

CLASSIC

BATTLETECH™

RECORD SHEETS 3050 UPGRADE



INNER SPHERE

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INTRODUCTION

GAME NOTES

Many of the variants and configurations that are new in *Record Sheets: 3050 Upgrade, Inner Sphere* are constructed with weaponry found in *Classic BattleTech Total Warfare*; the construction rules for said equipment can be found in *Classic BattleTech TechManual*. Additionally, note that some designs were slightly modified from previous publications to make them fully compatible with the construction rules as presented in *TechManual*.

STANDARD RULES

These designs are considered "standard rules" (see p. 10, *Total Warfare*) and are legal for tournaments played at the Gen Con Game Fair®, Origins Game Convention®, and other convention tournaments, retail store events and so on, alongside the record sheets found in the various record sheet books published by FASA and/or FanPro. (Note that only those designs that meet the requirements for a tournament unit selection will be available for use in a given tournament.)

ADVANCED RULES

Several units mount weapons and/or equipment not found in *Total Warfare* or *TechManual*, or mount equipment they cannot mount under those rules sets. They are the *Catapult CPLT-C3* and *CPLT-C5*. The rules governing the use of their weapons and their construction are beyond the Standard Rules presented in *Total Warfare* and *TechManual*. They are covered in the Advanced Rules presented in *Classic BattleTech Tactical Operations*.

'MECH DESIGNER SOFTWARE

The 'Mech record sheets in this book were created using *HeavyMetal Plus* for Windows. Players can use this software to create and edit their own 'Mech designs and print record sheets; *HeavyMetal Plus* also allows player to create and edit their own ProtoMechs, vehicles and infantry. Programmed by Rick Raisley, the program is available via mail order for \$55.00 plus \$3.00 shipping and handling, Richard Raisley, 327 West Passage, Columbia, SC 29212. Orders can also be placed at <http://www.heavymetalpro.com> or in the BattleCorps' BattleShop.

VERSION 1.0 (JULY 2007)

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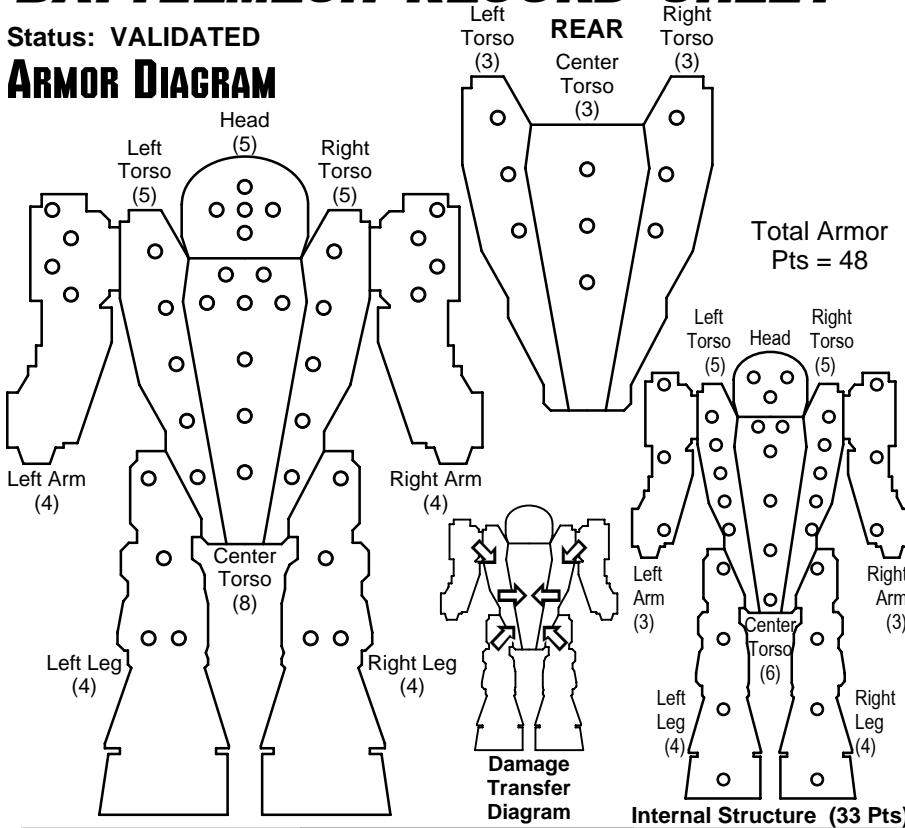
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BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Flea FLE-17

Mass: 20 tons

Movement Points: Tech & Configuration:

Walking: 6 Inner Sphere

Running: 9 [12] Biped 'Mech

Jumping: 0

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	RA	4	6	-	2	4	6
1	Medium Pulse Laser	LA	4	6	-	2	4	6
1	Small Laser	RT(R)	1	3	-	1	2	3
1	Small Laser	LT(R)	1	3	-	1	2	3
1	Flamer	CT	3	2	-	1	2	3

Total Heat Sinks: 10 Single

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Auto Eject:

Weapon Heat:

Operational Disabled

(13)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WIZGAMERS™

Left Arm

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

CRITICAL HIT TABLE

Head

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

1-3

Right Arm

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

Left Torso

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

1-3

4-6

Center Torso

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

4-6

Right Torso

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

Left Leg

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

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

Right Leg

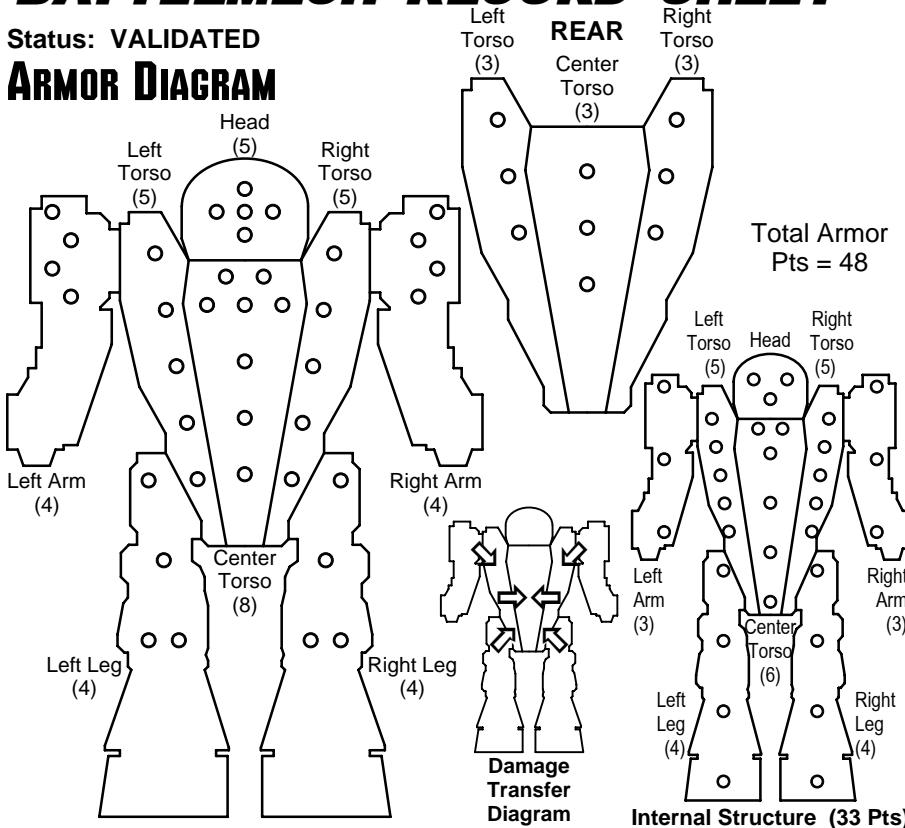
- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Single Heat Sink
- 6. Single Heat Sink

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Light Machine Gun
- 4. Light Machine Gun
- 5. Light Machine Gun
- 6. Light Machine Gun

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

Left Torso

- 1. Single Heat Sink
- 2. Ammo (LMG) 100

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

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

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

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

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

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

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Light Machine Gun
- 4. Light Machine Gun
- 5. Light Machine Gun
- 6. Light Machine Gun

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

Right Torso

- 1. Single Heat Sink
- 2. Rocket Launcher 10 (OS)

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

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

Right Leg

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

'MECH DATA

Type: Flea FLE-19

Mass: 20 tons

Movement Points: Tech & Configuration:

Walking: 6 Inner Sphere
Running: 9 Biped 'Mech
Jumping: 0

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
4	Light Machine Gun	RA	0	1	-	2	4	6
1	Machine Gun Array	RA	0	-	-	-	-	-
4	Light Machine Gun	LA	0	1	-	2	4	6
1	Machine Gun Array	LA	0	-	-	-	-	-
1	Rocket Launcher 10 (OS)	RT	3	1/hit	-	5	11	18
1	Flamer	CT	3	2	-	1	2	3

Ammo Type: Rounds:

Light Machine Gun 100

Total Heat Sinks: 10 Single

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Auto Eject: Operational Disabled Weapon Heat: (3)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

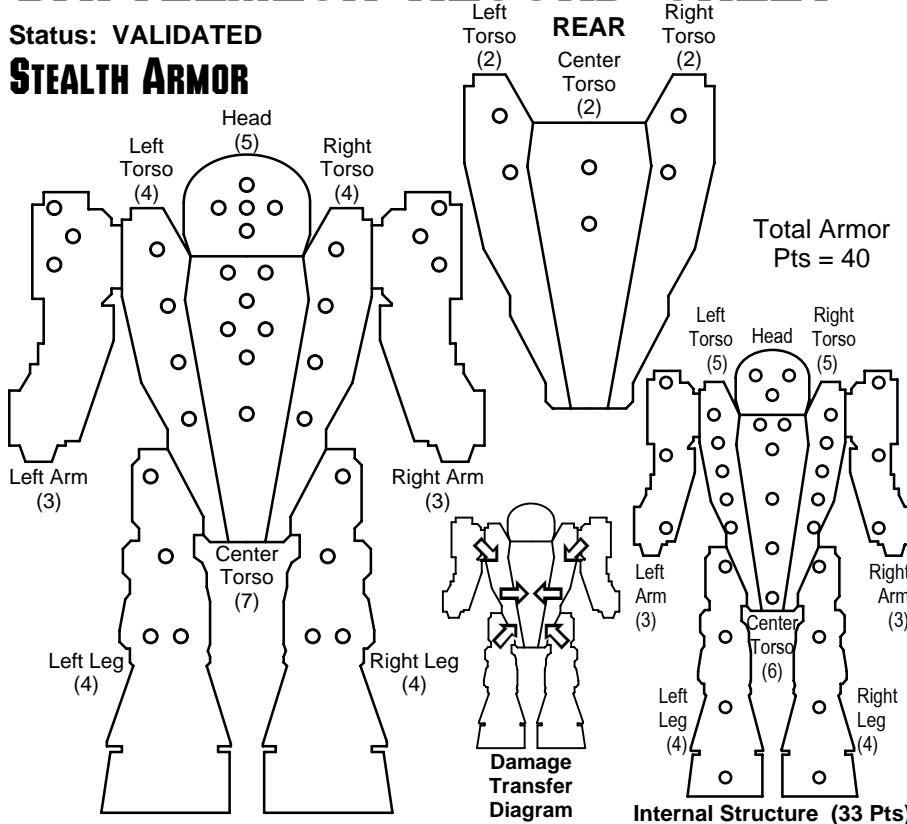
WIZGAMERS™

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

STEALTH ARMOR



CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

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

- 4-6 1. Light PPC
- 2. Light PPC
- 3. Endo Steel
- 4. Endo Steel
- 5. Stealth Armor
- 6. Stealth Armor

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Stealth Armor
- 6. Stealth Armor

Head

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

Center Torso

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

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

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

Right Arm

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

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

Right Torso

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

- 4-6 1. Guardian ECM
- 2. Guardian ECM
- 3. Endo Steel
- 4. Endo Steel
- 5. Stealth Armor
- 6. Stealth Armor

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Stealth Armor
- 6. Stealth Armor

'MECH DATA

Type: Flea FLE-20

Mass: 20 tons

Movement Points: Tech & Configuration:

Walking: 6 Inner Sphere

Running: 9 [12] Biped 'Mech

Jumping: 0

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RA	5	5	-	4	8	12
1	ER Medium Laser	LA	5	5	-	4	8	12
1	Guardian ECM	RT	0	-	-	-	-	6
1	Light PPC	LT	5	5	3	6	12	18

Total Heat Sinks: 10 Double (20)

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Auto Eject: Operational Disabled Weapon Heat: (25)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

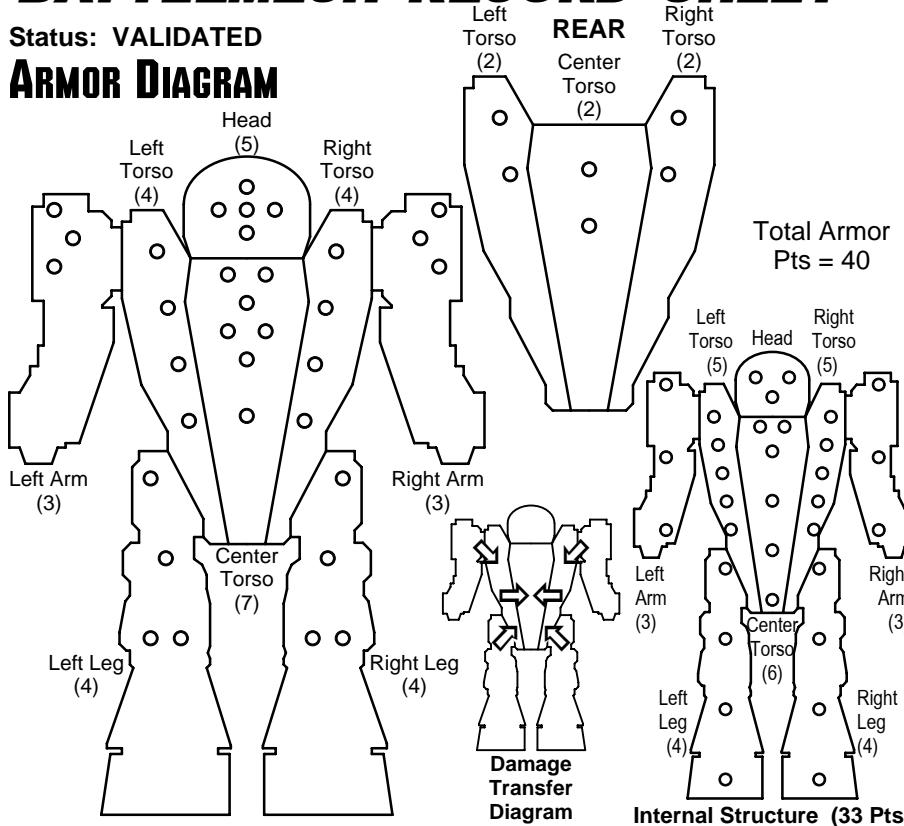
WIZGAMES™

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Internal Structure (33 Pts)

Left Arm

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

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

Left Torso

- 1. Single Heat Sink
- 2. Flamer

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

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

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

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

- 1-3 1. Gyro
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Fusion Engine
- 5. MASC
- 6. Ammo (MG) 100

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

Right Arm

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

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

Right Torso

- 1. Single Heat Sink
- 2. Flamer

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

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

Right Leg

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

'MECH DATA

Type: Flea Fire Ant

Mass: 20 tons

Movement Points: Tech & Configuration:

Walking: 6 Inner Sphere

Running: 9 [12] Biped 'Mech

Jumping: 0

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	Machine Gun	RA	0	2	-	1	2	3
3	Machine Gun	LA	0	2	-	1	2	3
1	Flamer	RT	3	2	-	1	2	3
1	Flamer	LT	3	2	-	1	2	3
1	Flamer	HD	3	2	-	1	2	3

Ammo Type: Rounds:

Machine Gun 100

Total Heat Sinks: 10 Single

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Auto Eject: Weapon Heat:
 Operational Disabled (9)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

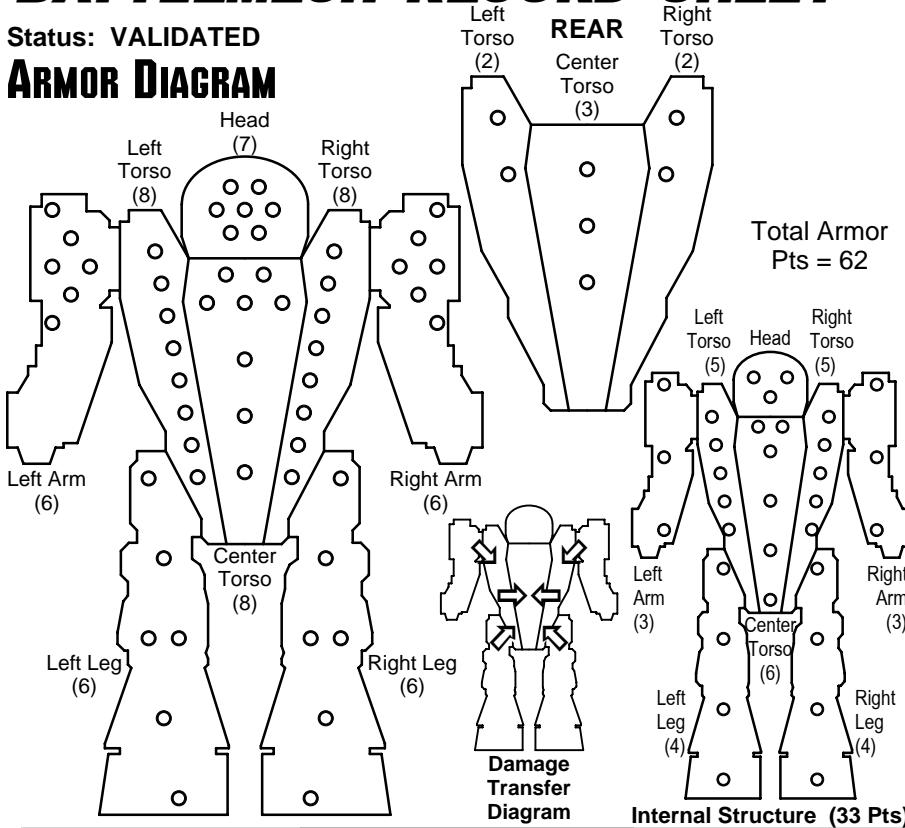
WIZGAMERS™

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Hornet HNT-161

Mass: 20 tons

Movement Points: Tech & Configuration:

Walking: 5 Inner Sphere
Running: 8 Biped 'Mech
Jumping: 5

Weapons Inventory: (hexes)

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

Ammo Type: Rounds:
LRM 5 48

Total Heat Sinks: 10 Single
oooooooooooo

Auto Eject: Weapon Heat:
 Operational Disabled (6)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WIZKIDS™ WIZGAMERS™

CRITICAL HIT TABLE

Left Arm

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

Left Torso

- 1-3 1. Single Heat Sink
- 1-3 2. Single Heat Sink
- 1-3 3. Single Heat Sink
- 4. Ammo (LRM 5) 24
- 5. Ammo (LRM 5) 24
- 6. CASE
- 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. Jump Jet
- 6. Jump Jet

Head

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

Center Torso

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

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

Right Arm

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

Right Torso

- 1-3 1. Single Heat Sink
- 1-3 2. Single Heat Sink
- 1-3 3. Single Heat Sink
- 4. LRM 5
- 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

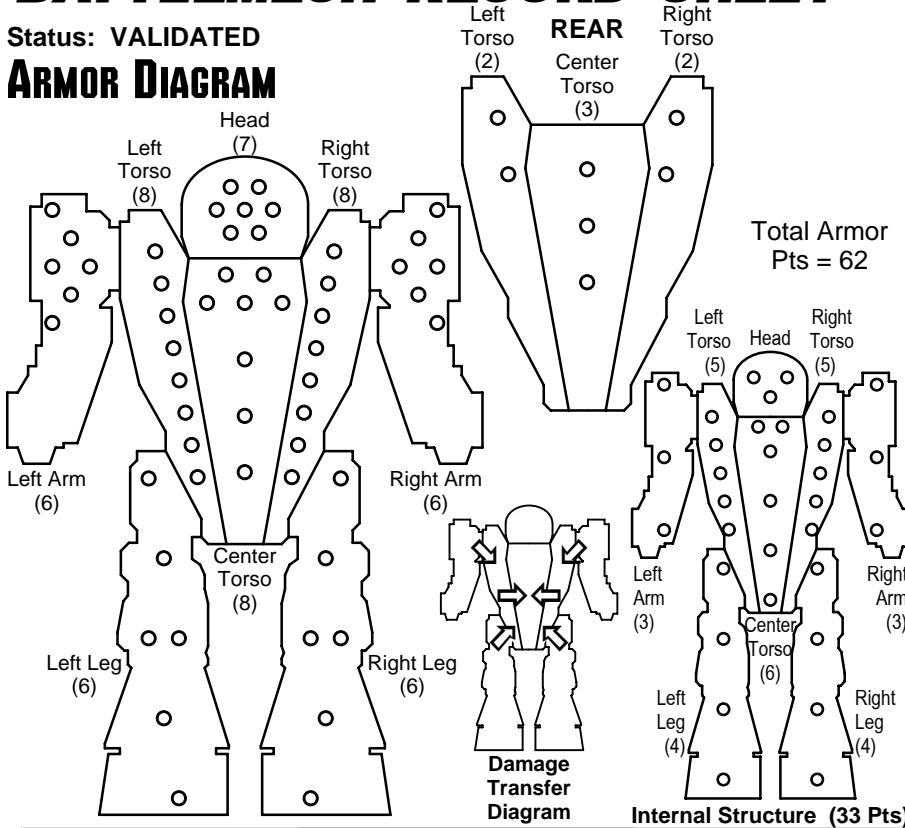
- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Jump Jet
- 6. Jump Jet

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Hornet HNT-171

Mass: 20 tons

Movement Points: Tech & Configuration:

Walking: 5 Inner Sphere
Running: 8 Biped 'Mech
Jumping: 3

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5	-	3	6	9
1	LRM 5	RT	2	1/hit	6	7	14	21
1	Anti-Missile System	HD	1	-	-	-	-	-

Ammo Type: Rounds:

LRM 5 48
Anti-Missile System 12

Total Heat Sinks: 10 Single



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

WIZKIDS
WIZGAMERS

Left Arm

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

CRITICAL HIT TABLE

Head

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

1-3

Right Arm

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

4-6

Left Torso

- 1. Single Heat Sink
 - 2. Jump Jet
 - 3. Ammo (LRM 5) 24
 - 4. Ammo (LRM 5) 24
 - 5. Ammo (AMS) 12
 - 6. CASE
 - 1. Endo Steel
 - 2. Endo Steel
 - 3. Endo Steel
 - 4. Endo Steel
 - 5. Endo Steel
 - 6. Endo Steel
- 1-3 4-6

1-3

4-6

Center Torso

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

1-3

4-6

Right Torso

- 1. Single Heat Sink
- 2. Jump Jet
- 3. LRM 5
- 4. Endo Steel
- 5. Endo Steel
- 6. Endo Steel
- 1. Endo Steel
- 2. Endo Steel
- 3. Endo Steel
- 4. Endo Steel
- 5. Roll Again
- 6. Roll Again

1-3

4-6

Left Leg

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

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

Right Leg

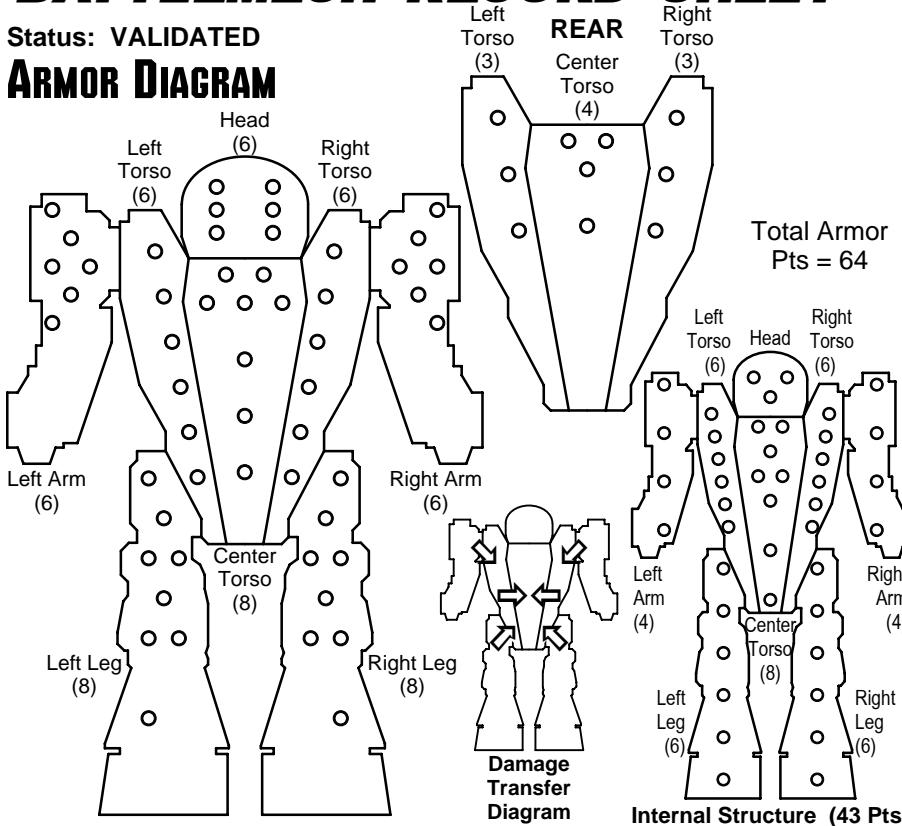
- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Single Heat Sink
- 6. Single Heat Sink

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Left Arm

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

- 1-3 1. Single Heat Sink
- 1-3 2. Single Heat Sink
- 1-3 3. Ammo (SRM 2) 50

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

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

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

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

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

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

Right Arm

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

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

Right Torso

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

- 4-6 1. Roll Again
- 4-6 2. Roll Again
- 4-6 3. Roll Again
- 4-6 4. Roll Again
- 4-6 5. Roll Again
- 4-6 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: Commando COM-1B

Mass: 25 tons

Movement Points: Tech & Configuration:

Walking: 6 Inner Sphere
Running: 9 Biped 'Mech
Jumping: 0

Weapons Inventory: (hexes)

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

Ammo Type: Rounds:

SRM 2 50

Total Heat Sinks: 10 Single

oooooooooooo

Auto Eject: Weapon Heat:
 Operational Disabled (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

** Avoid Inferno explosion on..
Shutdown

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

Shutdown, avoid on 10+
-5 Movement Points
+4 Modifier to Fire

Ammo Explosion, avoid on 6+ (** 10+)
Shutdown, avoid on 8+

-4 Movement Points
Ammo Explosion, avoid on 4+ (** 8+)
Shutdown, avoid on 6+
+3 Modifier to Fire

-3 Movement Points
Shutdown, avoid on 4+ (** 6+)
+2 Modifier to Fire

-2 Movement Points (** 4+)

+1 Modifier to Fire

-1 Movement Point

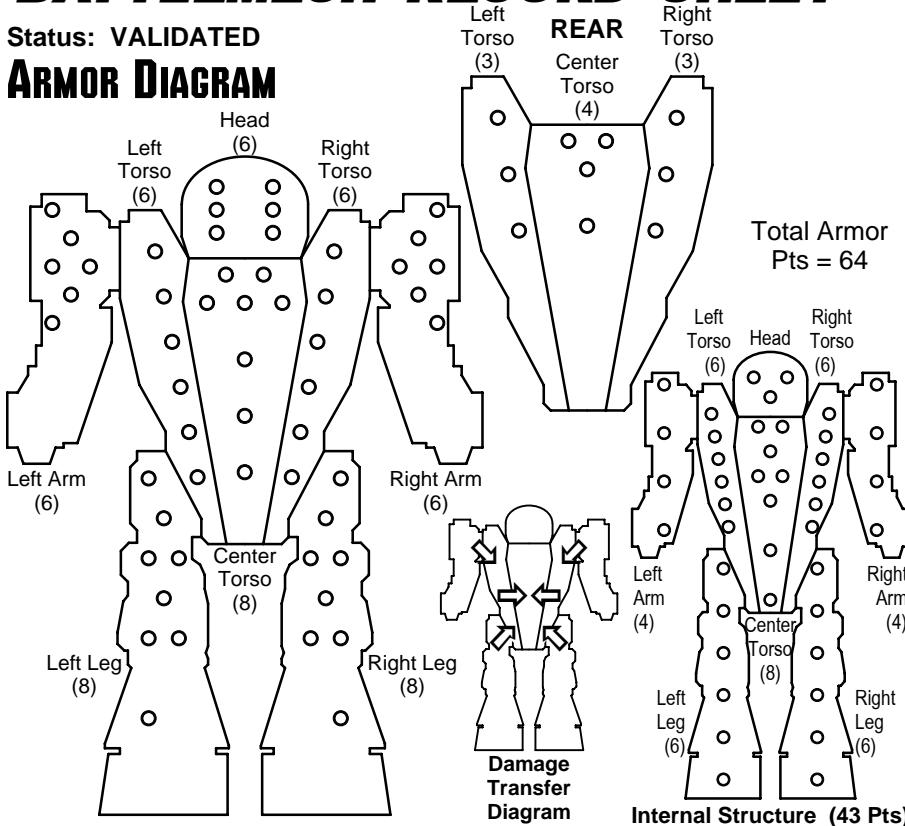
WIZGAMES™

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Left Arm

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

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

Left Torso

- 1-3 1. Single Heat Sink
- 1-3 2. Single Heat Sink
- 1-3 3. Rocket Launcher 15 (OS)
- 4-6 4. Rocket Launcher 15 (OS)
- 4-6 5. Rocket Launcher 15 (OS)
- 4-6 6. Rocket Launcher 15 (OS)

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

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

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

Right Arm

- 1-3 1. Shoulder
- 1-3 2. Upper Arm Actuator
- 1-3 3. Lower Arm Actuator
- 1-3 4. Hand Actuator
- 1-3 5. Rocket Launcher 15 (OS)
- 1-3 6. Rocket Launcher 15 (OS)

- 4-6 1. Rocket Launcher 15 (OS)
- 4-6 2. Rocket Launcher 15 (OS)
- 4-6 3. Roll Again
- 4-6 4. Roll Again
- 4-6 5. Roll Again
- 4-6 6. Roll Again

Right Torso

- 1-3 1. Single Heat Sink
- 1-3 2. Single Heat Sink
- 1-3 3. Rocket Launcher 15 (OS)
- 4-6 4. Rocket Launcher 15 (OS)
- 4-6 5. Rocket Launcher 15 (OS)
- 4-6 6. Rocket Launcher 15 (OS)

- 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: Commando COM-4H

Mass: 25 tons

Movement Points: Tech & Configuration:

Walking: 6 Inner Sphere
Running: 9 Biped 'Mech
Jumping: 0

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Rocket Launcher 15 (OS)	RA	4	1/hit	-	4	9	15
2	Medium Laser	LA	3	5	-	3	6	9
2	Rocket Launcher 15 (OS)	RT	4	1/hit	-	4	9	15
2	Rocket Launcher 15 (OS)	LT	4	1/hit	-	4	9	15

Total Heat Sinks: 10 Single

oooooooooooo

Auto Eject:

Weapon Heat: (6)

Operational Disabled

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

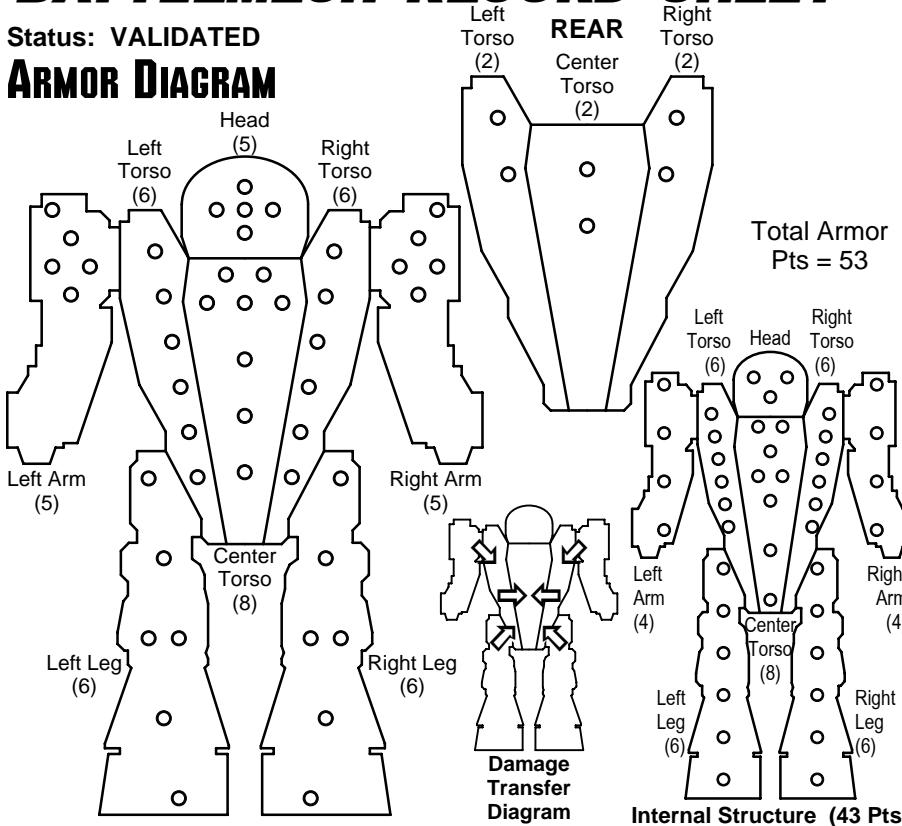
WIZKIDS
WIZGAMERS™

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Left Arm

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

Left Torso

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

Left Leg

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

CRITICAL HIT TABLE

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Artemis IV FCS
- 5. Sensors
- 6. Life Support

Center Torso

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

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

Right Arm

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

Right Torso

- 1. Ammo (SRM 6) 15
- 2. Ammo (SRM 6) 15
- 3. Ammo (Streak 2) 50
- 4. CASE
- 5. Endo Steel
- 6. Endo Steel
- 1. Endo Steel
- 2. Endo Steel
- 3. Endo Steel
- 4. Endo Steel
- 5. Endo Steel
- 6. Roll Again

Right Leg

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

'MECH DATA

Type: Commando COM-5S

Mass: 25 tons

Movement Points: Tech & Configuration:

Walking: 6 Inner Sphere
 Running: 9 Biped 'Mech
 Jumping: 0

Weapons Inventory: (hexes)

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

Ammo Type: Rounds:

Streak SRM 2 50
 SRM 6 30

Total Heat Sinks: 10 Single

oooooooooooo

Auto Eject: Weapon Heat:
 Operational Disabled (9)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

** Avoid Inferno explosion on..
 Shutdown

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

Shutdown, avoid on 10+
 -5 Movement Points

+4 Modifier to Fire
 Ammo Explosion, avoid on 6+ (** 10+)

Shutdown, avoid on 8+

-4 Movement Points
 Ammo Explosion, avoid on 4+ (** 8+)

Shutdown, avoid on 6+

+3 Modifier to Fire

-3 Movement Points
 Shutdown, avoid on 4+ (** 6+)

+2 Modifier to Fire

-2 Movement Points (** 4+)

+1 Modifier to Fire

-1 Movement Point

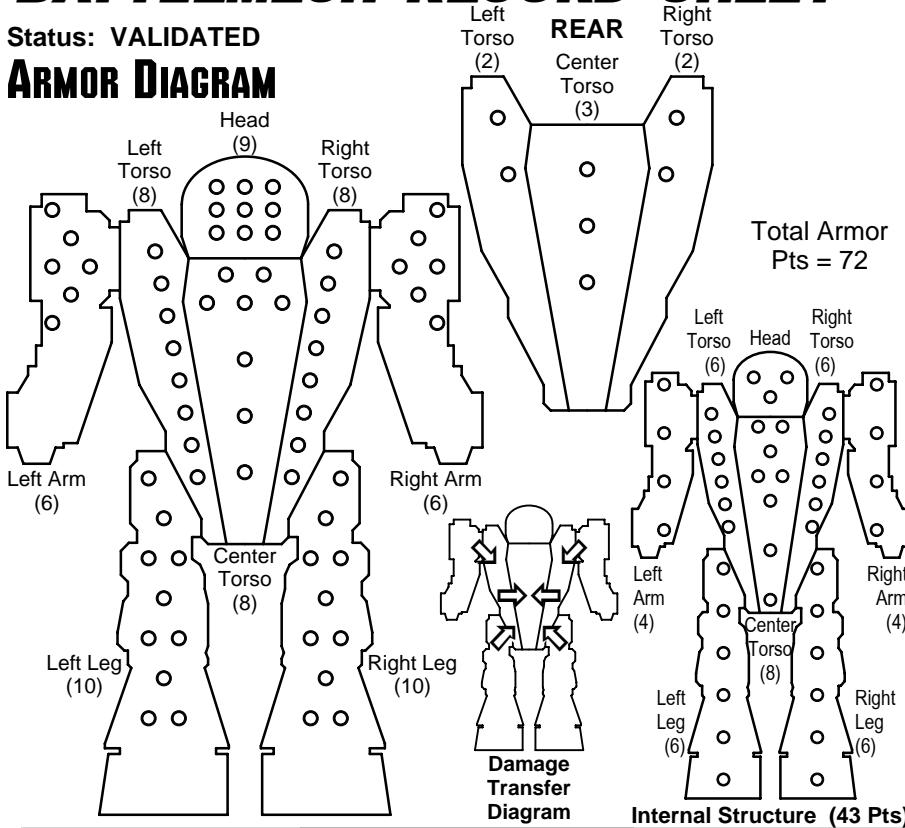
WIZGAMES™

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Left Arm

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

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

CRITICAL HIT TABLE

Head

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

Center Torso

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

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

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

Left Torso

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

- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Endo Steel

Left Leg

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

Right Arm

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

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

Right Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Ammo (SRM 4) 25

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

Right Leg

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

'MECH DATA

Type: Commando COM-7B

Mass: 25 tons

Movement Points: Tech & Configuration:

Walking: 6 Inner Sphere
Running: 9 Biped 'Mech
Jumping: 4

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	LA	5	5	-	4	8	12
2	Flamer	LA	3	2	-	1	2	3
2	SRM 4	CT	3	2/hit	-	3	6	9

Ammo Type: SRM 4 Rounds: 25

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject: Operational Disabled Weapon Heat: (17)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____ +1

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

HEAT SCALE

** Avoid Inferno explosion on..
Shutdown

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

Shutdown, avoid on 10+
-5 Movement Points
+4 Modifier to Fire

Ammo Explosion, avoid on 6+ (** 10+)
Shutdown, avoid on 8+

-4 Movement Points
Ammo Explosion, avoid on 4+ (** 8+)
Shutdown, avoid on 6+
+3 Modifier to Fire

-3 Movement Points
Shutdown, avoid on 4+ (** 6+)
+2 Modifier to Fire

-2 Movement Points (** 4+)
+1 Modifier to Fire

-1 Movement Point

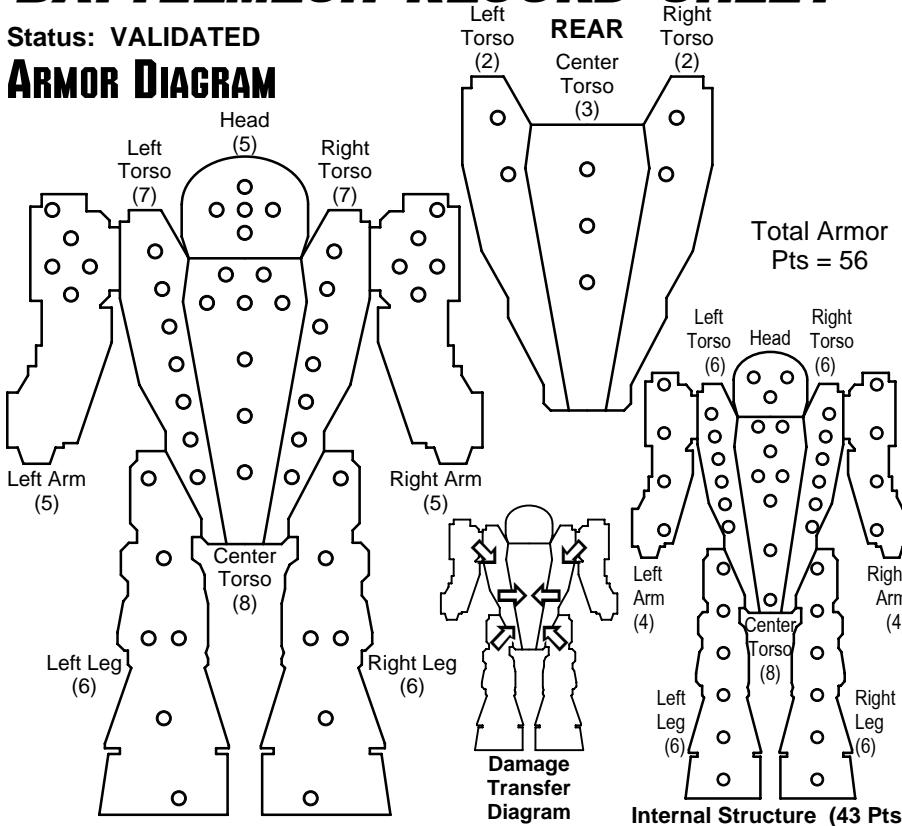
WIZGAMES™

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Left Arm

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

- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Double Heat Sink
- 4. Double Heat Sink
- 5. ER Medium Laser
- 6. ER Medium Laser

Left Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Endo Steel

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

- 1. Gyro
- 2. Light Fusion Engine
- 3. Light Fusion Engine
- 4. Light Fusion Engine
- 5. SRM 4
- 6. Artemis IV FCS

- | | | | |
|--------------|---|---|---|
| Engine Hits | ○ | ○ | ○ |
| Gyro Hits | ○ | ○ | |
| Sensor Hits | ○ | ○ | |
| Life Support | ○ | | |

Right 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. Streak SRM 2
- 3. Streak SRM 2
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Right Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 3. Ammo (SRM 4) 25
- 4. Ammo (Streak 2) 50
- 5. CASE
- 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. Roll Again
- 6. Roll Again

'MECH DATA

Type: Commando COM-7S

Mass: 25 tons

Movement Points: Tech & Configuration:

Walking: 6 Inner Sphere
Running: 9 Biped 'Mech
Jumping: 0

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Streak SRM 2	RA	2	2/hit	-	3	6	9
2	ER Medium Laser	LA	5	5	-	4	8	12
1	SRM 4 w/ Artemis IV CT	3	2/hit	-	3	6	9	

Ammo Type: Rounds:

Streak SRM 2 50
SRM 4 25

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject: Weapon Heat:
 Operational Disabled (17)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

** Avoid Inferno explosion on..
Shutdown

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

Shutdown, avoid on 10+
-5 Movement Points

+4 Modifier to Fire

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

Shutdown, avoid on 8+

-4 Movement Points

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

Shutdown, avoid on 6+
+3 Modifier to Fire

-3 Movement Points

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

+2 Modifier to Fire

-2 Movement Points (** 4+)

+1 Modifier to Fire

-1 Movement Point

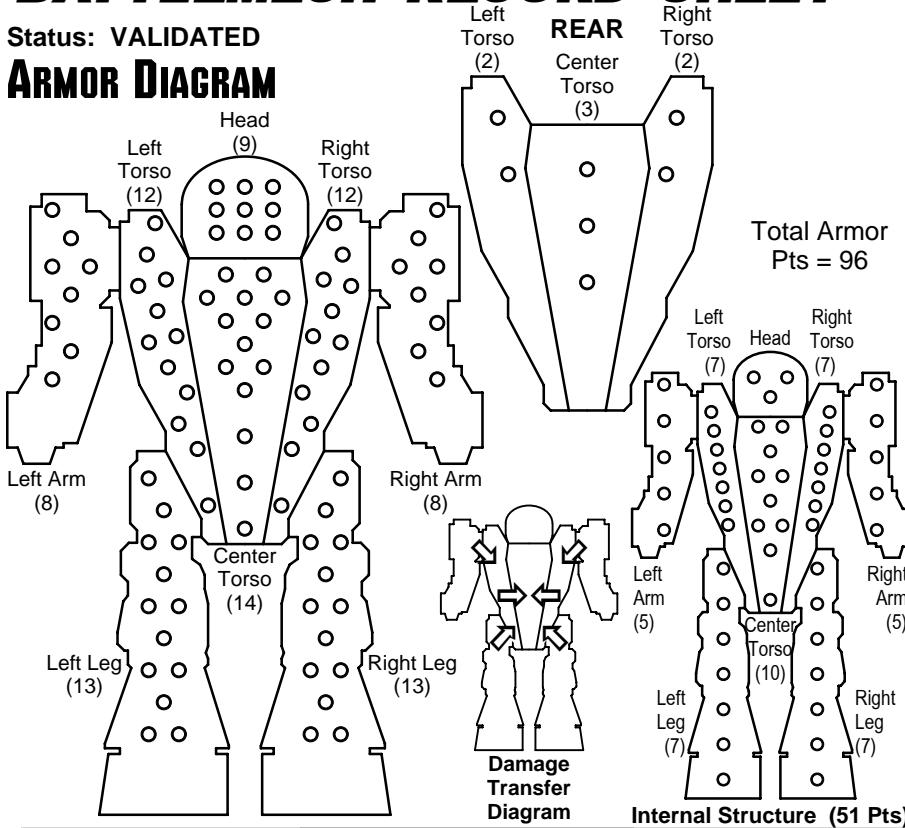
WIZGAMES™

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. Small Laser
- 6. Roll Again

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

Left Torso

- 1-3 1. Jump Jet
- 2. Jump Jet
- 3. Anti-Missile System
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

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

Left Leg

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

Head

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

Center Torso

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

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

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

Right Arm

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

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

Right Torso

- 1-3 1. Jump Jet
- 2. Jump Jet
- 3. Ammo (AMS) 12
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

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

Right Leg

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

'MECH DATA

Type: Falcon FLC-4P

Mass: 30 tons

Movement Points: Tech & Configuration:

Walking: 6 Inner Sphere
Running: 9 Biped 'Mech
Jumping: 5

Weapons Inventory: (hexes)

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

Ammo Type: Rounds:

Anti-Missile System 12

Total Heat Sinks: 12 Single

oooooooooooo oo

Auto Eject: Weapon Heat:
 Operational Disabled (7)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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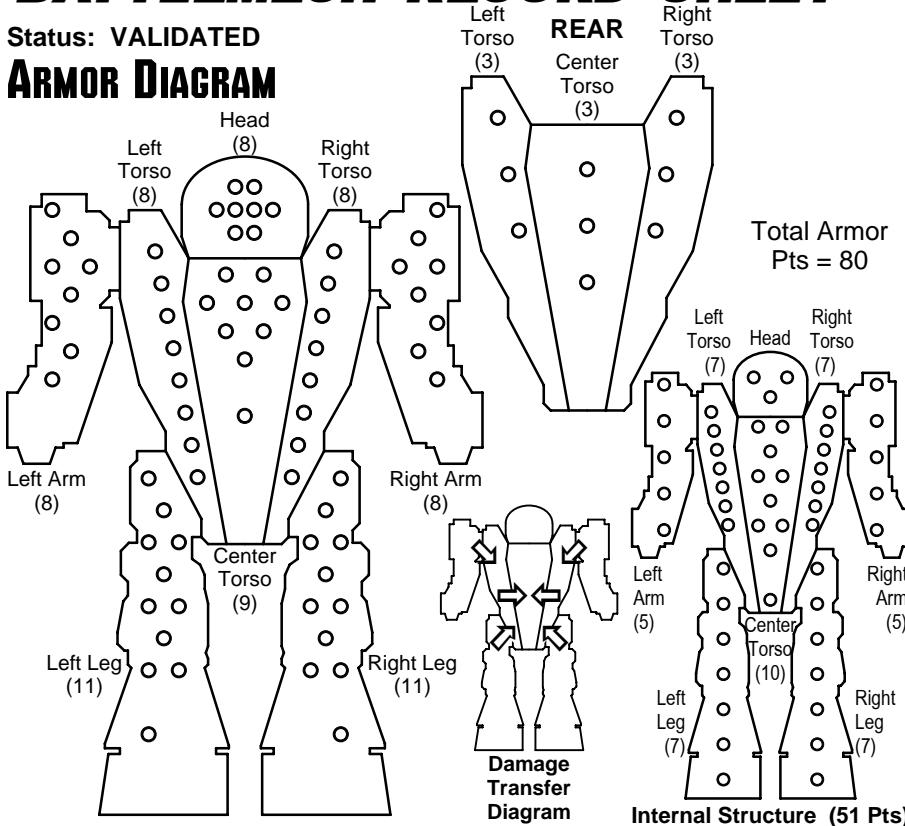
WIZGAMERS™

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm	
1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. ER Medium Laser 6. Roll Again
4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
4-6	1. Light Fusion Engine 2. Light Fusion Engine 3. Jump Jet 4. Jump Jet 5. Targeting Computer 6. Roll Again
4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again

Head

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

Center Torso

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

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

Left Torso

Left Torso	
1-3	1. Light Fusion Engine 2. Light Fusion Engine 3. Jump Jet 4. Jump Jet 5. Targeting Computer 6. Roll Again
4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again

Left Leg

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

Right Arm

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

Right Torso

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

Right Leg

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

'MECH DATA

Type: Falcon FLC-5P

Mass: 30 tons

Movement Points: Tech & Configuration:

Walking: 6 Inner Sphere

Running: 9 [12] Biped 'Mech

Jumping: 5

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	RA	4	6	-	2	4	6
1	ER Medium Laser	RA	5	5	-	4	8	12
1	ER Medium Laser	LA	5	5	-	4	8	12
1	Targeting Computer							

Total Heat Sinks: 12 Single

oooooooooooo oo

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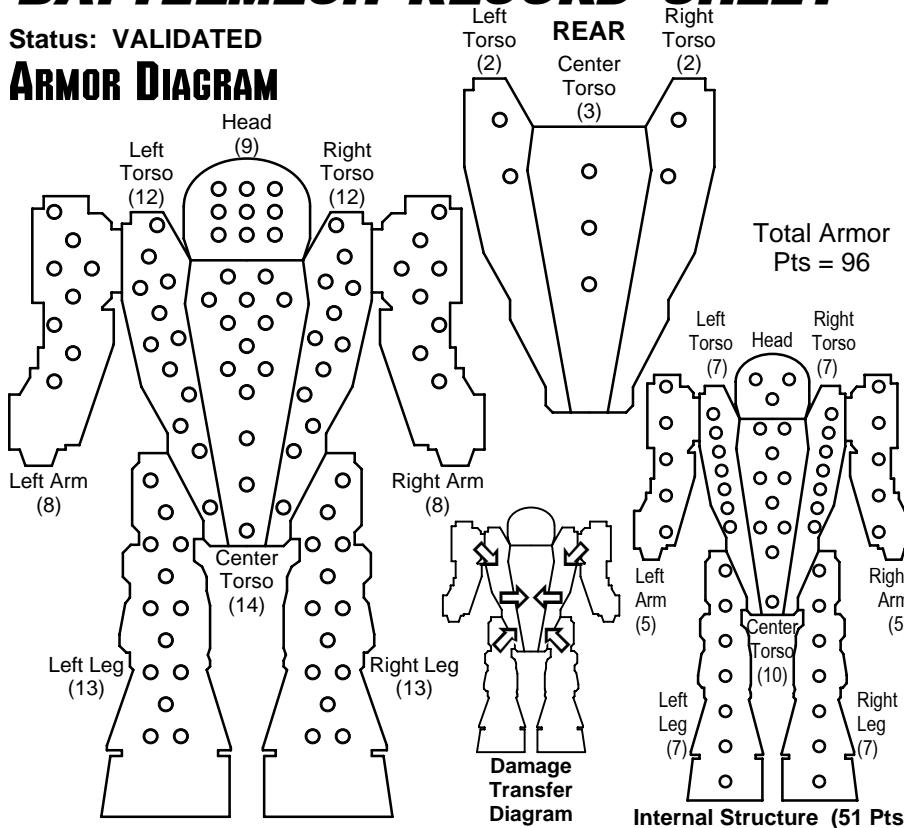
WIZGAMERS™

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Left Arm

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

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

Left Torso

- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Jump Jet
- 4. Jump Jet
- 5. Anti-Missile System
- 6. Ferro-Fibrous

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

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

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

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

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

Right Arm

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

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

Right Torso (CASE)

- 1. Jump Jet
- 2. Jump Jet
- 3. Targeting Computer
- 4. Ammo (AMS) 24
- 5. Ferro-Fibrous
- 6. Roll Again

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

Right Leg

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

'MECH DATA

Type: Falcon FLC-6C

Mass: 30 tons

Movement Points: Tech & Configuration:

Walking: 6	Clan
Running: 9	Biped 'Mech
Jumping: 5	

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	RA	12	10	-	8	15	25
1	ER Small Laser	RA	2	5	-	2	4	6
1	ER Small Laser	LA	2	5	-	2	4	6
1	Anti-Missile System	LT	1	-	-	-	-	-
1	Targeting Computer							

Ammo Type: Rounds:

Anti-Missile System 24

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject: Weapon Heat:
 Operational Disabled (17)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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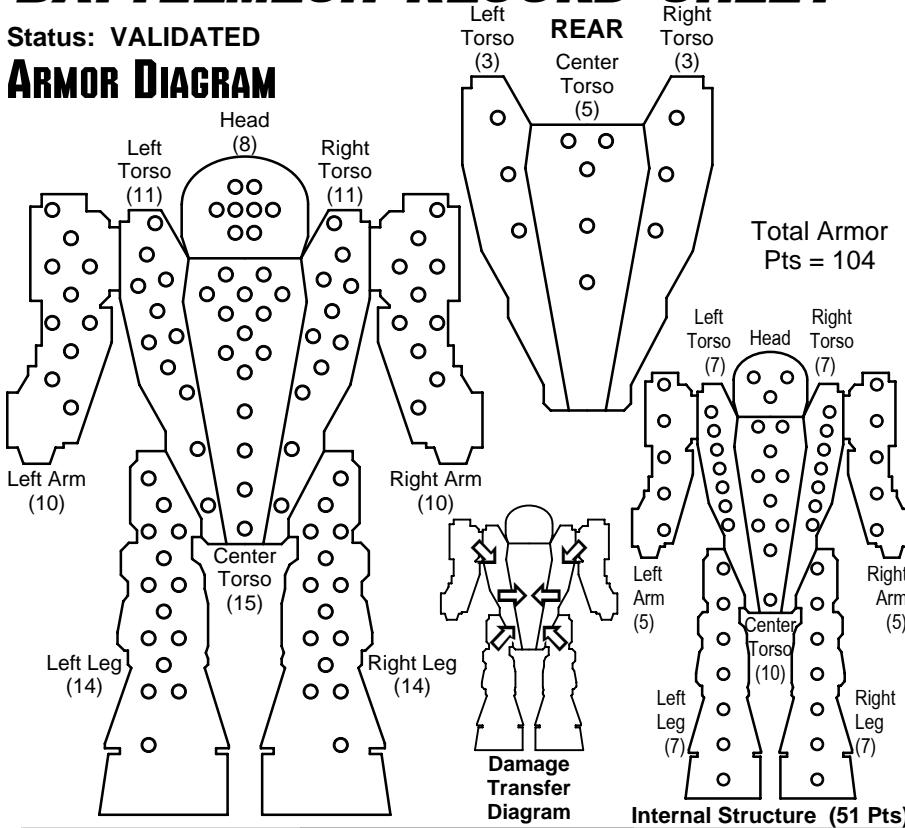
WIZGAMERS™

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Internal Structure (51 Pts)

Left Arm

- 1. Shoulder
 - 2. Upper Arm Actuator
 - 3. Anti-Missile System
- 1-3**
- 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again
- 4-6**
- 1. Roll Again
 - 2. Roll Again
 - 3. Roll Again
 - 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again

Left Torso

- 1. Single Heat Sink
 - 2. Single Heat Sink
 - 3. Medium Laser
- 1-3**
- 4. Ammo (LRM 5) 24
 - 5. Ammo (AMS) 12
 - 6. CASE
- 4-6**
- 1. Roll Again
 - 2. Roll Again
 - 3. Roll Again
 - 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

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

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

Right Arm

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

Right Torso

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

Right Leg

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

'MECH DATA

Type: Firefly FFL-4B

Mass: 30 tons

Movement Points: Tech & Configuration:

Walking: 5	Inner Sphere
Running: 8	Biped 'Mech
Jumping: 4	

Weapons Inventory: (hexes)

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

Ammo Type: Rounds:

Anti-Missile System	12
LRM 5	24

Total Heat Sinks: 10 Single

oooooooooooo

Auto Eject: Operational Disabled Weapon Heat: (12)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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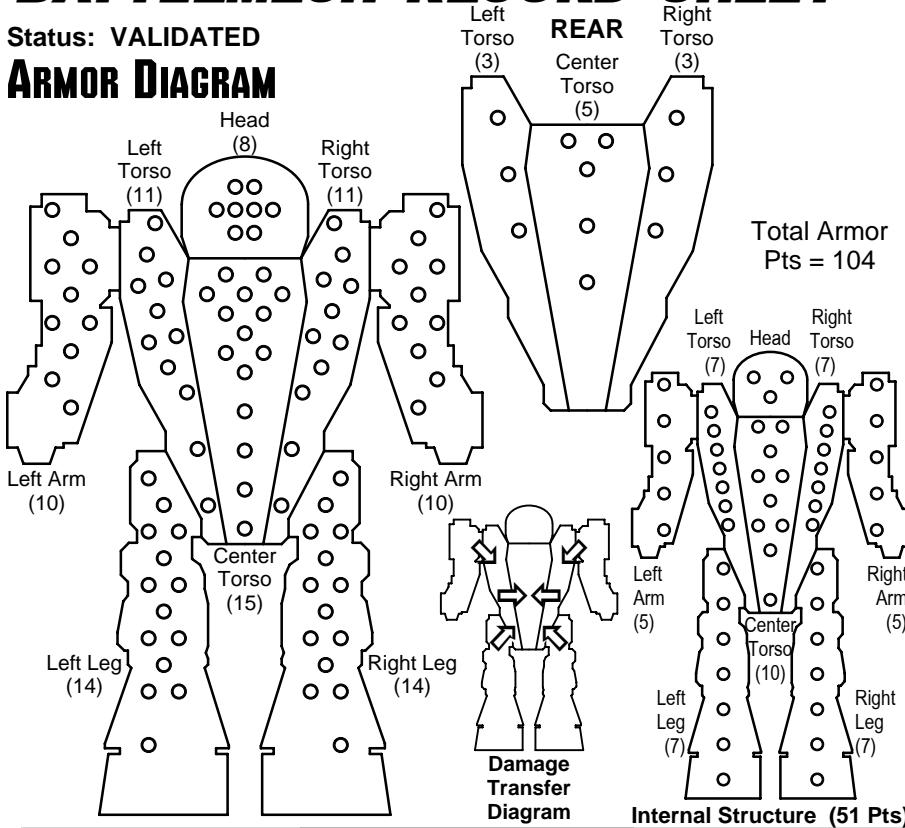
WIZGAMES™

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Left Arm

- 1. Shoulder
 - 2. Upper Arm Actuator
 - 3. Anti-Missile System
- 1-3**
- 4. Endo Steel
 - 5. Endo Steel
 - 6. Endo Steel
- 4-6**
- 1. Endo Steel
 - 2. Endo Steel
 - 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. Double Heat Sink
 - 5. Double Heat Sink
 - 6. Double Heat Sink
- 4-6**
- 1. Medium Pulse Laser
 - 2. Ammo (LRM 5) 24
 - 3. Ammo (AMS) 12
- 4-6**
- 4. CASE
 - 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
 - 4. Gyro
 - 5. Gyro
 - 6. Gyro
- 1-3**
- 1. Gyro
 - 2. XL Engine
 - 3. XL Engine
 - 4. XL Engine
- 4-6**
- 5. Medium Pulse Laser
 - 6. Endo Steel

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

Right Arm

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

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

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
- 4-6**
- 1. Double Heat Sink
 - 2. Double Heat Sink
 - 3. Double Heat Sink
 - 4. Medium Pulse Laser
 - 5. LRM 5
 - 6. Artemis IV FCS

Right Leg

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

'MECH DATA

Type: Firefly FFL-4C

Mass: 30 tons

Movement Points: Tech & Configuration:

Walking: 5	Inner Sphere
Running: 8	Biped 'Mech
Jumping: 4	

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Anti-Missile System	LA	1	-	-	-	-	-
1	Medium Pulse Laser	RT	4	6	-	2	4	6
1	LRM 5 w/ Artemis IV	RT	2	1/hit	6	7	14	21
1	Medium Pulse Laser	LT	4	6	-	2	4	6
1	Medium Pulse Laser	CT	4	6	-	2	4	6

Ammo Type: Rounds:

Anti-Missile System	12
LRM 5	24

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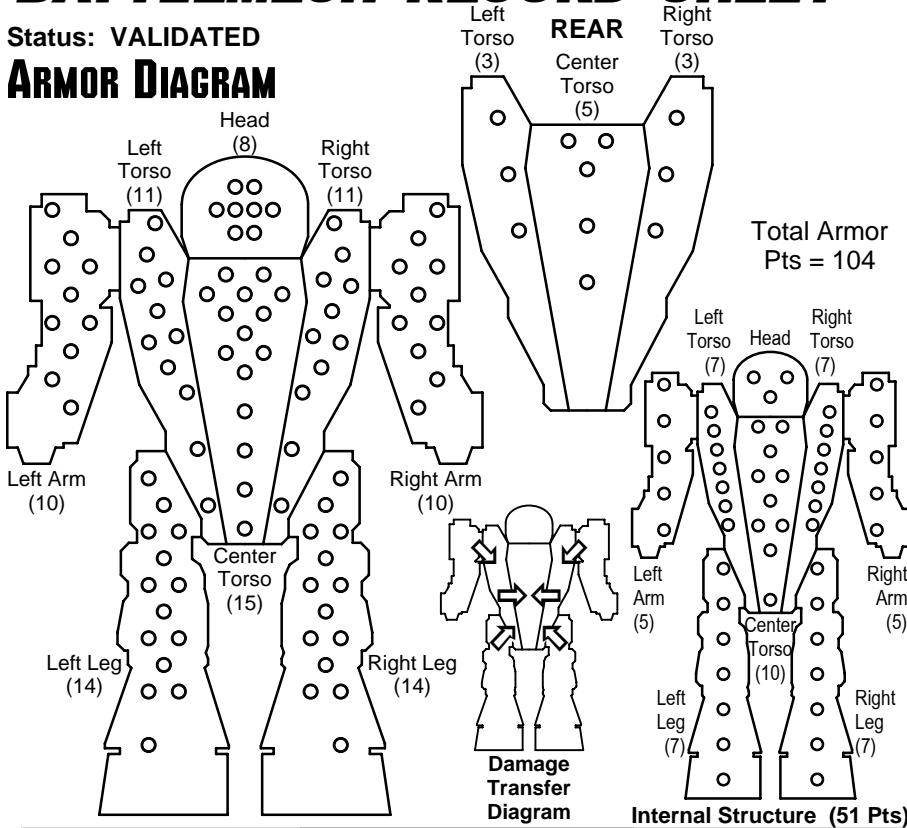
WIZGAMES™

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Left Arm

- 1. Shoulder
 - 2. Upper Arm Actuator
 - 3. Anti-Missile System
- 1-3**
- 4. Endo Steel
 - 5. Endo Steel
 - 6. Endo Steel
- 4-6**
- 1. Ferro-Fibrous
 - 2. Ferro-Fibrous
 - 3. Ferro-Fibrous
 - 4. Ferro-Fibrous
 - 5. Ferro-Fibrous
 - 6. Ferro-Fibrous

Left Torso

- 1. Light Fusion Engine
 - 2. Light Fusion Engine
 - 3. Single Heat Sink
- 1-3**
- 4. Single Heat Sink
 - 5. Single Heat Sink
 - 6. ER Medium Laser
- 4-6**
- 1. Ammo (LRM 5) 24
 - 2. Ammo (AMS) 12
 - 3. CASE

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. Ferro-Fibrous
- 5. Sensors
- 6. Life Support

Center Torso

- 1. Light Fusion Engine
 - 2. Light Fusion Engine
 - 3. Light Fusion Engine
 - 4. Gyro
 - 5. Gyro
 - 6. Gyro
- 1-3**
- 1. Gyro
 - 2. Light Fusion Engine
 - 3. Light Fusion Engine
 - 4. Light Fusion Engine
 - 5. ER Medium Laser
- 4-6**
- 1. CASE
 - 2. Endo Steel
 - 3. Endo Steel
 - 4. Endo Steel

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

Right Arm

- 1. Shoulder
 - 2. Upper Arm Actuator
 - 3. Endo Steel
 - 4. Endo Steel
 - 5. Endo Steel
 - 6. Ferro-Fibrous
- 1-3**
- 1. Ferro-Fibrous
 - 2. Ferro-Fibrous
 - 3. Ferro-Fibrous
 - 4. Ferro-Fibrous
 - 5. Ferro-Fibrous
 - 6. Ferro-Fibrous
- 4-6**

Right Torso

- 1. Light Fusion Engine
 - 2. Light Fusion Engine
 - 3. Single Heat Sink
- 1-3**
- 4. Single Heat Sink
 - 5. Single Heat Sink
 - 6. ER Medium Laser
- 4-6**
- 1. LRM 5
 - 2. Artemis IV FCS
 - 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. Jump Jet
- 6. Jump Jet

'MECH DATA

Type: Firefly FFL-4D

Mass: 30 tons

Movement Points: Tech & Configuration:

Walking: 5	Inner Sphere
Running: 8	Biped 'Mech
Jumping: 4	

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Anti-Missile System	LA	1	-	-	-	-	-
1	ER Medium Laser	RT	5	5	-	4	8	12
1	LRM 5 w/ Artemis IV	RT	2	1/hit	6	7	14	21
1	ER Medium Laser	LT	5	5	-	4	8	12
1	ER Medium Laser	CT	5	5	-	4	8	12

Ammo Type: Rounds:

Anti-Missile System	12
LRM 5	24

Total Heat Sinks: 12 Single



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

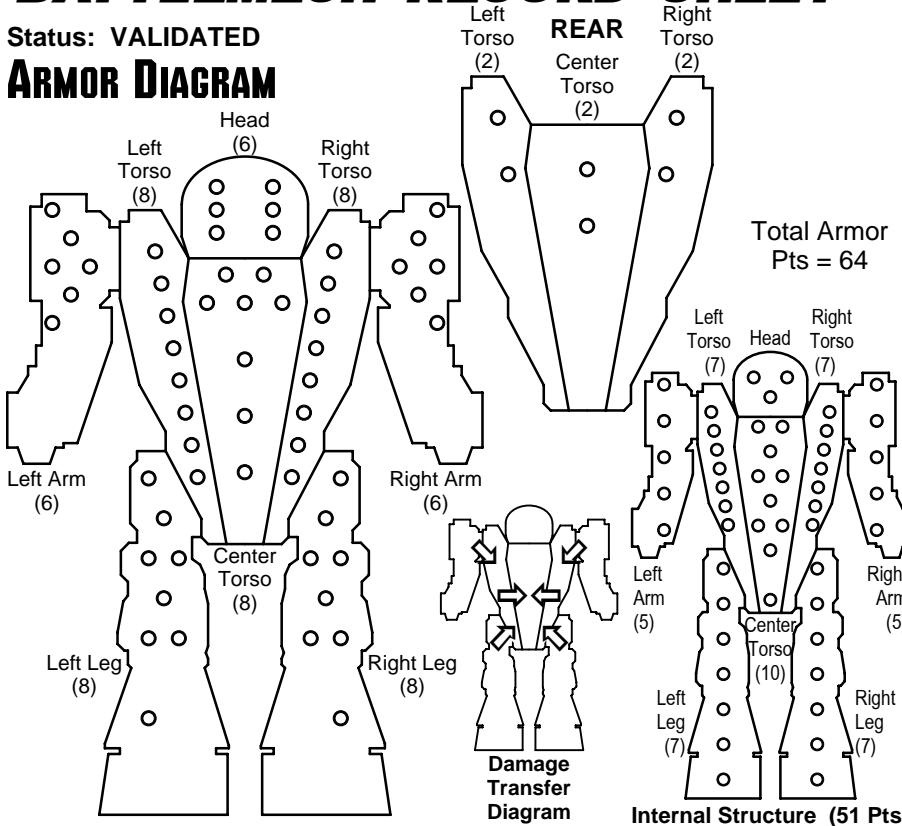
WIZGAMES™

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



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

CRITICAL HIT TABLE

Head

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

Center Torso

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

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

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

Left Torso

- 1. Single Heat Sink
- 2. Streak SRM 2
- 3. Streak SRM 2
- 4. Ammo (Streak 2) 50
- 5. Roll Again
- 6. Roll Again

1-3

Right Arm

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

1-3

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

4-6

Right Torso

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

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

4-6

Right Leg

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

Left Leg

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

'MECH DATA

Type: Javelin JVN-10P

Mass: 30 tons

Movement Points: Tech & Configuration:

Walking: 6	Inner Sphere
Running: 9	Biped 'Mech
Jumping: 6	

Weapons Inventory: (hexes)

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

Ammo Type: Rounds:

SRM 6	15
Streak SRM 2	50

Total Heat Sinks: 10 Single



Auto Eject: Weapon Heat: (8)
 Operational Disabled

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
------------	---	---	---	---	---	---

Consciousness #	3	5	7	10	11	Dead
-----------------	---	---	---	----	----	------

HEAT SCALE

** Avoid Inferno explosion on..
Shutdown

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

Shutdown, avoid on 10+
-5 Movement Points
+4 Modifier to Fire

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

Shutdown, avoid on 8+

-4 Movement Points
Ammo Explosion, avoid on 4+ (** 8+)

Shutdown, avoid on 6+

+3 Modifier to Fire

-3 Movement Points
Shutdown, avoid on 4+ (** 6+)

+2 Modifier to Fire

-2 Movement Points (** 4+)

+1 Modifier to Fire

-1 Movement Point

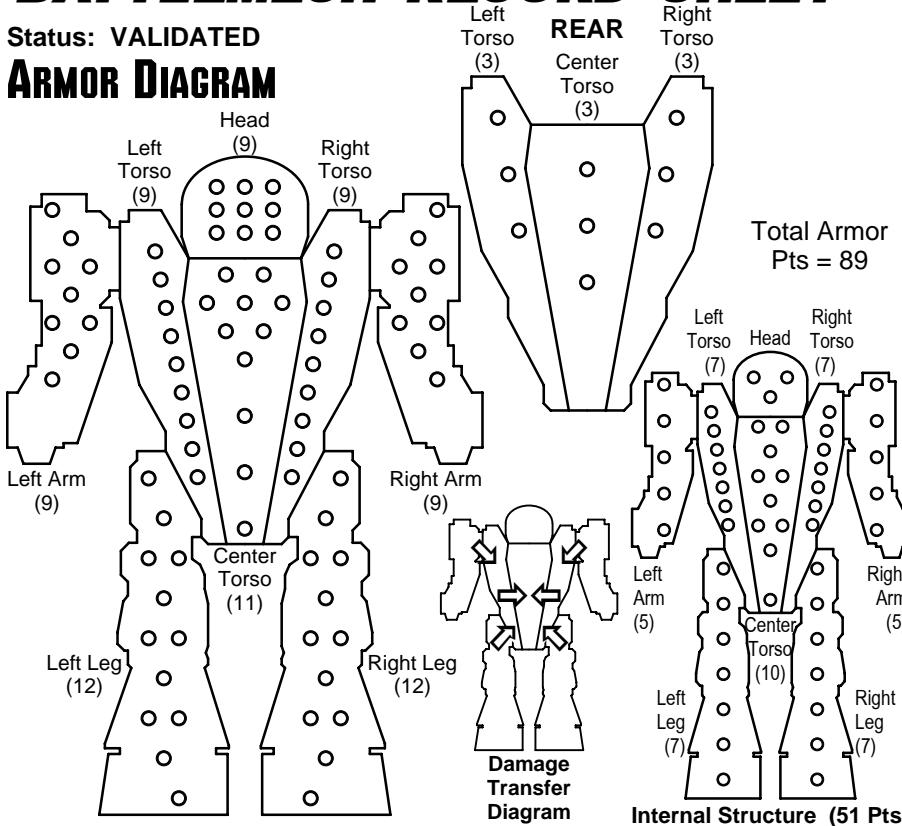


BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Left Arm

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

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

Left Torso

- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Double Heat Sink
- 4. SRM 4
- 5. Guardian ECM
- 6. Guardian ECM

- 1. Ammo (SRM 4) 25
- 2. CASE
- 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

CRITICAL HIT TABLE

Head

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

Center Torso

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

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

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

Right Arm

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

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

Right Torso

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

- 1. SRM 4
- 2. Beagle Active Probe
- 3. Beagle Active Probe
- 4. Ammo (SRM 4) 25
- 5. CASE
- 6. Ferro-Fibrous

Right Leg

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

'MECH DATA

Type: Javelin JVN-11B

Mass: 30 tons

Movement Points: Tech & Configuration:

Walking: 6 Inner Sphere
Running: 9 Biped 'Mech
Jumping: 0

Weapons Inventory: (hexes)

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

Ammo Type: Rounds:
SRM 4 50

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

** Avoid Inferno explosion on..
Shutdown

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

Shutdown, avoid on 10+
-5 Movement Points

+4 Modifier to Fire

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

Shutdown, avoid on 8+

-4 Movement Points

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

Shutdown, avoid on 6+
+3 Modifier to Fire

-3 Movement Points

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

+2 Modifier to Fire

-2 Movement Points (** 4+)

+1 Modifier to Fire

-1 Movement Point

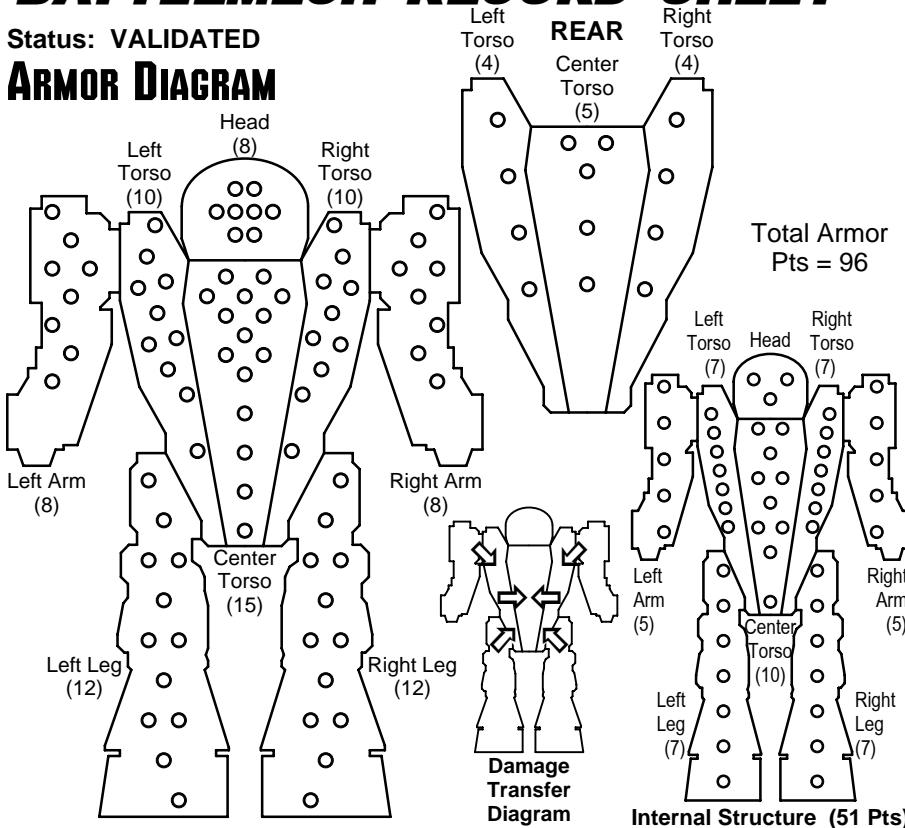
WIZGAMERS™

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

Left Torso

- 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 4. Medium Pulse Laser
- 5. ER Medium Laser
- 6. Targeting Computer
- 1. Targeting Computer
- 2. Double Heat Sink
- 3. Double Heat Sink
- 4. Double Heat Sink
- 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. 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. Jump Jet

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

Right 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. Endo Steel
- 3. Endo Steel
- 4. Endo Steel
- 5. Endo Steel
- 6. Endo Steel

Right Torso

- 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 4. Medium Pulse Laser
- 5. ER Medium Laser
- 6. ER Medium Laser
- 1. C³ Slave Unit
- 2. Double Heat Sink
- 3. Double Heat Sink
- 4. Double Heat Sink
- 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: Javelin JVN-11D

Mass: 30 tons

Movement Points: Tech & Configuration:

Walking: 6 Inner Sphere
Running: 9 Biped 'Mech
Jumping: 6

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	RT	4	6	-	2	4	6
2	ER Medium Laser	RT	5	5	-	4	8	12
1	C ³ Slave Unit	RT	0	-	-	-	-	-
1	Medium Pulse Laser	LT	4	6	-	2	4	6
1	ER Medium Laser	LT	5	5	-	4	8	12
1	Targeting Computer							

Total Heat Sinks: 11 Double (22)

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

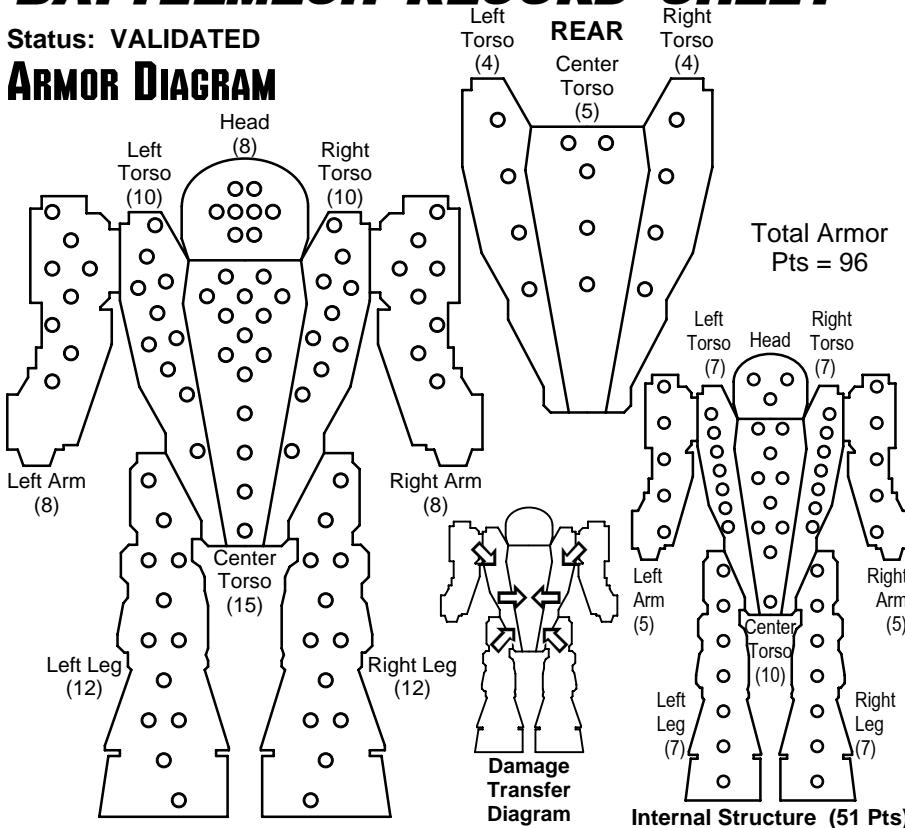
WIZGAMERS™

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Left Arm

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

Left Torso

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

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

Right Arm

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

Right Torso

- 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Double Heat Sink
- 1. Snub-Nose PPC
- 2. Snub-Nose PPC
- 3. Ammo (MG) 200
- 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: Javelin JVN-11F

Mass: 30 tons

Movement Points: Tech & Configuration:

Walking: 6 Inner Sphere
Running: 9 Biped 'Mech
Jumping: 6

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	Machine Gun	RA	0	2	-	1	2	3
1	Machine Gun Array	RA	0	-	-	-	-	-
3	Machine Gun	LA	0	2	-	1	2	3
1	Machine Gun Array	LA	0	-	-	-	-	-
1	Snub-Nose PPC	RT	10	10/8/5	-	9	13	15

Ammo Type: Rounds:
Machine Gun 200

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

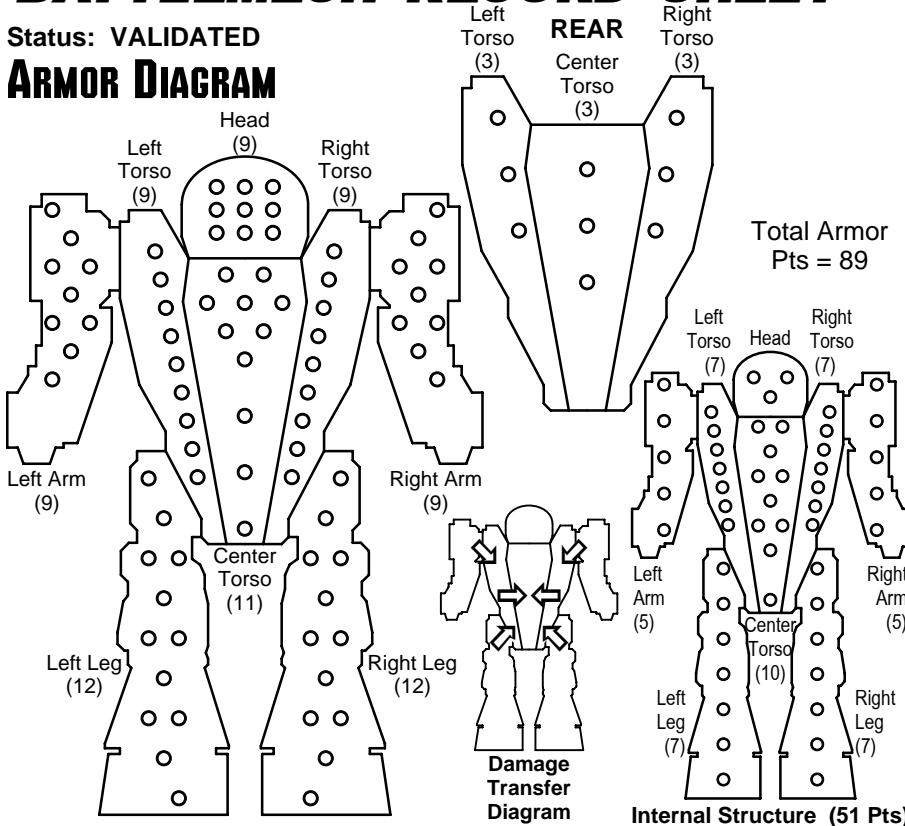
WIZGAMES™

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Fire Javelin JVN-10N

Mass: 30 tons

Movement Points: Tech & Configuration:

Walking: 6 Inner Sphere
Running: 9 Biped 'Mech
Jumping: 6

Weapons Inventory: (hexes)

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

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject: Operational Disabled Weapon Heat: (21)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WIZGAMES™

CRITICAL HIT TABLE

Left Arm

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

Left Torso

- 1-3 1. Double Heat Sink
- 1-3 2. Double Heat Sink
- 1-3 3. Double Heat Sink
- 4. Medium Laser
- 5. Medium Laser
- 6. Ferro-Fibrous
- 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. Jump Jet
- 6. Jump Jet

Head

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

Center Torso

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

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

Right Arm

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

Right Torso

- 1-3 1. Double Heat Sink
- 1-3 2. Double Heat Sink
- 1-3 3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Double Heat Sink
- 1. Medium Laser
- 2. Medium Laser
- 3. Ferro-Fibrous
- 4. Ferro-Fibrous
- 5. Ferro-Fibrous
- 6. Ferro-Fibrous

Right Leg

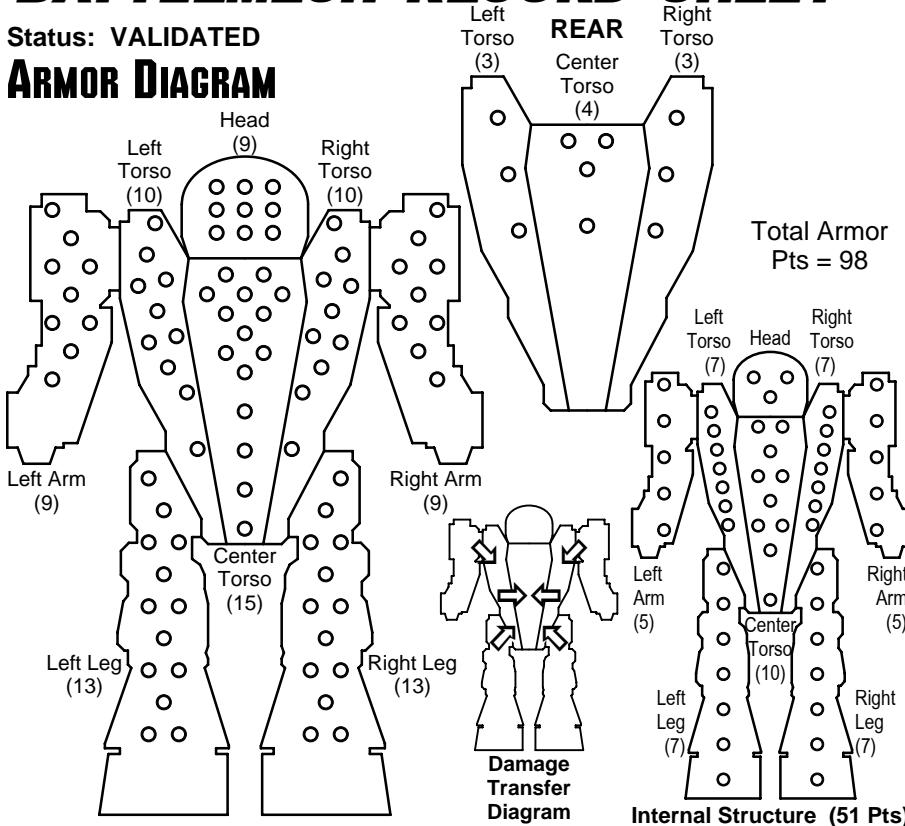
- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Jump Jet
- 6. Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Left Arm

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

CRITICAL HIT TABLE

Head

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

Center Torso

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

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

Left Torso

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

1-3

Left Leg

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

Right 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. Ferro-Fibrous
- 3. Ferro-Fibrous
- 4. Ferro-Fibrous
- 5. Ferro-Fibrous
- 6. Roll Again

1-3
4-6

Right Torso

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

1-3
4-6

Right Leg

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

'MECH DATA

Type: Spider SDR-7K

Mass: 30 tons

Movement Points: Tech & Configuration:

Walking: 8	Inner Sphere
Running: 12	Biped 'Mech
Jumping: 8	

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)

oooooooooooo

Auto Eject: Operational Disabled Weapon Heat: (8)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
------------	---	---	---	---	---	---

Consciousness #	3	5	7	10	11	Dead
-----------------	---	---	---	----	----	------

HEAT SCALE

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

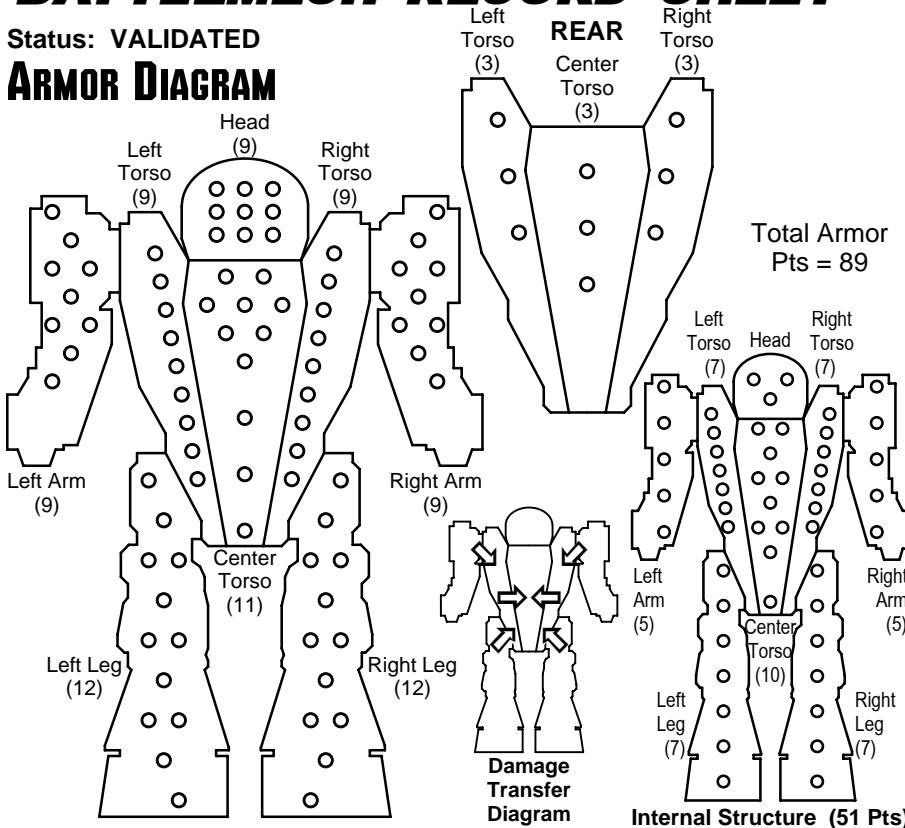
WIZGAMES™

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. Ferro-Fibrous
- 6. Ferro-Fibrous

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

Left Torso

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

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

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

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

- 1. Gyro
- 2. Light Fusion Engine
- 3. Light Fusion Engine
- 4. Light Fusion Engine
- 5. ER Large Laser
- 6. ER Large Laser

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

Right 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. Ferro-Fibrous
- 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
- 4. Jump Jet
- 5. Jump Jet
- 6. Jump Jet

- 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. Ferro-Fibrous

'MECH DATA

Type: Spider SDR-7K2

Mass: 30 tons

Movement Points: Tech & Configuration:

Walking: 8 Inner Sphere
Running: 12 Biped 'Mech
Jumping: 7

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: Operational Disabled Weapon Heat: (12)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

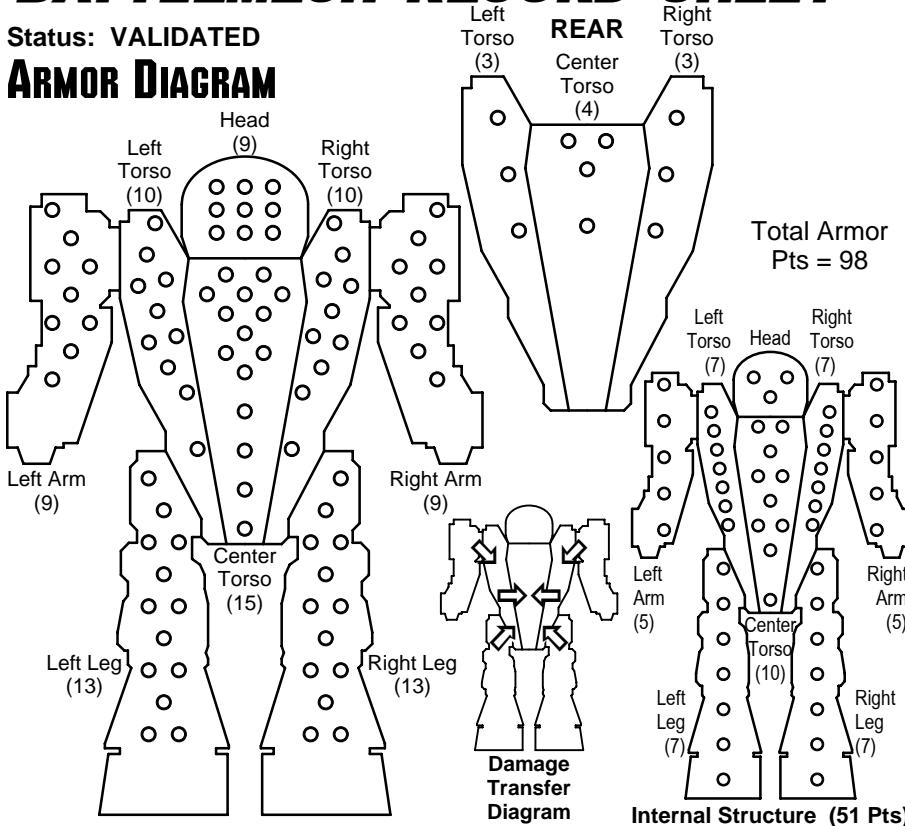
WIZGAMERS™

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Left Arm

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

CRITICAL HIT TABLE

Head

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

Center Torso

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

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

Left Torso

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

Right 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. Ferro-Fibrous
- 3. Ferro-Fibrous
- 4. Ferro-Fibrous
- 5. Ferro-Fibrous
- 6. Ferro-Fibrous

Right Torso

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

'MECH DATA

Type: Spider SDR-7KC

Mass: 30 tons

Movement Points: Tech & Configuration:

Walking: 8	Inner Sphere
Running: 12	Biped 'Mech
Jumping: 8	

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light PPC	CT	5	5	3	6	12	18
1	C ³ Slave Unit	HD	0	-	-	-	-	-

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject: Operational Disabled Weapon Heat: (5)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

