
- Streak SRM 6
- Streak SRM 6
- ER PPC
- ER PPC

- ER Medium Laser
- Ammo (Streak 6) 15
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Roll Again

Right Leg

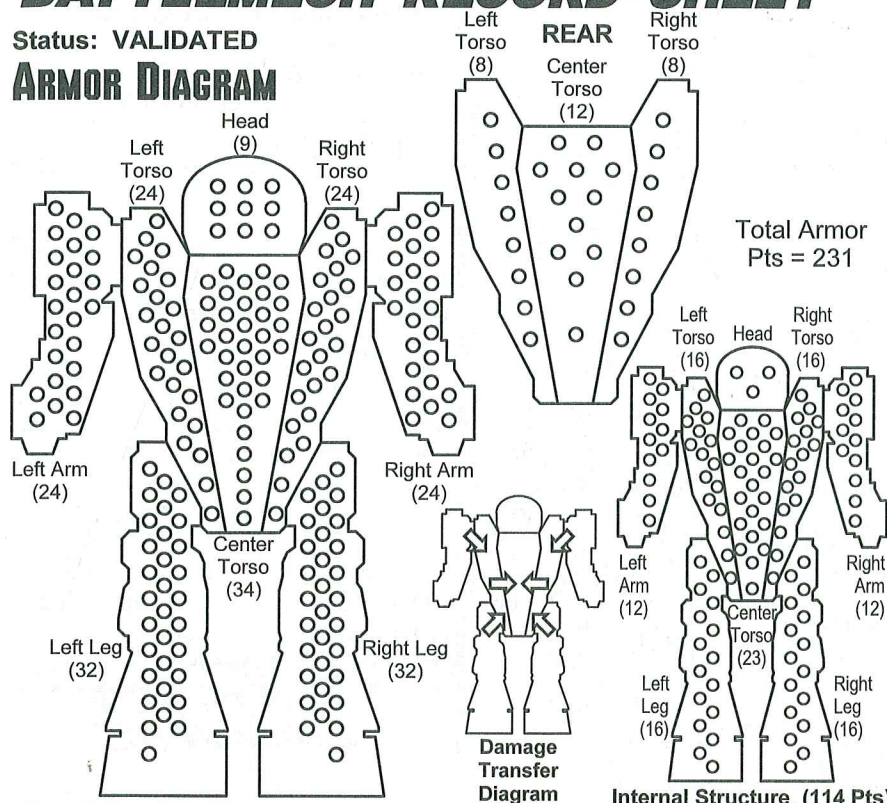
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (114 Pts)

Left Arm (CASE)

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
- 1-3 4. Adv. Tact. Msl. 9
5. Adv. Tact. Msl. 9
6. Adv. Tact. Msl. 9
1. Adv. Tact. Msl. 9
2. Ammo (ATM 9) 7
3. Ammo (ATM 9) 7
- 4-6 4. Ammo (ATM 9) 7
5. Endo Steel
6. Endo Steel

Left Torso (CASE)

1. XL Engine
2. XL Engine
3. XL Engine
- 1-3 4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink
1. ER Large Laser
2. Streak SRM 4
3. Ammo (Streak 4) 25
- 4-6 4. MASC
5. MASC
6. MASC

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

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

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

Battle Value: 2,772

Weapon Value: 3,585 / 3,477

Cost, C-Bills: 18,910,500

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
- 1-3 4. Double Heat Sink
5. Double Heat Sink
6. ER Medium Laser
1. ER Medium Laser
2. ER Medium Laser
3. ER Medium Laser
- 4-6 4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Torso (CASE)

1. XL Engine
2. XL Engine
3. XL Engine
- 1-3 4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink
1. LRM 20
2. LRM 20
3. LRM 20
- 4-6 4. LRM 20
5. Ammo (LRM 20) 6
6. Ammo (LRM 20) 6

Right Leg

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

'MECH DATA

Type: **Tundra Wolf**

Mass: **75 tons**

Movement Points: Tech, Config. & Level:

Walking: **4**

Clan

Running: **6 [8]**

Biped 'Mech

Jumping: **4**

Level 2 / 3132

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
4	ER Medium Laser	RA	5	7	-	5	10	15
1	Adv. Tact. Msl. 9	LA	6	2/hit	4	5	10	15
	ER ATM Ammo			1/hit	4	9	18	27
	HE ATM Ammo			3/hit	-	3	6	9
1	LRM 20	RT	6	1/hit	-	7	14	21
1	ER Large Laser	LT	12	10	-	8	15	25
1	Streak SRM 4	LT	3	2/hit	-	4	8	12
1	ECM Suite	CT	0	-	-	-	-	6

Ammo Type:	Rounds:	BV:
Adv. Tact. Msl. 9	21	190
LRM 20	12	95
Streak SRM 4	25	18

Total Heat Sinks: 17 Double (34)

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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	

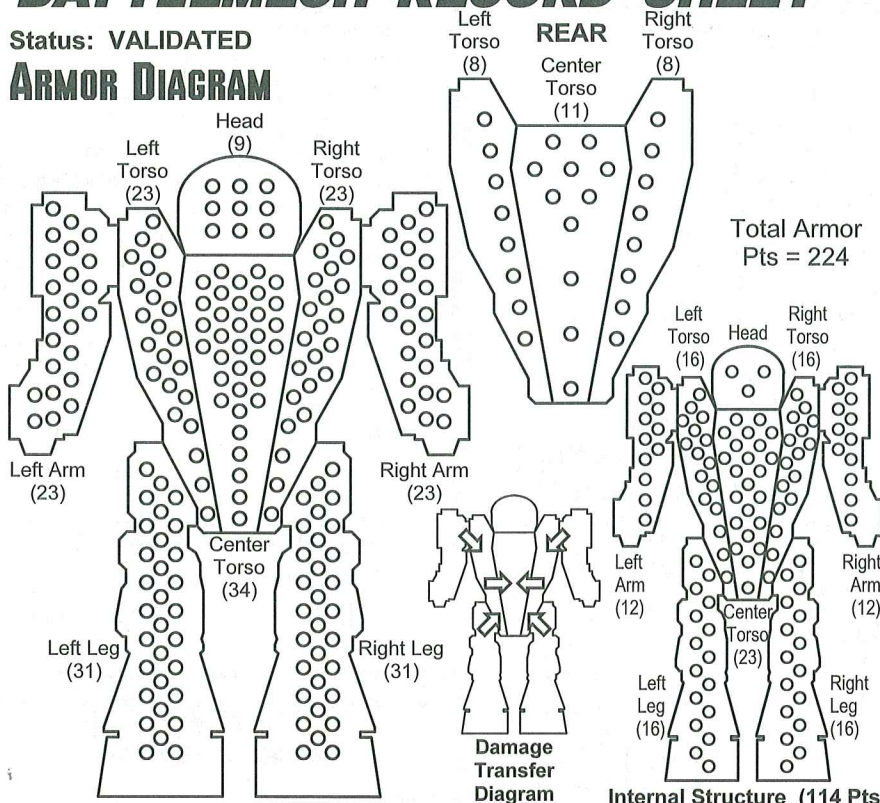
WIZKIDS GAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (114 Pts)