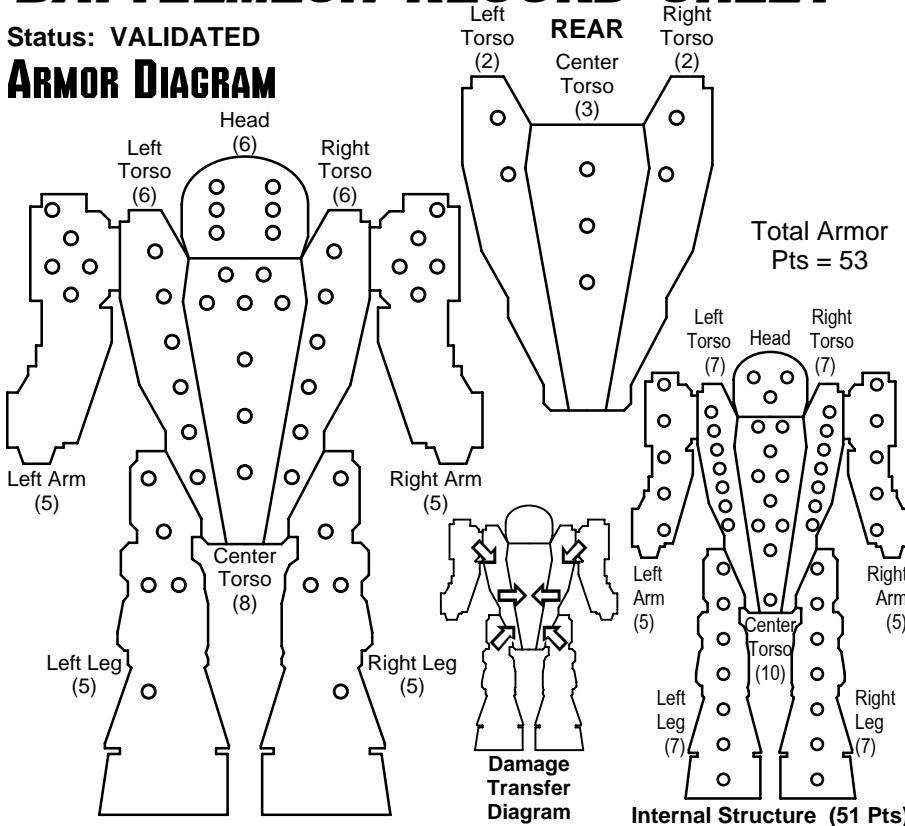
WIZGAMES™

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Spider SDR-7M

Mass: 30 tons

Movement Points: Tech & Configuration:

Walking: 8 Inner Sphere
Running: 12 Biped 'Mech
Jumping: 8

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 Single

oooooooooooo

Auto Eject: Operational Disabled Weapon Heat: (8)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WIZKIDS™

CRITICAL HIT TABLE

Left Arm

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

Left Torso

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

Left Leg

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

Head

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

Center Torso

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

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

Right Arm

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

Right Torso

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

Right Leg

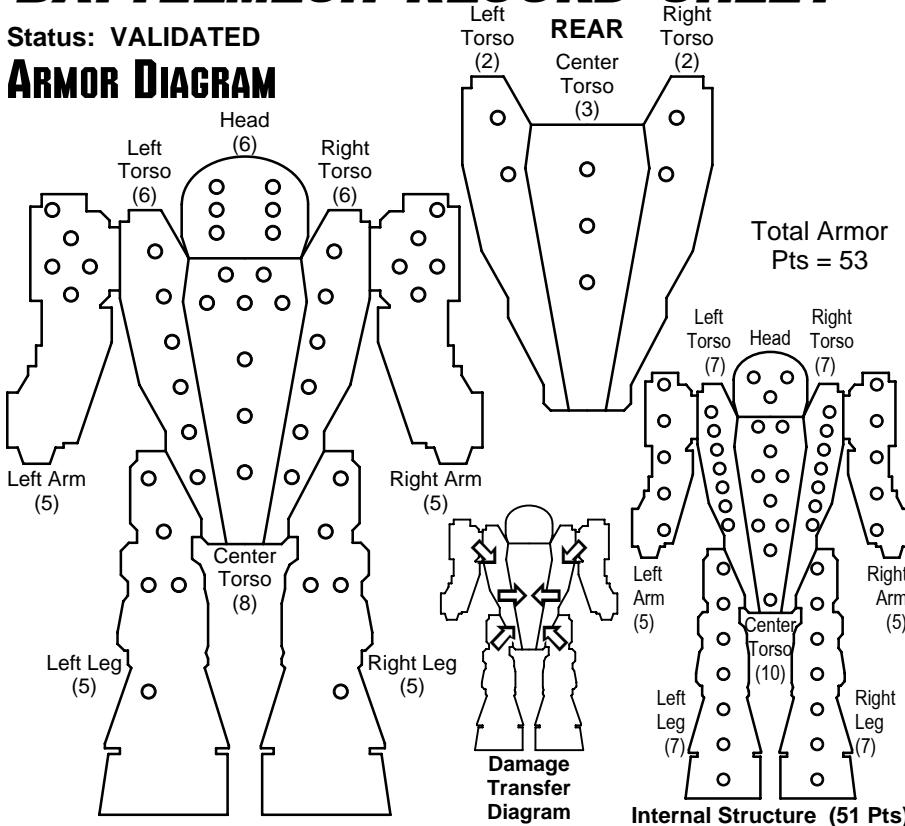
- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Roll Again
- 6. Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Internal Structure (51 Pts)

Damage Transfer Diagram

CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

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

- 4-6 1. Double Heat Sink
- 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. Roll Again
- 6. Roll Again

Head

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

Center Torso

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

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

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

Right Arm

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

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

Right Torso

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

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

'MECH DATA

Type: Spider SDR-8M

Mass: 30 tons

Movement Points: Tech & Configuration:

Walking: 8	Inner Sphere
Running: 12	Biped 'Mech
Jumping: 8	

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)

oooooooooooo

Auto Eject: Operational Disabled Weapon Heat: (8)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
------------	---	---	---	---	---	---

Consciousness #	3	5	7	10	11	Dead
-----------------	---	---	---	----	----	------

HEAT SCALE

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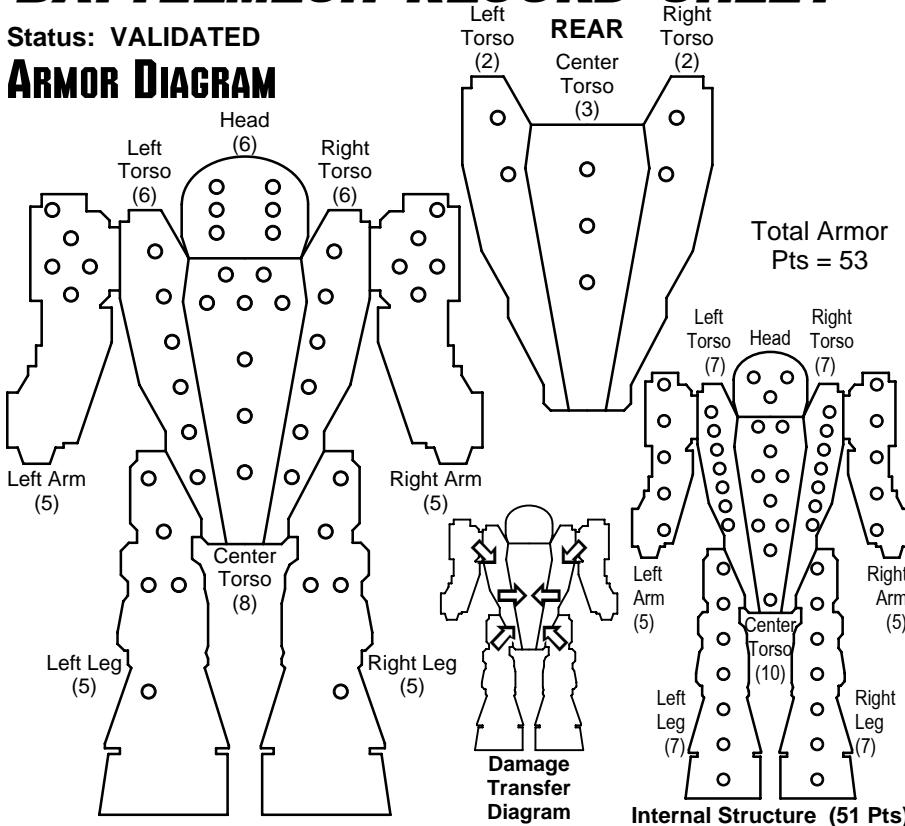
WIZGAMES™

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Spider SDR-C

Mass: 30 tons

Movement Points: Tech & Configuration:

Walking: 8 Inner Sphere
Running: 12 Biped 'Mech
Jumping: 8

Weapons Inventory: (hexes)

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

Total Heat Sinks: 10 Single

oooooooooooo

Auto Eject: Operational Disabled Weapon Heat: (7)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WIZGAMERS™

CRITICAL HIT TABLE

Left Arm

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

Left Torso

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

Left Leg

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

Head

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

Center Torso

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

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

Right Arm

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

Right Torso

- 1-3 1. Jump Jet
- 2. Jump Jet
- 3. Jump Jet
- 4. Jump Jet
- 5. C³ Slave Unit
- 6. Endo Steel
- 4-6 1. Endo Steel
- 2. Endo Steel
- 3. Endo Steel
- 4. Endo Steel
- 5. Endo Steel
- 6. Endo Steel

Right Leg

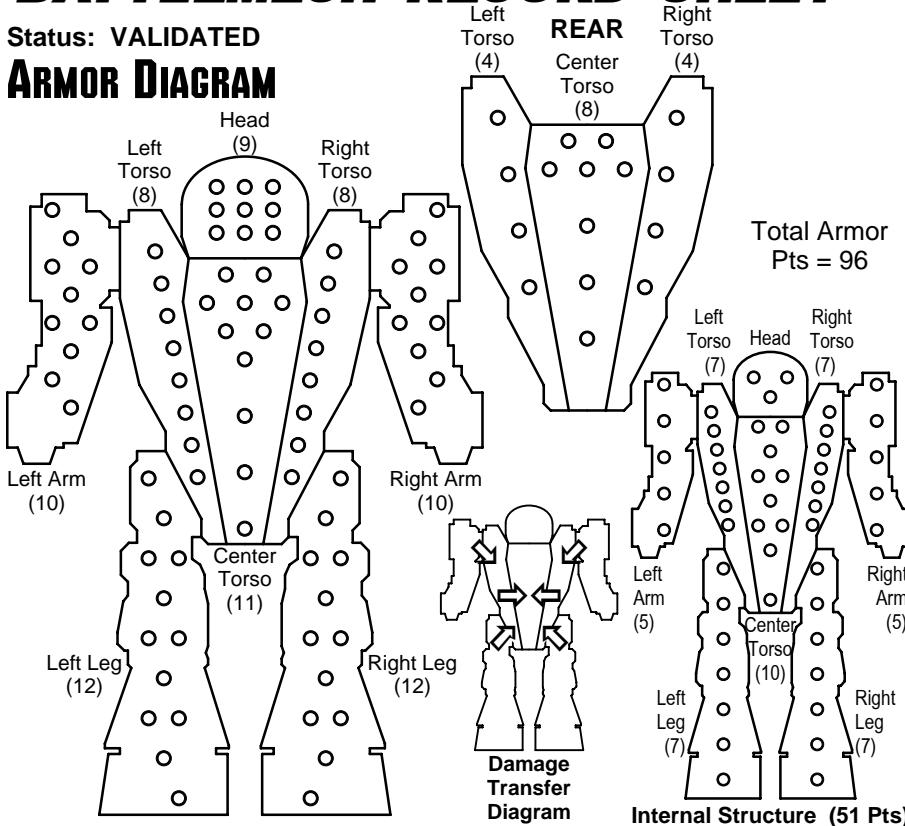
- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Roll Again
- 6. Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Internal Structure (51 Pts)

Left Arm

- 1. Shoulder
 - 2. Upper Arm Actuator
 - 3. Small Laser
- 1-3**
- 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again
- 4-6**
- 1. Roll Again
 - 2. Roll Again
 - 3. Roll Again
 - 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again

Left Torso

- 1. Single Heat Sink
 - 2. Single Heat Sink
 - 3. Small Pulse Laser
- 1-3**
- 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again
- 4-6**
- 1. Roll Again
 - 2. Roll Again
 - 3. Roll Again
 - 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

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

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

Right Arm

- 1. Shoulder
 - 2. Upper Arm Actuator
 - 3. LB 10-X AC
 - 4. LB 10-X AC
 - 5. LB 10-X AC
 - 6. LB 10-X AC
- 1-3**
- 1. LB 10-X AC
 - 2. LB 10-X AC
 - 3. Roll Again
 - 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again
- 4-6**

Right Torso

- 1. Single Heat Sink
 - 2. Single Heat Sink
 - 3. Ammo (LB 10-X) 10
- 1-3**
- 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again
- 4-6**
- 1. Roll Again
 - 2. Roll Again
 - 3. Roll Again
 - 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again

Right Leg

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

'MECH DATA

Type: UrbanMech UM-R63

Mass: 30 tons

Movement Points: Tech & Configuration:

Walking: 2 Inner Sphere
Running: 3 Biped 'Mech
Jumping: 2

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	RA	2	10	-	6	12	18
1	Small Laser	LA	1	3	-	1	2	3
1	Small Pulse Laser	LT	2	3	-	1	2	3

Ammo Type: Rounds:

LB 10-X AC 10

Total Heat Sinks: 11 Single

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Auto Eject: Weapon Heat:
 Operational Disabled (5)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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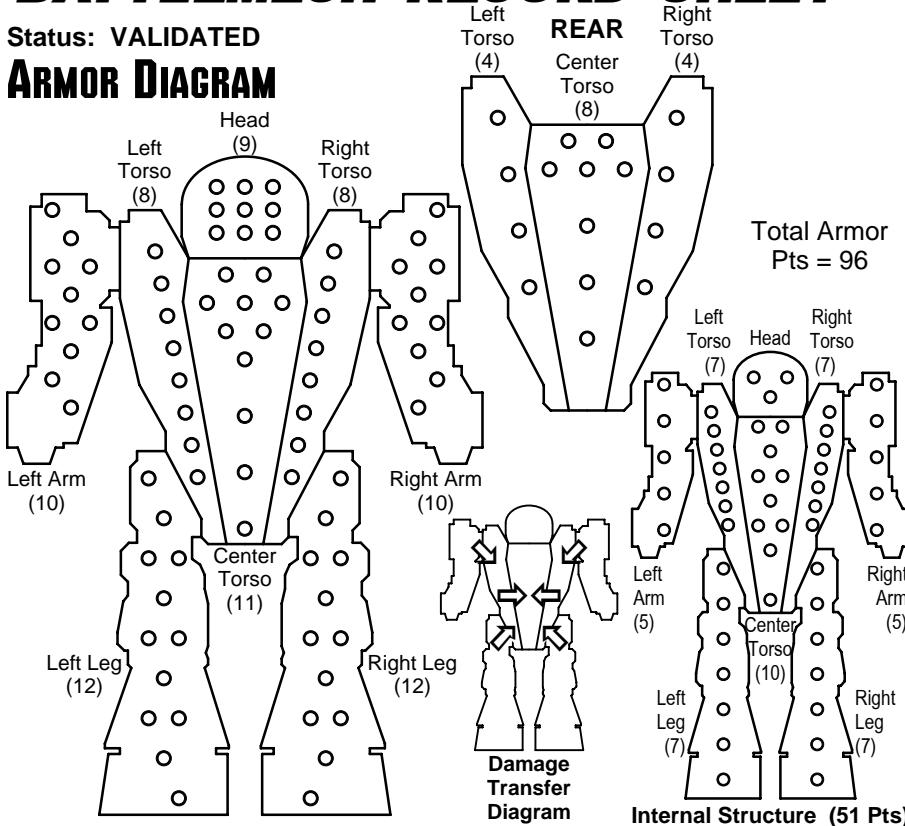
WIZGAMERS™

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



REAR

Right Torso (4)

Center Torso (8)

Left Torso (4)

Head

Left Torso (8)

Right Torso (8)

Left Arm (10)

Right Arm (10)

Left Leg (12)

Right Leg (12)

Damage Transfer Diagram

Internal Structure (51 Pts)

Left Arm

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

Left Torso

- 1. Single Heat Sink
- 2. Single Heat Sink
- 3. Small Pulse Laser
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again
- 1. Roll Again
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

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

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

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. MRM 30
- 4. MRM 30
- 5. MRM 30
- 6. MRM 30
- 1. MRM 30
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Right Torso

- 1. Single Heat Sink
- 2. Single Heat Sink
- 3. Ammo (MRM 30) 8
- 4. Ammo (MRM 30) 8
- 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. Single Heat Sink
- 6. Single Heat Sink

'MECH DATA

Type: UrbanMech UM-68

Mass: 30 tons

Movement Points: Tech & Configuration:

Walking: 2 Inner Sphere
Running: 3 Biped 'Mech
Jumping: 2

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	MRM 30	RA	10	1/hit	-	3	8	15
1	Small Laser	LA	1	3	-	1	2	3
1	Small Pulse Laser	LT	2	3	-	1	2	3

Ammo Type: Rounds:

MRM 30 16

Total Heat Sinks: 11 Single

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Auto Eject: Weapon Heat:
 Operational Disabled (13)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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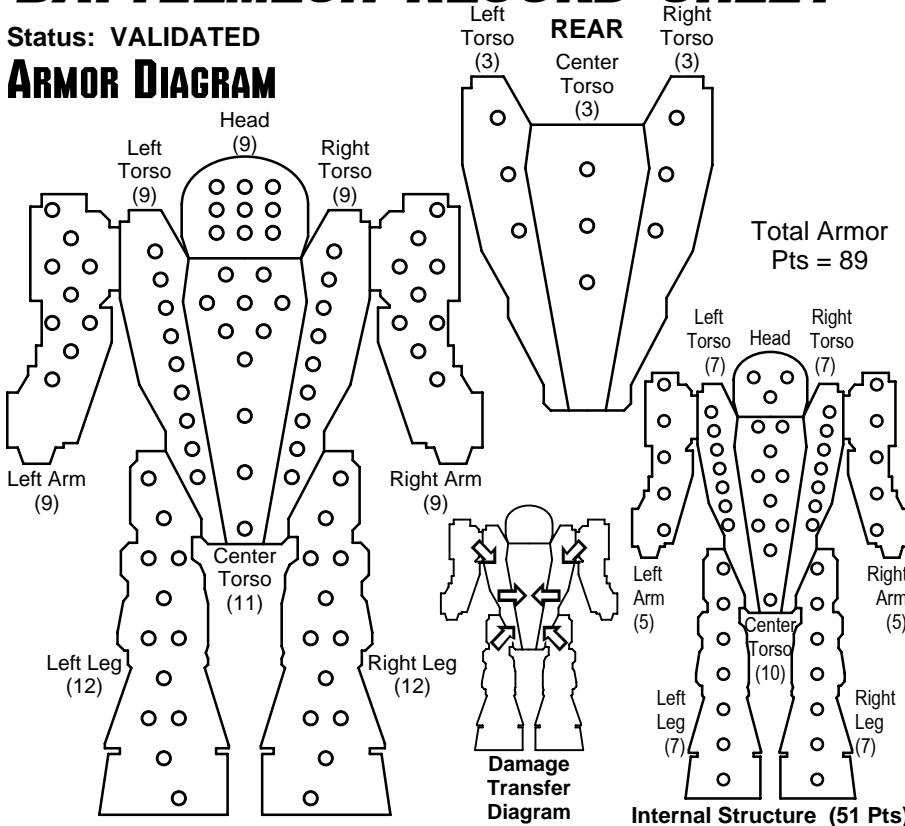
WIZGAMERS™

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Left Arm

- 1. Shoulder
 - 2. Upper Arm Actuator
 - 3. ER Small Laser
- 1-3**
- 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again
- 4-6**
- 1. Roll Again
 - 2. Roll Again
 - 3. Roll Again
 - 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again

Left Torso

- 1. Single Heat Sink
 - 2. Single Heat Sink
 - 3. Small Pulse Laser
- 1-3**
- 4. Ferro-Fibrous
 - 5. Ferro-Fibrous
 - 6. Ferro-Fibrous
- 4-6**
- 1. Ferro-Fibrous
 - 2. Ferro-Fibrous
 - 3. Ferro-Fibrous
 - 4. Ferro-Fibrous
 - 5. Roll Again
 - 6. Roll Again

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

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

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

Right Arm

- 1. Shoulder
 - 2. Upper Arm Actuator
 - 3. Ultra AC/10
 - 4. Ultra AC/10
 - 5. Ultra AC/10
 - 6. Ultra AC/10
- 1-3**
- 1. Ultra AC/10
 - 2. Ultra AC/10
 - 3. Ultra AC/10
 - 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again
- 4-6**

Right Torso

- 1. Single Heat Sink
 - 2. Single Heat Sink
 - 3. Ammo (Ult AC/10) 10
- 1-3**
- 4. Ferro-Fibrous
 - 5. Ferro-Fibrous
 - 6. Ferro-Fibrous
- 4-6**
- 1. Ferro-Fibrous
 - 2. Ferro-Fibrous
 - 3. Ferro-Fibrous
 - 4. Ferro-Fibrous
 - 5. Roll Again
 - 6. Roll Again

Right Leg

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

'MECH DATA

Type: UrbanMech UM-69

Mass: 30 tons

Movement Points: Tech & Configuration:

Walking: 2 Inner Sphere
Running: 3 Biped 'Mech
Jumping: 2

Weapons Inventory: (hexes)

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

Ammo Type: Rounds:

Ultra AC/10 10

Total Heat Sinks: 10 Single

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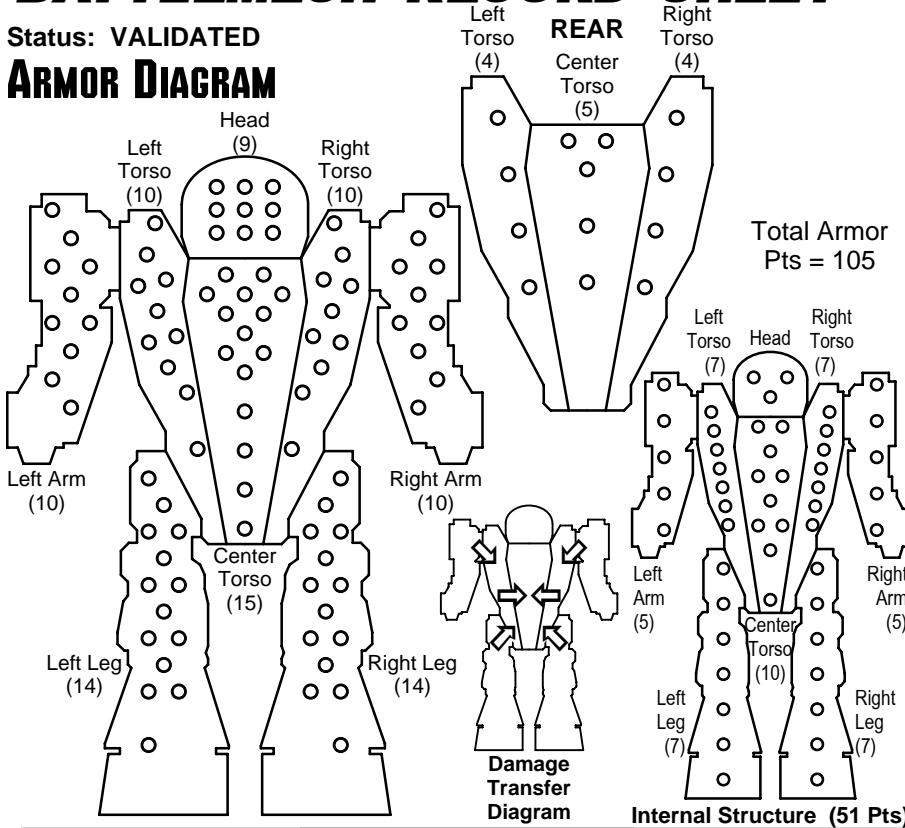
WIZGAMERS™

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

Left Torso

- 1. Single Heat Sink
- 2. Single Heat Sink
- 3. ER Medium Laser
- 4. Ferro-Fibrous
- 5. Ferro-Fibrous
- 6. Ferro-Fibrous
- 1. Ferro-Fibrous
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Left Leg

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

Head

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

Center Torso

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

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

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Rotary AC/5
- 4. Rotary AC/5
- 5. Rotary AC/5
- 6. Rotary AC/5
- 1. Rotary AC/5
- 2. Rotary AC/5
- 3. Ferro-Fibrous
- 4. Ferro-Fibrous
- 5. Ferro-Fibrous
- 6. Roll Again

Right Torso

- 1. Single Heat Sink
- 2. Single Heat Sink
- 3. Ammo (RAC/5) 20
- 4. Ammo (RAC/5) 20
- 5. Ferro-Fibrous
- 6. Ferro-Fibrous
- 1. Ferro-Fibrous
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Right Leg

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

'MECH DATA

Type: UrbanMech UM-70

Mass: 30 tons

Movement Points: Tech & Configuration:

Walking: 2 Inner Sphere
Running: 3 Biped 'Mech
Jumping: 2

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Rotary AC/5	RA	1	5	-	5	10	15
1	ER Small Laser	LA	2	3	-	2	4	5
1	ER Medium Laser	LT	5	5	-	4	8	12

Ammo Type: Rounds:

Rotary AC/5

40

Total Heat Sinks: 11 Single

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Auto Eject: Weapon Heat:
 Operational Disabled (13)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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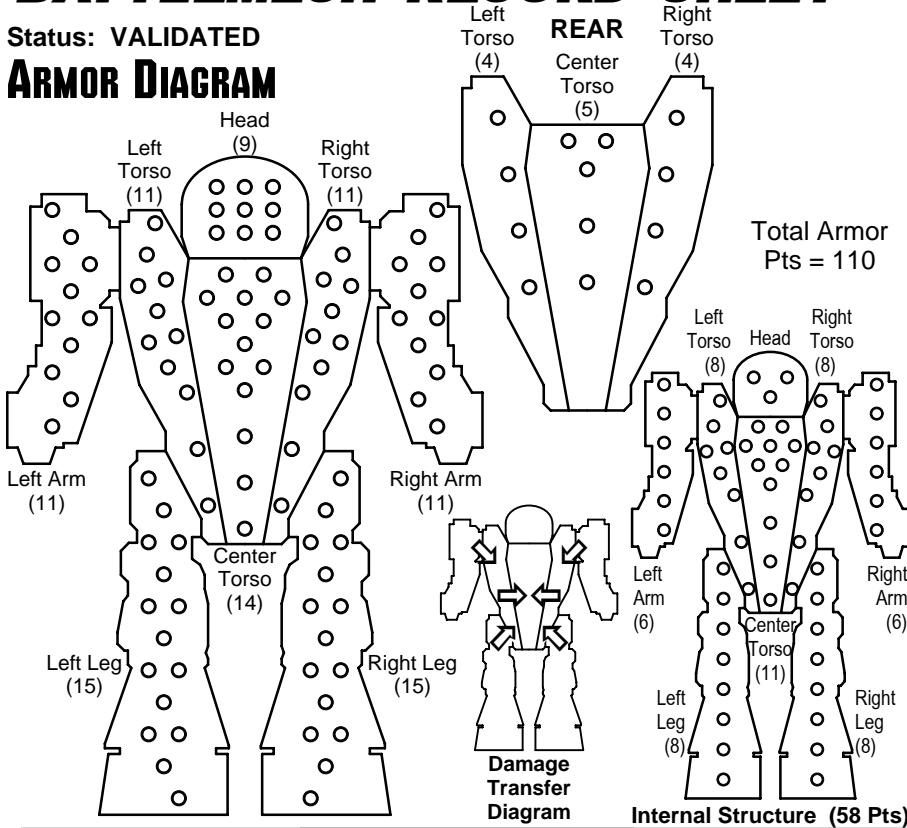
WIZGAMES™

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Flamer
- 5. Light Ferro-Fibrous
- 6. Light Ferro-Fibrous
- 1. Roll Again
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Left Torso

- 1-3 1. Jump Jet
- 1-3 2. Jump Jet
- 1-3 3. Jump Jet
- 4. Flamer
- 5. ER Medium Laser
- 6. Endo Steel
- 4-6 1. Endo Steel
- 4-6 2. Endo Steel
- 4-6 3. Endo Steel
- 4-6 4. Endo Steel
- 4-6 5. Endo Steel
- 4-6 6. Endo Steel

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

- 1. Fusion Engine
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro
- 1. Gyro
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Fusion Engine
- 5. Flamer
- 6. Flamer (R)

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

Right Arm

- 1-3 1. Shoulder
- 1-3 2. Upper Arm Actuator
- 1-3 3. Lower Arm Actuator
- 4. Flamer
- 5. Light Ferro-Fibrous
- 6. Light Ferro-Fibrous
- 4-6 1. Roll Again
- 4-6 2. Roll Again
- 4-6 3. Roll Again
- 4-6 4. Roll Again
- 4-6 5. Roll Again
- 4-6 6. Roll Again

Right Torso

- 1-3 1. Jump Jet
- 1-3 2. Jump Jet
- 1-3 3. Jump Jet
- 4. Improved C³ CPU
- 5. Improved C³ CPU
- 6. Endo Steel
- 4-6 1. Endo Steel
- 4-6 2. Endo Steel
- 4-6 3. Endo Steel
- 4-6 4. Endo Steel
- 4-6 5. Endo Steel
- 4-6 6. Endo Steel

Right Leg

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

'MECH DATA

Type: Firestarter FS9-B

Mass: 35 tons

Movement Points: Tech & Configuration:

Walking: 6 Inner Sphere
Running: 9 Biped 'Mech
Jumping: 6

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	RA	3	2	-	1	2	3
1	Flamer	LA	3	2	-	1	2	3
1	Improved C³ CPU	RT	0	-	-	-	-	-
1	Flamer	LT	3	2	-	1	2	3
1	ER Medium Laser	LT	5	5	-	4	8	12
1	Flamer	CT	3	2	-	1	2	3
1	Flamer	CT(R)	3	2	-	1	2	3

Total Heat Sinks: 10 Single



Auto Eject:

Weapon Heat: (20)

Operational Disabled

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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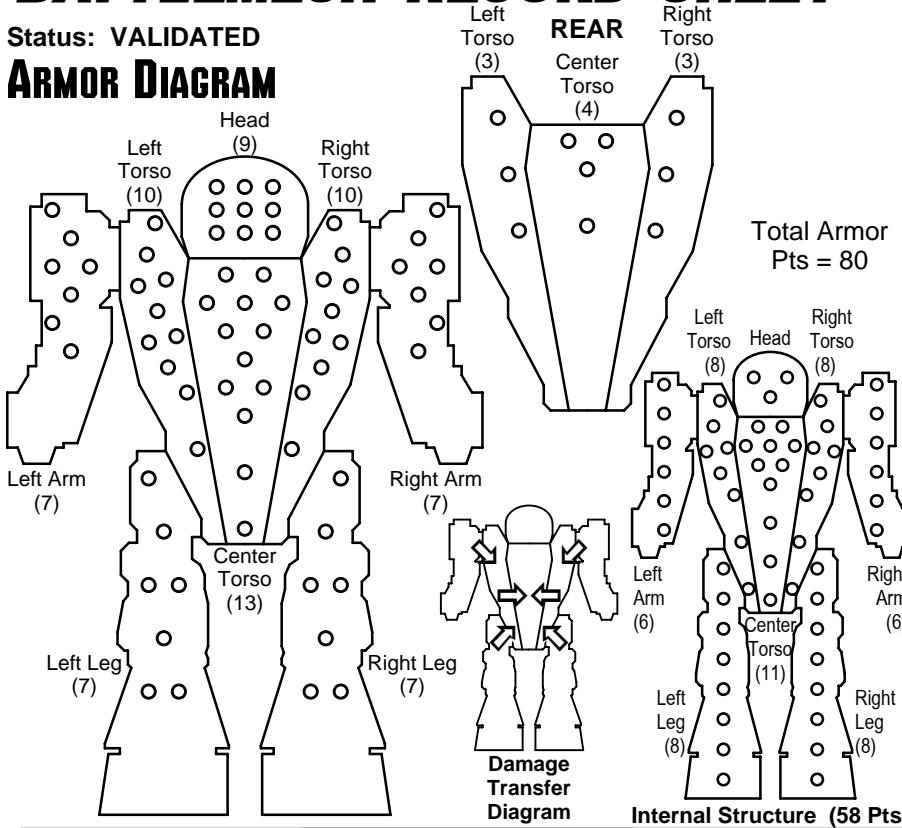
WIZGAMERS™

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Left Arm

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

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

Left Torso

- 1. Jump Jet
- 2. Jump Jet
- 3. Jump Jet
- 4. Small Laser
- 5. Flamer
- 6. SRM 2

- 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. Roll Again
- 6. Roll Again

CRITICAL HIT TABLE

Head

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

Center Torso

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

- 1. Gyro
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Fusion Engine
- 5. Ammo (SRM 2) 50
- 6. Endo Steel

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

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. Flamer
- 2. Medium Laser
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Right Torso

- 1. Jump Jet
- 2. Jump Jet
- 3. Jump Jet
- 4. Small Laser
- 5. Flamer
- 6. SRM 2

- 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. Roll Again
- 6. Roll Again

'MECH DATA

Type: Firestarter FS9-C

Mass: 35 tons

Movement Points: Tech & Configuration:

Walking: 6 Inner Sphere
Running: 9 Biped 'Mech
Jumping: 6

Weapons Inventory: (hexes)

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

Ammo Type: SRM 2

Rounds: 50

Total Heat Sinks: 10 Double (20)



Auto Eject:

Operational

Disabled

Weapon Heat: (24)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
------------	---	---	---	---	---	---

Consciousness #	3	5	7	10	11	Dead
-----------------	---	---	---	----	----	------

HEAT SCALE

** Avoid Inferno explosion on..
Shutdown

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

Shutdown, avoid on 10+

-5 Movement Points

+4 Modifier to Fire

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

Shutdown, avoid on 8+

-4 Movement Points

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

Shutdown, avoid on 6+

+3 Modifier to Fire

-3 Movement Points

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

+2 Modifier to Fire

-2 Movement Points (** 4+)

+1 Modifier to Fire

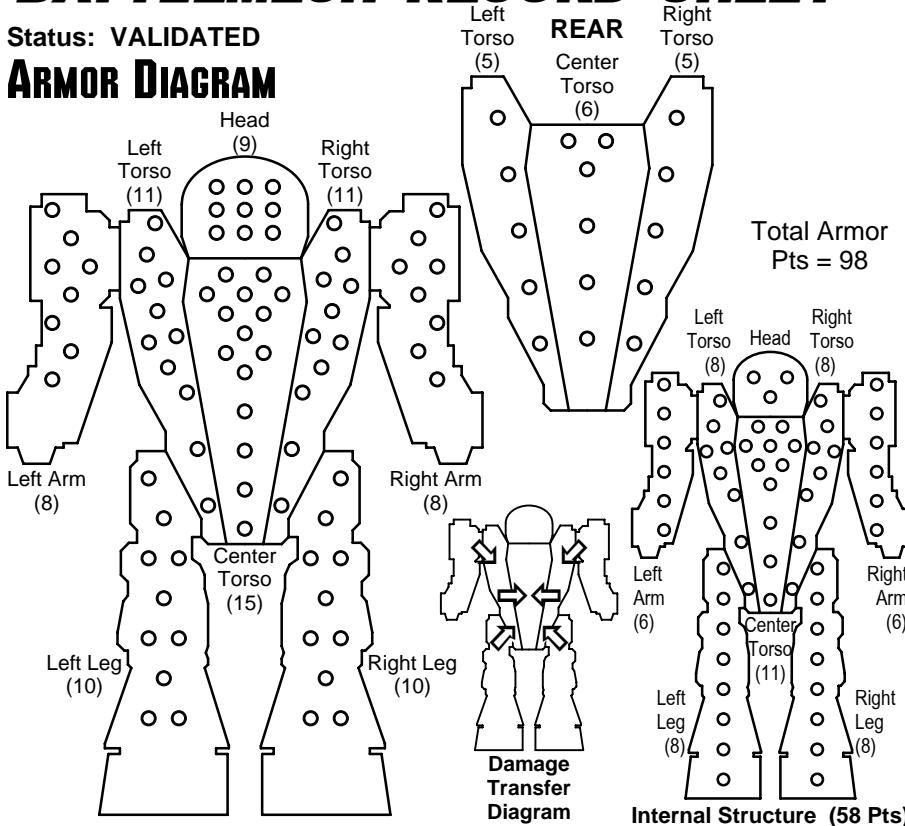
-1 Movement Point

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



CRITICAL HIT TABLE

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

Head	
1-3	1. Life Support 2. Sensors 3. Cockpit 4. Roll Again 5. Sensors 6. Life Support
4-6	1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro
4-6	1. Gyro 2. Fusion Engine 3. Fusion Engine 4. Fusion Engine 5. Rocket Launcher 10 (OS) 6. Rocket Launcher 10 (OS)

Left Torso	
1-3	1. Jump Jet 2. Jump Jet 3. Jump Jet 4. Rocket Launcher 10 (OS) 5. Rocket Launcher 10 (OS) 6. Ferro-Fibrous
4-6	1. Ferro-Fibrous 2. Ferro-Fibrous 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again

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

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

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

Center Torso	
1-3	1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro
4-6	1. Gyro 2. Fusion Engine 3. Fusion Engine 4. Fusion Engine 5. Rocket Launcher 10 (OS) 6. Rocket Launcher 10 (OS)
4-6	1. Gyro 2. Fusion Engine 3. Fusion Engine 4. Fusion Engine 5. Rocket Launcher 10 (OS) 6. Rocket Launcher 10 (OS)

Right Torso	
1-3	1. Jump Jet 2. Jump Jet 3. Jump Jet 4. Rocket Launcher 15 (OS) 5. Rocket Launcher 15 (OS) 6. Rocket Launcher 15 (OS)
4-6	1. Gyro 2. Fusion Engine 3. Fusion Engine 4. Fusion Engine 5. Rocket Launcher 15 (OS) 6. Rocket Launcher 15 (OS)
4-6	1. Gyro 2. Fusion Engine 3. Fusion Engine 4. Fusion Engine 5. Rocket Launcher 15 (OS) 6. Rocket Launcher 15 (OS)

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

'MECH DATA

Type: Firestarter FS9-P

Mass: 35 tons

Movement Points: Tech & Configuration:

Walking: 6 Inner Sphere
Running: 9 Biped 'Mech
Jumping: 6

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	RA	3	2	-	1	2	3
1	Medium Laser	RA	3	5	-	3	6	9
1	Flamer	LA	3	2	-	1	2	3
1	Medium Laser	LA	3	5	-	3	6	9
2	Rocket Launcher 15 (OS)	RT	4	1/hit	-	4	9	15
2	Rocket Launcher 10 (OS)	LT	3	1/hit	-	5	11	18
2	Rocket Launcher 10 (OS)	CT	3	1/hit	-	5	11	18

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

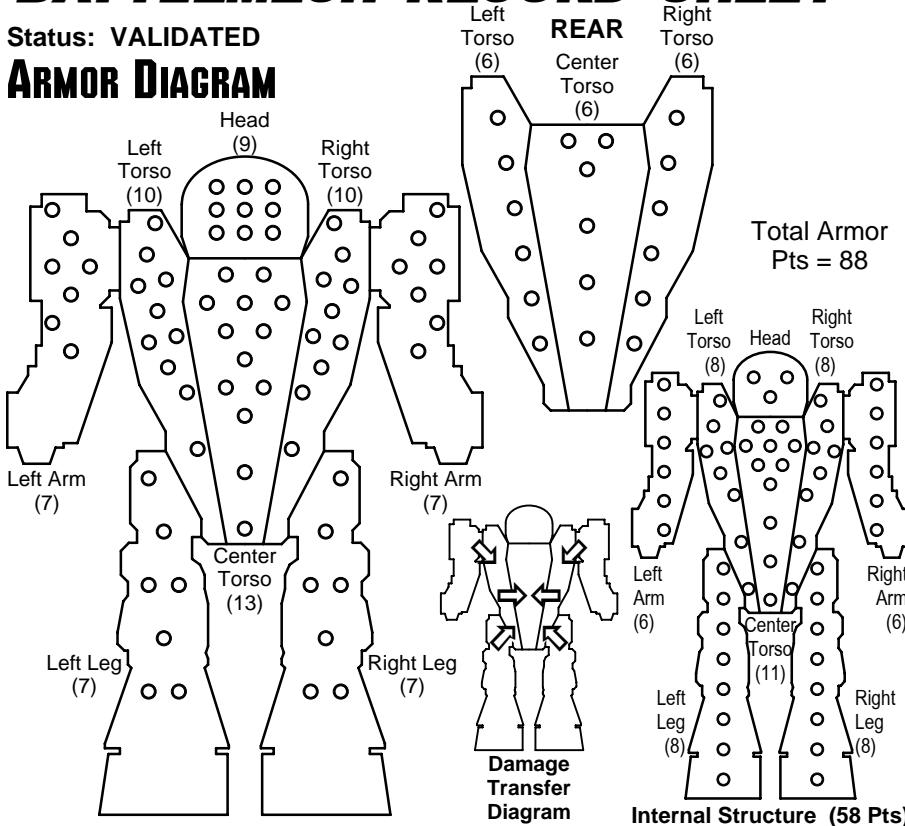
WIZGAMES™

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Left Arm

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

Left Torso

- 1. Jump Jet
- 2. Jump Jet
- 3. Jump Jet
- 4. Anti-Missile System
- 5. Beagle Active Probe
- 6. Beagle Active Probe
- 1. Ammo (AMS) 12
- 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. Single Heat Sink
- 6. Roll Again

CRITICAL HIT TABLE

Head

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

Center Torso

- 1. Fusion Engine
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro
- 1. Gyro
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Fusion Engine
- 5. Flamer (R)
- 6. Flamer

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

Right Arm

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

- 1. Jump Jet
- 2. Jump Jet
- 3. Jump Jet
- 4. Small Laser
- 5. Endo Steel
- 6. Endo Steel
- 1. Endo Steel
- 2. Endo Steel
- 3. Endo Steel
- 4. Endo Steel
- 5. Endo Steel
- 6. Roll Again

Right Leg

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

'MECH DATA

Type: Firestarter FS9-S

Mass: 35 tons

Movement Points: Tech & Configuration:

Walking: 6 Inner Sphere
Running: 9 Biped 'Mech
Jumping: 6

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	RA	3	2	-	1	2	3
1	Medium Laser	RA	3	5	-	3	6	9
1	Flamer	LA	3	2	-	1	2	3
1	Medium Laser	LA	3	5	-	3	6	9
1	Small Laser	RT	1	3	-	1	2	3
1	Anti-Missile System	LT	1	-	-	-	-	-
1	Beagle Active Probe	LT	0	-	-	-	-	4
1	Flamer	CT(R)	3	2	-	1	2	3
1	Flamer	CT	3	2	-	1	2	3

Ammo Type: Rounds:

Anti-Missile System 12

Total Heat Sinks: 10 Single



Auto Eject:

Weapon Heat:

Operational

Disabled

(20)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

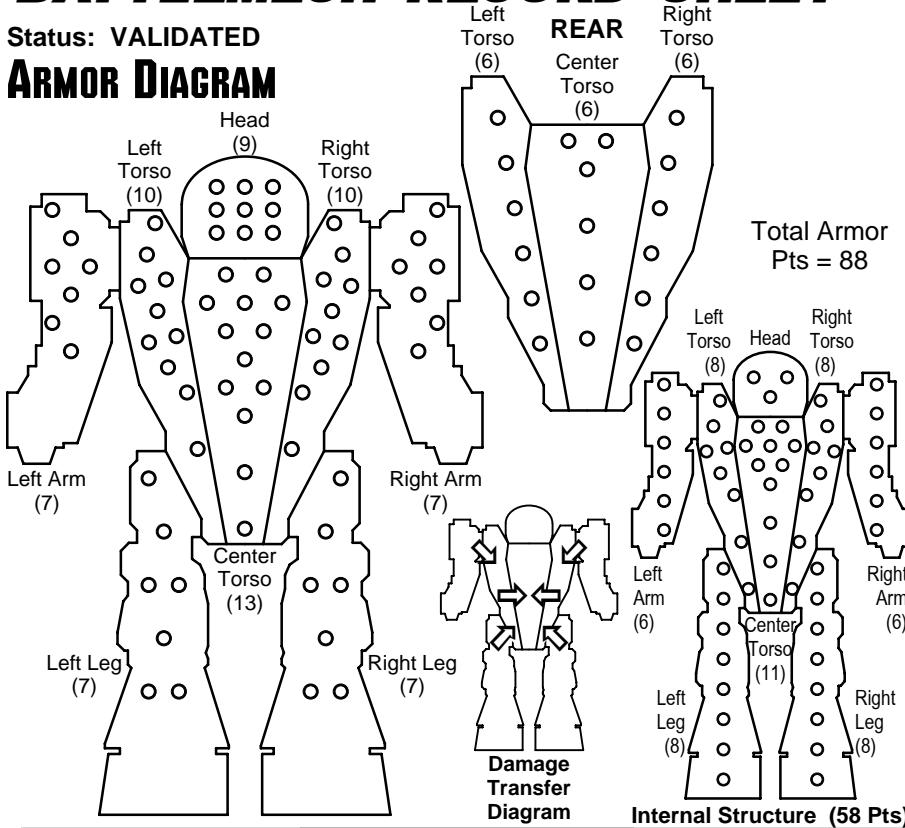
WIZGAMERS™

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Left Arm

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

Left Torso

- 1. Jump Jet
- 2. Jump Jet
- 3. Jump Jet
- 4. Anti-Missile System
- 5. Guardian ECM
- 6. Guardian ECM
- 1. Ammo (AMS) 12
- 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. Single Heat Sink
- 6. Roll Again

CRITICAL HIT TABLE

Head

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

Center Torso

- 1. Fusion Engine
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro
- 1. Gyro
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Fusion Engine
- 5. Flamer (R)
- 6. Flamer

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

Right Arm

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

- 1. Jump Jet
- 2. Jump Jet
- 3. Jump Jet
- 4. Small Laser
- 5. Endo Steel
- 6. Endo Steel
- 1. Endo Steel
- 2. Endo Steel
- 3. Endo Steel
- 4. Endo Steel
- 5. Endo Steel
- 6. Roll Again

Right Leg

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

'MECH DATA

Type: Firestarter FS9-S1

Mass: 35 tons

Movement Points: Tech & Configuration:

Walking: 6 Inner Sphere
Running: 9 Biped 'Mech
Jumping: 6

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	RA	3	2	-	1	2	3
1	Medium Laser	RA	3	5	-	3	6	9
1	Flamer	LA	3	2	-	1	2	3
1	Medium Laser	LA	3	5	-	3	6	9
1	Small Laser	RT	1	3	-	1	2	3
1	Anti-Missile System	LT	1	-	-	-	-	-
1	Guardian ECM	LT	0	-	-	-	-	6
1	Flamer	CT(R)	3	2	-	1	2	3
1	Flamer	CT	3	2	-	1	2	3

Ammo Type: Rounds:

Anti-Missile System 12

Total Heat Sinks: 10 Single



Auto Eject:

Weapon Heat: (20)

Operational Disabled

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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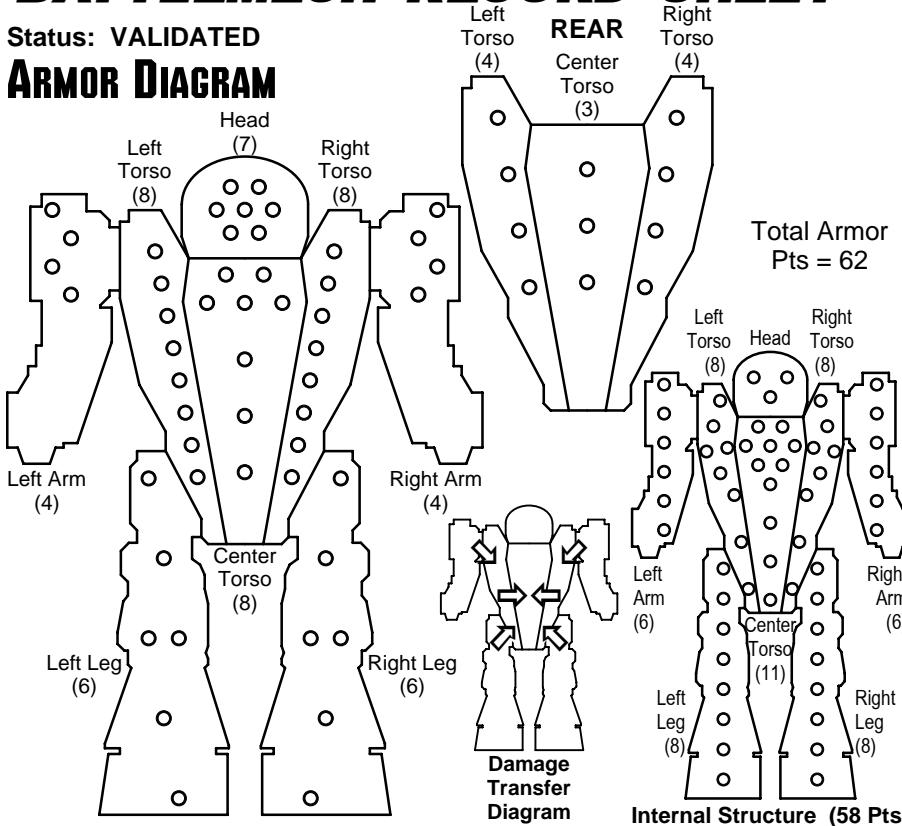
WIZGAMERS™

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Left Arm

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

Left Torso

- 1. Jump Jet
- 2. Jump Jet
- 3. C³ Slave Unit
- 4. Ferro-Fibrous
- 5. Ferro-Fibrous
- 6. Ferro-Fibrous
- 1. Ferro-Fibrous
- 2. Ferro-Fibrous
- 3. Ferro-Fibrous
- 4. Ferro-Fibrous
- 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. Single Heat Sink
- 5. Sensors
- 6. Life Support

Center Torso

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

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

Right Arm

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

Right Torso

- 1. Jump Jet
- 2. Jump Jet
- 3. Ammo (SRM 4) 25
- 4. Ferro-Fibrous
- 5. Ferro-Fibrous
- 6. Ferro-Fibrous
- 1. Ferro-Fibrous
- 2. Ferro-Fibrous
- 3. Ferro-Fibrous
- 4. Ferro-Fibrous
- 5. CASE
- 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: Jenner JR7-C

Mass: 35 tons

Movement Points: Tech & Configuration:

Walking: 7 Inner Sphere
Running: 11 Biped 'Mech
Jumping: 5

Weapons Inventory: (hexes)

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

Ammo Type: Rounds:

SRM 4 25

Total Heat Sinks: 10 Single

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Auto Eject: Weapon Heat:
 Operational Disabled (12)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

** Avoid Inferno explosion on..
Shutdown

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

Shutdown, avoid on 10+
-5 Movement Points
+4 Modifier to Fire

Ammo Explosion, avoid on 6+ (** 10+)
Shutdown, avoid on 8+

-4 Movement Points
Ammo Explosion, avoid on 4+ (** 8+)
Shutdown, avoid on 6+
+3 Modifier to Fire

-3 Movement Points
Shutdown, avoid on 4+ (** 6+)
+2 Modifier to Fire

-2 Movement Points (** 4+)
+1 Modifier to Fire

-1 Movement Point

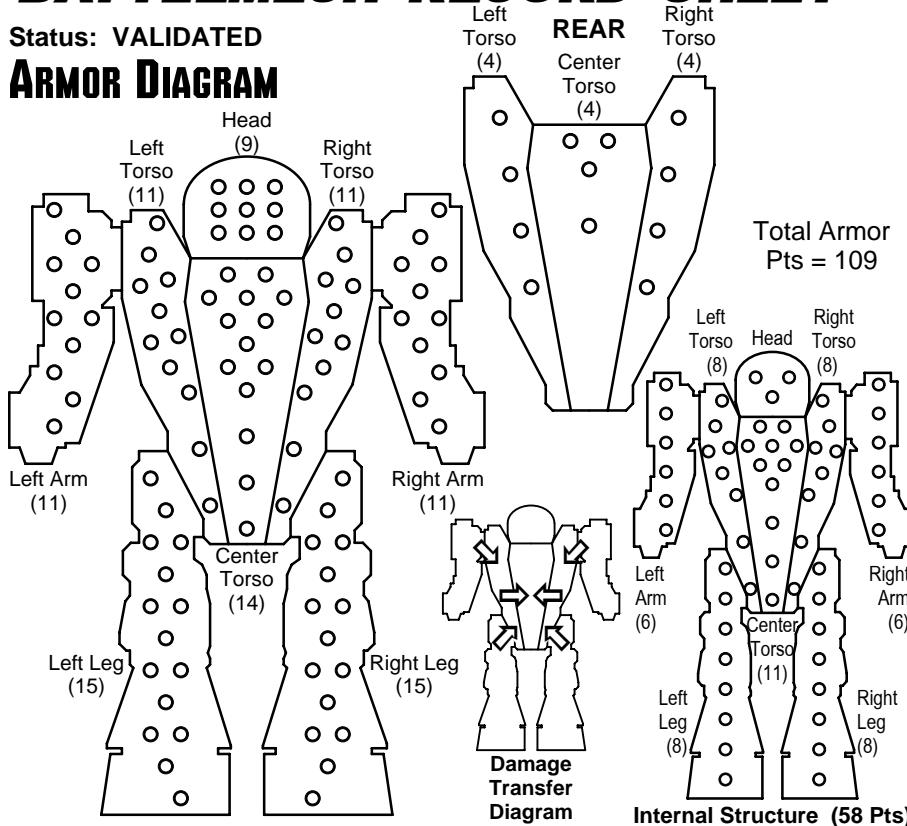
WIZKIDS
WIZGAMERS™

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Internal Structure (58 Pts)

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. **MML 5**
- 4. **MML 5**
- 5. **MML 5**
- 6. Heavy Ferro-Fibrous
- 1. Heavy Ferro-Fibrous
- 2. Heavy Ferro-Fibrous
- 3. Heavy Ferro-Fibrous
- 4. Heavy Ferro-Fibrous
- 5. Heavy Ferro-Fibrous
- 6. Roll Again

CRITICAL HIT TABLE

Head

- 1. Life Support
- 2. Sensors
- 3. Small Cockpit
- 4. Sensors
- 5. Single Heat Sink
- 6. C³ Slave Unit

Center Torso

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

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

Left Torso

- 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 4. Jump Jet
- 5. Jump Jet
- 6. Jump Jet
- 1. **MML 5**
- 2. **MML 5**
- 3. **MML 5**
- 4. Heavy Ferro-Fibrous
- 5. Heavy Ferro-Fibrous
- 6. Heavy Ferro-Fibrous

1-3

4-6

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. **MML 5**
- 4. **MML 5**
- 5. **MML 5**
- 6. Heavy Ferro-Fibrous
- 1. Heavy Ferro-Fibrous
- 2. Heavy Ferro-Fibrous
- 3. Heavy Ferro-Fibrous
- 4. Heavy Ferro-Fibrous
- 5. Heavy Ferro-Fibrous
- 6. Roll Again

Right Torso

- 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 4. Jump Jet
- 5. Jump Jet
- 6. Jump Jet
- 1. Ammo (MML5) 24/20
- 2. Ammo (MML5) 24/20
- 3. Ammo (MML5) 24/20
- 4. CASE
- 5. Heavy Ferro-Fibrous
- 6. Heavy Ferro-Fibrous

1-3

4-6

Left Leg

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

Right Leg

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

'MECH DATA

Type: Jenner JR7-C2

Mass: 35 tons

Movement Points: Tech & Configuration:

Walking: 7 Inner Sphere
Running: 11 Biped 'Mech
Jumping: 6

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	MML 5	RA	3	-	-	-	-	-
	LRM (24 salvos/ton)			1/hit	6	7	14	21
	SRM (20 salvos/ton)			2/hit	-	3	6	9
1	MML 5	LA	3	-	-	-	-	-
1	MML 5	LT	3	-	-	-	-	-
1	C ³ Slave Unit	HD	0	-	-	-	-	-

Ammo Type: Rounds:

MML 5

Total Heat Sinks: 10 Single

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Auto Eject:

Operational Disabled

Weapon Heat:

(9)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____ +1

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

HEAT SCALE

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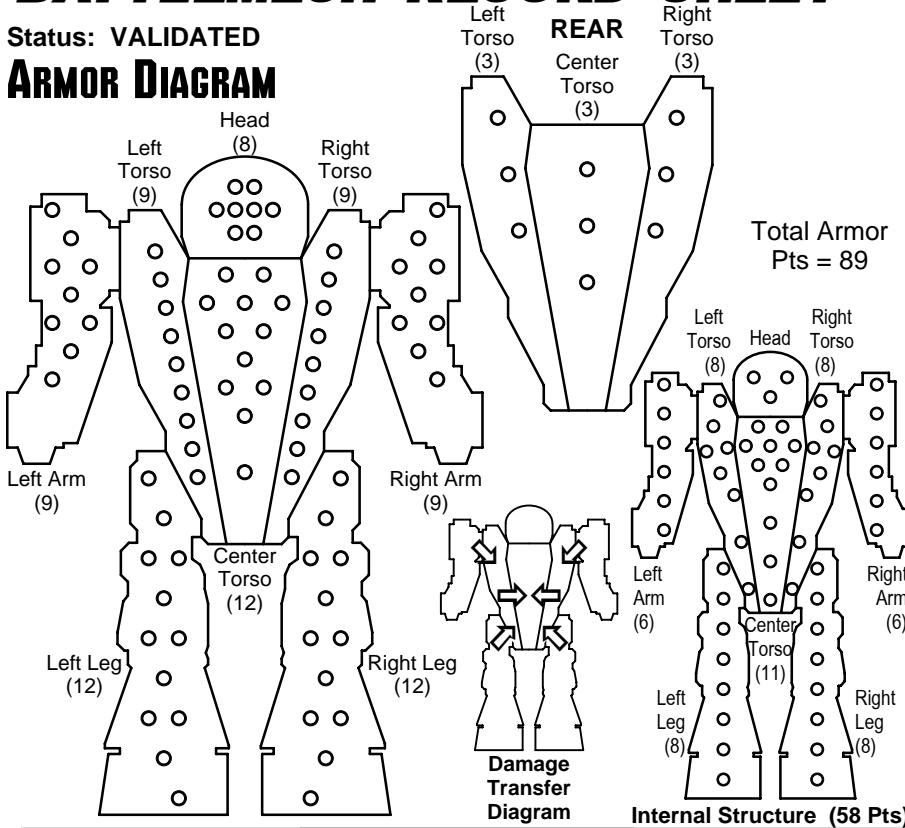
WIZGAMES

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Jenner JR7-C3

Mass: 35 tons

Movement Points: Tech & Configuration:

Walking: 7 Inner Sphere
Running: 11 Biped 'Mech
Jumping: 5

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	RA	5	5	-	4	8	12
2	ER Medium Laser	LA	5	5	-	4	8	12
1	C ³ Slave Unit	HD	0	-	-	-	-	-

Total Heat Sinks: 11 Double (22)

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Auto Eject: Operational Disabled Weapon Heat: (20)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WIZKIDS™

Left Arm

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

CRITICAL HIT TABLE

Head

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

Center Torso

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

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

Right Arm

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

Right Torso

- 1-3 1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Jump Jet
5. Jump Jet
6. Ferro-Fibrous
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. Roll Again
- 4-6 1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Jump Jet
5. Jump Jet
6. Ferro-Fibrous
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Leg

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

Left Leg

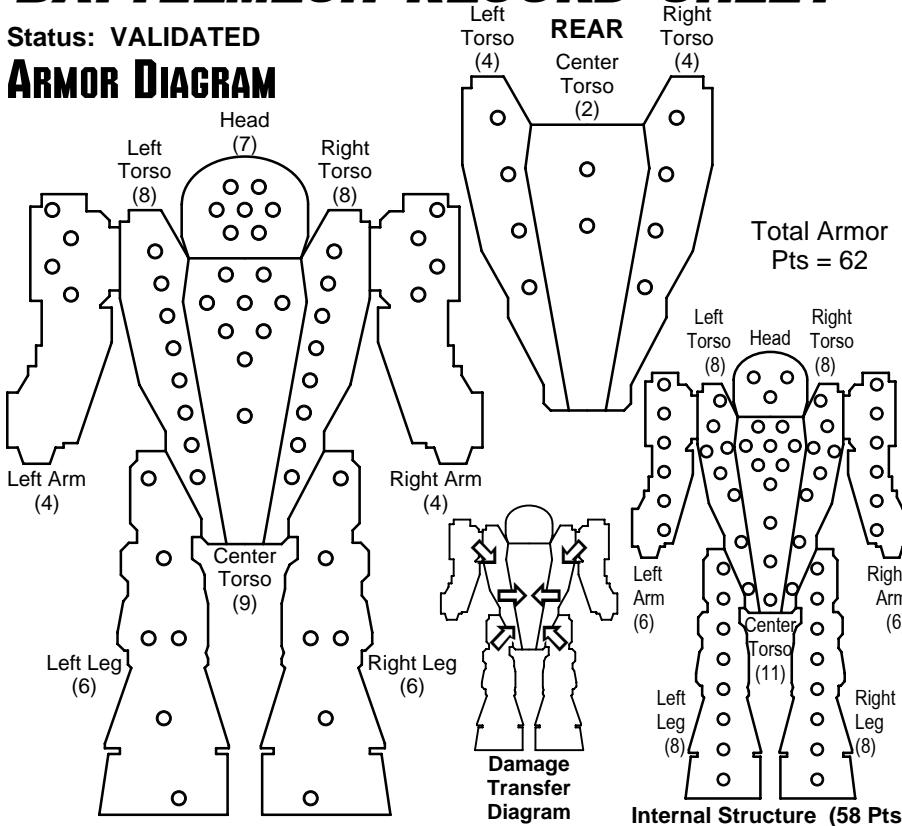
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Jenner JR7-K

Mass: 35 tons

Movement Points: Tech & Configuration:

Walking: 7 Inner Sphere
Running: 11 Biped 'Mech
Jumping: 5

Weapons Inventory: (hexes)

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

Ammo Type: SRM 4 Rounds: 25

Total Heat Sinks: 10 Single

Auto Eject: Operational Weapon Heat: 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

** Avoid Inferno explosion on..
Shutdown

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

Shutdown, avoid on 10+
-5 Movement Points
+4 Modifier to Fire

Ammo Explosion, avoid on 6+ (** 10+)
Shutdown, avoid on 8+

-4 Movement Points
Ammo Explosion, avoid on 4+ (** 8+)
Shutdown, avoid on 6+
+3 Modifier to Fire

-3 Movement Points
Shutdown, avoid on 4+ (** 6+)
+2 Modifier to Fire

-2 Movement Points (** 4+)
+1 Modifier to Fire

-1 Movement Point

WIZKIDS™
WIZGAMERS™

Left Arm

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

Left Torso

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

Center Torso

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

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

Right Arm

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

Right Torso

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

Right Leg

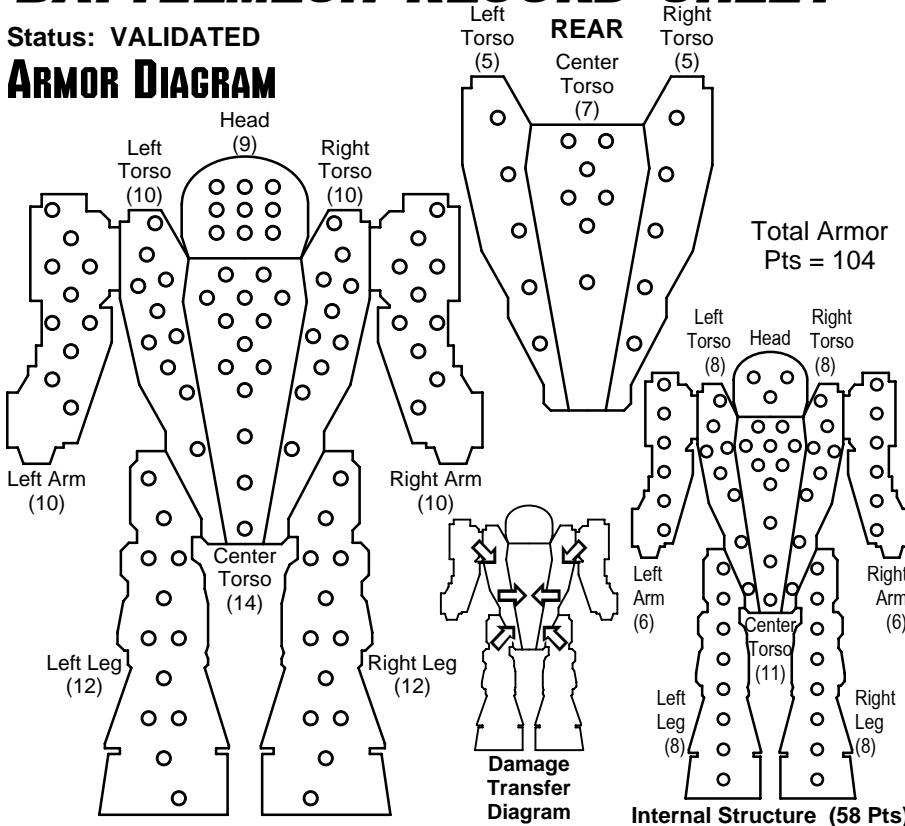
- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Roll Again
- 6. Roll Again

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Panther PNT-10K

Mass: 35 tons

Movement Points: Tech & Configuration:

Walking: 4 Inner Sphere
Running: 6 Biped 'Mech
Jumping: 4

Weapons Inventory: (hexes)

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

Ammo Type: Rounds:
SRM 4 25

Total Heat Sinks: 13 Single
oooooooooooo ooo

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

** Avoid Inferno explosion on..
Shutdown

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

Shutdown, avoid on 10+
-5 Movement Points
+4 Modifier to Fire
Ammo Explosion, avoid on 6+ (** 10+)
Shutdown, avoid on 8+

-4 Movement Points
Ammo Explosion, avoid on 4+ (** 8+)
Shutdown, avoid on 6+
+3 Modifier to Fire

-3 Movement Points
Shutdown, avoid on 4+ (** 6+)

+2 Modifier to Fire

-2 Movement Points (** 4+)

+1 Modifier to Fire

-1 Movement Point

WIZGAMES™

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

CRITICAL HIT TABLE

Head

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

Center Torso

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

- 1. Gyro
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Fusion Engine
- 5. SRM 4
- 6. Artemis IV FCS

Left Torso

- 1. Ammo (SRM 4) 25
- 2. Single Heat Sink
- 3. Single Heat Sink
- 4. Single Heat Sink
- 5. Single Heat Sink
- 6. CASE

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

1-3

4-6

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Hand Actuator
- 5. ER PPC
- 6. ER PPC

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

Right Torso

- 1. Single Heat Sink
- 2. Single Heat Sink
- 3. Single Heat Sink
- 4. Single Heat Sink
- 5. Endo Steel
- 6. Endo Steel

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

4-6

Left Leg

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

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

Right Leg

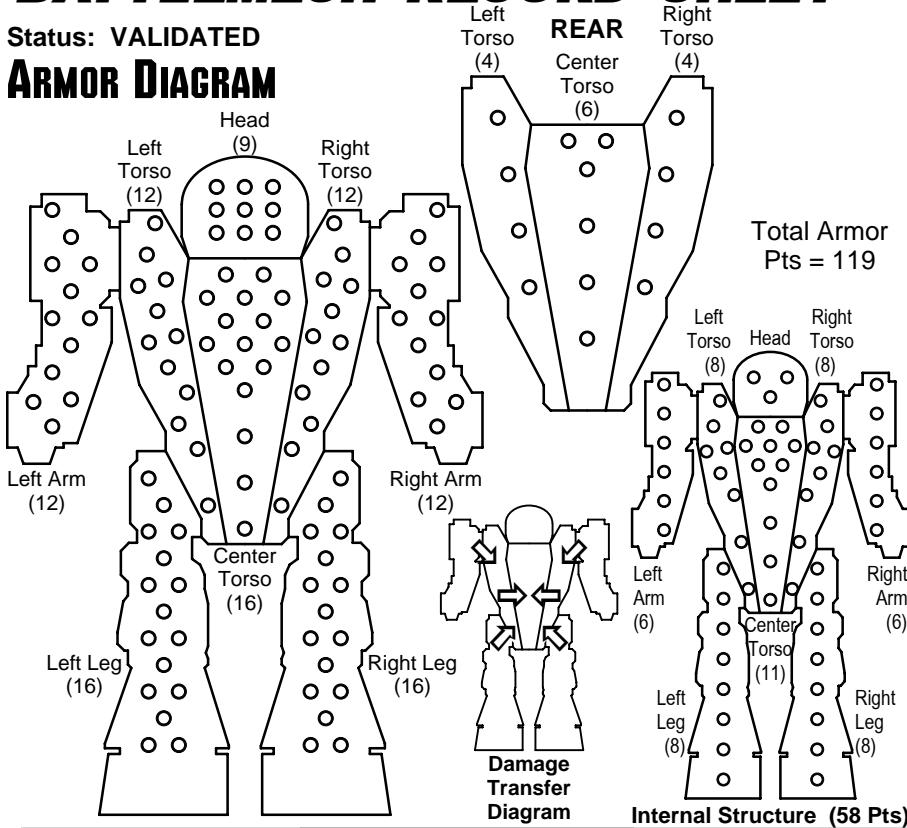
- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Jump Jet
- 6. Jump Jet

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Left Arm

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

Left Torso

- 1. Ammo (Streak 4) 25
- 2. Double Heat Sink
- 3. Double Heat Sink
- 4. Double Heat Sink
- 5. CASE
- 6. Endo Steel
- 1. Endo Steel
- 2. Endo Steel
- 3. Endo Steel
- 4. Endo Steel
- 5. Endo Steel
- 6. Roll Again

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

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

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

Right Arm

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

Right Torso

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

'MECH DATA

Type: Panther PNT-12A

Mass: 35 tons

Movement Points: Tech & Configuration:

Walking: 4	Inner Sphere
Running: 6	Biped 'Mech
Jumping: 4	

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	RA	12	8	-	7	14	19
1	Streak SRM 4	CT	3	2/hit	-	3	6	9
1	Medium Pulse Laser	CT	4	6	-	2	4	6
1	Targeting Computer							

Ammo Type: Rounds:

Streak SRM 4 25

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject: Weapon Heat:
 Operational Disabled (19)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

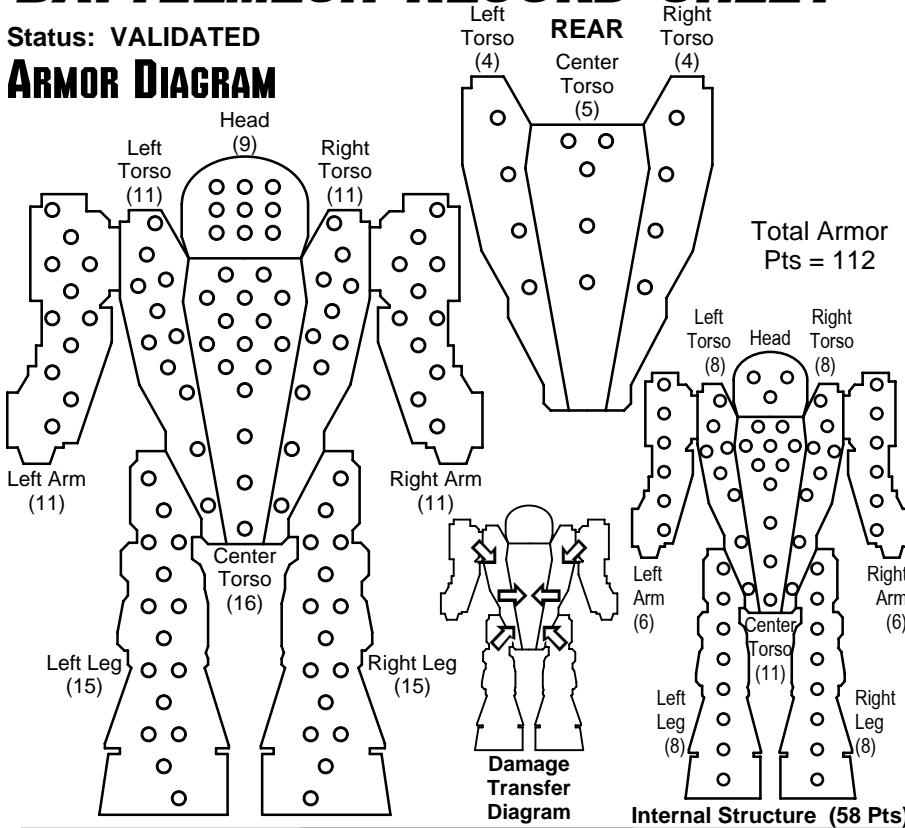
WIZGAMERS™

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Panther PNT-14S

Mass: 35 tons

Movement Points: Tech & Configuration:

Walking: 4 Inner Sphere
Running: 6 Biped 'Mech
Jumping: 6

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Snub-Nose PPC	RA	10	10/8/5	-	9	13	15
2	Rocket Launcher 15 (OS)	LT	4	1/hit	-	4	9	15

Total Heat Sinks: 13 Single

ooooooooooooooo ooo

Auto Eject: Operational Disabled Weapon Heat: (10)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____ +1

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

HEAT SCALE

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

WIZKIDS

Left Arm

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

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

Left Torso

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

- 1-3 1. Improved Jump Jet
- 1-3 2. Improved Jump Jet
- 1-3 3. Rocket Launcher 15 (OS)
- 4-6 4. Rocket Launcher 15 (OS)
- 4-6 5. Rocket Launcher 15 (OS)
- 4-6 6. Rocket Launcher 15 (OS)

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

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

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

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

Right Arm

- 1-3 1. Shoulder
- 1-3 2. Upper Arm Actuator
- 1-3 3. Lower Arm Actuator
- 1-3 4. Hand Actuator
- 1-3 5. Snub-Nose PPC
- 1-3 6. Snub-Nose PPC

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

Right Torso

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

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

Right Leg

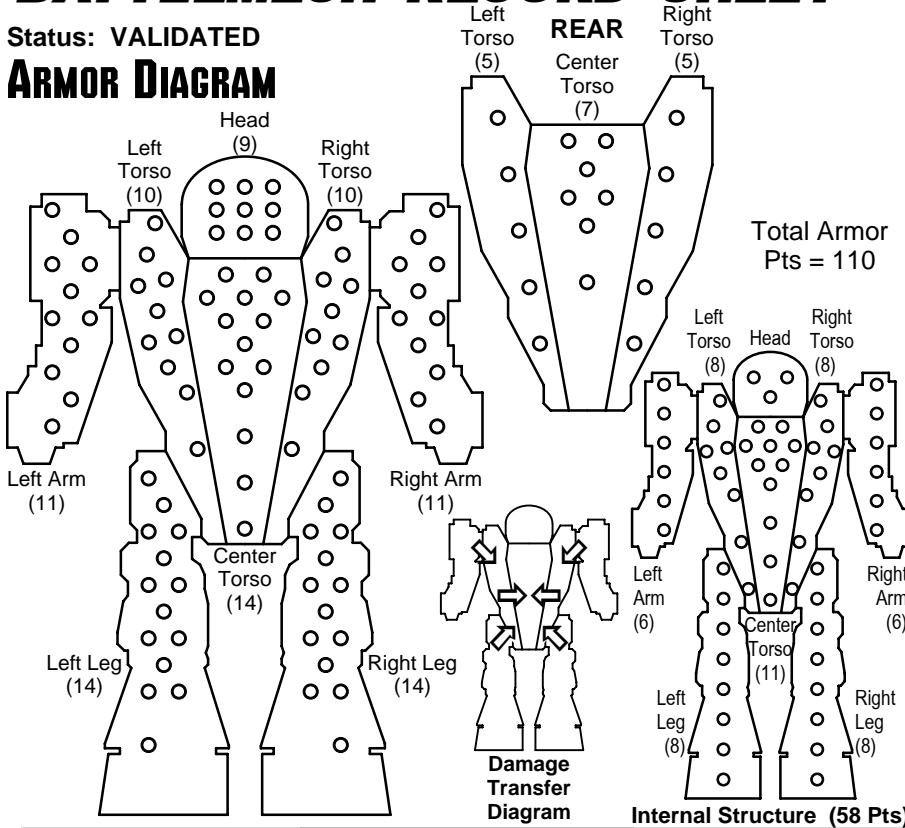
- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Improved Jump Jet
- 6. Improved Jump Jet

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Internal Structure (58 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. Endo Steel
- 3. Endo Steel
- 4. Light Ferro-Fibrous
- 5. Light Ferro-Fibrous
- 6. Light Ferro-Fibrous

Left Torso

- 1-3 1. Double Heat Sink
- 1-3 2. Double Heat Sink
- 1-3 3. Double Heat Sink
- 4-6 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Double Heat Sink
- 1. Ammo (Streak 4) 25
- 2. CASE
- 3. Endo Steel
- 4. Endo Steel
- 5. Endo Steel
- 6. Endo Steel

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

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

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

Right Arm

- 1-3 1. Shoulder
- 1-3 2. Upper Arm Actuator
- 1-3 3. Lower Arm Actuator
- 1-3 4. Hand Actuator
- 4-6 5. ER PPC
- 4-6 6. ER PPC
- 1. ER PPC
- 2. Endo Steel
- 3. Endo Steel
- 4. Light Ferro-Fibrous
- 5. Light Ferro-Fibrous
- 6. Light Ferro-Fibrous

Right Torso

- 1-3 1. Double Heat Sink
- 1-3 2. Double Heat Sink
- 1-3 3. Double Heat Sink
- 1-3 4. Double Heat Sink
- 1-3 5. Double Heat Sink
- 1-3 6. Double Heat Sink
- 4-6 1. Endo Steel
- 4-6 2. Endo Steel
- 4-6 3. Endo Steel
- 4-6 4. Endo Steel
- 4-6 5. Endo Steel
- 4-6 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: Panther PNT-16K

Mass: 35 tons

Movement Points: Tech & Configuration:

Walking: 4	Inner Sphere
Running: 6	Biped 'Mech
Jumping: 4	

Weapons Inventory: (hexes)

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

Ammo Type: Rounds:

Streak SRM 4 25

Total Heat Sinks: 10 Double (20)

oooooooooooo

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

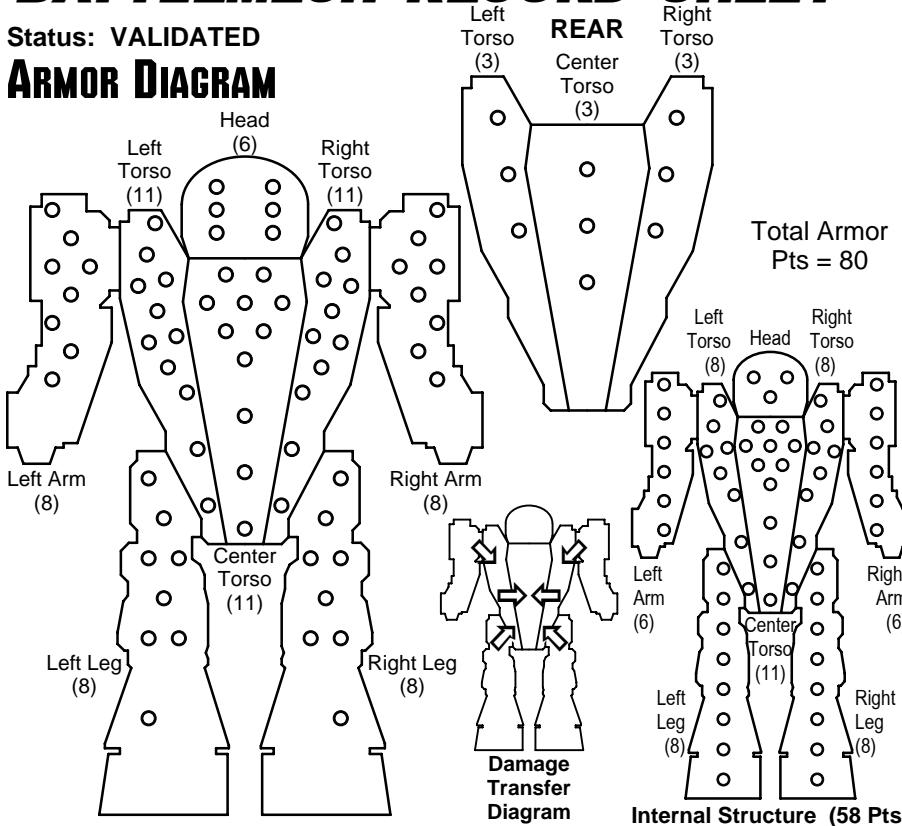
WIZGAMES™

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

Left Torso

- 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 4. **Guardian ECM**
- 5. **Guardian ECM**
- 6. Ammo (SRM 6) 15
- 1. Ammo (Narc Pods) 6
- 2. Ammo (Narc Pods) 6
- 3. CASE
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Left Leg

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

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Single Heat Sink
- 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. **Beagle Active Probe**
- 6. **Beagle Active Probe**

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

Right Arm

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

Right Torso

- 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 4. **SRM 6**
- 5. **SRM 6**
- 6. TAG
- 1. Roll Again
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Right Leg

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

'MECH DATA

Type: Raven RVN-3L

Mass: 35 tons

Movement Points: Tech & Configuration:

Walking: 6 Inner Sphere
Running: 9 Biped 'Mech
Jumping: 0

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	RA	3	5	-	3	6	9
1	Narc Missile Beacon	LA	0	-	-	3	6	9
1	SRM 6	RT	4	2/hit	-	3	6	9
1	TAG	RT	0	*	-	5	9	15
1	Guardian ECM	LT	0	-	-	-	-	6
1	Beagle Active Probe	CT	0	-	-	-	-	4

Ammo Type: Rounds:

Narc Missile Beacon 12
SRM 6 15

Total Heat Sinks: 11 Single

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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

** Avoid Inferno explosion on..
Shutdown

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

Shutdown, avoid on 10+
-5 Movement Points
+4 Modifier to Fire

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

Shutdown, avoid on 8+

-4 Movement Points
Ammo Explosion, avoid on 4+ (** 8+)

Shutdown, avoid on 6+

+3 Modifier to Fire

-3 Movement Points
Shutdown, avoid on 4+ (** 6+)

+2 Modifier to Fire

-2 Movement Points (** 4+)

+1 Modifier to Fire

-1 Movement Point

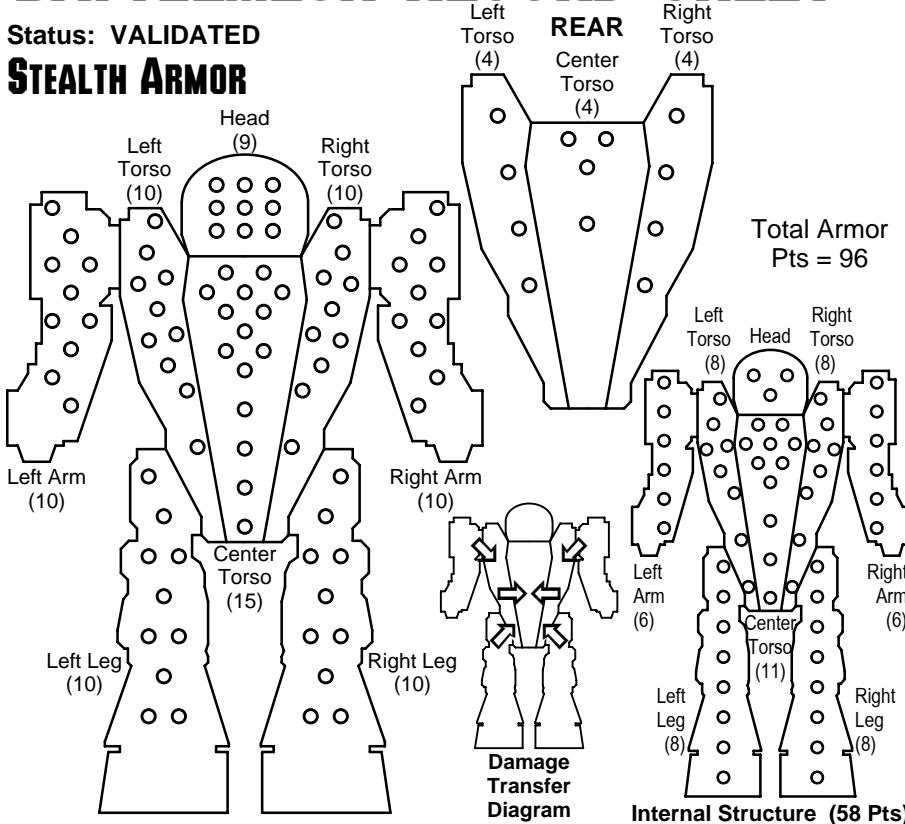
WIZGAMES™

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

STEALTH ARMOR



CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Narc Missile Beacon

- 1. Narc Missile Beacon
- 2. Stealth Armor
- 3. Stealth Armor
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Left Torso

- 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 4. Guardian ECM
- 5. Guardian ECM
- 6. Ammo (SRM 6) 15

- 1. Ammo (Narc Pods) 6
- 2. Ammo (Narc Pods) 6
- 3. Stealth Armor
- 4. Stealth Armor
- 5. Roll Again
- 6. Roll Again

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Stealth Armor
- 6. Stealth Armor

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. Beagle Active Probe
- 6. Beagle Active Probe

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

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. ER Medium Laser
- 4. ER Medium Laser
- 5. Stealth Armor
- 6. Stealth Armor

- 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. Double Heat Sink
- 5. Double Heat Sink
- 6. Double Heat Sink

- 1. SRM 6
- 2. SRM 6
- 3. TAG
- 4. Stealth Armor
- 5. Stealth Armor
- 6. Roll Again

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Stealth Armor
- 6. Stealth Armor

'MECH DATA

Type: Raven RVN-4L

Mass: 35 tons

Movement Points: Tech & Configuration:

Walking: 6 Inner Sphere
Running: 9 Biped 'Mech
Jumping: 0

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	RA	5	5	-	4	8	12
1	Narc Missile Beacon	LA	0	-	-	3	6	9
1	SRM 6	RT	4	2/hit	-	3	6	9
1	TAG	RT	0	*	-	5	9	15
1	Guardian ECM	LT	0	-	-	-	-	6
1	Beagle Active Probe	CT	0	-	-	-	-	4

Ammo Type: Rounds:

Narc Missile Beacon 12

SRM 6 15

Total Heat Sinks: 10 Double (20)

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Auto Eject: Operational Disabled Weapon Heat: (24)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

** Avoid Inferno explosion on..
Shutdown

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

Shutdown, avoid on 10+
-5 Movement Points

+4 Modifier to Fire

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

Shutdown, avoid on 8+

-4 Movement Points

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

Shutdown, avoid on 6+
+3 Modifier to Fire

-3 Movement Points

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

+2 Modifier to Fire

-2 Movement Points (** 4+)

+1 Modifier to Fire

-1 Movement Point

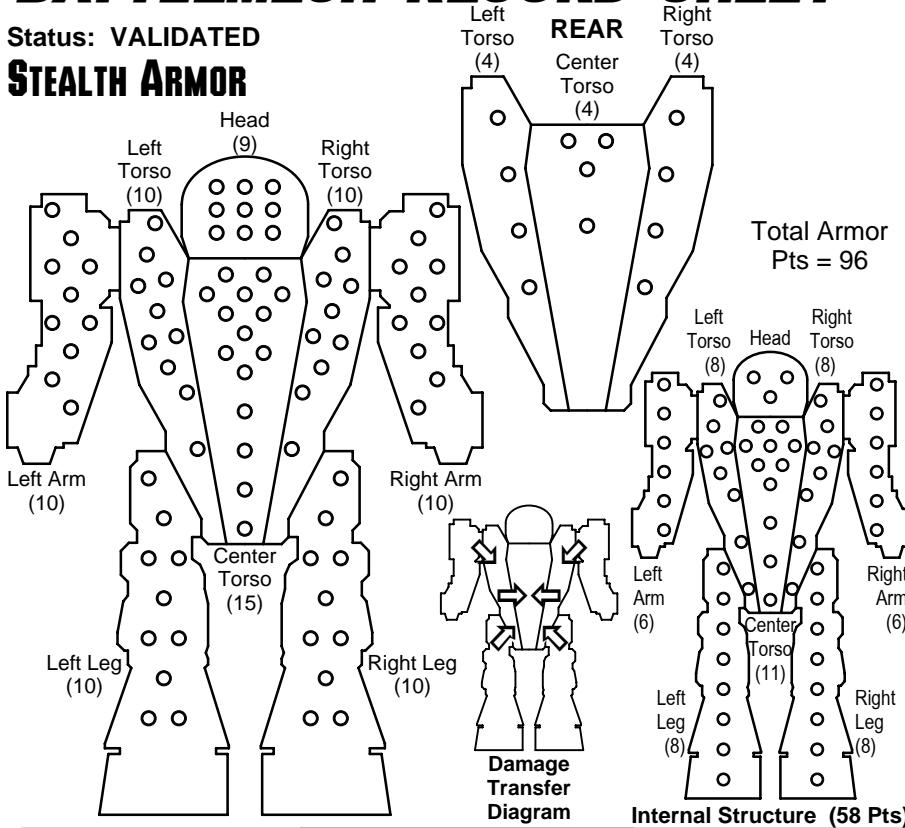
WIZGAMES™

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

STEALTH ARMOR



CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Narc Missile Beacon

- 1. Narc Missile Beacon
- 2. Stealth Armor
- 3. Stealth Armor
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Head

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

Left Torso

- 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 4. Guardian ECM
- 5. Guardian ECM
- 6. Ammo (SRM 6) 15

- 1. Ammo (Narc Pods) 6
- 2. Ammo (Narc Pods) 6
- 3. Stealth Armor
- 4. Stealth Armor
- 5. Roll Again
- 6. Roll Again

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Stealth Armor
- 6. Stealth Armor

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. C³ Slave Unit
- 6. ER Small Laser

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

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. ER Medium Laser
- 4. ER Medium Laser
- 5. Stealth Armor
- 6. Stealth Armor

- 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. Double Heat Sink
- 5. Double Heat Sink
- 6. Double Heat Sink

- 1. SRM 6
- 2. SRM 6
- 3. TAG
- 4. Stealth Armor
- 5. Stealth Armor
- 6. Roll Again

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Stealth Armor
- 6. Stealth Armor

'MECH DATA

Type: Raven RVN-4LC

Mass: 35 tons

Movement Points: Tech & Configuration:

Walking: 6 Inner Sphere
Running: 9 Biped 'Mech
Jumping: 0

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	RA	5	5	-	4	8	12
1	Narc Missile Beacon	LA	0	-	-	3	6	9
1	SRM 6	RT	4	2/hit	-	3	6	9
1	TAG	RT	0	*	-	5	9	15
1	Guardian ECM	LT	0	-	-	-	-	6
1	C ³ Slave Unit	CT	0	-	-	-	-	-
1	ER Small Laser	CT	2	3	-	2	4	5

Ammo Type: Rounds:

Narc Missile Beacon 12

SRM 6 15

Total Heat Sinks: 10 Double (20)

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Auto Eject: Operational Disabled Weapon Heat: (26)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

** Avoid Inferno explosion on..
Shutdown

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

Shutdown, avoid on 10+
-5 Movement Points
+4 Modifier to Fire

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

Shutdown, avoid on 8+

-4 Movement Points
Ammo Explosion, avoid on 4+ (** 8+)

Shutdown, avoid on 6+

+3 Modifier to Fire

-3 Movement Points
Shutdown, avoid on 4+ (** 6+)

+2 Modifier to Fire

-2 Movement Points (** 4+)

+1 Modifier to Fire

-1 Movement Point

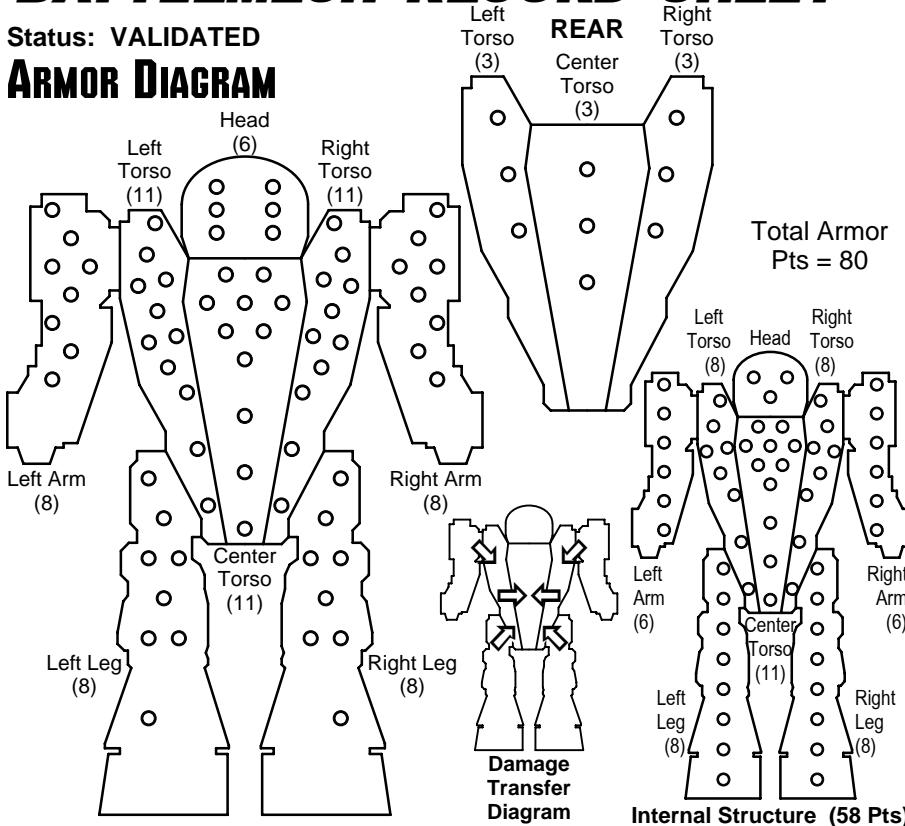
WIZGAMES™

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm	
1-3	1. Shoulder 2. Upper Arm Actuator 3. Narc Missile Beacon 4. Narc Missile Beacon 5. Ferro-Fibrous 6. Ferro-Fibrous
4-6	1. Ferro-Fibrous 2. Ferro-Fibrous 3. Ferro-Fibrous 4. Ferro-Fibrous 5. Ferro-Fibrous 6. Ferro-Fibrous
4-6	1. XL Engine 2. XL Engine 3. XL Engine 4. Guardian ECM 5. Guardian ECM 6. Ammo (SRM 6) 15
4-6	1. Ammo (Narc Pods) 6 2. Ammo (Narc Pods) 6 3. Ammo (MG) 100 4. CASE 5. Ferro-Fibrous 6. Roll Again

Head	
1-3	1. Life Support 2. Sensors 3. Cockpit 4. Single Heat Sink 5. Sensors 6. Life Support
4-6	1. Machine Gun Array 2. Ferro-Fibrous 3. Ferro-Fibrous 4. Ferro-Fibrous 5. Ferro-Fibrous 6. Ferro-Fibrous