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
- 1-3 4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink
1. Double Heat Sink
2. ER PPC
3. ER PPC
- 4-6 4. ER Medium Laser
5. ER Medium Laser
6. Endo Steel

Left Torso

1. XL Engine
2. XL Engine
3. Double Heat Sink
- 1-3 4. Double Heat Sink
5. ER Large Laser
6. MASC
1. MASC
2. MASC
- 4-6 3. Targeting Computer
4. Targeting Computer
5. Targeting Computer
6. Targeting Computer

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

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

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

Battle Value: 3,128

Weapon Value: 4,413 / 4,413

Cost, C-Bills: 18,102,000

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
- 1-3 4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink
1. Double Heat Sink
2. ER Medium Laser
3. ER Medium Laser
- 4-6 4. ER Medium Laser
5. ER Medium Laser
6. Endo Steel

Right Torso (CASE)

1. XL Engine
2. XL Engine
3. Double Heat Sink
- 1-3 4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink
1. LRM 15
2. LRM 15
3. Ammo (LRM 15) 8
- 4-6 4. Ammo (LRM 15) 8
5. Endo Steel
6. Endo Steel

Right Leg

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

'MECH DATA

Type: **Tundra Wolf 2**

Mass: **75 tons**

Movement Points: Tech, Config. & Level:

Walking: **4**

Clan

Running: **6 [8]**

Biped 'Mech

Jumping: **4**

Level 2 / 3132

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
4	ER Medium Laser	RA	5	7	-	5	10	15
1	ER PPC	LA	15	15	-	7	14	23
2	ER Medium Laser	LA	5	7	-	5	10	15
1	LRM 15	RT	5	1/hit	-	7	14	21
1	ER Large Laser	LT	12	10	-	8	15	25
1	Targeting Computer							

Ammo Type: Rounds: BV:

LRM 15

16

74

Total Heat Sinks: **19 Double (38)**

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Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(62)

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	

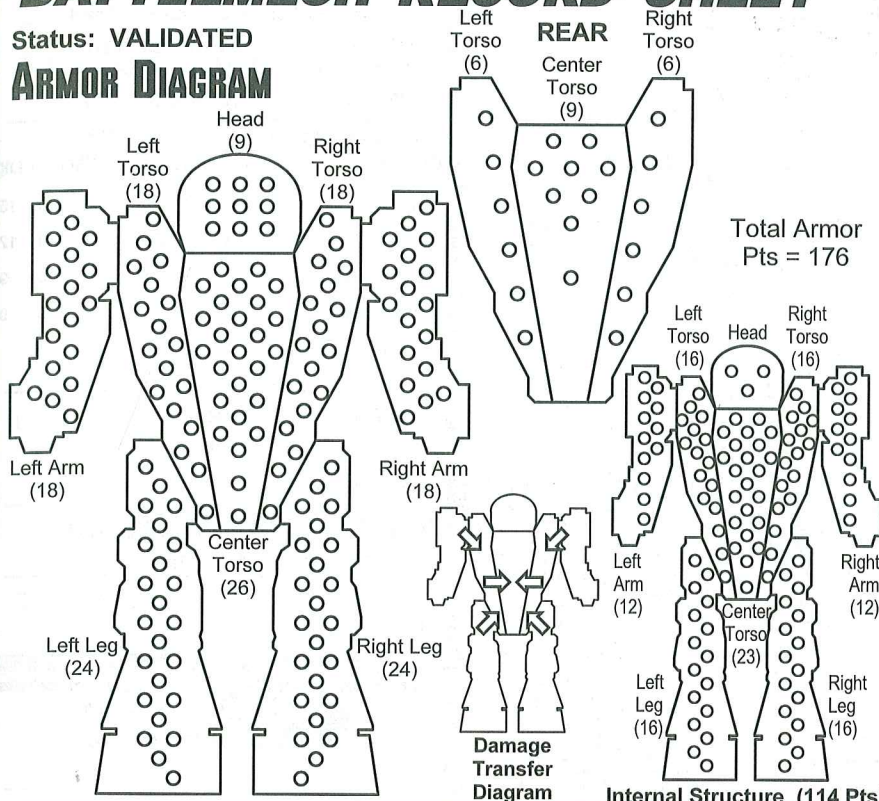
WIZKIDGAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor
Pts = 176

Damage
Transfer
Diagram

Internal Structure (114 Pts)

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
- 1-3 4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink
1. Double Heat Sink
2. ER PPC
3. ER PPC
- 4-6 4. ER Medium Laser
5. ER Medium Laser
6. Endo Steel

Left Torso (CASE)

1. XL Engine
2. XL Engine
- 1-3 3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink
1. ER Large Laser
2. Streak SRM 4
3. Ammo (Streak 4) 25
- 4-6 4. MASC
5. MASC
6. MASC

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

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

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

Battle Value: 2,912

Weapon Value: 3,080 / 3,013

Cost, C-Bills: 18,564,000

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
- 1-3 4. Double Heat Sink
5. Double Heat Sink
6. ER PPC
1. ER PPC
2. ER Medium Laser
3. ER Medium Laser
- 4-6 4. Endo Steel
5. Endo Steel
6. Roll Again

Right Torso (CASE)

1. XL Engine
2. XL Engine
- 1-3 3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink
1. LRM 15
2. LRM 15
3. Ammo (LRM 15) 8
- 4-6 4. Ammo (LRM 15) 8
5. Endo Steel
6. Roll Again

Right Leg

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

'MECH DATA

Type: **Tundra Wolf 3**

Mass: **75 tons**

Movement Points: Tech, Config. & Level:

Walking: **4**

Running: **6 [8]**

Jumping: **4**

Clan

Biped 'Mech

Level 2 / 3132

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	15	-	7	14	23
2	ER Medium Laser	RA	5	7	-	5	10	15
1	ER PPC	LA	15	15	-	7	14	23
2	ER Medium Laser	LA	5	7	-	5	10	15
1	LRM 15	RT	5	1/hit	-	7	14	21
1	ER Large Laser	LT	12	10	-	8	15	25
1	Streak SRM 4	LT	3	2/hit	-	4	8	12

Ammo Type:	Rounds:	BV:
LRM 15	16	74
Streak SRM 4	25	18

Total Heat Sinks: 19 Double (38)

oooooooooooo ooooooooooooo

Auto Eject:

☐ Operational ☐ Disabled

Weapon Heat:

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

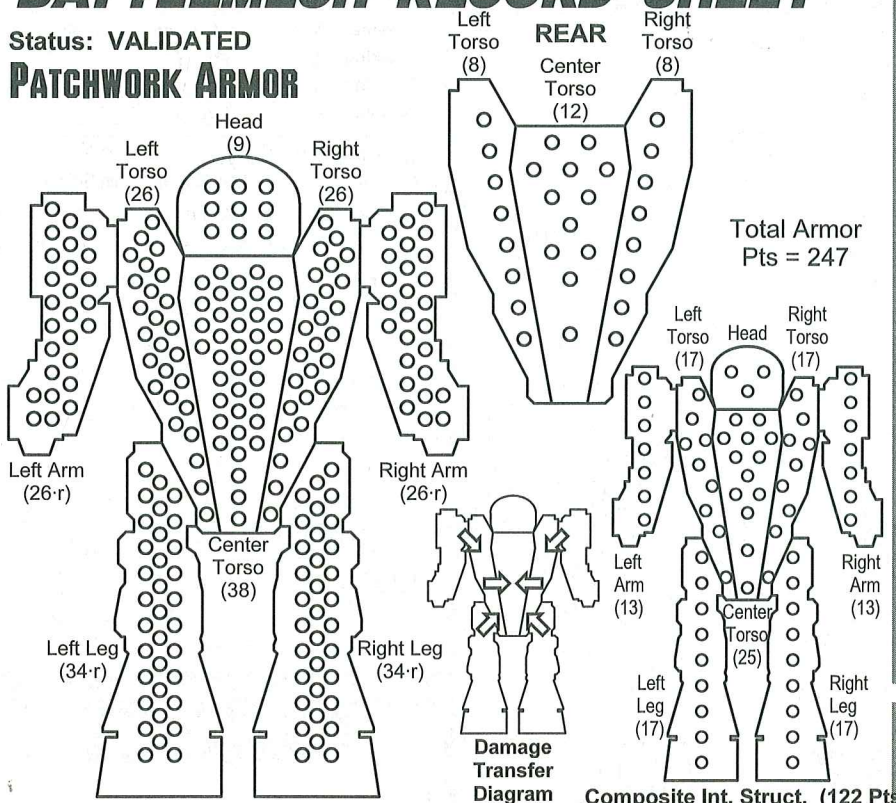
WIZKIDS

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

PATCHWORK ARMOR



'Mech DATA

Type: **Zeus ZEU-X**

Mass: **80 tons**

Movement Points: **Tech, Config. & Level:**

Walking: **5**

Inner Sphere

Running: **8**

Biped 'Mech

Jumping: **0**

Level 3 / 3132

Weapons Inventory:

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	MRM 30	RA	10	1/hit	-	3	8	15
1	LB 20-X AC	LA	6	20	-	4	8	12
1	Med X-Pulse Laser	LT	6	6	-	3	6	9
1	Med X-Pulse Laser	CT	6	6	-	3	6	9

Ammo Type:

Rounds:

BV:

MRM 30

16

58

LB 20-X AC

15

111

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

oooooooooooo oo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

(28)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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

HEAT SCALE

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

WZK GAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- 1 LB 20-X AC
- 2 LB 20-X AC
- 3 LB 20-X AC
- 4-6 Reactive Armor
- Reactive Armor
- Reactive Armor

Left Torso

- XXL Engine
- XXL Engine
- 1-3 XXL Engine
- XXL Engine
- XXL Engine
- XXL Engine
- 1 LB 20-X AC (Cont)
- 2 LB 20-X AC (Cont)
- 3 LB 20-X AC (Cont)
- 4-6 LB 20-X AC (Cont)
- LB 20-X AC (Cont)
- Med X-Pulse Laser

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Reactive Armor
- Reactive Armor

Head

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

Center Torso

- 1-3 XXL Engine
- XXL Engine
- XXL Engine
- Gyro
- Gyro
- Gyro
- 1 Gyro
- 2 XXL Engine
- 3 XXL Engine
- 4-6 XXL Engine
- Med X-Pulse Laser
- Roll Again

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

Battle Value: **1,471**

Weapon Value: **1,825 / 1,825**

Cost, C-Bills: **83,091,001**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 MRM 30
- MRM 30
- MRM 30
- 1 MRM 30
- 2 MRM 30
- 3 Reactive Armor
- 4-6 Reactive Armor
- Reactive Armor
- Roll Again

Right Torso

- XXL Engine
- XXL Engine
- 1-3 XXL Engine
- XXL Engine
- XXL Engine
- XXL Engine
- 1 Ammo (LB 20-X) 5
- 2 Ammo (LB 20-X) 5
- 3 Ammo (LB 20-X) 5
- 4-6 Ammo (MRM 30) 8
- Ammo (MRM 30) 8
- CASE II

Right Leg

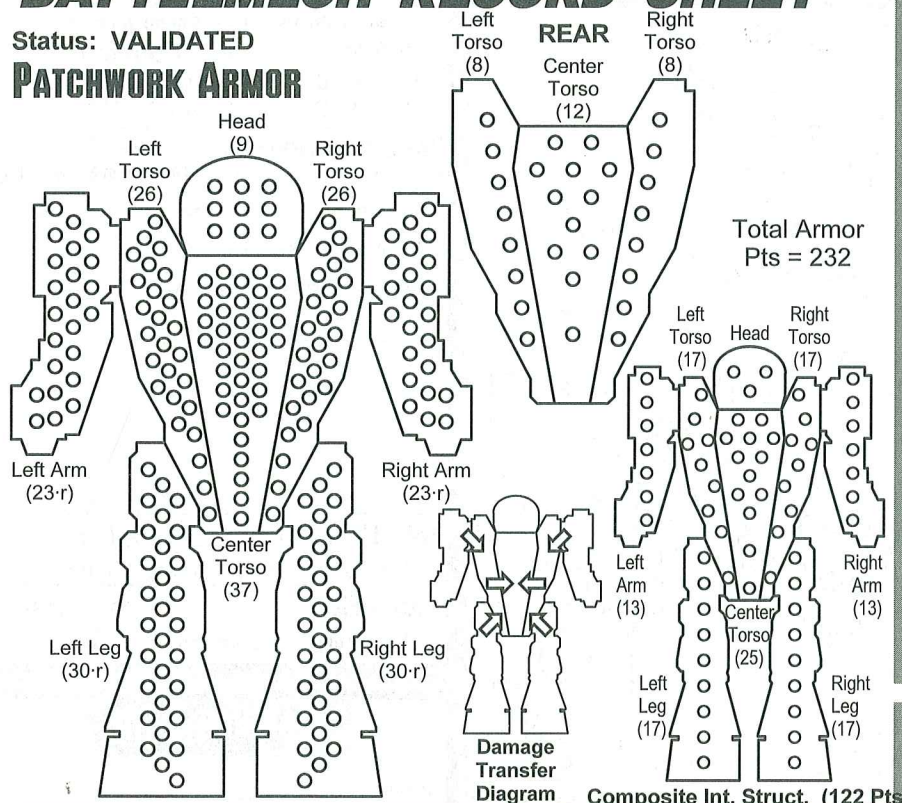
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Reactive Armor
- Reactive Armor