Center Torso	
1-3	1. XL Engine 2. XL Engine 3. XL Engine 4. Gyro 5. Gyro 6. Gyro
4-6	1. Gyro 2. XL Engine 3. XL Engine 4. XL Engine 5. Beagle Active Probe 6. Beagle Active Probe
4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again

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

Left Leg

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

Right Arm

Right Arm	
1-3	1. Shoulder 2. Upper Arm Actuator 3. Machine Gun 4. Machine Gun 5. Machine Gun 6. Machine Gun
4-6	1. Machine Gun Array 2. Ferro-Fibrous 3. Ferro-Fibrous 4. Ferro-Fibrous 5. Ferro-Fibrous 6. Ferro-Fibrous
4-6	1. SRM 6 2. SRM 6 3. SRM 6 4. Roll Again
4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again

Right Torso

Right Torso	
1-3	1. XL Engine 2. XL Engine 3. XL Engine 4. SRM 6 5. SRM 6 6. Roll Again
4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again

Right Leg

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

'MECH DATA

Type: Raven RVN-SR

Mass: 35 tons

Movement Points: Tech & Configuration:

Walking: 6 Inner Sphere
Running: 9 Biped 'Mech
Jumping: 0

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
4	Machine Gun	RA	0	2	-	1	2	3
1	Machine Gun Array	RA	0	-	-	-	-	-
1	Narc Missile Beacon	LA	0	-	-	3	6	9
1	SRM 6	RT	4	2/hit	-	3	6	9
1	Guardian ECM	LT	0	-	-	-	-	6
1	Beagle Active Probe	CT	0	-	-	-	-	4

Ammo Type: Rounds:

Machine Gun	100
Narc Missile Beacon	12
SRM 6	15

Total Heat Sinks: 11 Single

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Auto Eject: Operational Disabled Weapon Heat: (4)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

** Avoid Inferno explosion on..
Shutdown

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

Shutdown, avoid on 10+
-5 Movement Points
+4 Modifier to Fire

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

Shutdown, avoid on 8+

-4 Movement Points
Ammo Explosion, avoid on 4+ (** 8+)

Shutdown, avoid on 6+

+3 Modifier to Fire

-3 Movement Points
Shutdown, avoid on 4+ (** 6+)

+2 Modifier to Fire

-2 Movement Points (** 4+)

+1 Modifier to Fire

-1 Movement Point

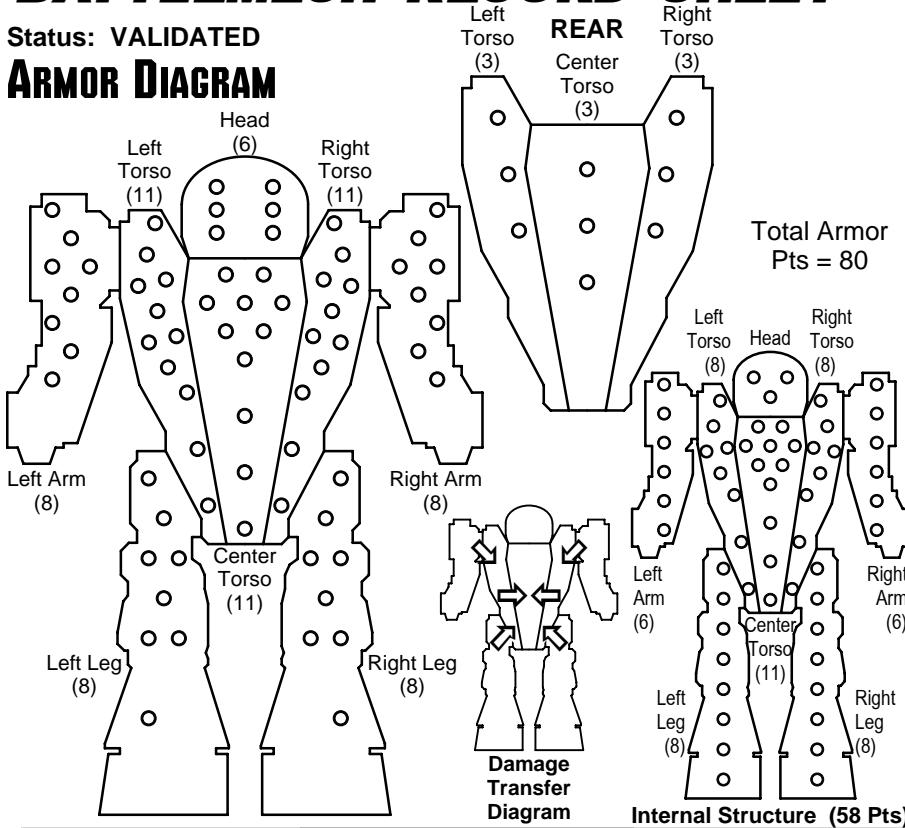
WIZGAMES™

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Internal Structure (58 Pts)

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Medium Laser
- 4. Medium Laser
- 5. Small Laser
- 6. Ferro-Fibrous
- 1. Ferro-Fibrous
- 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. Guardian ECM
- 5. Guardian ECM
- 6. Ammo (Streak 6) 15
- 1. CASE
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Left Leg

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

CRITICAL HIT TABLE

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Single Heat Sink
- 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. Beagle Active Probe
- 6. Beagle Active Probe

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

Right Arm

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

Right Torso

- 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 4. Streak SRM 6
- 5. Streak SRM 6
- 6. TAG
- 1. Roll Again
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Right Leg

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

'MECH DATA

Type: Raven RVN-SS

Mass: 35 tons

Movement Points: Tech & Configuration:

Walking: 6 Inner Sphere
Running: 9 Biped 'Mech
Jumping: 0

Weapons Inventory: (hexes)

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

Ammo Type: Rounds:

Streak SRM 6 15

Total Heat Sinks: 12 Single

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Auto Eject:

Operational Disabled

Weapon Heat:

(17)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

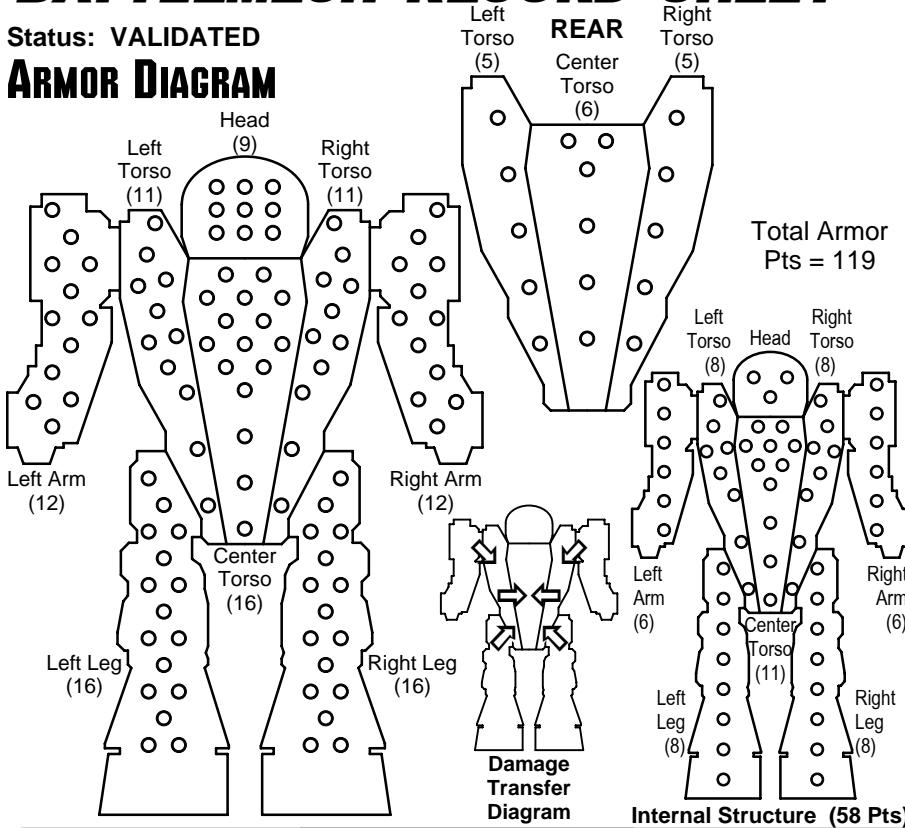
WIZGAMERS™

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. 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

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

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

Left Leg

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

Head

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

Center Torso

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

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

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

Right Arm

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

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

Right Torso

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

- 1-3 1. Roll Again
- 1-3 2. Roll Again
- 1-3 3. Roll Again
- 1-3 4. Roll Again
- 1-3 5. Roll Again
- 1-3 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: Wolfhound WLF-2

Mass: 35 tons

Movement Points: Tech & Configuration:

Walking: 6 Inner Sphere
Running: 9 Biped 'Mech
Jumping: 0

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	RA	12	8	-	7	14	19
1	Medium Laser	RT	3	5	-	3	6	9
1	Medium Laser	LT	3	5	-	3	6	9
1	Medium Laser	CT(R)	3	5	-	3	6	9
1	Medium Laser	CT	3	5	-	3	6	9

Total Heat Sinks: 10 Double (20)

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Auto Eject:

Weapon Heat:

Operational Disabled

(24)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

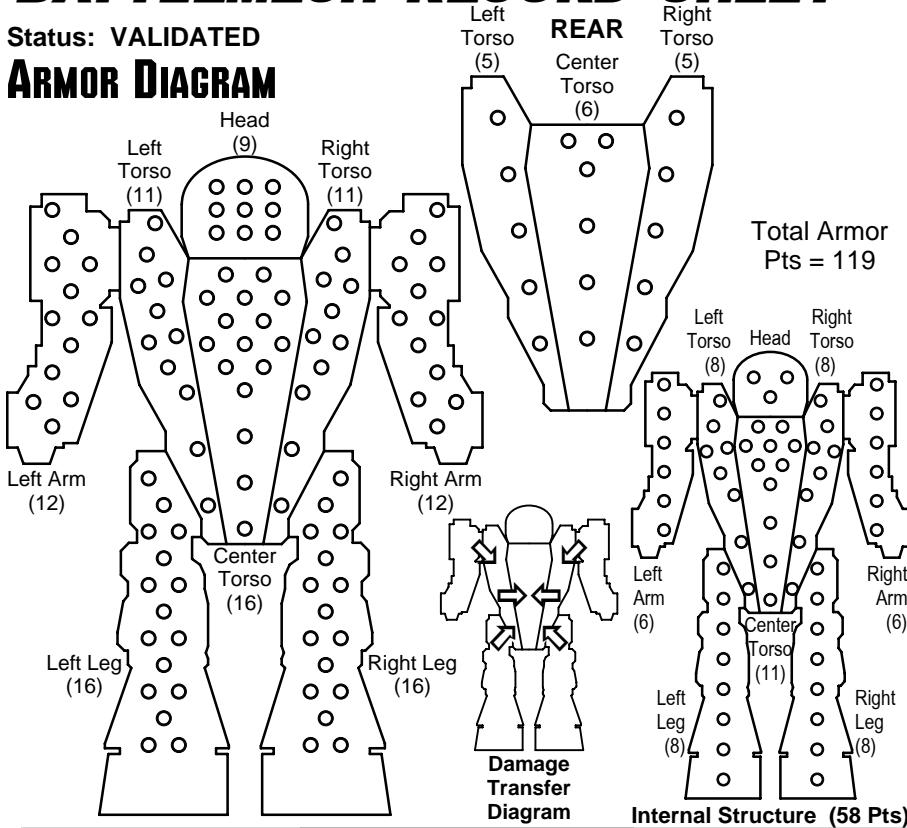
WIZGAMES™

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Left Arm

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

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

Left Torso

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

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

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. 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. Light Fusion Engine
- 2. Light Fusion Engine
- 3. Light Fusion Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro

- 1. Gyro
- 2. Light Fusion Engine
- 3. Light Fusion Engine
- 4. Light Fusion Engine
- 5. ER Medium Laser
- 6. ER Small Laser (R)

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

Right Arm

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

Right Torso

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

- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. ER Medium Laser
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. ER Medium Laser

Right Leg

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

'MECH DATA

Type: Wolfhound WLF-3S

Mass: 35 tons

Movement Points: Tech & Configuration:

Walking: 6 Inner Sphere
Running: 9 Biped 'Mech
Jumping: 0

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	RT	5	5	-	4	8	12
1	ER Medium Laser	LT	5	5	-	4	8	12
1	ER Medium Laser	CT	5	5	-	4	8	12
1	ER Small Laser	CT(R)	2	3	-	2	4	5

Total Heat Sinks: 12 Double (24)

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Auto Eject: Operational Disabled Weapon Heat: (32)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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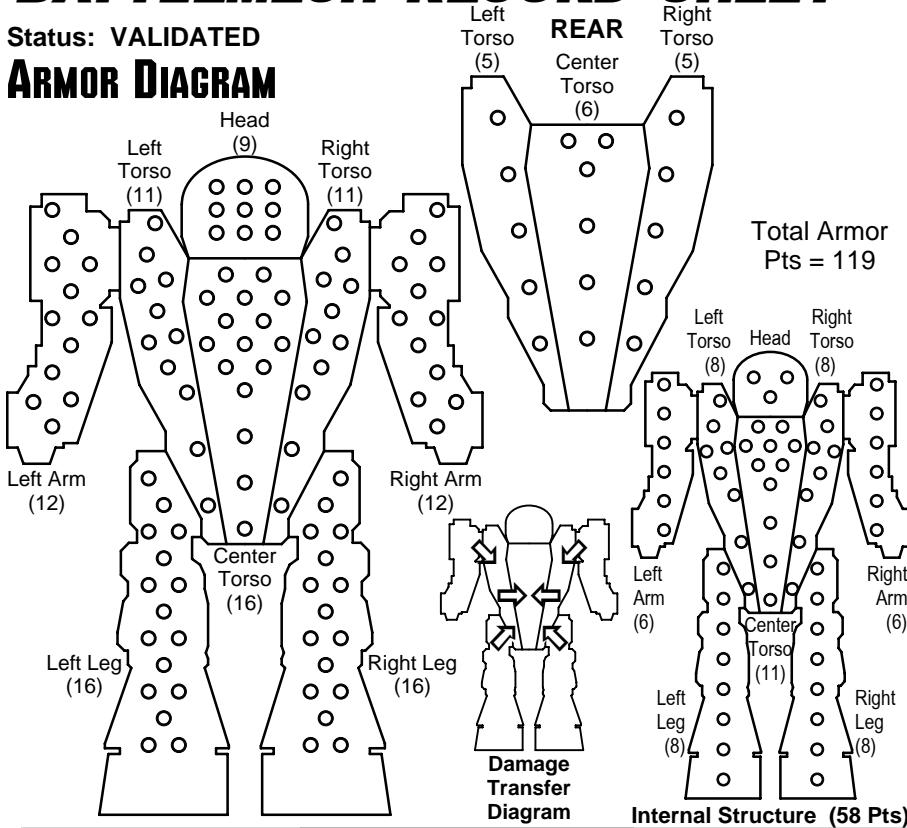
WIZGAMERS™

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



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. Double Heat Sink
- 2. Double Heat Sink
- 3. Double Heat Sink

- 4. Light PPC
- 5. Light PPC
- 6. Endo Steel

- 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. Roll Again
- 6. Roll Again

CRITICAL HIT TABLE

Head

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

Center Torso

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

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

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

Right Arm

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

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

Right Torso

- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Double Heat Sink

- 4. Light PPC
- 5. Light PPC
- 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. Roll Again
- 6. Roll Again

'MECH DATA

Type: Wolfhound WLF-4W

Mass: 35 tons

Movement Points: Tech & Configuration:

Walking: 6 Inner Sphere
Running: 9 Biped 'Mech
Jumping: 0

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RA	5	5	-	4	8	12
1	ER Small Laser	RA	2	3	-	2	4	5
1	Light PPC	RT	5	5	3	6	12	18
1	Light PPC	LT	5	5	3	6	12	18
1	Light PPC	CT	5	5	3	6	12	18

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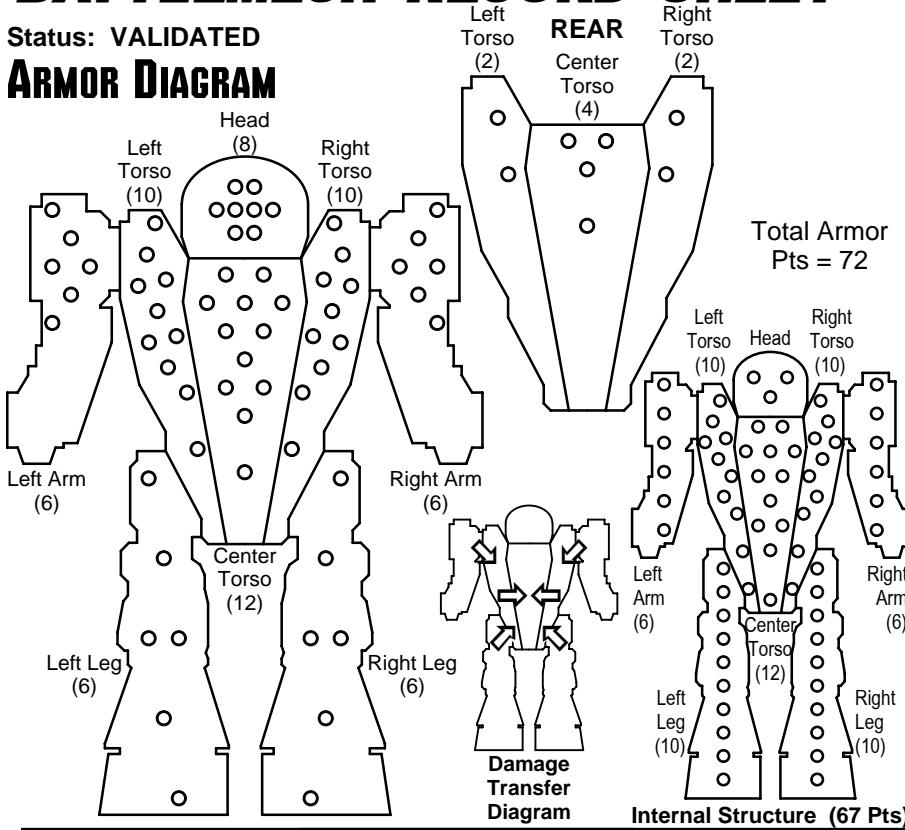
WIZGAMES™

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



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. Jump Jet
- 2. Jump Jet
- 3. Jump Jet
- 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

CRITICAL HIT TABLE

Head

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

Center Torso

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

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

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

Right Arm

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

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

Right Torso

- 1. Jump Jet
- 2. Jump Jet
- 3. Jump Jet
- 4. LRM 5
- 5. Artemis IV FCS
- 6. Ammo (LRM 5) 24

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

Right Leg

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

'MECH DATA

Type: Assassin ASN-23

Mass: 40 tons

Movement Points: Tech & Configuration:

Walking: 7 Inner Sphere
Running: 11 Biped 'Mech
Jumping: 7

Weapons Inventory: (hexes)

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

Ammo Type: Rounds:

LRM 5 24

Total Heat Sinks: 10 Single

oooooooooooo

Auto Eject: Weapon Heat:
 Operational Disabled (6)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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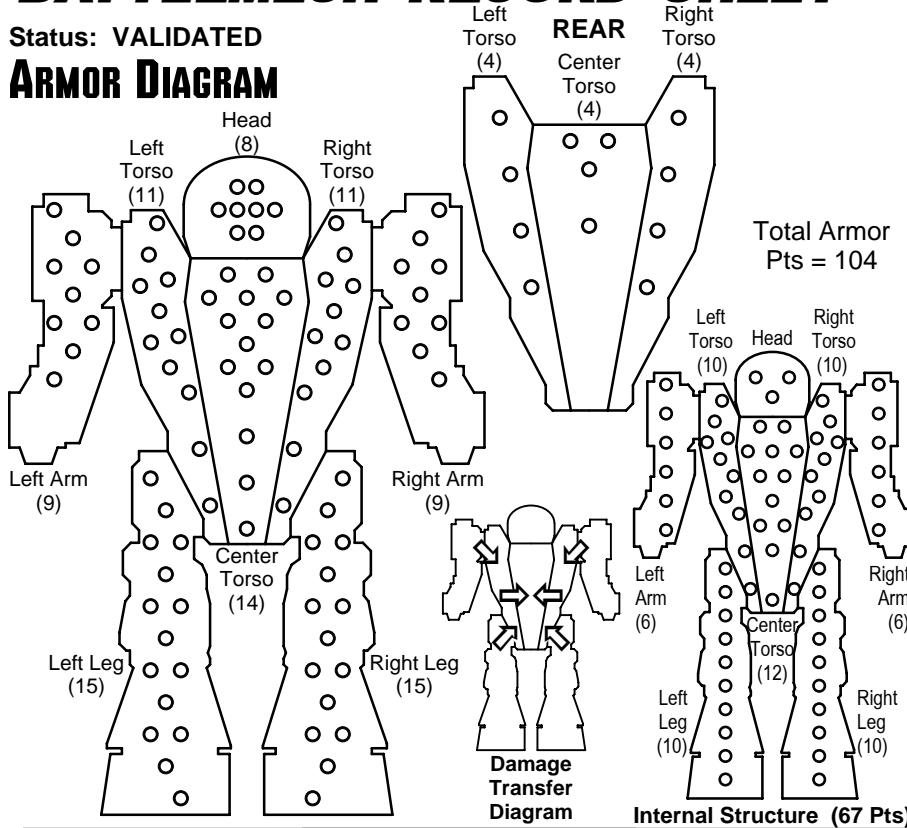
WIZKIDS™
WIZGAMERS™

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Left Arm

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

Left Torso

- 1. Light Fusion Engine
 - 2. Light Fusion Engine
 - 3. Jump Jet
 - 4. Jump Jet
 - 5. Jump Jet
 - 6. Endo Steel
- 1-3**
- 1. Endo Steel
 - 2. Roll Again
 - 3. Roll Again
 - 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again
- 4-6**

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

- 1. Light Fusion Engine
 - 2. Light Fusion Engine
 - 3. Light Fusion Engine
 - 4. Gyro
 - 5. Gyro
 - 6. Gyro
- 1-3**
- 1. Gyro
 - 2. Light Fusion Engine
 - 3. Light Fusion Engine
 - 4. Light Fusion Engine
 - 5. Jump Jet
 - 6. Endo Steel
- 4-6**

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

Right Arm

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

Right Torso

- 1. Light Fusion Engine
 - 2. Light Fusion Engine
 - 3. LB 5-X AC
 - 4. LB 5-X AC
 - 5. LB 5-X AC
 - 6. LB 5-X AC
- 1-3**
- 1. LB 5-X AC
 - 2. Ammo (LB 5-X) 20
 - 3. Jump Jet
 - 4. Jump Jet
 - 5. Jump Jet
 - 6. Endo Steel
- 4-6**

Right Leg

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

'MECH DATA

Type: Assassin ASN-30

Mass: 40 tons

Movement Points: Tech & Configuration:

Walking: 7 Inner Sphere
Running: 11 Biped 'Mech
Jumping: 7

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RA	5	5	-	4	8	12
1	LB 5-X AC	RT	1	5	3	7	14	21

Ammo Type: Rounds:
LB 5-X AC 20

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

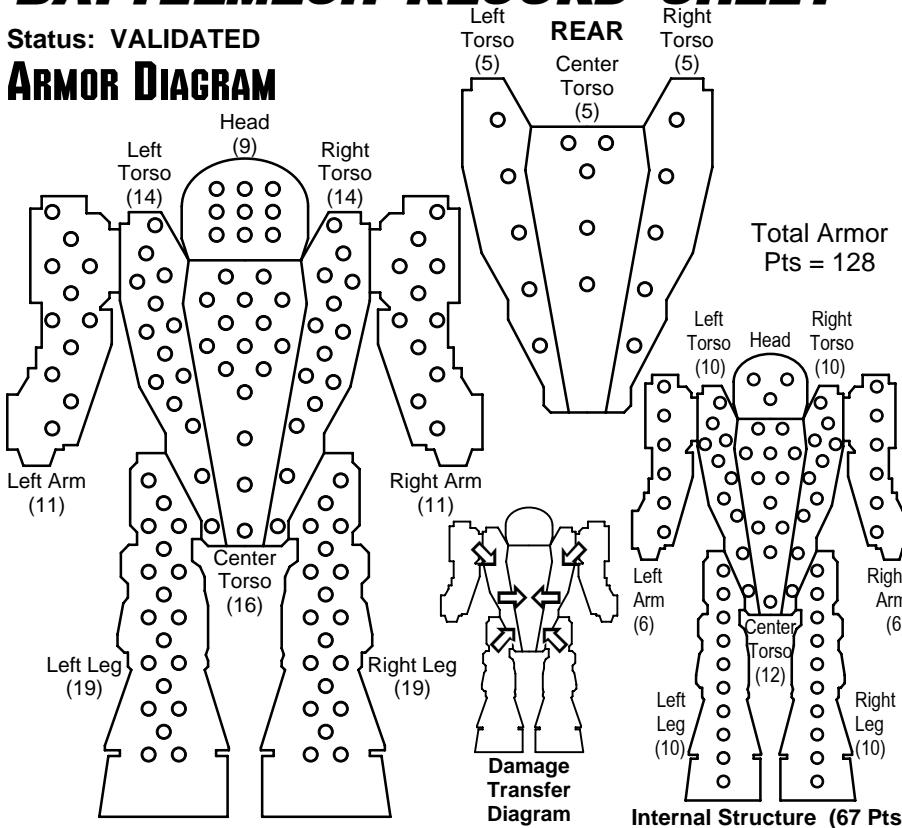
WIZKIDS
WIZGAMERS™

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. 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

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

- 4-6 1. Ammo (SRM 2) 50
- 4-6 2. Ammo (SRM 2) 50
- 4-6 3. CASE
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Left Leg

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

Head

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

Center Torso

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

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

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

Right Arm

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

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

Right Torso

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

- 4-6 1. SRM 2
- 4-6 2. Artemis IV FCS
- 4-6 3. SRM 2
- 4-6 4. Artemis IV FCS
- 4-6 5. Roll Again
- 4-6 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: Assassin ASN-99

Mass: 40 tons

Movement Points: Tech & Configuration:

Walking: 7 Inner Sphere
Running: 11 Biped 'Mech
Jumping: 7

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light PPC	RA	5	5	3	6	12	18
2	SRM 2 w/ Artemis IV RT		2	2/hit	-	3	6	9
1	TAG	HD	0	*	-	5	9	15

Ammo Type: Rounds:

SRM 2 100

Total Heat Sinks: 10 Single

oooooooooooo

Auto Eject: Weapon Heat:
 Operational Disabled (9)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

** Avoid Inferno explosion on..
Shutdown

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

Shutdown, avoid on 10+
-5 Movement Points
+4 Modifier to Fire

Ammo Explosion, avoid on 6+ (** 10+)
Shutdown, avoid on 8+

-4 Movement Points
Ammo Explosion, avoid on 4+ (** 8+)
Shutdown, avoid on 6+
+3 Modifier to Fire

-3 Movement Points
Shutdown, avoid on 4+ (** 6+)
+2 Modifier to Fire

-2 Movement Points (** 4+)
+1 Modifier to Fire

-1 Movement Point

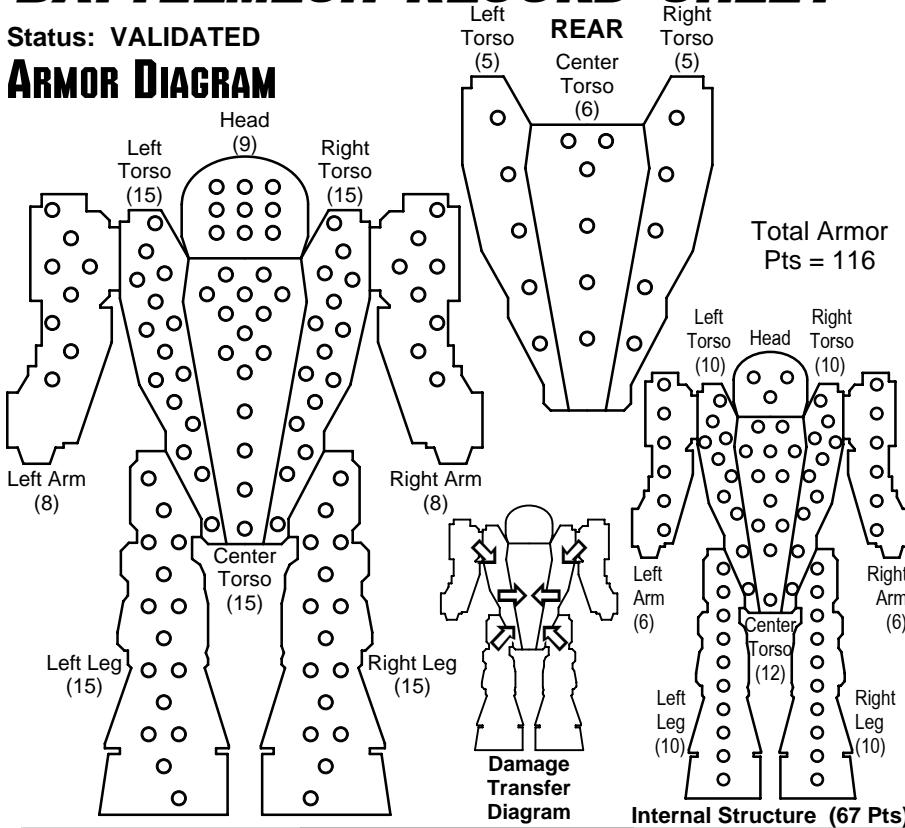
WIZGAMES™

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Internal Structure (67 Pts)

CRITICAL HIT TABLE

Left Arm

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

Left Torso

- 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 4. Medium Laser
- 5. ER PPC
- 6. ER PPC
- 1. ER PPC
- 2. Jump Jet
- 3. Jump Jet
- 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. 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. Ferro-Fibrous
- 6. Ferro-Fibrous

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

Right Arm

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

Right Torso

- 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 4. Medium Laser
- 5. Jump Jet
- 6. Jump Jet
- 1. Ferro-Fibrous
- 2. Ferro-Fibrous
- 3. Ferro-Fibrous
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Right Leg

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

'MECH DATA

Type: Cicada CDA-3F

Mass: 40 tons

Movement Points: Tech & Configuration:

Walking: 8 Inner Sphere
Running: 12 Biped 'Mech
Jumping: 8

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RT	3	5	-	3	6	9
1	Medium Laser	LT	3	5	-	3	6	9
1	ER PPC	LT	15	10	-	7	14	23

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject: Operational Disabled Weapon Heat: (21)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

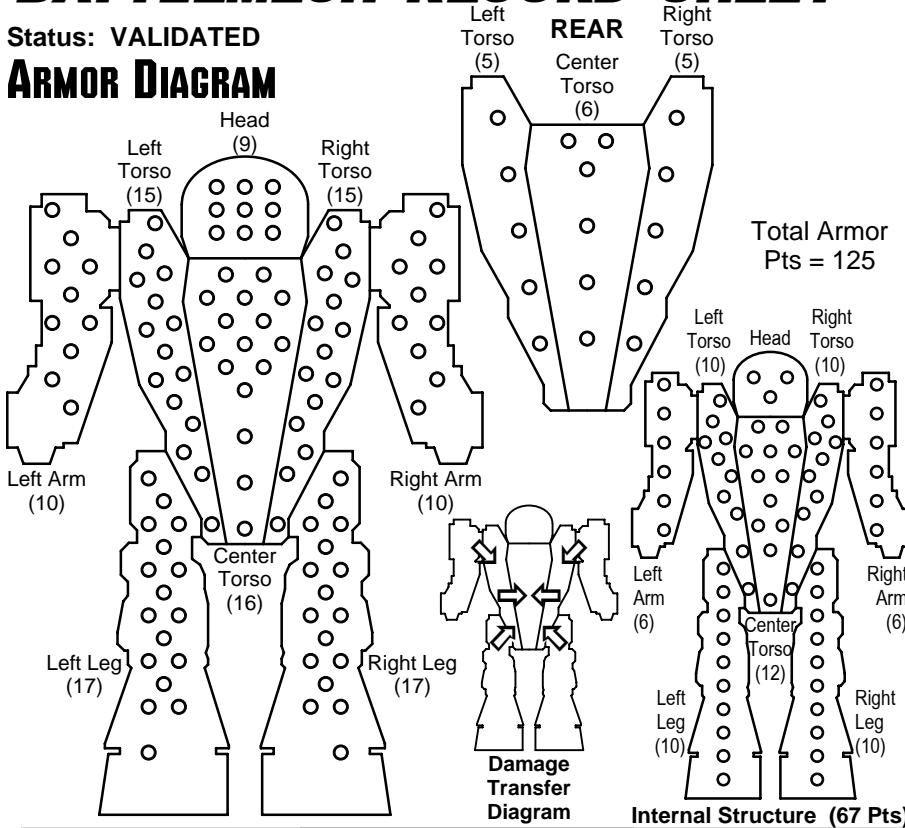
WIZKIDS™ WIZGAMERS™

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Left Arm

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

Left Torso

- 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 4. Jump Jet
- 5. Jump Jet
- 6. ER Large Laser
- 1. ER Large Laser
- 2. Medium Laser
- 3. Ferro-Fibrous
- 4. Ferro-Fibrous
- 5. Ferro-Fibrous
- 6. Roll Again

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

- 1. 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. Ferro-Fibrous
- 6. Ferro-Fibrous

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

Right Arm

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

Right Torso

- 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 4. Jump Jet
- 5. Jump Jet
- 6. Medium Laser
- 1. Beagle Active Probe
- 2. Beagle Active Probe
- 3. Ferro-Fibrous
- 4. Ferro-Fibrous
- 5. Ferro-Fibrous
- 6. Roll Again

Right Leg

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

'MECH DATA

Type: Cicada CDA-3G

Mass: 40 tons

Movement Points: Tech & Configuration:

Walking: 8 Inner Sphere
Running: 12 Biped 'Mech
Jumping: 8

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RT	3	5	-	3	6	9
1	Beagle Active Probe	RT	0	-	-	-	-	4
1	ER Large Laser	LT	12	8	-	7	14	19
1	Medium Laser	LT	3	5	-	3	6	9

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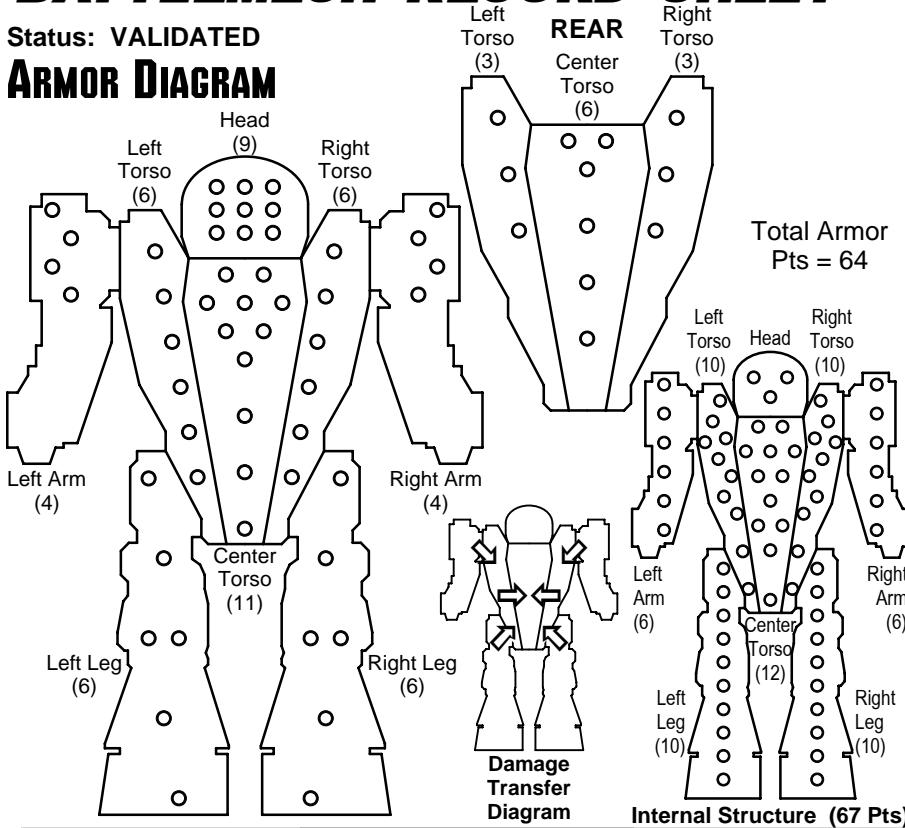
WIZKIDS
WIZGAMERS™

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm	
1.	Shoulder
2.	Upper Arm Actuator
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

Left Torso	
1.	XL Engine
2.	XL Engine
3.	XL Engine
4.	Medium Laser
5.	Ultra AC/5
6.	Ultra AC/5
1.	Ultra AC/5
2.	Ultra AC/5
3.	Ultra AC/5
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

Right Arm	
1.	Shoulder
2.	Upper Arm Actuator
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

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.	Small Pulse Laser
6.	Roll Again

Right Torso	
1.	XL Engine
2.	XL Engine
3.	XL Engine
4.	Medium Laser
5.	Ammo (Ult AC/5) 20
6.	CASE
1.	Roll Again
2.	Roll Again
3.	Roll Again
4.	Roll Again
5.	Roll Again
6.	Roll Again

Engine Hits O O O
 Gyro Hits O O
 Sensor Hits O O
 Life Support O

Right Leg

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

'MECH DATA

Type: Cicada CDA-3M

Mass: 40 tons

Movement Points: Tech & Configuration:

Walking: 8 Inner Sphere

Running: 12 Biped 'Mech

Jumping: 0

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RT	3	5	-	3	6	9
1	Medium Laser	LT	3	5	-	3	6	9
1	Ultra AC/5	LT	1	5	2	6	13	20
1	Small Pulse Laser	CT	2	3	-	1	2	3

Ammo Type: Rounds:

Ultra AC/5

20

Total Heat Sinks: 10 Double (20)

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Auto Eject:

Weapon Heat: (10)

Operational Disabled

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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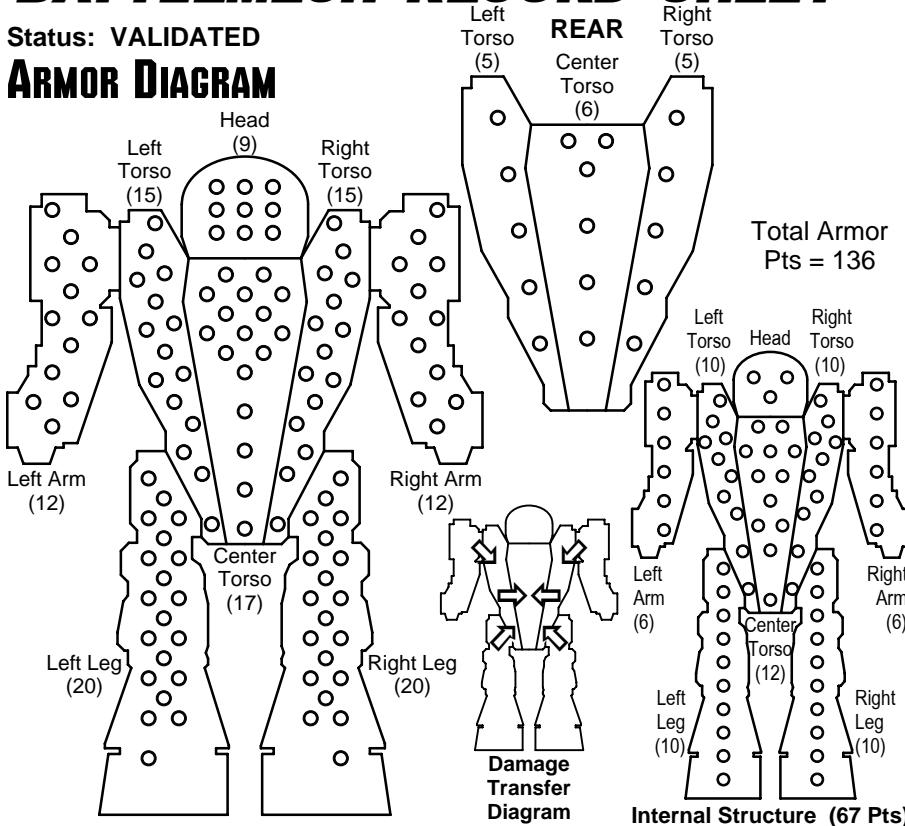
WIZGAMERS™

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 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

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. Small Pulse Laser
- 6. Roll Again

Left Torso

- 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 4. Snub-Nose PPC
- 5. Snub-Nose PPC
- 6. Medium Laser

- 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

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

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 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 Torso

- 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 4. Medium Laser

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

Right Leg

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

'MECH DATA

Type: Cicada CDA-3MA

Mass: 40 tons

Movement Points: Tech & Configuration:

Walking: 8 Inner Sphere
Running: 12 Biped 'Mech
Jumping: 0

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RT	3	5	-	3	6	9
1	Snub-Nose PPC	LT	10	10/8/5	-	9	13	15
1	Medium Laser	LT	3	5	-	3	6	9
1	Small Pulse Laser	CT	2	3	-	1	2	3

Total Heat Sinks: 10 Double (20)

oooooooooooo

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	Ammo Explosion, avoid on 8+
28	Shutdown, avoid on 10+
27	-5 Movement Points
26	+4 Modifier to Fire
25	Ammo Explosion, avoid on 6+
24	Shutdown, avoid on 8+
23	-4 Movement Points
22	Ammo Explosion, avoid on 4+
21	Shutdown, avoid on 6+
20	+3 Modifier to Fire
19	-3 Movement Points
18	Shutdown, avoid on 4+
17	+2 Modifier to Fire
16	-2 Movement Points
15	Shutdown, avoid on 4+
14	+1 Modifier to Fire
13	-1 Movement Point
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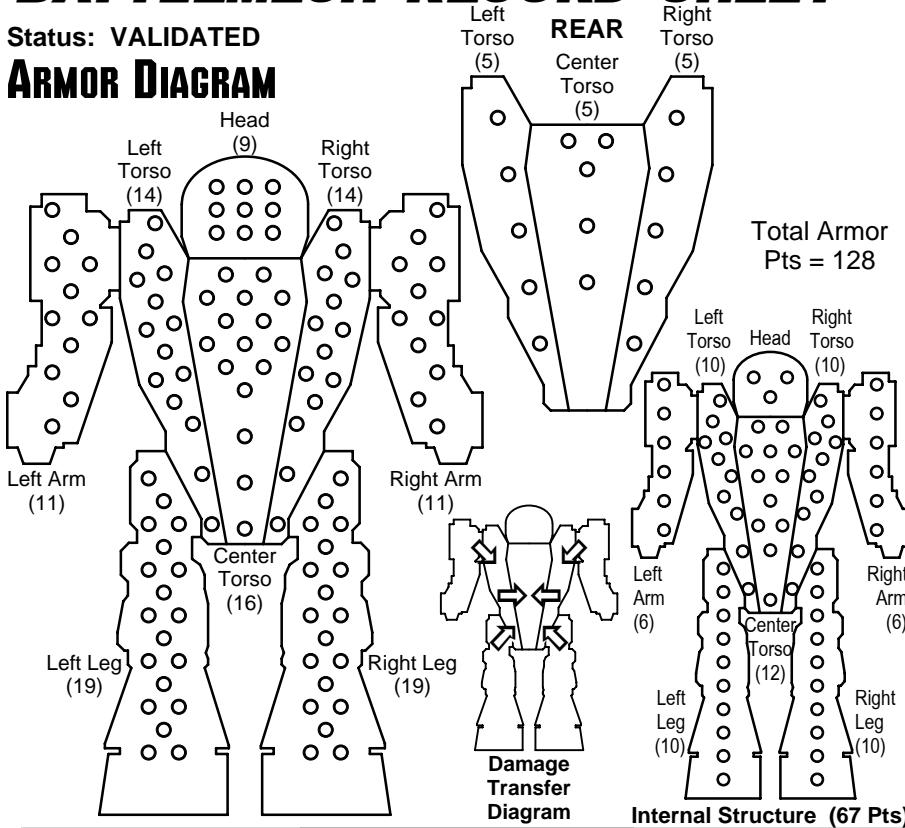
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WIZGAMERS™

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 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

Left Torso

- 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 4. Heavy PPC
- 5. Heavy PPC
- 6. Heavy PPC

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

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

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

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 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 Torso

- 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 4. ER Medium Laser
- 5. Roll Again
- 6. Roll Again

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

Right Leg

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

'MECH DATA

Type: Cicada CDA-3P

Mass: 40 tons

Movement Points: Tech & Configuration:

Walking: 7 Inner Sphere
Running: 11 Biped 'Mech
Jumping: 0

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RT	5	5	-	4	8	12
1	Heavy PPC	LT	15	15	3	6	12	18
1	ER Medium Laser	LT	5	5	-	4	8	12
2	ER Medium Laser	CT	5	5	-	4	8	12

Total Heat Sinks: 10 Double (20)

oooooooooooo

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	Ammo Explosion, avoid on 8+
28	Shutdown, avoid on 10+
27	-5 Movement Points
26	+4 Modifier to Fire
25	Ammo Explosion, avoid on 6+
24	Shutdown, avoid on 8+
23	-4 Movement Points
22	Ammo Explosion, avoid on 4+
21	Shutdown, avoid on 6+
20	+3 Modifier to Fire
19	-3 Movement Points
18	Shutdown, avoid on 4+
17	+2 Modifier to Fire
16	-2 Movement Points
15	Shutdown, avoid on 4+
14	+1 Modifier to Fire
13	-1 Movement Point
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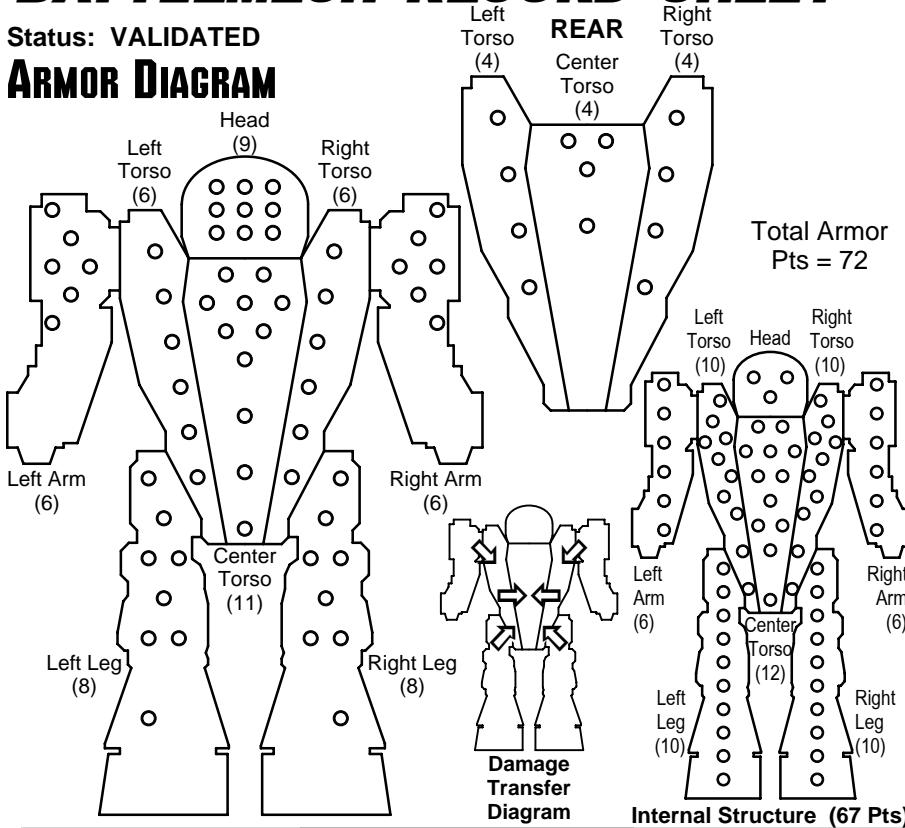
WIZKIDS™
WIZGAMERS™

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Clint CLNT-2-3U

Mass: 40 tons

Movement Points: Tech & Configuration:

Walking: 6 Inner Sphere
Running: 9 Biped 'Mech
Jumping: 6

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	10	-	7	14	23
1	Medium Pulse Laser LT	4	6	-	2	4	6	
1	Medium Pulse Laser CT	4	6	-	2	4	6	

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject: Operational Disabled Weapon Heat: (23)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WIZKIDS™
WIZGAMERS™

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

- 1-3
- 1. Jump Jet
- 2. Medium Pulse Laser
- 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

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

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

Right Arm

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

Right Torso

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

Right Leg

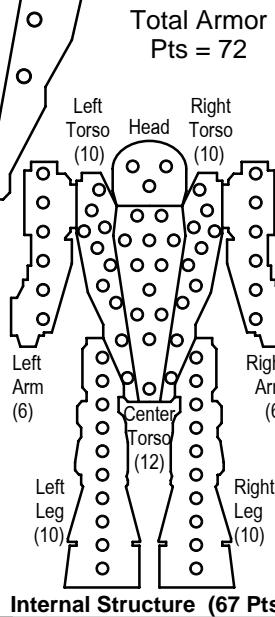
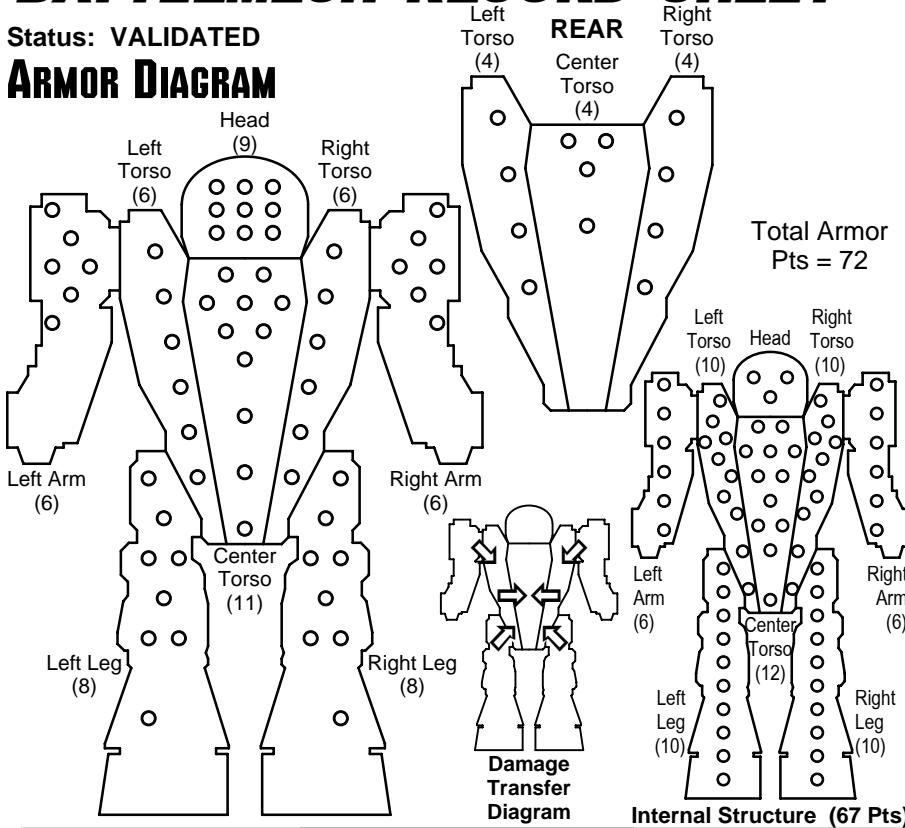
- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Jump Jet
- 6. Jump Jet

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. 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. Jump Jet
- 2. ER Medium Laser
- 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

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

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

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

Right Arm

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

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

Right Torso

- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Double Heat Sink
- 4. Jump Jet
- 5. Ammo (PR) 10
- 6. Ammo (PR) 10

- 1. Ammo (PR) 10
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Right Leg

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

'MECH DATA

Type: Clint CLNT-2-3UL

Mass: 40 tons

Movement Points: Tech & Configuration:

Walking: 6	Inner Sphere
Running: 9	Biped 'Mech
Jumping: 6	

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Plasma Rifle	RA	10	10	-	5	10	15
1	ER Medium Laser	LT	5	5	-	4	8	12
1	ER Medium Laser	CT	5	5	-	4	8	12

Ammo Type: Rounds:

Plasma Rifle 30

Total Heat Sinks: 10 Double (20)

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Auto Eject: Weapon Heat:
 Operational Disabled (20)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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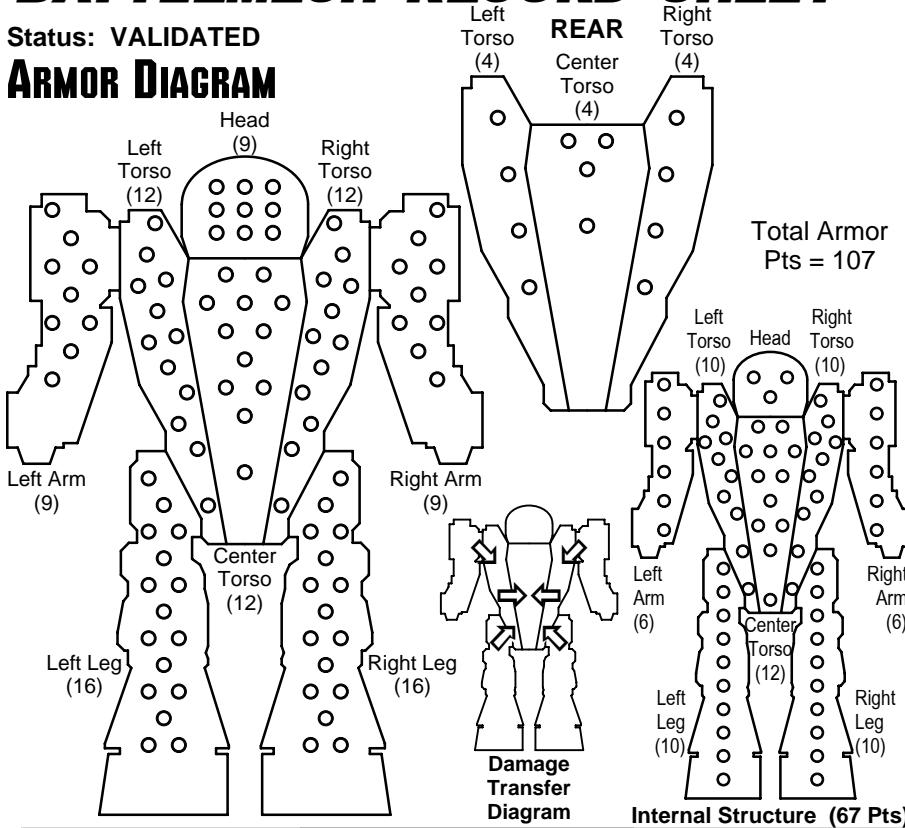
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WIZGAMERS™

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Internal Structure (67 Pts)

Left Arm

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

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

Left Torso

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

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

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

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

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

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

Right Arm

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

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

Right Torso

- 1. Single Heat Sink
- 2. Jump Jet
- 3. Ammo (LAC/5) 20
- 4. Ammo (LAC/5) 20
- 5. CASE
- 6. Ferro-Fibrous

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

Right Leg

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

'MECH DATA

Type: Clint CLNT-3-3T

Mass: 40 tons

Movement Points: Tech & Configuration:

Walking: 6 Inner Sphere
Running: 9 Biped 'Mech
Jumping: 6

Weapons Inventory: (hexes)

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

Ammo Type: Rounds:

Light AC/5 40

Total Heat Sinks: 10 Single

oooooooooooo

Auto Eject: Weapon Heat:
 Operational Disabled (7)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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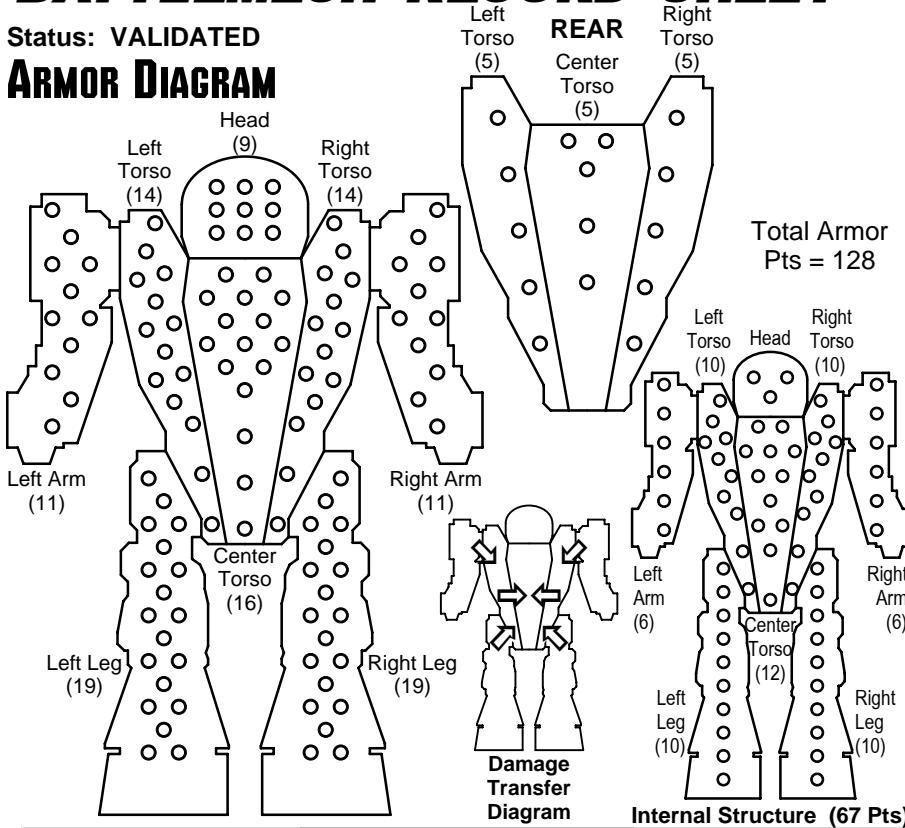
WIZKIDS
WIZGAMERS™

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Internal Structure (67 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. Endo Steel
- 3. Endo Steel
- 4. Endo Steel
- 5. Endo Steel
- 6. Roll Again

Left Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 3. Jump Jet
- 4. ER Medium Laser
- 5. ER Medium Laser
- 6. C³ Slave Unit
- 1. Endo Steel
- 2. Endo Steel
- 3. Endo Steel
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. 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. Light Fusion Engine
- 2. Light Fusion Engine
- 3. Light Fusion Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro
- 1. Gyro
- 2. Light Fusion Engine
- 3. Light Fusion Engine
- 4. Light Fusion Engine
- 5. ER Medium Laser
- 6. TAG

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

Right Arm

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

Right Torso

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

Right Leg

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

'MECH DATA

Type: Clint CLNT-5U

Mass: 40 tons

Movement Points: Tech & Configuration:

Walking: 6 Inner Sphere
Running: 9 Biped 'Mech
Jumping: 6

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	RA	12	8	-	7	14	19
2	ER Medium Laser	LT	5	5	-	4	8	12
1	C ³ Slave Unit	LT	0	-	-	-	-	-
1	ER Medium Laser	CT	5	5	-	4	8	12
1	TAG	CT	0	*	-	5	9	15

Total Heat Sinks: 12 Double (24)

oooooooooooooo oo

Auto Eject: Operational Disabled Weapon Heat: (27)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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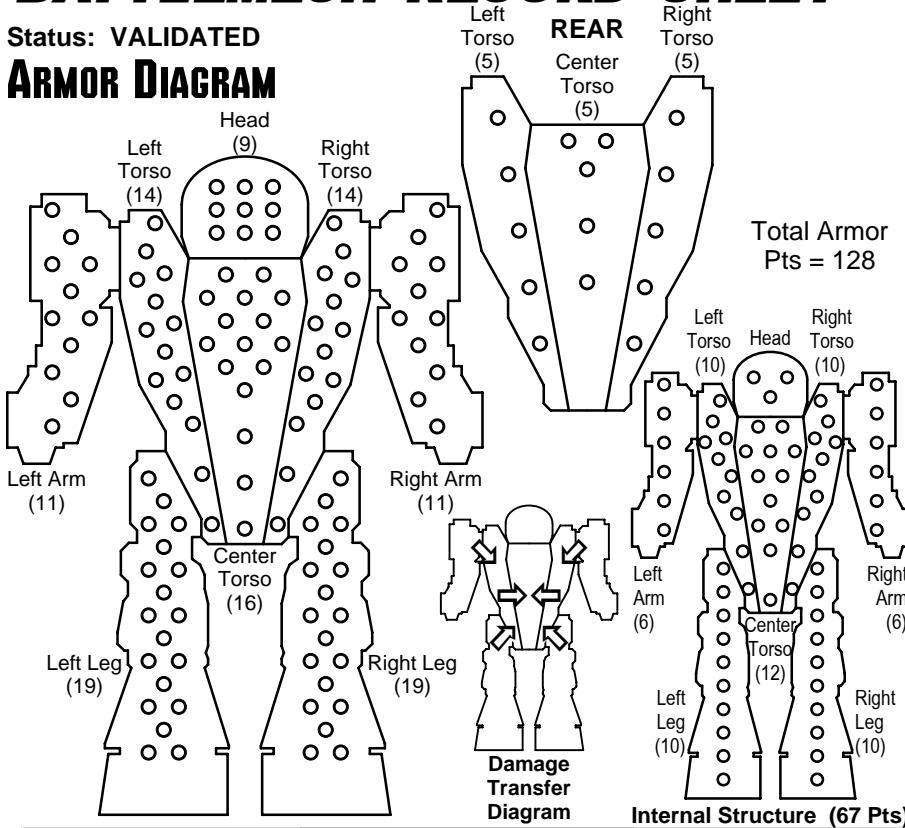
WIZGAMES

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Left Arm

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

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

Left Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 3. ER Medium Laser
- 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. Heavy Ferro-Fibrous

Left Leg

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

CRITICAL HIT TABLE

Head

- 1. Life Support
- 2. Sensors
- 3. Small Cockpit
- 4. Sensors
- 5. ER Small Laser
- 6. Heavy Ferro-Fibrous

Center Torso

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

- 1. Gyro
- 2. Light Fusion Engine
- 3. Light Fusion Engine
- 4. Light Fusion Engine
- 5. Heavy Ferro-Fibrous
- 6. Heavy Ferro-Fibrous

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

Right Arm

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

- 1. ER Large Laser
- 2. Heavy Ferro-Fibrous
- 3. Heavy Ferro-Fibrous
- 4. Heavy Ferro-Fibrous
- 5. Heavy Ferro-Fibrous
- 6. Heavy Ferro-Fibrous

Right Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 3. Endo Steel
- 4. Endo Steel
- 5. Endo Steel
- 6. Endo Steel

- 1. Gyro
- 2. Light Fusion Engine
- 3. Light Fusion Engine
- 4. Light Fusion Engine
- 5. Heavy Ferro-Fibrous
- 6. Heavy Ferro-Fibrous

Right Leg

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

'MECH DATA

Type: Clint CLNT-6S

Mass: 40 tons

Movement Points: Tech & Configuration:

Walking: 7 Inner Sphere
Running: 11 Biped 'Mech
Jumping: 0

Weapons Inventory: (hexes)

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

Total Heat Sinks: 12 Double (24)

oooooooooooo oo

Auto Eject: Operational Disabled Weapon Heat: (36)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____ +1

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

HEAT SCALE

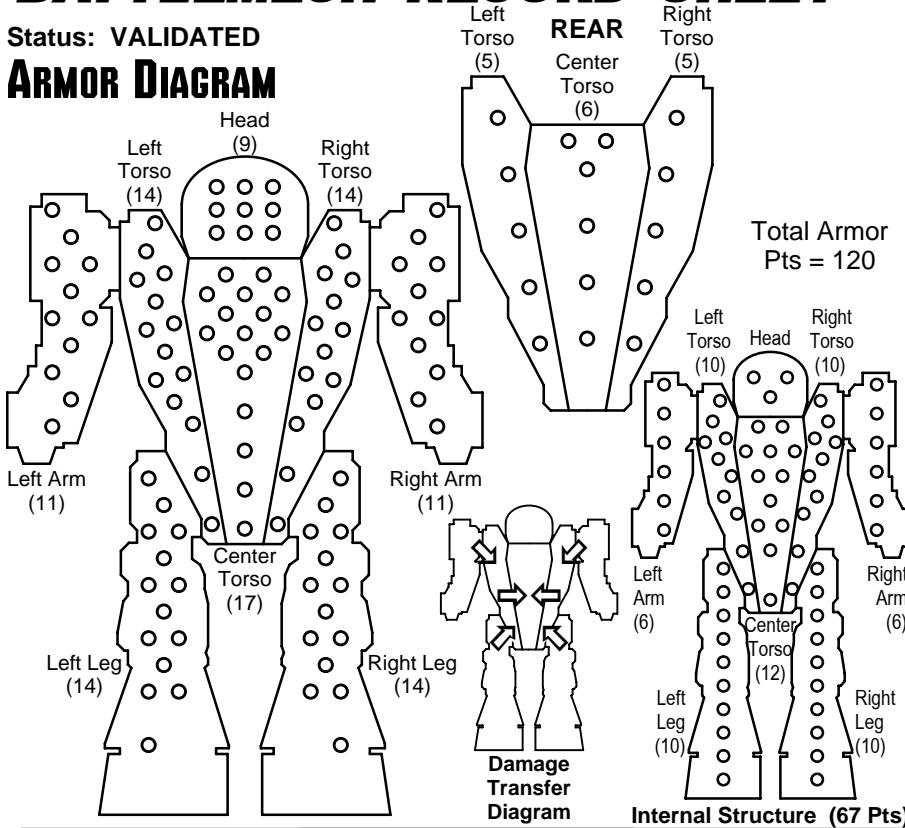
30	Shutdown
29	Ammo Explosion, avoid on 8+
28	Shutdown, avoid on 10+
27	-5 Movement Points
26	+4 Modifier to Fire
25	Ammo Explosion, avoid on 6+
24	Shutdown, avoid on 8+
23	-4 Movement Points
22	Ammo Explosion, avoid on 4+
21	Shutdown, avoid on 6+
20	+3 Modifier to Fire
19	-3 Movement Points
18	Shutdown,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

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Double Heat Sink
- 1. Improved Narc
- 2. Improved Narc
- 3. Improved Narc
- 4. Ammo (iNarc) 4
- 5. Ammo (iNarc) 4
- 6. Ammo (iNarc) 4

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. Endo Steel
- 2. Endo Steel
- 3. Endo Steel
- 4. Endo Steel
- 5. Endo Steel
- 6. Endo Steel
- 1. Endo Steel
- 2. Endo Steel
- 3. Endo Steel
- 4. Endo Steel
- 5. Improved C³ CPU
- 6. Improved C³ CPU

Left Torso

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

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

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Hand Actuator
- 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

Right Torso

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

'MECH DATA

Type: Hermes II HER-5C

Mass: 40 tons

Movement Points: Tech & Configuration:

Walking: 6 Inner Sphere
Running: 9 Biped 'Mech
Jumping: 0

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	ER Medium Laser	RA	5	5	-	4	8	12
1	Improved Narc	LA	0	-	-	4	9	15
1	ER Large Laser	RT	12	8	-	7	14	19
1	Improved C³ CPU	CT	0	-	-	-	-	-

Ammo Type: Rounds:

Improved Narc 12

Total Heat Sinks: 10 Double (20)

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Auto Eject: Weapon Heat:
 Operational Disabled (27)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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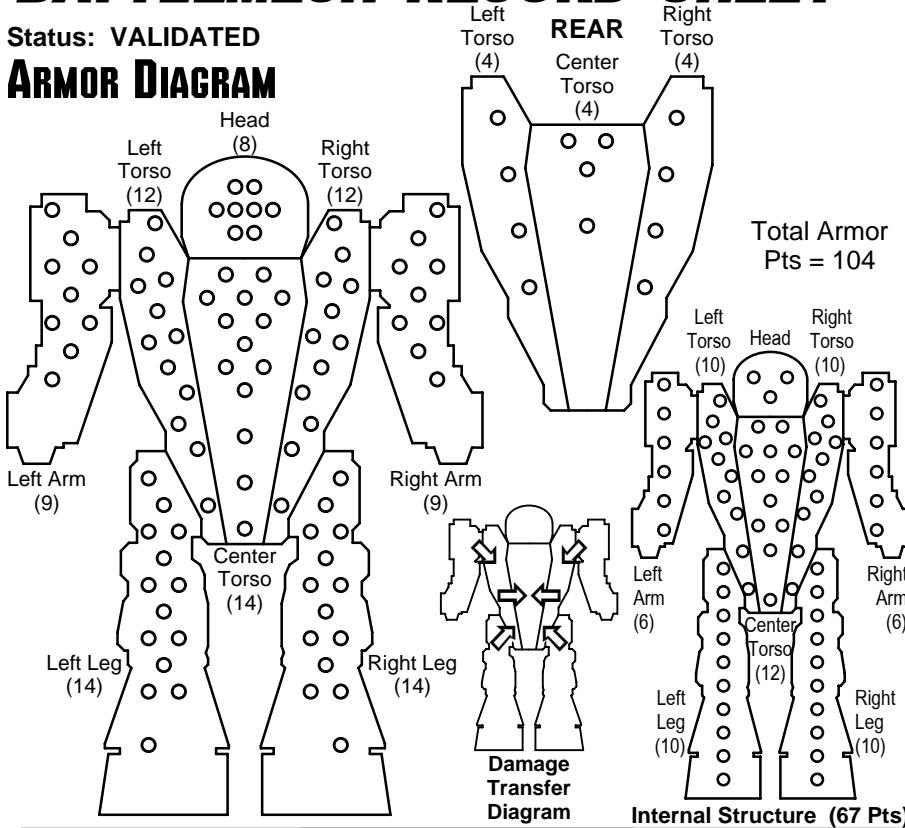
WIZGAMERS™

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator

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

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

Left Torso

- 1-3 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Double Heat Sink

- 4-6 4. Ammo (Lt Gauss) 16
- 5. Ammo (Lt Gauss) 16
- 6. Endo Steel

- 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. Roll Again
- 6. Roll Again

CRITICAL HIT TABLE

Head

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

Center Torso

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

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

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

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

Right Arm

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

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

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

Right Torso

- 1. Light Gauss Rifle
- 2. Light Gauss Rifle
- 3. Light Gauss Rifle
- 4. Light Gauss Rifle
- 5. Light Gauss Rifle
- 6. Endo Steel

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

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

'MECH DATA

Type: **Hermes II HER-5ME**

Mass: **40 tons**

Movement Points: Tech & Configuration:

Walking: 6	Inner Sphere
Running: 9	Biped 'Mech
Jumping: 0	

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light Gauss Rifle	RT	1	8	3	8	17	25

Ammo Type: Rounds:

Light Gauss Rifle 32

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject: Weapon Heat:
 Operational Disabled (1)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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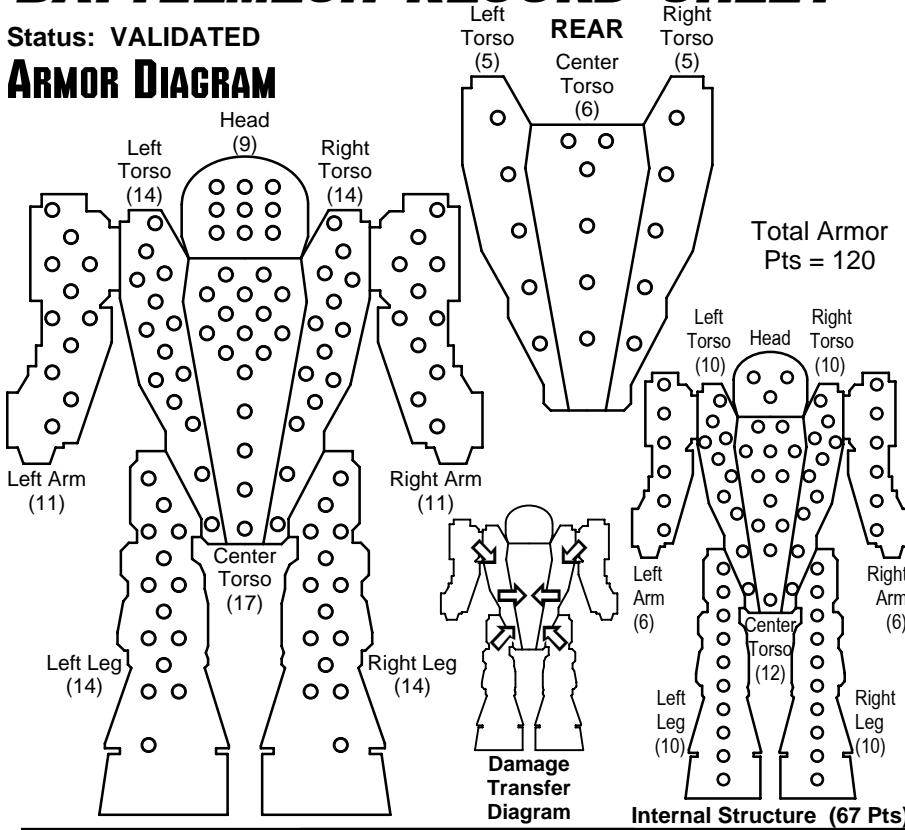
WIZKIDS
WIZGAMERS™

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Hermes II HER-5S

Mass: 40 tons

Movement Points: Tech & Configuration:

Walking: 6 Inner Sphere
Running: 9 Biped 'Mech
Jumping: 0

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	RA	4	6	-	2	4	6
1	Flamer	LA	3	2	-	1	2	3
1	Ultra AC/5	RT	1	5	2	6	13	20

Ammo Type: Ultra AC/5 Rounds: 20

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject: Operational Disabled Weapon Heat: (9)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WIZKIDS™

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Flamer
- 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

- 1-3 1. Double Heat Sink
- 1-3 2. Double Heat Sink
- 1-3 3. Double Heat Sink
- 4. Ammo (Ult AC/5) 20
- 5. Endo Steel
- 6. Endo Steel
- 1. Endo Steel
- 2. Endo Steel
- 3. Endo Steel
- 4. Endo Steel
- 5. Endo Steel
- 6. Roll Again

Left Leg

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

Head

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

Center Torso

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

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

Right Arm

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

Right Torso

- 1-3 1. Ultra AC/5
- 1-3 2. Ultra AC/5
- 1-3 3. Ultra AC/5
- 4. Ultra AC/5
- 5. Ultra AC/5
- 6. Endo Steel
- 1. Endo Steel
- 2. Endo Steel
- 3. Endo Steel
- 4. Endo Steel
- 5. Endo Steel
- 6. Endo Steel

Right Leg

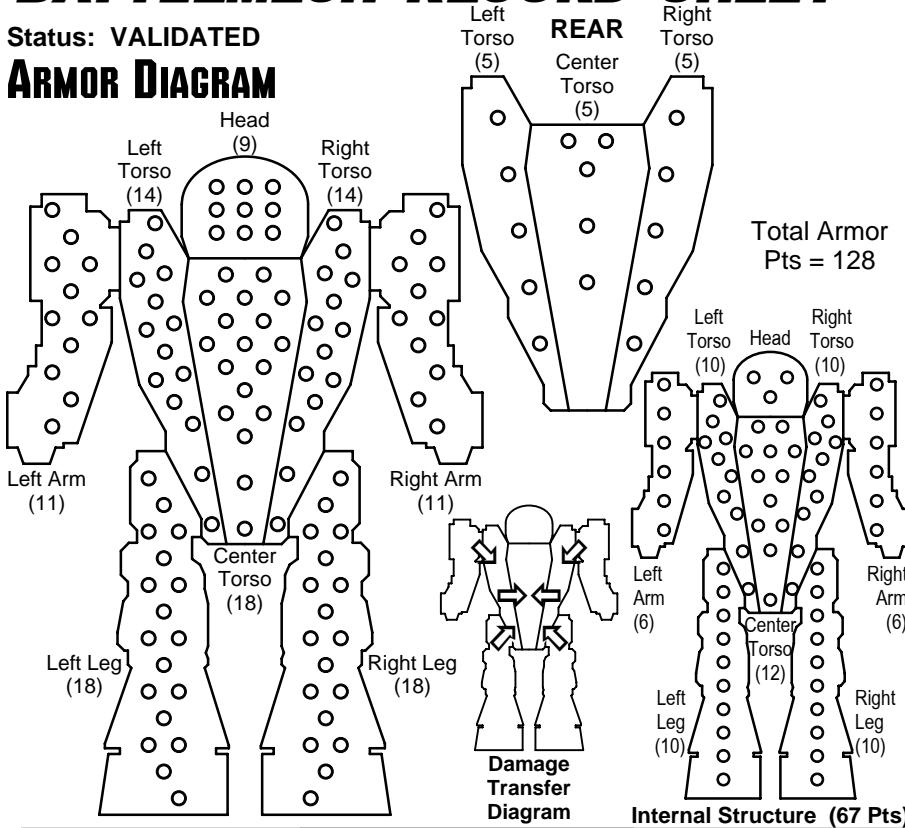
- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Roll Again
- 6. Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Flamer
- 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. Double Heat Sink
- 5. Double Heat Sink
- 6. Double Heat Sink
- 1. Ammo (Ult AC/5) 20
- 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. 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. Roll Again
- 6. Roll Again

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

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Hand Actuator
- 5. Large Pulse Laser
- 6. Large Pulse Laser
- 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. Ultra AC/5
- 5. Ultra AC/5
- 6. Ultra AC/5
- 1. Ultra AC/5
- 2. Ultra AC/5
- 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: Hermes II HER-5SA

Mass: 40 tons

Movement Points: Tech & Configuration:

Walking: 6 Inner Sphere
Running: 9 Biped 'Mech
Jumping: 0

Weapons Inventory: (hexes)

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

Ammo Type: Ultra AC/5 Rounds: 20

Total Heat Sinks: 10 Double (20)

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Auto Eject: Operational Disabled Weapon Heat: (15)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

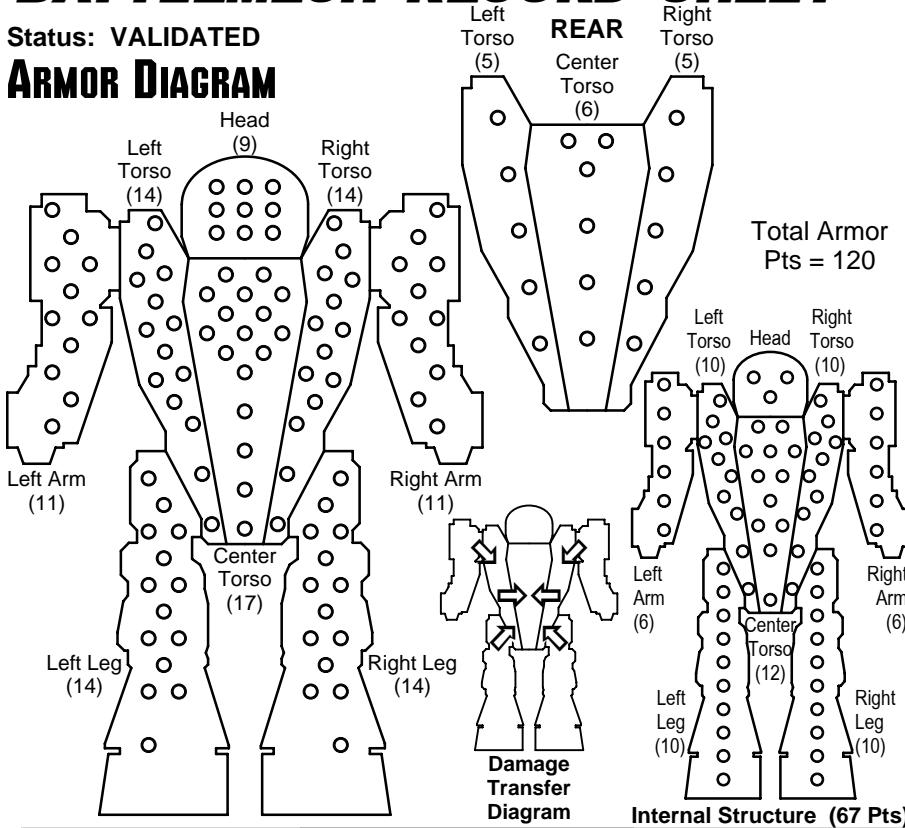
WIZGAMES™

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Hermes II HER-6D

Mass: 40 tons

Movement Points: Tech & Configuration:

Walking: 6 Inner Sphere
Running: 9 Biped 'Mech
Jumping: 0

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RA	5	5	-	4	8	12
1	Flamer	LA	3	2	-	1	2	3
1	Rotary AC/5	RT	1	5	-	5	10	15

Ammo Type: Rounds:
Rotary AC/5 20

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

WIZGAMES™

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Flamer
- 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

- 1-3 1. Double Heat Sink
- 1-3 2. Double Heat Sink
- 1-3 3. Double Heat Sink
- 4. Ammo (RAC/5) 20
- 5. Endo Steel
- 6. Endo Steel
- 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. Roll Again
- 6. Roll Again

Head

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

Center Torso

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

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

Right Arm

- 1-3 1. Shoulder
- 1-3 2. Upper Arm Actuator
- 1-3 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

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

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

Right Leg

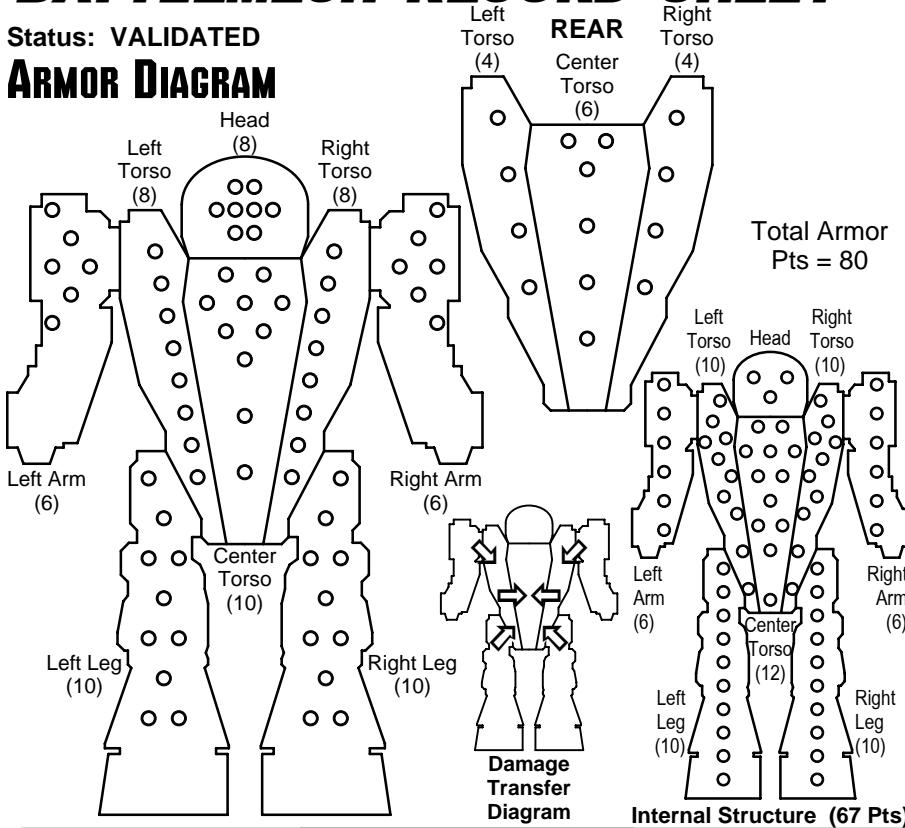
- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Roll Again
- 6. Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Left Arm

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

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

Left Torso

- 1-3 1. Jump Jet
- 1-3 2. Jump Jet
- 1-3 3. Medium Pulse Laser
- 4-6 4. Ammo (MG) 200
- 5. Endo Steel
- 6. Endo Steel

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

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

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

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

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

Right Arm

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

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

Right Torso

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

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

Right Leg

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

'MECH DATA

Type: Vulcan VT-5M

Mass: 40 tons

Movement Points: Tech & Configuration:

Walking: 6 Inner Sphere
Running: 9 Biped 'Mech
Jumping: 6

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	RA	3	2	-	1	2	3
1	Machine Gun	LA	0	2	-	1	2	3
1	Large Pulse Laser	RT	10	9	-	3	7	10
1	Medium Pulse Laser	LT	4	6	-	2	4	6

Ammo Type: Rounds:
Machine Gun 200

Total Heat Sinks: 11 Double (22)

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Auto Eject: Weapon Heat:
 Operational Disabled (17)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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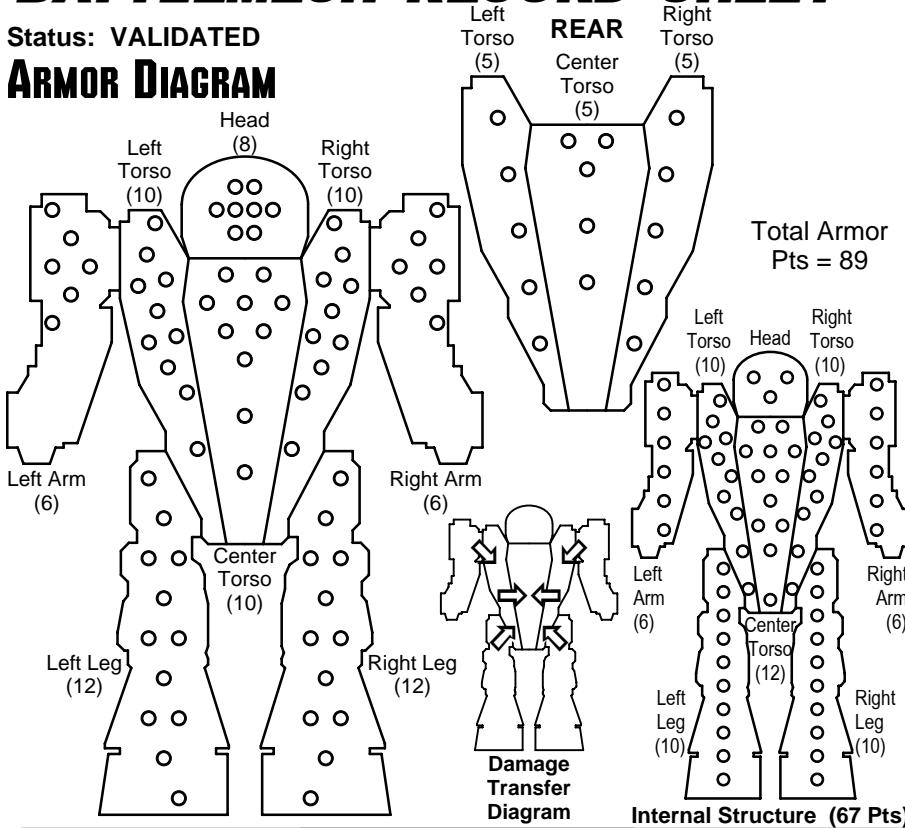
WIZGAMERS™

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Left Arm

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

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

Left Torso

- 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 4. Single Heat Sink
- 5. Jump Jet
- 6. Jump Jet

- 1. MASC
- 2. MASC
- 3. Medium Laser
- 4. Ammo (MG) 200
- 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. 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. Jump Jet

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

Right Arm

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

- 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. XL Engine
- 4. Jump Jet
- 5. Jump Jet
- 6. Ultra AC/5

- 1. Ultra AC/5
- 2. Ultra AC/5
- 3. Ultra AC/5
- 4. Ultra AC/5
- 5. Ammo (Ult AC/5) 20
- 6. CASE

Right Leg

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

'MECH DATA

Type: Vulcan VT-5S

Mass: 40 tons

Movement Points: Tech & Configuration:

Walking: 6 Inner Sphere

Running: 9 [12] Biped 'Mech

Jumping: 6

Weapons Inventory: (hexes)

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

Ammo Type: Rounds:

Machine Gun	200
Ultra AC/5	20

Total Heat Sinks: 10 Single

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Auto Eject: Operational Disabled Weapon Heat: (8)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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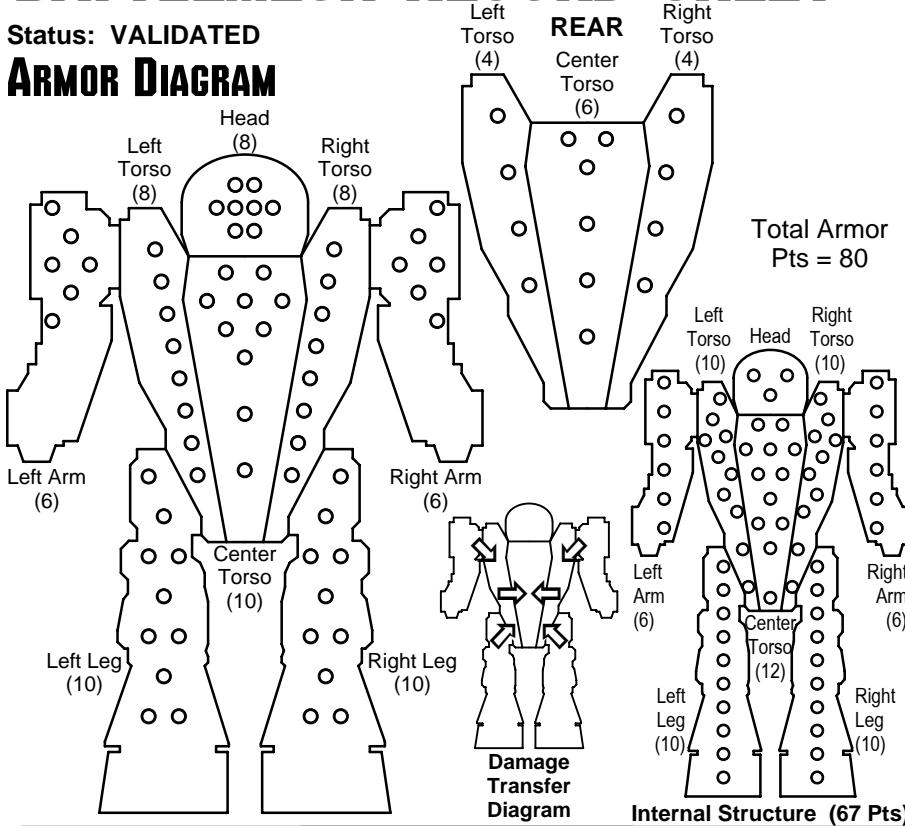
WIZGAMES™

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm	
1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Light Machine Gun 5. Light Machine Gun 6. Light Machine Gun
4-6	1. Machine Gun Array 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again

Head	
1-3	1. Life Support 2. Sensors 3. Cockpit 4. Roll Again 5. Sensors 6. Life Support
4-6	1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro

Center Torso	
1-3	1. Jump Jet 2. Jump Jet 3. ER Medium Laser 4. Ammo (LMG) 200 5. Endo Steel 6. Endo Steel
4-6	1. Endo Steel 2. Endo Steel 3. Endo Steel 4. Endo Steel 5. Endo Steel 6. Endo Steel

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

Left Torso	
1-3	1. Jump Jet 2. Jump Jet 3. ER Medium Laser 4. Ammo (LMG) 200 5. Endo Steel 6. Endo Steel
4-6	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.	Roll Again
6.	Roll Again

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

Right Torso	
1-3	1. Jump Jet 2. Jump Jet 3. ER Large Laser 4. ER Large Laser 5. Improved C³ CPU 6. Improved C³ CPU
4-6	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.	Roll Again
6.	Roll Again

'MECH DATA

Type: Vulcan VT-6C

Mass: 40 tons

Movement Points: Tech & Configuration:

Walking: 6 Inner Sphere
Running: 9 Biped 'Mech
Jumping: 6

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	RA	3	2	-	1	2	3
3	Light Machine Gun	LA	0	1	-	2	4	6
1	Machine Gun Array	LA	0	-	-	-	-	-
1	ER Large Laser	RT	12	8	-	7	14	19
1	Improved C³ CPU	RT	0	-	-	-	-	-
1	ER Medium Laser	LT	5	5	-	4	8	12

Ammo Type: Rounds:

Light Machine Gun 200

Total Heat Sinks: 10 Double (20)

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Auto Eject: Weapon Heat:
 Operational Disabled (20)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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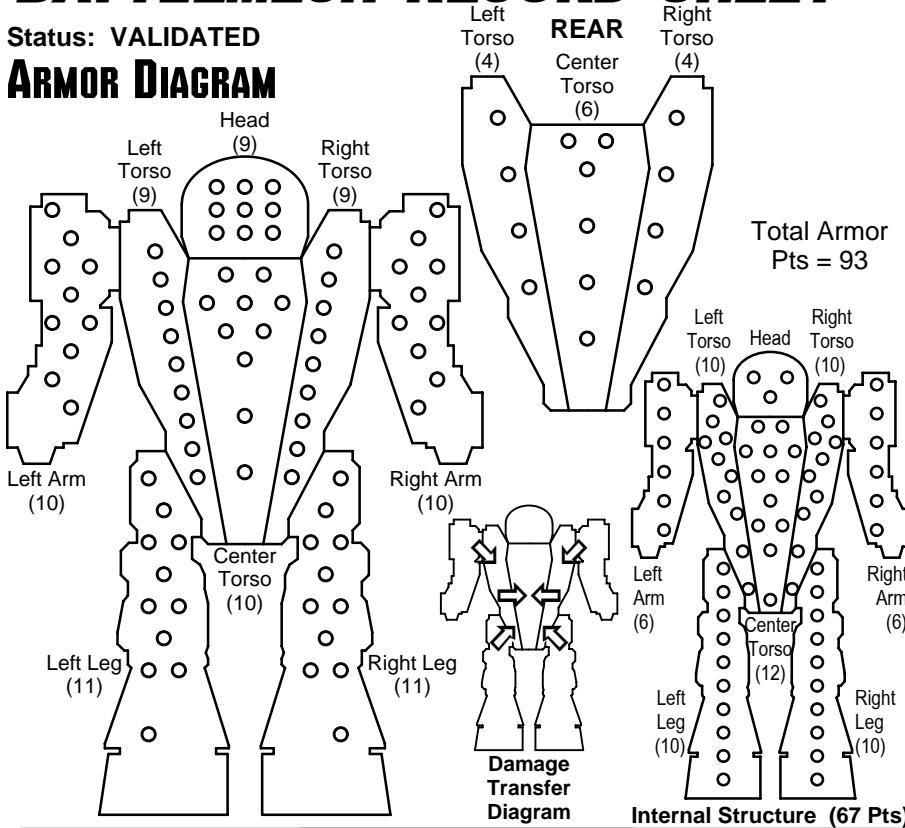
WIZGAMES™

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Machine Gun
- 5. Endo Steel
- 6. Endo Steel
- 1. Light Ferro-Fibrous
- 2. Light Ferro-Fibrous
- 3. Light Ferro-Fibrous
- 4. Light Ferro-Fibrous
- 5. Light Ferro-Fibrous
- 6. Roll Again

Left Torso

- 1-3 1. XL Engine
- 1-3 2. XL Engine
- 1-3 3. XL Engine
- 4. Jump Jet
- 5. Jump Jet
- 6. ER Medium Laser
- 4-6 1. Ammo (MG) 200
- 4-6 2. Endo Steel
- 4-6 3. Endo Steel
- 4-6 4. Endo Steel
- 4-6 5. Endo Steel
- 4-6 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. Endo Steel
- 5. Sensors
- 6. Life Support

Center Torso

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

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

Right Arm

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

Right Torso

- 1-3 1. XL Engine
- 1-3 2. XL Engine
- 1-3 3. XL Engine
- 4. Jump Jet
- 5. Jump Jet
- 6. Light Gauss Rifle
- 1-3 1. Light Gauss Rifle
- 1-3 2. Light Gauss Rifle
- 1-3 3. Light Gauss Rifle
- 4. Light Gauss Rifle
- 5. Ammo (Lt Gauss) 16
- 6. Ammo (Lt Gauss) 16

Right Leg

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

'MECH DATA

Type: Vulcan VT-6M

Mass: 40 tons

Movement Points: Tech & Configuration:

Walking: 6 Inner Sphere
Running: 9 Biped 'Mech
Jumping: 6

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	RA	3	2	-	1	2	3
1	Machine Gun	LA	0	2	-	1	2	3
1	Light Gauss Rifle	RT	1	8	3	8	17	25
1	ER Medium Laser	LT	5	5	-	4	8	12

Ammo Type: Rounds:

Machine Gun 200
Light Gauss Rifle 32

Total Heat Sinks: 10 Double (20)

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Auto Eject: Operational Disabled Weapon Heat: (9)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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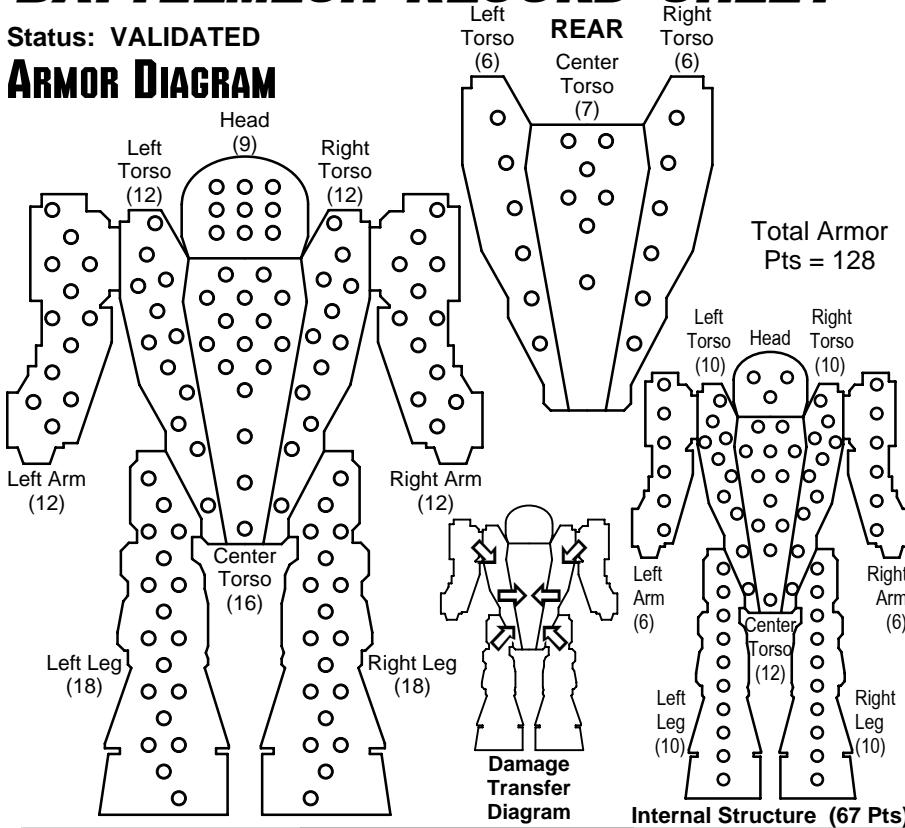
WIZGAMES™

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. 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

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

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

Left Leg

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

Head

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

Center Torso

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

- 1. Gyro
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Fusion Engine
- 5. Single Heat Sink
- 6. Single Heat Sink

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

Right Arm

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

- 1. Single Heat Sink
- 2. Single Heat Sink
- 3. Single Heat Sink
- 4. Rocket Launcher 10 (OS)
- 5. Rocket Launcher 10 (OS)
- 6. Rocket Launcher 10 (OS)

- 1. Rocket Launcher 10 (OS)
- 2. Rocket Launcher 10 (OS)
- 3. Rocket Launcher 10 (OS)
- 4. Rocket Launcher 10 (OS)
- 5. Rocket Launcher 10 (OS)
- 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: Whitworth WHT-1H

Mass: 40 tons

Movement Points: Tech & Configuration:

Walking: 4 Inner Sphere
Running: 6 Biped 'Mech
Jumping: 4

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
8	Rocket Launcher 10 (OS)	RT	3	1/hit	-	5	11	18
1	SRM 6	LT	4	2/hit	-	3	6	9
1	Medium Laser	HD	3	5	-	3	6	9

Ammo Type: Rounds:

SRM 6 15

Total Heat Sinks: 14 Single

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Auto Eject: Weapon Heat:
 Operational Disabled (13)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

** Avoid Inferno explosion on..
Shutdown

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

Shutdown, avoid on 10+
-5 Movement Points
+4 Modifier to Fire

Ammo Explosion, avoid on 6+ (** 10+)
Shutdown, avoid on 8+

-4 Movement Points
Ammo Explosion, avoid on 4+ (** 8+)
Shutdown, avoid on 6+
+3 Modifier to Fire

-3 Movement Points
Shutdown, avoid on 4+ (** 6+)
+2 Modifier to Fire

-2 Movement Points (** 4+)
+1 Modifier to Fire

-1 Movement Point

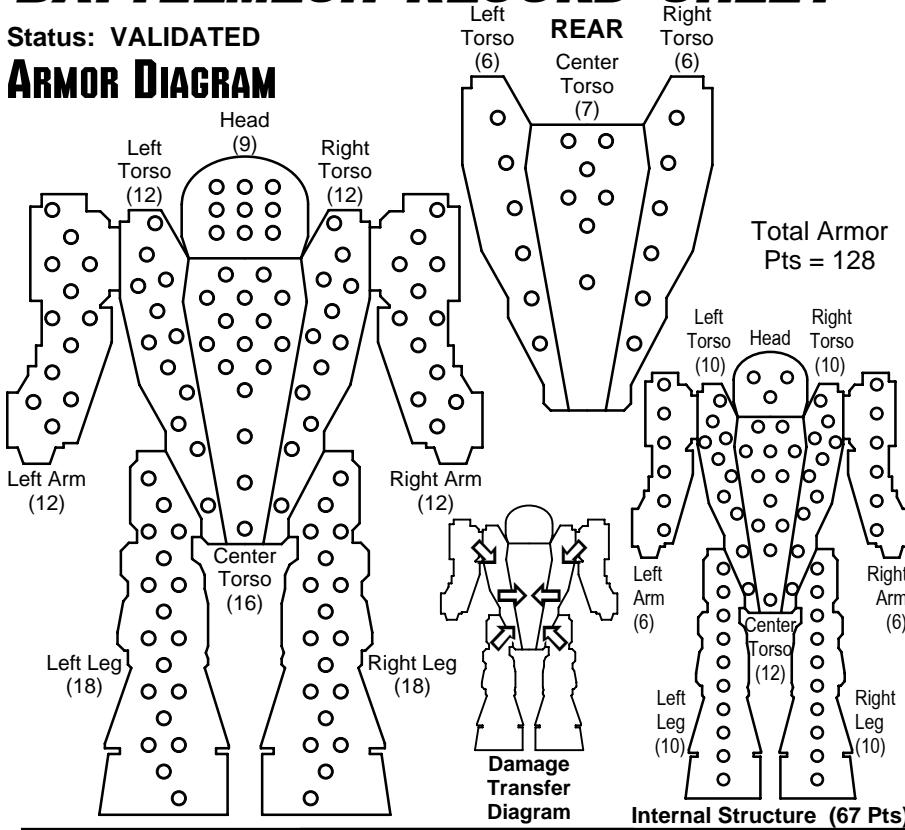
WIZGAMES™

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator

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

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

Left Torso

- 1-3 1. Jump Jet
- 2. Jump Jet
- 3. LRM 10
- 4. LRM 10
- 5. Artemis IV FCS
- 6. Ammo (LRM 10) 12

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

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

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

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

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

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator

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

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

Right Torso

- 1-3 1. Jump Jet
- 2. Jump Jet
- 3. LRM 10
- 4. LRM 10
- 5. Artemis IV FCS
- 6. Ammo (LRM 10) 12

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

Right Leg

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

'MECH DATA

Type: Whitworth WHT-2

Mass: 40 tons

Movement Points: Tech & Configuration:

Walking: 4 Inner Sphere
Running: 6 Biped 'Mech
Jumping: 4

Weapons Inventory: (hexes)

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

Ammo Type: Rounds:

LRM 10 24

Total Heat Sinks: 10 Single

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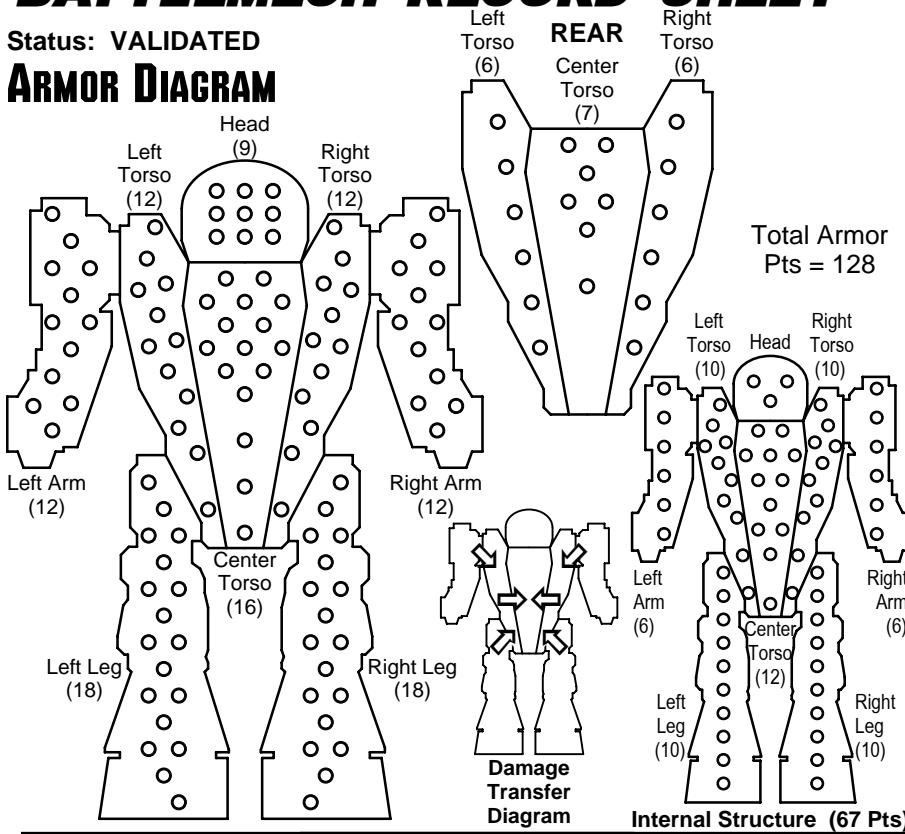
WIZKIDS™
WIZGAMERS™

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Left Arm

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

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

Left Torso

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

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

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

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

- 4-6 1. Gyro
- 4-6 2. Fusion Engine
- 4-6 3. Fusion Engine
- 4-6 4. Fusion Engine
- 4-6 5. C³ Slave Unit
- 4-6 6. Roll Again

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

Right Arm

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

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

Right Torso

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

- 4-6 1. Streak SRM 4
- 4-6 2. Streak SRM 4
- 4-6 3. Ammo (Streak 4) 25
- 4-6 4. Endo Steel
- 4-6 5. Roll Again
- 4-6 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: Whitworth WHT-2A

Mass: 40 tons

Movement Points: Tech & Configuration:

Walking: 4 Inner Sphere
Running: 6 Biped 'Mech
Jumping: 4

Weapons Inventory: (hexes)

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

Ammo Type: Rounds:

Streak SRM 4 25

Total Heat Sinks: 10 Double (20)



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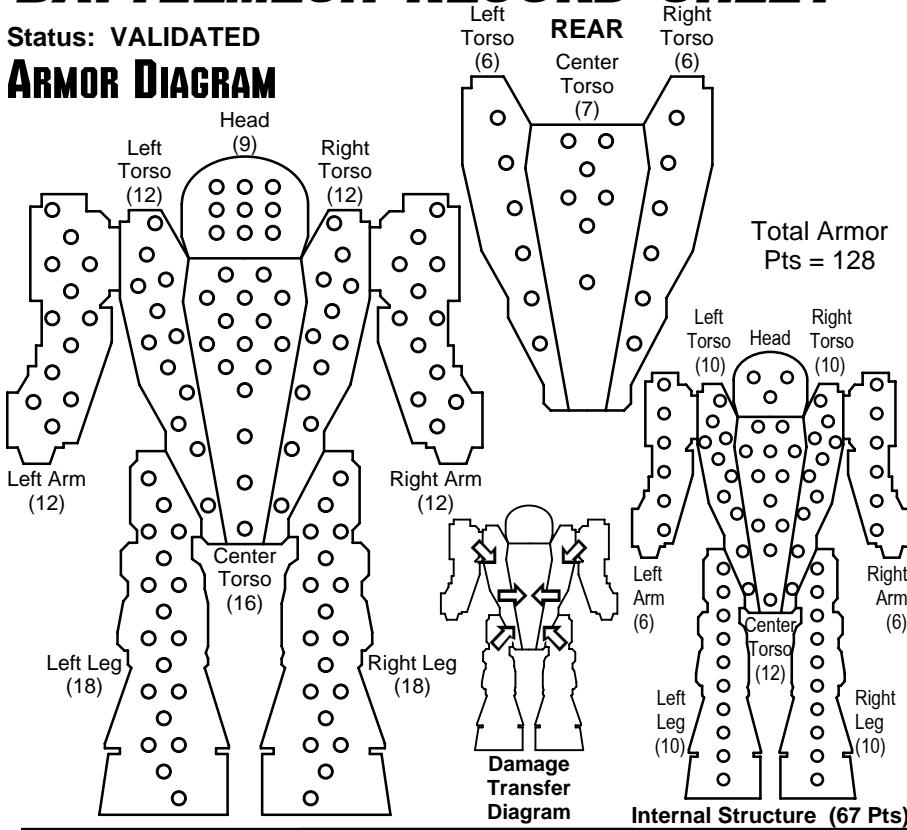
WIZGAMES™

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Left Arm

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

Left Torso

- 1-3 1. Improved Jump Jet
- 1-3 2. Improved Jump Jet
- 1-3 3. Improved Jump Jet
- 1-3 4. Improved Jump Jet
- 1-3 5. Improved Jump Jet
- 1-3 6. Improved Jump Jet
- 4-6 1. LRM 5
- 4-6 2. LRM 5
- 4-6 3. Ammo (LRM 5) 24
- 4-6 4. Ammo (LRM 5) 24
- 4-6 5. Endo Steel
- 4-6 6. Endo Steel

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

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

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

Right Arm

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

Right Torso

- 1-3 1. Improved Jump Jet
- 1-3 2. Improved Jump Jet
- 1-3 3. Improved Jump Jet
- 1-3 4. Improved Jump Jet
- 1-3 5. Improved Jump Jet
- 1-3 6. Improved Jump Jet
- 4-6 1. LRM 5
- 4-6 2. LRM 5
- 4-6 3. Ammo (LRM 5) 24
- 4-6 4. Ammo (LRM 5) 24
- 4-6 5. Endo Steel
- 4-6 6. Endo Steel

Right Leg

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

'MECH DATA

Type: Whitworth WHT-3

Mass: 40 tons

Movement Points: Tech & Configuration:

Walking: 4 Inner Sphere
Running: 6 Biped 'Mech
Jumping: 6

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	LRM 5	RT	2	1/hit	6	7	14	21
2	LRM 5	LT	2	1/hit	6	7	14	21
1	C³ Slave Unit	HD	0	-	-	-	-	-

Ammo Type: Rounds:

LRM 5 96

Total Heat Sinks: 10 Single

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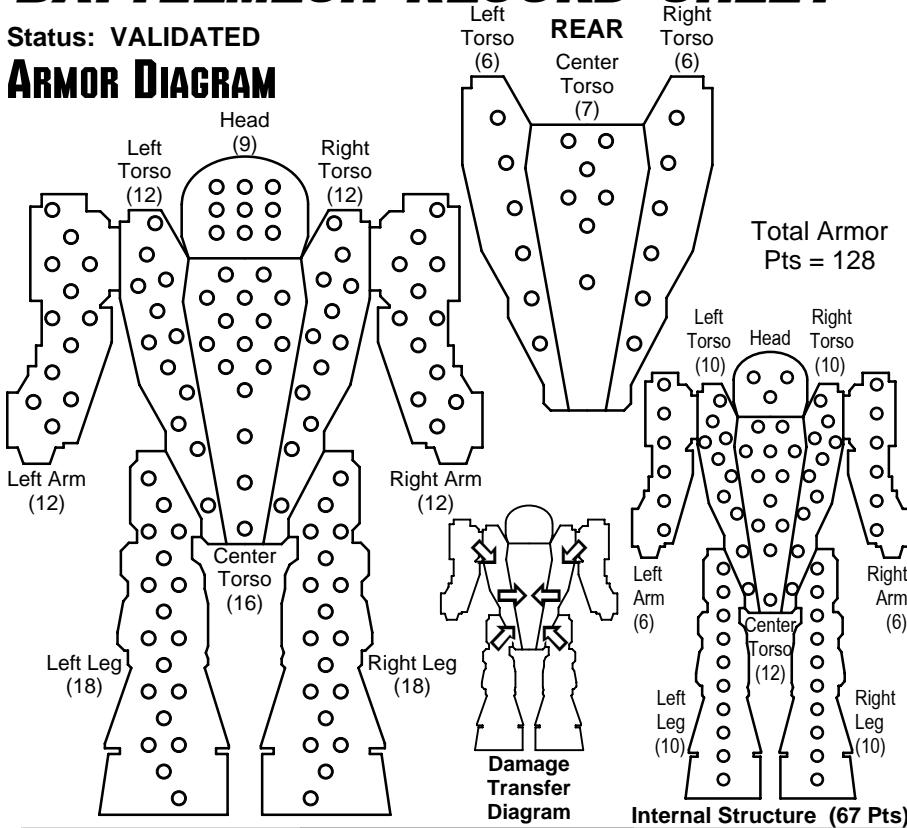
WIZGAMERS™

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Left Arm

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

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

Left Torso

- 1-3 1. Improved Jump Jet
- 1-3 2. Improved Jump Jet
- 1-3 3. Improved Jump Jet
- 1-3 4. Improved Jump Jet
- 4-6 5. MML 7
- 4-6 6. MML 7

- 1-3 1. MML 7
- 1-3 2. MML 7
- 4-6 3. Ammo (MML7) 17/14
- 4-6 4. Endo Steel
- 4-6 5. Endo Steel
- 4-6 6. Endo Steel

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

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

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

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

Right Arm

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

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

Right Torso

- 1-3 1. Improved Jump Jet
- 1-3 2. Improved Jump Jet
- 1-3 3. Improved Jump Jet
- 1-3 4. Improved Jump Jet
- 1-3 5. MML 7
- 1-3 6. MML 7

- 4-6 1. MML 7
- 4-6 2. MML 7
- 4-6 3. Ammo (MML7) 17/14
- 4-6 4. Endo Steel
- 4-6 5. Endo Steel
- 4-6 6. Endo Steel

Right Leg

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

'MECH DATA

Type: Whitworth WHT-K

Mass: 40 tons

Movement Points: Tech & Configuration:

Walking: 4 Inner Sphere
Running: 6 Biped 'Mech
Jumping: 5

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Shd	Med	Lng
1	ER Medium Laser	RA	5	5	-	4	8	12
1	ER Medium Laser	LA	5	5	-	4	8	12
1	MML 7	RT	4	-	-	-	-	-
	LRM (17 salvos/ton)			1/hit	6	7	14	21
	SRM (14 salvos/ton)			2/hit	-	3	6	9
1	MML 7	LT	4	-	-	-	-	-
1	C ³ Slave Unit	HD	0	-	-	-	-	-

Ammo Type: Rounds:

MML 7

Total Heat Sinks: 10 Single

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Auto Eject:

Weapon Heat: (18)

Operational Disabled

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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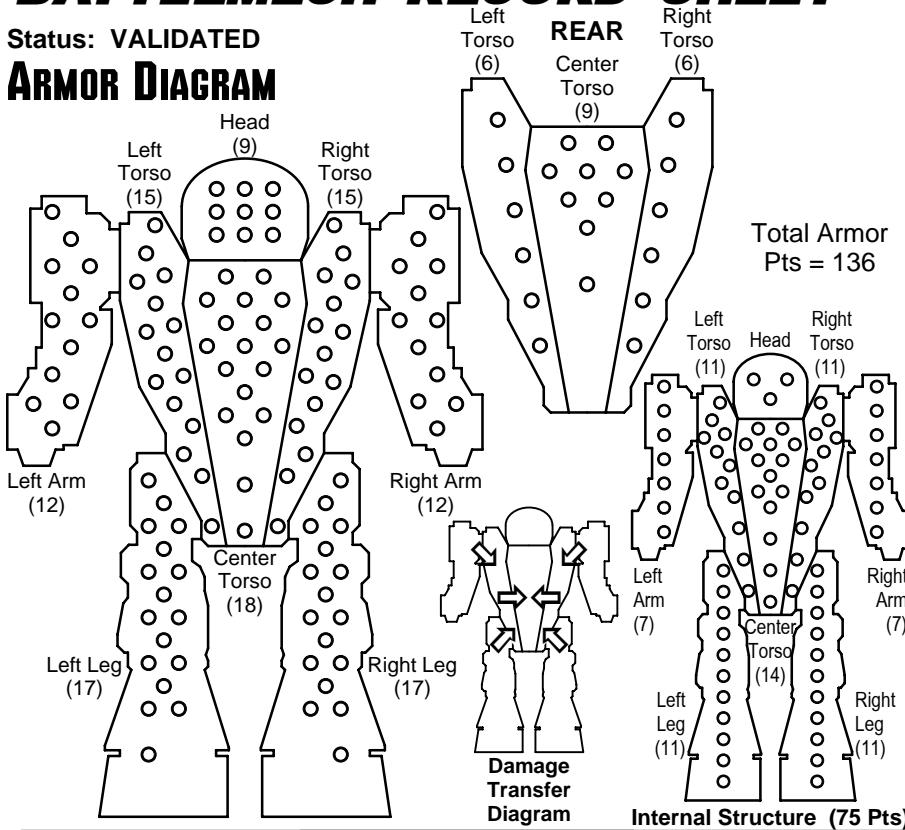
WIZGAMERS

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Internal Structure (75 Pts)

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. PPC
- 4. PPC
- 5. PPC
- 6. Medium Laser

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

Left Torso

- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Double Heat Sink
- 4. Medium Laser

- 5. Roll Again
- 6. Roll Again

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

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

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

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

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

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. PPC
- 4. PPC
- 5. PPC
- 6. Medium Laser

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

Right Torso

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

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

Right Leg

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

'MECH DATA

Type: Blackjack BJ-3

Mass: 45 tons

Movement Points: Tech & Configuration:

Walking: 4 Inner Sphere
Running: 6 Biped 'Mech
Jumping: 4

Weapons Inventory: (hexes)

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

Total Heat Sinks: 10 Double (20)

oooooooooooo

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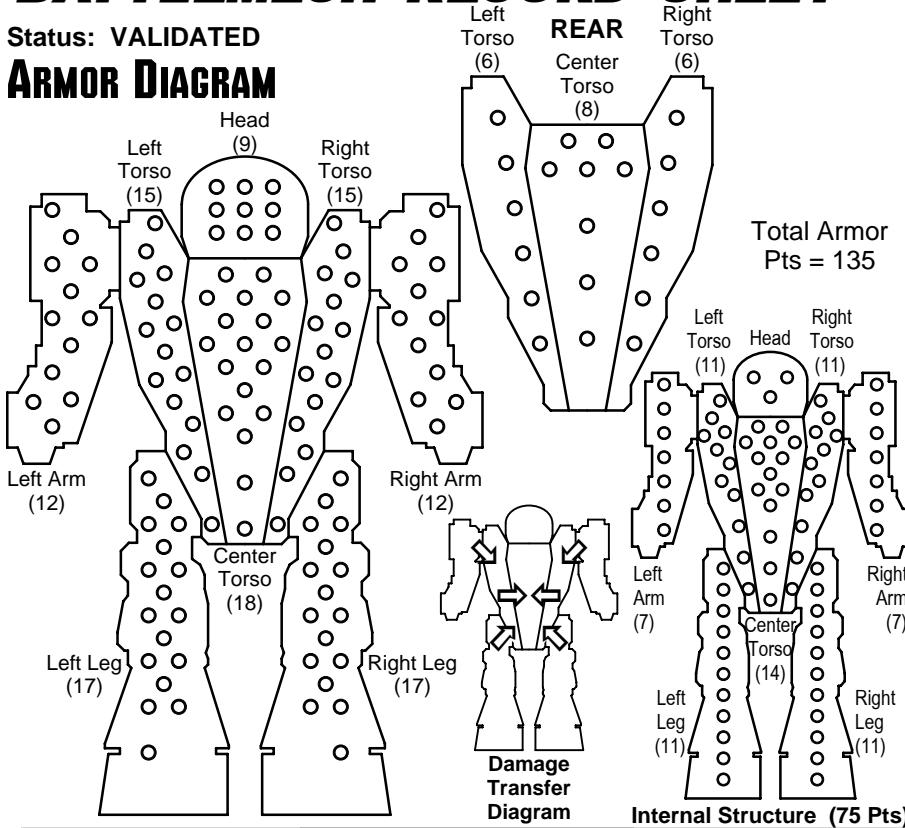
WIZGAMES™

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Damage Transfer Diagram

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Light AC/5
- 4. Light AC/5
- 5. ER Medium Laser
- 6. Light Ferro-Fibrous
- 1. Light Ferro-Fibrous
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Left Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Targeting Computer
- 1. Targeting Computer
- 2. Targeting Computer
- 3. Ammo (LAC/5) 20
- 4. Ammo (LAC/5) 20
- 5. CASE
- 6. Light Ferro-Fibrous

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. Light Ferro-Fibrous
- 5. Sensors
- 6. Life Support

Center Torso

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

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

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Light AC/5
- 4. Light AC/5
- 5. ER Medium Laser
- 6. Light Ferro-Fibrous
- 1. Light Ferro-Fibrous
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Right Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Double Heat Sink
- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Double Heat Sink
- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Ammo (LAC/5) 20
- 4. Ammo (LAC/5) 20
- 5. CASE
- 6. Light Ferro-Fibrous

Right Leg

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

'MECH DATA

Type: Blackjack BJ-4

Mass: 45 tons

Movement Points: Tech & Configuration:

Walking: 4 Inner Sphere
Running: 6 Biped 'Mech
Jumping: 4

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light AC/5	RA	1	5	-	5	10	15
1	ER Medium Laser	RA	5	5	-	4	8	12
1	Light AC/5	LA	1	5	-	5	10	15
1	ER Medium Laser	LA	5	5	-	4	8	12
1	Targeting Computer							

Ammo Type: Rounds:

Light AC/5 80

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject: Operational Disabled Weapon Heat: (12)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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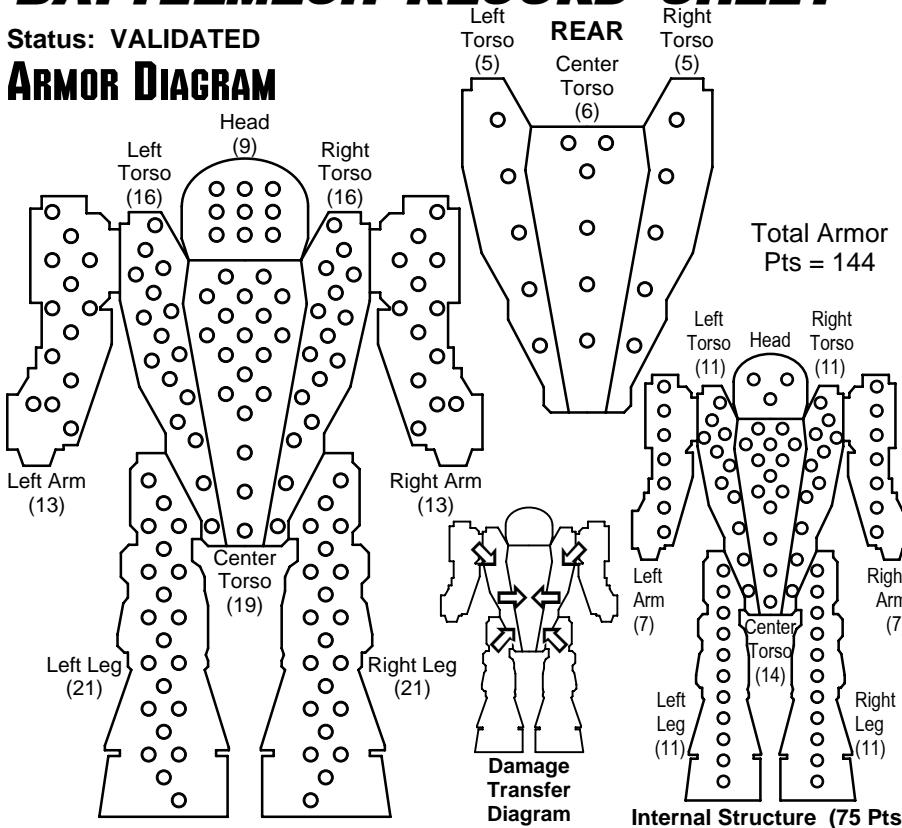
WIZGAMES™

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Total Armor Pts = 144
Internal Structure (75 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. Medium Pulse Laser
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Left Torso

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

Left Leg

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

CRITICAL HIT TABLE

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. C³ Slave Unit
- 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. Roll Again
- 6. Roll Again

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

Right Arm

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

Right Torso

- 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 4. MRM 30
- 5. MRM 30
- 6. MRM 30
- 1. MRM 30
- 2. MRM 30
- 3. Ammo (MRM 30) 8
- 4. Ammo (MRM 30) 8
- 5. CASE
- 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-5K

Mass: 45 tons

Movement Points: Tech & Configuration:

Walking: 4	Inner Sphere
Running: 6	Biped 'Mech
Jumping: 4	

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	RA	4	6	-	2	4	6
1	Medium Pulse Laser	LA	4	6	-	2	4	6
1	MRM 30	RT	10	1/hit	-	3	8	15
1	ER Medium Laser	LT	5	5	-	4	8	12
1	C ³ Slave Unit	HD	0	-	-	-	-	-
1	Sword	RA	0	6				

Ammo Type: Rounds:

MRM 30 16

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject: Weapon Heat:
 Operational Disabled (23)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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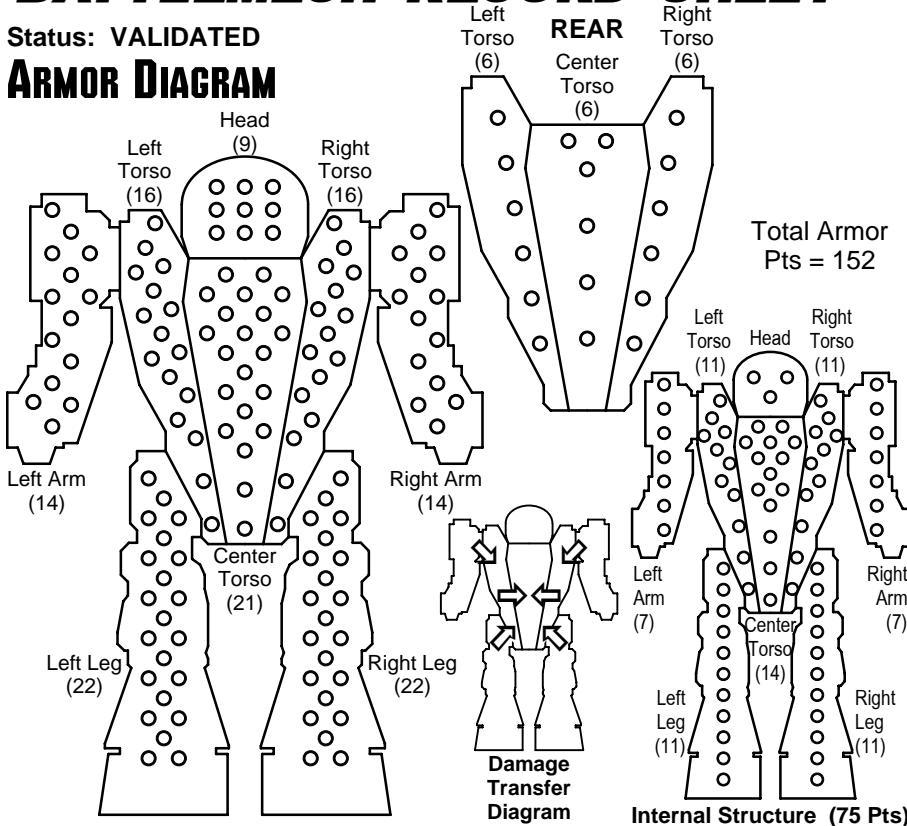
WIZGAMES

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Left Arm

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

CRITICAL HIT TABLE

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Single Heat Sink
- 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. Ferro-Fibrous
- 6. Roll Again

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

Left Torso

- 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 4. Single Heat Sink
- 5. Medium Pulse Laser
- 6. Ferro-Fibrous
- 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. Jump Jet
- 6. Jump Jet

Right Arm

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

Right Torso

- 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 4. Single Heat Sink
- 5. LB 10-X AC
- 6. LB 10-X AC
- 1. LB 10-X AC
- 2. LB 10-X AC
- 3. LB 10-X AC
- 4. LB 10-X AC
- 5. Ammo (LB 10-X) 10
- 6. CASE

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-5S

Mass: 45 tons

Movement Points: Tech & Configuration:

Walking: 4 Inner Sphere
 Running: 6 Biped 'Mech
 Jumping: 4

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	RA	4	6	-	2	4	6
1	Medium Pulse Laser	LA	4	6	-	2	4	6
1	LB 10-X AC	RT	2	10	-	6	12	18
1	Medium Pulse Laser	LT	4	6	-	2	4	6
1	Hatchet	RA	0	9				

Ammo Type: Rounds:

LB 10-X AC 10

Total Heat Sinks: 10 Single

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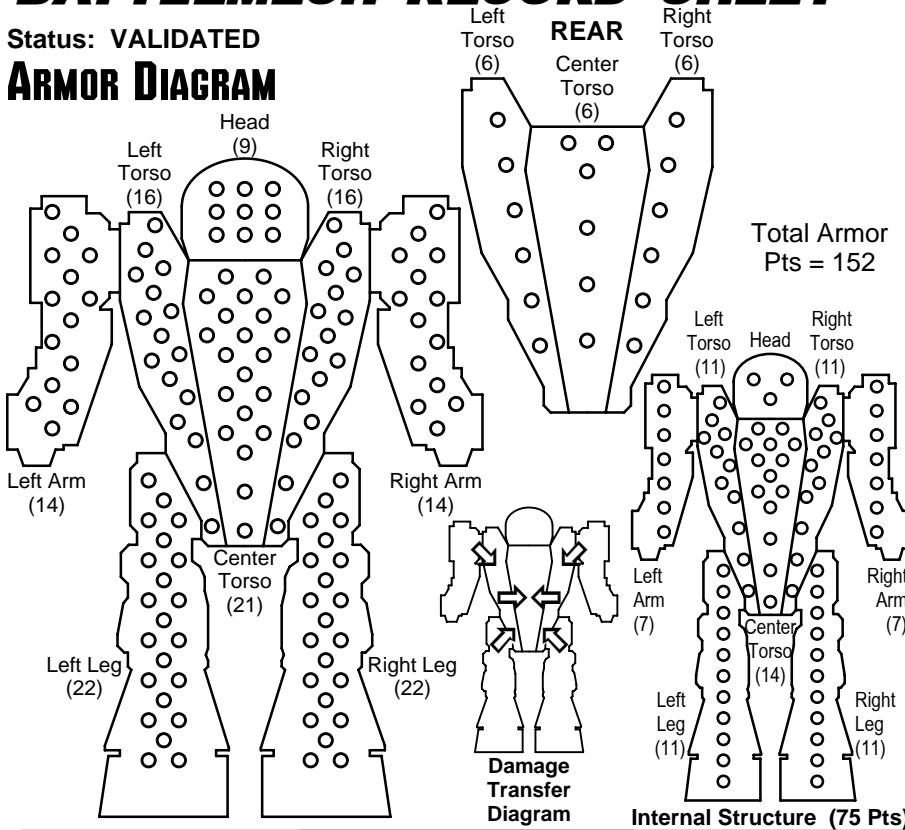
WIZGAMES™

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Internal Structure (75 Pts)

Left Arm

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

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

Left Torso

- 1-3 1. XL Engine
- 2. XL Engine
- 3. XL Engine

- 4-6 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Double Heat Sink

- 1. ER Medium Laser
- 2. Guardian ECM
- 3. Guardian ECM
- 4. Endo Steel
- 5. Endo Steel
- 6. Endo Steel

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

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

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

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

Right Arm

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

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

Right Torso

- 1-3 1. XL Engine
- 2. XL Engine
- 3. XL Engine

- 4-6 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. 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-6D

Mass: 45 tons

Movement Points: Tech & Configuration:

Walking: 5 Inner Sphere
Running: 8 Biped 'Mech
Jumping: 5

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	LA	5	5	-	4	8	12
1	Rotary AC/5	RT	1	5	-	5	10	15
1	ER Medium Laser	LT	5	5	-	4	8	12
1	Guardian ECM	LT	0	-	-	-	-	6
1	ER Medium Laser	HD	5	5	-	4	8	12
1	Hatchet	RA	0	9				

Ammo Type: Rounds:

Rotary AC/5 40

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject: Operational Disabled Weapon Heat: (21)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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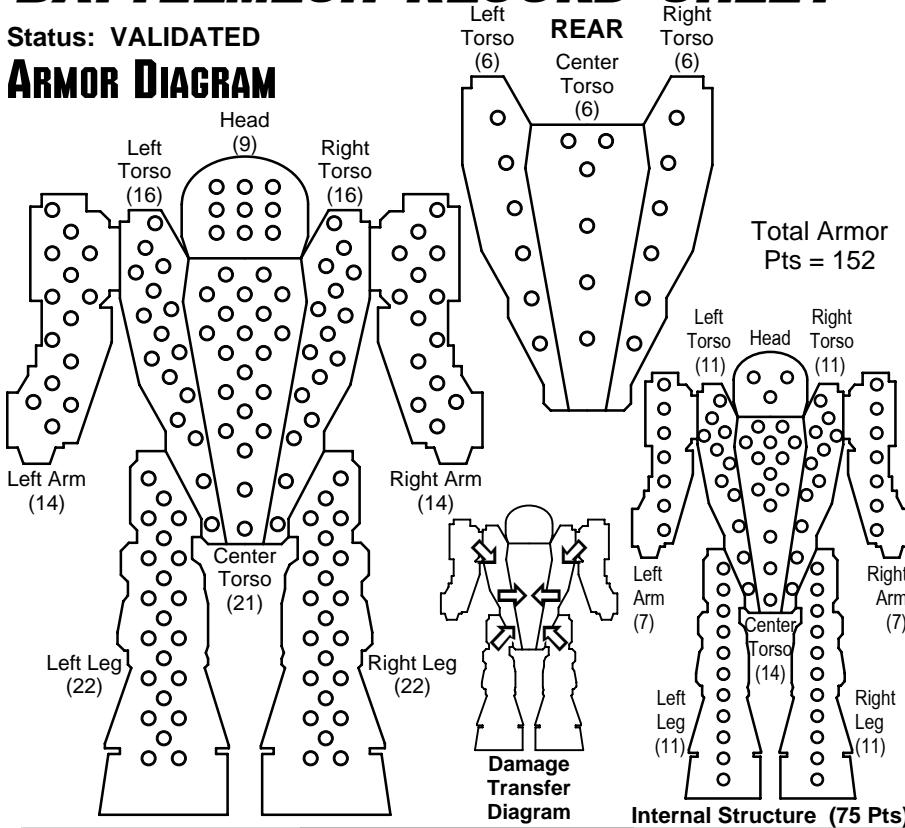
WIZGAMES™

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Internal Structure (75 Pts)

Left Arm

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

Left Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Double Heat Sink
- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. ER Medium Laser
- 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. 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. Light Fusion Engine
- 2. Light Fusion Engine
- 3. Light Fusion Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro
- 1. Gyro
- 2. Light Fusion Engine
- 3. Light Fusion Engine
- 4. Light Fusion Engine
- 5. Ferro-Fibrous
- 6. Ferro-Fibrous

- | | | | |
|--------------|---|---|---|
| Engine Hits | ○ | ○ | ○ |
| Gyro Hits | ○ | ○ | |
| Sensor Hits | ○ | ○ | |
| Life Support | ○ | | |

Right Arm

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

Hatchet

- 1. Hatchet
- 2. Hatchet
- 3. Ferro-Fibrous
- 4. Ferro-Fibrous
- 5. Ferro-Fibrous
- 6. Ferro-Fibrous

Right Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 3. LB 10-X AC
- 4. LB 10-X AC
- 5. LB 10-X AC
- 6. LB 10-X AC
- 1. LB 10-X AC
- 2. LB 10-X AC
- 3. Ammo (LB 10-X) 10
- 4. Ammo (LB 10-X) 10
- 5. CASE
- 6. Ferro-Fibrous

Right Leg

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

'MECH DATA

Type: Hatchetman HCT-6S

Mass: 45 tons

Movement Points: Tech & Configuration:

Walking: 4 Inner Sphere
Running: 6 Biped 'Mech
Jumping: 4

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RA	5	5	-	4	8	12
1	ER Medium Laser	LA	5	5	-	4	8	12
1	LB 10-X AC	RT	2	10	-	6	12	18
1	ER Medium Laser	LT	5	5	-	4	8	12
1	Hatchet	RA	0	9				

Ammo Type: Rounds:

LB 10-X AC 20

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject: Operational Disabled Weapon Heat: (17)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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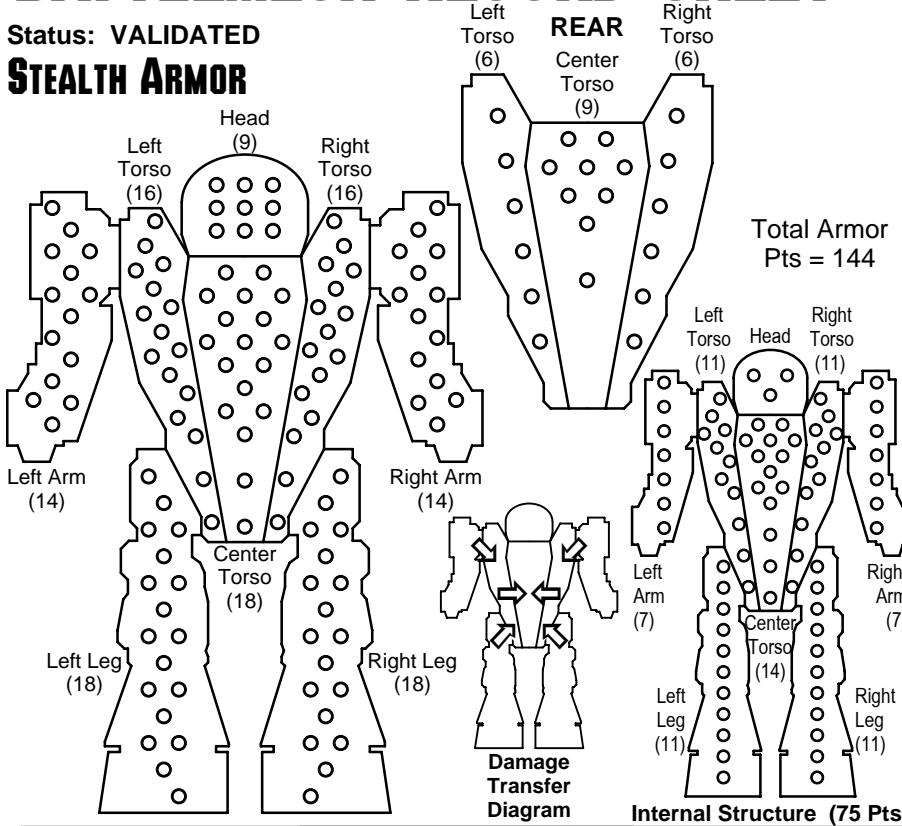
WIZGAMES™

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

STEALTH ARMOR



CRITICAL HIT TABLE

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. Double Heat Sink
- 4. Double Heat Sink
- 5. Stealth Armor
- 6. Stealth Armor

Left Torso

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

- 4-6 1. Guardian ECM
- 4-6 2. Guardian ECM
- 4-6 3. Stealth Armor
- 4-6 4. Stealth Armor
- 4-6 5. Roll Again
- 4-6 6. Roll Again

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Stealth Armor
- 6. Stealth Armor

Head

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

Center Torso

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

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

- | | | | |
|--------------|---|---|---|
| Engine Hits | ○ | ○ | ○ |
| Gyro Hits | ○ | ○ | |
| Sensor Hits | ○ | ○ | |
| Life Support | ○ | | |

Right Arm

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

- 4-6 1. ER PPC
- 4-6 2. ER PPC
- 4-6 3. ER PPC
- 4-6 4. Stealth Armor
- 4-6 5. Stealth Armor
- 4-6 6. Roll Again

Right Torso

- 1-3 1. XL Engine
- 1-3 2. XL Engine
- 1-3 3. XL Engine
- 4. Jump Jet
- 5. Jump Jet
- 6. Ammo (LRM 5) 24

- 4-6 1. Double Heat Sink
- 4-6 2. Double Heat Sink
- 4-6 3. Double Heat Sink
- 4-6 4. CASE
- 4-6 5. Stealth Armor
- 4-6 6. Stealth Armor

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Stealth Armor
- 6. Stealth Armor

'MECH DATA

Type: Vindicator VND-4L

Mass: 45 tons

Movement Points: Tech & Configuration:

Walking: 5 Inner Sphere
Running: 8 Biped 'Mech
Jumping: 5

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	10	-	7	14	23
1	LRM 5	LT	2	1/hit	6	7	14	21
1	Guardian ECM	LT	0	-	-	-	-	6
1	ER Medium Laser	CT	5	5	-	4	8	12
1	Medium Pulse Laser	HD	4	6	-	2	4	6

Ammo Type: Rounds:
LRM 5 24

Total Heat Sinks: 13 Double (26)
000000000000000

Auto Eject: Weapon Heat:
 Operational Disabled (36)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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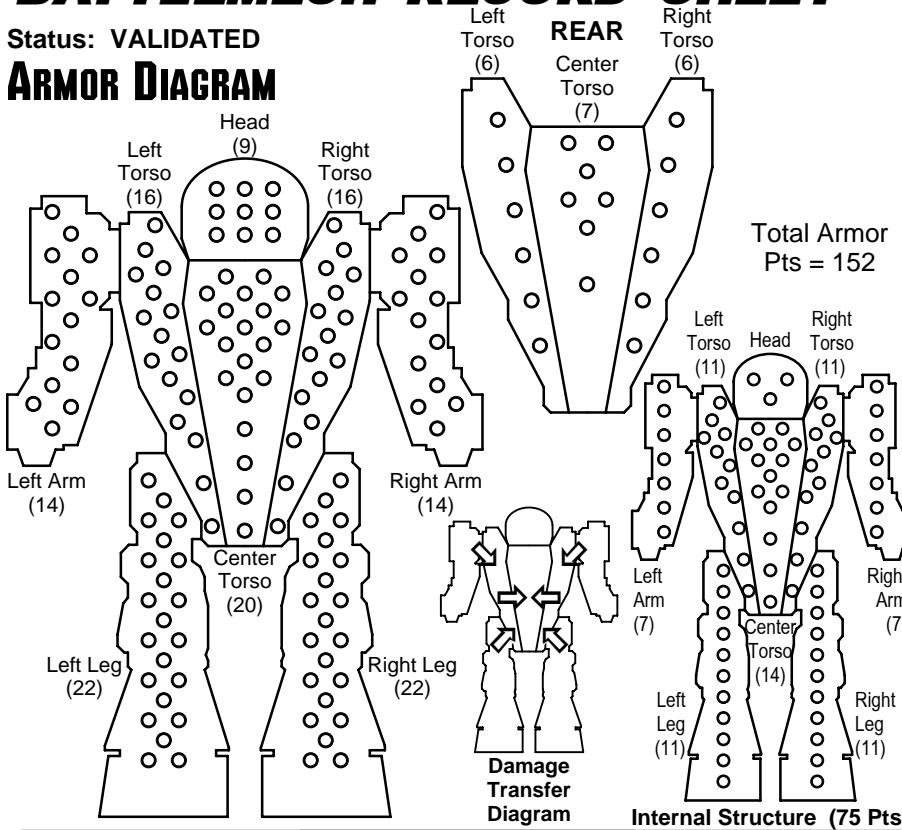
WIZGAMERS™

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. Sword
- 6. Sword

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

Left Torso

- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Double Heat Sink
- 4. ER Medium Laser
- 5. Medium Pulse Laser
- 6. Small Laser

- 1. Triple Strength
- 2. Triple Strength
- 3. Triple Strength
- 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. Roll Again

Head

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

Center Torso

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

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

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

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. **ER PPC**
- 2. **ER PPC**
- 3. **ER PPC**
- 4. **Roll Again**
- 5. **Roll Again**
- 6. **Roll Again**

Right Torso

- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Double Heat Sink
- 4. ER Medium Laser
- 5. Medium Pulse Laser
- 6. Small Pulse Laser

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

Right Leg

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

'MECH DATA

Type: Vindicator VND-5L

Mass: 45 tons

Movement Points: Tech & Configuration:

Walking: 4 [5] Inner Sphere

Running: 6 [8] Biped 'Mech

Jumping: 4

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	RT	5	5	-	4	8	12
1	Medium Pulse Laser	RT	4	6	-	2	4	6
1	Small Pulse Laser	RT	2	3	-	1	2	3
1	ER Medium Laser	LT	5	5	-	4	8	12
1	Medium Pulse Laser	LT	4	6	-	2	4	6
1	Small Laser	LT	1	3	-	1	2	3
1	Sword	LA	0	6				

Total Heat Sinks: 10 Double (20)



Auto Eject:

Weapon Heat:

Operational Disabled

(36)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

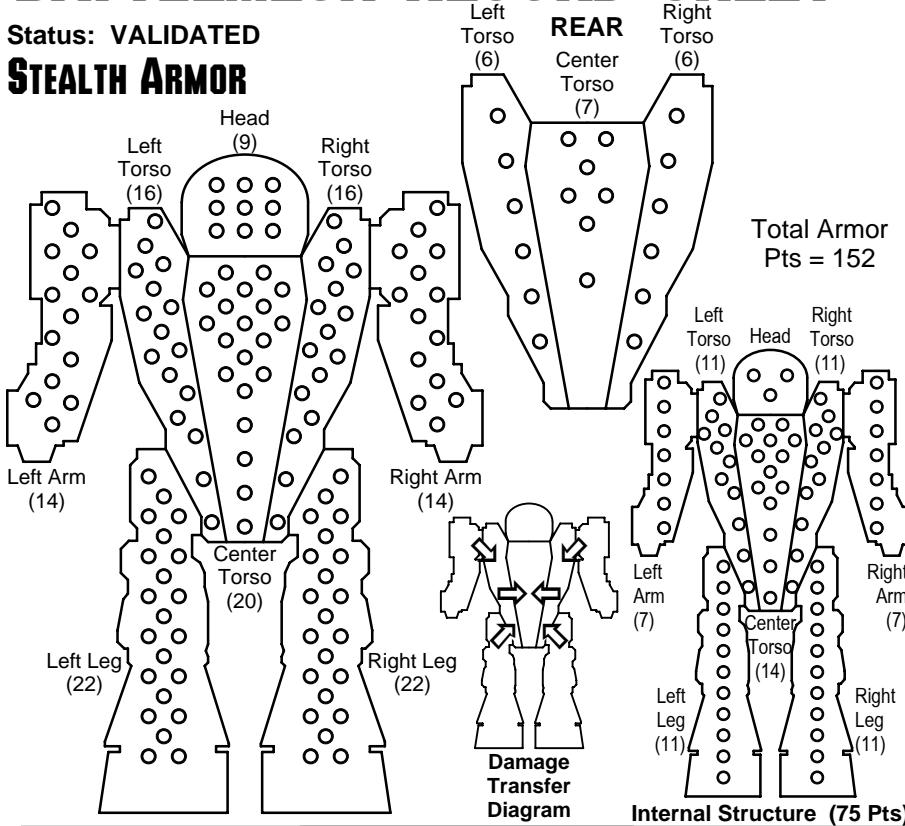
WIZGAMERS™

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

STEALTH ARMOR



CRITICAL HIT TABLE

Left Arm	
1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Sword 6. Sword
4-6	1. Sword 2. Rocket Launcher 10 (OS) 3. Rocket Launcher 10 (OS) 4. Stealth Armor 5. Stealth Armor 6. Triple Strength

Head	
1-3	1. Life Support 2. Sensors 3. Cockpit 4. Roll Again 5. Sensors 6. Life Support
4-6	1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro

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

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

Left Torso	
1-3	1. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink
4	4. Jump Jet
5	5. ER Medium Laser
6	6. ER Medium Laser

Left Leg	
1	1. Hip
2	2. Upper Leg Actuator
3	3. Lower Leg Actuator
4	4. Foot Actuator
5	5. Stealth Armor
6	6. Stealth Armor

Right Arm	
1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Double Heat Sink 6. Double Heat Sink
4-6	1. Double Heat Sink 2. Plasma Rifle 3. Plasma Rifle 4. Stealth Armor 5. Stealth Armor 6. Triple Strength

Right Torso	
1-3	1. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 4. Jump Jet
4-6	1. Gyro 2. Fusion Engine 3. Fusion Engine 4. Fusion Engine 5. Jump Jet 6. Jump Jet

Right Leg	
1	1. Hip
2	2. Upper Leg Actuator
3	3. Lower Leg Actuator
4	4. Foot Actuator
5	5. Stealth Armor
6	6. Stealth Armor

'MECH DATA

Type: Vindicator VND-6L

Mass: 45 tons

Movement Points: Tech & Configuration:

Walking: 4 [5] Inner Sphere

Running: 6 [8] Biped 'Mech

Jumping: 4

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Plasma Rifle	RA	10	10	-	5	10	15
2	Rocket Launcher 10 (OS)	LA	3	1/hit	-	5	11	18
2	ER Medium Laser	LT	5	5	-	4	8	12
1	Guardian ECM	LT	0	-	-	-	-	6
1	Sword	LA	0	6				
1	Targeting Computer							

Ammo Type: Rounds:

Plasma Rifle 20

Total Heat Sinks: 10 Double (20)

○○○○○○○○○○

Auto Eject: Weapon Heat:
 Operational Disabled (30)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

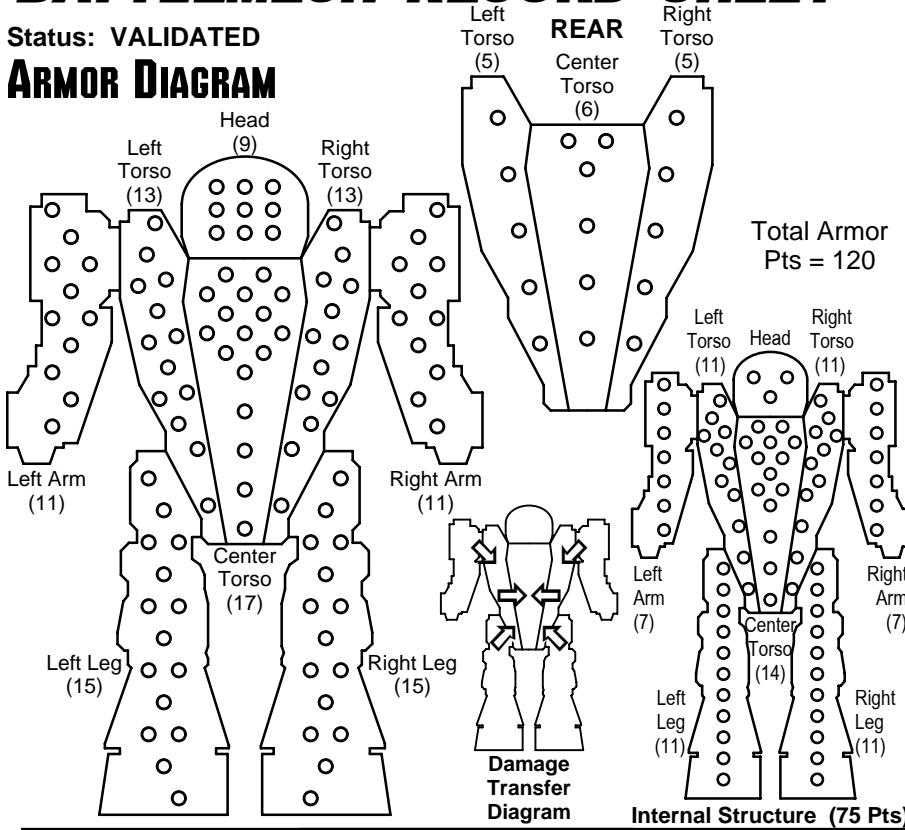
WIZGAMERS™

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. Endo Steel
- 6. Endo Steel

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

Left Torso

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

- 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. Roll Again
- 6. Roll Again

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. LRM 10
- 6. LRM 10

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

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. LB 10-X AC
- 4. LB 10-X AC
- 5. LB 10-X AC
- 6. LB 10-X AC

- 1. LB 10-X AC
- 2. LB 10-X AC
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Right Torso

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

Right Leg

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

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

'MECH DATA

Type: Wolf Trap WFT-1

Mass: 45 tons

Movement Points: Tech & Configuration:

Walking: 6 Inner Sphere
Running: 9 Biped 'Mech
Jumping: 0

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	RA	2	10	-	6	12	18
2	Medium Laser	LT	3	5	-	3	6	9
1	LRM 10	CT	4	1/hit	6	7	14	21

Ammo Type: Rounds:

LB 10-X AC 20
LRM 10 12

Total Heat Sinks: 10 Single

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Auto Eject: Operational Disabled Weapon Heat: (12)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

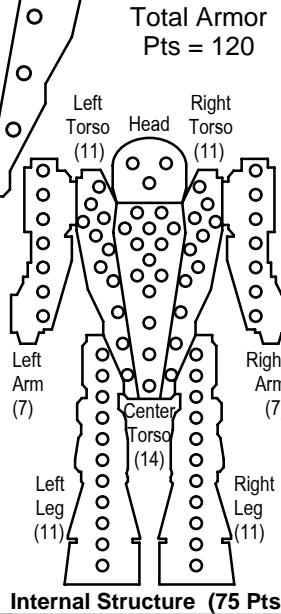
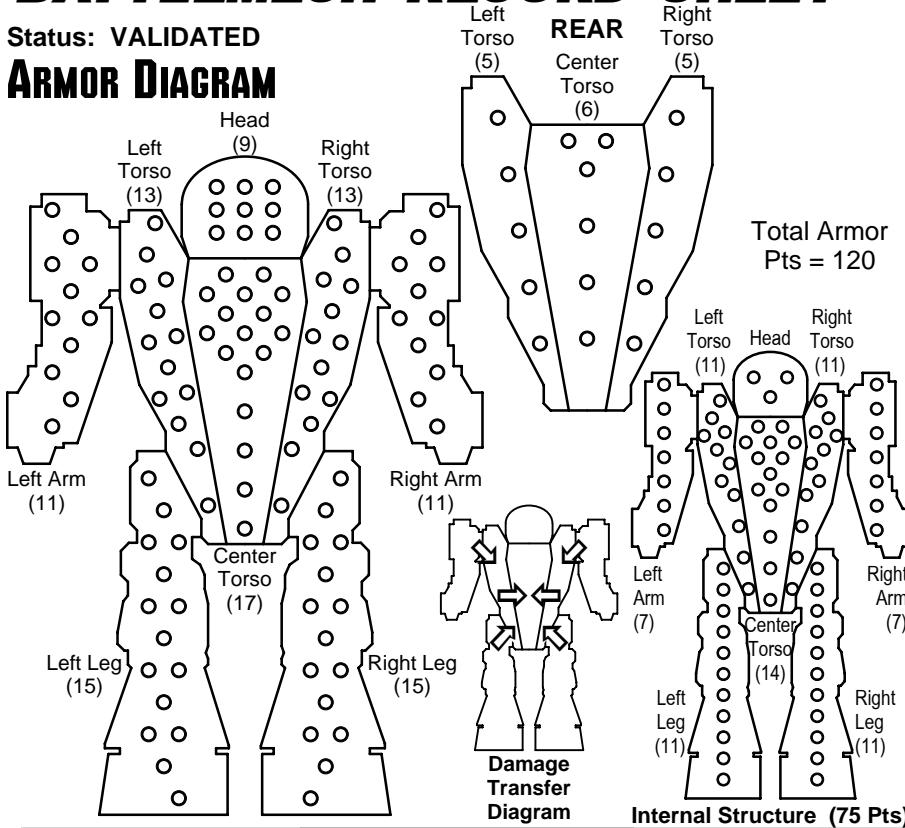
WIZGAMES™

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Left Arm

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

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

Left Torso

- 1. XL Engine
- 2. XL Engine
- 3. XL Engine

- 4. MML 9
- 5. MML 9
- 6. MML 9

- 1. MML 9
- 2. MML 9

- 3. ER Medium Laser
- 4. ER Medium Laser
- 5. ER Medium Laser
- 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	○		

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Plasma Rifle
- 4. Plasma Rifle
- 5. Ammo (PR) 10
- 6. Endo Steel

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

Right Torso

- 1. XL Engine
- 2. XL Engine
- 3. XL Engine

- 4. Light Machine Gun
- 5. Light Machine Gun
- 6. Light Machine Gun

- 1. Machine Gun Array
- 2. Ammo (MML9) 13/11
- 3. Ammo (MML9) 13/11
- 4. Ammo (LMG) 200
- 5. CASE
- 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: Wolf Trap WFT-2

Mass: 45 tons

Movement Points: Tech & Configuration:

Walking: 6 Inner Sphere
Running: 9 Biped 'Mech
Jumping: 0

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Plasma Rifle	RA	10	10	-	5	10	15
3	Light Machine Gun	RT	0	1	-	2	4	6
1	Machine Gun Array	RT	0	-	-	-	-	-
1	MML 9	LT	5	-	-	-	-	-
	LRM (13 salvos/ton)			1/hit	6	7	14	21
	SRM (11 salvos/ton)			2/hit	-	3	6	9
3	ER Medium Laser	LT	5	5	-	4	8	12

Ammo Type: Rounds:

Plasma Rifle 10

Light Machine Gun 200

MML 9

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject:

Weapon Heat: (30)

Operational Disabled

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

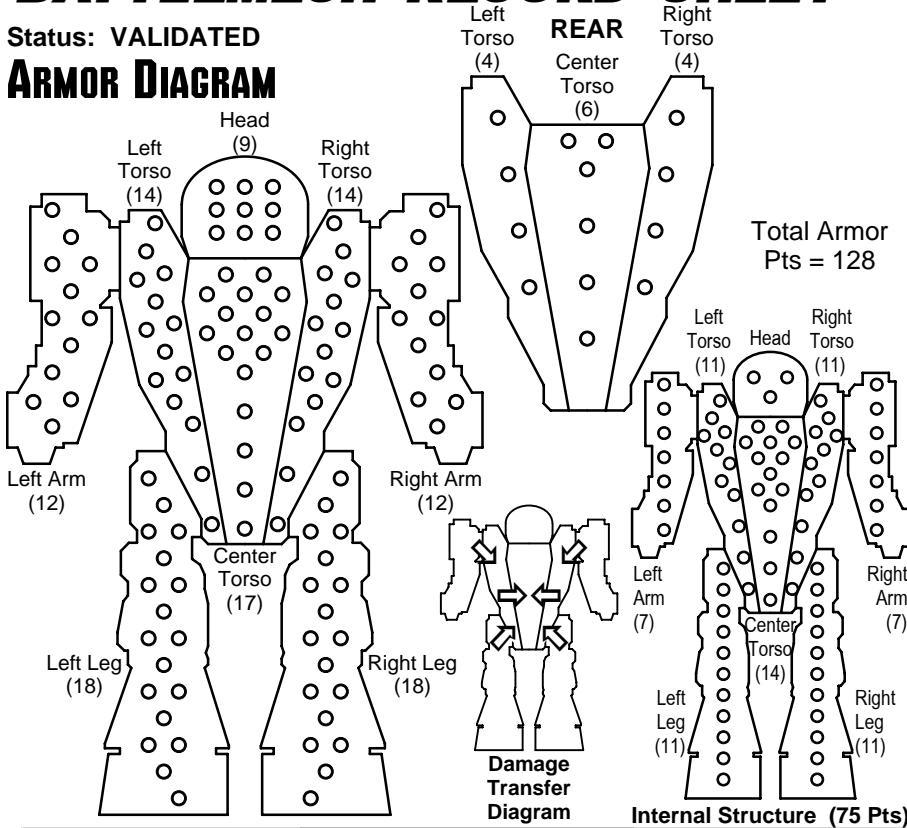
WIZGAMES™

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Internal Structure (75 Pts)

Left Arm

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

Left Torso

- 1-3 1. XL Engine
- 1-3 2. XL Engine
- 1-3 3. XL Engine
- 4-6 4. Medium Laser
- 5. Medium Laser
- 6. Improved C³ CPU
- 1. Improved C³ CPU
- 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. Roll Again
- 6. Roll Again

CRITICAL HIT TABLE

Head

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

Center Torso

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

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

Right Arm

- 1-3 1. Shoulder
- 2. Upper Arm Actuator
- 3. LB 10-X AC
- 4. LB 10-X AC
- 5. LB 10-X AC
- 6. LB 10-X AC
- 1. LB 10-X AC
- 2. LB 10-X AC
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Right Torso

- 1-3 1. XL Engine
- 1-3 2. XL Engine
- 1-3 3. XL Engine
- 4-6 4. Ammo (LB 10-X) 10
- 5. Ammo (LB 10-X) 10
- 6. Ammo (LRM 5) 24
- 1. CASE
- 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. Roll Again
- 6. Roll Again

'MECH DATA

Type: Wolf Trap WFT-B

Mass: 45 tons

Movement Points: Tech & Configuration:

Walking: 6 Inner Sphere
Running: 9 Biped 'Mech
Jumping: 0

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	RA	2	10	-	6	12	18
2	Medium Laser	LT	3	5	-	3	6	9
1	Improved C³ CPU	LT	0	-	-	-	-	-
1	LRM 5	CT	2	1/hit	6	7	14	21

Ammo Type: Rounds:

LB 10-X AC	20
LRM 5	24

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

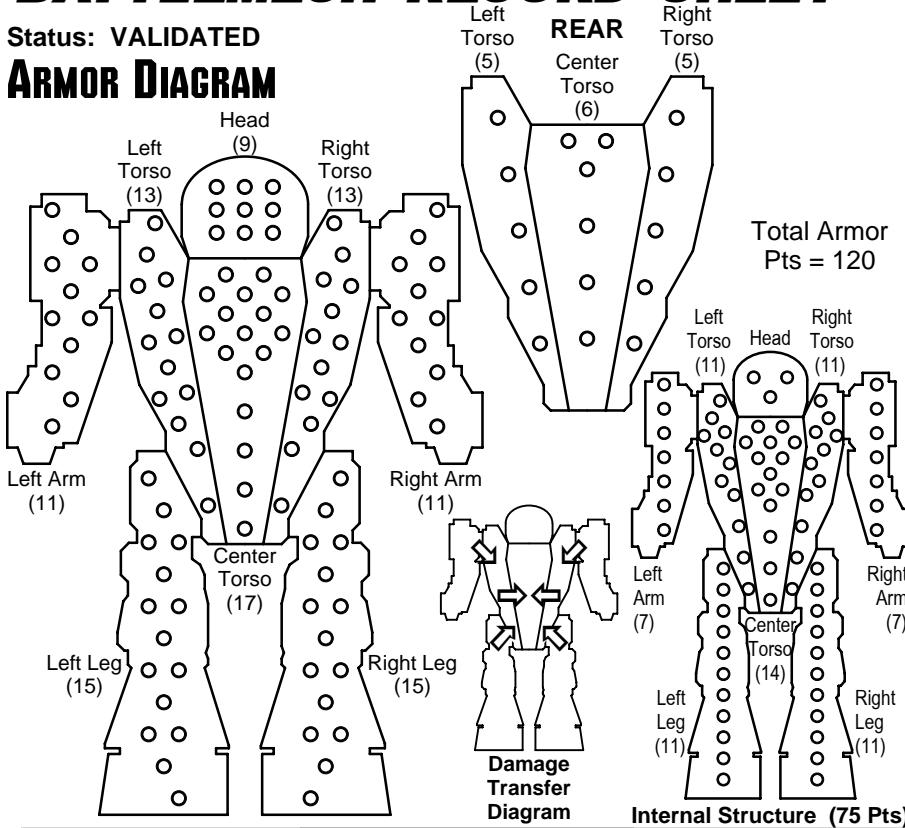
WIZGAMES™

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Internal Structure (75 Pts)

Left Arm

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

Left Torso

- 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 4. Medium Laser
- 5. C³ Slave Unit
- 6. Endo Steel
- 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. Roll Again
- 6. Roll Again

CRITICAL HIT TABLE

Head

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

Center Torso

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

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

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. LB 10-X AC
- 4. LB 10-X AC
- 5. LB 10-X AC
- 6. LB 10-X AC
- 1. LB 10-X AC
- 2. LB 10-X AC
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Right Torso

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

Right Leg

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

'MECH DATA

Type: Wolf Trap WFT-C

Mass: 45 tons

Movement Points: Tech & Configuration:

Walking: 6 Inner Sphere
Running: 9 Biped 'Mech
Jumping: 0

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	RA	2	10	-	6	12	18
1	Medium Laser	LT	3	5	-	3	6	9
1	C³ Slave Unit	LT	0	-	-	-	-	-
1	LRM 10	CT	4	1/hit	6	7	14	21

Ammo Type: Rounds:

LB 10-X AC 20
LRM 10 12

Total Heat Sinks: 10 Single

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Auto Eject: Weapon Heat:
 Operational Disabled (9)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

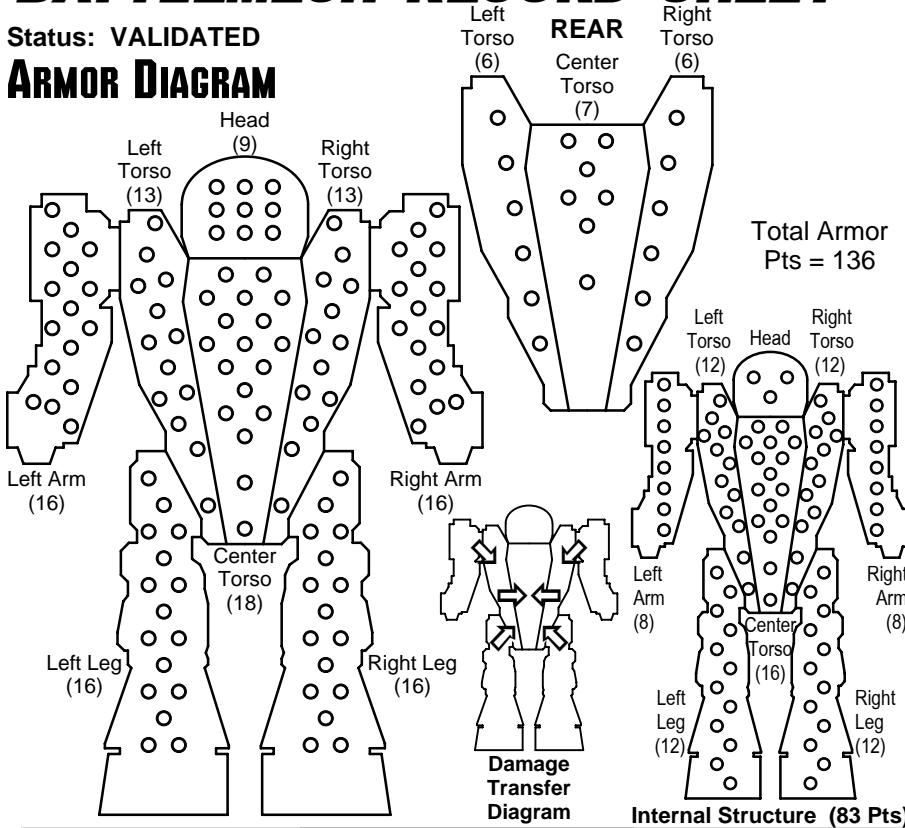
WIZGAMERS™

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Total Armor Pts = 136

'MECH DATA

Type: Centurion CN9-D

Mass: 50 tons

Movement Points: Tech & Configuration:

Walking: 6 Inner Sphere
Running: 9 Biped 'Mech
Jumping: 0

Weapons Inventory: (hexes)

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

Ammo Type: Rounds:

LB 10-X AC	20
LRM 10	24

Total Heat Sinks: 10 Single

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Auto Eject: Operational Disabled Weapon Heat: (12)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

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

WIZKIDS™

CRITICAL HIT TABLE

Left Arm

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

Left Torso

- 1-3 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 4. LRM 10
- 5. LRM 10
- 6. Artemis IV FCS
- 4-6 1. Endo Steel
- 2. Endo Steel
- 3. Endo Steel
- 4. Endo Steel
- 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. 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. Medium Laser
- 6. Medium Laser (R)
- 4-6 1. Endo Steel
- 2. Endo Steel
- 3. Endo Steel
- 4. Endo Steel
- 5. Roll Again
- 6. Roll Again

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

Right Arm

- 1-3 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. LB 10-X AC
- 5. LB 10-X AC
- 6. LB 10-X AC
- 4-6 1. LB 10-X AC
- 2. LB 10-X AC
- 3. LB 10-X AC
- 4. Endo Steel
- 5. Endo Steel
- 6. Endo Steel

Right Torso

- 1-3 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 4. Ammo (LB 10-X) 10
- 5. Ammo (LB 10-X) 10
- 6. Ammo (LRM 10) 12
- 4-6 1. Ammo (LRM 10) 12
- 2. CASE
- 3. Endo Steel
- 4. Endo Steel
- 5. Endo Steel
- 6. Endo Steel

Right Leg

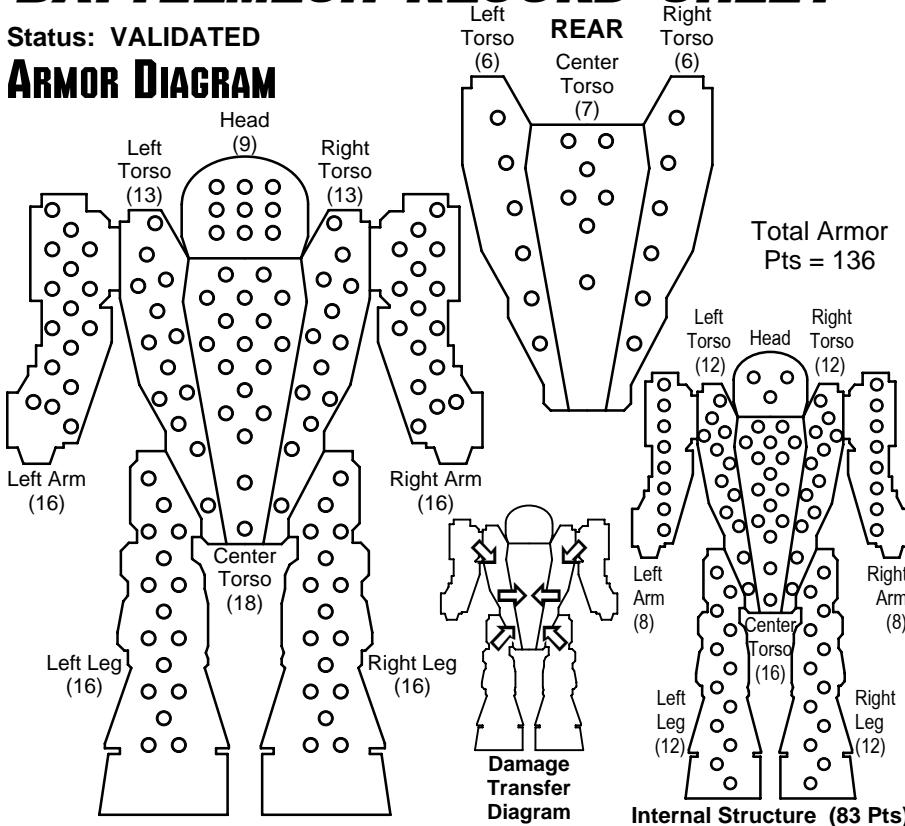
- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Roll Again
- 6. Roll Again

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Left Arm

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

CRITICAL HIT TABLE

Head

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

Center Torso

- 1. 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 (R)

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

Left Torso

- 1-3
- 4. LRM 10
- 5. LRM 10
- 6. Artemis IV FCS
- 1. Endo Steel
- 2. Endo Steel
- 3. Endo Steel
- 4. Endo Steel
- 5. Roll Again
- 6. Roll Again

1-3

4-6

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Triple Strength
- 6. Triple Strength

Right Arm

- 1-3
- 4. LB 10-X AC
- 5. LB 10-X AC
- 6. LB 10-X AC
- 1. LB 10-X AC
- 2. LB 10-X AC
- 3. LB 10-X AC
- 4. Endo Steel
- 5. Endo Steel
- 6. Endo Steel

4-6

1-3

4-6

Right Torso

- 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 4. Ammo (LB 10-X) 10
- 5. Ammo (LB 10-X) 10
- 6. Ammo (LRM 10) 12
- 1. Ammo (LRM 10) 12
- 2. CASE
- 3. Endo Steel
- 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. Triple Strength
- 6. Triple Strength

'MECH DATA

Type: Centurion CN9-D3

Mass: 50 tons

Movement Points: Tech & Configuration:

Walking: 6 [7] Inner Sphere

Running: 9 [11] Biped 'Mech

Jumping: 0

Weapons Inventory: (hexes)

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

Ammo Type: Rounds:

LB 10-X AC 20

LRM 10 24

Total Heat Sinks: 10 Single

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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	Ammo Explosion, avoid on 8+
28	
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points (-4 MP with TSM)
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points (-3 MP with TSM)
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points (-2 MP with TSM)
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points (-1 MP with TSM)
9	TSM Activates, +1 Movement Point
8	+1 Modifier to Fire
7	
6	
5	
4	
3	
2	
1	-1 Movement Point
0	

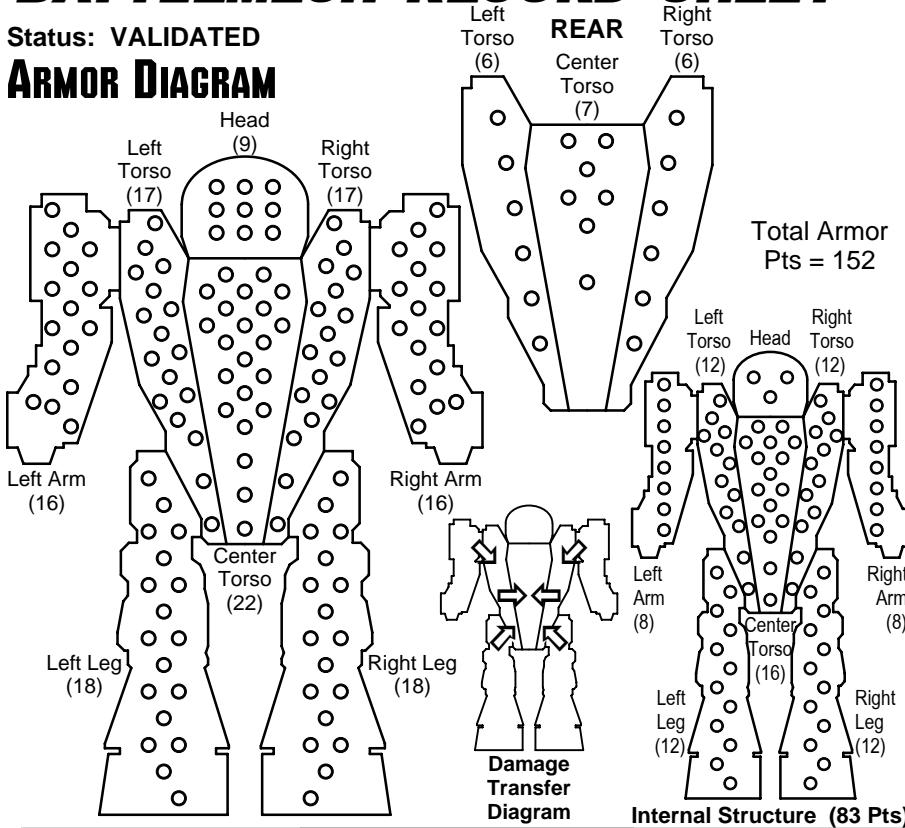
WIZGAMES™

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. Endo Steel
- 1. Endo Steel
- 2. Endo Steel
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Left Torso

- 1-3 1. XL Engine
- 1-3 2. XL Engine
- 1-3 3. XL Engine
- 4-6 4. Targeting Computer
- 4-6 5. Targeting Computer
- 4-6 6. Targeting Computer
- 1. MASC
- 2. MASC
- 3. MASC
- 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. C³ Slave Unit
- 5. Sensors
- 6. Life Support

Center Torso

- 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro
- 1. Gyro
- 2. XL Engine
- 3. XL Engine
- 4. XL Engine
- 5. ER Medium Laser
- 6. ER Medium Laser

Engine Hits	○	○	○
Gyro Hits	○	○	
Sensor Hits	○	○	
Life Support	○		

Right Arm

- 1-3 1. Shoulder
- 1-3 2. Upper Arm Actuator
- 1-3 3. Lower Arm Actuator
- 4-6 4. Rotary AC/5
- 4-6 5. Rotary AC/5
- 4-6 6. Rotary AC/5
- 1. Rotary AC/5
- 2. Rotary AC/5
- 3. Rotary AC/5
- 4. Endo Steel
- 5. Endo Steel
- 6. Endo Steel

Right Torso

- 1-3 1. XL Engine
- 1-3 2. XL Engine
- 1-3 3. XL Engine
- 4-6 4. Ammo (RAC/5) 20
- 4-6 5. Ammo (RAC/5) 20
- 4-6 6. Ammo (RAC/5) 20
- 1. CASE
- 2. Endo Steel
- 3. Endo Steel
- 4. Endo Steel
- 5. Endo Steel
- 6. Roll Again

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Roll Again
- 6. Roll Again

'MECH DATA

Type: Centurion CN9-D5

Mass: 50 tons

Movement Points: Tech & Configuration:

Walking: 6 Inner Sphere

Running: 9 [12] Biped 'Mech

Jumping: 0

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Rotary AC/5	RA	1	5	-	5	10	15
2	ER Medium Laser	CT	5	5	-	4	8	12
1	C ³ Slave Unit	HD	0	-	-	-	-	-
1	Targeting Computer							

Ammo Type: Rounds:

Rotary AC/5 60

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject: Weapon Heat:
 Operational Disabled (16)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	Ammo Explosion, avoid on 8+
28	
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	-2 Movement Points
10	
9	+1 Modifier to Fire
8	
6	-1 Movement Point
5	
4	
3	
2	
1	
0	

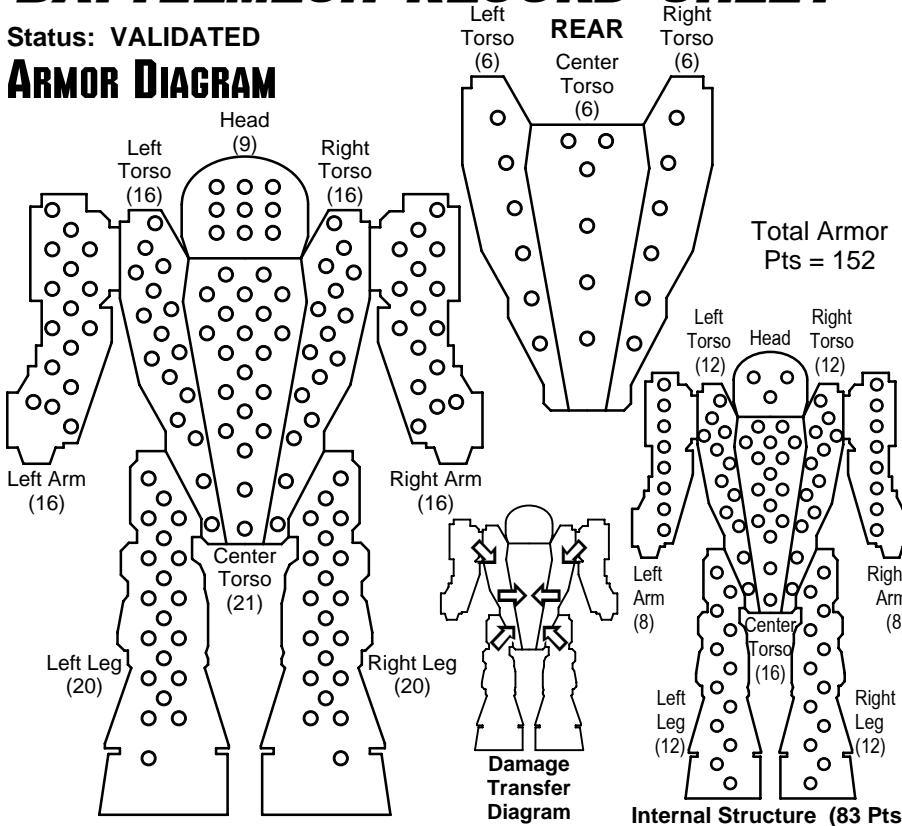
WIZKIDS
WIZGAMERS™

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. Endo Steel
- 6. Endo Steel

- 1. Light Ferro-Fibrous
- 2. Light Ferro-Fibrous
- 3. Light Ferro-Fibrous
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Left Torso

- 1-3 1. XL Engine
- 1-3 2. XL Engine
- 1-3 3. XL Engine
- 4. Jump Jet
- 5. Jump Jet
- 6. Jump Jet

- 4-6 1. LRM 10
- 4-6 2. LRM 10
- 4-6 3. Artemis IV FCS
- 4-6 4. Endo Steel
- 4-6 5. Endo Steel
- 4-6 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. Light Ferro-Fibrous
- 5. Sensors
- 6. Life Support

Center Torso

- 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 4. Compact Gyro
- 5. Compact Gyro
- 6. XL Engine

- 4-6 1. XL Engine
- 4-6 2. XL Engine
- 4-6 3. ER Medium Laser
- 4-6 4. ER Medium Laser
- 4-6 5. Endo Steel
- 4-6 6. Endo Steel

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Right Arm

- 1-3 1. Shoulder
- 1-3 2. Upper Arm Actuator
- 1-3 3. Lower Arm Actuator
- 4. Plasma Rifle
- 5. Plasma Rifle
- 6. Endo Steel

- 4-6 1. Endo Steel
- 4-6 2. Light Ferro-Fibrous
- 4-6 3. Light Ferro-Fibrous
- 4-6 4. Light Ferro-Fibrous
- 4-6 5. Roll Again
- 4-6 6. Roll Again

Right Torso

- 1-3 1. XL Engine
- 1-3 2. XL Engine
- 1-3 3. XL Engine
- 4. Jump Jet
- 5. Jump Jet
- 6. Jump Jet

- 4-6 1. Ammo (PR) 10
- 4-6 2. Ammo (PR) 10
- 4-6 3. Ammo (LRM 10) 12
- 4-6 4. Ammo (LRM 10) 12
- 4-6 5. CASE
- 4-6 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-D9

Mass: 50 tons

Movement Points: Tech & Configuration:

Walking: 6 Inner Sphere
Running: 9 Biped 'Mech
Jumping: 6

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Plasma Rifle	RA	10	10	-	5	10	15
1	LRM 10 w/ Artemis IV LT		4	1/hit	6	7	14	21
2	ER Medium Laser	CT	5	5	-	4	8	12

Ammo Type: Rounds:

Plasma Rifle	20
LRM 10	24

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject: Operational Disabled Weapon Heat: (24)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	Ammo Explosion, avoid on 8+
28	
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	-2 Movement Points
10	
9	+1 Modifier to Fire
8	
7	
6	-1 Movement Point
5	
4	
3	
2	
1	
0	

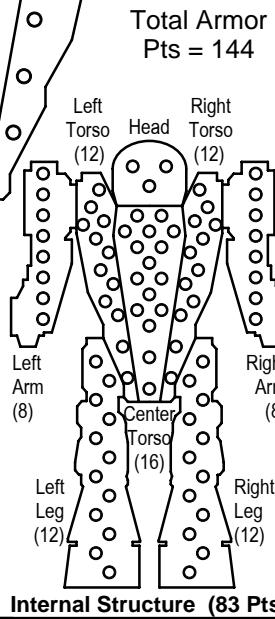
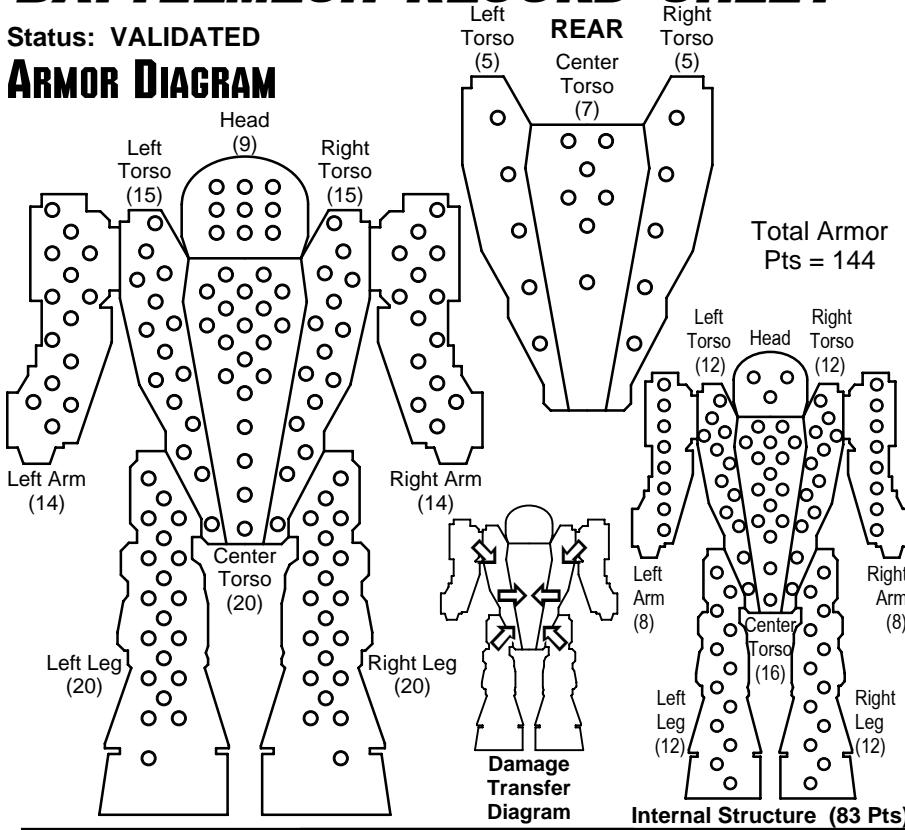
WIZGAMES™

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. ER Large Laser
- 5. ER Large Laser
- 6. Roll Again

- 1. Roll Again
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Left Torso

- 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 4. Jump Jet
- 5. Jump Jet
- 6. Small Laser

- 1. Roll Again
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Single Heat Sink
- 6. Roll Again

CRITICAL HIT TABLE

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Roll Again
- 5. Sensors
- 6. Life Support

Center Torso

- 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro

- 1. Gyro
- 2. XL Engine
- 3. XL Engine
- 4. XL Engine
- 5. Jump Jet
- 6. Roll Again

Engine Hits	○	○	○
Gyro Hits	○	○	
Sensor Hits	○	○	
Life Support	○		

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. LB 10-X AC
- 5. LB 10-X AC
- 6. LB 10-X AC

- 1. LB 10-X AC
- 2. LB 10-X AC
- 3. LB 10-X AC
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Right Torso

- 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 4. Jump Jet
- 5. Jump Jet
- 6. Ammo (LB 10-X) 10

- 1. Ammo (LB 10-X) 10
- 2. CASE
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Single Heat Sink
- 6. Roll Again

'MECH DATA

Type: Enforcer ENF-5D

Mass: 50 tons

Movement Points: Tech & Configuration:

Walking: 5 Inner Sphere
Running: 8 Biped 'Mech
Jumping: 5

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	RA	2	10	-	6	12	18
1	ER Large Laser	LA	12	8	-	7	14	19
1	Small Laser	LT	1	3	-	1	2	3

Ammo Type: Rounds:

LB 10-X AC 20

Total Heat Sinks: 12 Single

oooooooooooo oo

Auto Eject: Weapon Heat:
 Operational Disabled (15)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	Ammo Explosion, avoid on 8+
28	
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	-2 Movement Points
10	
9	+1 Modifier to Fire
8	
6	-1 Movement Point
5	
4	
3	
2	
1	
0	