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

PATCHWORK ARMOR



'MECH DATA

Type: **Zeus ZEU-X2**

Mass: **80 tons**

Movement Points: Tech, Config. & Level:

Walking: **5**

Inner Sphere

Running: **8**

Biped 'Mech

Jumping: **0**

Level 3 / 3132

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	MRM 20	RA	6	1/hit	-	3	8	15
1	ER PPC	LA	15	10	-	7	14	23
1	Med X-Pulse Laser	LT	6	6	-	3	6	9
1	Med X-Pulse Laser	CT	6	6	-	3	6	9

Ammo Type: MRM 20
Rounds: 12
BV: 19

Total Heat Sinks: 18 Double (36)

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Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat:

(33)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WIZ KIDS GAMES

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
- ER PPC
- 4-6 Reactive Armor
- Reactive Armor
- Reactive Armor

Left Torso

- 1-3 1.O XXL Engine
- 2.O XXL Engine
- 3.O XXL Engine
- 4.O XXL Engine
- 5.O XXL Engine
- 6.O XXL Engine
- 1-3 1. Med X-Pulse Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Reactive Armor
- Reactive Armor

Head

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

Center Torso

- 1-3 1.O XXL Engine
- 2.O XXL Engine
- 3.O XXL Engine
4. Gyro
- Gyro
- Gyro
- 1-3 1. Gyro
- 2.O XXL Engine
- 3.O XXL Engine
- 4.O XXL Engine
5. Med X-Pulse Laser
- Roll Again

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

Battle Value: **1,493**
Weapon Value: **1,948 / 1,948**
Cost, C-Bills: **87,160,801**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1-3 MRM 20
- MRM 20
- MRM 20
- 4-6 Reactive Armor
- Reactive Armor
- Reactive Armor

Right Torso

- 1-3 1.O XXL Engine
- 2.O XXL Engine
- 3.O XXL Engine
- 4.O XXL Engine
- 5.O XXL Engine
- 6.O XXL Engine
- 1-3 1. Ammo (MRM 20) 12
- CASE II
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

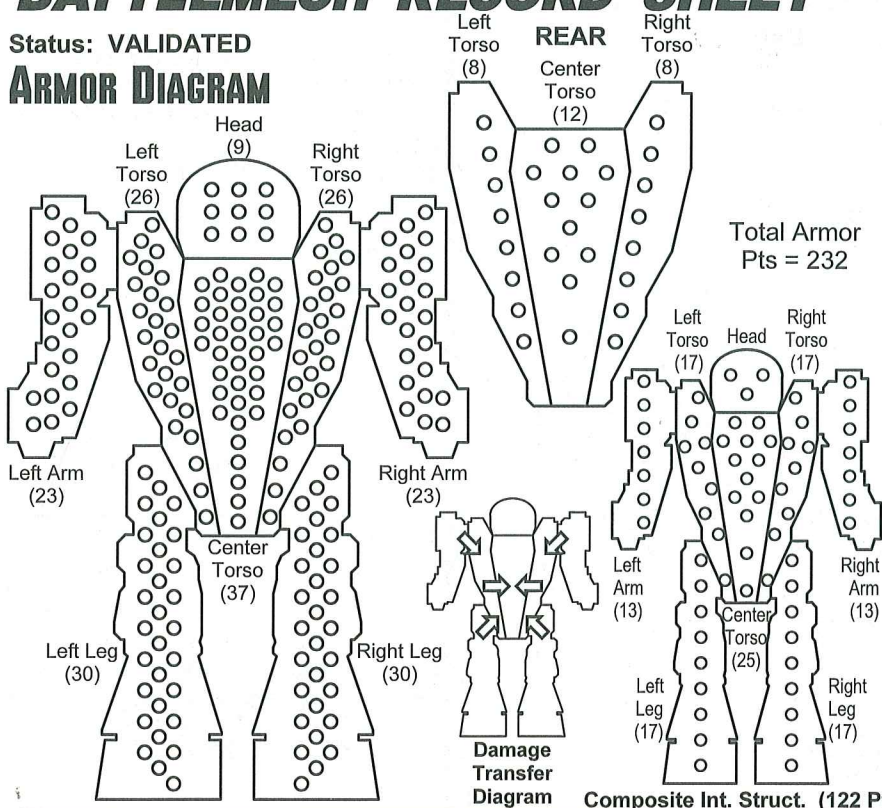
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Reactive Armor
- Reactive Armor

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

1. XXL Engine
2. XXL Engine
3. XXL Engine
4. XXL Engine
5. XXL Engine
6. XXL Engine

1. Improved Jump Jet
2. Improved Jump Jet
3. Improved Jump Jet
4. Improved Jump Jet
5. Improved Jump Jet
6. Improved Jump Jet

Left Leg

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

Head

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

Center Torso

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

1. Gyro
2. XXL Engine
3. XXL Engine
4. XXL Engine
5. Roll Again
6. Roll Again

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

Battle Value: 1,992

Weapon Value: 2,489 / 2,489

Cost, C-Bills: 86,583,001

Right Arm

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

1. Targeting Computer
2. Targeting Computer
3. Targeting Computer
4. ER PPC
5. ER PPC
6. ER PPC

Right Torso

1. XXL Engine
2. XXL Engine
3. XXL Engine
4. XXL Engine
5. XXL Engine
6. XXL Engine

1. Improved Jump Jet
2. Improved Jump Jet
3. Improved Jump Jet
4. Improved Jump Jet
5. Improved Jump Jet
6. Improved Jump Jet

Right Leg

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

'MECH DATA

Type: **Zeus ZEU-X3**

Mass: **80 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** Inner Sphere

Running: **8** Biped 'Mech

Jumping: **8** Level 3 / 3132

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	10	-	7	14	23
4	ER Medium Laser	LA	5	5	-	4	8	12
1	Targeting Computer							

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

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Auto Eject: _____ Weapon Heat:

☐ Operational ☐ Disabled

(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	
4	-1 Movement Points
3	
2	
1	
0	