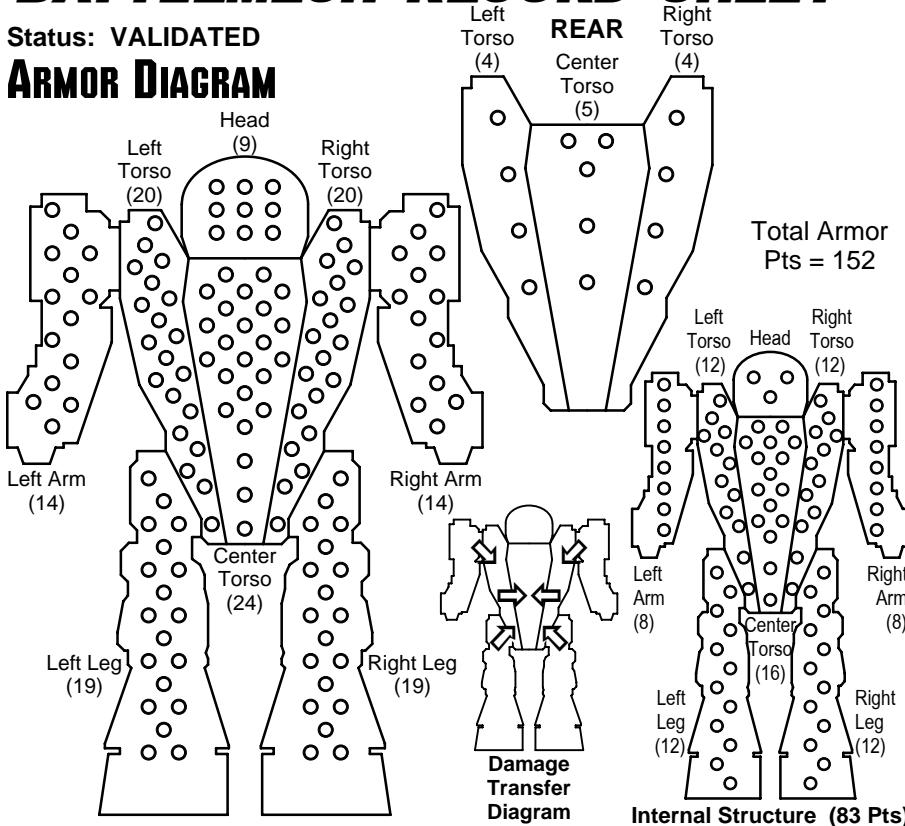
WIZGAMES™

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm	
1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Medium Laser 6. Ferro-Fibrous
4-6	1. Ferro-Fibrous 2. Ferro-Fibrous 3. Ferro-Fibrous 4. Ferro-Fibrous 5. Ferro-Fibrous 6. Ferro-Fibrous
4-6	1. Ferro-Fibrous 2. Ferro-Fibrous 3. Ferro-Fibrous 4. Ferro-Fibrous 5. Ferro-Fibrous 6. Ferro-Fibrous

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. Fusion Engine
 2. Fusion Engine
 3. Fusion Engine
 4. Gyro
 5. Gyro
 6. Gyro
1. Gyro
 2. Fusion Engine
 3. Fusion Engine
 4. Fusion Engine
 5. Roll Again
 6. Roll Again

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Left Torso	
1-3	1. Ammo (AC/20) 5 2. Ammo (AC/20) 5 3. Rocket Launcher 20 (OS) 4. Rocket Launcher 20 (OS) 5. Rocket Launcher 20 (OS) 6. Rocket Launcher 20 (OS)
4-6	1. Rocket Launcher 20 (OS) 2. Rocket Launcher 20 (OS) 3. Rocket Launcher 20 (OS) 4. Rocket Launcher 20 (OS) 5. Rocket Launcher 20 (OS)
4-6	1. CASE

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Roll Again

Right Arm

- 1-3
 1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Ferro-Fibrous
- 4-6
 1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Torso

- 1-3
 1. Autocannon/20
2. Autocannon/20
3. Autocannon/20
4. Autocannon/20
5. Autocannon/20
6. Autocannon/20
- 4-6
 1. Autocannon/20
2. Autocannon/20
3. Autocannon/20
4. Autocannon/20
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: Hunchback HBK-5H

Mass: 50 tons

Movement Points: Tech & Configuration:

Walking: 4 Inner Sphere
Running: 6 Biped 'Mech
Jumping: 0

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	Autocannon/20	RT	7	20	-	3	6	9
3	Rocket Launcher 20 (OS)	LT	5	1/hit	-	3	7	12

Ammo Type: Rounds:

Autocannon/20 10

Total Heat Sinks: 10 Single

oooooooooooo

Auto Eject: Weapon Heat:
 Operational Disabled (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	Ammo Explosion, avoid on 8+
28	
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	-2 Movement Points
10	
9	+1 Modifier to Fire
8	
7	
6	-1 Movement Point
5	
4	
3	
2	
1	
0	

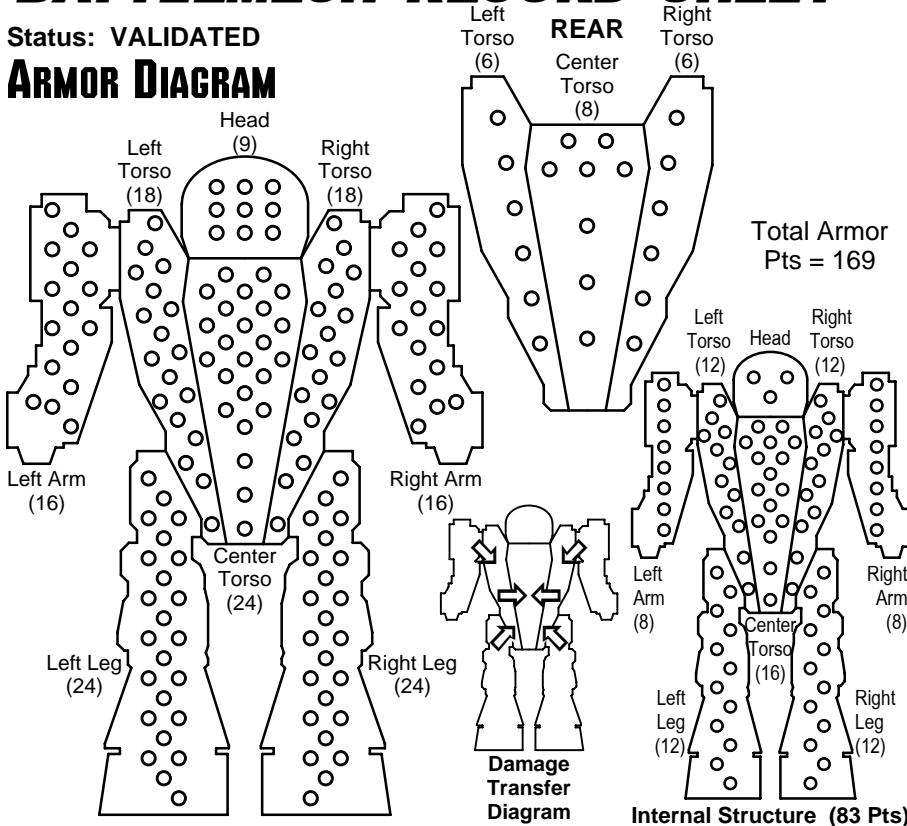
WIZGAMES™

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Hand Actuator
- 5. Double Heat Sink
- 6. Double Heat Sink
- 1. Double Heat Sink
- 2. Medium Pulse Laser
- 3. Endo Steel
- 4. Endo Steel
- 5. Endo Steel
- 6. Endo Steel

CRITICAL HIT TABLE

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Small Laser
- 5. Sensors
- 6. Life Support

Center Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 3. Light Fusion Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro
- 1. Gyro
- 2. Light Fusion Engine
- 3. Light Fusion Engine
- 4. Light Fusion Engine
- 5. LB 20-X AC (Cont)
- 6. LB 20-X AC (Cont)

1-3

4-6

Left Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 3. Ammo (LB 20-X) 5
- 4. Ammo (LB 20-X) 5
- 5. Ammo (LB 20-X) 5
- 6. Ammo (LB 20-X) 5

1-3

4-6

CASE

- 2. Endo Steel
- 3. Endo Steel
- 4. Endo Steel
- 5. Endo Steel
- 6. Endo Steel

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Jump Jet
- 6. Jump Jet

Engine Hits	○	○	○
Gyro Hits	○	○	
Sensor Hits	○	○	
Life Support	○		

Right 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. Medium Pulse Laser
- 3. Endo Steel
- 4. Endo Steel
- 5. Endo Steel
- 6. Endo Steel

1-3

4-6

Right Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 3. LB 20-X AC
- 4. LB 20-X AC
- 5. LB 20-X AC
- 6. LB 20-X AC
- 1. LB 20-X AC
- 2. LB 20-X AC
- 3. LB 20-X AC
- 4. LB 20-X AC
- 5. LB 20-X AC
- 6. Endo Steel

1-3

4-6

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Jump Jet
- 6. Jump Jet

'MECH DATA

Type: Hunchback HBK-5S

Mass: 50 tons

Movement Points: Tech & Configuration:

Walking: 4 Inner Sphere
Running: 6 Biped 'Mech
Jumping: 4

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	RA	4	6	-	2	4	6
1	Medium Pulse Laser	LA	4	6	-	2	4	6
1	LB 20-X AC	RT	6	20	-	4	8	12
1	Small Laser	HD	1	3	-	1	2	3

Ammo Type: Rounds:

LB 20-X AC 20

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject: Weapon Heat:
 Operational Disabled (15)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	Ammo Explosion, avoid on 8+
28	
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	-2 Movement Points
10	
9	+1 Modifier to Fire
8	
7	
6	-1 Movement Point
5	
4	
3	
2	
1	
0	

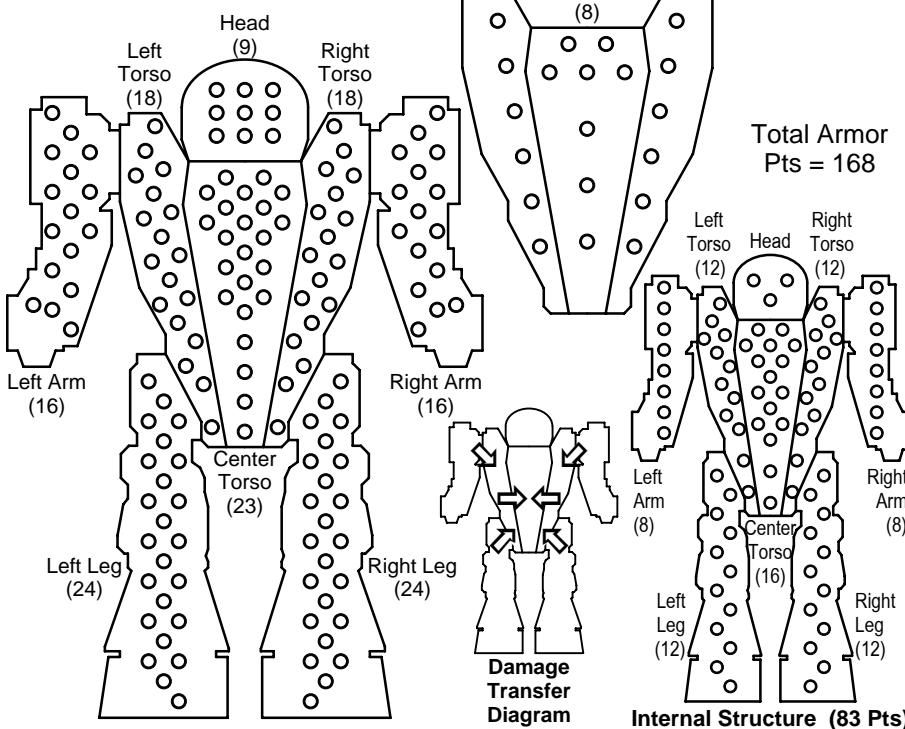
WIZGAMES™

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

STEALTH ARMOR



Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Medium Pulse Laser

- 1. Endo Steel
- 2. Endo Steel
- 3. Endo Steel
- 4. Endo Steel
- 5. Stealth Armor
- 6. Stealth Armor

Left Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 3. Jump Jet
- 4. Jump Jet
- 5. Ammo (Gauss) 8
- 6. Ammo (Gauss) 8

- 1. Endo Steel
- 2. Endo Steel
- 3. Endo Steel
- 4. Endo Steel
- 5. Stealth Armor
- 6. Stealth Armor

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Stealth Armor
- 6. Stealth Armor

CRITICAL HIT TABLE

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
- 4. Compact Gyro
- 5. Compact Gyro
- 6. Light Fusion Engine

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 3. Guardian ECM
- 4. Guardian ECM
- 5. Jump Jet
- 6. Jump Jet

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Medium Pulse Laser

Right Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 3. Gauss Rifle
- 4. Gauss Rifle
- 5. Gauss Rifle
- 6. Gauss Rifle

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 3. Gauss Rifle
- 4. Gauss Rifle
- 5. Gauss Rifle
- 6. Gauss Rifle

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 3. Endo Steel
- 4. Stealth Armor
- 5. Stealth Armor
- 6. Stealth Armor

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Stealth Armor
- 6. Stealth Armor

'MECH DATA

Type: Hunchback HBK-5SG

Mass: 50 tons

Movement Points: Tech & Configuration:

Walking: 4	Inner Sphere
Running: 6	Biped 'Mech
Jumping: 4	

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	RA	4	6	-	2	4	6
1	Medium Pulse Laser	LA	4	6	-	2	4	6
1	Gauss Rifle	RT	1	15	2	7	15	22
1	Guardian ECM	CT	0	-	-	-	-	6

Ammo Type: Rounds:

Gauss Rifle 16

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject: Weapon Heat:
 Operational Disabled (19)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	Ammo Explosion, avoid on 8+
28	
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	-2 Movement Points
10	
9	+1 Modifier to Fire
8	
7	
6	-1 Movement Point
5	
4	
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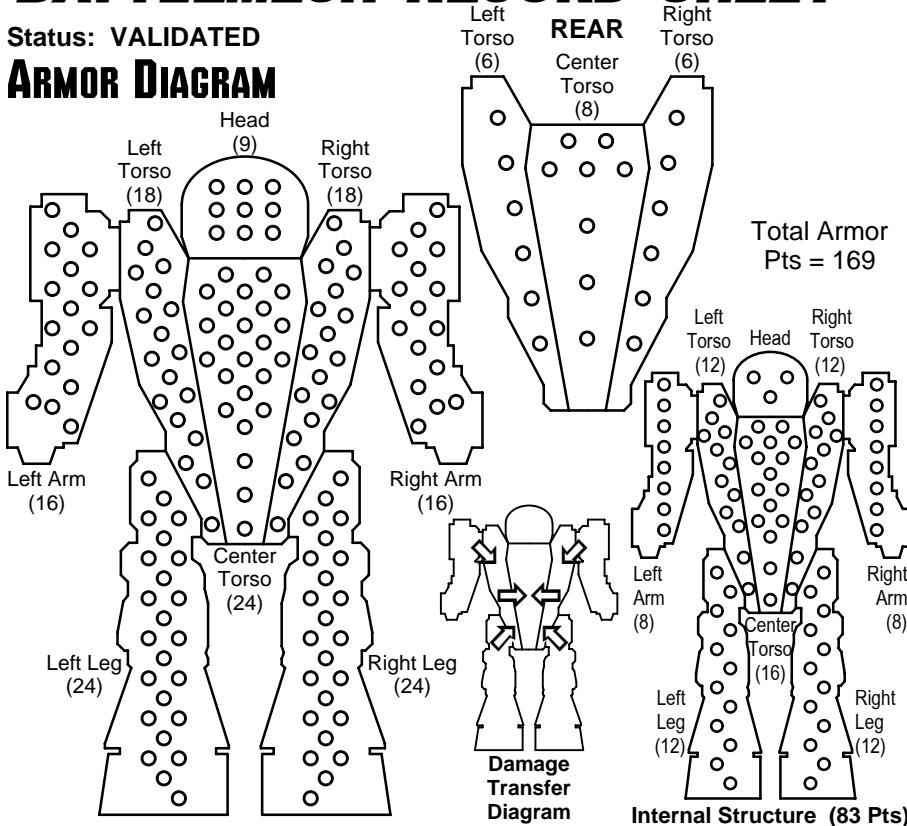
WIZGAMES™

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Double Heat Sink
- 1. ER Medium Laser
- 2. Endo Steel
- 3. Endo Steel
- 4. Endo Steel
- 5. Endo Steel
- 6. Endo Steel

CRITICAL HIT TABLE

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. ER Small Laser
- 5. Sensors
- 6. Life Support

1-3

Right 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. ER Medium Laser
- 3. Endo Steel
- 4. Endo Steel
- 5. Endo Steel
- 6. Endo Steel

4-6

Center Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 3. Light Fusion Engine
- 4. Heavy Duty Gyro
- 5. Heavy Duty Gyro
- 6. Heavy Duty Gyro
- 1. Heavy Duty Gyro
- 2. Light Fusion Engine
- 3. Light Fusion Engine
- 4. Light Fusion Engine
- 5. Endo Steel
- 6. Endo Steel

1-3

Right Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 3. MML 9
- 4. MML 9
- 5. MML 9
- 6. MML 9
- 1. MML 9
- 2. Artemis IV FCS
- 3. Ammo (MML9) 13/11
- 4. Ammo (MML9) 13/11
- 5. Ammo (MML9) 13/11
- 6. CASE
- 1. Engine Hits O O O
- 2. Gyro Hits O O O
- 3. Sensor Hits O O
- 4. Life Support O

4-6

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Jump Jet
- 6. Jump Jet

1-3

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Jump Jet
- 6. Jump Jet

4-6

'MECH DATA

Type: Hunchback HBK-5SS

Mass: 50 tons

Movement Points: Tech & Configuration:

Walking: 4 Inner Sphere
 Running: 6 Biped 'Mech
 Jumping: 4

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RA	5	5	-	4	8	12
1	ER Medium Laser	LA	5	5	-	4	8	12
1	MML 9 w/ Artemis IV RT		5	-	-	-	-	-
	LRM (13 salvos/ton)			1/hit	6	7	14	21
	SRM (11 salvos/ton)			2/hit	-	3	6	9
1	ER Medium Laser	RT	5	5	-	4	8	12
1	MML 9 w/ Artemis IV LT		5	-	-	-	-	-
1	ER Small Laser	HD	2	3	-	2	4	5

Ammo Type: Rounds:
 MML 9

Total Heat Sinks: 10 Double (20)



Auto Eject: Operational Weapon Heat: Disabled (27)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	Ammo Explosion, avoid on 8+
28	
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	-2 Movement Points
10	
9	+1 Modifier to Fire
8	
7	
6	
5	
4	
3	
2	
1	
0	-1 Movement Point

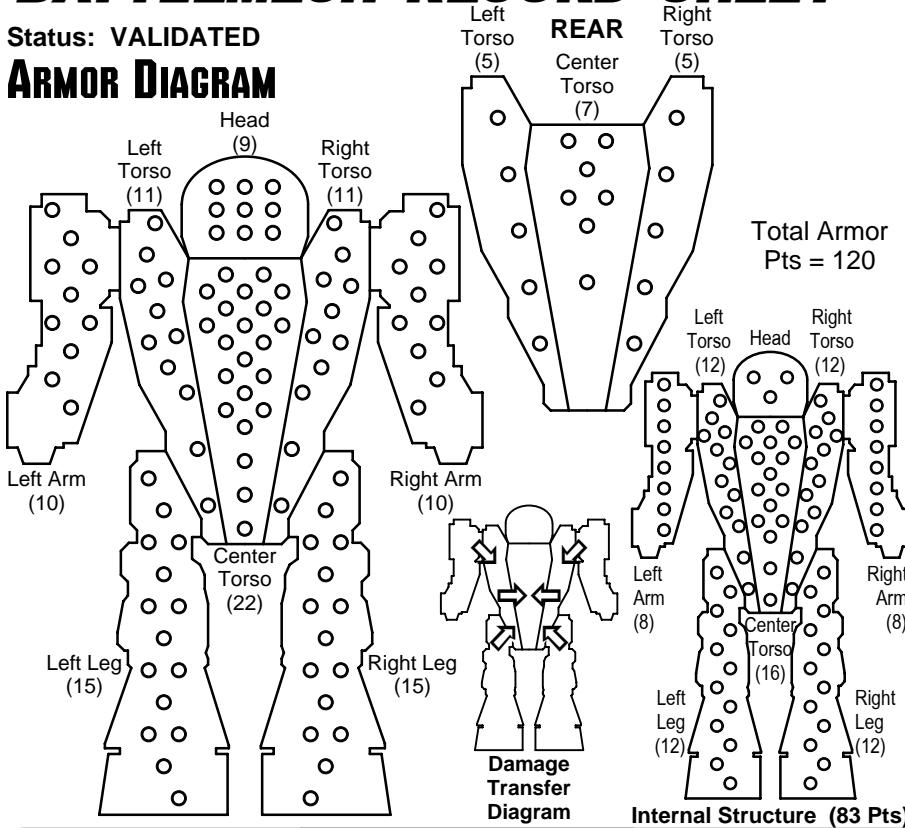
WIZGAMERS™

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. LRM 15
- 6. LRM 15
- 1. LRM 15
- 2. Medium Laser
- 3. Endo Steel
- 4. Endo Steel
- 5. Endo Steel
- 6. Endo Steel

Left Torso

- 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 4. Narc Missile Beacon
- 5. Narc Missile Beacon
- 6. Ammo (LRM 15) 8

- 1. Ammo (Narc Pods) 6
- 2. Ammo (Narc Pods) 6
- 3. CASE
- 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. 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	○		

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Medium Laser
- 5. Medium Laser
- 6. Endo Steel
- 1. Endo Steel
- 2. Endo Steel
- 3. Endo Steel
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Right Torso

- 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 4. LRM 15
- 5. LRM 15
- 6. LRM 15
- 1. Ammo (LRM 15) 8
- 2. CASE
- 3. Endo Steel
- 4. Endo Steel
- 5. Endo Steel
- 6. Roll Again

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Jump Jet
- 6. Jump Jet

'MECH DATA

Type: Trebuchet TBT-7M

Mass: 50 tons

Movement Points: Tech & Configuration:

Walking: 5 Inner Sphere
Running: 8 Biped 'Mech
Jumping: 5

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	RA	3	5	-	3	6	9
1	LRM 15	LA	5	1/hit	6	7	14	21
1	Medium Laser	LA	3	5	-	3	6	9
1	LRM 15	RT	5	1/hit	6	7	14	21
1	Narc Missile Beacon	LT	0	-	-	3	6	9

Ammo Type: Rounds:

LRM 15 16
Narc Missile Beacon 12

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject: Weapon Heat:
 Operational Disabled (19)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	Ammo Explosion, avoid on 8+
28	Shutdown, avoid on 10+
27	-5 Movement Points
26	+4 Modifier to Fire
25	Ammo Explosion, avoid on 6+
24	Shutdown, avoid on 8+
23	-4 Movement Points
22	Ammo Explosion, avoid on 4+
21	Shutdown, avoid on 6+
20	+3 Modifier to Fire
19	-3 Movement Points
18	Shutdown, avoid on 4+
17	+2 Modifier to Fire
16	-2 Movement Points
15	Shutdown, avoid on 4+
14	+1 Modifier to Fire
13	-1 Movement Point
12	
11	
10	
9	
8	
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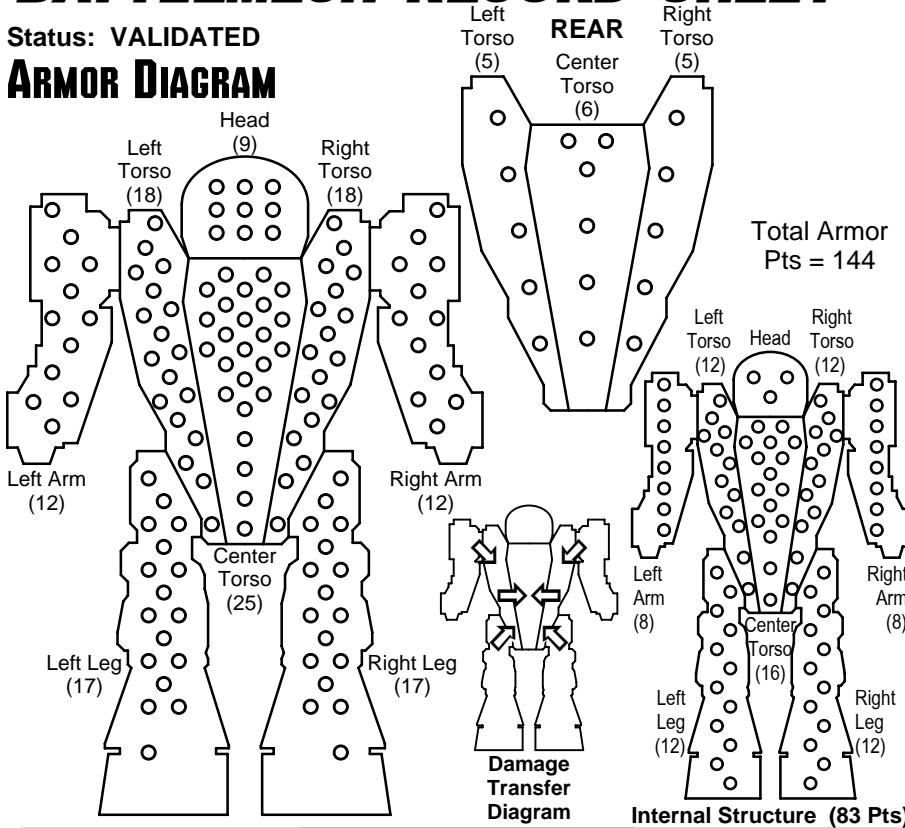
WIZGAMES™

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Hand Actuator
- 5. MRM 20
- 6. MRM 20
- 1. MRM 20
- 2. Medium Laser
- 3. Endo Steel
- 4. Endo Steel
- 5. Endo Steel
- 6. Endo Steel

Left Torso

- 1-3 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 4. Ammo (MRM 20) 12
- 5. Ammo (MRM 20) 12
- 6. Ammo (MRM 20) 12

- 4-6 1. C³ Slave Unit
- 2. CASE
- 3. Endo Steel
- 4. Endo Steel
- 5. Endo Steel
- 6. Roll Again

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Jump Jet
- 6. Jump Jet

CRITICAL HIT TABLE

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Roll Again
- 5. Sensors
- 6. Life Support

Center Torso

- 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro
- 1. Gyro
- 2. XL Engine
- 3. XL Engine
- 4. XL Engine
- 5. Jump Jet
- 6. Roll Again

Engine Hits	○	○	○
Gyro Hits	○	○	
Sensor Hits	○	○	
Life Support	○		

Right Arm

- 1-3 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Medium Pulse Laser
- 5. Medium Pulse Laser
- 6. Endo Steel
- 1. Endo Steel
- 2. Endo Steel
- 3. Endo Steel
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Right Torso

- 1-3 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 4. MRM 20
- 5. MRM 20
- 6. MRM 20
- 1. Endo Steel
- 2. Endo Steel
- 3. Endo Steel
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Jump Jet
- 6. Jump Jet

'MECH DATA

Type: Trebuchet TBT-9K

Mass: 50 tons

Movement Points: Tech & Configuration:

Walking: 5 Inner Sphere
Running: 8 Biped 'Mech
Jumping: 5

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Pulse Laser	RA	4	6	-	2	4	6
1	MRM 20	LA	6	1/hit	-	3	8	15
1	Medium Laser	LA	3	5	-	3	6	9
1	MRM 20	RT	6	1/hit	-	3	8	15
1	C ³ Slave Unit	LT	0	-	-	-	-	-

Ammo Type: Rounds:

MRM 20 36

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject: Operational Disabled Weapon Heat: (23)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	Ammo Explosion, avoid on 8+
28	Shutdown, avoid on 10+
27	-5 Movement Points
26	+4 Modifier to Fire
25	Ammo Explosion, avoid on 6+
24	Shutdown, avoid on 8+
23	-4 Movement Points
22	Ammo Explosion, avoid on 4+
21	Shutdown, avoid on 6+
20	+3 Modifier to Fire
19	-3 Movement Points
18	Shutdown, avoid on 4+
17	+2 Modifier to Fire
16	-2 Movement Points
15	Shutdown, avoid on 4+
14	+1 Modifier to Fire
13	-1 Movement Point
12	
11	
10	
9	
8	
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6	
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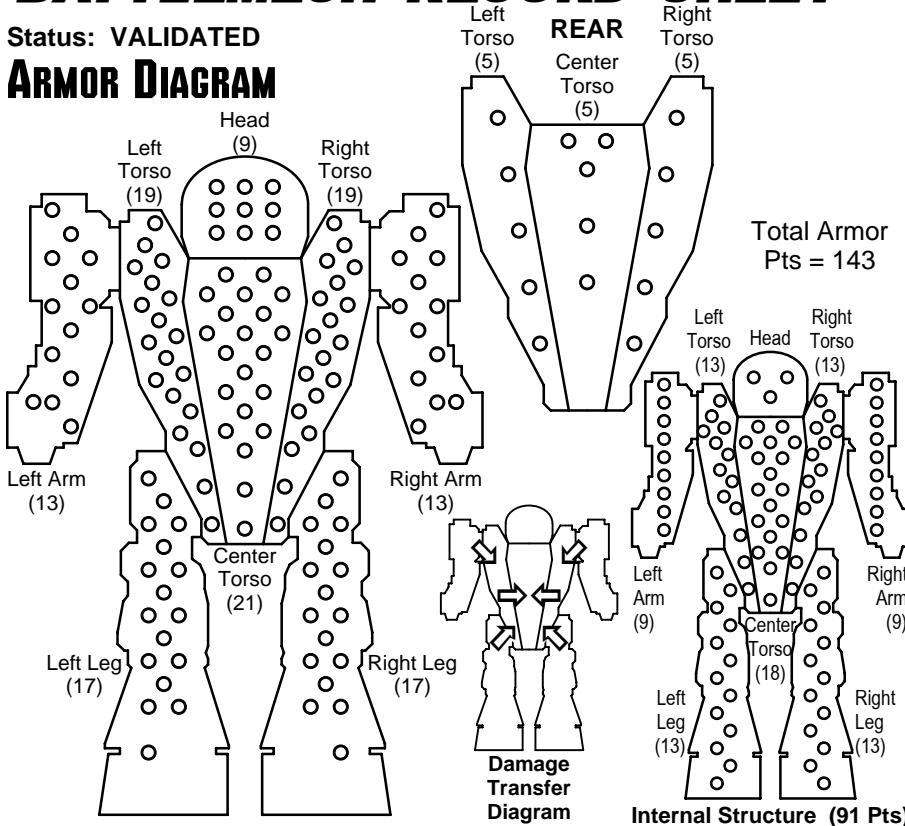
WIZGAMERS™

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Medium Laser
- 5. Streak SRM 2
- 6. Ferro-Fibrous

- 1. Ferro-Fibrous
- 2. Ferro-Fibrous
- 3. Ferro-Fibrous
- 4. Ferro-Fibrous
- 5. Ferro-Fibrous
- 6. Ferro-Fibrous

Left Torso

- 1. LRM 10
- 2. LRM 10
- 3. Ammo (LRM 10) 12
- 4. CASE
- 5. Endo Steel
- 6. Endo Steel

- 1. Endo Steel
- 2. Endo Steel
- 3. Endo Steel
- 4. Endo Steel
- 5. Endo Steel
- 6. Roll Again

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Jump Jet
- 6. Jump Jet

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Roll Again
- 5. Sensors
- 6. Life Support

Center Torso

- 1. Fusion Engine
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro

- 1. Gyro
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Fusion Engine
- 5. Jump Jet
- 6. Endo Steel

Engine Hits	○	○	○
Gyro Hits	○	○	
Sensor Hits	○	○	
Life Support	○		

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Medium Laser
- 5. Streak SRM 2
- 6. Ferro-Fibrous

- 1. Ferro-Fibrous
- 2. Ferro-Fibrous
- 3. Ferro-Fibrous
- 4. Ferro-Fibrous
- 5. Ferro-Fibrous
- 6. Ferro-Fibrous

Right Torso

- 1. LRM 10
- 2. LRM 10
- 3. Ammo (LRM 10) 12
- 4. Ammo (Streak 2) 50
- 5. Ammo (Streak 2) 50
- 6. CASE

- 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. Jump Jet
- 6. Jump Jet

'MECH DATA

Type: Dervish DV-7D

Mass: 55 tons

Movement Points: Tech & Configuration:

Walking: 5 Inner Sphere
Running: 8 Biped 'Mech
Jumping: 5

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5	-	3	6	9
1	Streak SRM 2	RA	2	2/hit	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	Streak SRM 2	LA	2	2/hit	-	3	6	9
1	LRM 10	RT	4	1/hit	6	7	14	21
1	LRM 10	LT	4	1/hit	6	7	14	21

Ammo Type: Rounds:

Streak SRM 2 100
LRM 10 24

Total Heat Sinks: 10 Double (20)



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	Ammo Explosion, avoid on 8+
28	
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	-2 Movement Points
10	
9	+1 Modifier to Fire
8	
7	
6	-1 Movement Point
5	
4	
3	
2	
1	
0	

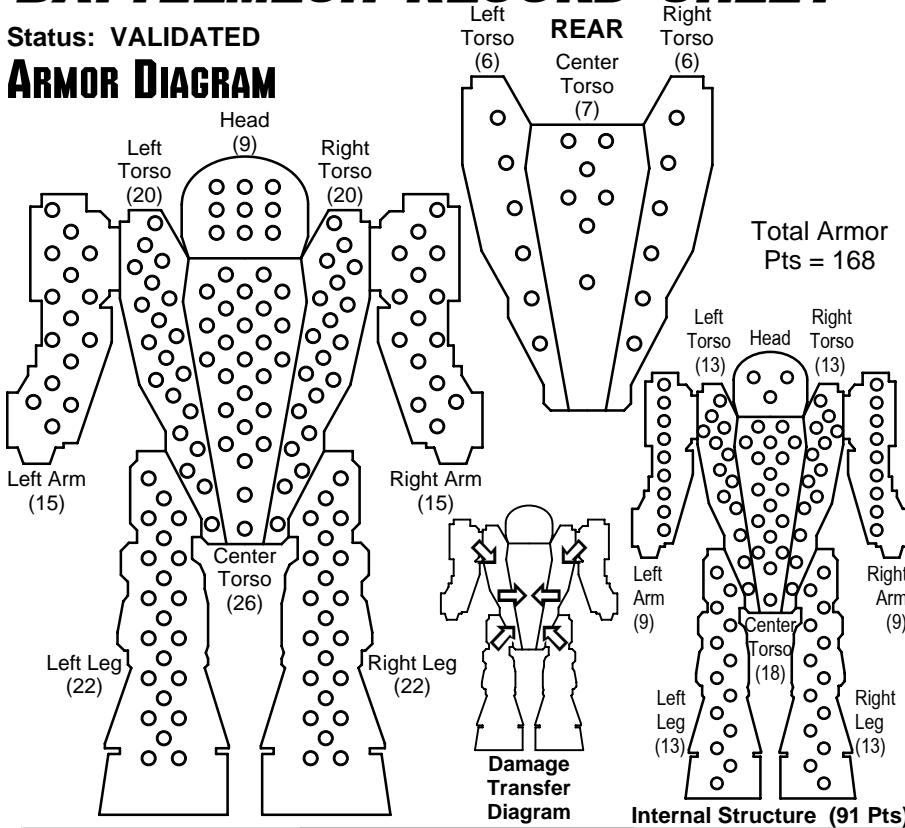
WIZGAMES™

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Dervish DV-8D

Mass: 55 tons

Movement Points: Tech & Configuration:

Walking: 5 Inner Sphere
Running: 8 Biped 'Mech
Jumping: 5

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	RA	5	5	-	4	8	12
2	ER Medium Laser	LA	5	5	-	4	8	12
1	LRM 15 w/ Artemis IV RT		5	1/hit	6	7	14	21
1	LRM 15 w/ Artemis IV LT		5	1/hit	6	7	14	21

Ammo Type: Rounds:
LRM 15 32

Total Heat Sinks: 10 Double (20)
oooooooooooo

Auto Eject: Weapon Heat:
 Operational Disabled (30)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	Ammo Explosion, avoid on 8+
28	
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	-2 Movement Points
10	
9	+1 Modifier to Fire
8	
6	-1 Movement Point
5	
4	
3	
2	
1	
0	

WIZKIDS® WIZGAMERS™

CRITICAL HIT TABLE

Left Arm

- 1-3 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. ER Medium Laser
- 5. ER Medium Laser
- 6. Endo Steel
- 4-6 1. Endo Steel
- 2. Endo Steel
- 3. Endo Steel
- 4. Endo Steel
- 5. Endo Steel
- 6. Endo Steel

Left Torso

- 1-3 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 4. LRM 15
- 5. LRM 15
- 6. LRM 15
- 4-6 1. Artemis IV FCS
- 2. Ammo (LRM 15) 8
- 3. Ammo (LRM 15) 8
- 4. CASE
- 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
- 4-6 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	○

Right Arm

- 1-3 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. ER Medium Laser
- 5. ER Medium Laser
- 6. Endo Steel
- 4-6 1. Endo Steel
- 2. Endo Steel
- 3. Endo Steel
- 4. Endo Steel
- 5. Endo Steel
- 6. Endo Steel

Right Torso

- 1-3 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 4. LRM 15
- 5. LRM 15
- 6. LRM 15
- 4-6 1. Artemis IV FCS
- 2. Ammo (LRM 15) 8
- 3. Ammo (LRM 15) 8
- 4. CASE
- 5. Roll Again
- 6. Roll Again

Right Leg

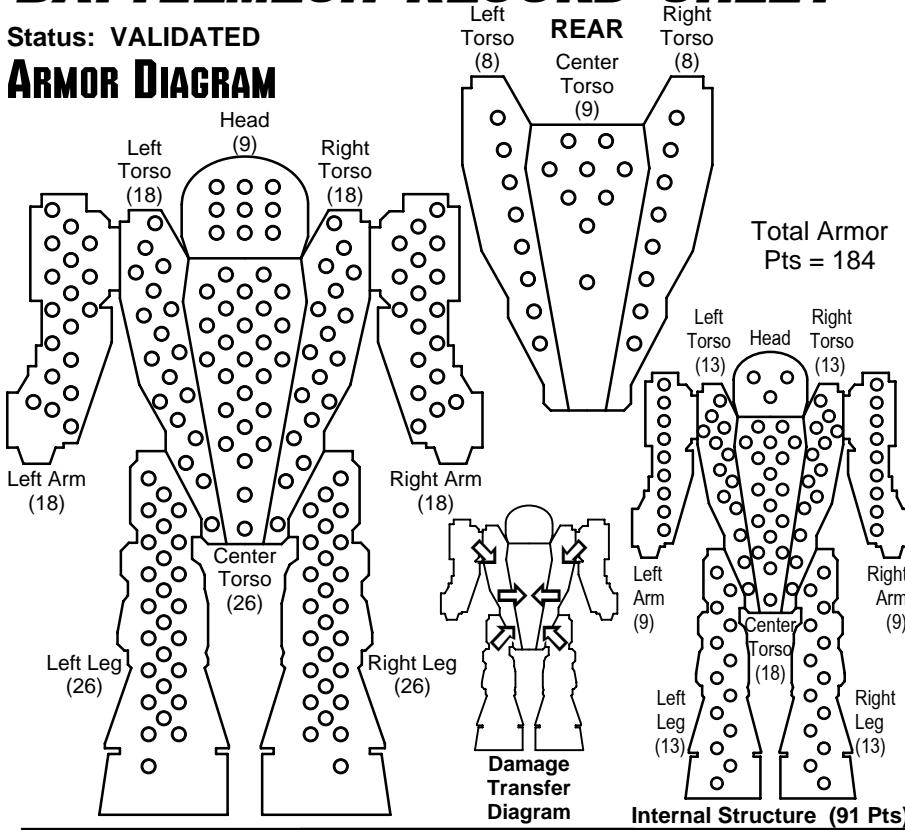
- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Jump Jet
- 6. Jump Jet

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. LRM 5
- 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 Torso

- 1. Single Heat Sink
- 2. Single Heat Sink

- 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

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Single Heat Sink
- 6. Single Heat Sink

CRITICAL HIT TABLE

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Roll Again
- 5. Sensors
- 6. Life Support

Center Torso

- 1. Fusion Engine
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro

- 1. Gyro
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Fusion Engine
- 5. Ammo (LRM 5) 24
- 6. Roll Again

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. LB 10-X AC
- 4. LB 10-X AC
- 5. LB 10-X AC
- 6. LB 10-X AC

- 1. LB 10-X AC
- 2. LB 10-X AC
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Right Torso

- 1. Single Heat Sink
- 2. Single Heat Sink
- 3. Ammo (LB 10-X) 10
- 4. Ammo (LB 10-X) 10
- 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. Single Heat Sink
- 6. Single Heat Sink

'MECH DATA

Type: Hoplite HOP-4D

Mass: 55 tons

Movement Points: Tech & Configuration:

Walking: 4	Inner Sphere
Running: 6	Biped 'Mech
Jumping: 0	

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	RA	2	10	-	6	12	18
1	LRM 5	LA	2	1/hit	6	7	14	21

Ammo Type: Rounds:

LB 10-X AC	20
LRM 5	24

Total Heat Sinks: 16 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	Ammo Explosion, avoid on 8+
28	
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	-2 Movement Points
10	
9	+1 Modifier to Fire
8	
7	
6	-1 Movement Point
5	
4	
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2	
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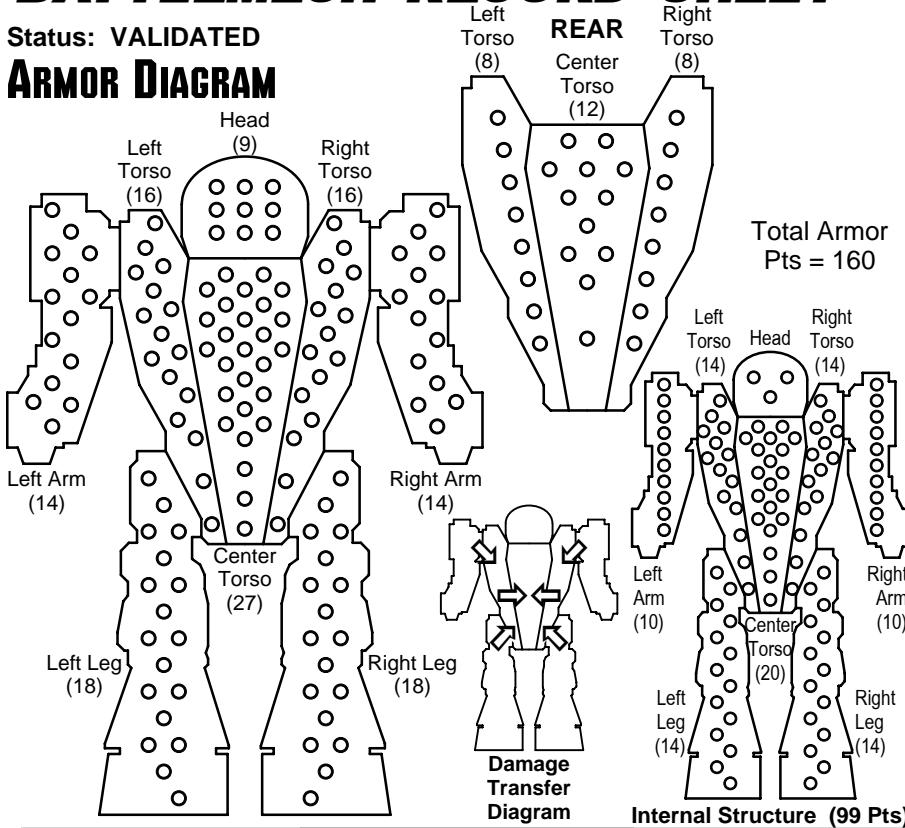
WIZGAMERS™

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. 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

- 1. Ammo (LRM 10) 12
- 2. Ammo (LRM 10) 12
- 3. CASE

- 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. Fusion Engine
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro

- 1. Gyro
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Fusion Engine
- 5. LRM 10
- 6. LRM 10

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Ultra AC/5
- 5. Ultra AC/5
- 6. Ultra AC/5

- 1. Ultra AC/5
- 2. Ultra AC/5
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Right Torso

- 1. Ammo (Ult AC/5) 20
- 2. CASE

- 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

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Roll Again
- 6. Roll Again

'MECH DATA

Type: Dragon DRG-5N

Mass: 60 tons

Movement Points: Tech & Configuration:

Walking: 5	Inner Sphere
Running: 8	Biped 'Mech
Jumping: 0	

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/5	RA	1	5	2	6	13	20
1	Medium Laser	LA	3	5	-	3	6	9
1	LRM 10	CT	4	1/hit	6	7	14	21

Ammo Type: Rounds:

Ultra AC/5	20
LRM 10	24

Total Heat Sinks: 10 Single



Auto Eject: Operational Disabled Weapon Heat: (9)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	Ammo Explosion, avoid on 8+
28	
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	-2 Movement Points
10	
9	+1 Modifier to Fire
8	
7	
6	-1 Movement Point
5	
4	
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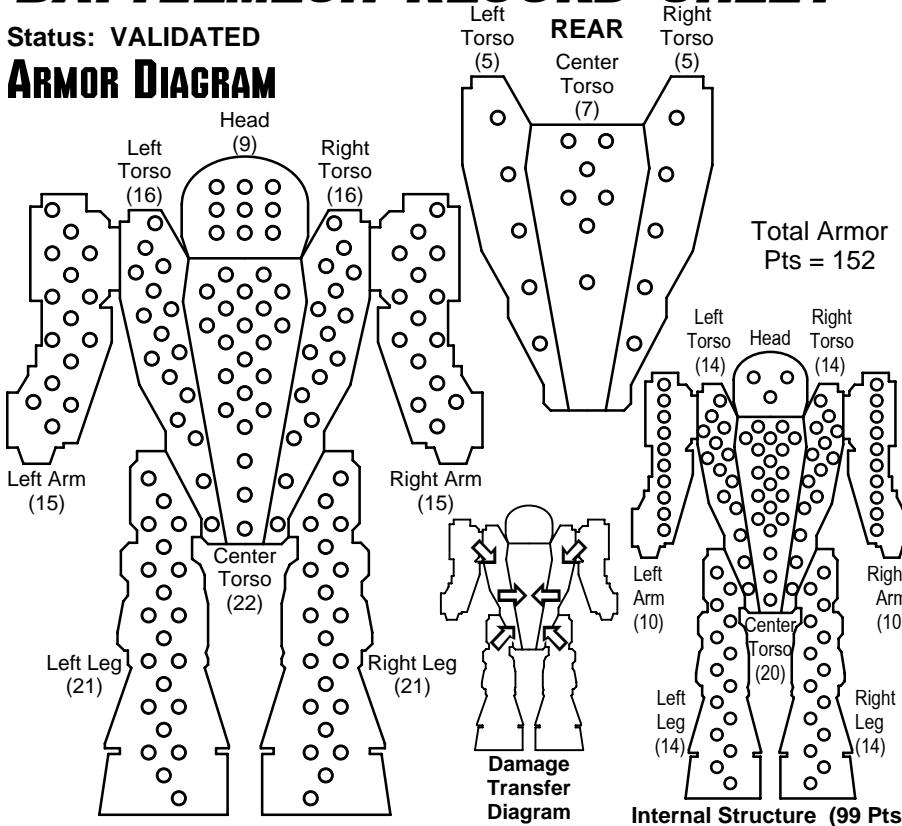
WIZKIDS
WIZGAMERS™

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Quickdraw QKD-8K

Mass: 60 tons

Movement Points: Tech & Configuration:

Walking: 5 Inner Sphere
Running: 8 Biped 'Mech
Jumping: 5

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RA	5	5	-	4	8	12
1	ER Medium Laser	LA	5	5	-	4	8	12
1	MRM 30	RT	10	1/hit	-	3	8	15
2	ER Medium Laser	LT	5	5	-	4	8	12

Ammo Type: Rounds:
MRM 30 16

Total Heat Sinks: 12 Double (24)

○○○○○○○○○○○○

Auto Eject: Weapon Heat:
 Operational Disabled (30)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	Ammo Explosion, avoid on 8+
28	Shutdown, avoid on 10+
27	-5 Movement Points
26	+4 Modifier to Fire
25	Ammo Explosion, avoid on 6+
24	Shutdown, avoid on 8+
23	-4 Movement Points
22	Ammo Explosion, avoid on 4+
21	Shutdown, avoid on 6+
20	+3 Modifier to Fire
19	-3 Movement Points
18	Shutdown, avoid on 4+
17	+2 Modifier to Fire
16	-2 Movement Points
15	-1 Movement Point
14	+1 Modifier to Fire
13	
12	
11	
10	
9	
8	
7	
6	
5	
4	
3	
2	
1	
0	

WIZGAMERS™

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Hand Actuator
- 5. ER Medium Laser
- 6. Endo Steel
- 1. Ferro-Fibrous
- 2. Ferro-Fibrous
- 3. Ferro-Fibrous
- 4. Ferro-Fibrous
- 5. Ferro-Fibrous
- 6. Roll Again

Left Torso

- 1-3 1. Jump Jet
- 1-3 2. Jump Jet
- 1-3 3. ER Medium Laser
- 1-3 4. ER Medium Laser
- 1-3 5. Endo Steel
- 1-3 6. Endo Steel
- 4-6 1. Endo Steel
- 4-6 2. Endo Steel
- 4-6 3. Endo Steel
- 4-6 4. Endo Steel
- 4-6 5. Ferro-Fibrous
- 4-6 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. Fusion Engine
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro
- 1. Gyro
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Fusion Engine
- 5. Jump Jet
- 6. Endo Steel

Engine Hits	○	○	○
Gyro Hits	○	○	
Sensor Hits	○	○	
Life Support	○		

Right Arm

- 1-3 1. Shoulder
- 1-3 2. Upper Arm Actuator
- 1-3 3. Lower Arm Actuator
- 1-3 4. Hand Actuator
- 1-3 5. ER Medium Laser
- 1-3 6. Endo Steel
- 4-6 1. Endo Steel
- 4-6 2. Endo Steel
- 4-6 3. Endo Steel
- 4-6 4. Endo Steel
- 4-6 5. Ferro-Fibrous
- 4-6 6. Roll Again

Right Torso

- 1-3 1. Jump Jet
- 1-3 2. Jump Jet
- 1-3 3. MRM 30
- 1-3 4. MRM 30
- 1-3 5. MRM 30
- 1-3 6. MRM 30
- 4-6 1. MRM 30
- 4-6 2. Ammo (MRM 30) 8
- 4-6 3. Ammo (MRM 30) 8
- 4-6 4. CASE
- 4-6 5. Endo Steel
- 4-6 6. Ferro-Fibrous

Right Leg

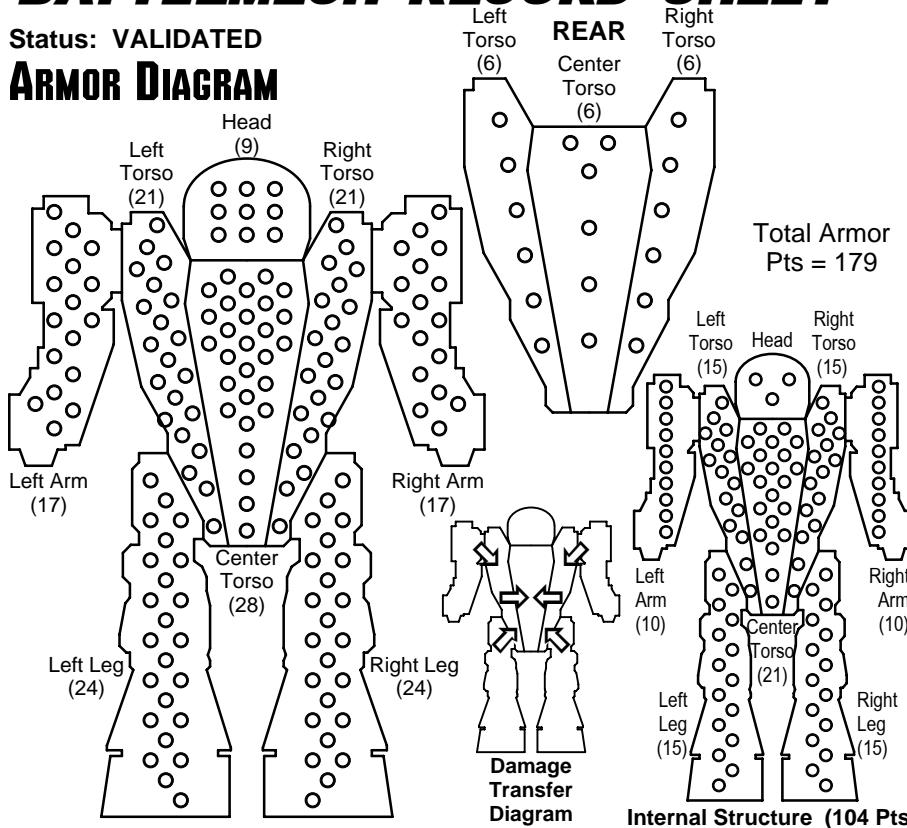
- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Ferro-Fibrous
- 6. Ferro-Fibrous

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Hand Actuator
- 5. Large Pulse Laser
- 6. Large Pulse Laser

- 1. Ferro-Fibrous
- 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. Ammo (AC/20) 5
- 5. Ammo (AC/20) 5
- 6. CASE

- 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. Jump Jet
- 6. Jump Jet

CRITICAL HIT TABLE

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Ferro-Fibrous
- 5. Sensors
- 6. Life Support

Center Torso

- 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro

- 1. Gyro
- 2. XL Engine
- 3. XL Engine
- 4. XL Engine
- 5. Autocannon/20 (Cont)
- 6. Autocannon/20 (Cont)

Engine Hits	○	○	○
Gyro Hits	○	○	
Sensor Hits	○	○	
Life Support	○		

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Hand Actuator
- 5. Medium Laser
- 6. Medium Laser

- 1. Medium Laser
- 2. Hatchet
- 3. Hatchet
- 4. Hatchet
- 5. Hatchet
- 6. Hatchet

Right Torso

- 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 4. Autocannon/20
- 5. Autocannon/20
- 6. Autocannon/20

- 1. Autocannon/20
- 2. Autocannon/20
- 3. Autocannon/20
- 4. Autocannon/20
- 5. Autocannon/20
- 6. Ferro-Fibrous

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Jump Jet
- 6. Jump Jet

'MECH DATA

Type: Axman AXM-1N

Mass: 65 tons

Movement Points: Tech & Configuration:

Walking: 4 Inner Sphere
Running: 6 Biped 'Mech
Jumping: 4

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	Medium Laser	RA	3	5	-	3	6	9
1	Large Pulse Laser	LA	10	9	-	3	7	10
1	Autocannon/20	RT	7	20	-	3	6	9
1	Hatchet	RA	0	13				

Ammo Type: Rounds:

Autocannon/20 10

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject: Weapon Heat:
 Operational Disabled (26)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	Ammo Explosion, avoid on 8+
28	
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	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 Point

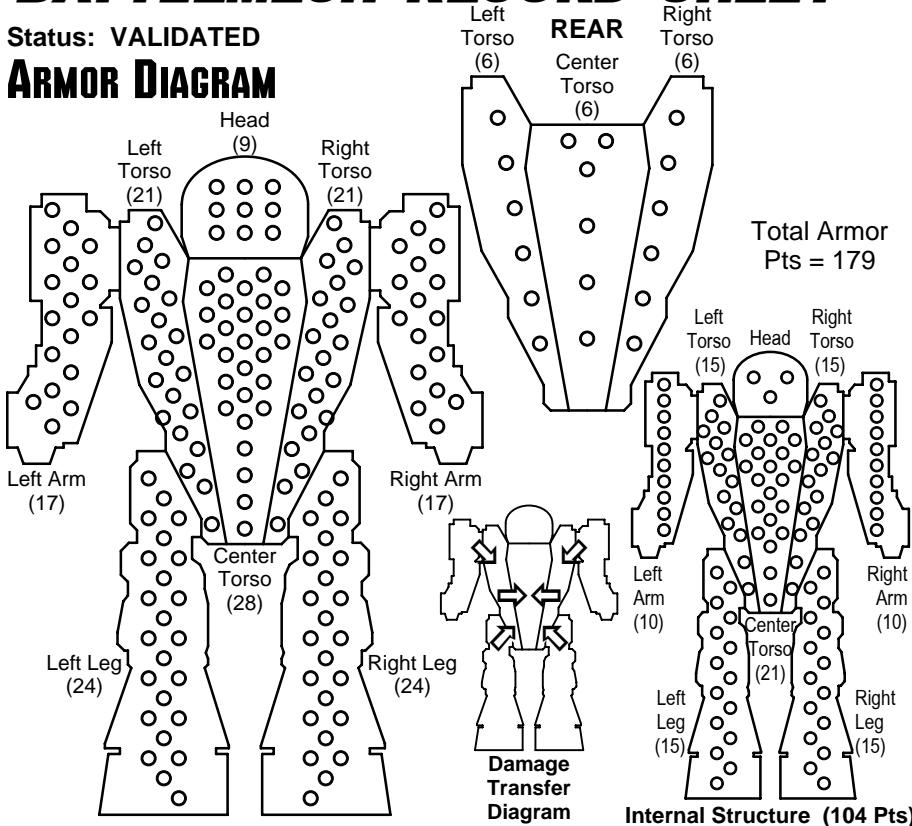
WIZGAMES™

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Internal Structure (104 Pts)

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Hand Actuator
- 5. Large Pulse Laser
- 6. Large Pulse Laser

- 1. Ferro-Fibrous
- 2. Ferro-Fibrous
- 3. Ferro-Fibrous
- 4. Ferro-Fibrous
- 5. Ferro-Fibrous
- 6. Ferro-Fibrous

CRITICAL HIT TABLE

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Ferro-Fibrous
- 5. Sensors
- 6. Life Support

Center Torso

- 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro

- 1. Gyro
- 2. XL Engine
- 3. XL Engine
- 4. XL Engine
- 5. Ferro-Fibrous
- 6. Roll Again

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Left Torso

- 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 4. LRM 15
- 5. LRM 15
- 6. LRM 15

- 1. Ammo (LRM 15) 8
- 2. Ammo (LRM 15) 8

- 3. Ferro-Fibrous
- 4. Ferro-Fibrous
- 5. Ferro-Fibrous
- 6. CASE

1-3

4-6

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Hand Actuator
- 5. Medium Laser
- 6. Medium Laser

- 1. Medium Laser
- 2. Hatchet
- 3. Hatchet
- 4. Hatchet
- 5. Hatchet
- 6. Hatchet

Right Torso

- 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 4. LRM 15
- 5. LRM 15
- 6. LRM 15

- 1. Ferro-Fibrous
- 2. Ferro-Fibrous
- 3. Ferro-Fibrous
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

4-6

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Jump Jet
- 6. Jump Jet

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Jump Jet
- 6. Jump Jet

'MECH DATA

Type: Axman AXM-2N

Mass: 65 tons

Movement Points: Tech & Configuration:

Walking: 4	Inner Sphere
Running: 6	Biped 'Mech
Jumping: 4	

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	Medium Laser	RA	3	5	-	3	6	9
1	Large Pulse Laser	LA	10	9	-	3	7	10
1	LRM 15	RT	5	1/hit	6	7	14	21
1	LRM 15	LT	5	1/hit	6	7	14	21
1	Hatchet	RA	0	13				

Ammo Type: Rounds:

LRM 15 16

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject: Operational Disabled Weapon Heat: (29)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
------------	---	---	---	---	---	---

Consciousness #	3	5	7	10	11	Dead
-----------------	---	---	---	----	----	------

HEAT SCALE

30	Shutdown
29	Ammo Explosion, avoid on 8+
28	
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	-2 Movement Points
10	
9	+1 Modifier to Fire
8	
6	-1 Movement Point
5	
4	
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2	
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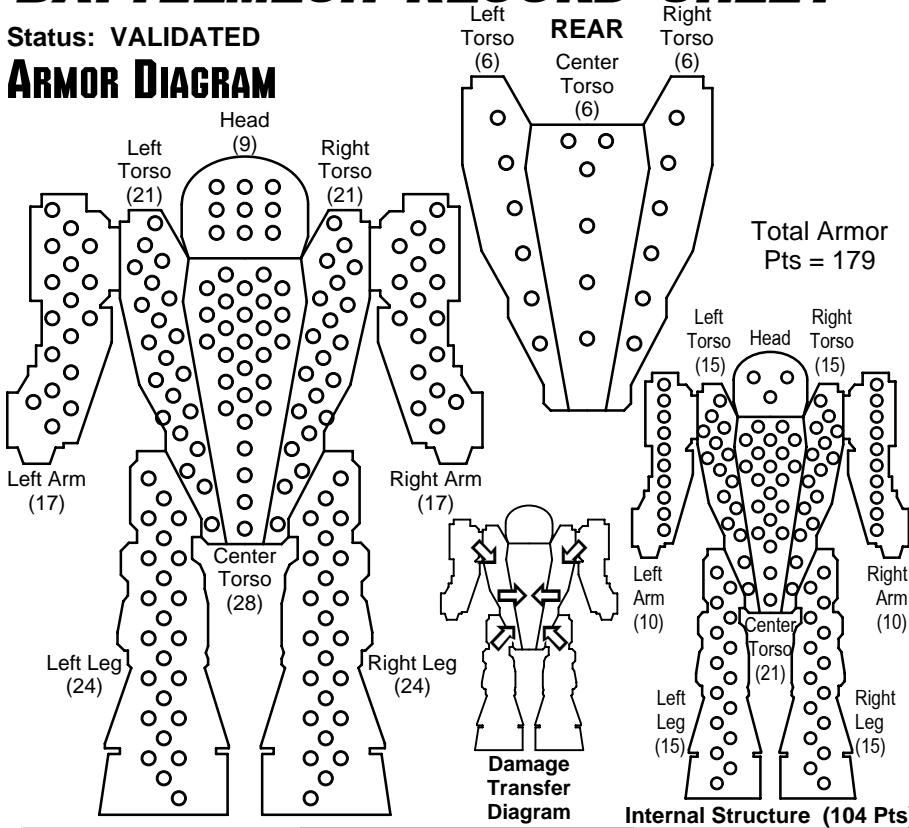
WIZGAMES™

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



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. Ferro-Fibrous
- 2. Ferro-Fibrous
- 3. Ferro-Fibrous
- 4. Ferro-Fibrous
- 5. Ferro-Fibrous
- 6. Ferro-Fibrous

Left Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 3. Ammo (LB 20-X) 5
- 4. Ammo (LB 20-X) 5
- 5. Ammo (LB 20-X) 5
- 6. Ammo (LB 20-X) 5

- 1. Guardian ECM
- 2. Guardian ECM
- 3. CASE

- 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. Jump Jet
- 6. Jump Jet

CRITICAL HIT TABLE

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Ferro-Fibrous
- 5. Sensors
- 6. Life Support

Center Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 3. Light Fusion Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro
- 1. Gyro
- 2. Light Fusion Engine
- 3. Light Fusion Engine
- 4. Light Fusion Engine
- 5. LB 20-X AC (Cont)
- 6. LB 20-X AC (Cont)

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Hand Actuator
- 5. Hatchet
- 6. Hatchet
- 1. Hatchet
- 2. Hatchet
- 3. Hatchet
- 4. Ferro-Fibrous
- 5. Ferro-Fibrous
- 6. Ferro-Fibrous

Right Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 3. LB 20-X AC
- 4. LB 20-X AC
- 5. LB 20-X AC
- 6. LB 20-X AC
- 1. LB 20-X AC
- 2. LB 20-X AC
- 3. LB 20-X AC
- 4. LB 20-X AC
- 5. LB 20-X AC
- 6. Ferro-Fibrous

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Jump Jet
- 6. Jump Jet

'MECH DATA

Type: Axman AXM-3S

Mass: 65 tons

Movement Points: Tech & Configuration:

Walking: 4	Inner Sphere
Running: 6	Biped 'Mech
Jumping: 4	

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	ER Medium Laser	LA	5	5	-	4	8	12
1	LB 20-X AC	RT	6	20	-	4	8	12
1	Guardian ECM	LT	0	-	-	-	-	6
1	Hatchet	RA	0	13				

Ammo Type: Rounds:

LB 20-X AC 20

Total Heat Sinks: 10 Double (20)

oooooooooooo

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	Ammo Explosion, avoid on 8+
28	
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	-2 Movement Points
10	+1 Modifier to Fire
9	
8	-1 Movement Point
7	
6	
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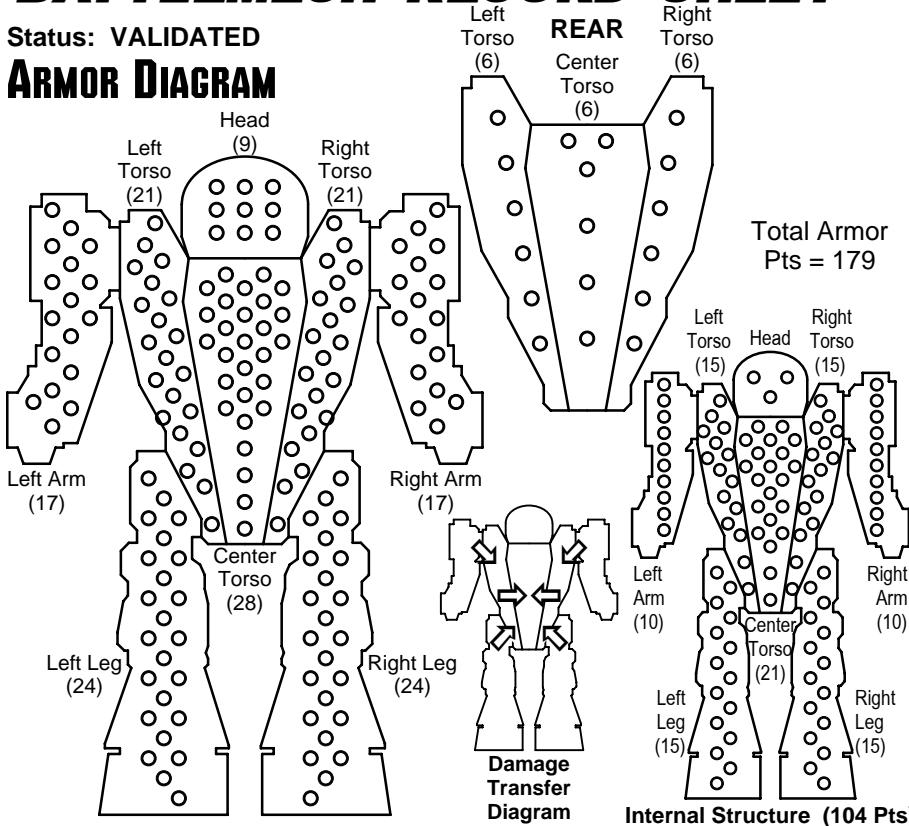
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BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Internal Structure (104 Pts)

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Hand Actuator
- 5. Medium Laser
- 6. Medium Laser

- 1. Targeting Computer
- 2. Targeting Computer
- 3. Targeting Computer
- 4. Targeting Computer
- 5. Targeting Computer
- 6. Targeting Computer

Left Torso

- 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 4. Light AC/5
- 5. Light AC/5
- 6. Light AC/5

- 1. Light AC/5
- 2. CASE
- 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

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. Roll Again
- 6. Roll Again

Engine Hits	○	○	○
Gyro Hits	○	○	
Sensor Hits	○	○	
Life Support	○		

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Hand Actuator
- 5. Hatchet
- 6. Hatchet

- 1. Hatchet
- 2. Hatchet
- 3. Hatchet
- 4. Ferro-Fibrous
- 5. Ferro-Fibrous
- 6. Ferro-Fibrous

Right Torso

- 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 4. Light AC/5
- 5. Light AC/5
- 6. Light AC/5

- 1. Light AC/5
- 2. Ammo (LAC/5) 20
- 3. Ammo (LAC/5) 20
- 4. Ferro-Fibrous
- 5. Ferro-Fibrous
- 6. Ferro-Fibrous

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Ferro-Fibrous
- 6. Ferro-Fibrous

'MECH DATA

Type: Axman AXM-4D

Mass: 65 tons

Movement Points: Tech & Configuration:

Walking: 4 Inner Sphere
Running: 6 Biped 'Mech
Jumping: 0

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	LA	3	5	-	3	6	9
2	Light AC/5	RT	1	5	-	5	10	15
2	Light AC/5	LT	1	5	-	5	10	15
1	Hatchet	RA	0	13				
1	Targeting Computer							

Ammo Type: Rounds:

Light AC/5 40

Total Heat Sinks: 10 Single

oooooooooooo

Auto Eject: Weapon Heat:
 Operational Disabled (10)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	Ammo Explosion, avoid on 8+
28	
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	-2 Movement Points
10	
9	+1 Modifier to Fire
8	
7	
6	-1 Movement Point
5	
4	
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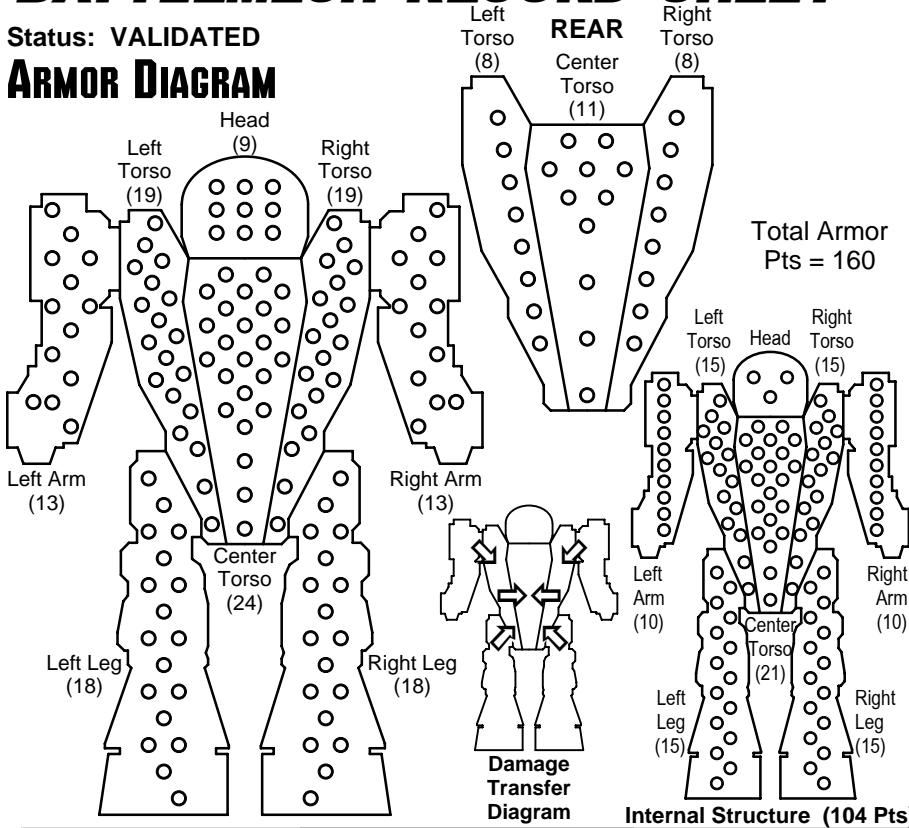
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BATTLETECH®

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Status: VALIDATED

ARMOR DIAGRAM



Internal Structure (104 Pts)

Damage Transfer Diagram

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 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

Left Torso

- 1-3 1. Jump Jet
- 1-3 2. Jump Jet
- 1-3 3. Medium Laser
- 4-6 4. Roll Again
- 4-6 5. Roll Again
- 4-6 6. Roll Again

- 1-3 1. Roll Again
- 1-3 2. Roll Again
- 1-3 3. Roll Again
- 1-3 4. Roll Again
- 1-3 5. Roll Again
- 1-3 6. Roll Again

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Single Heat Sink
- 6. Single Heat Sink

CRITICAL HIT TABLE

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Single Heat Sink
- 5. Sensors
- 6. Life Support

Center Torso

- 1. Fusion Engine
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro

- 1. Gyro
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Fusion Engine
- 5. Medium Laser
- 6. Medium Laser

Engine Hits	○	○	○
Gyro Hits	○	○	
Sensor Hits	○	○	
Life Support	○		

Right Arm

- 1-3 1. Shoulder
- 1-3 2. Upper Arm Actuator
- 1-3 3. Arrow IV System
- 1-3 4. Arrow IV System
- 1-3 5. Arrow IV System
- 1-3 6. Arrow IV System

- 4-6 1. Arrow IV System
- 4-6 2. Arrow IV System
- 4-6 3. Arrow IV System
- 4-6 4. Arrow IV System
- 4-6 5. Arrow IV System
- 4-6 6. Roll Again

Right Torso

- 1-3 1. Jump Jet
- 1-3 2. Jump Jet
- 1-3 3. Arrow IV System (Cont)
- 1-3 4. Arrow IV System (Cont)
- 1-3 5. Arrow IV System (Cont)
- 1-3 6. Arrow IV System (Cont)

- 4-6 1. Arrow IV System (Cont)
- 4-6 2. Arrow IV System (Cont)
- 4-6 3. Arrow IV System (Cont)
- 4-6 4. Arrow IV System (Cont)
- 4-6 5. Medium Laser
- 4-6 6. Ammo (Arrow IV) 5

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Single Heat Sink
- 6. Single Heat Sink

'MECH DATA

Type: Catapult CPLT-C3

Mass: 65 tons

Movement Points: Tech & Configuration:

Walking: 4	Inner Sphere
Running: 6	Biped 'Mech
Jumping: 4	Advanced Rules

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Arrow IV System	RA	10	20/10	-	*	*	-
1	Medium Laser	RT	3	5	-	3	6	9
1	Medium Laser	LT	3	5	-	3	6	9
2	Medium Laser	CT	3	5	-	3	6	9

Ammo Type: Rounds:

Arrow IV System 5

Total Heat Sinks: 15 Single

oooooooooooo ooooo

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	Ammo Explosion, avoid on 8+
28	
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	-2 Movement Points
10	
9	+1 Modifier to Fire
8	
7	
6	-1 Movement Point
5	
4	
3	
2	
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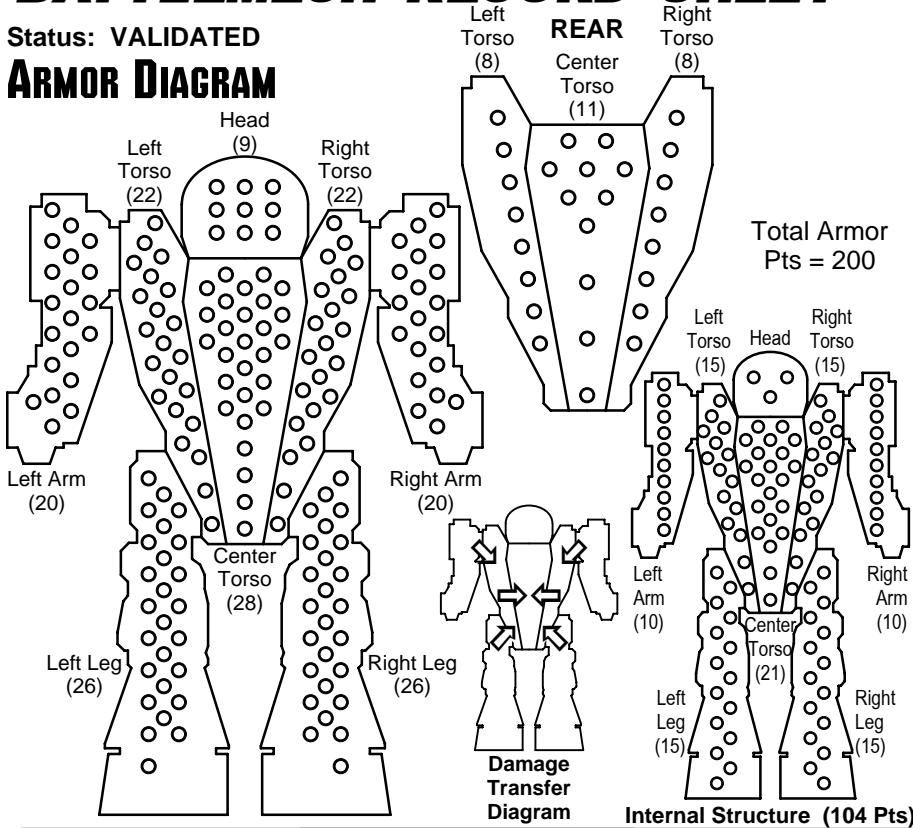
WIZGAMERS™

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Endo Steel
- 4. Endo Steel
- 5. Endo Steel
- 6. Endo Steel
- 1. Endo Steel
- 2. Endo Steel
- 3. Endo Steel
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Left Torso

- 1-3 1. Double Heat Sink
- 1-3 2. Double Heat Sink
- 1-3 3. Double Heat Sink
- 4. Jump Jet
- 5. Jump Jet
- 6. ER Medium Laser
- 4-6 1. Ammo (Arrow IV) 5
- 4-6 2. Ammo (Arrow IV) 5
- 4-6 3. Ammo (Arrow IV) 5
- 4-6 4. Ammo (Arrow IV) 5
- 5. CASE
- 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. Endo Steel
- 5. Sensors
- 6. Life Support

Center Torso

- 1. Fusion Engine
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro
- 1. Gyro
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Fusion Engine
- 5. ER Medium Laser
- 6. ER Medium Laser

Engine Hits	○	○	○
Gyro Hits	○	○	
Sensor Hits	○	○	
Life Support	○		

Right Arm

- 1-3 1. Shoulder
- 1-3 2. Upper Arm Actuator
- 1-3 3. Arrow IV System
- 1-3 4. Arrow IV System
- 1-3 5. Arrow IV System
- 1-3 6. Arrow IV System
- 4-6 1. Arrow IV System
- 4-6 2. Arrow IV System
- 4-6 3. Arrow IV System
- 4-6 4. Arrow IV System
- 4-6 5. Arrow IV System
- 4-6 6. Endo Steel

Right Torso

- 1-3 1. Double Heat Sink
- 1-3 2. Double Heat Sink
- 1-3 3. Double Heat Sink
- 1-3 4. Jump Jet
- 1-3 5. Jump Jet
- 1-3 6. ER Medium Laser
- 4-6 1. Arrow IV System (Cont)
- 4-6 2. Arrow IV System (Cont)
- 4-6 3. Arrow IV System (Cont)
- 4-6 4. Arrow IV System (Cont)
- 4-6 5. Arrow IV System (Cont)
- 4-6 6. Arrow IV System (Cont)

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-C5

Mass: 65 tons

Movement Points: Tech & Configuration:
Walking: 4 Inner Sphere
Running: 6 Biped 'Mech
Jumping: 4 Advanced Rules

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Arrow IV System	RA	10	20/10	-	*	*	-
1	ER Medium Laser	RT	5	5	-	4	8	12
1	ER Medium Laser	LT	5	5	-	4	8	12
2	ER Medium Laser	CT	5	5	-	4	8	12

Ammo Type: Rounds:

Arrow IV System 20

Total Heat Sinks: 12 Double (24)

○○○○○○○○○○○○

Auto Eject: Weapon Heat:
 Operational Disabled (30)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	Ammo Explosion, avoid on 8+
28	
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	-1 Movement Point
5	
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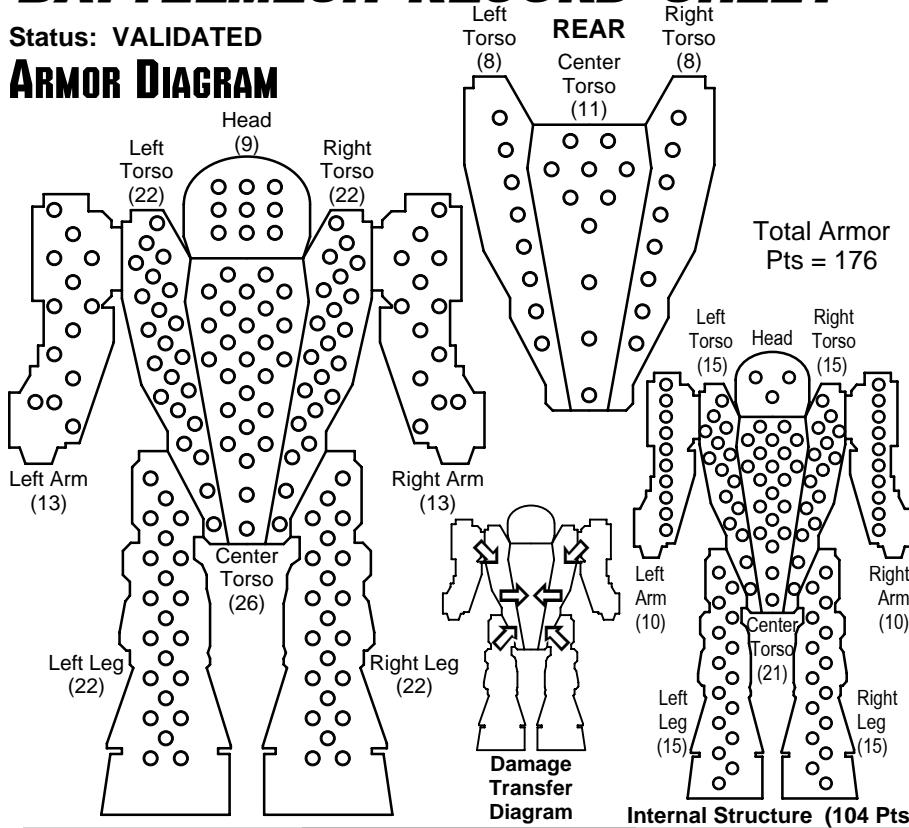
WIZGAMERS™

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Internal Structure (104 Pts)

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. PPC
- 4. PPC
- 5. PPC
- 6. Rocket Launcher 20 (OS)

- 1. Rocket Launcher 20 (OS)
- 2. Rocket Launcher 20 (OS)

- 3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Roll Again

Left Torso

- 1-3 1. Jump Jet
- 2. Jump Jet
- 3. Rocket Launcher 20 (OS)
- 4. Rocket Launcher 20 (OS)
- 5. Rocket Launcher 20 (OS)
- 6. Rocket Launcher 20 (OS)

- 4-6 1. Rocket Launcher 20 (OS)
- 2. Rocket Launcher 20 (OS)

- 3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Roll Again

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Roll Again
- 6. Roll Again

CRITICAL HIT TABLE

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Roll Again
- 5. Sensors
- 6. Life Support

Center Torso

- 1. Fusion Engine
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro

- 1. Gyro
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Fusion Engine
- 5. Medium Laser
- 6. Medium Laser

Engine Hits	○	○	○
Gyro Hits	○	○	
Sensor Hits	○	○	
Life Support	○		

Right Arm

- 1-3 1. Shoulder
- 2. Upper Arm Actuator
- 3. Rocket Launcher 20 (OS)
- 4. Rocket Launcher 20 (OS)
- 5. Rocket Launcher 20 (OS)
- 6. Rocket Launcher 20 (OS)

- 4-6 1. Rocket Launcher 20 (OS)
- 2. Rocket Launcher 20 (OS)
- 3. Rocket Launcher 20 (OS)
- 4. Rocket Launcher 20 (OS)
- 5. Rocket Launcher 20 (OS)
- 6. Roll Again

Right Torso

- 1-3 1. Jump Jet
- 2. Jump Jet
- 3. Rocket Launcher 20 (OS)
- 4. Rocket Launcher 20 (OS)
- 5. Rocket Launcher 20 (OS)
- 6. Rocket Launcher 20 (OS)

- 4-6 1. Rocket Launcher 20 (OS)
- 2. Rocket Launcher 20 (OS)
- 3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 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-H2

Mass: 65 tons

Movement Points: Tech & Configuration:

Walking: 4	Inner Sphere
Running: 6	Biped 'Mech
Jumping: 4	

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	Rocket Launcher 20 (OS)	RA	5	1/hit	-	3	7	12
1	PPC	LA	10	10	3	6	12	18
1	Rocket Launcher 20 (OS)	LA	5	1/hit	-	3	7	12
2	Rocket Launcher 20 (OS)	RT	5	1/hit	-	3	7	12
2	Rocket Launcher 20 (OS)	LT	5	1/hit	-	3	7	12
2	Medium Laser	CT	3	5	-	3	6	9

Total Heat Sinks: 13 Double (26)

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Auto Eject: Operational Disabled Weapon Heat: (16)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	Ammo Explosion, avoid on 8+
28	
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	-2 Movement Points
10	+1 Modifier to Fire
9	
8	-1 Movement Point
7	
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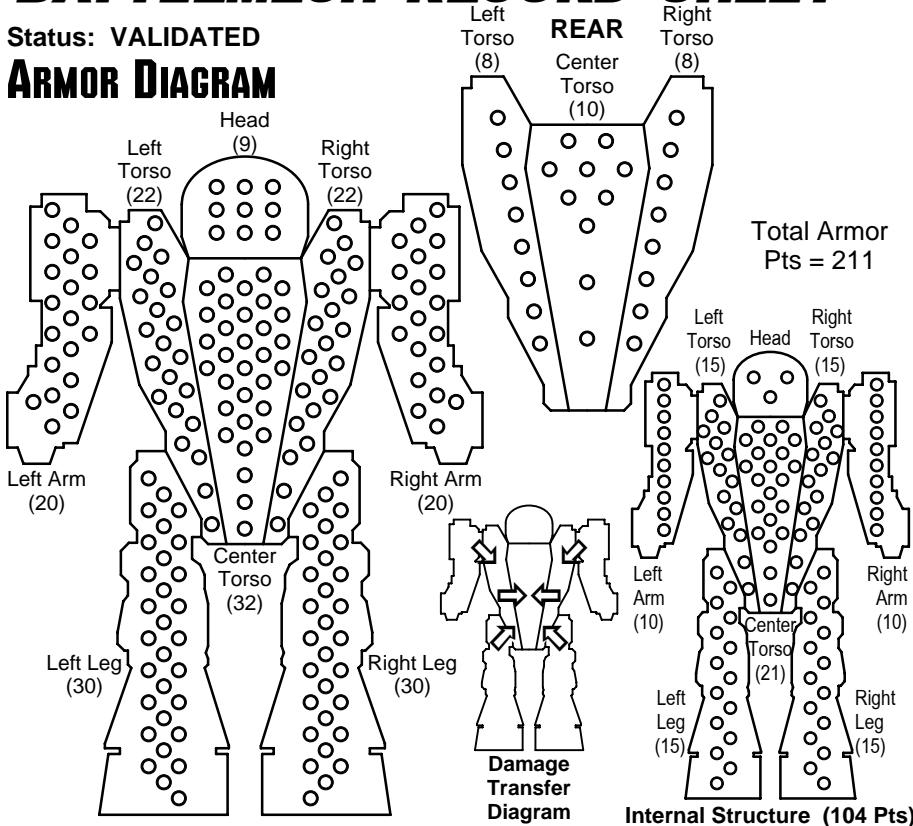
WIZGAMES™

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm	
1.	Shoulder
2.	Upper Arm Actuator
3.	Double Heat Sink
4.	Double Heat Sink
5.	Double Heat Sink
6.	Double Heat Sink
1.	Double Heat Sink
2.	Double Heat Sink
3.	Heavy PPC
4.	Heavy PPC
5.	Heavy PPC
6.	Heavy PPC

Left Torso	
1.	Double Heat Sink
2.	Double Heat Sink
3.	Double Heat Sink
4.	Double Heat Sink
5.	Double Heat Sink
6.	Double Heat Sink
1.	Double Heat Sink
2.	Double Heat Sink
3.	Double Heat Sink
4.	Jump Jet
5.	ER Medium Laser
6.	Light Ferro-Fibrous

Left Leg	
1.	Hip
2.	Upper Leg Actuator
3.	Lower Leg Actuator
4.	Foot Actuator
5.	Light Ferro-Fibrous
6.	Light Ferro-Fibrous

CRITICAL HIT TABLE

Right Arm	
1.	Shoulder
2.	Upper Arm Actuator
3.	Double Heat Sink
4.	Double Heat Sink
5.	Double Heat Sink
6.	Double Heat Sink
1.	Double Heat Sink
2.	Double Heat Sink
3.	Heavy PPC
4.	Heavy PPC
5.	Heavy PPC
6.	Heavy PPC

Center Torso	
1.	Fusion Engine
2.	Fusion Engine
3.	Fusion Engine
4.	Gyro
5.	Gyro
6.	Gyro
1.	Gyro
2.	Fusion Engine
3.	Fusion Engine
4.	Fusion Engine
5.	Jump Jet
6.	C³ Slave Unit

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Right Torso	
1.	Double Heat Sink
2.	Double Heat Sink
3.	Double Heat Sink
4.	Double Heat Sink
5.	Double Heat Sink
6.	Double Heat Sink
1.	Double Heat Sink
2.	Double Heat Sink
3.	Double Heat Sink
4.	Jump Jet
5.	ER Medium Laser
6.	Light Ferro-Fibrous

Right Leg	
1.	Hip
2.	Upper Leg Actuator
3.	Lower Leg Actuator
4.	Foot Actuator
5.	Light Ferro-Fibrous
6.	Light Ferro-Fibrous

'MECH DATA

Type: Catapult CPLT-K4

Mass: 65 tons

Movement Points: Tech & Configuration:

Walking: 3 Inner Sphere
Running: 5 Biped 'Mech
Jumping: 3

WEAPONS INVENTORY: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy PPC	RA	15	15	3	6	12	18
1	Heavy PPC	LA	15	15	3	6	12	18
1	ER Medium Laser	RT	5	5	-	4	8	12
1	ER Medium Laser	LT	5	5	-	4	8	12
1	C³ Slave Unit	CT	0	-	-	-	-	-

Total Heat Sinks: 17 Double (34)

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Auto Eject: Operational Disabled Weapon Heat: (40)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	Ammo Explosion, avoid on 8+
28	Shutdown, avoid on 10+
27	-5 Movement Points
26	+4 Modifier to Fire
25	Ammo Explosion, avoid on 6+
24	Shutdown, avoid on 8+
23	-4 Movement Points
22	Ammo Explosion, avoid on 4+
21	Shutdown, avoid on 6+
20	+3 Modifier to Fire
19	-3 Movement Points
18	Shutdown, avoid on 4+
17	+2 Modifier to Fire
16	-2 Movement Points
15	+1 Modifier to Fire
14	-1 Movement Point
13	
12	
11	
10	
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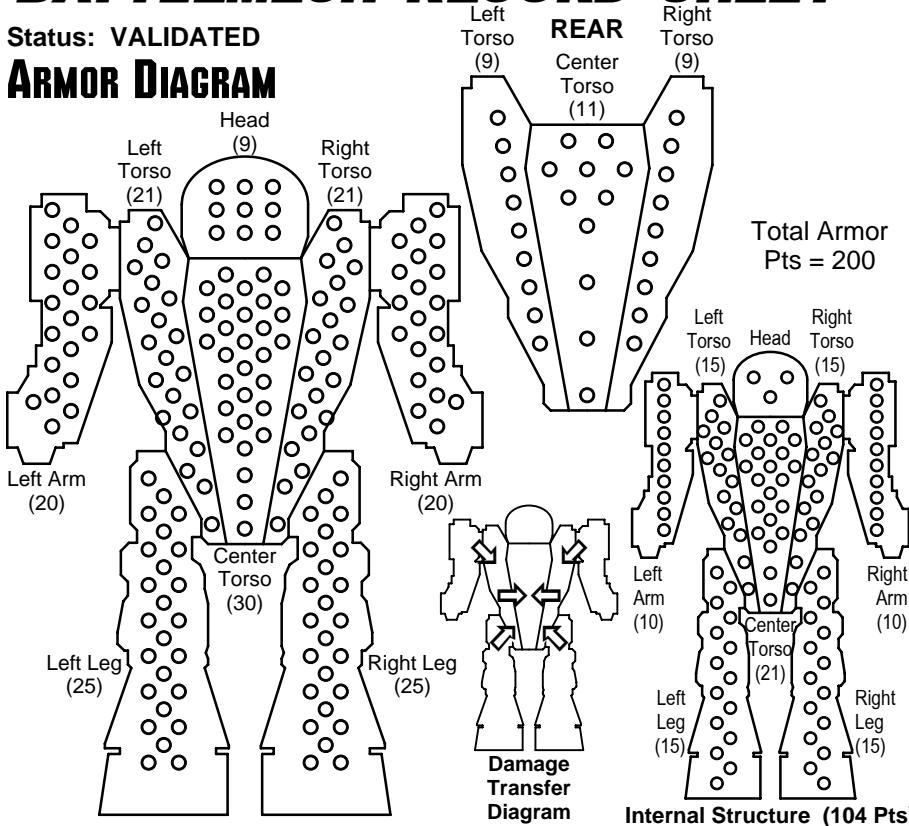
WIZGAMES™

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Catapult CPLT-K5

Mass: 65 tons

Movement Points: Tech & Configuration:

Walking: 4 Inner Sphere
Running: 6 Biped 'Mech
Jumping: 4

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	MRM 30	RA	10	1/hit	-	3	8	15
1	MRM 30	LA	10	1/hit	-	3	8	15
2	Medium Pulse Laser CT		4	6	-	2	4	6
1	C ³ Slave Unit	HD	0	-	-	-	-	-

Ammo Type: Rounds:
MRM 30 32

Total Heat Sinks: 12 Double (24)

○○○○○○○○○○○○

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	Ammo Explosion, avoid on 8+
28	
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	-2 Movement Points
10	
9	+1 Modifier to Fire
8	
6	-1 Movement Point
5	
4	
3	
2	
1	
0	

WIZKIDS™

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. MRM 30
- 4. MRM 30
- 5. MRM 30
- 6. MRM 30
- 1. MRM 30
- 2. Double Heat Sink
- 3. Double Heat Sink
- 4. Double Heat Sink
- 5. Endo Steel
- 6. Endo Steel

Left Torso

- 1-3 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 4. Jump Jet
- 5. Jump Jet
- 6. Ammo (MRM 30) 8
- 1. Ammo (MRM 30) 8
- 2. CASE
- 3. Endo Steel
- 4. Endo Steel
- 5. Endo Steel
- 6. Roll Again

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Endo Steel
- 6. Endo Steel

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. C³ Slave Unit
- 5. Sensors
- 6. Life Support

Center Torso

- 1-3 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro
- 1. Gyro
- 2. XL Engine
- 3. XL Engine
- 4. XL Engine
- 5. Medium Pulse Laser
- 6. Medium Pulse Laser

Engine Hits	○	○	○
Gyro Hits	○	○	
Sensor Hits	○	○	
Life Support	○		

Right Arm

- 1-3 1. Shoulder
- 2. Upper Arm Actuator
- 3. MRM 30
- 4. MRM 30
- 5. MRM 30
- 6. MRM 30
- 1. MRM 30
- 2. Double Heat Sink
- 3. Double Heat Sink
- 4. Double Heat Sink
- 5. Endo Steel
- 6. Endo Steel

Right Torso

- 1-3 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 4. Jump Jet
- 5. Jump Jet
- 6. Ammo (MRM 30) 8
- 1. Ammo (MRM 30) 8
- 2. CASE
- 3. Endo Steel
- 4. Endo Steel
- 5. Endo Steel
- 6. Roll Again

Right Leg

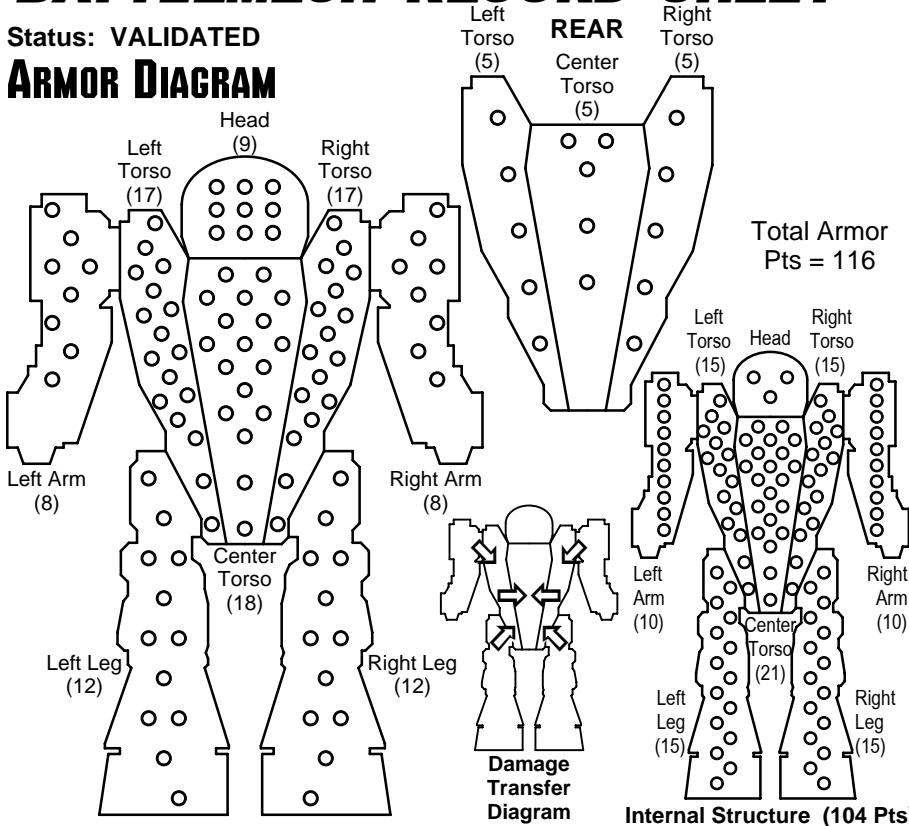
- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Endo Steel
- 6. Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: JagerMech JM6-DD

Mass: 65 tons

Movement Points: Tech & Configuration:

Walking: 4 Inner Sphere
Running: 6 Biped 'Mech
Jumping: 0

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/5	RA	1	5	2	6	13	20
1	Autocannon/2	RA	1	2	4	8	16	24
1	Ultra AC/5	LA	1	5	2	6	13	20
1	Autocannon/2	LA	1	2	4	8	16	24
1	Medium Pulse Laser	RT	4	6	-	2	4	6
1	Medium Pulse Laser	LT	4	6	-	2	4	6

Ammo Type: Rounds:

Ultra AC/5	40
Autocannon/2	90

Total Heat Sinks: 10 Single



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	Ammo Explosion, avoid on 8+
28	Shutdown, avoid on 10+
27	-5 Movement Points
26	+4 Modifier to Fire
25	Ammo Explosion, avoid on 6+
24	Shutdown, avoid on 8+
23	-4 Movement Points
22	Ammo Explosion, avoid on 4+
21	Shutdown, avoid on 6+
20	+3 Modifier to Fire
19	-3 Movement Points
18	Shutdown, avoid on 4+
17	+2 Modifier to Fire
16	-2 Movement Points
15	-1 Movement Point
14	+1 Modifier to Fire
13	
12	
11	
10	
9	
8	
7	
6	
5	
4	
3	
2	
1	
0	

WIZKIDS™

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Ultra AC/5
- 4. Ultra AC/5
- 5. Ultra AC/5
- 6. Ultra AC/5
- 1. Ultra AC/5
- 2. Autocannon/2
- 3. Ferro-Fibrous
- 4. Ferro-Fibrous
- 5. Ferro-Fibrous
- 6. Roll Again

Left Torso

- 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 4. Medium Pulse Laser
- 5. Ammo (Ult AC/5) 20
- 6. Ammo (AC/2) 45
- 1. CASE
- 2. Ferro-Fibrous
- 3. Ferro-Fibrous
- 4. Ferro-Fibrous
- 5. Ferro-Fibrous
- 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. XL Engine
- 2. XL Engine
- 3. XL Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro
- 1. Gyro
- 2. XL Engine
- 3. XL Engine
- 4. XL Engine
- 5. Roll Again
- 6. Roll Again

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Ultra AC/5
- 4. Ultra AC/5
- 5. Ultra AC/5
- 6. Ultra AC/5
- 1. Ultra AC/5
- 2. Autocannon/2
- 3. Ferro-Fibrous
- 4. Ferro-Fibrous
- 5. Ferro-Fibrous
- 6. Roll Again

Right Torso

- 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 4. Medium Pulse Laser
- 5. Ammo (Ult AC/5) 20
- 6. Ammo (AC/2) 45

Right Leg

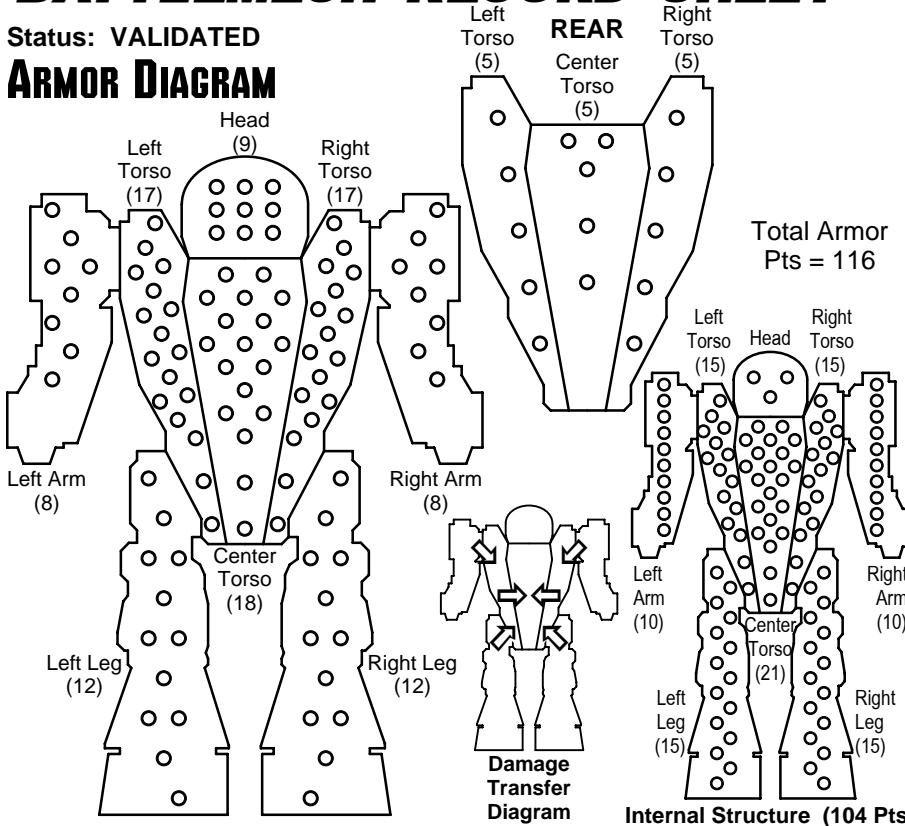
- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Roll Again
- 6. Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Gauss Rifle
- 4. Gauss Rifle
- 5. Gauss Rifle
- 6. Gauss Rifle
- 1. Gauss Rifle
- 2. Gauss Rifle
- 3. Gauss Rifle
- 4. Ferro-Fibrous
- 5. Ferro-Fibrous
- 6. Ferro-Fibrous

Left Torso

- 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 4. Ammo (Gauss) 8
- 5. Ammo (Gauss) 8
- 6. Ammo (Gauss) 8
- 1. CASE
- 2. Ferro-Fibrous
- 3. Ferro-Fibrous
- 4. Ferro-Fibrous
- 5. Ferro-Fibrous
- 6. Roll Again

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Roll Again
- 6. Roll Again

CRITICAL HIT TABLE

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Roll Again
- 5. Sensors
- 6. Life Support

Center Torso

- 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro
- 1. Gyro
- 2. XL Engine
- 3. XL Engine
- 4. XL Engine
- 5. ER Medium Laser
- 6. ER Medium Laser

Engine Hits	○	○	○
Gyro Hits	○	○	
Sensor Hits	○	○	
Life Support	○		

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Gauss Rifle
- 4. Gauss Rifle
- 5. Gauss Rifle
- 6. Gauss Rifle
- 1. Gauss Rifle
- 2. Gauss Rifle
- 3. Gauss Rifle
- 4. Ferro-Fibrous
- 5. Ferro-Fibrous
- 6. Ferro-Fibrous

Right Torso

- 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 4. Ammo (Gauss) 8
- 5. Ammo (Gauss) 8
- 6. Ammo (Gauss) 8
- 1. CASE
- 2. Ferro-Fibrous
- 3. Ferro-Fibrous
- 4. Ferro-Fibrous
- 5. Ferro-Fibrous
- 6. Roll Again

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Roll Again
- 6. Roll Again

'MECH DATA

Type: JagerMech JM6-DG

Mass: 65 tons

Movement Points: Tech & Configuration:

Walking: 4 Inner Sphere
Running: 6 Biped 'Mech
Jumping: 0

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	RA	1	15	2	7	15	22
1	Gauss Rifle	LA	1	15	2	7	15	22
2	ER Medium Laser	CT	5	5	-	4	8	12

Ammo Type: Rounds:

Gauss Rifle 48

Total Heat Sinks: 10 Double (20)

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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	Ammo Explosion, avoid on 8+
28	
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	-2 Movement Points
10	
9	+1 Modifier to Fire
8	
6	-1 Movement Point
5	
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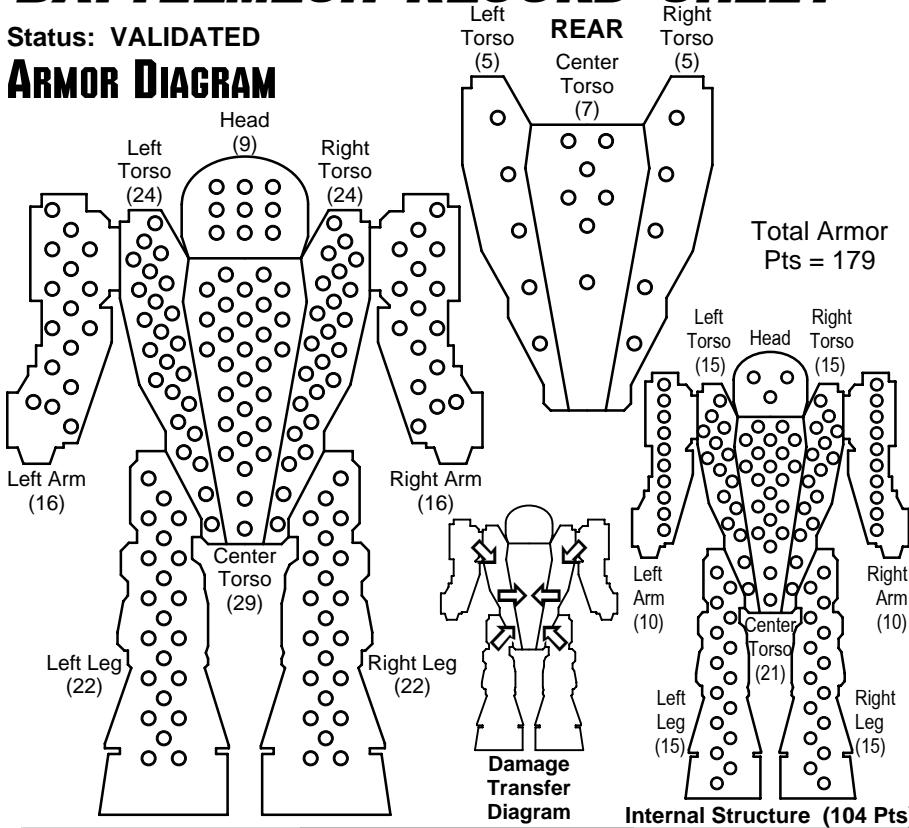
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BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Internal Structure (104 Pts)

Damage Transfer Diagram

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. LB 2-X AC
- 4. LB 2-X AC
- 5. LB 2-X AC
- 6. LB 2-X AC
- 1. Large Laser
- 2. Large Laser
- 3. Ferro-Fibrous
- 4. Ferro-Fibrous
- 5. Ferro-Fibrous
- 6. Roll Again

Left Torso

- 1-3 1. Rocket Launcher 15 (OS)
- 2. Rocket Launcher 15 (OS)
- 3. Rocket Launcher 15 (OS)
- 4. Rocket Launcher 15 (OS)
- 5. Rocket Launcher 15 (OS)
- 6. Rocket Launcher 15 (OS)
- 4-6 1. Ammo (LB 2-X) 45
- 2. Ferro-Fibrous
- 3. Ferro-Fibrous
- 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. Roll Again
- 5. Sensors
- 6. Life Support

Center Torso

- 1. Fusion Engine
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro
- 1. Gyro
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Fusion Engine
- 5. Roll Again
- 6. Roll Again

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Right Arm

- 1-3 1. Shoulder
- 2. Upper Arm Actuator
- 3. LB 2-X AC
- 4. LB 2-X AC
- 5. LB 2-X AC
- 6. LB 2-X AC
- 4-6 1. Large Laser
- 2. Large Laser
- 3. Ferro-Fibrous
- 4. Ferro-Fibrous
- 5. Ferro-Fibrous
- 6. Roll Again

Right Torso

- 1-3 1. Rocket Launcher 15 (OS)
- 2. Rocket Launcher 15 (OS)
- 3. Rocket Launcher 15 (OS)
- 4. Rocket Launcher 15 (OS)
- 5. Rocket Launcher 15 (OS)
- 6. Rocket Launcher 15 (OS)
- 4-6 1. Ferro-Fibrous
- 2. Ferro-Fibrous
- 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. Ferro-Fibrous
- 6. Ferro-Fibrous

'MECH DATA

Type: JagerMech JM6-H

Mass: 65 tons

Movement Points: Tech & Configuration:

Walking: 4 Inner Sphere
Running: 6 Biped 'Mech
Jumping: 0

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 2-X AC	RA	1	2	4	9	18	27
1	Large Laser	RA	8	8	-	5	10	15
1	LB 2-X AC	LA	1	2	4	9	18	27
1	Large Laser	LA	8	8	-	5	10	15
3	Rocket Launcher 15 (OS)	RT	4	1/hit	-	4	9	15
3	Rocket Launcher 15 (OS)	LT	4	1/hit	-	4	9	15

Ammo Type: Rounds:

LB 2-X AC 45

Total Heat Sinks: 10 Double (20)

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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	Ammo Explosion, avoid on 8+
28	Shutdown, avoid on 10+
27	-5 Movement Points
26	+4 Modifier to Fire
25	Ammo Explosion, avoid on 6+
24	Shutdown, avoid on 8+
23	-4 Movement Points
22	Ammo Explosion, avoid on 4+
21	Shutdown, avoid on 6+
20	+3 Modifier to Fire
19	-3 Movement Points
18	Shutdown, avoid on 4+
17	+2 Modifier to Fire
16	-2 Movement Points
15	Shutdown, avoid on 4+
14	+1 Modifier to Fire
13	-1 Movement Point
12	
11	
10	
9	
8	
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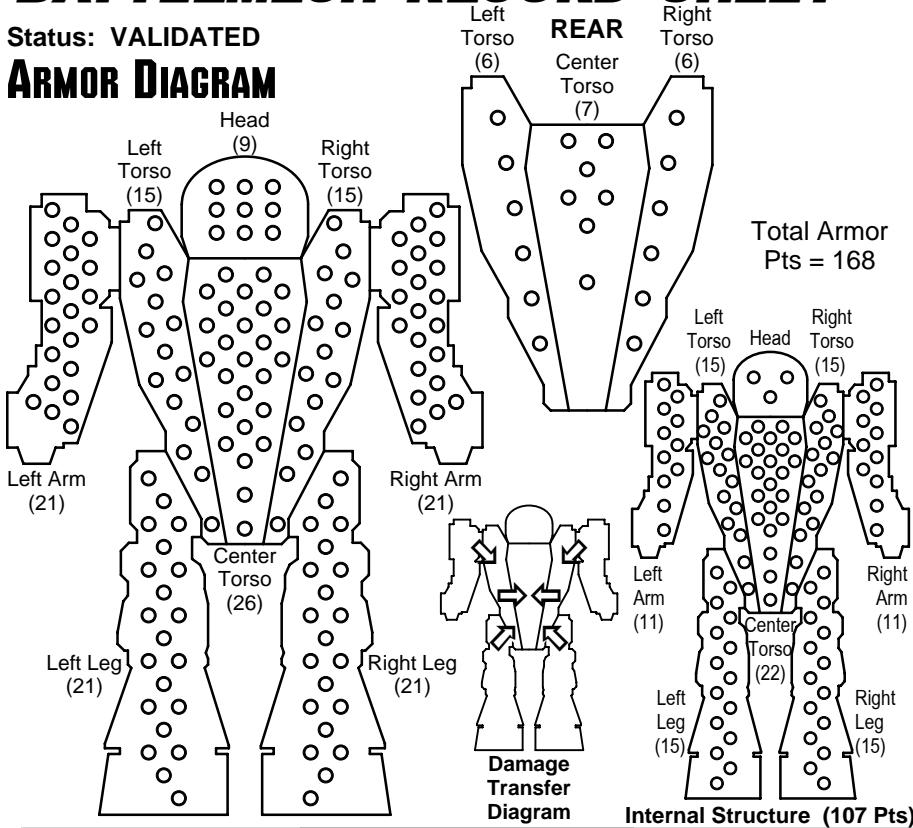
WIZGAMES™

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Caesar CES-3R

Mass: 70 tons

Movement Points: Tech & Configuration:

Walking: 4 Inner Sphere
Running: 6 Biped 'Mech
Jumping: 0

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	10	-	7	14	23
1	Medium Pulse Laser	RA	4	6	-	2	4	6
1	Medium Pulse Laser	LA	4	6	-	2	4	6
1	Gauss Rifle	RT	1	15	2	7	15	22
1	Medium Pulse Laser	RT(R)	4	6	-	2	4	6
1	Medium Pulse Laser	LT(R)	4	6	-	2	4	6

Ammo Type: Rounds:

Gauss Rifle 16

Total Heat Sinks: 16 Double (32)

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Auto Eject: Weapon Heat:
 Operational Disabled (32)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	Ammo Explosion, avoid on 8+
28	
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	-2 Movement Points
10	
9	+1 Modifier to Fire
8	
6	-1 Movement Point
5	
4	
3	
2	
1	
0	

WIZKIDS
WIZGAMERS

CRITICAL HIT TABLE

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. Double Heat Sink
- 4. Double Heat Sink
- 5. Medium Pulse Laser
- 6. Roll Again

Left Torso

- 1-3 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Double Heat Sink
- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Double Heat Sink
- 4. Medium Pulse Laser (R)
- 5. Ammo (Gauss) 8
- 6. Ammo (Gauss) 8

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. XL Engine
- 2. XL Engine
- 3. XL Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro
- 1. Gyro
- 2. XL Engine
- 3. XL Engine
- 4. XL Engine
- 5. Roll Again
- 6. Roll Again

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Right Arm

- 1-3 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. ER PPC
- 3. ER PPC
- 4. ER PPC
- 5. Medium Pulse Laser
- 6. Roll Again

Right Torso

- 1-3 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 4. Gauss Rifle
- 5. Gauss Rifle
- 6. Gauss Rifle
- 1. Gauss Rifle
- 2. Gauss Rifle
- 3. Gauss Rifle
- 4. Gauss Rifle
- 5. Medium Pulse Laser (R)
- 6. Roll Again

Right Leg

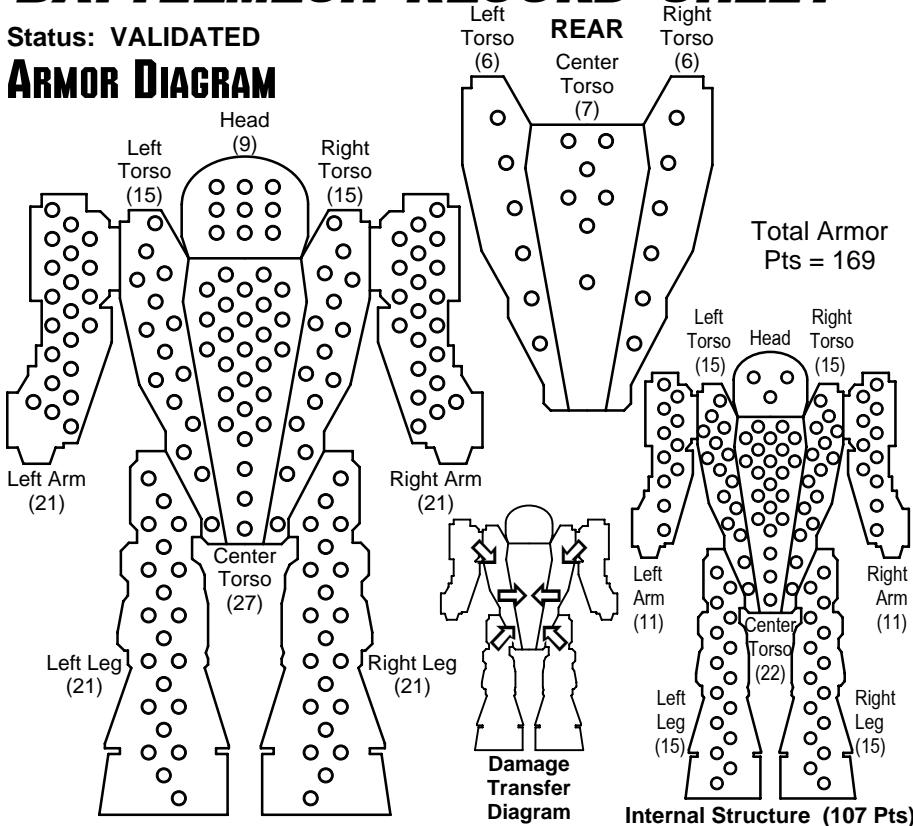
- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Roll Again
- 6. Roll Again

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Hand Actuator
- 5. Medium Pulse Laser
- 6. Endo Steel
- 1. Endo Steel
- 2. Endo Steel
- 3. Light Ferro-Fibrous
- 4. Light Ferro-Fibrous
- 5. Light Ferro-Fibrous
- 6. Roll Again

Left Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Ammo (Gauss) 8
- 1. Ammo (Gauss) 8
- 2. Endo Steel
- 3. Endo Steel
- 4. Light Ferro-Fibrous
- 5. Light Ferro-Fibrous
- 6. Light Ferro-Fibrous

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Endo Steel
- 6. Endo Steel

CRITICAL HIT TABLE

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Endo Steel
- 5. Sensors
- 6. Life Support

Center Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 3. Light Fusion Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro
- 1. Gyro
- 2. Light Fusion Engine
- 3. Light Fusion Engine
- 4. Light Fusion Engine
- 5. ER Small Laser
- 6. Endo Steel

Engine Hits	○	○	○
Gyro Hits	○	○	
Sensor Hits	○	○	
Life Support	○		

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Hand Actuator
- 5. Heavy PPC
- 6. Heavy PPC
- 1. Heavy PPC
- 2. Heavy PPC
- 3. Medium Pulse Laser
- 4. Endo Steel
- 5. Endo Steel
- 6. Light Ferro-Fibrous

Right Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 3. Gauss Rifle
- 4. Gauss Rifle
- 5. Gauss Rifle
- 6. Gauss Rifle
- 1. Gauss Rifle
- 2. Gauss Rifle
- 3. Gauss Rifle
- 4. Guardian ECM
- 5. Guardian ECM
- 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: Caesar CES-3S

Mass: 70 tons

Movement Points: Tech & Configuration:

Walking: 4 Inner Sphere
Running: 6 Biped 'Mech
Jumping: 0

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy PPC	RA	15	15	3	6	12	18
1	Medium Pulse Laser	RA	4	6	-	2	4	6
1	Medium Pulse Laser	LA	4	6	-	2	4	6
1	Gauss Rifle	RT	1	15	2	7	15	22
1	Guardian ECM	RT	0	-	-	-	-	6
1	ER Small Laser	CT	2	3	-	2	4	5

Ammo Type: Rounds:

Gauss Rifle 16

Total Heat Sinks: 12 Double (24)

○○○○○○○○○○○○

Auto Eject: Weapon Heat:
 Operational Disabled (26)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	Ammo Explosion, avoid on 8+
28	
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	-2 Movement Points
10	
9	+1 Modifier to Fire
8	
7	
6	
5	
4	
3	
2	
1	
0	-1 Movement Point

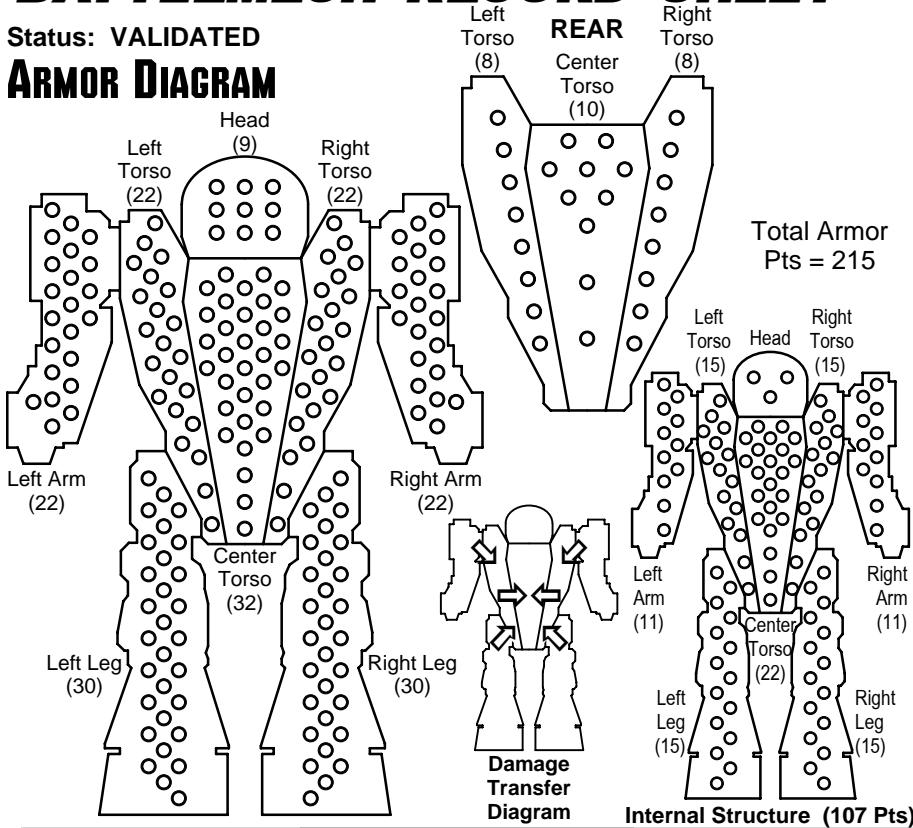
WIZKIDS
WIZGAMERS™

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm	
1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Medium Pulse Laser 6. Ferro-Fibrous
4-6	1. Ferro-Fibrous 2. Ferro-Fibrous 3. Ferro-Fibrous 4. Ferro-Fibrous 5. Ferro-Fibrous 6. Ferro-Fibrous
1-3	1. XL Engine 2. XL Engine 3. XL Engine 4. Double Heat Sink 5. Double Heat Sink 6. Double Heat Sink
4-6	1. MASC 2. MASC 3. MASC 4. MASC 5. Ammo (Gauss) 8 6. Ammo (Gauss) 8

Head	
1-3	1. Life Support 2. Sensors 3. Cockpit 4. Roll Again 5. Sensors 6. Life Support
4-6	1. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 4. Double Heat Sink 5. Double Heat Sink 6. Double Heat Sink
1-3	1. XL Engine 2. XL Engine 3. XL Engine 4. Gyro
4-6	1. Gyro 2. XL Engine 3. XL Engine 4. XL Engine 5. ER Medium Laser 6. Ferro-Fibrous

Center Torso	
1-3	1. Gyro 2. XL Engine 3. XL Engine 4. Gyro
4-6	1. Gyro 2. XL Engine 3. XL Engine 4. XL Engine 5. ER Medium Laser 6. Ferro-Fibrous
1-3	1. Gauss Rifle 2. Gauss Rifle 3. Gauss Rifle 4. Gauss Rifle
4-6	1. Gauss Rifle 2. Gauss Rifle 3. Gauss Rifle 4. Gauss Rifle 5. ER Medium Laser 6. ER Medium Laser

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Left Leg

1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Ferro-Fibrous 6. Ferro-Fibrous
--

Right Arm

1-3	
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.	Double Heat Sink
4.	Double Heat Sink
5.	Double Heat Sink
6.	Double Heat Sink
1-3	1. XL Engine 2. XL Engine 3. XL Engine 4. Gyro
4-6	1. Gyro 2. XL Engine 3. XL Engine 4. XL Engine 5. ER Medium Laser 6. Ferro-Fibrous

Right Torso

1-3	
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. Gauss Rifle
4-6	1. Gauss Rifle 2. Gauss Rifle 3. Gauss Rifle 4. Gauss Rifle 5. ER Medium Laser 6. ER Medium Laser

Right Leg

1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Ferro-Fibrous 6. Ferro-Fibrous
--

'MECH DATA

Type: Caesar CES-4R

Mass: 70 tons

Movement Points: Tech & Configuration:

Walking: 4 Inner Sphere

Running: 6 [8] Biped 'Mech

Jumping: 0

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Snub-Nose PPC	RA	10	10/8/5	-	9	13	15
1	Medium Pulse Laser	RA	4	6	-	2	4	6
1	Medium Pulse Laser	LA	4	6	-	2	4	6
1	Gauss Rifle	RT	1	15	2	7	15	22
2	ER Medium Laser	RT	5	5	-	4	8	12
1	ER Medium Laser	CT	5	5	-	4	8	12

Ammo Type: Rounds:

Gauss Rifle 16

Total Heat Sinks: 13 Double (26)

0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0

Auto Eject: Weapon Heat:
 Operational Disabled (34)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	Ammo Explosion, avoid on 8+
28	Shutdown, avoid on 10+
27	-5 Movement Points
26	+4 Modifier to Fire
25	Ammo Explosion, avoid on 6+
24	Shutdown, avoid on 8+
23	-4 Movement Points
22	Ammo Explosion, avoid on 4+
21	Shutdown, avoid on 6+
20	+3 Modifier to Fire
19	-3 Movement Points
18	Shutdown, avoid on 4+
17	+2 Modifier to Fire
16	-2 Movement Points
15	+1 Modifier to Fire
14	-1 Movement Point
13	
12	
11	
10	
9	
8	
7	
6	
5	
4	
3	
2	
1	
0	

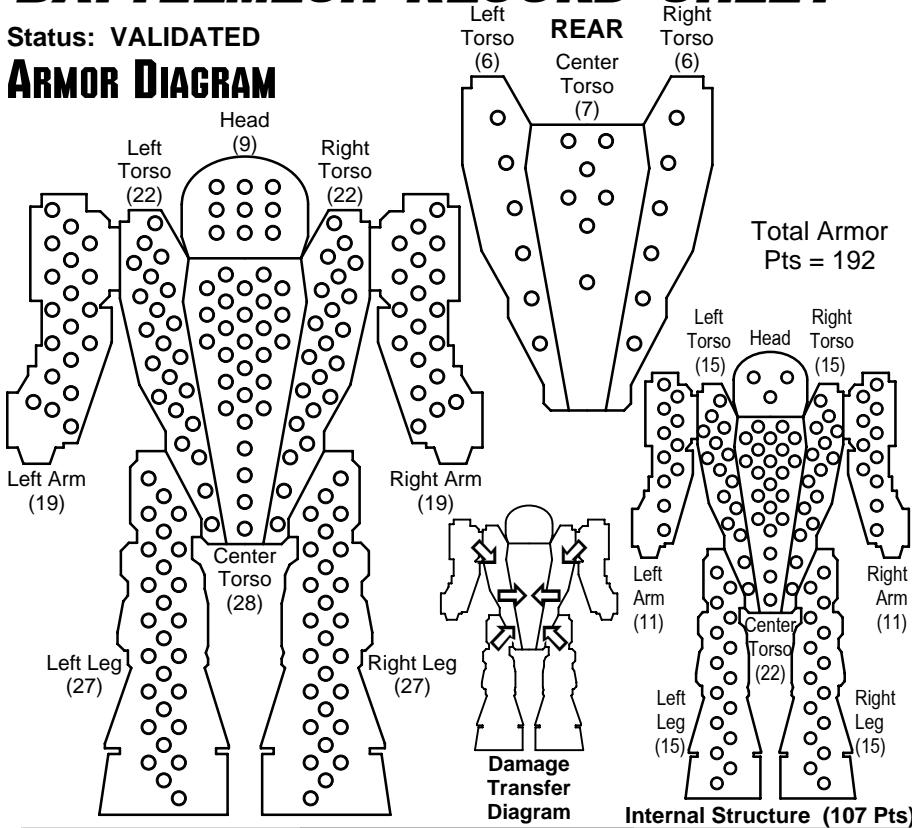
WIZKIDS™

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm	
1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Double Heat Sink 6. Double Heat Sink
4-6	1. Double Heat Sink 2. Medium Pulse Laser 3. Medium Pulse Laser 4. Endo Steel 5. Endo Steel 6. Roll Again
4-6	1. Light Fusion Engine 2. Light Fusion Engine 3. Light Fusion Engine 4. Gyro 5. Gyro 6. Gyro
4-6	1. ER Medium Laser 2. ER Medium Laser 3. Ammo (Hvy Gauss) 4 4. Ammo (Hvy Gauss) 4 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
 4. Gyro
 5. Gyro
 6. Gyro
1. Gyro
 2. Light Fusion Engine
 3. Light Fusion Engine
 4. Light Fusion Engine
 5. Heavy Gauss Rifle
 6. Heavy Gauss Rifle

- | | | | |
|--------------|---|---|---|
| Engine Hits | ○ | ○ | ○ |
| Gyro Hits | ○ | ○ | |
| Sensor Hits | ○ | ○ | |
| Life Support | ○ | | |

1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. Gyro
5. Heavy Gauss Rifle
6. Heavy Gauss Rifle

Right Arm

- 1-3
 1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Large Pulse Laser
6. Large Pulse Laser
- 4-6
 1. Endo Steel
2. Endo Steel
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

- 1-3
 1. Light Fusion Engine
2. Light Fusion Engine
3. Heavy Gauss Rifle (Cont)
4. Heavy Gauss Rifle (Cont)
5. Heavy Gauss Rifle (Cont)
6. Heavy Gauss Rifle (Cont)
- 4-6
 1. Heavy Gauss Rifle (Cont)
2. Heavy Gauss Rifle (Cont)
3. Heavy Gauss Rifle (Cont)
4. Heavy Gauss Rifle (Cont)
5. Heavy Gauss Rifle (Cont)
6. CASE

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Left Torso

- 1-3
 1. Light Fusion Engine
2. Light Fusion Engine
3. ER Medium Laser
4. ER Medium Laser
5. Ammo (Hvy Gauss) 4
6. Ammo (Hvy Gauss) 4
- 4-6
 1. Ammo (Hvy Gauss) 4
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

'MECH DATA

Type: Caesar CES-4S

Mass: 70 tons

Movement Points: Tech & Configuration:

Walking: 4 Inner Sphere
Running: 6 Biped 'Mech
Jumping: 0

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	RA	10	9	-	3	7	10
2	Medium Pulse Laser	LA	4	6	-	2	4	6
2	ER Medium Laser	LT	5	5	-	4	8	12
1	Heavy Gauss Rifle	CT	2	25/20/10	4	6	13	20

Ammo Type: Rounds:

Heavy Gauss Rifle 12

Total Heat Sinks: 12 Double (24)

○○○○○○○○○○○○

Auto Eject: Weapon Heat:
 Operational Disabled (30)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

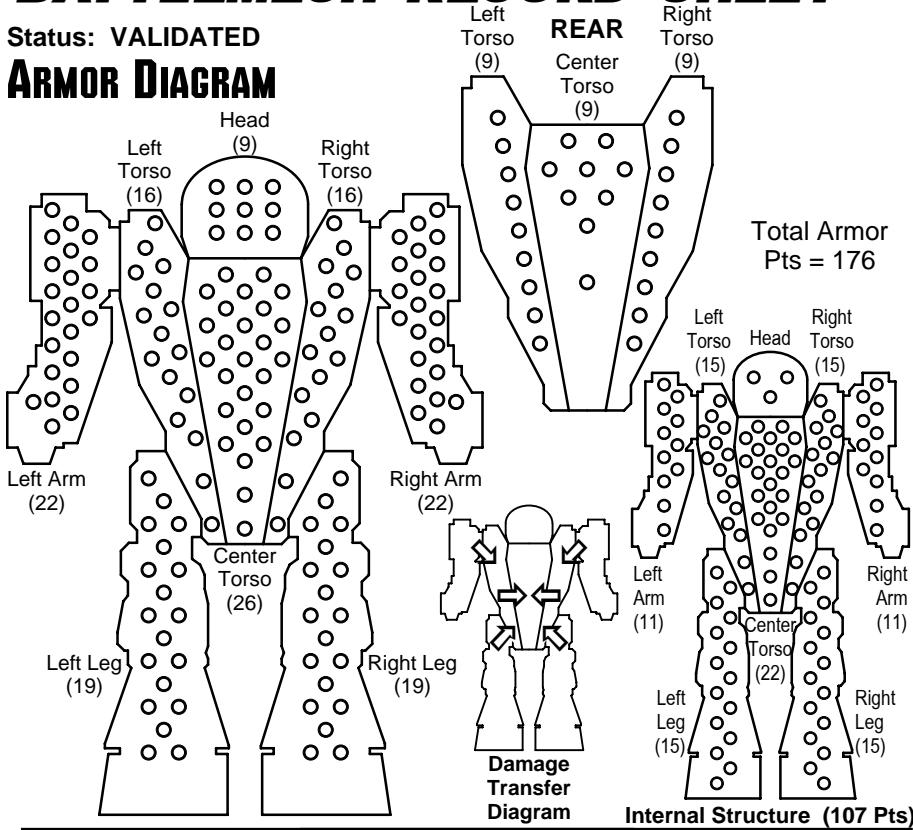
30	Shutdown
29	Ammo Explosion, avoid on 8+
28	Shutdown, avoid on 10+
27	-5 Movement Points
26	+4 Modifier to Fire
25	Ammo Explosion, avoid on 6+
24	Shutdown, avoid on 8+
23	-4 Movement Points
22	Ammo Explosion, avoid on 4+
21	Shutdown, avoid on 6+
20	+3 Modifier to Fire
19	-3 Movement Points
18	Shutdown, avoid on 4+
17	+2 Modifier to Fire
16	-2 Movement Points
15	+1 Modifier to Fire
14	-1 Movement Point
13	
12	
11	
10	
9	
8	
7	
6	
5	
4	
3	
2	
1	
0	

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Total Armor Pts = 176
Internal Structure (107 Pts)

Left Arm

- 1. Shoulder
 - 2. Upper Arm Actuator
 - 3. Lower Arm Actuator
 - 4. Hand Actuator
 - 5. Medium Laser
 - 6. Roll Again
- 4-6**
- 1. Roll Again
 - 2. Roll Again
 - 3. Roll Again
 - 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again

Left Torso

- 1-3**
- 1. XL Engine
 - 2. XL Engine
 - 3. XL Engine
 - 4. Single Heat Sink
 - 5. Single Heat Sink
 - 6. Medium Laser (R)
- 4-6**
- 1. Ammo (LB 10-X) 10
 - 2. Ammo (LB 10-X) 10
 - 3. CASE
 - 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Jump Jet
- 6. Jump Jet

CRITICAL HIT TABLE

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Single Heat Sink
- 5. Sensors
- 6. Life Support

Center Torso

- 1. XL Engine
 - 2. XL Engine
 - 3. XL Engine
 - 4. Gyro
 - 5. Gyro
 - 6. Gyro
- 1-3**
- 1. Gyro
 - 2. XL Engine
 - 3. XL Engine
 - 4. XL Engine
 - 5. Single Heat Sink
 - 6. Single Heat Sink
- 4-6**

Engine Hits	○	○	○
Gyro Hits	○	○	
Sensor Hits	○	○	
Life Support	○		

Right Arm

- 1-3**
- 1. Shoulder
 - 2. Upper Arm Actuator
 - 3. Lower Arm Actuator
 - 4. Ultra AC/5
 - 5. Ultra AC/5
 - 6. Ultra AC/5
- 4-6**
- 1. Ultra AC/5
 - 2. Ultra AC/5
 - 3. Medium Laser
 - 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again

Right Torso

- 1-3**
- 1. XL Engine
 - 2. XL Engine
 - 3. XL Engine
 - 4. LB 10-X AC
 - 5. LB 10-X AC
 - 6. LB 10-X AC
- 4-6**
- 1. LB 10-X AC
 - 2. LB 10-X AC
 - 3. LB 10-X AC
 - 4. Medium Laser (R)
 - 5. Ammo (Ult AC/5) 20
 - 6. CASE

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Jump Jet
- 6. Jump Jet

'MECH DATA

Type: Cataphract CTF-3D

Mass: 70 tons

Movement Points: Tech & Configuration:

Walking: 4 Inner Sphere
Running: 6 Biped 'Mech
Jumping: 4

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/5	RA	1	5	2	6	13	20
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	LB 10-X AC	RT	2	10	-	6	12	18
1	Medium Laser	RT(R)	3	5	-	3	6	9
1	Medium Laser	LT(R)	3	5	-	3	6	9

Ammo Type:

Ultra AC/5 20
LB 10-X AC 20

Total Heat Sinks: 16 Single

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Auto Eject:

Weapon Heat: (16)

Operational Disabled

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	Ammo Explosion, avoid on 8+
28	
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	-2 Movement Points
10	
9	+1 Modifier to Fire
8	
7	
6	-1 Movement Point
5	
4	
3	
2	
1	
0	

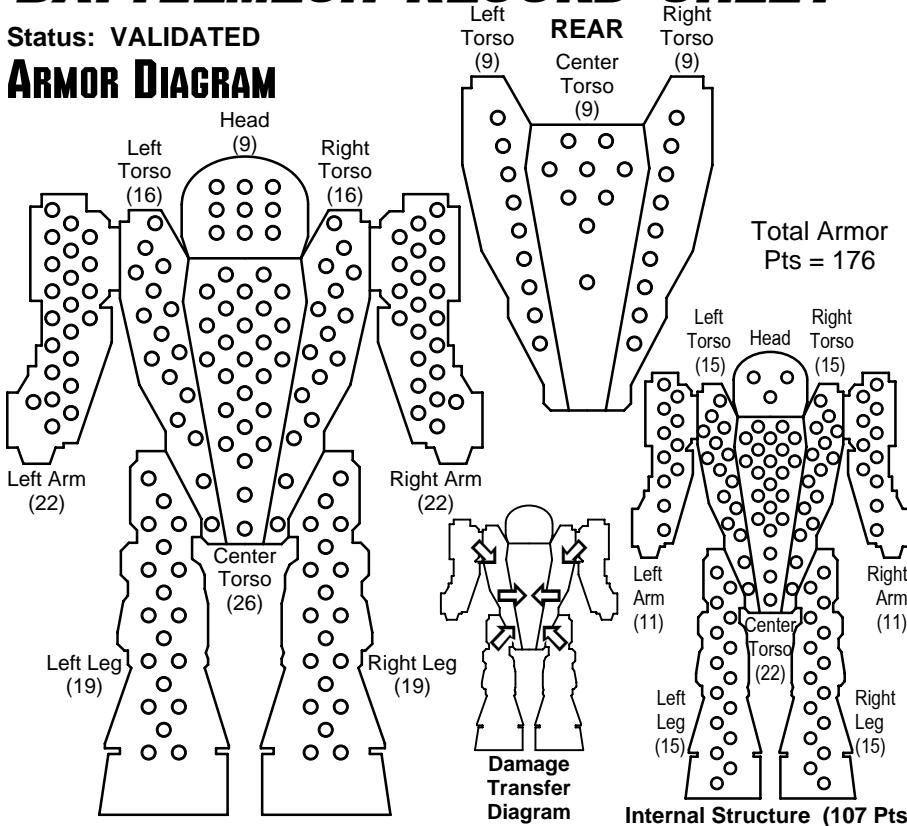
WIZGAMES™

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Internal Structure (107 Pts)

'MECH DATA

Type: Cataphract CTF-3L

Mass: 70 tons

Movement Points: Tech & Configuration:

Walking: 4 Inner Sphere
Running: 6 [8] Biped 'Mech
Jumping: 0

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	10	-	7	14	23
1	Medium Pulse Laser	RA	4	6	-	2	4	6
1	Medium Pulse Laser	LA	4	6	-	2	4	6
1	LB 10-X AC	RT	2	10	-	6	12	18
1	Medium Pulse Laser	RT(R)	4	6	-	2	4	6
1	Medium Pulse Laser	LT(R)	4	6	-	2	4	6

Ammo Type: Rounds:

LB 10-X AC 20

Total Heat Sinks: 16 Double (32)

oooooooooooo oooooo

Auto Eject: Weapon Heat:
 Operational Disabled (33)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	Ammo Explosion, avoid on 8+
28	
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	-2 Movement Points
10	
9	+1 Modifier to Fire
8	
6	-1 Movement Point
5	
4	
3	
2	
1	
0	

WIZKIDS™

CRITICAL HIT TABLE

Left Arm

- 1-3 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. Double Heat Sink
- 4. Double Heat Sink
- 5. Medium Pulse Laser
- 6. Roll Again

Left Torso

- 1-3 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Double Heat Sink
- 1. MASC
- 2. MASC
- 3. MASC
- 4. MASC
- 5. Medium Pulse Laser (R)
- 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. XL Engine
- 2. XL Engine
- 3. XL Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro
- 1. Gyro
- 2. XL Engine
- 3. XL Engine
- 4. XL Engine
- 5. Roll Again
- 6. Roll Again

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Right Arm

- 1-3 1. Shoulder
- 2. Upper Arm Actuator
- 3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Double Heat Sink
- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. ER PPC
- 4. ER PPC
- 5. ER PPC
- 6. Medium Pulse Laser

Right Torso

- 1-3 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 4. LB 10-X AC
- 5. LB 10-X AC
- 6. LB 10-X AC
- 1. LB 10-X AC
- 2. LB 10-X AC
- 3. LB 10-X AC
- 4. Medium Pulse Laser (R)
- 5. Ammo (LB 10-X) 10
- 6. Ammo (LB 10-X) 10

Right Leg

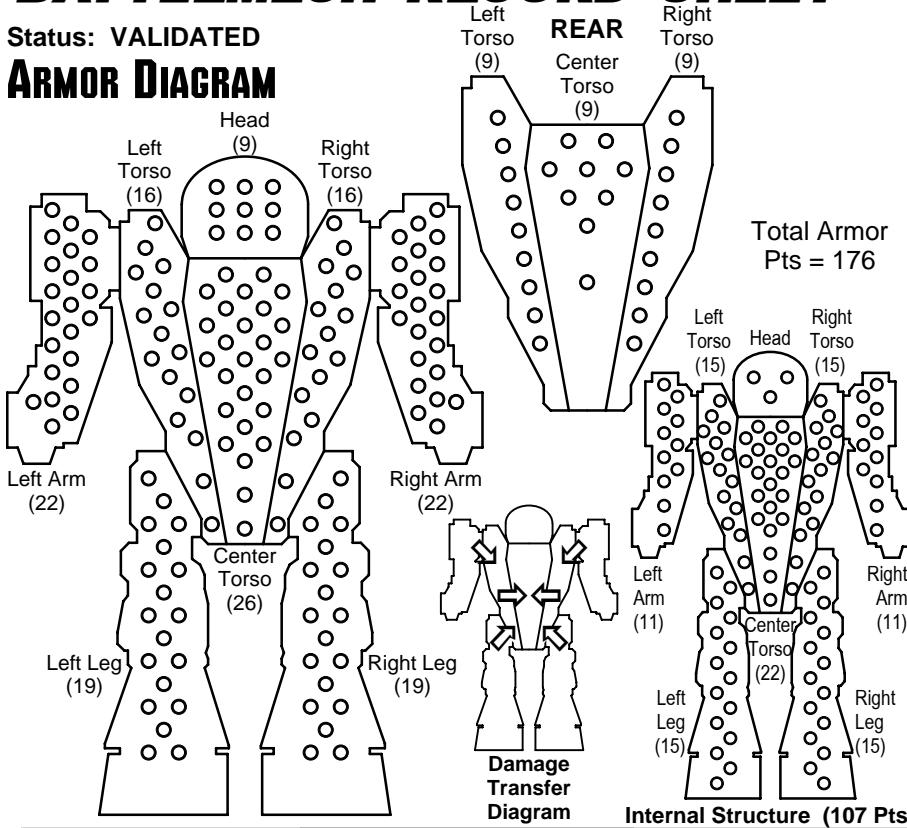
- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Roll Again
- 6. Roll Again

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Cataphract CTF-3LL

Mass: 70 tons

Movement Points: Tech & Configuration:

Walking: 4 Inner Sphere
Running: 6 [8] Biped 'Mech
Jumping: 0

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Plasma Rifle	RA	10	10	-	5	10	15
1	ER Medium Laser	RA	5	5	-	4	8	12
1	ER Medium Laser	LA	5	5	-	4	8	12
1	LB 10-X AC	RT	2	10	-	6	12	18
1	Medium Pulse Laser	RT(R)	4	6	-	2	4	6
1	Medium Pulse Laser	LT(R)	4	6	-	2	4	6

Ammo Type: Rounds:

Plasma Rifle	30
LB 10-X AC	20

Total Heat Sinks: 16 Double (32)

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Auto Eject: Weapon Heat:
 Operational Disabled (30)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	Ammo Explosion, avoid on 8+
28	
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	-2 Movement Points
10	
9	+1 Modifier to Fire
8	
7	
6	-1 Movement Point
5	
4	
3	
2	
1	
0	

WIZKIDS
WIZGAMERS™

CRITICAL HIT TABLE

Left Arm

- 1-3 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. Double Heat Sink
- 4. Double Heat Sink
- 5. ER Medium Laser
- 6. Roll Again

Left Torso

- 1-3 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Double Heat Sink
- 1. MASC
- 2. MASC
- 3. MASC
- 4. MASC
- 5. Medium Pulse Laser (R)
- 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. 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. Ammo (PR) 10
- 6. Ammo (PR) 10

Engine Hits	○	○	○
Gyro Hits	○	○	
Sensor Hits	○	○	
Life Support	○		

Right Arm

- 1-3 1. Shoulder
- 2. Upper Arm Actuator
- 3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Double Heat Sink
- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Plasma Rifle
- 4. Plasma Rifle
- 5. ER Medium Laser
- 6. Ammo (PR) 10

Right Torso

- 1-3 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 4. LB 10-X AC
- 5. LB 10-X AC
- 6. LB 10-X AC
- 1. LB 10-X AC
- 2. LB 10-X AC
- 3. LB 10-X AC
- 4. Medium Pulse Laser (R)
- 5. Ammo (LB 10-X) 10
- 6. Ammo (LB 10-X) 10

Right Leg

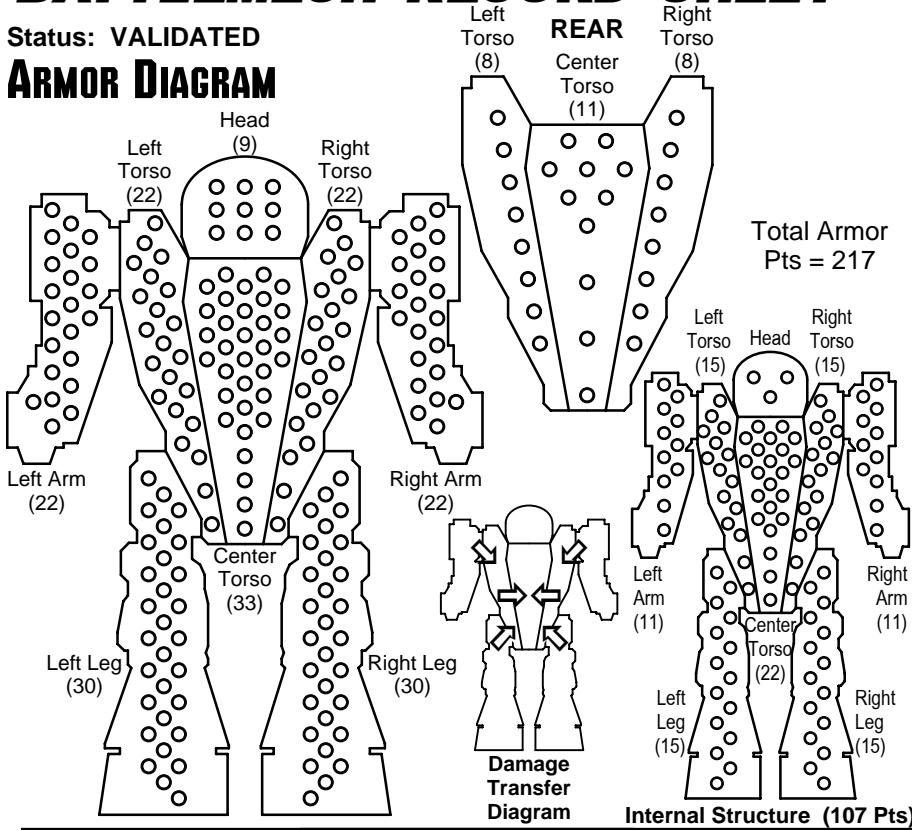
- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Roll Again
- 6. Roll Again

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Internal Structure (107 Pts)

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Autocannon/5
- 5. Autocannon/5
- 6. Autocannon/5
- 1. Autocannon/5
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Left Torso

- 1. Single Heat Sink
- 2. Single Heat Sink
- 3. Ammo (AC/5) 20
- 4. Ammo (AC/5) 20
- 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. Single Heat Sink
- 6. Single Heat Sink

CRITICAL HIT TABLE

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. LRM 5
- 5. Sensors
- 6. Life Support

Center Torso

- 1. Fusion Engine
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro
- 1. Gyro
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Fusion Engine
- 5. Large Laser
- 6. Large Laser

Engine Hits	○	○	○
Gyro Hits	○	○	
Sensor Hits	○	○	
Life Support	○		

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Autocannon/5
- 5. Autocannon/5
- 6. Autocannon/5
- 1. Autocannon/5
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Right Torso

- 1. Single Heat Sink
- 2. Single Heat Sink
- 3. Ammo (AC/5) 20
- 4. Ammo (AC/5) 20
- 5. Ammo (LRM 5) 24
- 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. Single Heat Sink
- 6. Single Heat Sink

'MECH DATA

Type: Cataphract CTF-4X

Mass: 70 tons

Movement Points: Tech & Configuration:

Walking: 3 Inner Sphere
Running: 5 Biped 'Mech
Jumping: 0

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/5	RA	1	5	3	6	12	18
1	Autocannon/5	LA	1	5	3	6	12	18
1	Large Laser	CT	8	8	-	5	10	15
1	LRM 5	HD	2	1/hit	6	7	14	21

Ammo Type: Rounds:

Autocannon/5	80
LRM 5	24

Total Heat Sinks: 16 Single

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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	Ammo Explosion, avoid on 8+
28	
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	-2 Movement Points
10	
9	+1 Modifier to Fire
8	
6	-1 Movement Point
5	
4	
3	
2	
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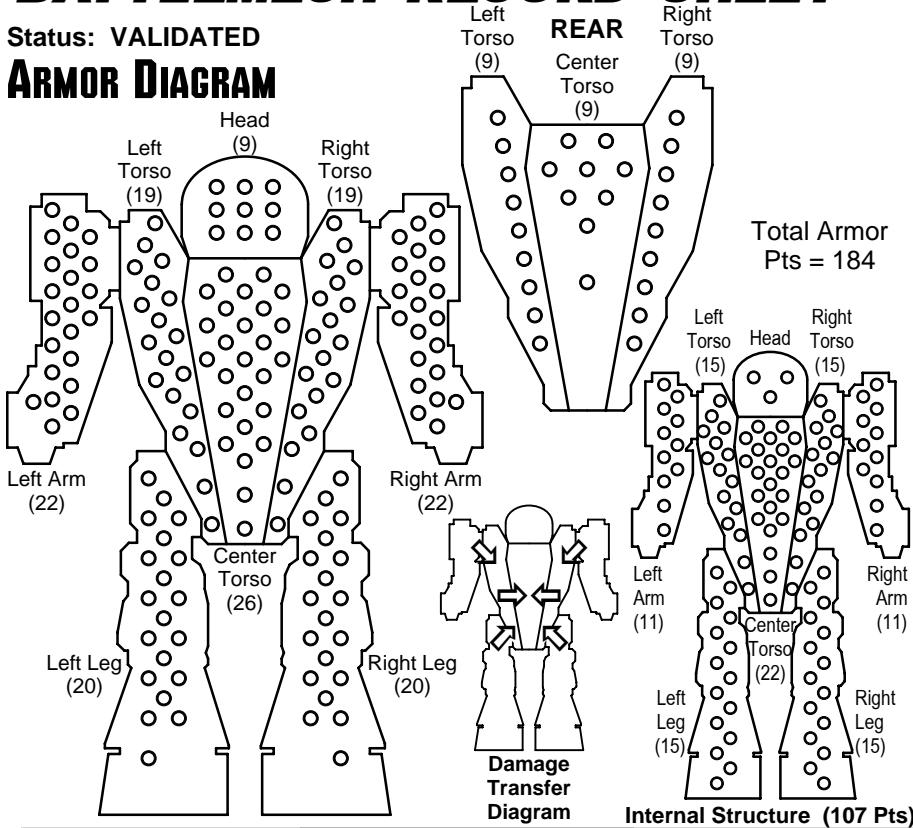
WIZGAMERS™

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm	
1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Single Heat Sink 6. Single Heat Sink
4-6	1. Single Heat Sink 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
4-6	1. Light Fusion Engine 2. Light Fusion Engine 3. Improved Jump Jet 4. Improved Jump Jet 5. Improved Jump Jet 6. Improved Jump Jet
4-6	1. ER Medium Laser 2. Ammo (PR) 10 3. Ammo (PR) 10

Head	
1-3	1. Life Support 2. Sensors 3. Small Cockpit 4. Plasma Rifle 5. Plasma Rifle 6. Sensors
4-6	1. Light AC/5 2. Light AC/5 3. Roll Again
4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
4-6	1. Light Fusion Engine 2. Light Fusion Engine 3. Light Fusion Engine 4. Gyro 5. Gyro 6. Gyro

Center Torso	
1-3	1. Light Fusion Engine 2. Light Fusion Engine 3. Improved Jump Jet 4. Improved Jump Jet 5. Improved Jump Jet 6. Improved Jump Jet
4-6	1. Light Fusion Engine 2. Light Fusion Engine 3. Light Fusion Engine 4. Gyro 5. Gyro 6. Gyro
4-6	1. Improved Jump Jet 2. Improved Jump Jet 3. Improved Jump Jet 4. Improved Jump Jet 5. Improved Jump Jet 6. Improved Jump Jet
4-6	1. ER Medium Laser 2. Ammo (PR) 10 3. Ammo (PR) 10

Left Leg	Engine Hits O O O
	Gyro Hits O O
	Sensor Hits O O
	Life Support O

Right Arm	
1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Single Heat Sink 6. Single Heat Sink
4-6	1. Light AC/5 2. Light AC/5 3. Roll Again
4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
4-6	1. Light Fusion Engine 2. Light Fusion Engine 3. Light Fusion Engine 4. Gyro 5. Gyro 6. Gyro

Center Torso	
1-3	1. Light Fusion Engine 2. Light Fusion Engine 3. Improved Jump Jet 4. Improved Jump Jet 5. Improved Jump Jet 6. Improved Jump Jet
4-6	1. Light Fusion Engine 2. Light Fusion Engine 3. Light Fusion Engine 4. Gyro 5. Gyro 6. Gyro
4-6	1. Improved Jump Jet 2. Improved Jump Jet 3. Improved Jump Jet 4. Improved Jump Jet 5. Improved Jump Jet 6. Improved Jump Jet
4-6	1. ER Medium Laser 2. Ammo (LAC/5) 20 3. CASE

Right Arm	
1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Single Heat Sink 6. Single Heat Sink
4-6	1. Light AC/5 2. Light AC/5 3. Roll Again
4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
4-6	1. Light Fusion Engine 2. Light Fusion Engine 3. Light Fusion Engine 4. Gyro 5. Gyro 6. Gyro

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: Cataphract CTF-5D

Mass: 70 tons

Movement Points: Tech & Configuration:

Walking: 4 Inner Sphere
Running: 6 Biped 'Mech
Jumping: 6

WEAPONS INVENTORY: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light AC/5	RA	1	5	-	5	10	15
1	ER Medium Laser	RT	5	5	-	4	8	12
1	ER Medium Laser	LT	5	5	-	4	8	12
1	Plasma Rifle	HD	10	10	-	5	10	15

AMMO TYPE: ROUNDS:

Light AC/5 20
Plasma Rifle 20

Total Heat Sinks: 16 Single

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Auto Eject: Weapon Heat:
 Operational Disabled (21)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____ +1

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	Ammo Explosion, avoid on 8+
28	Shutdown, avoid on 10+
27	-5 Movement Points
26	+4 Modifier to Fire
25	Ammo Explosion, avoid on 6+
24	Shutdown, avoid on 8+
23	-4 Movement Points
22	Ammo Explosion, avoid on 4+
21	Shutdown, avoid on 6+
20	+3 Modifier to Fire
19	-3 Movement Points
18	Shutdown, avoid on 4+
17	+2 Modifier to Fire
16	-2 Movement Points
15	+1 Modifier to Fire
14	-1 Movement Point
13	
12	
11	
10	
9	
8	
7	
6	
5	
4	
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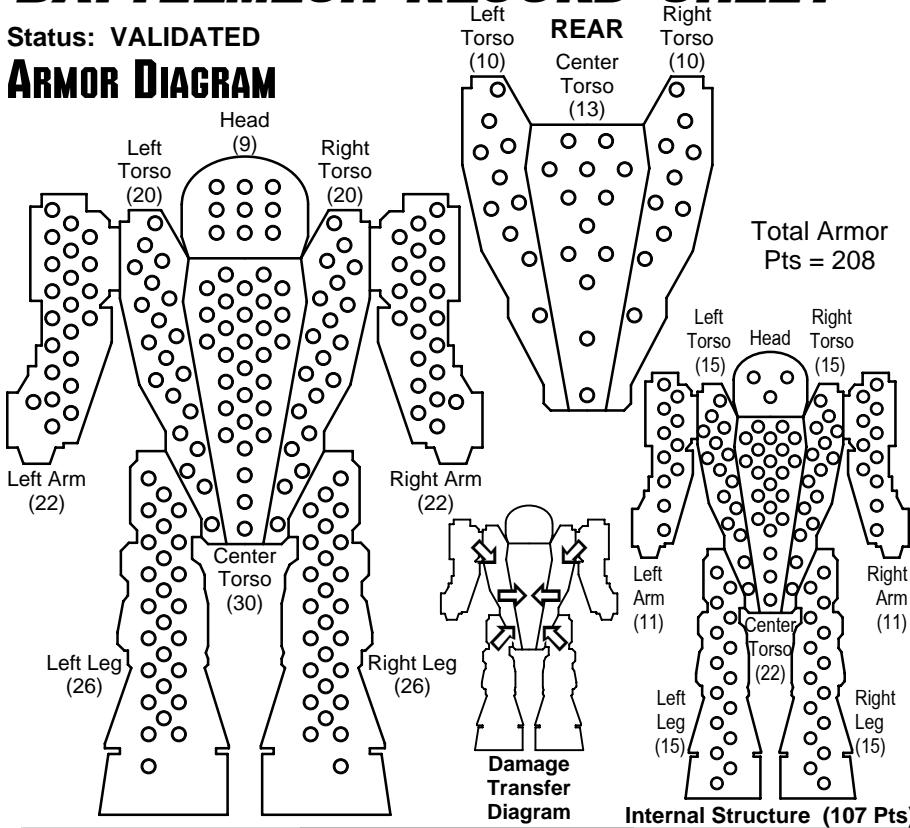
WIZGAMES™

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Hand Actuator
- 5. Light PPC
- 6. Light PPC
- 1. Light PPC
- 2. Light PPC
- 3. Endo Steel
- 4. Endo Steel
- 5. Endo Steel
- 6. Endo Steel

Left Torso

- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Double Heat Sink
- 1. Snub-Nose PPC
- 2. Snub-Nose PPC
- 3. Endo Steel
- 4. Endo Steel
- 5. Endo Steel
- 6. Roll Again

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Jump Jet
- 6. Jump Jet

CRITICAL HIT TABLE

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. ER Medium Laser
- 5. Sensors
- 6. Life Support

Center Torso

- 1. Fusion Engine
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro
- 1. Gyro
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Fusion Engine
- 5. Guardian ECM
- 6. Guardian ECM

Engine Hits	○	○	○
Gyro Hits	○	○	
Sensor Hits	○	○	
Life Support	○		

Right 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. Endo Steel
- 3. Endo Steel
- 4. Endo Steel
- 5. Endo Steel
- 6. Roll Again

Right Torso

- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Double Heat Sink
- 1. Snub-Nose PPC
- 2. Snub-Nose PPC
- 3. C³ Slave Unit
- 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: Grasshopper GHR-7K

Mass: 70 tons

Movement Points: Tech & Configuration:

Walking: 4 Inner Sphere
Running: 6 Biped 'Mech
Jumping: 4

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Light PPC	LA	5	5	3	6	12	18
1	Snub-Nose PPC	RT	10	10/8/5	-	9	13	15
1	C ³ Slave Unit	RT	0	-	-	-	-	-
1	Snub-Nose PPC	LT	10	10/8/5	-	9	13	15
1	Guardian ECM	CT	0	-	-	-	-	6
1	ER Medium Laser	HD	5	5	-	4	8	12

Total Heat Sinks: 16 Double (32)

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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	Ammo Explosion, avoid on 8+
28	Shutdown, avoid on 10+
27	-5 Movement Points
26	+4 Modifier to Fire
25	Ammo Explosion, avoid on 6+
24	Shutdown, avoid on 8+
23	-4 Movement Points
22	Ammo Explosion, avoid on 4+
21	Shutdown, avoid on 6+
20	+3 Modifier to Fire
19	-3 Movement Points
18	Shutdown, avoid on 4+
17	+2 Modifier to Fire
16	-2 Movement Points
15	Shutdown, avoid on 4+
14	+1 Modifier to Fire
13	-1 Movement Point
12	
11	
10	
9	
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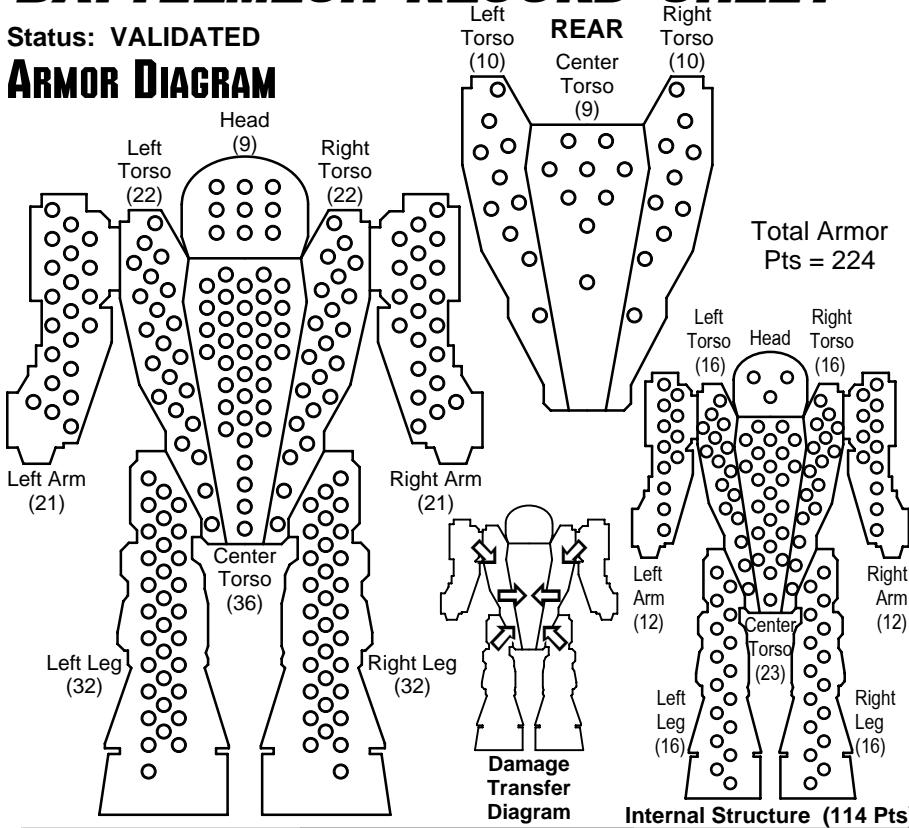
WIZGAMES™

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Orion ON1-M

Mass: 75 tons

Movement Points: Tech & Configuration:

Walking: 4 Inner Sphere
Running: 6 Biped 'Mech
Jumping: 0

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5	-	3	6	9
1	LRM 20	LA	6	1/hit	6	7	14	21
1	Medium Laser	LA	3	5	-	3	6	9
1	LB 10-X AC	RT	2	10	-	6	12	18
1	SRM 4	LT	3	2/hit	-	3	6	9
1	Narc Missile Beacon	CT	0	-	-	3	6	9

Ammo Type: Rounds:

LRM 20	12
LB 10-X AC	20
SRM 4	50
Narc Missile Beacon	12

Total Heat Sinks: 11 Double (22)



Auto Eject: Operational Disabled Weapon Heat: (17)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	** Avoid Inferno explosion on..
29	Shutdown
28	Ammo Explosion, avoid on 8+ (** 12+)
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+ (** 10+)
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+ (** 8+)
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+ (** 6+)
13	+2 Modifier to Fire
12	
11	-2 Movement Points (** 4+)
10	
9	+1 Modifier to Fire
8	
7	
6	
5	
4	
3	
2	
1	
0	-1 Movement Point

WIZKIDS™
WIZGAMERS™

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. LRM 20
- 5. LRM 20
- 6. LRM 20
- 1. LRM 20
- 2. LRM 20
- 3. Medium Laser
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

CRITICAL HIT TABLE

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Roll Again
- 5. Sensors
- 6. Life Support

1-3

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Medium Laser
- 5. Roll Again
- 6. Roll Again
- 1. Roll Again
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

4-6

Left Torso

- 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 4. SRM 4
- 5. Ammo (LRM 20) 6
- 6. Ammo (LRM 20) 6
- 1. Ammo (SRM 4) 25
- 2. Ammo (SRM 4) 25
- 3. Ammo (Narc Pods) 6
- 4. Ammo (Narc Pods) 6
- 5. CASE
- 6. Roll Again

1-3

Center Torso

- 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro
- 1. Gyro
- 2. XL Engine
- 3. XL Engine
- 4. XL Engine
- 5. Narc Missile Beacon
- 6. Narc Missile Beacon

4-6

Right Torso

- 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 4. LB 10-X AC
- 5. LB 10-X AC
- 6. LB 10-X AC
- 1. LB 10-X AC
- 2. LB 10-X AC
- 3. LB 10-X AC
- 4. Ammo (LB 10-X) 10
- 5. Ammo (LB 10-X) 10
- 6. CASE

1-3

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Roll Again
- 6. Roll Again

Engine Hits	○	○	○
Gyro Hits	○	○	
Sensor Hits	○	○	
Life Support	○		

Right Leg

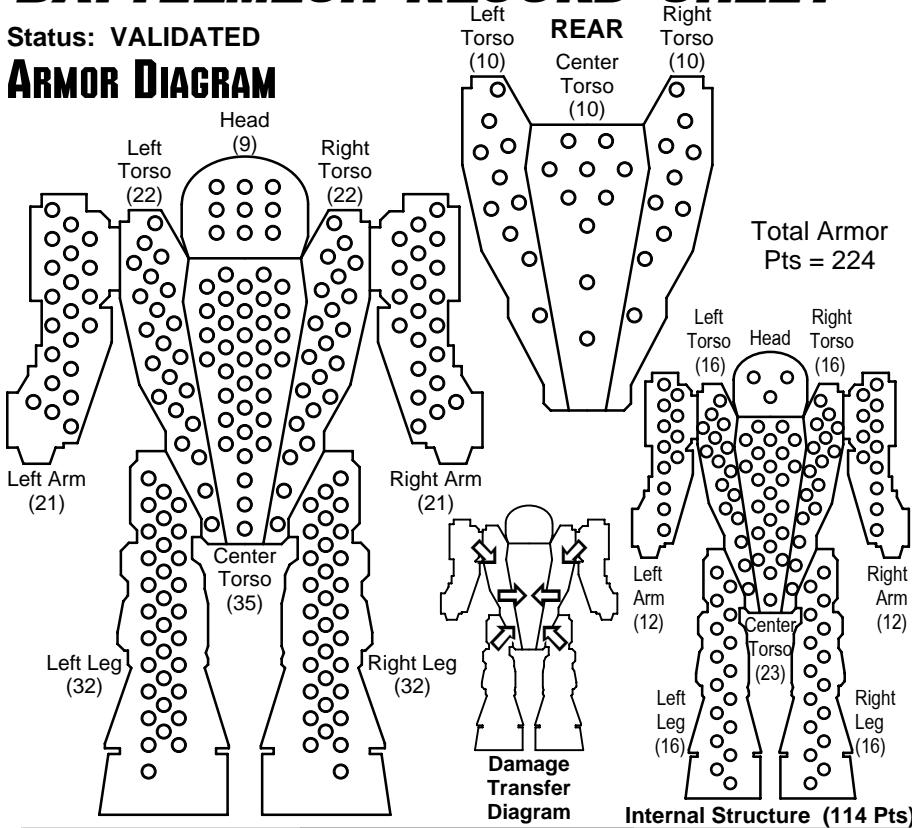
- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Roll Again
- 6. Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Internal Structure (114 Pts)

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Medium Pulse Laser
- 5. Endo Steel
- 6. Endo Steel

- 1. Endo Steel
- 2. Endo Steel
- 3. Endo Steel
- 4. Endo Steel
- 5. Endo Steel
- 6. Roll Again

Left Torso

- 1. Medium Pulse Laser
- 2. LRM 15
- 3. LRM 15
- 4. LRM 15
- 5. Artemis IV FCS
- 6. Ammo (LRM 15) 8

- 1. Ammo (LRM 15) 8
- 2. CASE
- 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

CRITICAL HIT TABLE

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Ferro-Fibrous
- 5. Sensors
- 6. Life Support

Center Torso

- 1. Fusion Engine
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro

- 1. Gyro
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Fusion Engine
- 5. Ferro-Fibrous
- 6. Ferro-Fibrous

Engine Hits	○	○	○
Gyro Hits	○	○	
Sensor Hits	○	○	
Life Support	○		

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Medium Pulse Laser
- 5. Endo Steel
- 6. Endo Steel

- 1. Endo Steel
- 2. Endo Steel
- 3. Endo Steel
- 4. Endo Steel
- 5. Endo Steel
- 6. Roll Again

Right Torso

- 1. Gauss Rifle
- 2. Gauss Rifle
- 3. Gauss Rifle
- 4. Gauss Rifle
- 5. Gauss Rifle
- 6. Gauss Rifle

- 1. Gauss Rifle
- 2. Ammo (Gauss) 8
- 3. Ammo (Gauss) 8
- 4. Ferro-Fibrous
- 5. Ferro-Fibrous
- 6. Ferro-Fibrous

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Ferro-Fibrous
- 6. Ferro-Fibrous

'MECH DATA

Type: Orion ON2-M

Mass: 75 tons

Movement Points: Tech & Configuration:

Walking: 4 Inner Sphere
Running: 6 Biped 'Mech
Jumping: 0

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	RA	4	6	-	2	4	6
1	Medium Pulse Laser	LA	4	6	-	2	4	6
1	Gauss Rifle	RT	1	15	2	7	15	22
1	Medium Pulse Laser	LT	4	6	-	2	4	6
1	LRM 15 w/ Artemis IV	LT	5	1/hit	6	7	14	21

Ammo Type: Rounds:

Gauss Rifle	16
LRM 15	16

Total Heat Sinks: 10 Double (20)



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	Ammo Explosion, avoid on 8+
28	
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	-2 Movement Points
10	
9	+1 Modifier to Fire
8	
7	
6	-1 Movement Point
5	
4	
3	
2	
1	
0	

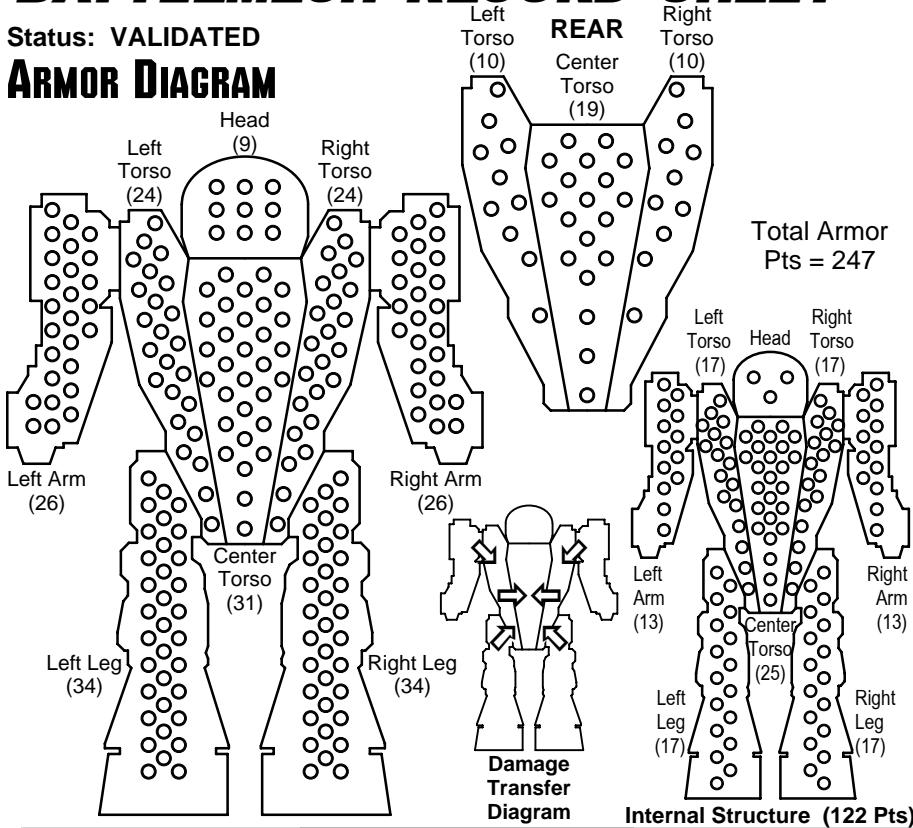
WIZKIDS™ WIZGAMERS™

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Awesome AWS-9Q

Mass: 80 tons

Movement Points: Tech & Configuration:

Walking: 3 Inner Sphere
Running: 5 Biped 'Mech
Jumping: 0

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RA	10	10	3	6	12	18
1	PPC	LA	10	10	3	6	12	18
1	PPC	RT	10	10	3	6	12	18
1	PPC	LT	10	10	3	6	12	18
1	Guardian ECM	CT	0	-	-	-	-	6
1	Small Laser	HD	1	3	-	1	2	3

Total Heat Sinks: 19 Double (38)

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Auto Eject: Operational Disabled Weapon Heat: (41)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	Ammo Explosion, avoid on 8+
28	
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	-2 Movement Points
10	
9	+1 Modifier to Fire
8	
6	-1 Movement Point
5	
4	
3	
2	
1	
0	

WIZKIDS

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 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. PPC
- 5. PPC
- 6. PPC

CRITICAL HIT TABLE

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Small Laser
- 5. Sensors
- 6. Life Support

1-3

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Double Heat Sink

4-6

- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Double Heat Sink
- 4. PPC
- 5. PPC
- 6. PPC

Left Torso

- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Double Heat Sink
- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Double Heat Sink
- 4. PPC
- 5. PPC
- 6. PPC

1-3

4-6

- 1. Fusion Engine
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro
- 1. Gyro
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Fusion Engine
- 5. Guardian ECM
- 6. Guardian ECM

1-3

4-6

- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Double Heat Sink

Right Torso

- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Double Heat Sink
- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Double Heat Sink
- 4. PPC
- 5. PPC
- 6. PPC

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 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

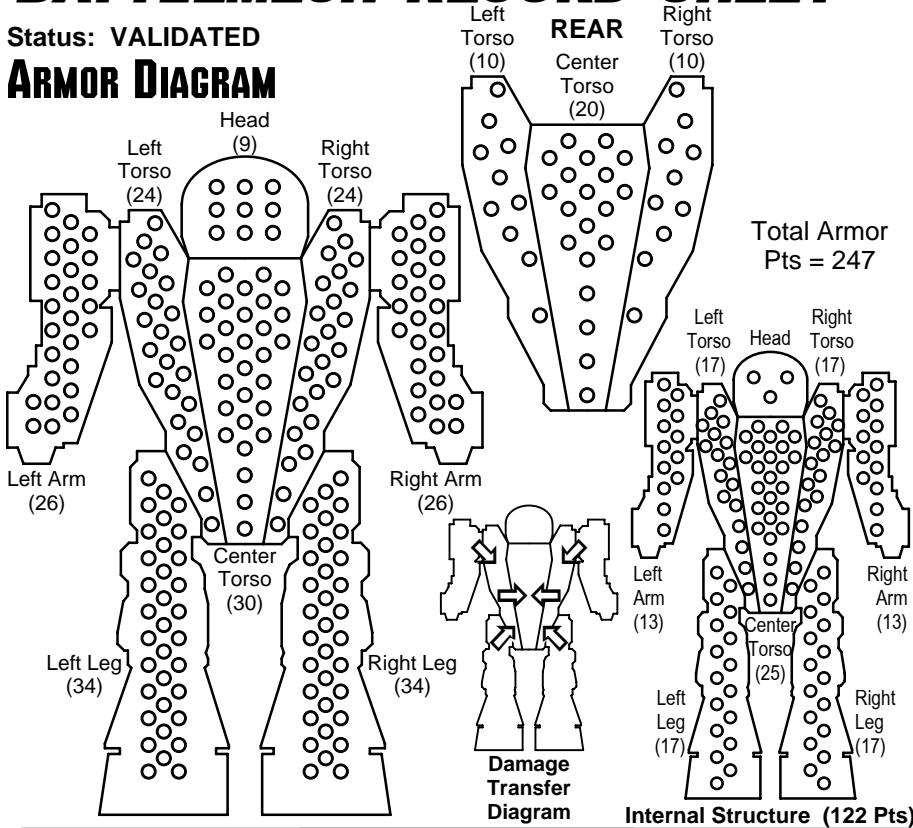
Engine Hits
Gyro Hits
Sensor Hits
Life Support

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm	
1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Double Heat Sink 6. Double Heat Sink
4-6	1. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 4. Double Heat Sink 5. Endo Steel 6. Endo Steel
4-6	1. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 4. Double Heat Sink 5. Endo Steel 6. Endo Steel

Head	
1-3	1. Life Support 2. Sensors 3. Cockpit 4. Endo Steel 5. Sensors 6. Life Support
4-6	1. Compact Engine 2. Compact Engine 3. Compact Engine 4. Compact Gyro 5. Compact Gyro 6. Double Heat Sink
4-6	1. Double Heat Sink 2. Double Heat Sink 3. Snub-Nose PPC 4. Snub-Nose PPC 5. Endo Steel 6. Endo Steel

Center Torso	
1-3	1. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 4. Double Heat Sink 5. Double Heat Sink 6. Double Heat Sink
4-6	1. Heavy PPC 2. Heavy PPC 3. Heavy PPC 4. Heavy PPC 5. Endo Steel 6. Endo Steel

Left Leg	Engine Hits O O O
	Gyro Hits O O
	Sensor Hits O O
	Life Support O

Right Arm	
1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Double Heat Sink 5. Double Heat Sink 6. Double Heat Sink
4-6	1. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 4. Guardian ECM 5. Guardian ECM 6. Endo Steel
4-6	1. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 4. Double Heat Sink 5. Double Heat Sink 6. Double Heat Sink

Right Torso	
1-3	1. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 4. Double Heat Sink 5. Double Heat Sink 6. Double Heat Sink
4-6	1. Heavy PPC 2. Heavy PPC 3. Heavy PPC 4. Heavy PPC 5. Endo Steel 6. Endo Steel

Right Leg	
1	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Endo Steel 6. Endo Steel
2	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Endo Steel 6. Endo Steel

'MECH DATA

Type: Awesome AWS-10KM

Mass: 80 tons

Movement Points: Tech & Configuration:

Walking: 3 Inner Sphere
Running: 5 Biped 'Mech
Jumping: 0

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Guardian ECM	RA	0	-	-	-	-	6
1	Heavy PPC	RT	15	15	3	6	12	18
1	Heavy PPC	LT	15	15	3	6	12	18
1	Snub-Nose PPC	CT	10	10/8/5	-	9	13	15

Total Heat Sinks: 18 Double (36)

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Auto Eject:

Weapon Heat:

Operational Disabled

(40)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	Ammo Explosion, avoid on 8+
28	Shutdown, avoid on 10+
27	-5 Movement Points
26	+4 Modifier to Fire
25	Ammo Explosion, avoid on 6+
24	Shutdown, avoid on 8+
23	-4 Movement Points
22	Ammo Explosion, avoid on 4+
21	Shutdown, avoid on 6+
20	+3 Modifier to Fire
19	-3 Movement Points
18	Shutdown, avoid on 4+
17	+2 Modifier to Fire
16	-2 Movement Points
15	+1 Modifier to Fire
14	-1 Movement Point
13	
12	
11	
10	
9	
8	
7	
6	
5	
4	
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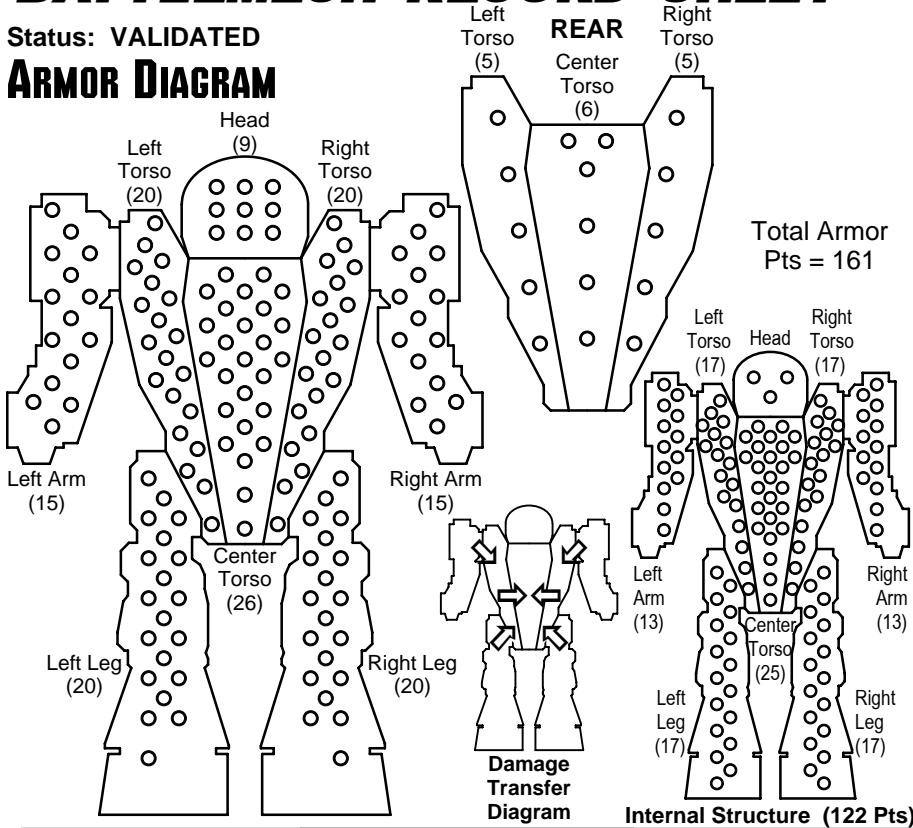
WIZGAMES™

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Internal Structure (122 Pts)

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Rocket Launcher 10 (OS)
- 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. Rocket Launcher 10 (OS)
- 2. Rocket Launcher 10 (OS)
- 3. Ferro-Fibrous
- 4. Ferro-Fibrous
- 5. Ferro-Fibrous
- 6. Ferro-Fibrous
- 1. Roll Again
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Ferro-Fibrous
- 6. Ferro-Fibrous

CRITICAL HIT TABLE

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Roll Again
- 5. Sensors
- 6. Life Support

Center Torso

- 1. Fusion Engine
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro
- 1. Gyro
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Fusion Engine
- 5. Ferro-Fibrous
- 6. Ferro-Fibrous

Engine Hits	○	○	○
Gyro Hits	○	○	
Sensor Hits	○	○	
Life Support	○		

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Hand Actuator
- 5. 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

- 1. Rocket Launcher 10 (OS)
- 2. Rocket Launcher 10 (OS)
- 3. Ferro-Fibrous
- 4. Ferro-Fibrous
- 5. Ferro-Fibrous
- 6. Ferro-Fibrous
- 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. Ferro-Fibrous
- 6. Ferro-Fibrous

'MECH DATA

Type: Charger CGR-2A2

Mass: 80 tons

Movement Points: Tech & Configuration:

Walking: 5 Inner Sphere
Running: 8 Biped 'Mech
Jumping: 0

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5	-	3	6	9
1	Rocket Launcher 10 (OS)	LA	3	1/hit	-	5	11	18
2	Rocket Launcher 10 (OS)	RT	3	1/hit	-	5	11	18
2	Rocket Launcher 10 (OS)	LT	3	1/hit	-	5	11	18

Total Heat Sinks: 10 Single

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Auto Eject: Operational Disabled Weapon Heat: (3)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	Ammo Explosion, avoid on 8+
28	
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	-2 Movement Points
10	
9	+1 Modifier to Fire
8	
7	
6	-1 Movement Point
5	
4	
3	
2	
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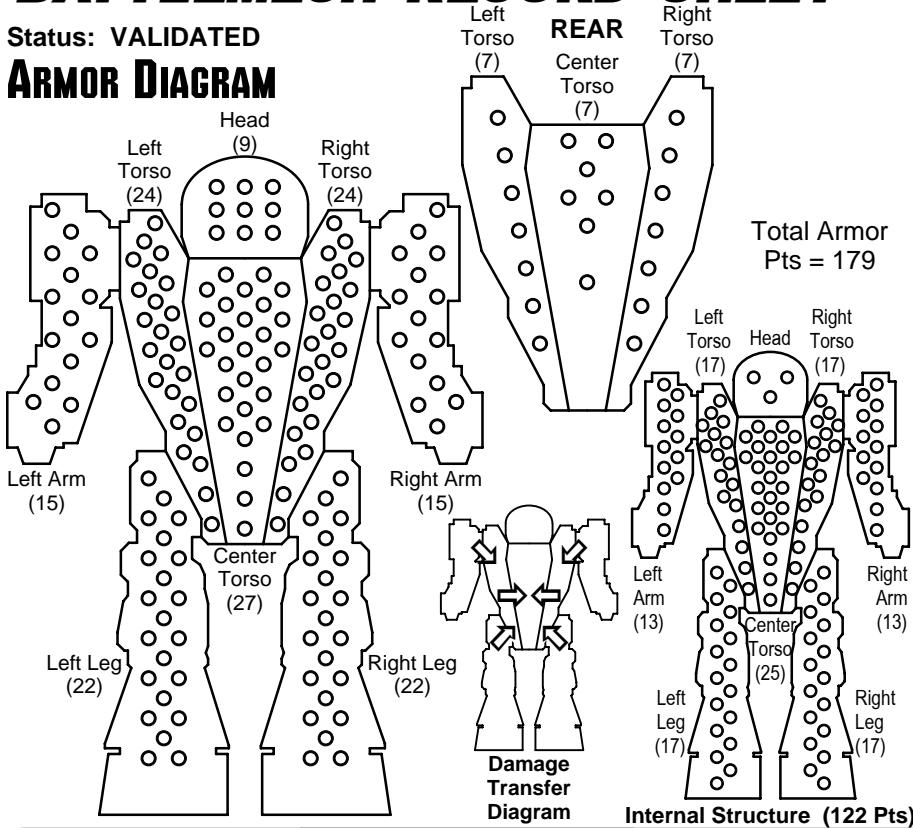
WIZGAMES™

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Charger CGR-3K

Mass: 80 tons

Movement Points: Tech & Configuration:

Walking: 5 Inner Sphere
Running: 8 Biped 'Mech
Jumping: 5

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	RA	4	6	-	2	4	6
1	Medium Pulse Laser	LA	4	6	-	2	4	6
1	LRM 20 w/ Artemis IV	RT	6	1/hit	6	7	14	21
1	Medium Pulse Laser	RT	4	6	-	2	4	6
1	Medium Pulse Laser	LT	4	6	-	2	4	6