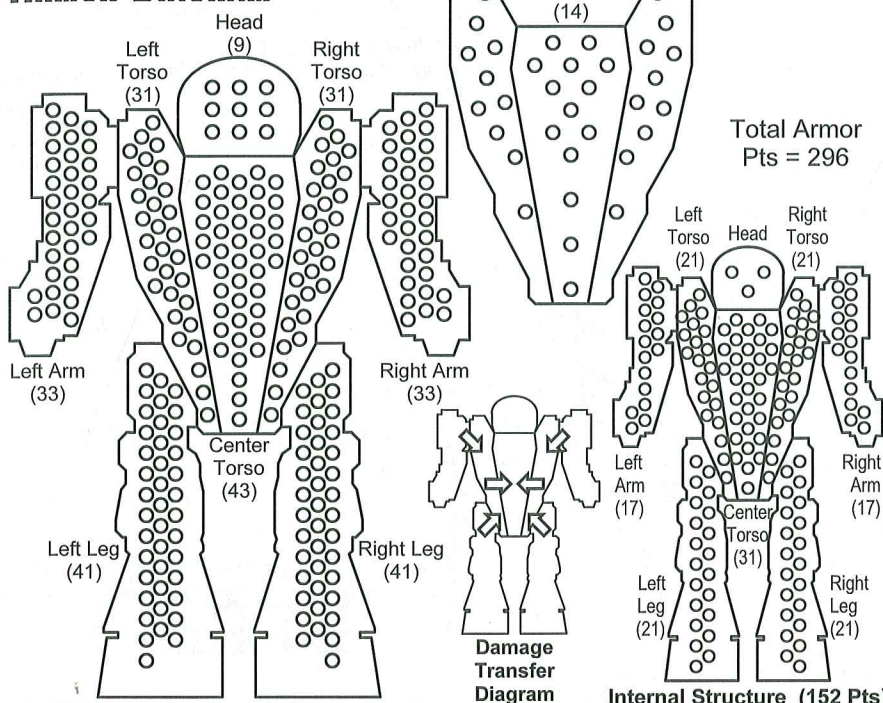
WIZKIDS GAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Atlas AS7-K2

Mass: 100 tons

Movement Points: Tech, Config. & Level:

Walking: 4 Inner Sphere

Running: 6 Biped 'Mech

Jumping: 0 Level 2 / 3132

Weapons Inventory:		(hexes)						
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	RA	12	8	-	7	14	19
1	ER Large Laser	LA	12	8	-	7	14	19
1	Streak SRM 6	RT	4	2/hit	-	3	6	9
1	Streak SRM 6	LT	4	2/hit	-	3	6	9
1	Gauss Rifle	LT	1	15	2	7	15	22
1	Guardian ECM	CT	0	-	-	-	-	6

Ammo Type:	Rounds:	BV:
Streak SRM 6	30	25
Gauss Rifle	16	83

Total Heat Sinks: 10 Double (20)

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Auto Eject:

☐ Operational ☐ Disabled

Weapon Heat:

(33)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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

HEAT SCALE

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

WIZ KIDS GAMES

CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Streak SRM 6
- Streak SRM 6
- Gauss Rifle

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

Left Leg

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

Head

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

Center Torso

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

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

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

Battle Value: 1,751
Weapon Value: 2,777 / 2,493
Cost, C-Bills: 28,801,334

Right Arm

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

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

Right Torso

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

- Ammo (Streak 6) 15
- Ammo (Gauss) 8
- Ammo (Gauss) 8
- CASE
- Ferro-Fibrous
- Ferro-Fibrous

Right Leg

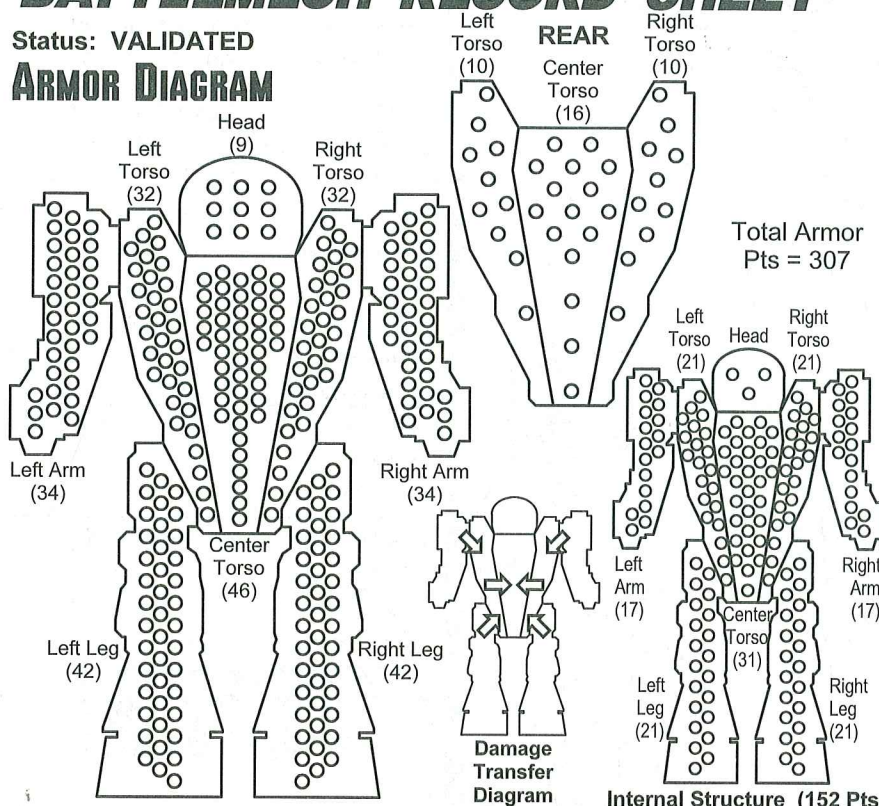
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



CRITICAL HIT TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - ER Large Laser
 - ER Large Laser
- 1-3
- Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
- 4-6

- Left Torso**
- XL Engine
 - XL Engine
 - XL Engine
 - Jump Jet
 - Streak SRM 4
 - Gauss Rifle
- 1-3
- Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
- 4-6

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

- Head**
- Life Support
 - Sensors
 - Cockpit
 - Roll Again
 - Sensors
 - Life Support

- Center Torso**
- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Jump Jet
 - Roll Again
- 4-6

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

Battle Value: 1,952
Weapon Value: 2,569 / 2,455
Cost, C-Bills: 28,793,334

- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - ER Large Laser
 - ER Large Laser
- 1-3
- Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
- 4-6

- Right Torso**
- XL Engine
 - XL Engine
 - XL Engine
 - Jump Jet
 - Guardian ECM
 - Guardian ECM
- 1-3
- Ammo (Streak 4) 25
 - Ammo (Gauss) 8
 - Ammo (Gauss) 8
 - CASE
 - Ferro-Fibrous
 - Ferro-Fibrous
- 4-6

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

'MECH DATA

Type: **Atlas AS7-K3**

Mass: **100 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** Inner Sphere

Running: **6** Biped 'Mech

Jumping: **3** Level 2 / 3132

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	RA	12	8	-	7	14	19
1	ER Large Laser	LA	12	8	-	7	14	19
1	Guardian ECM	RT	0	-	-	-	-	6
1	Streak SRM 4	LT	3	2/hit	-	3	6	9
1	Gauss Rifle	LT	1	15	2	7	15	22

Ammo Type:	Rounds:	BV:
Streak SRM 4	25	10
Gauss Rifle	16	111

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

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Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: **(28)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

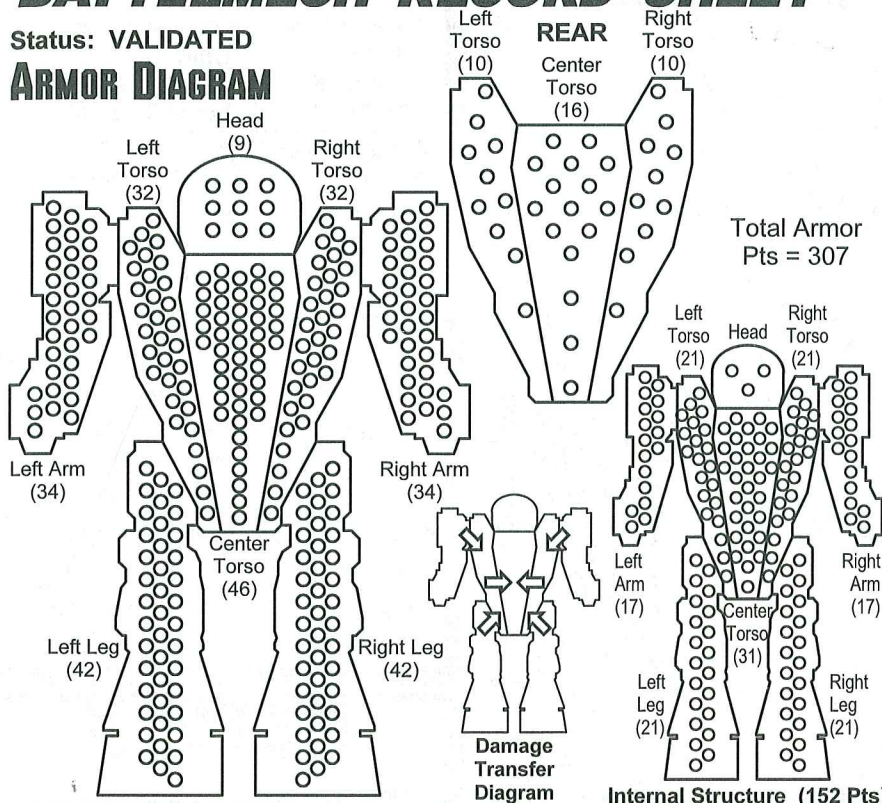
WZK GAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (152 Pts)

Left Arm

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

Left Torso (CASE)

1. XL Engine
2. XL Engine
3. XL Engine
- 1-3 4. Double Heat Sink
5. Double Heat Sink
6. ER PPC
1. ER PPC
1. LRM 15
2. LRM 15
3. Ammo (Ult AC/5) 20
- 4-6 4. Ammo (Ult AC/5) 20
5. Ammo (LRM 15) 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
- 1-3 4. Gyro
5. Gyro
6. Gyro
1. Gyro
2. XL Engine
3. XL Engine
- 4-6 4. XL Engine
5. Double Heat Sink
6. Double Heat Sink

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

Battle Value: 2,433
Weapon Value: 4,739 / 4,739
Cost, C-Bills: 24,138,000

Right Arm

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

Right Torso (CASE)

1. XL Engine
2. XL Engine
3. XL Engine
- 1-3 4. Double Heat Sink
5. Double Heat Sink
6. ER PPC
1. ER PPC
1. LRM 15
2. LRM 15
3. Ammo (Ult AC/5) 20
- 4-6 4. Ammo (Ult AC/5) 20
5. Ammo (LRM 15) 8
6. Endo Steel

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: **Jupiter**

Mass: **100 tons**

Movement Points: Tech, Config. & Level:

Walking: **3**

Running: **5**

Jumping: **0**

Clan

Biped 'Mech

Level 2 / 3132

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Ultra AC/5	RA	1	5	-	7	14	21
2	Ultra AC/5	LA	1	5	-	7	14	21
1	ER PPC	RT	15	15	-	7	14	23
1	LRM 15	RT	5	1/hit	-	7	14	21
1	ER PPC	LT	15	15	-	7	14	23
1	LRM 15	LT	5	1/hit	-	7	14	21

Ammo Type:	Rounds:	BV:
Ultra AC/5	80	60
LRM 15	16	42

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

oooooooooooo oooooooooo

Auto Eject:

☐ Operational ☐ Disabled

Weapon Heat:

(48)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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

HEAT SCALE

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

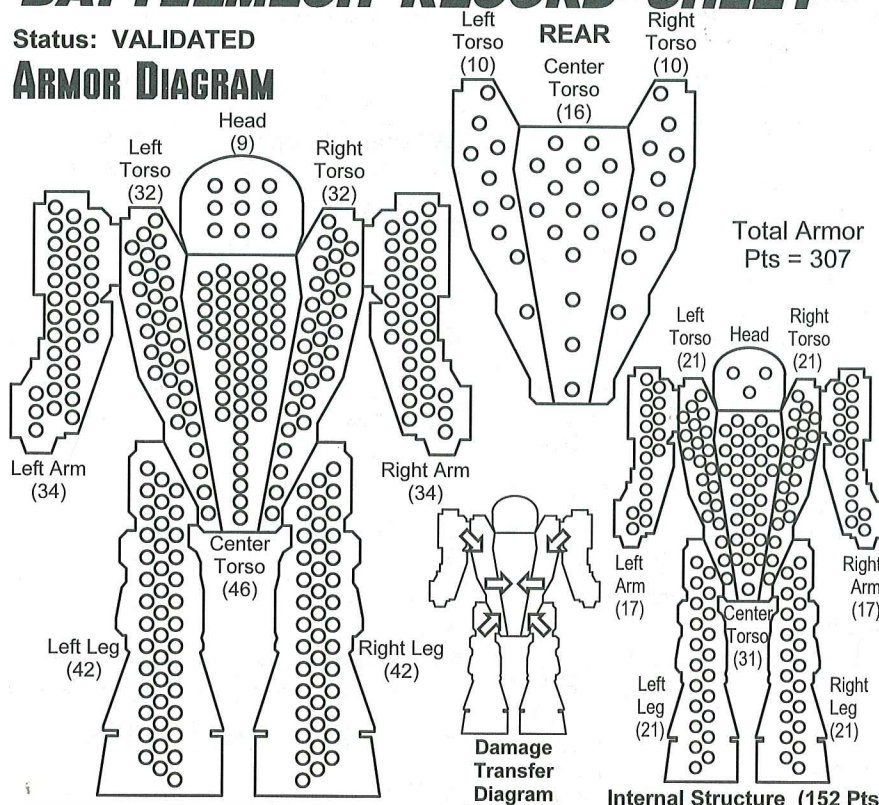
WIZKIDS GAMES

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Jupiter 2**

Mass: **100 tons**

Movement Points: Tech, Config. & Level:

Walking: **3**

Clan

Running: **5**

Biped 'Mech

Jumping: **3**

Level 2 / 3132

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/10	RA	3	10	-	6	12	18
1	Ultra AC/10	LA	3	10	-	6	12	18
1	ER PPC	RT	15	15	-	7	14	23
1	LRM 15 w/ Artemis IV	RT	5	1/hit	-	7	14	21
1	ER PPC	LT	15	15	-	7	14	23
1	LRM 15 w/ Artemis IV	LT	5	1/hit	-	7	14	21