Ammo Type: Rounds:
LRM 20 12

Total Heat Sinks: 12 Double (24)

oooooooooooo oo

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	Ammo Explosion, avoid on 8+
28	Shutdown, avoid on 10+
27	-5 Movement Points
26	+4 Modifier to Fire
25	Ammo Explosion, avoid on 6+
24	Shutdown, avoid on 8+
23	-4 Movement Points
22	Ammo Explosion, avoid on 4+
21	Shutdown, avoid on 6+
20	+3 Modifier to Fire
19	-3 Movement Points
18	Shutdown, avoid on 4+
17	+2 Modifier to Fire
16	-2 Movement Points
15	-1 Movement Point
14	+1 Modifier to Fire
13	
12	
11	
10	
9	
8	
7	
6	
5	
4	
3	
2	
1	
0	

WIZGAMERS™

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Medium Pulse Laser
- 5. Ferro-Fibrous
- 6. Ferro-Fibrous
- 1. Ferro-Fibrous
- 2. Ferro-Fibrous
- 3. Ferro-Fibrous
- 4. Ferro-Fibrous
- 5. Ferro-Fibrous
- 6. Roll Again

Left Torso

- 1-3 1. XL Engine
- 1-3 2. XL Engine
- 1-3 3. XL Engine
- 1-3 4. Medium Pulse Laser
- 4-6 5. Ammo (LRM 20) 6
- 4-6 6. Ammo (LRM 20) 6
- 1. Roll Again
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Jump Jet
- 6. Jump Jet

CRITICAL HIT TABLE

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Roll Again
- 5. Sensors
- 6. Life Support

Center Torso

- 1. 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	○		

Right Arm

- 1-3 1. Shoulder
- 1-3 2. Upper Arm Actuator
- 1-3 3. Lower Arm Actuator
- 1-3 4. Hand Actuator
- 1-3 5. Medium Pulse Laser
- 1-3 6. Ferro-Fibrous
- 4-6 1. Ferro-Fibrous
- 4-6 2. Ferro-Fibrous
- 4-6 3. Ferro-Fibrous
- 4-6 4. Ferro-Fibrous
- 4-6 5. Ferro-Fibrous
- 4-6 6. Ferro-Fibrous

Right Torso

- 1-3 1. XL Engine
- 1-3 2. XL Engine
- 1-3 3. XL Engine
- 4-6 4. LRM 20
- 4-6 5. LRM 20
- 4-6 6. LRM 20
- 1. LRM 20
- 2. LRM 20
- 3. Artemis IV FCS
- 4. Medium Pulse Laser
- 5. Roll Again
- 6. Roll Again

Right Leg

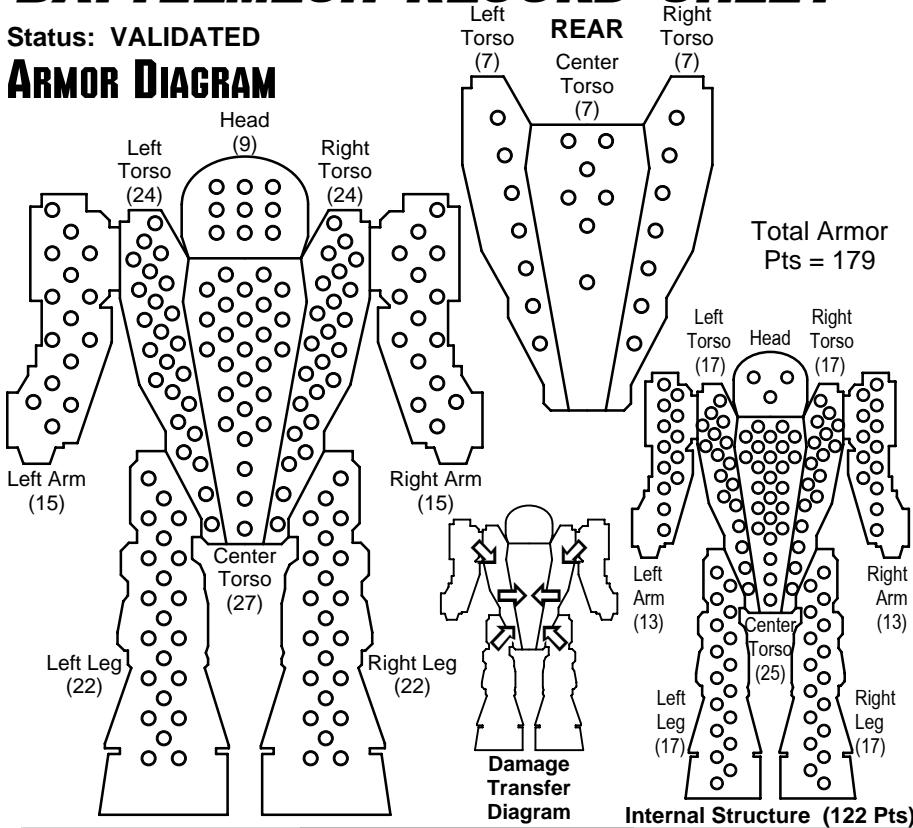
- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Jump Jet
- 6. Jump Jet

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Internal Structure (122 Pts)

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Medium Pulse Laser
- 5. Ferro-Fibrous
- 6. Ferro-Fibrous

- 1. Ferro-Fibrous
- 2. Ferro-Fibrous
- 3. Ferro-Fibrous
- 4. Ferro-Fibrous
- 5. Ferro-Fibrous
- 6. Roll Again

Left Torso

- 1-3 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 4. Medium Pulse Laser
- 5. Ammo (LRM 20) 6
- 6. Ammo (LRM 20) 6

- 4-6 1. Ammo (LRM 20) 6
- 2. CASE
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Jump Jet
- 6. Jump Jet

CRITICAL HIT TABLE

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Roll Again
- 5. Sensors
- 6. Life Support

Center Torso

- 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro

- 1. Gyro
- 2. XL Engine
- 3. XL Engine
- 4. XL Engine
- 5. Jump Jet
- 6. Roll Again

Engine Hits	○	○	○
Gyro Hits	○	○	
Sensor Hits	○	○	
Life Support	○		

Right Arm

- 1-3 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Hand Actuator
- 5. Medium Pulse Laser
- 6. Ferro-Fibrous

- 4-6 1. Ferro-Fibrous
- 2. Ferro-Fibrous
- 3. Ferro-Fibrous
- 4. Ferro-Fibrous
- 5. Ferro-Fibrous
- 6. Ferro-Fibrous

Right Torso

- 1-3 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 4. LRM 20
- 5. LRM 20
- 6. LRM 20

- 4-6 1. LRM 20
- 2. LRM 20
- 3. Artemis IV FCS
- 4. C3 Slave Unit
- 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: Charger CGR-C

Mass: 80 tons

Movement Points: Tech & Configuration:

Walking: 5 Inner Sphere
Running: 8 Biped 'Mech
Jumping: 5

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	RA	4	6	-	2	4	6
1	Medium Pulse Laser	LA	4	6	-	2	4	6
1	LRM 20 w/ Artemis IV	RT	6	1/hit	6	7	14	21
1	C3 Slave Unit	RT	0	-	-	-	-	-
1	Medium Pulse Laser	LT	4	6	-	2	4	6

Ammo Type: Rounds:

LRM 20 18

Total Heat Sinks: 12 Double (24)

○○○○○○○○○○○○

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	Ammo Explosion, avoid on 8+
28	
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	-2 Movement Points
10	
9	+1 Modifier to Fire
8	
7	
6	-1 Movement Point
5	
4	
3	
2	
1	
0	

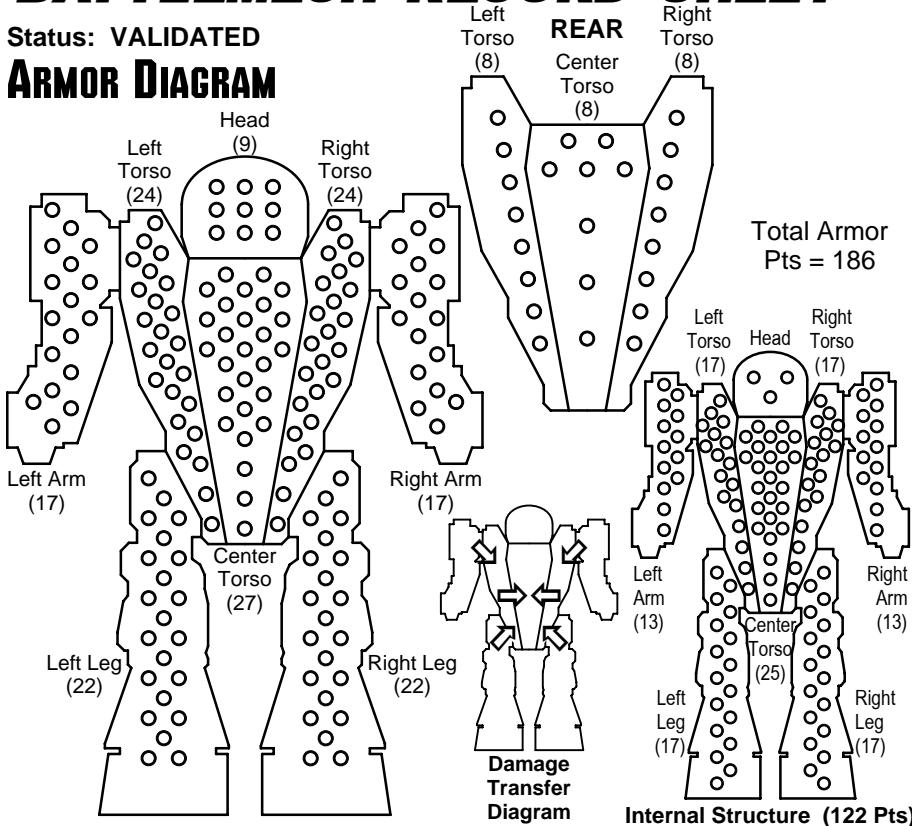
WIZGAMERS™

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator

- 1-3 4. Light PPC
- 5. Light PPC
- 6. Light PPC

- 1. Light PPC
- 2. Light Ferro-Fibrous
- 3. Light Ferro-Fibrous
- 4. Light Ferro-Fibrous
- 5. Light Ferro-Fibrous
- 6. Light Ferro-Fibrous

- 4-6

Left Torso

- 1. XL Engine
- 2. XL Engine
- 3. XL Engine

- 1-3 4. Improved Jump Jet
- 5. Improved Jump Jet
- 6. Improved Jump Jet

- 1. Improved Jump Jet
- 2. Heavy PPC
- 3. Heavy PPC
- 4. Heavy PPC
- 5. Heavy PPC
- 6. Light Ferro-Fibrous

- 4-6

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. 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. Improved Jump Jet
- 6. Improved Jump Jet

- 4-6 1. MML 9
- 2. MML 9
- 3. MML 9
- 4. MML 9
- 5. CASE
- 6. Light Ferro-Fibrous

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Hand Actuator

- 1-3 5. Sword
- 6. Sword

- 4-6 1. Sword
- 2. Sword
- 3. Sword
- 4. Sword

- 5. Ammo (MML9) 13/11
- 6. Ammo (MML9) 13/11

Right Torso

- 1. XL Engine
- 2. XL Engine
- 3. XL Engine

- 1-3 4. Improved Jump Jet
- 5. Improved Jump Jet
- 6. MML 9

- 4-6 1. MML 9
- 2. MML 9
- 3. MML 9
- 4. MML 9
- 5. CASE
- 6. Light Ferro-Fibrous

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: Charger CGR-KMZ

Mass: 80 tons

Movement Points: Tech & Configuration:

Walking: 4 Inner Sphere
Running: 6 Biped 'Mech
Jumping: 6

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Light PPC	LA	5	5	3	6	12	18
1	MML 9	RT	5	-	-	-	-	-
	LRM (13 salvos/ton)			1/hit	6	7	14	21
	SRM (11 salvos/ton)			2/hit	-	3	6	9
1	Heavy PPC	LT	15	15	3	6	12	18
1	Sword	RA	0	9				

Ammo Type: Rounds:

MML 9

Total Heat Sinks: 12 Double (24)

○○○○○○○○○○○○

Auto Eject: Operational Disabled Weapon Heat: (30)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	Ammo Explosion, avoid on 8+
28	
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	-2 Movement Points
10	
9	+1 Modifier to Fire
8	
7	
6	-1 Movement Point
5	
4	
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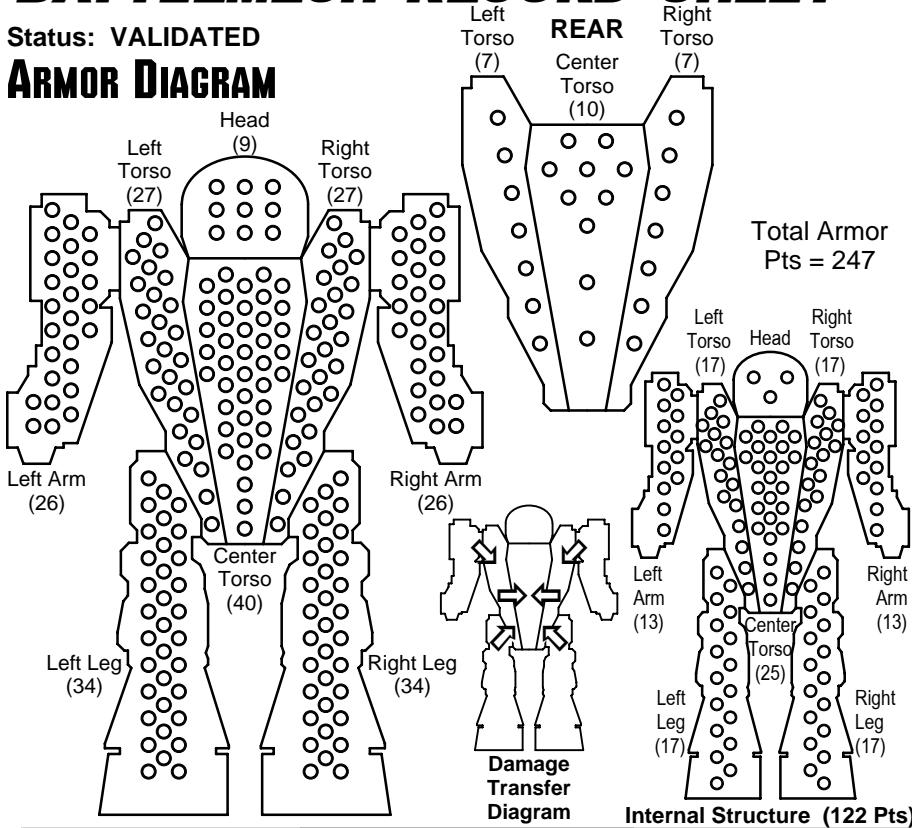
WIZGAMES™

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Charger CGR-SA5

Mass: 80 tons

Movement Points: Tech & Configuration:

Walking: 4 Inner Sphere
Running: 6 [8] Biped 'Mech
Jumping: 0

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Streak SRM 6	LA	4	2/hit	-	3	6	9
1	ER Medium Laser	RT	5	5	-	4	8	12
1	ER Medium Laser	LT	5	5	-	4	8	12
1	LB 20-X AC	CT	6	20	-	4	8	12
1	ER Medium Laser	HD	5	5	-	4	8	12

Ammo Type: Rounds:

Streak SRM 6 15
LB 20-X AC 15

Total Heat Sinks: 12 Double (24)

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Auto Eject: Weapon Heat:
 Operational Disabled (29)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	Ammo Explosion, avoid on 8+
28	Shutdown, avoid on 10+
27	-5 Movement Points
26	+4 Modifier to Fire
25	Ammo Explosion, avoid on 6+
24	Shutdown, avoid on 8+
23	-4 Movement Points
22	Ammo Explosion, avoid on 4+
21	Shutdown, avoid on 6+
20	+3 Modifier to Fire
19	-3 Movement Points
18	Shutdown, avoid on 4+
17	+2 Modifier to Fire
16	10
15	9
14	8
13	7
12	6
11	5
10	4
9	3
8	2
7	1
6	0

WIZKIDS
WIZGAMERS

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Hand Actuator
- 5. Streak SRM 6
- 6. Streak SRM 6
- 1. Streak SRM 6
- 2. Streak SRM 6
- 3. Endo Steel
- 4. Endo Steel
- 5. Endo Steel
- 6. Roll Again

Left Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 3. MASC
- 4. MASC
- 5. MASC
- 6. MASC
- 1. ER Medium Laser
- 2. Ammo (LB 20-X) 5
- 3. Ammo (LB 20-X) 5
- 4. Ammo (LB 20-X) 5
- 5. Ammo (Streak 6) 15
- 6. CASE

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. ER Medium Laser
- 5. Sensors
- 6. Life Support

Center Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 3. Light Fusion Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro
- 1. Gyro
- 2. Light Fusion Engine
- 3. Light Fusion Engine
- 4. Light Fusion Engine
- 5. LB 20-X AC
- 6. LB 20-X AC

Engine Hits	○	○	○
Gyro Hits	○	○	
Sensor Hits	○	○	
Life Support	○		

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Hand Actuator
- 5. Endo Steel
- 6. Endo Steel
- 1. Endo Steel
- 2. Endo Steel
- 3. Endo Steel
- 4. Endo Steel
- 5. Endo Steel
- 6. Roll Again

Right Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 3. ER Medium Laser
- 4. LB 20-X AC (Cont)
- 5. LB 20-X AC (Cont)
- 6. LB 20-X AC (Cont)
- 1. LB 20-X AC (Cont)
- 2. LB 20-X AC (Cont)
- 3. LB 20-X AC (Cont)
- 4. LB 20-X AC (Cont)
- 5. LB 20-X AC (Cont)
- 6. LB 20-X AC (Cont)

Right Leg

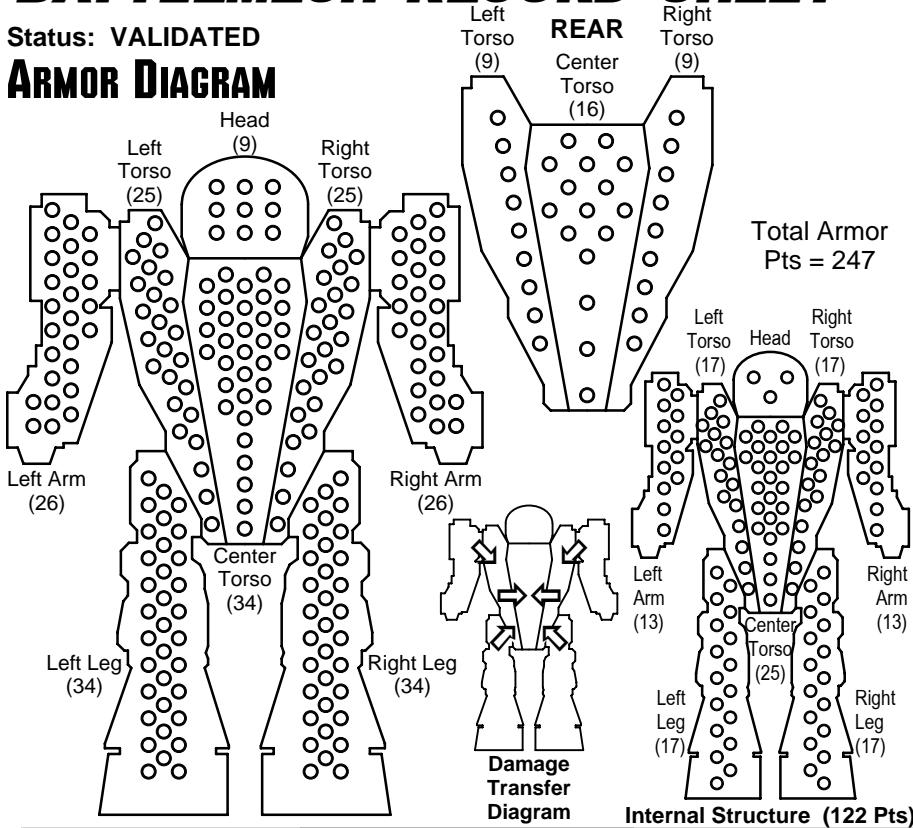
- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Endo Steel
- 6. Endo Steel

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator

- 1-3 4. PPC
- 4. PPC
- 5. PPC
- 6. PPC

- 1. Roll Again
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Left Torso

- 1-3 1. Medium Pulse Laser
- 2. Medium Pulse Laser
- 3. Endo Steel
- 4. Endo Steel
- 5. Endo Steel
- 6. Endo Steel

- 4-6 1. Endo Steel
- 2. Endo Steel
- 3. Endo Steel
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Single Heat Sink
- 6. Single Heat Sink

CRITICAL HIT TABLE

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Single Heat Sink
- 5. Sensors
- 6. Life Support

Center Torso

- 1. Fusion Engine
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro

- 1-3 1. Gyro
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Fusion Engine
- 5. Single Heat Sink
- 6. Single Heat Sink

Engine Hits	○	○	○
Gyro Hits	○	○	
Sensor Hits	○	○	
Life Support	○		

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Hand Actuator

- 1-3 5. PPC
- 6. PPC

- 4-6 1. PPC
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Right Torso

- 1. Medium Pulse Laser
- 2. Medium Pulse Laser

- 1-3 3. Endo Steel
- 4. Endo Steel
- 5. Endo Steel
- 6. Endo Steel

- 4-6 1. Endo Steel
- 2. Endo Steel
- 3. Endo Steel
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Single Heat Sink
- 6. Single Heat Sink

'MECH DATA

Type: Hatamoto-Hi HTM-27U

Mass: 80 tons

Movement Points: Tech & Configuration:

Walking: 4 Inner Sphere
Running: 6 Biped 'Mech
Jumping: 0

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RA	10	10	3	6	12	18
1	PPC	LA	10	10	3	6	12	18
2	Medium Pulse Laser	RT	4	6	-	2	4	6
2	Medium Pulse Laser	LT	4	6	-	2	4	6

Total Heat Sinks: 19 Single

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Auto Eject:

Weapon Heat: (36)

Operational Disabled

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	Ammo Explosion, avoid on 8+
28	
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	-2 Movement Points
10	
9	+1 Modifier to Fire
8	
6	-1 Movement Point
5	
4	
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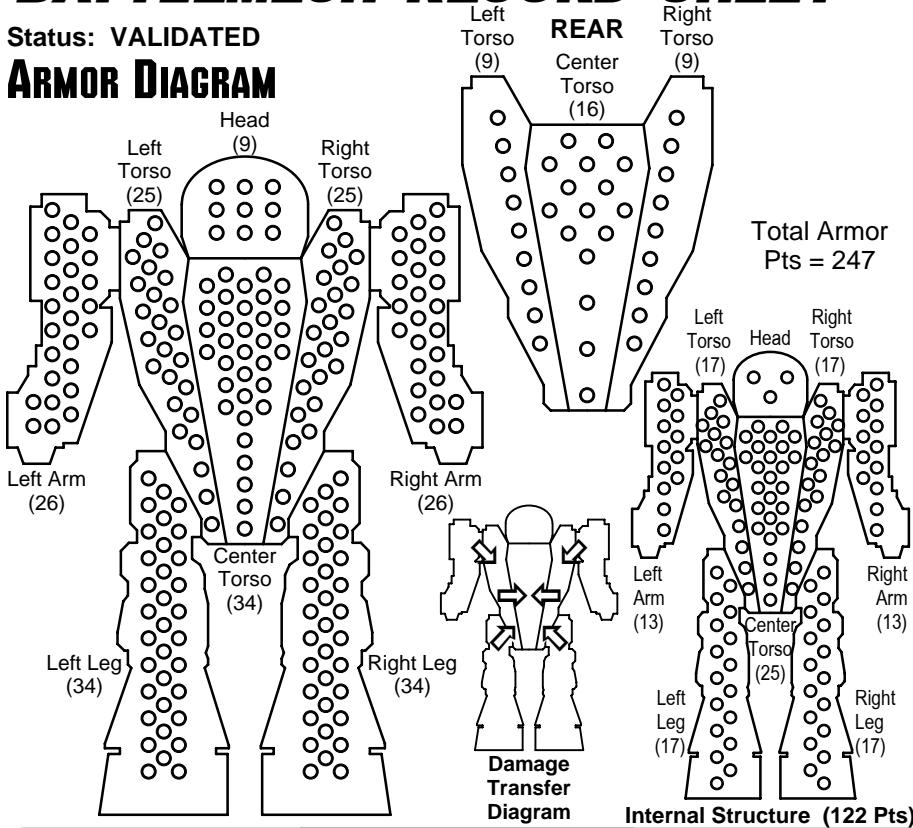
WIZGAMERS™

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 1-3**
- 4. PPC
- 5. PPC
- 6. PPC
- 1. Roll Again
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again
- 4-6**

Left Torso

- 1. Medium Pulse Laser
- 2. Medium Pulse Laser
- 1-3**
- 3. Endo Steel
- 4. Endo Steel
- 5. Endo Steel
- 6. Endo Steel
- 1. Endo Steel
- 2. Endo Steel
- 3. Endo Steel
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again
- 4-6**

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Single Heat Sink
- 6. Single Heat Sink

CRITICAL HIT TABLE

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. C³ Slave Unit
- 5. Sensors
- 6. Life Support

Center Torso

- 1. Fusion Engine
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro
- 1. Gyro
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Fusion Engine
- 5. Single Heat Sink
- 6. Single Heat Sink

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Hand Actuator
- 5. PPC
- 6. PPC
- 1-3**
- 1. PPC
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again
- 4-6**

Right Torso

- 1. Medium Pulse Laser
- 2. Medium Pulse Laser
- 1-3**
- 3. Endo Steel
- 4. Endo Steel
- 5. Endo Steel
- 6. Endo Steel
- 1. Endo Steel
- 2. Endo Steel
- 3. Endo Steel
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again
- 4-6**

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Single Heat Sink
- 6. Single Heat Sink

'MECH DATA

Type: Hatamoto-Hi HTM-C

Mass: 80 tons

Movement Points: Tech & Configuration:

Walking: 4 Inner Sphere
Running: 6 Biped 'Mech
Jumping: 0

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RA	10	10	3	6	12	18
1	PPC	LA	10	10	3	6	12	18
2	Medium Pulse Laser	RT	4	6	-	2	4	6
2	Medium Pulse Laser	LT	4	6	-	2	4	6
1	C ³ Slave Unit	HD	0	-	-	-	-	-

Total Heat Sinks: 18 Single

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Auto Eject: Operational Disabled Weapon Heat: (36)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	Ammo Explosion, avoid on 8+
28	
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	-2 Movement Points
10	
9	+1 Modifier to Fire
8	
7	
6	-1 Movement Point
5	
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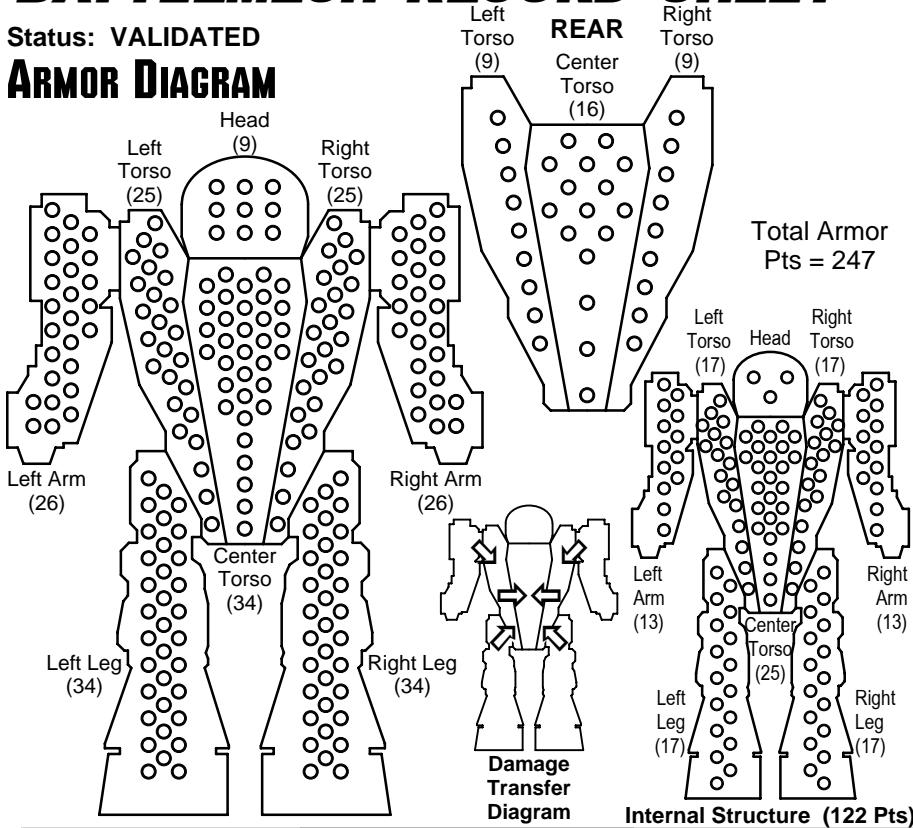
WIZGAMERS™

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 1-3**
- 4. PPC
- 5. PPC
- 6. PPC
- 1. Roll Again
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again
- 4-6**

Left Torso

- 1. Medium Pulse Laser
- 2. Medium Pulse Laser
- 1-3**
- 3. Endo Steel
- 4. Endo Steel
- 5. Endo Steel
- 6. Endo Steel
- 1. Endo Steel
- 2. Endo Steel
- 3. Endo Steel
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again
- 4-6**

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Single Heat Sink
- 6. Single Heat Sink

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Roll Again
- 5. Sensors
- 6. Life Support

Center Torso

- 1. Fusion Engine
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro
- 1. Gyro
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Fusion Engine
- 5. Single Heat Sink
- 6. Single Heat Sink

Engine Hits	○	○	○
Gyro Hits	○	○	
Sensor Hits	○	○	
Life Support	○		

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Hand Actuator
- 5. PPC
- 6. PPC
- 1-3**
- 1. Roll Again
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again
- 4-6**

Right Torso

- 1. C³ Master Computer
- 2. C³ Master Computer
- 3. C³ Master Computer
- 4. C³ Master Computer
- 5. C³ Master Computer
- 6. Endo Steel
- 1-3**
- 1. Endo Steel
- 2. Endo Steel
- 3. Endo Steel
- 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. Single Heat Sink
- 6. Single Heat Sink

'MECH DATA

Type: Hatamoto-Hi HTM-CM

Mass: 80 tons

Movement Points: Tech & Configuration:

Walking: 4 Inner Sphere
Running: 6 Biped 'Mech
Jumping: 0

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RA	10	10	3	6	12	18
1	PPC	LA	10	10	3	6	12	18
1	C ³ Master Computer	RT	0	-	-	-	-	-
2	Medium Pulse Laser	LT	4	6	-	2	4	6

Total Heat Sinks: 18 Single

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Auto Eject: Weapon Heat:
 Operational Disabled (28)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	Ammo Explosion, avoid on 8+
28	Shutdown, avoid on 10+
27	-5 Movement Points
26	+4 Modifier to Fire
25	Ammo Explosion, avoid on 6+
24	Shutdown, avoid on 8+
23	-4 Movement Points
22	Ammo Explosion, avoid on 4+
21	Shutdown, avoid on 6+
20	+3 Modifier to Fire
19	-3 Movement Points
18	Shutdown, avoid on 4+
17	+2 Modifier to Fire
16	-2 Movement Points
15	Shutdown, avoid on 4+
14	+1 Modifier to Fire
13	-1 Movement Point
12	
11	
10	
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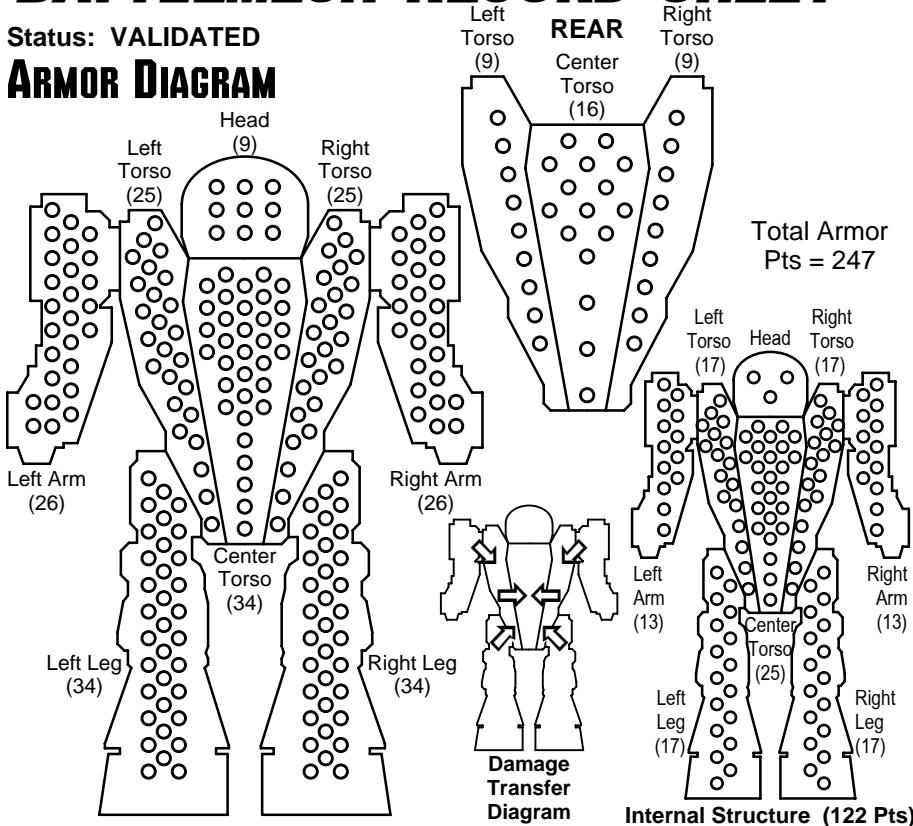
WIZKIDS
WIZGAMERS

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Hatamoto-Kaze HTM-27V

Mass: 80 tons

Movement Points: Tech & Configuration:

Walking: 4 Inner Sphere
Running: 6 Biped 'Mech
Jumping: 0

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RA	10	10	3	6	12	18
1	PPC	LA	10	10	3	6	12	18
1	LRM 5	RT	2	1/hit	6	7	14	21
1	LRM 5	LT	2	1/hit	6	7	14	21

Ammo Type: Rounds:
LRM 5 96

Total Heat Sinks: 18 Single



Auto Eject: Weapon Heat:
 Operational Disabled (24)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	Ammo Explosion, avoid on 8+
28	Shutdown, avoid on 10+
27	-5 Movement Points
26	+4 Modifier to Fire
25	Ammo Explosion, avoid on 6+
24	Shutdown, avoid on 8+
23	-4 Movement Points
22	Ammo Explosion, avoid on 4+
21	Shutdown, avoid on 6+
20	+3 Modifier to Fire
19	-3 Movement Points
18	Shutdown, avoid on 4+
17	+2 Modifier to Fire
16	-2 Movement Points
15	-1 Movement Point
14	+1 Modifier to Fire
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WIZKIDS
WIZGAMERS

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. PPC
- 5. PPC
- 6. PPC
- 1. Roll Again
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

CRITICAL HIT TABLE

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Roll Again
- 5. Sensors
- 6. Life Support

Center Torso

- 1. Fusion Engine
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro
- 1. Gyro
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Fusion Engine
- 5. Single Heat Sink
- 6. Single Heat Sink

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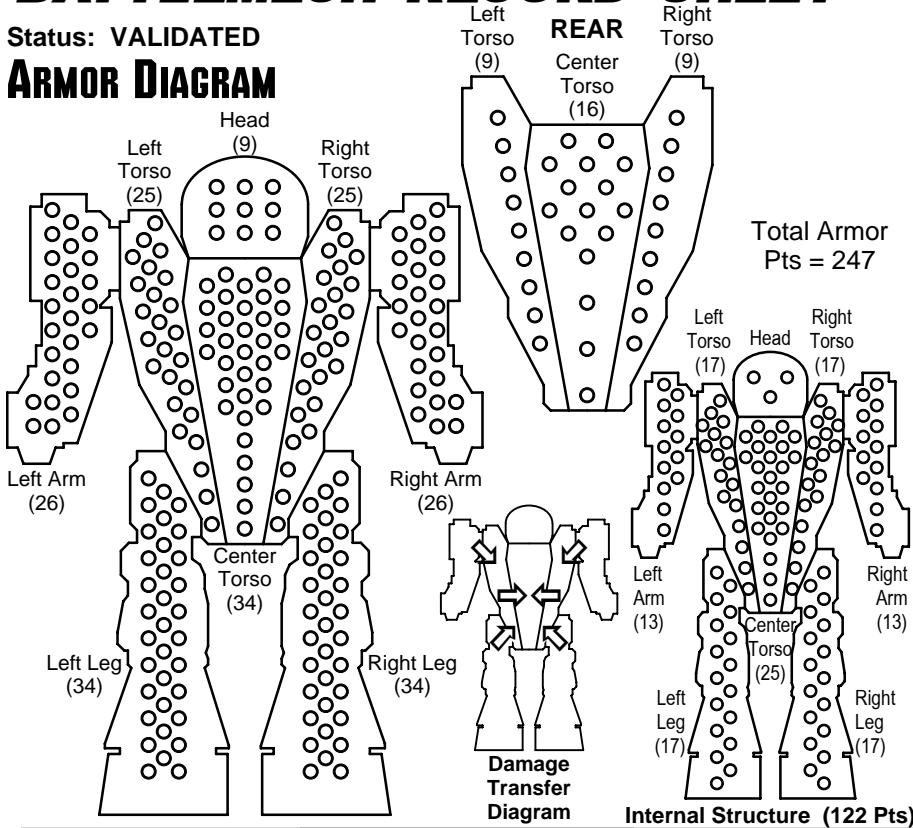
4-6

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Internal Structure (122 Pts)

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator

- 1-3 4. PPC
- 4. PPC
- 5. PPC
- 6. PPC

- 1. Roll Again
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Left Torso

- 1. Endo Steel
- 2. Endo Steel
- 3. Endo Steel

- 1-3 4. Endo Steel
- 5. Endo Steel
- 6. Endo Steel

- 1. Roll Again
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Single Heat Sink
- 6. Single Heat Sink

CRITICAL HIT TABLE

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Endo Steel
- 5. Sensors
- 6. Life Support

Center Torso

- 1. Fusion Engine
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro

- 1-3 4. Fusion Engine
- 5. Fusion Engine
- 6. Fusion Engine

- 4-6 5. Single Heat Sink
- 6. Single Heat Sink

Engine Hits	○	○	○
Gyro Hits	○	○	
Sensor Hits	○	○	
Life Support	○		

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Hand Actuator

- 1-3 5. PPC
- 6. PPC

- 4-6 1. Roll Again
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Right Torso

- 1. Autocannon/5
- 2. Autocannon/5
- 3. Autocannon/5
- 4. Autocannon/5
- 5. Ammo (AC/5) 20
- 6. Endo Steel

- 1-3 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. Single Heat Sink
- 6. Single Heat Sink

'MECH DATA

Type: Hatamoto-Ku HTM-27W

Mass: 80 tons

Movement Points: Tech & Configuration:

Walking: 4 Inner Sphere
Running: 6 Biped 'Mech
Jumping: 0

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RA	10	10	3	6	12	18
1	PPC	LA	10	10	3	6	12	18
1	Autocannon/5	RT	1	5	3	6	12	18

Ammo Type: Rounds:

Autocannon/5 20

Total Heat Sinks: 18 Single

○○○○○○○○○○ ○○○○○○○○○○

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	Ammo Explosion, avoid on 8+
28	
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	-2 Movement Points
10	
9	+1 Modifier to Fire
8	
6	-1 Movement Point
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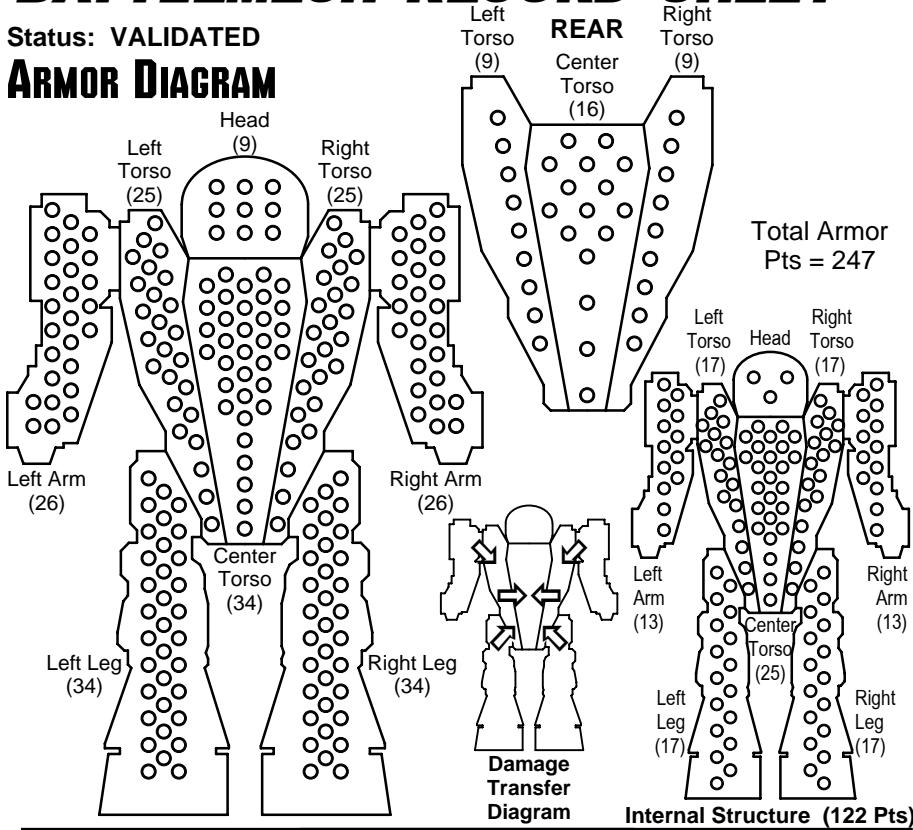
WIZGAMERS™

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator

- 1-3 4. PPC
- 5. PPC
- 6. PPC

- 1. Roll Again
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Left Torso

- 1. Single Heat Sink
- 2. Single Heat Sink
- 3. Single Heat Sink

- 1-3 4. Endo Steel
- 5. Endo Steel
- 6. Endo Steel

- 1. Endo Steel
- 2. Endo Steel
- 3. Endo Steel
- 4. Endo Steel
- 5. Roll Again
- 6. Roll Again

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Single Heat Sink
- 6. Single Heat Sink

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Roll Again
- 5. Sensors
- 6. Life Support

Center Torso

- 1. Fusion Engine
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro

- 1-3 1. Gyro
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Fusion Engine
- 5. Single Heat Sink
- 6. Single Heat Sink

Engine Hits	○	○	○
Gyro Hits	○	○	
Sensor Hits	○	○	
Life Support	○		

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Hand Actuator

- 1-3 5. PPC
- 6. PPC

- 1. Roll Again
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Right Torso

- 1. Single Heat Sink
- 2. ER Large Laser
- 3. ER Large Laser

- 1-3 4. Endo Steel
- 5. Endo Steel
- 6. Endo Steel

- 1. Endo Steel
- 2. Endo Steel
- 3. Endo Steel
- 4. Endo Steel
- 5. Roll Again
- 6. Roll Again

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Single Heat Sink
- 6. Single Heat Sink

'MECH DATA

Type: Hatamoto-Mizo HTM-27Y

Mass: 80 tons

Movement Points: Tech & Configuration:

Walking: 4 Inner Sphere
Running: 6 Biped 'Mech
Jumping: 0

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RA	10	10	3	6	12	18
1	PPC	LA	10	10	3	6	12	18
1	ER Large Laser	RT	12	8	-	7	14	19

Total Heat Sinks: 22 Single

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Auto Eject: Operational Disabled Weapon Heat: (32)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	Ammo Explosion, avoid on 8+
28	
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	-2 Movement Points
10	
9	+1 Modifier to Fire
8	
6	-1 Movement Point
5	
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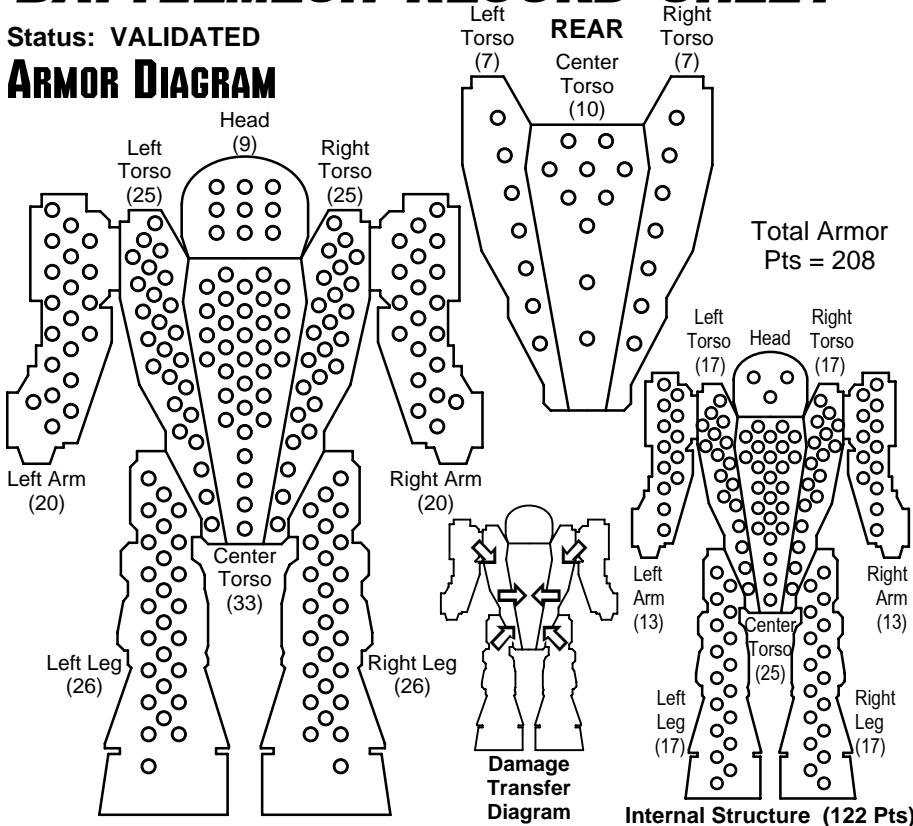
WIZKIDS
WIZGAMERS

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Victor VTR-10D

Mass: 80 tons

Movement Points: Tech & Configuration:

Walking: 4 Inner Sphere
Running: 6 Biped 'Mech
Jumping: 4

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/20	RA	8	20	-	3	7	10
2	ER Medium Laser	LA	5	5	-	4	8	12
1	Streak SRM 4	LT	3	2/hit	-	3	6	9

Ammo Type: Rounds:

Ultra AC/20 30
Streak SRM 4 25

Total Heat Sinks: 12 Double (24)

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Auto Eject: Weapon Heat:
 Operational Disabled (29)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	Ammo Explosion, avoid on 8+
28	
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	-1 Movement Point
5	
4	
3	
2	
1	
0	

WIZKIDS™
WIZGAMERS™

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Hand Actuator
- 5. ER Medium Laser
- 6. ER Medium Laser

- 1. Endo Steel
- 2. Endo Steel
- 3. Endo Steel
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

CRITICAL HIT TABLE

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Endo Steel
- 5. Sensors
- 6. Life Support

1-3

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Ultra AC/20
- 4. Ultra AC/20
- 5. Ultra AC/20
- 6. Ultra AC/20

- 1. Ultra AC/20
- 2. Ultra AC/20
- 3. Ultra AC/20
- 4. Ultra AC/20
- 5. Ultra AC/20
- 6. Ultra AC/20

4-6

Left Torso

- 1. Streak SRM 4
- 2. Endo Steel
- 3. Endo Steel
- 4. Endo Steel
- 5. Endo Steel
- 6. Endo Steel

- 1. Endo Steel
- 2. Endo Steel
- 3. Endo Steel
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

1-3

4-6

Center Torso

- 1. Fusion Engine
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro

- 1. Gyro
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Fusion Engine
- 5. Jump Jet
- 6. Jump Jet

1-3

4-6

Right Torso

- 1. Ammo (Ult AC/20) 5
- 2. Ammo (Ult AC/20) 5
- 3. Ammo (Ult AC/20) 5
- 4. Ammo (Ult AC/20) 5
- 5. Ammo (Ult AC/20) 5
- 6. Ammo (Ult AC/20) 5

- 1. Ammo (Streak 4) 25
- 2. CASE
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

1-3

4-6

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Jump Jet
- 6. Endo Steel

Engine Hits	○	○	○
Gyro Hits	○	○	
Sensor Hits	○	○	
Life Support	○		

Right Leg

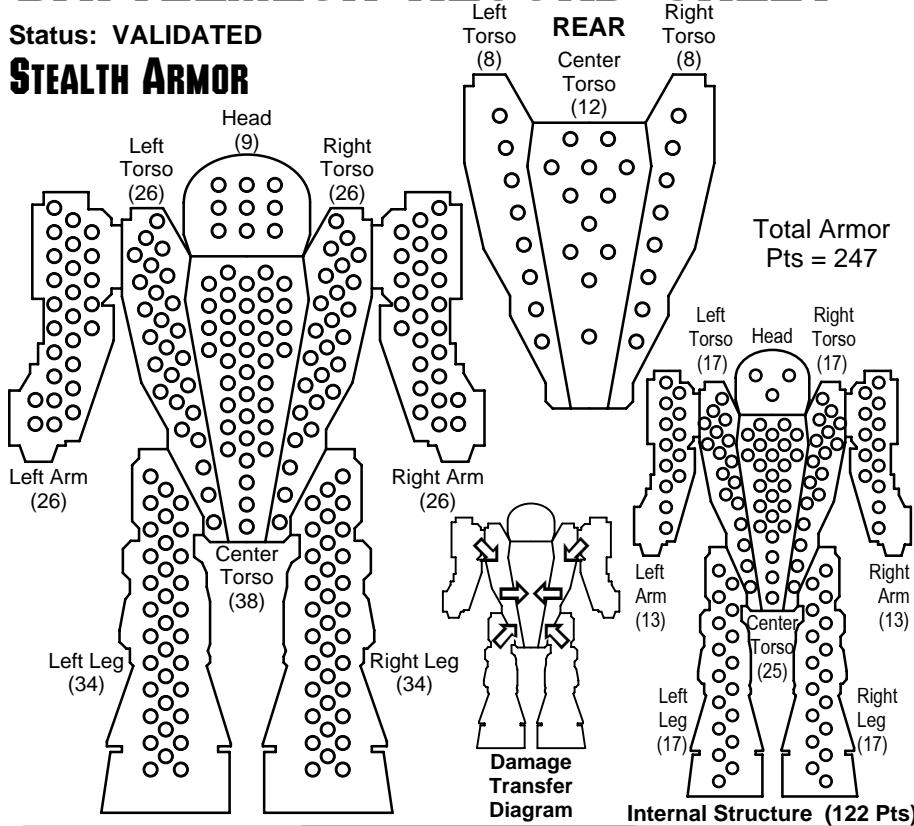
- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Jump Jet
- 6. Endo Steel

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

STEALTH ARMOR



'MECH DATA

Type: Victor VTR-10L

Mass: 80 tons

Movement Points: Tech & Configuration:

Walking: 4 Inner Sphere
 Running: 6 Biped 'Mech
 Jumping: 4

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	RA	1	15	2	7	15	22
2	ER Medium Laser	LA	5	5	-	4	8	12
1	SRM 6	RT	4	2/hit	-	3	6	9
1	Guardian ECM	LT	0	-	-	-	-	6
1	ER Medium Laser	CT	5	5	-	4	8	12

Ammo Type: Rounds:

Gauss Rifle	24
SRM 6	15

Total Heat Sinks: 10 Double (20)



Auto Eject: Weapon Heat:
 Operational Disabled (30)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

** Avoid Inferno explosion on..
 Shutdown

Ammo Explosion, avoid on 8+ (** 12+)

Shutdown, avoid on 10+
 -5 Movement Points

+4 Modifier to Fire
 Ammo Explosion, avoid on 6+ (** 10+)

Shutdown, avoid on 8+
 -4 Movement Points

Ammo Explosion, avoid on 4+ (** 8+)

Shutdown, avoid on 6+
 +3 Modifier to Fire

-3 Movement Points
 Shutdown, avoid on 4+ (** 6+)

+2 Modifier to Fire

-2 Movement Points (** 4+)

+1 Modifier to Fire

-1 Movement Point

WIZGAMES™

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Hand Actuator
- 5. ER Medium Laser
- 6. ER Medium Laser

- 1. Endo Steel
- 2. Endo Steel
- 3. Endo Steel
- 4. Endo Steel
- 5. Stealth Armor
- 6. Stealth Armor

CRITICAL HIT TABLE

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Endo Steel
- 5. Sensors
- 6. Life Support

1-3

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Gauss Rifle
- 4. Gauss Rifle
- 5. Gauss Rifle
- 6. Gauss Rifle

- 1. Gauss Rifle
- 2. Gauss Rifle
- 3. Gauss Rifle
- 4. Endo Steel
- 5. Stealth Armor
- 6. Stealth Armor

4-6

Left Torso

- 1. Jump Jet
- 2. Jump Jet
- 3. Guardian ECM
- 4. Guardian ECM
- 5. Endo Steel
- 6. Endo Steel

- 1. Endo Steel
- 2. Endo Steel
- 3. Endo Steel
- 4. Endo Steel
- 5. Stealth Armor
- 6. Stealth Armor

1-3

4-6

Center Torso

- 1. Fusion Engine
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro

- 1. Gyro
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Fusion Engine
- 5. ER Medium Laser
- 6. Endo Steel

1-3

4-6

Right Torso

- 1. Jump Jet
- 2. Jump Jet
- 3. SRM 6
- 4. SRM 6
- 5. Ammo (SRM 6) 15
- 6. Ammo (Gauss) 8

- 1. Ammo (Gauss) 8
- 2. Ammo (Gauss) 8
- 3. CASE
- 4. Endo Steel
- 5. Stealth Armor
- 6. Stealth Armor

1-3

4-6

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Stealth Armor
- 6. Stealth Armor

Engine Hits	○	○	○
Gyro Hits	○	○	
Sensor Hits	○	○	
Life Support	○		

Right Leg

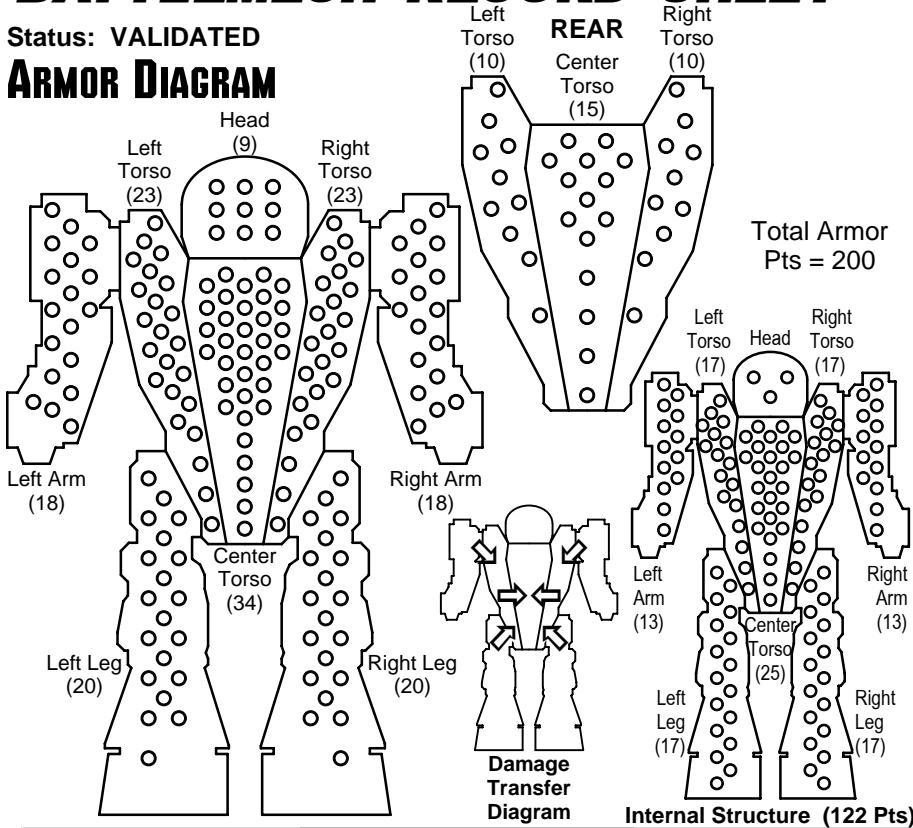
- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Stealth Armor
- 6. Stealth Armor

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Hand Actuator
- 5. Medium Pulse Laser
- 6. Medium Pulse Laser

- 1. Roll Again
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Left Torso

- 1. SRM 4
- 2. Ammo (SRM 4) 25

- 1-3 3. Endo Steel
- 4. Endo Steel
- 5. Endo Steel
- 6. Endo Steel

- 1-3 1. Endo Steel
- 2. Endo Steel
- 3. Endo Steel
- 4. CASE
- 5. Roll Again
- 6. Roll Again

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Single Heat Sink
- 6. Jump Jet

CRITICAL HIT TABLE

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. C³ Slave Unit
- 5. Sensors
- 6. Life Support

Center Torso

- 1. Fusion Engine
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro

- 1. Gyro
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Fusion Engine
- 5. Jump Jet
- 6. Jump Jet

Engine Hits	○	○	○
Gyro Hits	○	○	
Sensor Hits	○	○	
Life Support	○		

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator

- 1-3 4. Gauss Rifle
- 5. Gauss Rifle
- 6. Gauss Rifle

- 4-6 1. Gauss Rifle
- 2. Gauss Rifle
- 3. Gauss Rifle
- 4. Gauss Rifle
- 5. Roll Again
- 6. Roll Again

Right Torso

- 1. Ammo (Gauss) 8
- 2. Ammo (Gauss) 8

- 1-3 3. Endo Steel
- 4. Endo Steel
- 5. Endo Steel
- 6. Endo Steel

- 4-6 1. Endo Steel
- 2. Endo Steel
- 3. Endo Steel
- 4. CASE
- 5. Roll Again
- 6. Roll Again

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Single Heat Sink
- 6. Jump Jet

'MECH DATA

Type: Victor VTR-C

Mass: 80 tons

Movement Points: Tech & Configuration:

Walking: 4 Inner Sphere
Running: 6 Biped 'Mech
Jumping: 4

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	RA	1	15	2	7	15	22
2	Medium Pulse Laser	LA	4	6	-	2	4	6
1	SRM 4	LT	3	2/hit	-	3	6	9
1	C³ Slave Unit	HD	0	-	-	-	-	-

Ammo Type: Rounds:

Gauss Rifle	16
SRM 4	25

Total Heat Sinks: 14 Single

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Auto Eject: Weapon Heat:
 Operational Disabled (12)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

** Avoid Inferno explosion on..
Shutdown

Ammo Explosion, avoid on 8+ (** 12+)

Shutdown, avoid on 10+
-5 Movement Points
+4 Modifier to Fire
Ammo Explosion, avoid on 6+ (** 10+)
Shutdown, avoid on 8+

-4 Movement Points
Ammo Explosion, avoid on 4+ (** 8+)
Shutdown, avoid on 6+
+3 Modifier to Fire

-3 Movement Points
Shutdown, avoid on 4+ (** 6+)
+2 Modifier to Fire

-2 Movement Points (** 4+)

+1 Modifier to Fire

-1 Movement Point

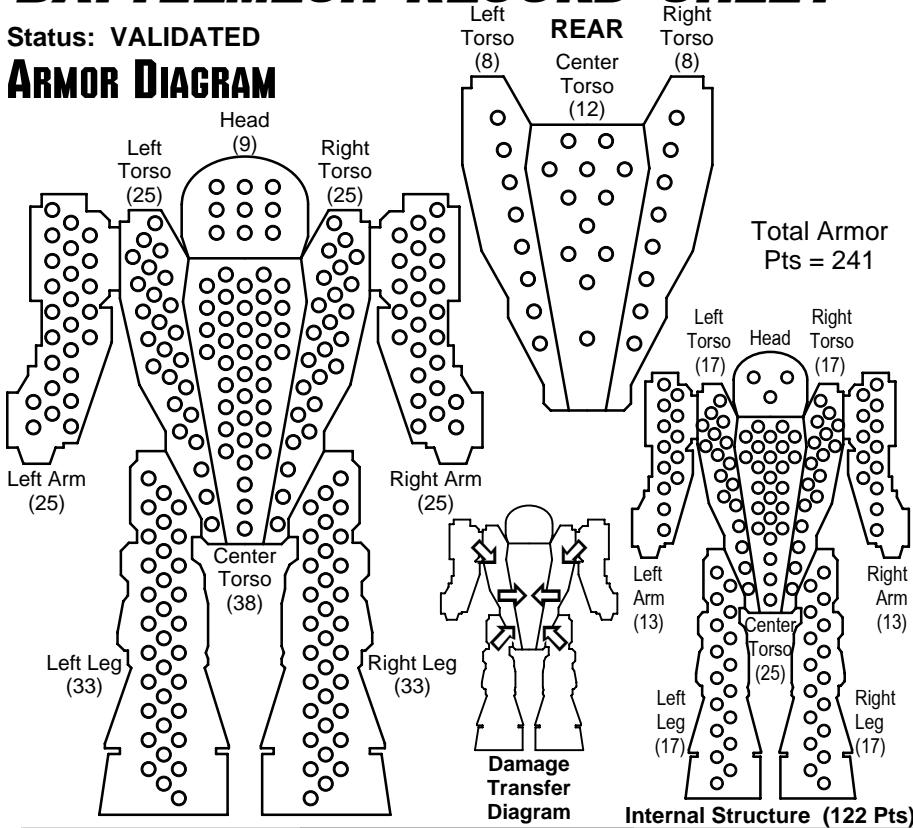
WIZKIDS™
WIZGAMERS™

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm	
1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator
4	4. ER PPC 5. ER PPC 6. ER PPC
4-6	1. Ferro-Fibrous 2. Ferro-Fibrous 3. Ferro-Fibrous 4. Ferro-Fibrous 5. Ferro-Fibrous 6. Ferro-Fibrous

Head	
1-3	1. Life Support 2. Sensors 3. Cockpit
4	4. Ferro-Fibrous
4-6	5. Sensors 6. Life Support

Center Torso	
1-3	1. Light Fusion Engine 2. Light Fusion Engine 3. Light Fusion Engine
4	4. Gyro
4-6	5. Gyro 6. Gyro

Engine Hits	
Gyro Hits	○ ○ ○
Sensor Hits	○ ○
Life Support	○

Left Torso	
1-3	1. Light Fusion Engine 2. Light Fusion Engine
4	3. Double Heat Sink
4-6	4. Double Heat Sink 5. Double Heat Sink 6. Double Heat Sink

Right Torso	
1-3	1. Light Fusion Engine 2. Light Fusion Engine
4	3. Double Heat Sink
4-6	4. Double Heat Sink 5. Double Heat Sink 6. Double Heat Sink

Engine Hits	
Gyro Hits	○ ○ ○
Sensor Hits	○ ○
Life Support	○

Left Leg	
1	1. Hip
2	2. Upper Leg Actuator
3	3. Lower Leg Actuator
4	4. Foot Actuator
4-6	5. Ferro-Fibrous 6. Ferro-Fibrous

Right Torso	
1-3	1. Light Fusion Engine 2. Light Fusion Engine
4	3. Double Heat Sink
4-6	4. Double Heat Sink 5. Double Heat Sink 6. Double Heat Sink

Engine Hits	
Gyro Hits	○ ○ ○
Sensor Hits	○ ○
Life Support	○

Right Leg	
1	1. Hip
2	2. Upper Leg Actuator
3	3. Lower Leg Actuator
4	4. Foot Actuator
4-6	5. Ferro-Fibrous 6. Ferro-Fibrous

'MECH DATA

Type: Zeus ZEU-9T

Mass: 80 tons

Movement Points: Tech & Configuration:

Walking: 4 Inner Sphere
Running: 6 Biped 'Mech
Jumping: 0

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	ER PPC	LA	15	10	-	7	14	23
1	ER Medium Laser	RT	5	5	-	4	8	12
1	ER Large Laser	LT	12	8	-	7	14	19
1	Medium Pulse Laser LT		4	6	-	2	4	6
1	Medium Pulse Laser CT		4	6	-	2	4	6

Ammo Type: Rounds:

LRM 15 16

Total Heat Sinks: 17 Double (34)

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Auto Eject: Weapon Heat:
 Operational Disabled (45)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	Ammo Explosion, avoid on 8+
28	
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	-2 Movement Points
10	
9	+1 Modifier to Fire
8	
6	-1 Movement Point
5	
4	
3	
2	
1	
0	

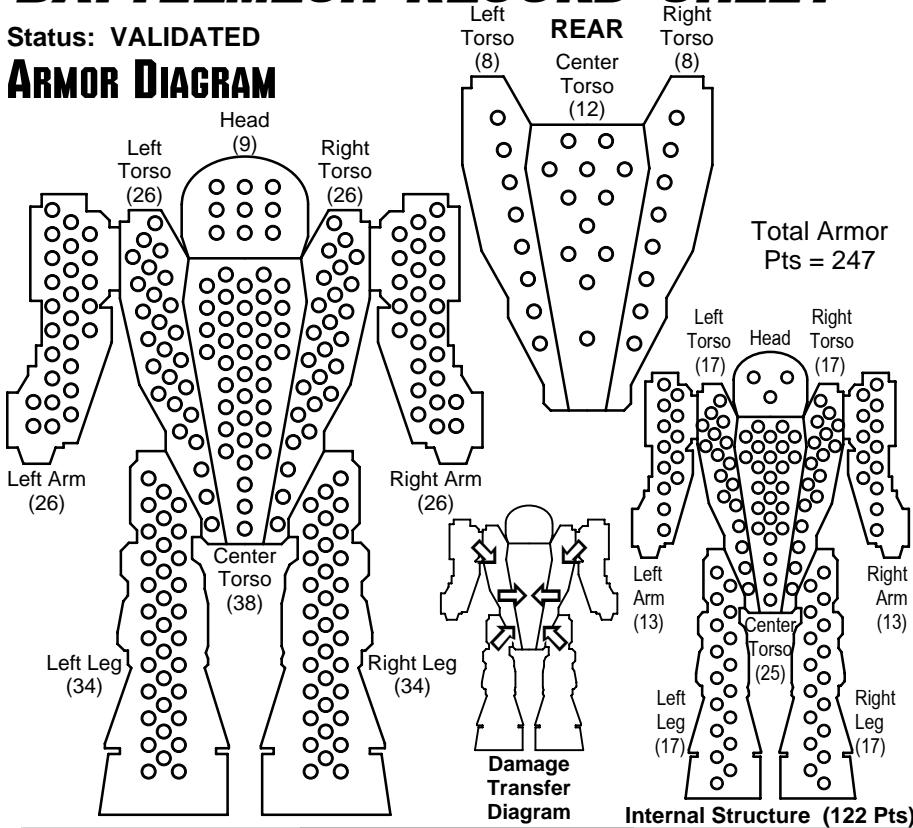
WIZGAMERS™

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator

- 4. Heavy PPC
- 5. Heavy PPC
- 6. Heavy PPC

- 1. Heavy PPC
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Left Torso

- 1. ER Medium Laser
- 2. ER Medium Laser
- 3. ER Medium Laser

- 4. Ferro-Fibrous
- 5. Ferro-Fibrous
- 6. Ferro-Fibrous

- 1. Ferro-Fibrous
- 2. Ferro-Fibrous
- 3. Ferro-Fibrous
- 4. Ferro-Fibrous
- 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. Small Laser
- 5. Sensors
- 6. Life Support

Center Torso

- 1. Fusion Engine
- 2. Fusion Engine
- 3. Fusion Engine
- 4. XL Gyro
- 5. XL Gyro
- 6. XL Gyro

- 1. XL Gyro
- 2. XL Gyro
- 3. XL Gyro
- 4. Fusion Engine
- 5. Fusion Engine
- 6. Fusion Engine

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator

- 4. Heavy PPC
- 5. Heavy PPC
- 6. Heavy PPC

- 1. Heavy PPC
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Right Torso

- 1. ER Large Laser
- 2. ER Large Laser
- 3. ER Medium Laser

- 4. Ferro-Fibrous
- 5. Ferro-Fibrous
- 6. Ferro-Fibrous

- 1. Ferro-Fibrous
- 2. Ferro-Fibrous
- 3. Ferro-Fibrous
- 4. Ferro-Fibrous
- 5. Roll Again
- 6. Roll Again

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Roll Again
- 6. Roll Again

'MECH DATA

Type: Zeus ZEU-10WB

Mass: 80 tons

Movement Points: Tech & Configuration:

Walking: 4	Inner Sphere
Running: 6	Biped 'Mech
Jumping: 0	

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy PPC	RA	15	15	3	6	12	18
1	Heavy PPC	LA	15	15	3	6	12	18
1	ER Large Laser	RT	12	8	-	7	14	19
1	ER Medium Laser	RT	5	5	-	4	8	12
3	ER Medium Laser	LT	5	5	-	4	8	12
1	Small Laser	HD	1	3	-	1	2	3

Total Heat Sinks: 11 Double (22)

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Auto Eject: Operational Disabled Weapon Heat: (63)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	Ammo Explosion, avoid on 8+
28	
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	-2 Movement Points
10	
9	+1 Modifier to Fire
8	
6	-1 Movement Point
5	
4	
3	
2	
1	
0	

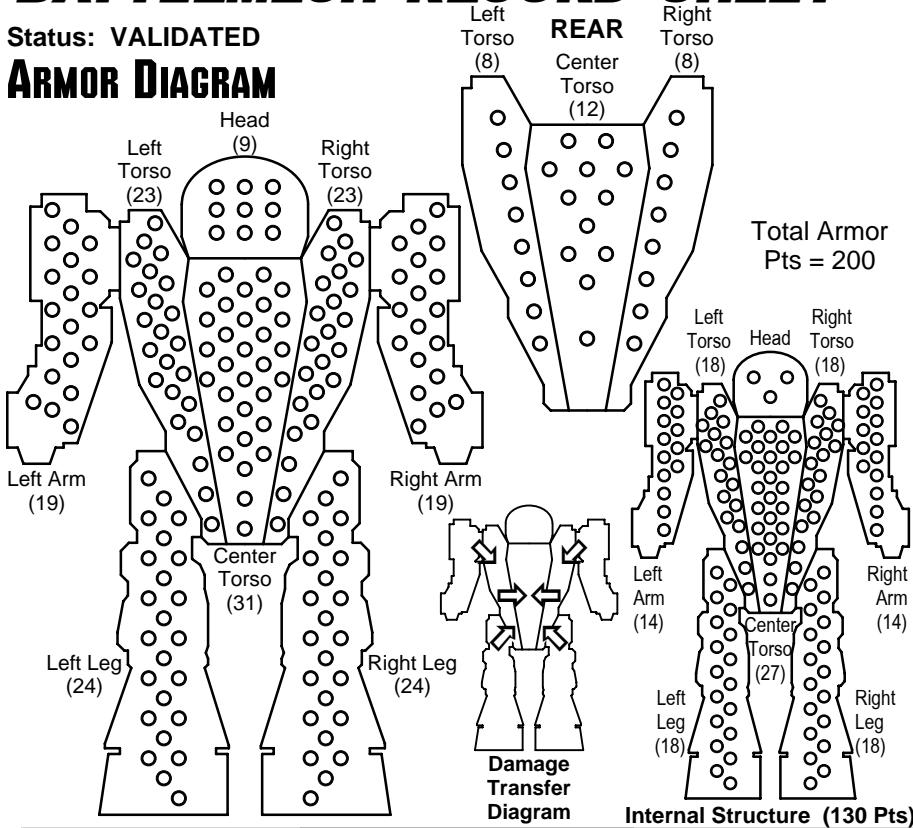
WIZGAMERS™

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Large Laser
- 5. Large Laser
- 6. Small Laser
- 1. Roll Again
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Left Torso

- 1. Single Heat Sink
- 2. Single Heat Sink
- 3. Single Heat Sink
- 4. Single Heat Sink
- 5. SRM 6
- 6. SRM 6
- 1. LB 10-X AC
- 2. LB 10-X AC
- 3. LB 10-X AC
- 4. LB 10-X AC
- 5. LB 10-X AC
- 6. LB 10-X AC

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Single Heat Sink
- 6. Jump Jet

CRITICAL HIT TABLE

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Roll Again
- 5. Sensors
- 6. Life Support

Center Torso

- 1. Fusion Engine
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro
- 1. Gyro
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Fusion Engine
- 5. Jump Jet
- 6. Roll Again

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Large Laser
- 5. Large Laser
- 6. Small Laser
- 1. Roll Again
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Right Torso

- 1. Single Heat Sink
- 2. Single Heat Sink
- 3. Single Heat Sink
- 4. Single Heat Sink
- 5. SRM 6
- 6. SRM 6
- 1. Ammo (SRM 6) 15
- 2. Ammo (SRM 6) 15
- 3. Ammo (LB 10-X) 10
- 4. Ammo (LB 10-X) 10
- 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. Jump Jet

'MECH DATA

Type: Katana CRK-5003-2

Mass: 85 tons

Movement Points: Tech & Configuration:

Walking: 3 Inner Sphere
Running: 5 Biped 'Mech
Jumping: 3

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8	-	5	10	15
1	Small Laser	RA	1	3	-	1	2	3
1	Large Laser	LA	8	8	-	5	10	15
1	Small Laser	LA	1	3	-	1	2	3
1	SRM 6	RT	4	2/hit	-	3	6	9
1	SRM 6	LT	4	2/hit	-	3	6	9
1	LB 10-X AC	LT	2	10	-	6	12	18

Ammo Type: Rounds:

SRM 6 30

LB 10-X AC 20

Total Heat Sinks: 20 Single

○○○○○○○○○○ ○○○○○○○○○○

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

** Avoid Inferno explosion on..
Shutdown

Ammo Explosion, avoid on 8+ (** 12+)

Shutdown, avoid on 10+
-5 Movement Points
+4 Modifier to Fire

Ammo Explosion, avoid on 6+ (** 10+)
Shutdown, avoid on 8+

-4 Movement Points
Ammo Explosion, avoid on 4+ (** 8+)
Shutdown, avoid on 6+
+3 Modifier to Fire

-3 Movement Points
Shutdown, avoid on 4+ (** 6+)
+2 Modifier to Fire

-2 Movement Points (** 4+)
+1 Modifier to Fire

-1 Movement Point

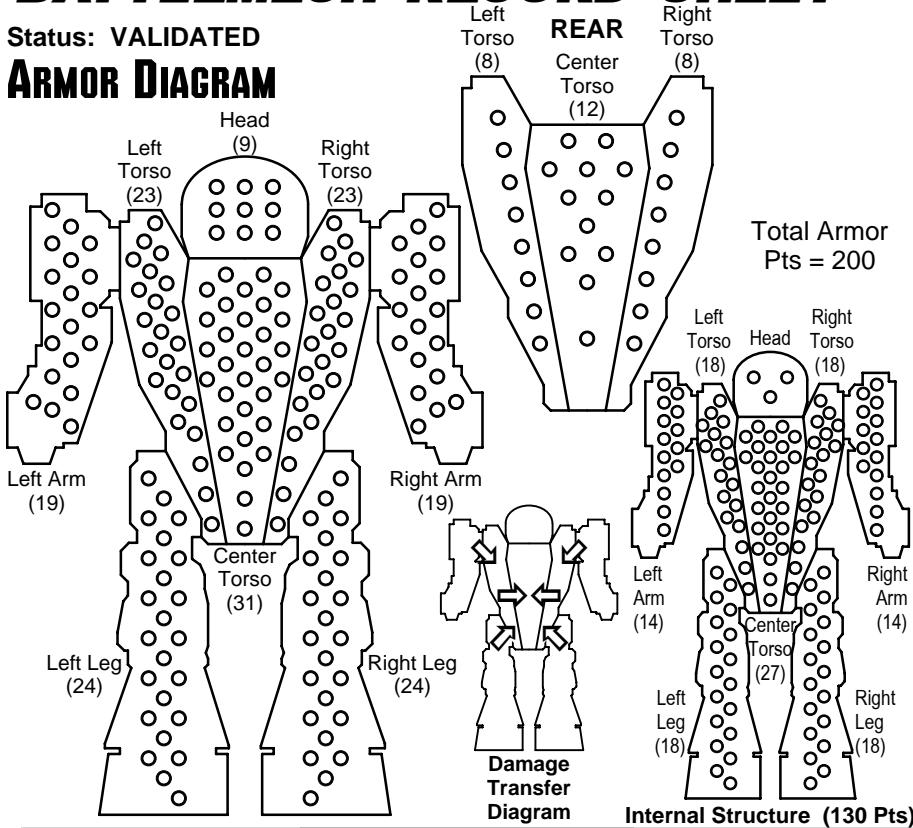
WIZGAMES™

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Large Laser
- 5. Large Laser
- 6. Roll Again

- 1. Roll Again
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Left Torso

- 1. Single Heat Sink
- 2. Single Heat Sink
- 3. Single Heat Sink
- 4. Single Heat Sink
- 5. SRM 6
- 6. SRM 6

- 1. LB 10-X AC
- 2. LB 10-X AC
- 3. LB 10-X AC
- 4. LB 10-X AC
- 5. LB 10-X AC
- 6. LB 10-X AC

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Single Heat Sink
- 6. Jump Jet

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Roll Again
- 5. Sensors
- 6. Life Support

Center Torso

- 1. Fusion Engine
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro

- 1. Gyro
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Fusion Engine
- 5. Jump Jet
- 6. C³ Slave Unit

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Large Laser
- 5. Large Laser
- 6. Roll Again

- 1. Roll Again
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Right Torso

- 1. Single Heat Sink
- 2. Single Heat Sink
- 3. Single Heat Sink
- 4. Single Heat Sink
- 5. SRM 6
- 6. SRM 6

- 1. Ammo (SRM 6) 15
- 2. Ammo (SRM 6) 15
- 3. Ammo (LB 10-X) 10
- 4. Ammo (LB 10-X) 10
- 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. Jump Jet

'MECH DATA

Type: Katana CRK-5003-C

Mass: 85 tons

Movement Points: Tech & Configuration:

Walking: 3	Inner Sphere
Running: 5	Biped 'Mech
Jumping: 3	

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8	-	5	10	15
1	Large Laser	LA	8	8	-	5	10	15
1	SRM 6	RT	4	2/hit	-	3	6	9
1	SRM 6	LT	4	2/hit	-	3	6	9
1	LB 10-X AC	LT	2	10	-	6	12	18
1	C ³ Slave Unit	CT	0	-	-	-	-	-

Ammo Type: Rounds:
SRM 6 30
LB 10-X AC 20

Total Heat Sinks: 20 Single

○○○○○○○○○○ ○○○○○○○○○○

Auto Eject: Operational Disabled Weapon Heat: (26)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

** Avoid Inferno explosion on..
Shutdown

Ammo Explosion, avoid on 8+ (** 12+)

Shutdown, avoid on 10+
-5 Movement Points
+4 Modifier to Fire

Ammo Explosion, avoid on 6+ (** 10+)
Shutdown, avoid on 8+

-4 Movement Points
Ammo Explosion, avoid on 4+ (** 8+)
Shutdown, avoid on 6+
+3 Modifier to Fire

-3 Movement Points
Shutdown, avoid on 4+ (** 6+)
+2 Modifier to Fire

-2 Movement Points (** 4+)
+1 Modifier to Fire

-1 Movement Point

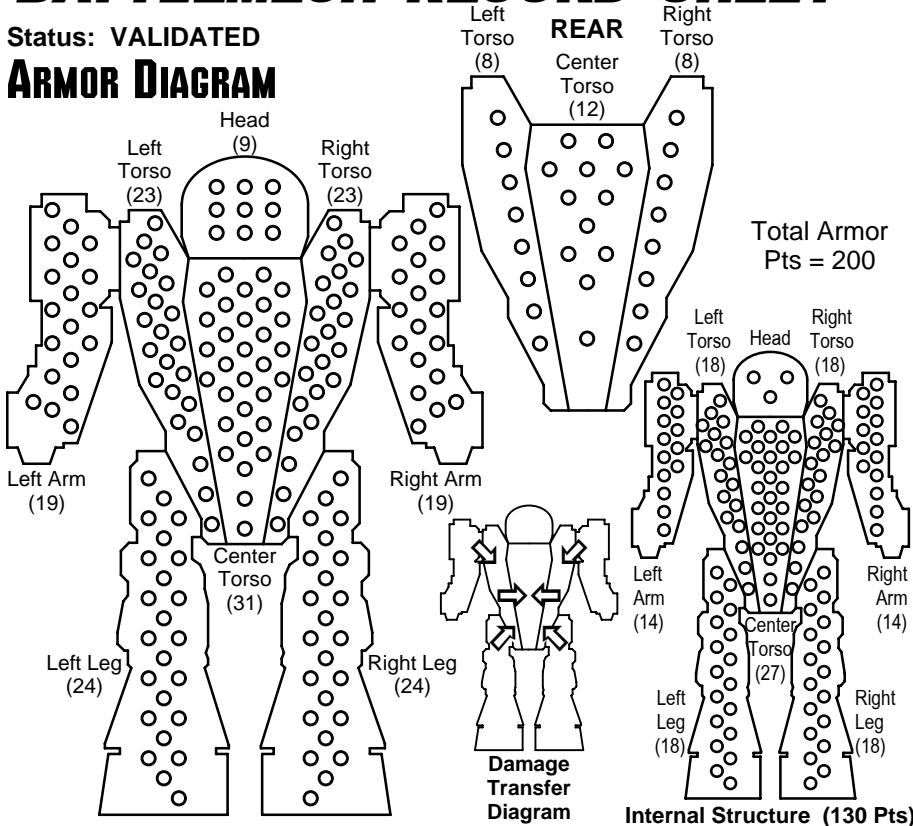
WIZGAMERS™

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Damage Transfer Diagram

Total Armor Pts = 200

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Large Laser
- 5. Large Laser
- 6. Roll Again
- 1. Roll Again
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Left Torso

- 1. Single Heat Sink
- 2. Single Heat Sink
- 3. Single Heat Sink
- 4. Single Heat Sink
- 5. SRM 6
- 6. SRM 6
- 1. LB 10-X AC
- 2. LB 10-X AC
- 3. LB 10-X AC
- 4. LB 10-X AC
- 5. LB 10-X AC
- 6. LB 10-X AC

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Single Heat Sink
- 6. Jump Jet

CRITICAL HIT TABLE

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Roll Again
- 5. Sensors
- 6. Life Support

Center Torso

- 1. Fusion Engine
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro
- 1. Gyro
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Fusion Engine
- 5. Jump Jet
- 6. Roll Again

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Large Laser
- 5. Large Laser
- 6. Roll Again
- 1. Roll Again
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Right Torso

- 1. Single Heat Sink
- 2. Single Heat Sink
- 3. Single Heat Sink
- 4. Single Heat Sink
- 5. C³ Master Computer
- 6. C³ Master Computer
- 1. C³ Master Computer
- 2. C³ Master Computer
- 3. C³ Master Computer
- 4. Ammo (SRM 6) 15
- 5. Ammo (LB 10-X) 10
- 6. Ammo (LB 10-X) 10

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Single Heat Sink
- 6. Jump Jet

'MECH DATA

Type: Katana CRK-5003-CM

Mass: 85 tons

Movement Points: Tech & Configuration:

Walking: 3	Inner Sphere
Running: 5	Biped 'Mech
Jumping: 3	

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8	-	5	10	15
1	Large Laser	LA	8	8	-	5	10	15
1	C³ Master Computer	RT	0	-	-	-	-	-
1	SRM 6	LT	4	2/hit	-	3	6	9
1	LB 10-X AC	LT	2	10	-	6	12	18

Ammo Type: Rounds:

SRM 6	15
LB 10-X AC	20

Total Heat Sinks: 20 Single



Auto Eject: Weapon Heat: (22)

Operational Disabled

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

** Avoid Inferno explosion on..
Shutdown

Ammo Explosion, avoid on 8+ (** 12+)

Shutdown, avoid on 10+
-5 Movement Points

+4 Modifier to Fire
Ammo Explosion, avoid on 6+ (** 10+)
Shutdown, avoid on 8+

-4 Movement Points
Ammo Explosion, avoid on 4+ (** 8+)
Shutdown, avoid on 6+
+3 Modifier to Fire

-3 Movement Points
Shutdown, avoid on 4+ (** 6+)
+2 Modifier to Fire

-2 Movement Points (** 4+)
+1 Modifier to Fire

-1 Movement Point

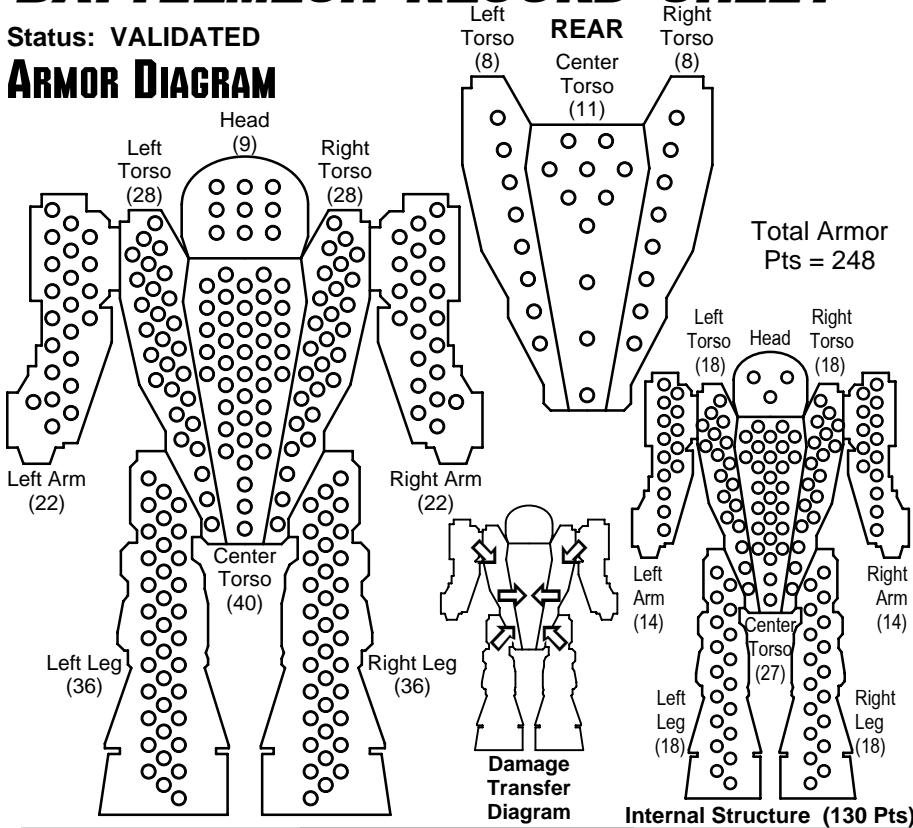
WIZGAMERS™

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Left Arm

- 1. Shoulder
 - 2. Upper Arm Actuator
 - 3. Lower Arm Actuator
- 1-3**
- 4. LRM 15
 - 5. LRM 15
 - 6. LRM 15
- 1. Roll Again
 - 2. Roll Again
 - 3. Roll Again
 - 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again
- 4-6**

Left Torso

- 1. Single Heat Sink
 - 2. Single Heat Sink
- 1-3**
- 3. SRM 6
 - 4. SRM 6
 - 5. Ammo (SRM 6) 15
 - 6. Ammo (LRM 15) 8
- 1. CASE
 - 2. Roll Again
 - 3. Roll Again
 - 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again
- 4-6**

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Single Heat Sink
- 6. Jump Jet

CRITICAL HIT TABLE

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Roll Again
- 5. Sensors
- 6. Life Support

Center Torso

- 1. Fusion Engine
 - 2. Fusion Engine
 - 3. Fusion Engine
 - 4. Gyro
 - 5. Gyro
 - 6. Gyro
- 1. Gyro
 - 2. Fusion Engine
 - 3. Fusion Engine
 - 4. Fusion Engine
 - 5. Single Heat Sink
 - 6. Jump Jet
- 4-6**

Engine Hits	○	○	○
Gyro Hits	○	○	
Sensor Hits	○	○	
Life Support	○		

Right Arm

- 1. Shoulder
 - 2. Upper Arm Actuator
 - 3. Lower Arm Actuator
- 1-3**
- 4. LRM 15
 - 5. LRM 15
 - 6. LRM 15
- 1. Roll Again
 - 2. Roll Again
 - 3. Roll Again
 - 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again
- 4-6**

Right Torso

- 1. Single Heat Sink
 - 2. Single Heat Sink
- 1-3**
- 3. SRM 6
 - 4. SRM 6
 - 5. ER PPC
 - 6. ER PPC
- 1. ER PPC
 - 2. Ammo (SRM 6) 15
 - 3. Ammo (LRM 15) 8
 - 4. CASE
 - 5. Roll Again
 - 6. Roll Again
- 4-6**

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Single Heat Sink
- 6. Jump Jet

'MECH DATA

Type: Shogun SHG-2F

Mass: 85 tons

Movement Points: Tech & Configuration:

Walking: 3	Inner Sphere
Running: 5	Biped 'Mech
Jumping: 3	

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	RA	5	1/hit	6	7	14	21
1	LRM 15	LA	5	1/hit	6	7	14	21
1	SRM 6	RT	4	2/hit	-	3	6	9
1	ER PPC	RT	15	10	-	7	14	23
1	SRM 6	LT	4	2/hit	-	3	6	9

Ammo Type: Rounds:

LRM 15	16
SRM 6	30

Total Heat Sinks: 17 Single



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

** Avoid Inferno explosion on..
Shutdown

Ammo Explosion, avoid on 8+ (** 12+)

Shutdown, avoid on 10+
-5 Movement Points
+4 Modifier to Fire

Ammo Explosion, avoid on 6+ (** 10+)
Shutdown, avoid on 8+

-4 Movement Points
Ammo Explosion, avoid on 4+ (** 8+)
Shutdown, avoid on 6+
+3 Modifier to Fire

-3 Movement Points
Shutdown, avoid on 4+ (** 6+)
+2 Modifier to Fire

-2 Movement Points (** 4+)
+1 Modifier to Fire

-1 Movement Point

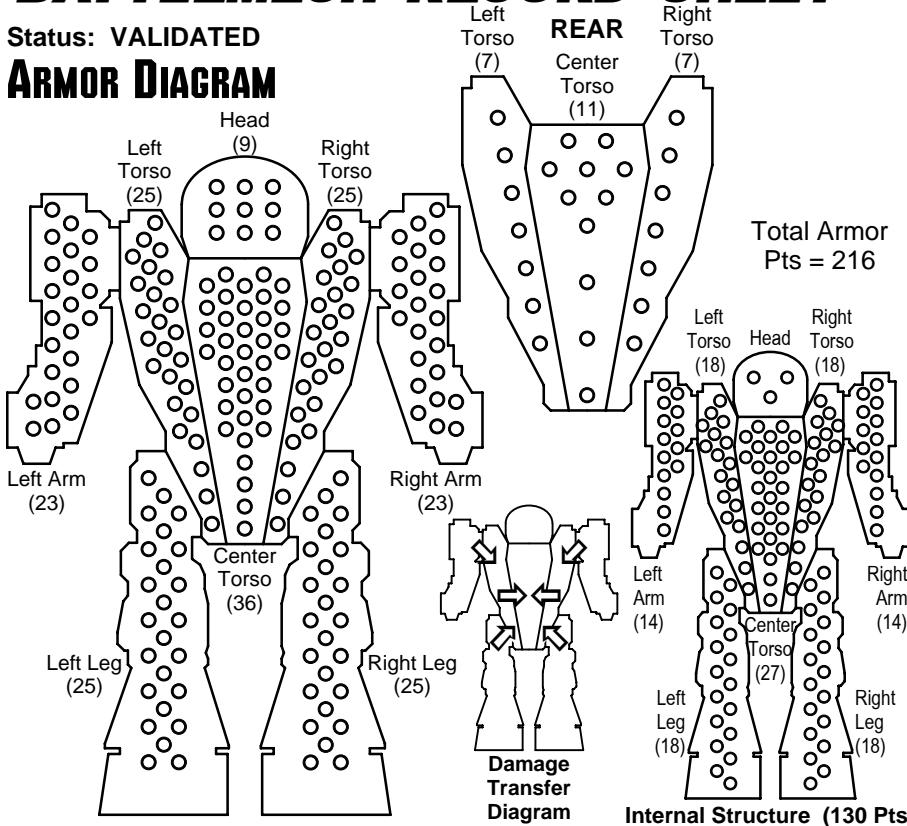
WIZKIDS
WIZGAMERS™

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Stalker STK-5S

Mass: 85 tons

Movement Points: Tech & Configuration:

Walking: 3 Inner Sphere
Running: 5 Biped 'Mech
Jumping: 0

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	RA	4	1/hit	6	7	14	21
2	Medium Laser	RA	3	5	-	3	6	9
1	LRM 10	LA	4	1/hit	6	7	14	21
2	Medium Laser	LA	3	5	-	3	6	9
1	Large Pulse Laser	RT	10	9	-	3	7	10
1	SRM 6	RT	4	2/hit	-	3	6	9
1	Large Pulse Laser	LT	10	9	-	3	7	10
1	SRM 6	LT	4	2/hit	-	3	6	9
1	Anti-Missile System	LT	1	-	-	-	-	-

Ammo Type: Rounds:

LRM 10	24
SRM 6	30
Anti-Missile System	12

Total Heat Sinks: 20 Single



Auto Eject: Weapon Heat:
 Operational Disabled (49)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

** Avoid Inferno explosion on..
Shutdown

Ammo Explosion, avoid on 8+ (** 12+)

Shutdown, avoid on 10+
-5 Movement Points
+4 Modifier to Fire

Ammo Explosion, avoid on 6+ (** 10+)

Shutdown, avoid on 8+

-4 Movement Points
Ammo Explosion, avoid on 4+ (** 8+)