Ammo Type: Rounds: BV:

Ultra AC/10	40	142
LRM 15	16	58

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

oooooooooooo oooooooooo

Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled

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

WZK GAMER

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- 1-6 Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Endo Steel
- Endo Steel

Left Torso (CASE)

- 1-3 XL Engine
- XL Engine
- Jump Jet
- ER PPC
- ER PPC
- LRM 15

- 1-6 LRM 15
- Artemis IV FCS
- Ammo (LRM 15) 8
- Ammo (Ult AC/10) 10
- Ammo (Ult AC/10) 10
- Endo Steel

Left Leg

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

Head

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

Center Torso

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

- 1-6 Gyro
- XL Engine
- XL Engine
- XL Engine
- Jump Jet
- Roll Again

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

Battle Value: **2,915**
Weapon Value: **4,411 / 4,195**
Cost, C-Bills: **24,670,000**

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Ultra AC/10
- Ultra AC/10

- 1-6 Ultra AC/10
- Ultra AC/10
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

Right Torso (CASE)

- 1-3 XL Engine
- XL Engine
- Jump Jet
- ER PPC
- ER PPC
- LRM 15

- 1-6 LRM 15
- Artemis IV FCS
- Ammo (LRM 15) 8
- Ammo (Ult AC/10) 10
- Ammo (Ult AC/10) 10
- Endo Steel

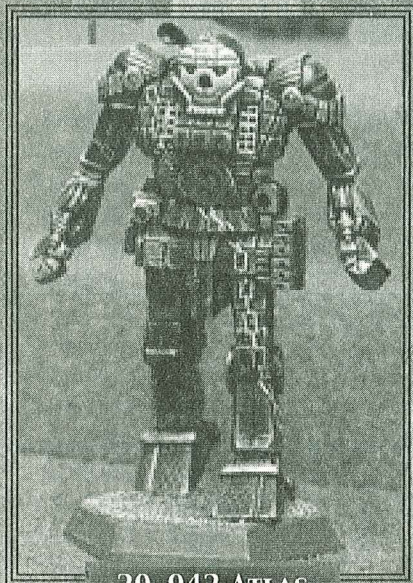
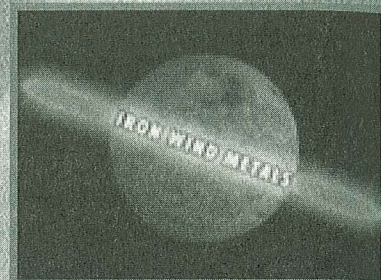
Right Leg

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

APPENDIX

Name	Battle Value	Tons	C-Bills Cost	Technology Base	Name	Battle Value	Tons	C-Bills Cost	Technology Base
AgroMech	423	35	1,786,680	IS/Level 3	Koshi	762	25	3,945,834	Clan/Level 2
AgroMech MOD	339	35	1,419,862	IS/Level 3	Koshi 2	982	25	3,729,584	Clan/Level 2
Arbalest	974	25	2,515,416	Clan/Level 2	Legionnaire LGN-2D	1,184	50	10,426,000	IS/Level 2
Arbalest 2	968	25	2,477,916	Clan/Level 2	Legionnaire LGN-2K	1,341	50	12,712,000	IS/Level 2
Atlas AS7-K2	1,751	100	28,801,334	IS/Level 2	Legionnaire Raul LGN-2D	1,340	50	10,561,000	IS/Level 2
Atlas AS7-K3	1,952	100	28,793,334	IS/Level 2	M1 Marksman Tank	1,006	95	6,013,800	IS/Level 2
BE701 Joust Medium Tank	736	40	1,655,617	IS/Level 2	Mad Cat III	1,913	55	12,343,425	Clan/Level 2
Behemoth II Tank	1,372	100	20,032,000	IS/Level 2	Mad Cat III 2	2,081	55	12,530,200	Clan/Level 2
Black Hawk	2,047	50	9,474,500	Clan/Level 2	MiningMech	346	35	1,924,650	IS/Level 3
Black Hawk 2	1,964	50	9,450,500	Clan/Level 2	MiningMech MOD	371	35	1,517,062	IS/Level 3
Catapult CPLT-C2	1,281	65	12,464,376	IS/Level 2	MIT23 M.A.S.H. Vehicle	67	35	794,104	IS/Level 3
Catapult CPLT-K2K	1,500	65	13,930,674	IS/Level 2	Mobile Tactical				
Centurion CN9-D3M	1,034	50	9,736,250	IS/Level 2	Command HQ	207	30	908,375	IS/Level 3
Centurion CN9-D4M	1,034	50	9,736,250	IS/Level 2	Pack Hunter 2	1,464	30	5,047,640	Clan/Level 2
Clan Battle Armor Point	205	5	3,802,500	Clan/Level 2	Pack Hunter 3	1,550	30	5,268,640	Clan/Level 2
Condor Multi-Purpose Tank	546	50	6,987,750	IS/Level 2	Panther PNT-12K	908	35	2,804,310	IS/Level 2
ConstructionMech	231	30	1,562,600	IS/Level 3	Panther PNT-10K2	888	35	2,915,010	IS/Level 2
ConstructionMech MOD	223	30	1,266,850	IS/Level 3	Ryoken II	1,607	75	18,840,500	Clan/Level 2
Cougar X	1,676	35	6,050,475	Clan/Level 3	Ryoken II 2	1,842	75	18,952,500	Clan/Level 2
Cougar X2	1,465	35	6,377,850	Clan/Level 3	Ryoken II Tassa	2,871	75	19,915,000	Clan/Level 2
Cougar X3	1,280	35	7,013,700	Clan/Level 3	Scimitar MK2 Hover				
Demon Medium Tank	372	45	1,541,050	IS/Level 2	Combat Vehicle	394	35	1,622,792	IS/Level 2
DI Schmitt Tank	1,139	80	8,449,467	IS/Level 2	Shandra Advanced				
Firestarter FS9-M2	602	35	3,218,400	IS/Level 2	Scout Vehicle	264	25	774,844	IS/Level 2
Firestarter FS9-M3	699	35	3,821,175	IS/Level 2	SM1 Tank Destroyer	1,204	50	3,095,500	Clan/Level 2
ForestryMech	191	25	1,448,854	IS/Level 3	Spider SDR-7K	688	30	4,506,840	IS/Level 2
ForestryMech MOD	297	35	1,374,638	IS/Level 3	Spider SDR-7K2	841	30	4,480,840	IS/Level 2
Fox Armored Car	350	20	2,030,700	IS/Level 2	Tundra Wolf	2,772	75	18,910,500	Clan/Level 2
Hatchetman HCT-5D	1,075	45	5,819,140	IS/Level 2	Tundra Wolf 2	3,128	75	18,102,000	Clan/Level 2
Hatchetman HCT-5DD	1,002	45	6,947,240	IS/Level 2	Tundra Wolf 3	2,912	75	18,564,000	Clan/Level 2
Hauberk Battle Armor Squad	232	4	3,289,000	IS/Level 2	VV1 Ranger Infantry				
JES Tactical					Fighting Vehicle	335	45	1,485,925	IS/Level 2
Missile Carrier	586	50	2,054,500	IS/Level 2	Zeus ZEU-X	1,471	80	83,370,001	IS/Level 3
JESII Strategic					Zeus ZEU-X2	1,493	80	87,160,801	IS/Level 3
Missile Carrie	1,054	95	7,426,250	IS/Level 2	Zeus ZEU-X3	1,992	80	86,583,001	IS/Level 3
JI100 Transportable									
Field Repair	62	70	2,159,850	IS/Level 3					
Jupiter	2,433	100	24,138,000	Clan/Level 2					
Jupiter 2	2,915	100	24,670,000	Clan/Level 2					