Shutdown, avoid on 6+

+3 Modifier to Fire

-3 Movement Points
Shutdown, avoid on 4+ (** 6+)

+2 Modifier to Fire

-2 Movement Points (** 4+)

+1 Modifier to Fire

-1 Movement Point

WIZGAMERS™

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. LRM 10
- 4. LRM 10
- 5. Medium Laser
- 6. Medium Laser
- 1. Ammo (LRM 10) 12
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

CRITICAL HIT TABLE

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Roll Again
- 5. Sensors
- 6. Life Support

1-3

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. LRM 10
- 4. LRM 10
- 5. Medium Laser
- 6. Medium Laser
- 1. Ammo (LRM 10) 12
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

4-6

Left Torso

- 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 4. Single Heat Sink
- 5. Large Pulse Laser
- 6. Large Pulse Laser
- 1. SRM 6
- 2. SRM 6
- 3. Anti-Missile System
- 4. Ammo (SRM 6) 15
- 5. Ammo (AMS) 12
- 6. CASE

1-3

4-6

Engine Hits	○	○	○
Gyro Hits	○	○	
Sensor Hits	○	○	
Life Support	○		

1-3

Right Torso

- 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 4. Single Heat Sink
- 5. Single Heat Sink
- 6. Single Heat Sink
- 1. Large Pulse Laser
- 2. Large Pulse Laser
- 3. SRM 6
- 4. SRM 6
- 5. Ammo (SRM 6) 15
- 6. CASE

4-6

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Single Heat Sink
- 6. Single Heat Sink

Right Leg

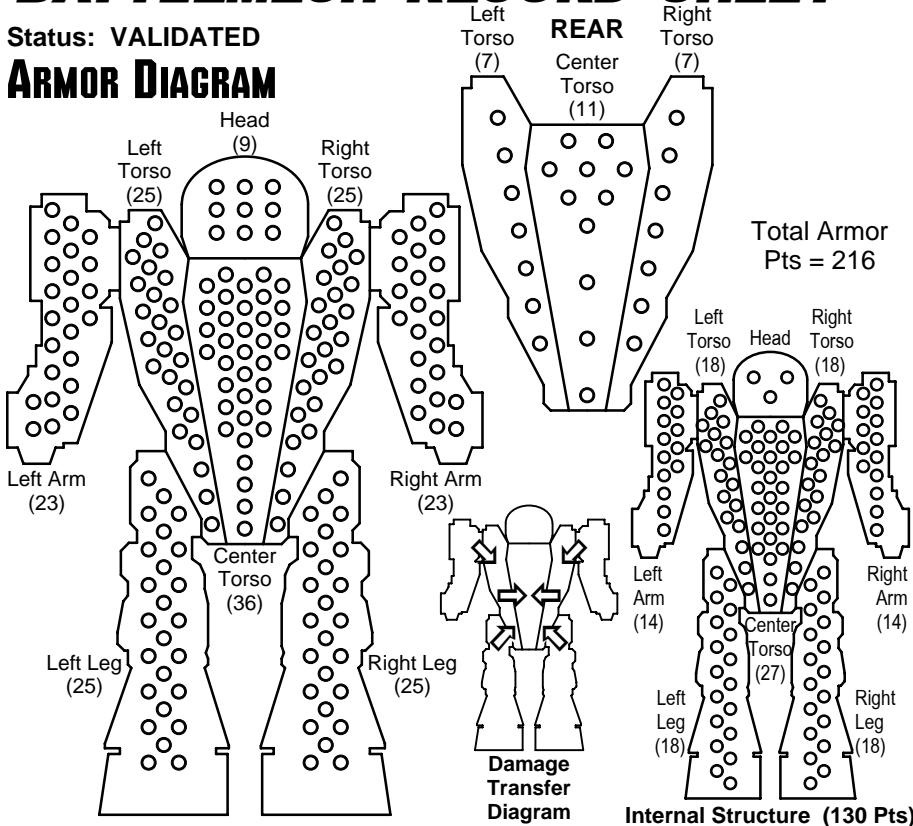
- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Single Heat Sink
- 6. Single Heat Sink

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Internal Structure (130 Pts)

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Double Heat Sink
- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Streak SRM 4

Left Torso

- 1-3 1. ER PPC
- 2. ER PPC
- 3. ER PPC
- 4. Medium Pulse Laser
- 5. Targeting Computer
- 6. Targeting Computer
- 1. Targeting Computer
- 2. Targeting Computer
- 3. Targeting Computer
- 4. Targeting Computer
- 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. Small Laser
- 5. Sensors
- 6. Life Support

Center Torso

- 1. Fusion Engine
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro
- 1. Gyro
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Fusion Engine
- 5. Medium Pulse Laser
- 6. Medium Pulse Laser

Engine Hits	○	○	○
Gyro Hits	○	○	
Sensor Hits	○	○	
Life Support	○		

Right Arm

- 1-3 1. Shoulder
- 2. Upper Arm Actuator
- 3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Double Heat Sink
- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 4-6 6. Streak SRM 4

Right Torso

- 1-3 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Double Heat Sink
- 1. ER PPC
- 2. ER PPC
- 3. ER PPC
- 4. Medium Pulse Laser
- 5. Ammo (Streak 4) 25
- 6. CASE

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Roll Again
- 6. Roll Again

'MECH DATA

Type: Stalker STK-7D

Mass: 85 tons

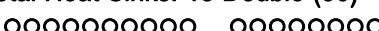
Movement Points: Tech & Configuration:

Walking: 3 Inner Sphere
Running: 5 Biped 'Mech
Jumping: 0

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 4	RA	3	2/hit	-	3	6	9
1	Streak SRM 4	LA	3	2/hit	-	3	6	9
1	ER PPC	RT	15	10	-	7	14	23
1	Medium Pulse Laser	RT	4	6	-	2	4	6
1	ER PPC	LT	15	10	-	7	14	23
1	Medium Pulse Laser	LT	4	6	-	2	4	6
2	Medium Pulse Laser	CT	4	6	-	2	4	6
1	Small Laser	HD	1	3	-	1	2	3

Total Heat Sinks: 18 Double (36)



Auto Eject: Operational Disabled Weapon Heat: (53)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	Ammo Explosion, avoid on 8+
28	
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	-2 Movement Points
10	
9	+1 Modifier to Fire
8	
6	-1 Movement Point
5	
4	
3	
2	
1	
0	

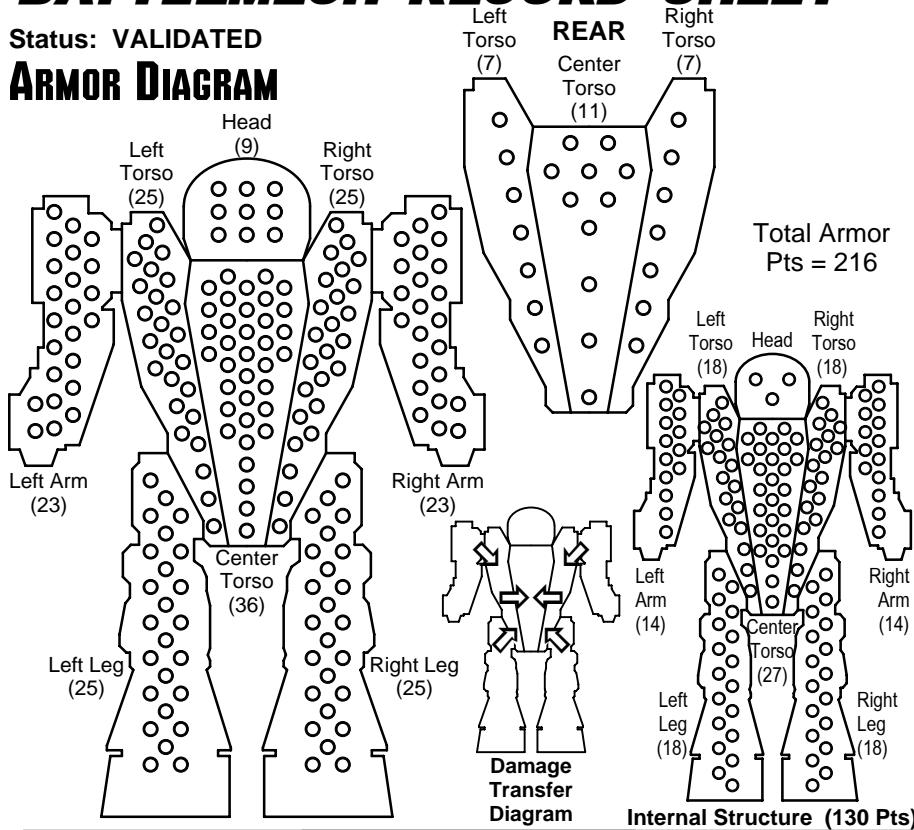
WIZGAMERS™

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Stalker STK-8S

Mass: 85 tons

Movement Points: Tech & Configuration:

Walking: 3 Inner Sphere
Running: 5 Biped 'Mech
Jumping: 0

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	10	-	7	14	23
1	Medium Pulse Laser	RA	4	6	-	2	4	6
1	ER PPC	LA	15	10	-	7	14	23
1	Medium Pulse Laser	LA	4	6	-	2	4	6
1	ER Medium Laser	RT	5	5	-	4	8	12
1	ER Medium Laser	LT	5	5	-	4	8	12
1	Heavy Gauss Rifle	CT 2	25/20/10	4	6	13	20	

Ammo Type: Rounds:

Heavy Gauss Rifle 12

Total Heat Sinks: 16 Double (32)

oooooooooooooo oooooo

Auto Eject: Weapon Heat:
 Operational Disabled (50)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	Ammo Explosion, avoid on 8+
28	Shutdown, avoid on 10+
27	-5 Movement Points
26	+4 Modifier to Fire
25	Ammo Explosion, avoid on 6+
24	Shutdown, avoid on 8+
23	-4 Movement Points
22	Ammo Explosion, avoid on 4+
21	Shutdown, avoid on 6+
20	+3 Modifier to Fire
19	-3 Movement Points
18	Shutdown, avoid on 4+
17	+2 Modifier to Fire
16	10
15	9
14	8
13	7
12	6
11	5
10	4
9	3
8	2
7	1
6	-2 Movement Points
5	+1 Modifier to Fire
4	-1 Movement Point
3	
2	
1	
0	

WIZGAMERS™

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Double Heat Sink
- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. ER PPC
- 4. ER PPC
- 5. ER PPC
- 6. Medium Pulse Laser

CRITICAL HIT TABLE

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Roll Again
- 5. Sensors
- 6. Life Support

1-3

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Double Heat Sink
- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. ER PPC
- 4. ER PPC
- 5. ER PPC
- 6. Medium Pulse Laser

4-6

Left Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Double Heat Sink
- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. ER Medium Laser
- 4. Ammo (Hvy Gauss) 4
- 5. Ammo (Hvy Gauss) 4
- 6. Ammo (Hvy Gauss) 4

1-3

4-6

Engine Hits	○	○	○
Gyro Hits	○	○	
Sensor Hits	○	○	
Life Support	○		

1-3

Center Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 3. Light Fusion Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro
- 1. Gyro
- 2. Light Fusion Engine
- 3. Light Fusion Engine
- 4. Light Fusion Engine
- 5. Heavy Gauss Rifle
- 6. Heavy Gauss Rifle

1-3

Right Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 3. Heavy Gauss Rifle (Cont)
- 4. Heavy Gauss Rifle (Cont)
- 5. Heavy Gauss Rifle (Cont)
- 6. Heavy Gauss Rifle (Cont)
- 1. Heavy Gauss Rifle (Cont)
- 2. Heavy Gauss Rifle (Cont)
- 3. Heavy Gauss Rifle (Cont)
- 4. Heavy Gauss Rifle (Cont)
- 5. Heavy Gauss Rifle (Cont)
- 6. ER Medium Laser

4-6

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Roll Again
- 6. Roll Again

Right Leg

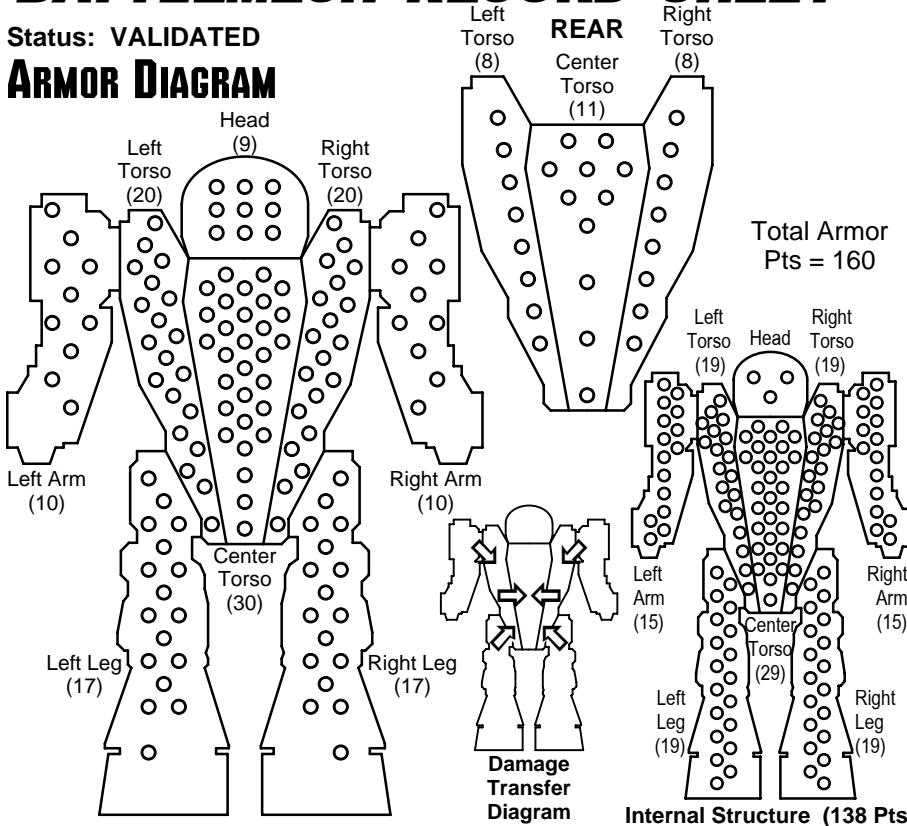
- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Roll Again
- 6. Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Cyclops CP-11-A

Mass: 90 tons

Movement Points: Tech & Configuration:

Walking: 4 Inner Sphere
Running: 6 Biped 'Mech
Jumping: 0

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	RA	3	5	-	3	6	9
1	Gauss Rifle	RT	1	15	2	7	15	22
1	LRM 10	LT	4	1/hit	6	7	14	21
1	SRM 4	CT	3	2/hit	-	3	6	9

Ammo Type:

Gauss Rifle	16
LRM 10	24
SRM 4	25

Total Heat Sinks: 12 Single



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

** Avoid Inferno explosion on..
Shutdown

30 29 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 0

Ammo Explosion, avoid on 8+ (** 12+)

Shutdown, avoid on 10+
-5 Movement Points

+4 Modifier to Fire

Ammo Explosion, avoid on 6+ (** 10+)

Shutdown, avoid on 8+

-4 Movement Points

Ammo Explosion, avoid on 4+ (** 8+)

Shutdown, avoid on 6+

+3 Modifier to Fire

-3 Movement Points

Shutdown, avoid on 4+ (** 6+)

+2 Modifier to Fire

-2 Movement Points (** 4+)

+1 Modifier to Fire

-1 Movement Point

WIZKIDS™
WIZGAMERS™

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

CRITICAL HIT TABLE

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Roll Again
- 5. Sensors
- 6. Life Support

1-3

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Hand Actuator
- 5. Medium Laser
- 6. Medium Laser

4-6

Center Torso

- 1. Fusion Engine
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro
- 1. Gyro
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Fusion Engine
- 5. SRM 4
- 6. Ammo (SRM 4) 25

4-6

Right Torso

- 1. Gauss Rifle
- 2. Gauss Rifle
- 3. Gauss Rifle
- 4. Gauss Rifle
- 5. Gauss Rifle
- 6. Gauss Rifle
- 1. Gauss Rifle
- 2. Ammo (Gauss) 8
- 3. Ammo (Gauss) 8
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

1-3

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 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

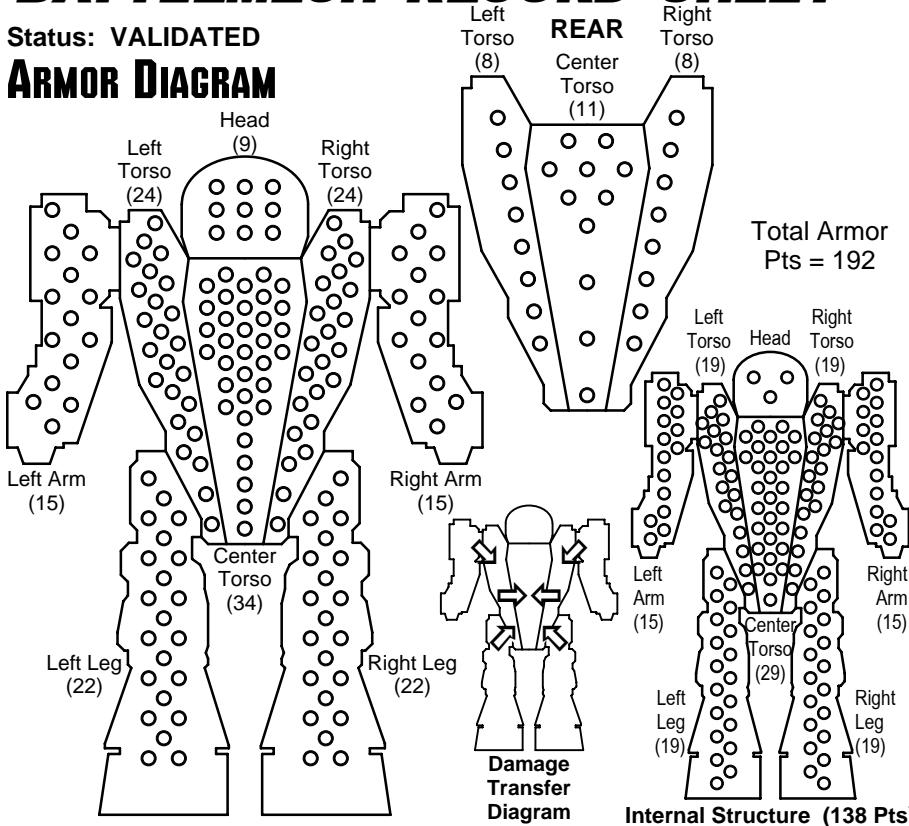
Engine Hits	○	○	○
Gyro Hits	○	○	
Sensor Hits	○	○	
Life Support	○		

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Total Armor Pts = 192

Internal Structure (138 Pts)

'MECH DATA

Type: Cyclops CP-11-C

Mass: 90 tons

Movement Points: Tech & Configuration:

Walking: 4 Inner Sphere
Running: 6 Biped 'Mech
Jumping: 0

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	RA	3	5	-	3	6	9
1	Gauss Rifle	RT	1	15	2	7	15	22
1	C ³ Master Computer	LT	0	-	-	-	-	-
1	SRM 4	CT	3	2/hit	-	3	6	9

Ammo Type: Rounds:

Gauss Rifle	16
SRM 4	25

Total Heat Sinks: 12 Single

oooooooooooo oo

Auto Eject: Weapon Heat:
 Operational Disabled (10)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

** Avoid Inferno explosion on..
Shutdown

30 29 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 0

Ammo Explosion, avoid on 8+ (** 12+)

Shutdown, avoid on 10+
-5 Movement Points

+4 Modifier to Fire

Ammo Explosion, avoid on 6+ (** 10+)

Shutdown, avoid on 8+

-4 Movement Points

Ammo Explosion, avoid on 4+ (** 8+)

Shutdown, avoid on 6+

+3 Modifier to Fire

-3 Movement Points

Shutdown, avoid on 4+ (** 6+)

+2 Modifier to Fire

-2 Movement Points (** 4+)

+1 Modifier to Fire

-1 Movement Point

WIZKIDS
WIZGAMERS™

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

CRITICAL HIT TABLE

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Roll Again
- 5. Sensors
- 6. Life Support

1-3

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Hand Actuator
- 5. Medium Laser
- 6. Medium Laser

4-6

- 1. Roll Again
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Right Arm

1-3

- 1. Roll Again
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

4-6

- 1. Roll Again
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Left Torso

- 1-3 1. C³ Master Computer
- 2. C³ Master Computer
- 3. C³ Master Computer
- 4. C³ Master Computer
- 5. C³ Master Computer
- 6. Roll Again
- 1. Roll Again
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

1-3

- 1. Fusion Engine
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro
- 1. Gyro
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Fusion Engine
- 5. SRM 4
- 6. Ammo (SRM 4) 25

4-6

- 1. Gauss Rifle
- 2. Gauss Rifle
- 3. Gauss Rifle
- 4. Gauss Rifle
- 5. Gauss Rifle
- 6. Gauss Rifle
- 1. Gauss Rifle
- 2. Ammo (Gauss) 8
- 3. Ammo (Gauss) 8
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Right Torso

1-3

- 1. Gauss Rifle
- 2. Gauss Rifle
- 3. Gauss Rifle
- 4. Gauss Rifle
- 5. Gauss Rifle
- 6. Gauss Rifle
- 1. Gauss Rifle
- 2. Ammo (Gauss) 8
- 3. Ammo (Gauss) 8
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

4-6

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Roll Again
- 6. Roll Again

- Engine Hits O O O
- Gyro Hits O O
- Sensor Hits O O
- Life Support O

Right Leg

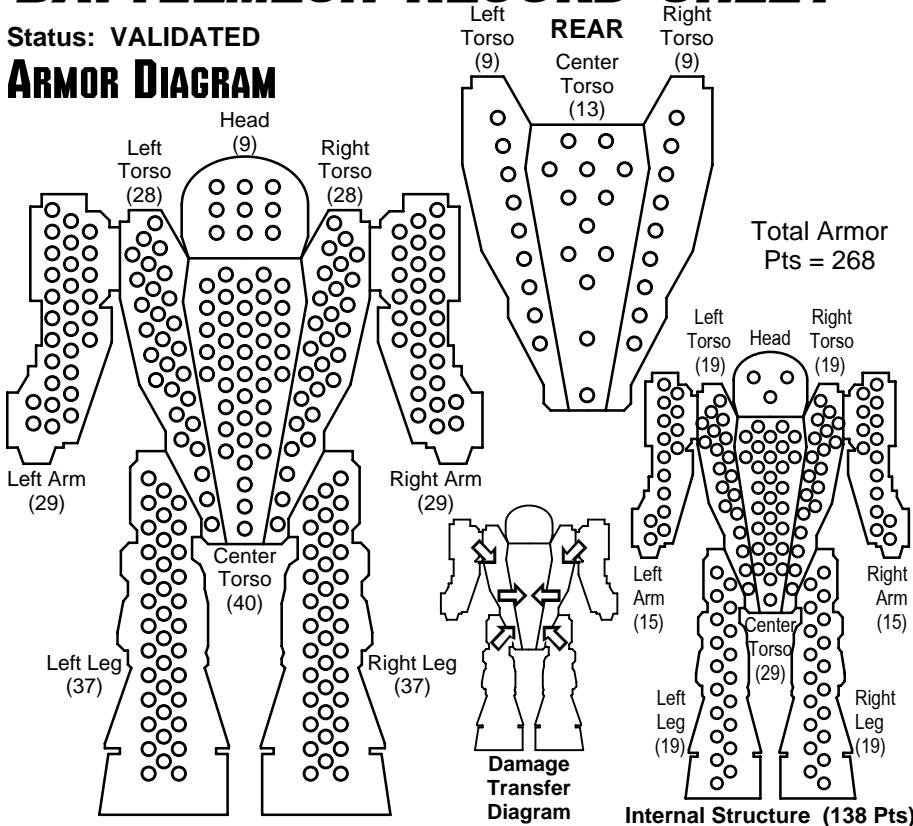
- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Roll Again
- 6. Roll Again

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Cyclops CP-11-G

Mass: 90 tons

Movement Points: Tech & Configuration:

Walking: 4 Inner Sphere
Running: 6 Biped 'Mech
Jumping: 0

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	RA	5	5	-	4	8	12
1	Gauss Rifle	RT	1	15	2	7	15	22
1	LRM 10	LT	4	1/hit	6	7	14	21
1	Streak SRM 4	CT	3	2/hit	-	3	6	9

Ammo Type:

Gauss Rifle	16
LRM 10	12
Streak SRM 4	25

Total Heat Sinks: 11 Double (22)



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	Ammo Explosion, avoid on 8+
28	
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	-2 Movement Points
10	
9	+1 Modifier to Fire
8	
7	
6	-1 Movement Point
5	
4	
3	
2	
1	
0	

WIZGAMERS™

Left Arm

- 1-3 1. Shoulder
- 1-3 2. Upper Arm Actuator
- 1-3 3. Lower Arm Actuator
- 4-6 4. Hand Actuator
- 4-6 5. Ferro-Fibrous
- 4-6 6. Ferro-Fibrous
- 4-6 1. Ferro-Fibrous
- 4-6 2. Ferro-Fibrous
- 4-6 3. Ferro-Fibrous
- 4-6 4. Ferro-Fibrous
- 4-6 5. Endo Steel
- 4-6 6. Endo Steel

CRITICAL HIT TABLE

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Roll Again
- 5. Sensors
- 6. Life Support

1-3

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Hand Actuator
- 5. ER Medium Laser
- 6. ER Medium Laser

4-6

- 1. Endo Steel
- 2. Endo Steel
- 3. Endo Steel
- 4. Endo Steel
- 5. Endo Steel
- 6. Endo Steel

Left Torso

- 1-3 1. LRM 10
- 1-3 2. LRM 10
- 1-3 3. Ferro-Fibrous
- 1-3 4. Ferro-Fibrous
- 1-3 5. Ferro-Fibrous
- 1-3 6. Ferro-Fibrous
- 4-6 1. Ferro-Fibrous
- 4-6 2. Ferro-Fibrous
- 4-6 3. Ferro-Fibrous
- 4-6 4. Ferro-Fibrous
- 4-6 5. Endo Steel
- 4-6 6. Endo Steel

1-3

- 1. Fusion Engine
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro

4-6

- 1. Gyro
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Fusion Engine
- 5. Streak SRM 4
- 6. Roll Again

Center Torso

- 1. Fusion Engine
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro

4-6

- 1. Gauss Rifle
- 2. Gauss Rifle
- 3. Gauss Rifle
- 4. Gauss Rifle
- 5. Gauss Rifle
- 6. Gauss Rifle

Right Torso

- 1. Gauss Rifle
- 2. Gauss Rifle
- 3. Gauss Rifle
- 4. Gauss Rifle
- 5. Gauss Rifle
- 6. CASE

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Endo Steel
- 6. Endo Steel

Engine Hits	○	○	○
Gyro Hits	○	○	
Sensor Hits	○	○	
Life Support	○		

Right Leg

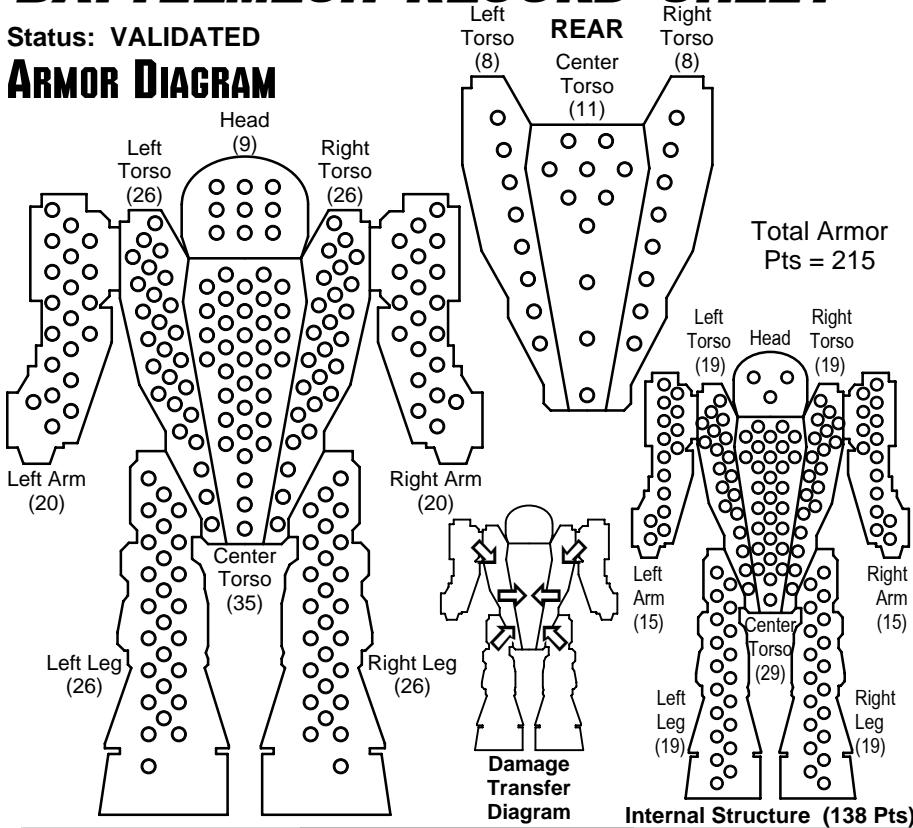
- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Endo Steel
- 6. Endo Steel

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Hand Actuator
- 5. Medium Laser
- 6. Rocket Launcher 20 (OS)

- 1. Rocket Launcher 20 (OS)
- 2. Rocket Launcher 20 (OS)
- 3. Ferro-Fibrous
- 4. Ferro-Fibrous
- 5. Ferro-Fibrous
- 6. Ferro-Fibrous

Left Torso

- 1-3 1. Rocket Launcher 20 (OS)
- 1-3 2. Rocket Launcher 20 (OS)
- 1-3 3. Rocket Launcher 20 (OS)
- 4-6 4. Rocket Launcher 20 (OS)
- 5. Rocket Launcher 20 (OS)
- 6. Rocket Launcher 20 (OS)

- 1-3 1. Rocket Launcher 20 (OS)
- 1-3 2. Rocket Launcher 20 (OS)
- 1-3 3. Rocket Launcher 20 (OS)
- 4-6 4. Rocket Launcher 20 (OS)
- 5. Rocket Launcher 20 (OS)
- 6. Rocket Launcher 20 (OS)

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. Roll Again
- 5. Sensors
- 6. Life Support

Center Torso

- 1. Fusion Engine
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro

- 1. Gyro
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Fusion Engine
- 5. Ferro-Fibrous
- 6. Ferro-Fibrous

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Hand Actuator
- 5. Medium Laser
- 6. Rocket Launcher 20 (OS)

- 1. Rocket Launcher 20 (OS)
- 2. Rocket Launcher 20 (OS)
- 3. Ferro-Fibrous
- 4. Ferro-Fibrous
- 5. Ferro-Fibrous
- 6. Ferro-Fibrous

Right Torso

- 1-3 1. Autocannon/20
- 1-3 2. Autocannon/20
- 1-3 3. Autocannon/20
- 4-6 4. Autocannon/20
- 5. Autocannon/20
- 6. Autocannon/20

- 1. Autocannon/20
- 2. Autocannon/20
- 3. Autocannon/20
- 4. Autocannon/20
- 5. Ammo (AC/20) 5
- 6. Ammo (AC/20) 5

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Ferro-Fibrous
- 6. Ferro-Fibrous

'MECH DATA

Type: Cyclops CP-11-H

Mass: 90 tons

Movement Points: Tech & Configuration:

Walking: 4	Inner Sphere
Running: 6	Biped 'Mech
Jumping: 0	

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5	-	3	6	9
1	Rocket Launcher 20 (OS)	RA	5	1/hit	-	3	7	12
1	Medium Laser	LA	3	5	-	3	6	9
1	Rocket Launcher 20 (OS)	LA	5	1/hit	-	3	7	12
1	Autocannon/20	RT	7	20	-	3	6	9
4	Rocket Launcher 20 (OS)	LT	5	1/hit	-	3	7	12

Ammo Type: Rounds:

Autocannon/20	10
---------------	----

Total Heat Sinks: 12 Double (24)

○○○○○○○○○○○○	○○
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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	Ammo Explosion, avoid on 8+
28	
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	-2 Movement Points
10	
9	+1 Modifier to Fire
8	
7	
6	-1 Movement Point
5	
4	
3	
2	
1	
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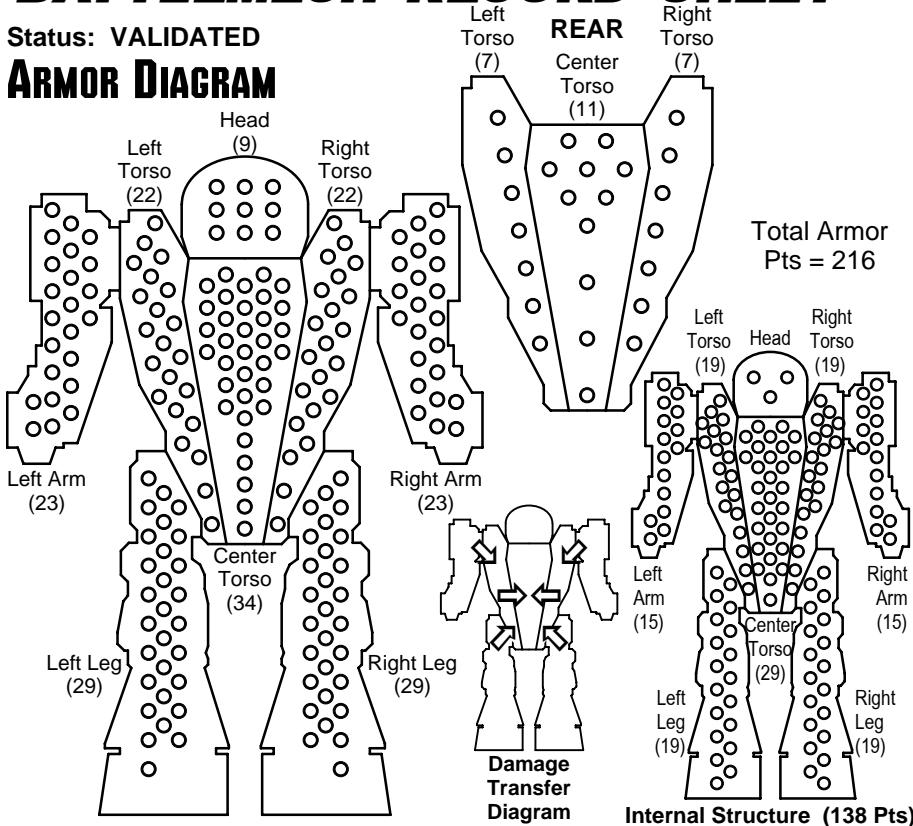
WIZGAMES™

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Cyclops CP-12-K

Mass: 90 tons

Movement Points: Tech & Configuration:

Walking: 4 Inner Sphere
Running: 6 Biped 'Mech
Jumping: 0

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	RA	5	5	-	4	8	12
1	Ultra AC/10	RT	4	10	-	6	12	18
1	MRM 20	LT	6	1/hit	-	3	8	15
1	Streak SRM 4	CT	3	2/hit	-	3	6	9

Ammo Type:

Ultra AC/10	20
MRM 20	12
Streak SRM 4	25

Total Heat Sinks: 12 Double (24)



Auto Eject:

Weapon Heat: (27)

Operational Disabled

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	Ammo Explosion, avoid on 8+
28	Shutdown, avoid on 10+
27	-5 Movement Points
26	+4 Modifier to Fire
25	Ammo Explosion, avoid on 6+
24	Shutdown, avoid on 8+
23	-4 Movement Points
22	Ammo Explosion, avoid on 4+
21	Shutdown, avoid on 6+
20	+3 Modifier to Fire
19	-3 Movement Points
18	Shutdown, avoid on 4+
17	+2 Modifier to Fire
16	-2 Movement Points
15	-1 Movement Point
14	+1 Modifier to Fire
13	-1 Movement Point
12	
11	
10	
9	
8	
7	
6	
5	
4	
3	
2	
1	
0	

WIZGAMERS™

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Hand Actuator
- 5. Endo Steel
- 6. Endo Steel
- 1-3
- 1. Endo Steel
- 2. Endo Steel
- 3. Endo Steel
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again
- 4-6
- 1. Endo Steel
- 2. Endo Steel
- 3. Endo Steel
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

CRITICAL HIT TABLE

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Roll Again
- 5. Sensors
- 6. Life Support

1-3

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Hand Actuator
- 5. ER Medium Laser
- 6. ER Medium Laser
- 1-3
- 1. Endo Steel
- 2. Endo Steel
- 3. Endo Steel
- 4. Endo Steel
- 5. Endo Steel
- 6. Roll Again
- 4-6
- 1. Endo Steel
- 2. Endo Steel
- 3. Endo Steel
- 4. Endo Steel
- 5. Endo Steel
- 6. Roll Again

Left Torso

- 1. MRM 20
- 2. MRM 20
- 3. MRM 20
- 4. 1-3
- 5. Ammo (MRM 20) 12
- 6. Ammo (Streak 4) 25
- 7. CASE
- 8. Roll Again
- 9. Roll Again
- 10. Roll Again
- 11. Roll Again
- 12. Roll Again
- 13. Roll Again
- 14. Roll Again
- 15. Roll Again
- 16. Roll Again
- 4-6
- 1. Gyro
- 2. Gyro
- 3. Gyro
- 4. Fusion Engine
- 5. Fusion Engine
- 6. Fusion Engine
- 7. Fusion Engine
- 8. Fusion Engine
- 9. Fusion Engine
- 10. Fusion Engine
- 11. Fusion Engine
- 12. Fusion Engine
- 13. Fusion Engine
- 14. Fusion Engine
- 15. Fusion Engine
- 16. Fusion Engine

1-3

4-6

Right Torso

- 1. Ultra AC/10
- 2. Ultra AC/10
- 3. Ultra AC/10
- 4. Ultra AC/10
- 5. Ultra AC/10
- 6. Ultra AC/10
- 1-3
- 1. Ultra AC/10
- 2. Ultra AC/10
- 3. Ultra AC/10
- 4. Ultra AC/10
- 5. Ultra AC/10
- 6. Ultra AC/10
- 4-6
- 1. Ultra AC/10
- 2. Ammo (Ult AC/10) 10
- 3. Ammo (Ult AC/10) 10
- 4. CASE
- 5. Roll Again
- 6. Roll Again

1-3

4-6

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Endo Steel
- 6. Endo Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

Right Leg

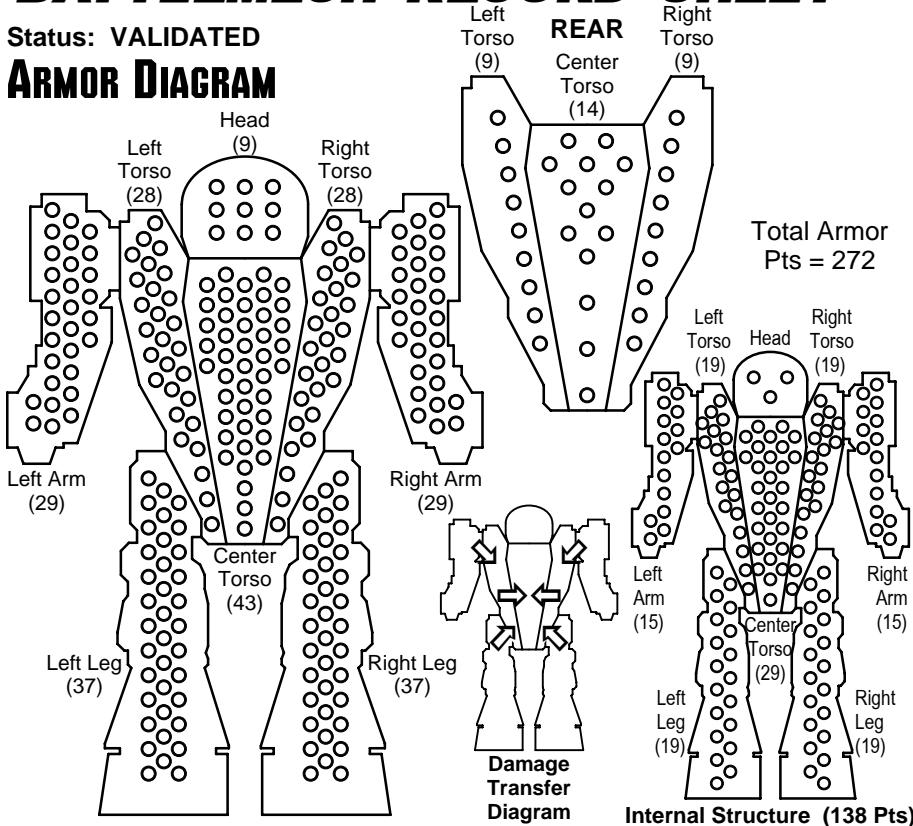
- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Endo Steel
- 6. Endo Steel

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Snub-Nose PPC
- 1. Snub-Nose PPC
- 2. Ammo (LAC/5) 20
- 3. Ammo (LAC/5) 20
- 4. Endo Steel
- 5. Endo Steel
- 6. Endo Steel

Left Torso

- 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 4. LRM 15
- 5. LRM 15
- 6. LRM 15
- 1. Light AC/5
- 2. Light AC/5
- 3. Light AC/5
- 4. Light AC/5
- 5. Ammo (LRM 15) 8
- 6. Ammo (LRM 15) 8

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. Small Cockpit
- 4. Sensors
- 5. Endo Steel
- 6. Endo Steel

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	○

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Snub-Nose PPC
- 1. Snub-Nose PPC
- 2. Ammo (LAC/5) 20
- 3. Ammo (LAC/5) 20
- 4. Endo Steel
- 5. Endo Steel
- 6. Endo Steel

Right Torso

- 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 4. LRM 15
- 5. LRM 15
- 6. LRM 15
- 1. Light AC/5
- 2. Light AC/5
- 3. Light AC/5
- 4. Light AC/5
- 5. Ammo (LRM 15) 8
- 6. Ammo (LRM 15) 8

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Endo Steel
- 6. Endo Steel

'MECH DATA

Type: Mauler MAL-1K

Mass: 90 tons

Movement Points: Tech & Configuration:

Walking: 3	Inner Sphere
Running: 5	Biped 'Mech
Jumping: 0	

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Snub-Nose PPC	RA	10	10/8/5	-	9	13	15
1	Snub-Nose PPC	LA	10	10/8/5	-	9	13	15
1	LRM 15	RT	5	1/hit	6	7	14	21
2	Light AC/5	RT	1	5	-	5	10	15
1	LRM 15	LT	5	1/hit	6	7	14	21
2	Light AC/5	LT	1	5	-	5	10	15

Ammo Type: Rounds:

LRM 15	32
Light AC/5	80

Total Heat Sinks: 12 Double (24)

○○○○○○○○○○○○

Auto Eject: Operational Disabled Weapon Heat: (34)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____ +1

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	Ammo Explosion, avoid on 8+
28	
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	-2 Movement Points
10	
9	+1 Modifier to Fire
8	
6	-1 Movement Point
5	
4	
3	
2	
1	
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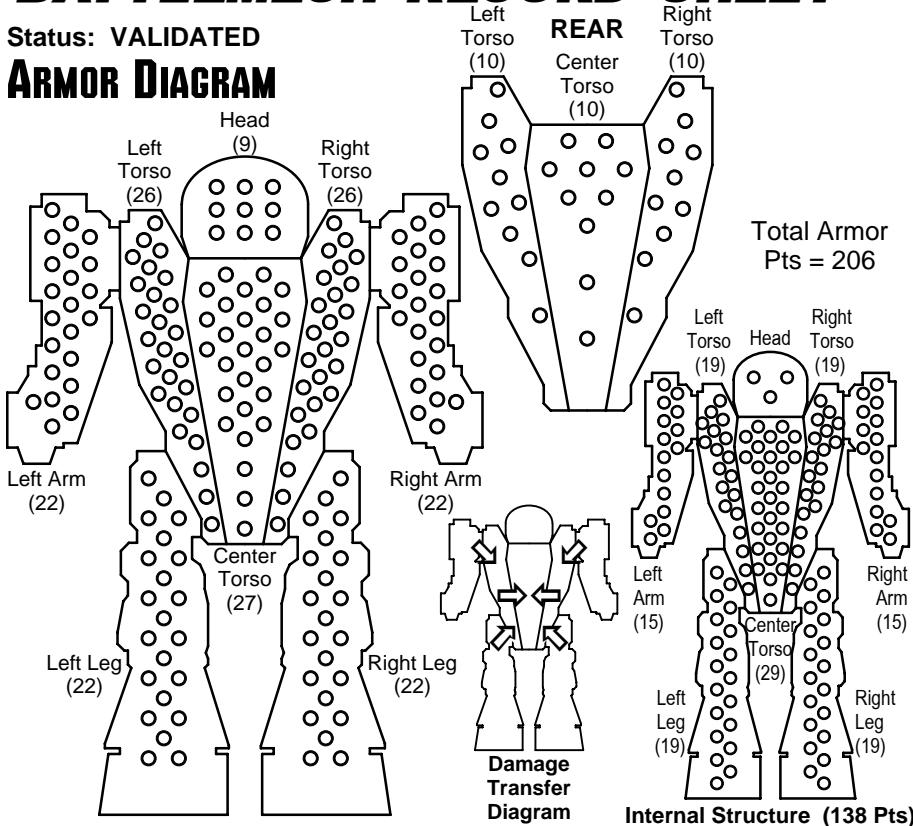
WIZGAMES™

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Mauler MAL-1R

Mass: 90 tons

Movement Points: Tech & Configuration:

Walking: 3 Inner Sphere
Running: 5 Biped 'Mech
Jumping: 0

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	LRM 15	RT	5	1/hit	6	7	14	21
2	Autocannon/2	RT	1	2	4	8	16	24
1	LRM 15	LT	5	1/hit	6	7	14	21
2	Autocannon/2	LT	1	2	4	8	16	24

Ammo Type: Rounds:

LRM 15 32
Autocannon/2 90

Total Heat Sinks: 11 Double (22)

ooooooooooooo O

Auto Eject: Weapon Heat:
 Operational Disabled (38)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	Ammo Explosion, avoid on 8+
28	Shutdown, avoid on 10+
27	-5 Movement Points
26	+4 Modifier to Fire
25	Ammo Explosion, avoid on 6+
24	Shutdown, avoid on 8+
23	-4 Movement Points
22	Ammo Explosion, avoid on 4+
21	Shutdown, avoid on 6+
20	+3 Modifier to Fire
19	-3 Movement Points
18	Shutdown, avoid on 4+
17	+2 Modifier to Fire
16	-2 Movement Points
15	-1 Movement Point
14	+1 Modifier to Fire
13	
12	
11	
10	
9	
8	
7	
6	
5	
4	
3	
2	
1	
0	

WIZKIDS
WIZGAMERS

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Double Heat Sink
- 1. ER Large Laser
- 2. ER Large Laser
- 3. Ferro-Fibrous
- 4. Ferro-Fibrous
- 5. Ferro-Fibrous
- 6. Roll Again

CRITICAL HIT TABLE

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Ferro-Fibrous
- 5. Sensors
- 6. Life Support

1-3

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. ER Large Laser
- 5. ER Large Laser
- 6. Ferro-Fibrous
- 1. Ferro-Fibrous
- 2. Ferro-Fibrous
- 3. Ferro-Fibrous
- 4. Ferro-Fibrous
- 5. Ferro-Fibrous
- 6. Roll Again

4-6

Center Torso

- 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro
- 1. Gyro
- 2. XL Engine
- 3. XL Engine
- 4. XL Engine
- 5. Ferro-Fibrous
- 6. Ferro-Fibrous

1-3

Right Torso

- 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 4. LRM 15
- 5. LRM 15
- 6. LRM 15
- 1. Autocannon/2
- 2. Autocannon/2
- 3. Ammo (LRM 15) 8
- 4. Ammo (LRM 15) 8
- 5. Ammo (AC/2) 45
- 6. CASE

4-6

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Ferro-Fibrous
- 6. Roll Again

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Ferro-Fibrous
- 6. Roll Again

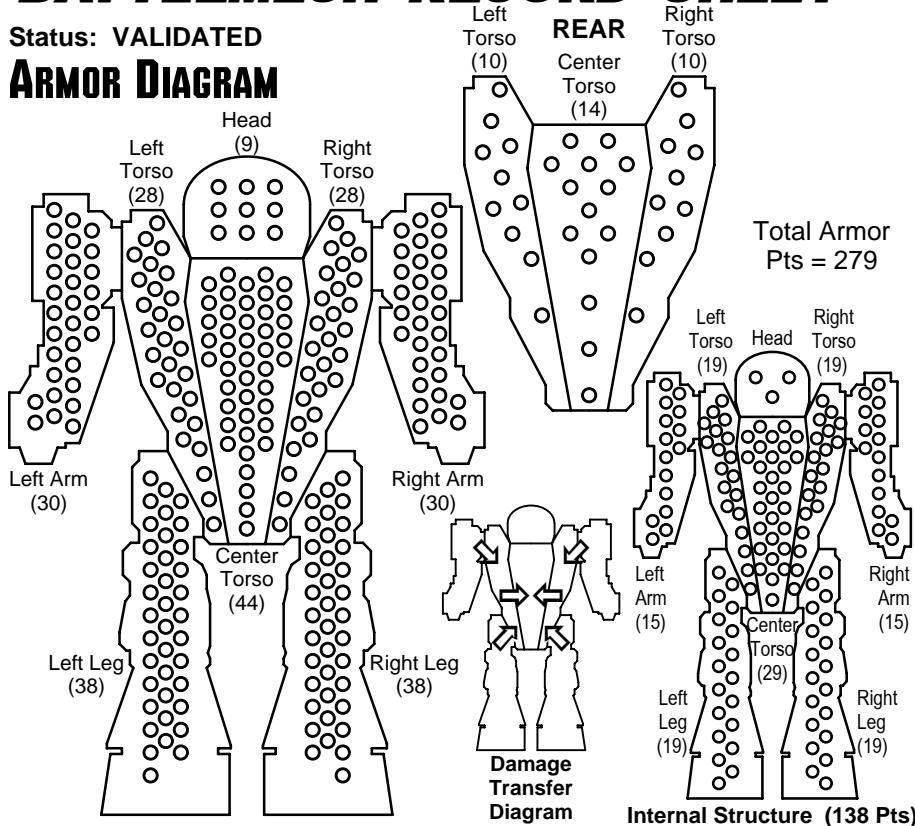
Engine Hits	○	○	○
Gyro Hits	○	○	
Sensor Hits	○	○	
Life Support	○		

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. LB 10-X AC
- 4. LB 10-X AC
- 5. LB 10-X AC
- 6. LB 10-X AC
- 1. LB 10-X AC
- 2. LB 10-X AC
- 3. Ferro-Fibrous
- 4. Ferro-Fibrous
- 5. Ferro-Fibrous
- 6. Ferro-Fibrous

Left Torso

- 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 4. LRM 15
- 5. LRM 15
- 6. LRM 15
- 1. Jump Jet
- 2. Ammo (LB 10-X) 10
- 3. Ammo (LB 10-X) 10
- 4. Ammo (LRM 15) 8
- 5. Ammo (LRM 15) 8
- 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. Small 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. Jump Jet
- 6. C³ Slave Unit

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. LB 10-X AC
- 4. LB 10-X AC
- 5. LB 10-X AC
- 6. LB 10-X AC
- 1. LB 10-X AC
- 2. LB 10-X AC
- 3. Ferro-Fibrous
- 4. Ferro-Fibrous
- 5. Ferro-Fibrous
- 6. Ferro-Fibrous

Right Torso

- 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 4. LRM 15
- 5. LRM 15
- 6. LRM 15
- 1. Jump Jet
- 2. Ammo (LB 10-X) 10
- 3. Ammo (LB 10-X) 10
- 4. Ammo (LRM 15) 8
- 5. Ammo (LRM 15) 8
- 6. Ferro-Fibrous

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Ferro-Fibrous
- 6. Ferro-Fibrous

'MECH DATA

Type: Mauler MAL-3R

Mass: 90 tons

Movement Points: Tech & Configuration:

Walking: 3 Inner Sphere
Running: 5 Biped 'Mech
Jumping: 3

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	RA	2	10	-	6	12	18
1	LB 10-X AC	LA	2	10	-	6	12	18
1	LRM 15	RT	5	1/hit	6	7	14	21
1	LRM 15	LT	5	1/hit	6	7	14	21
1	C ³ Slave Unit	CT	0	-	-	-	-	-
1	Small Laser	HD	1	3	-	1	2	3

Ammo Type: Rounds:
LB 10-X AC 40
LRM 15 32

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	Ammo Explosion, avoid on 8+
28	
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	-2 Movement Points
10	
9	+1 Modifier to Fire
8	
6	-1 Movement Point
5	
4	
3	
2	
1	
0	

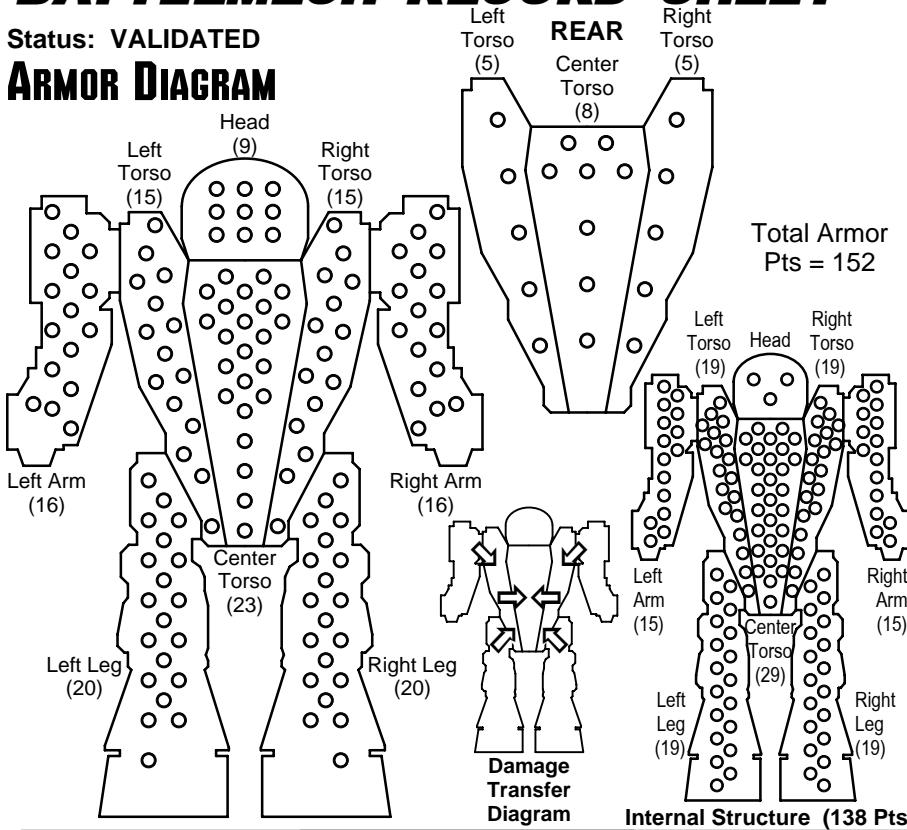
WIZGAMES™

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Internal Structure (138 Pts)

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Large Laser
- 5. Large Laser
- 6. Roll Again
- 1. Roll Again
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Left Torso

- 1. Single Heat Sink
- 2. LRM 10
- 3. LRM 10
- 4. Autocannon/2
- 5. Autocannon/2
- 6. Ammo (AC/2) 45
- 1. Ammo (LRM 10) 12
- 2. CASE
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Roll Again
- 6. Roll Again

CRITICAL HIT TABLE

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Roll Again
- 5. Sensors
- 6. Life Support

Center Torso

- 1. Fusion Engine
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro
- 1. Gyro
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Fusion Engine
- 5. Roll Again
- 6. Roll Again

Engine Hits	○	○	○
Gyro Hits	○	○	
Sensor Hits	○	○	
Life Support	○		

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Large Laser
- 5. Large Laser
- 6. Roll Again
- 1. Roll Again
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Right Torso

- 1. Single Heat Sink
- 2. LRM 10
- 3. LRM 10
- 4. Autocannon/2
- 5. Autocannon/2
- 6. Ammo (AC/2) 45
- 1. Ammo (LRM 10) 12
- 2. CASE
- 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: Daboku DCMS-MX90-D

Mass: 90 tons

Movement Points: Tech & Configuration:

Walking: 3 Inner Sphere
Running: 5 Biped 'Mech
Jumping: 0

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8	-	5	10	15
1	Large Laser	LA	8	8	-	5	10	15
1	LRM 10	RT	4	1/hit	6	7	14	21
2	Autocannon/2	RT	1	2	4	8	16	24
1	LRM 10	LT	4	1/hit	6	7	14	21
2	Autocannon/2	LT	1	2	4	8	16	24

Ammo Type: Rounds:

LRM 10 24
Autocannon/2 90

Total Heat Sinks: 12 Single

○○○○○○○○○○○○

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	Ammo Explosion, avoid on 8+
28	Shutdown, avoid on 10+
27	-5 Movement Points
26	+4 Modifier to Fire
25	Ammo Explosion, avoid on 6+
24	Shutdown, avoid on 8+
23	-4 Movement Points
22	Ammo Explosion, avoid on 4+
21	Shutdown, avoid on 6+
20	+3 Modifier to Fire
19	-3 Movement Points
18	Shutdown, avoid on 4+
17	+2 Modifier to Fire
16	-2 Movement Points
15	Shutdown, avoid on 4+
14	+1 Modifier to Fire
13	-1 Movement Point
12	
11	
10	
9	
8	
7	
6	
5	
4	
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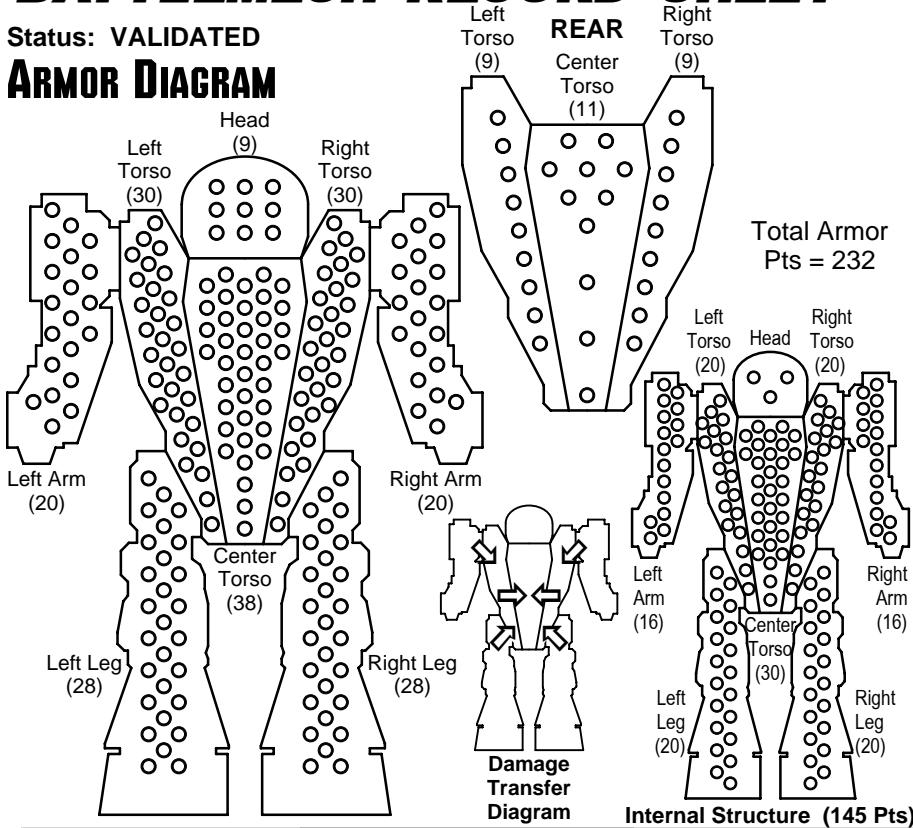
WIZGAMERS™

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Banshee BNC-6S

Mass: 95 tons

Movement Points: Tech & Configuration:

Walking: 4 Inner Sphere
 Running: 6 Biped 'Mech
 Jumping: 0

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	RT	2	10	-	6	12	18
1	Heavy Gauss Rifle	CT	2	25/20/10	4	6	13	20
1	Small Laser	HD	1	3	-	1	2	3

Ammo Type: Rounds:

LB 10-X AC	20
Heavy Gauss Rifle	20

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject: Weapon Heat:
 Operational Disabled (5)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	Ammo Explosion, avoid on 8+
28	Shutdown, avoid on 10+
27	-5 Movement Points
26	+4 Modifier to Fire
25	Ammo Explosion, avoid on 6+
24	Shutdown, avoid on 8+
23	-4 Movement Points
22	Ammo Explosion, avoid on 4+
21	Shutdown, avoid on 6+
20	+3 Modifier to Fire
19	-3 Movement Points
18	Shutdown, avoid on 4+
17	+2 Modifier to Fire
16	-2 Movement Points
15	-1 Movement Point
14	+1 Modifier to Fire
13	
12	
11	
10	
9	
8	
7	
6	
5	
4	
3	
2	
1	
0	

WIZKIDS™
WIZGAMERS™

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Hand Actuator
- 5. Endo Steel
- 6. Endo Steel
- 1. Endo Steel
- 2. Endo Steel
- 3. Endo Steel
- 4. Endo Steel
- 5. Endo Steel
- 6. Roll Again

CRITICAL HIT TABLE

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Small Laser
- 5. Sensors
- 6. Life Support

1-3

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Hand Actuator
- 5. Endo Steel
- 6. Endo Steel
- 1. Endo Steel
- 2. Endo Steel
- 3. Endo Steel
- 4. Endo Steel
- 5. Endo Steel
- 6. Roll Again

4-6

Left Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 3. Heavy Gauss Rifle (Cont)
- 4. Heavy Gauss Rifle (Cont)
- 5. Heavy Gauss Rifle (Cont)
- 6. Heavy Gauss Rifle (Cont)
- 1. Heavy Gauss Rifle (Cont)
- 2. Heavy Gauss Rifle (Cont)
- 3. Heavy Gauss Rifle (Cont)
- 4. Heavy Gauss Rifle (Cont)
- 5. Heavy Gauss Rifle (Cont)
- 6. CASE

1-3

4-6

Center Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 3. Light Fusion Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro
- 1. Gyro
- 2. Light Fusion Engine
- 3. Light Fusion Engine
- 4. Light Fusion Engine
- 5. Heavy Gauss Rifle
- 6. Heavy Gauss Rifle

1-3

Right Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 3. LB 10-X AC
- 4. LB 10-X AC
- 5. LB 10-X AC
- 6. LB 10-X AC
- 1. LB 10-X AC
- 2. LB 10-X AC
- 3. Ammo (LB 10-X) 10
- 4. Ammo (LB 10-X) 10
- 5. Ammo (Hvy Gauss) 4
- 6. CASE

4-6

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Ammo (Hvy Gauss) 4
- 6. Ammo (Hvy Gauss) 4

Engine Hits O O O
 Gyro Hits O O
 Sensor Hits O O
 Life Support O

Right Leg

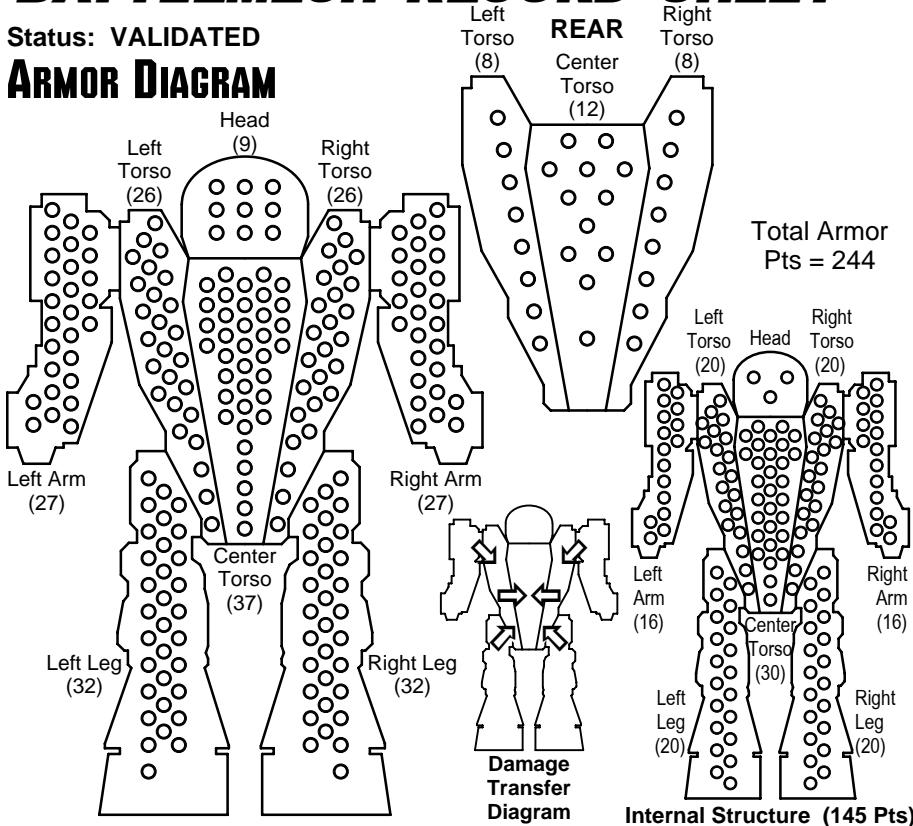
- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Ammo (Hvy Gauss) 4
- 6. Ammo (Hvy Gauss) 4

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Banshee BNC-7S

Mass: 95 tons

Movement Points: Tech & Configuration:

Walking: 4 Inner Sphere
Running: 6 Biped 'Mech
Jumping: 0

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	RA	5	5	-	4	8	12
1	ER PPC	LA	15	10	-	7	14	23
1	SRM 6	RT	4	2/hit	-	3	6	9
1	ER Medium Laser	RT	5	5	-	4	8	12
1	Gauss Rifle	LT	1	15	2	7	15	22
1	ER Medium Laser	LT	5	5	-	4	8	12

Ammo Type: Rounds:

SRM 6 15
Gauss Rifle 16

Total Heat Sinks: 14 Double (28)

oooooooooooo oooo

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

** Avoid Inferno explosion on..
Shutdown

Ammo Explosion, avoid on 8+ (** 12+)

Shutdown, avoid on 10+
-5 Movement Points
+4 Modifier to Fire
Ammo Explosion, avoid on 6+ (** 10+)
Shutdown, avoid on 8+

-4 Movement Points
Ammo Explosion, avoid on 4+ (** 8+)
Shutdown, avoid on 6+
+3 Modifier to Fire

-3 Movement Points
Shutdown, avoid on 4+ (** 6+)
+2 Modifier to Fire

-2 Movement Points (** 4+)
+1 Modifier to Fire

-1 Movement Point

WIZKIDS™
WIZGAMERS™

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. ER PPC
- 5. ER PPC
- 6. ER PPC
- 1. Endo Steel
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Left Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 3. Gauss Rifle
- 4. Gauss Rifle
- 5. Gauss Rifle
- 6. Gauss Rifle
- 1. Gauss Rifle
- 2. Gauss Rifle
- 3. Gauss Rifle
- 4. ER Medium Laser
- 5. Ammo (SRM 6) 15
- 6. CASE

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
- 4. Gyro
- 5. Gyro
- 6. Gyro
- 1. Gyro
- 2. Light Fusion Engine
- 3. Light Fusion Engine
- 4. Light Fusion Engine
- 5. Ammo (Gauss) 8
- 6. Ammo (Gauss) 8

Engine Hits	○	○	○
Gyro Hits	○	○	
Sensor Hits	○	○	
Life Support	○		

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Hand Actuator
- 5. ER Medium Laser
- 6. ER Medium Laser
- 1. Endo Steel
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Right Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 3. SRM 6
- 4. SRM 6
- 5. ER Medium Laser
- 6. Endo Steel
- 1. Endo Steel
- 2. Endo Steel
- 3. Endo Steel
- 4. Endo Steel
- 5. Endo Steel
- 6. Endo Steel

Right Leg

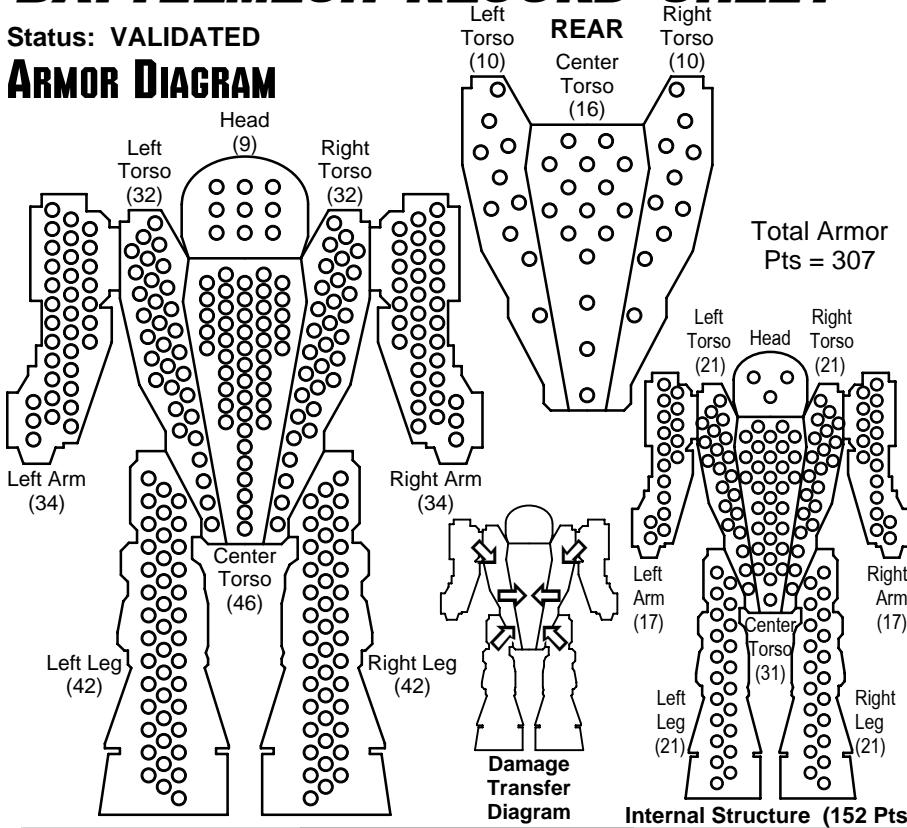
- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Endo Steel
- 6. Endo Steel

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Annihilator ANH-3A

Mass: 100 tons

Movement Points: Tech & Configuration:

Walking: 2 Inner Sphere
Running: 3 Biped 'Mech
Jumping: 0

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RA	5	5	-	4	8	12
2	Light AC/2	RA	1	2	-	6	12	18
1	ER Medium Laser	LA	5	5	-	4	8	12
2	Light AC/2	LA	1	2	-	6	12	18
1	ER Medium Laser	RT	5	5	-	4	8	12
2	Light AC/2	RT	1	2	-	6	12	18
1	ER Medium Laser	LT	5	5	-	4	8	12
2	Light AC/2	LT	1	2	-	6	12	18
1	Targeting Computer							

Ammo Type: Rounds:
Light AC/2 360

Total Heat Sinks: 14 Double (28)

○○○○○○○○○○○○○○○○

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	Ammo Explosion, avoid on 8+
28	Shutdown, avoid on 10+
27	-5 Movement Points
26	+4 Modifier to Fire
25	Ammo Explosion, avoid on 6+
24	Shutdown, avoid on 8+
23	-4 Movement Points
22	Ammo Explosion, avoid on 4+
21	Shutdown, avoid on 6+
20	+3 Modifier to Fire
19	-3 Movement Points
18	Shutdown, avoid on 4+
17	+2 Modifier to Fire
16	-2 Movement Points
15	-1 Movement Point
14	+1 Modifier to Fire
13	
12	
11	
10	
9	
8	
7	
6	
5	
4	
3	
2	
1	
0	

WIZKIDS
WIZGAMERS

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 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. ER Medium Laser
- 5. Light AC/2
- 6. Light AC/2

Left Torso

- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Double Heat Sink
- 1. ER Medium Laser
- 2. Light AC/2
- 3. Light AC/2
- 4. Ammo (LAC/2) 45
- 5. Ammo (LAC/2) 45
- 6. Ammo (LAC/2) 45

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Ammo (LAC/2) 45
- 6. Roll Again

CRITICAL HIT TABLE

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Ammo (LAC/2) 45
- 5. Sensors
- 6. Life Support

Center Torso

- 1. Fusion Engine
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro
- 1. Gyro
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Fusion Engine
- 5. Ammo (LAC/2) 45
- 6. Ammo (LAC/2) 45

Engine Hits	○	○	○
Gyro Hits	○	○	
Sensor Hits	○	○	
Life Support	○		

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. Double Heat Sink
- 2. Double Heat Sink
- 3. Double Heat Sink
- 4. ER Medium Laser
- 5. Light AC/2
- 6. Light AC/2

Right Torso

- 1. ER Medium Laser
- 2. Light AC/2
- 3. Light AC/2
- 4. Targeting Computer
- 5. Targeting Computer
- 6. Targeting Computer
- 1. Targeting Computer
- 2. Targeting Computer
- 3. Targeting Computer
- 4. Targeting Computer
- 5. Targeting Computer
- 6. Targeting Computer

Right Leg

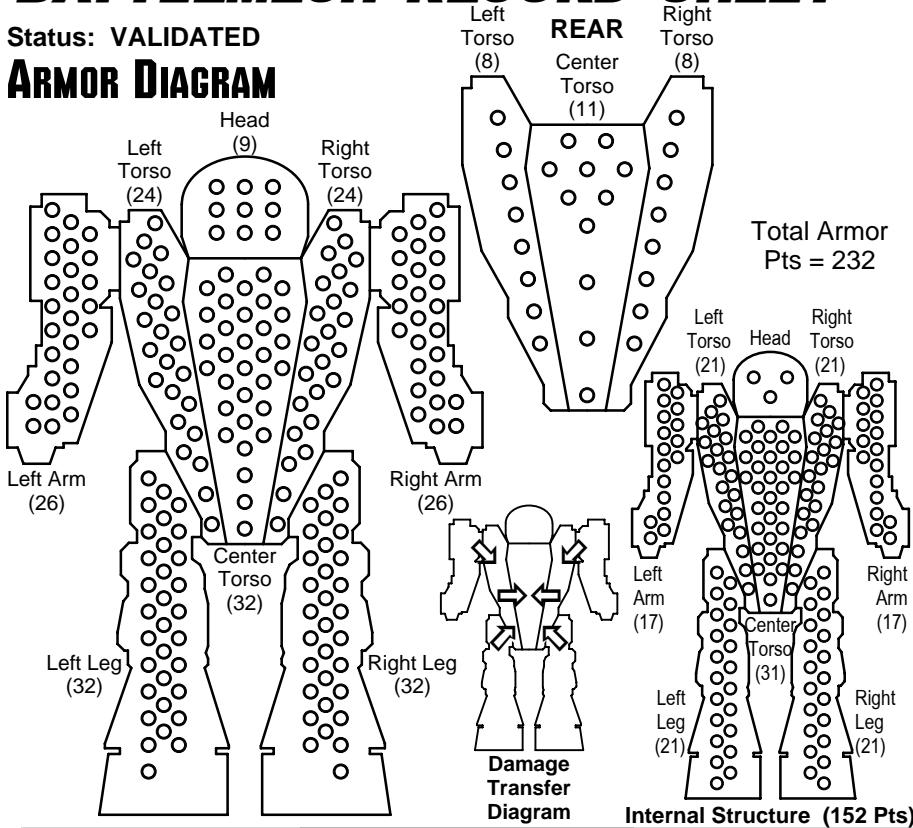
- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Ammo (LAC/2) 45
- 6. Roll Again

BATTLETECH

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Annihilator ANH-4A

Mass: 100 tons

Movement Points: Tech & Configuration:

Walking: 2 Inner Sphere
Running: 3 Biped 'Mech
Jumping: 0

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy PPC	RA	15	15	3	6	12	18
1	Heavy PPC	LA	15	15	3	6	12	18
1	LB 10-X AC	RT	2	10	-	6	12	18
1	LB 10-X AC	LT	2	10	-	6	12	18
1	Light AC/2	CT	1	2	-	6	12	18
1	Light AC/2	HD	1	2	-	6	12	18

Ammo Type: Rounds:

LB 10-X AC	40
Light AC/2	90

Total Heat Sinks: 15 Double (30)

oooooooooooo ooooo

Auto Eject: Operational Disabled Weapon Heat: (36)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	Ammo Explosion, avoid on 8+
28	Shutdown, avoid on 10+
27	-5 Movement Points
26	+4 Modifier to Fire
25	Ammo Explosion, avoid on 6+
24	Shutdown, avoid on 8+
23	-4 Movement Points
22	Ammo Explosion, avoid on 4+
21	Shutdown, avoid on 6+
20	+3 Modifier to Fire
19	-3 Movement Points
18	Shutdown, avoid on 4+
17	+2 Modifier to Fire
16	12
15	-2 Movement Points
10	+1 Modifier to Fire
9	-1 Movement Point
8	
7	
6	
5	
4	
3	
2	
1	
0	

WIZKIDS
WIZGAMERS

Left Arm

- 1. Shoulder
 - 2. Upper Arm Actuator
 - 3. Double Heat Sink
 - 4. Double Heat Sink
 - 5. Double Heat Sink
 - 6. Double Heat Sink
- 1-3
- 1. Double Heat Sink
 - 2. Double Heat Sink
 - 3. Heavy PPC
 - 4. Heavy PPC
 - 5. Heavy PPC
 - 6. Heavy PPC
- 4-6

CRITICAL HIT TABLE

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Light AC/2
- 5. Sensors
- 6. Life Support

1-3

Right Arm

- 1. Shoulder
 - 2. Upper Arm Actuator
 - 3. Double Heat Sink
 - 4. Double Heat Sink
 - 5. Double Heat Sink
 - 6. Double Heat Sink
- 4-6
- 1. Double Heat Sink
 - 2. Double Heat Sink
 - 3. Heavy PPC
 - 4. Heavy PPC
 - 5. Heavy PPC
 - 6. Heavy PPC

Left Torso

- 1. Double Heat Sink
 - 2. Double Heat Sink
 - 3. Double Heat Sink
 - 4. LB 10-X AC
 - 5. LB 10-X AC
 - 6. LB 10-X AC
- 1-3
- 1. LB 10-X AC
 - 2. LB 10-X AC
 - 3. LB 10-X AC
 - 4. Ammo (LB 10-X) 10
 - 5. Ammo (LB 10-X) 10
 - 6. Ammo (LAC/2) 45
- 4-6

Center Torso

- 1. Fusion Engine
 - 2. Fusion Engine
 - 3. Fusion Engine
 - 4. Compact Gyro
 - 5. Compact Gyro
 - 6. Fusion Engine
- 1-3
- 1. Fusion Engine
 - 2. Fusion Engine
 - 3. Double Heat Sink
 - 4. Double Heat Sink
 - 5. Double Heat Sink
 - 6. Light AC/2
- 4-6

Right Torso

- 1. Double Heat Sink
 - 2. Double Heat Sink
 - 3. Double Heat Sink
 - 4. LB 10-X AC
 - 5. LB 10-X AC
 - 6. LB 10-X AC
- 1-3
- 1. LB 10-X AC
 - 2. LB 10-X AC
 - 3. LB 10-X AC
 - 4. Ammo (LB 10-X) 10
 - 5. Ammo (LB 10-X) 10
 - 6. Ammo (LAC/2) 45

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Roll Again
- 6. Roll Again

Engine Hits
Gyro Hits
Sensor Hits
Life Support

Right Leg

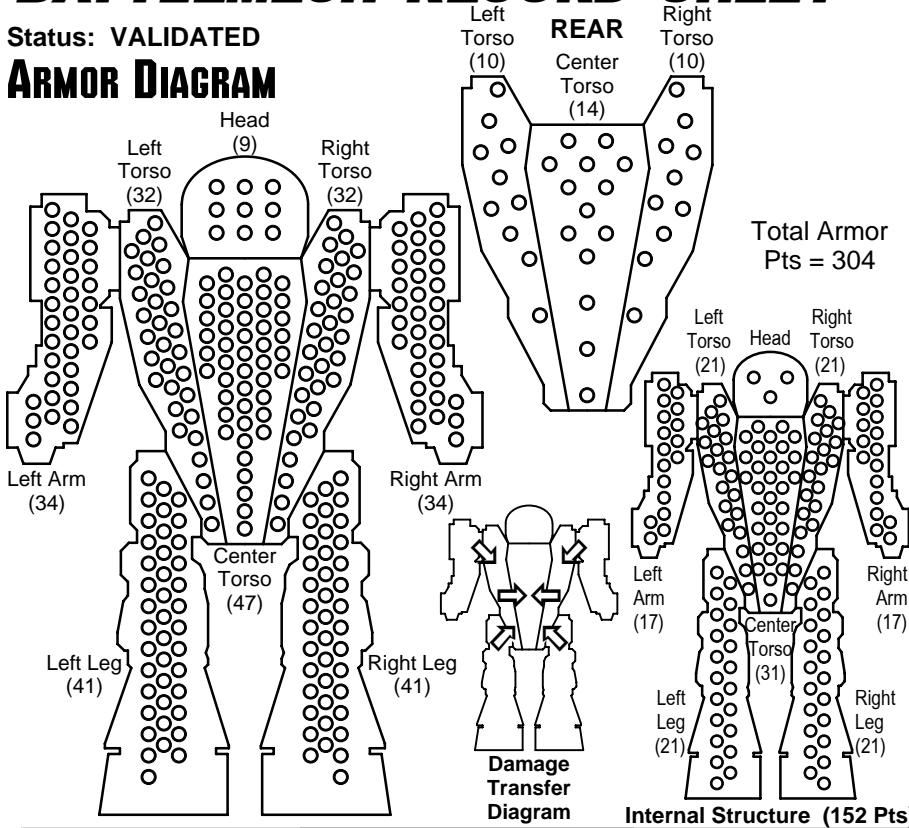
- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Roll Again
- 6. Roll Again

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Internal Structure (152 Pts)

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Hand Actuator
- 5. Single Heat Sink
- 6. Single Heat Sink

- 1. ER Large Laser
- 2. ER Large Laser
- 3. Anti-Missile System

- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Left Torso

- 1. XL Engine
- 2. XL Engine
- 3. XL Engine

- 4. LRM 20
- 5. LRM 20
- 6. LRM 20

- 1. LRM 20
- 2. LRM 20

- 3. Ammo (LRM 20) 6
- 4. Ammo (LRM 20) 6
- 5. Ammo (AMS) 12
- 6. CASE

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Single Heat Sink
- 6. Single Heat Sink

CRITICAL HIT TABLE

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. C³ Slave Unit
- 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. Single Heat Sink
- 6. Medium Pulse Laser (R)

Engine Hits	○	○	○
Gyro Hits	○	○	
Sensor Hits	○	○	
Life Support	○		

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Hand Actuator
- 5. Single Heat Sink
- 6. Single Heat Sink

- 1. ER Large Laser
- 2. ER Large Laser
- 3. Ammo (Gauss) 8
- 4. Ammo (Gauss) 8
- 5. Roll Again
- 6. Roll Again

Right Torso

- 1. XL Engine
- 2. XL Engine
- 3. XL Engine

- 4. Gauss Rifle
- 5. Gauss Rifle
- 6. Gauss Rifle

- 1. Gauss Rifle
- 2. Gauss Rifle
- 3. Gauss Rifle
- 4. Gauss Rifle
- 5. CASE
- 6. Roll Again

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Single Heat Sink
- 6. Single Heat Sink

'MECH DATA

Type: **Atlas AS7-C**

Mass: **100 tons**

Movement Points: Tech & Configuration:

Walking: **3** Inner Sphere
Running: **5** Biped 'Mech
Jumping: **0**

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	Anti-Missile System	LA	1	-	-	-	-	-
1	Gauss Rifle	RT	1	15	2	7	15	22
1	LRM 20	LT	6	1/hit	6	7	14	21
1	Medium Pulse Laser	CT(R)	4	6	-	2	4	6
1	C³ Slave Unit	HD	0	-	-	-	-	-

Ammo Type: Rounds:

Anti-Missile System	12
Gauss Rifle	16
LRM 20	12

Total Heat Sinks: **21** Single



Auto Eject: Operational Disabled Weapon Heat: **(36)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	Ammo Explosion, avoid on 8+
28	
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	-2 Movement Points
10	
9	+1 Modifier to Fire
8	
7	
6	-1 Movement Point
5	
4	
3	
2	
1	
0	

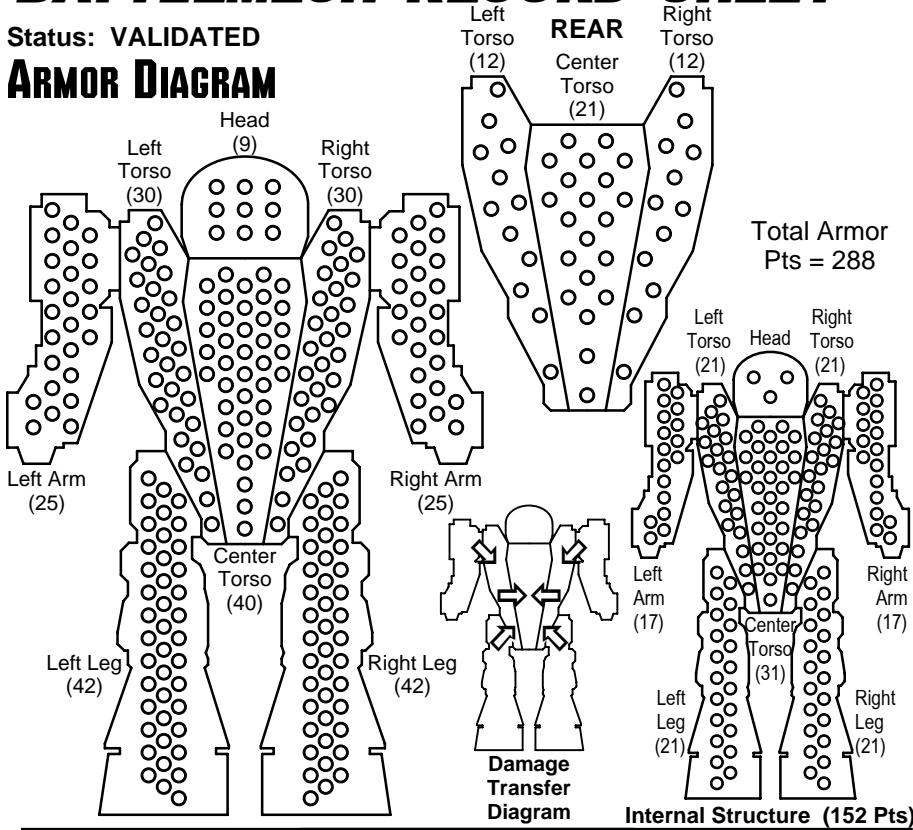
WIZKIDS™ WIZGAMERS™

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Single Heat Sink
- 4. Single Heat Sink
- 5. Single Heat Sink
- 6. Large Pulse Laser
- 1. Large Pulse Laser
- 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. Single Heat Sink
- 5. Single Heat Sink
- 6. Single Heat Sink
- 1. ER PPC
- 2. ER PPC
- 3. ER PPC
- 4. Ammo (LRM 15) 8
- 5. Ammo (LRM 15) 8
- 6. CASE

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Single Heat Sink
- 6. Single Heat Sink

CRITICAL HIT TABLE

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Single Heat Sink
- 5. Sensors
- 6. Life Support

Center Torso

- 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro
- 1. Gyro
- 2. XL Engine
- 3. XL Engine
- 4. XL Engine
- 5. Medium Pulse Laser
- 6. Medium Pulse Laser

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Single Heat Sink
- 5. Single Heat Sink
- 6. Single Heat Sink
- 1. LRM 15
- 2. LRM 15
- 3. LRM 15
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Right Torso

- 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 4. Single Heat Sink
- 5. Single Heat Sink
- 6. Single Heat Sink
- 1. Single Heat Sink
- 2. ER PPC
- 3. ER PPC
- 4. ER PPC
- 5. Medium Laser
- 6. Medium Laser

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Single Heat Sink
- 6. Single Heat Sink

'MECH DATA

Type: Imp IMP-3E

Mass: 100 tons

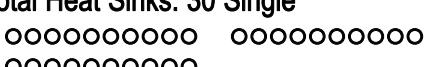
Movement Points: Tech & Configuration:

Walking: 3 Inner Sphere
 Running: 5 Biped 'Mech
 Jumping: 0

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	RA	5	1/hit	6	7	14	21
1	Large Pulse Laser	LA	10	9	-	3	7	10
1	ER PPC	RT	15	10	-	7	14	23
2	Medium Laser	RT	3	5	-	3	6	9
1	ER PPC	LT	15	10	-	7	14	23
2	Medium Pulse Laser	CT	4	6	-	2	4	6

Total Heat Sinks: 30 Single



Auto Eject:

Operational Disabled

Weapon Heat:

(59)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	Ammo Explosion, avoid on 8+
28	
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	-2 Movement Points
10	
9	+1 Modifier to Fire
8	
6	-1 Movement Point
5	
4	
3	
2	
1	
0	

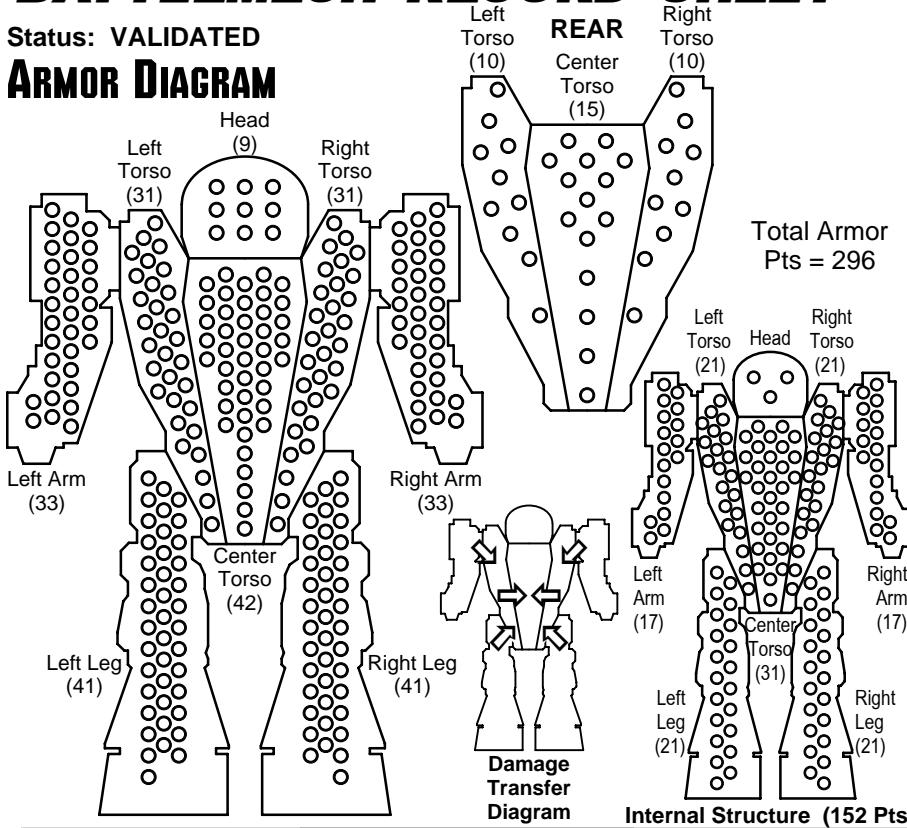
WIZGAMERS™

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Imp IMP-4E

Mass: 100 tons

Movement Points: Tech & Configuration:

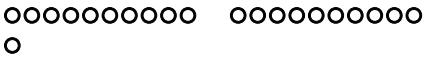
Walking: 3 Inner Sphere
Running: 5 Biped 'Mech
Jumping: 0

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20 w/ Artemis IV RA		6	1/hit	6	7	14	21
1	ER Medium Laser	RA	5	5	-	4	8	12
1	ER Medium Laser	LA	5	5	-	4	8	12
1	ER PPC	RT	15	10	-	7	14	23
1	ER PPC	LT	15	10	-	7	14	23
2	Medium Pulse Laser	CT	4	6	-	2	4	6
1	ER Medium Laser	HD	5	5	-	4	8	12
1	ER Small Laser	LL	2	3	-	2	4	5
1	ER Small Laser	RL	2	3	-	2	4	5

Ammo Type: LRM 20 Rounds: 12

Total Heat Sinks: 21 Double (42)



Auto Eject: Operational Disabled Weapon Heat: (63)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	Shutdown
29	Ammo Explosion, avoid on 8+
28	
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	-2 Movement Points
10	
9	+1 Modifier to Fire
8	
6	-1 Movement Point
5	
4	
3	
2	
1	
0	

WIZKIDS™

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Double Heat Sink
- 1-3
- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. ER Medium Laser
- 4-6
- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. ER Medium Laser

Left Torso

- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Double Heat Sink
- 1-3
- 1. ER PPC
- 2. ER PPC
- 3. ER PPC
- 4. Ammo (LRM 20) 6
- 5. Ammo (LRM 20) 6
- 6. CASE
- 4-6
- 1. ER PPC
- 2. ER PPC
- 3. ER PPC
- 4. Fusion Engine
- 5. Medium Pulse Laser
- 6. Medium Pulse Laser

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. ER Small Laser
- 6. Roll Again

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
- 3. Fusion Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro
- 1-3
- 1. Gyro
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Fusion Engine
- 5. Medium Pulse Laser
- 6. Medium Pulse Laser
- 4-6
- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Double Heat Sink

Engine Hits	○	○	○
Gyro Hits	○	○	
Sensor Hits	○	○	
Life Support	○		

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. LRM 20
- 1-3
- 1. LRM 20
- 2. LRM 20
- 3. LRM 20
- 4. LRM 20
- 5. Artemis IV FCS
- 6. ER Medium Laser
- 4-6
- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. ER Medium Laser

Right Torso

- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Double Heat Sink
- 1-3
- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Double Heat Sink
- 4-6
- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Double Heat Sink
- 4. ER PPC
- 5. ER PPC
- 6. ER PPC

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. ER Small Laser
- 6. Roll Again