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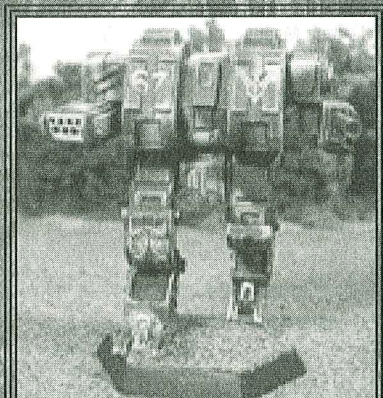
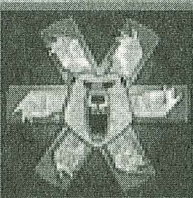
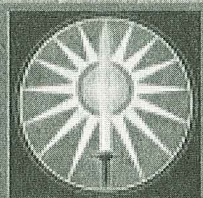
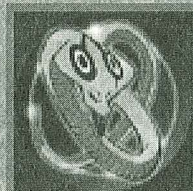
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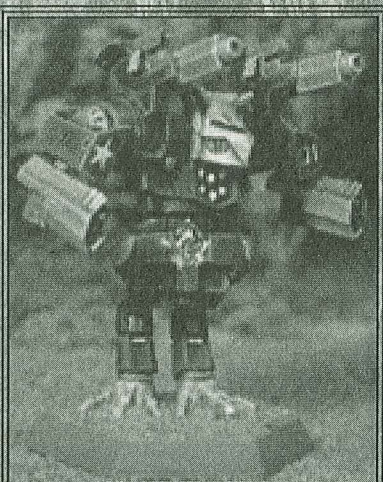


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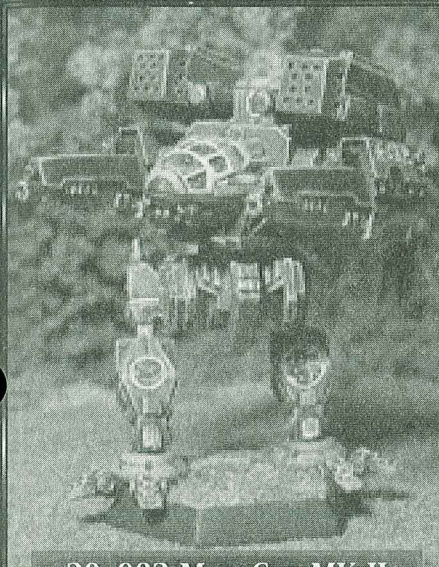
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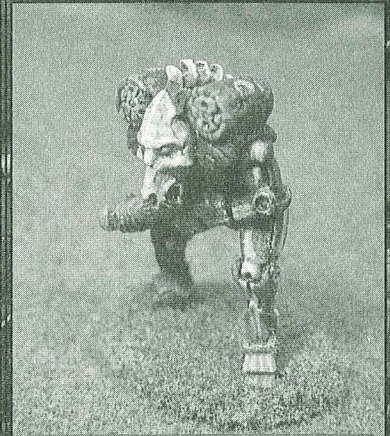
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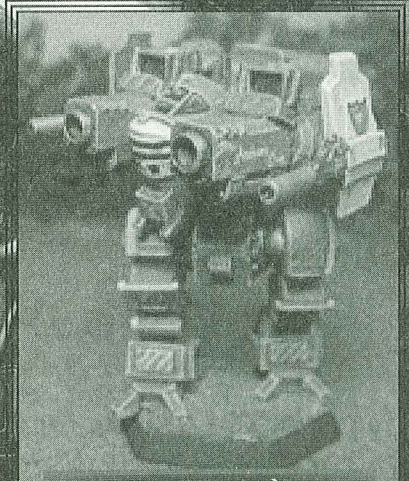
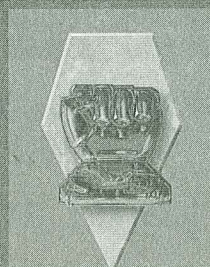
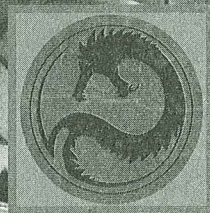
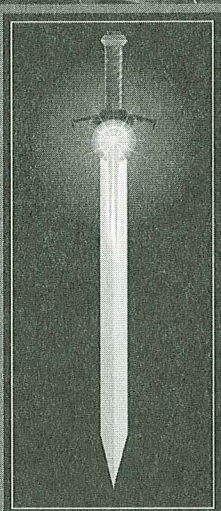
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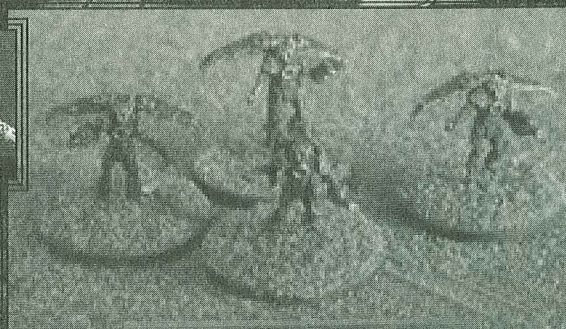
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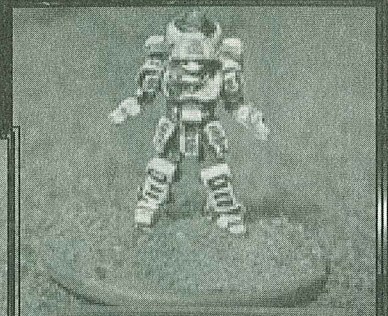
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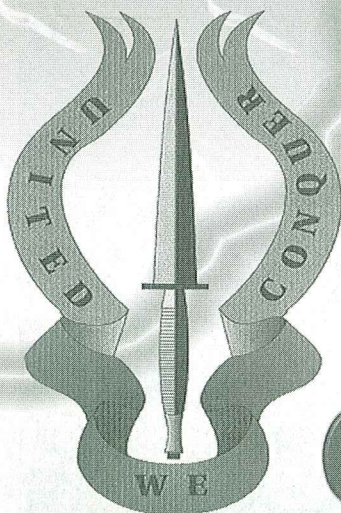
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