

HEAVYMETAL PRO

BATTLEMECH ROSTER SHEET

Twilight of the Clans Scenario 3

May 3, 2012

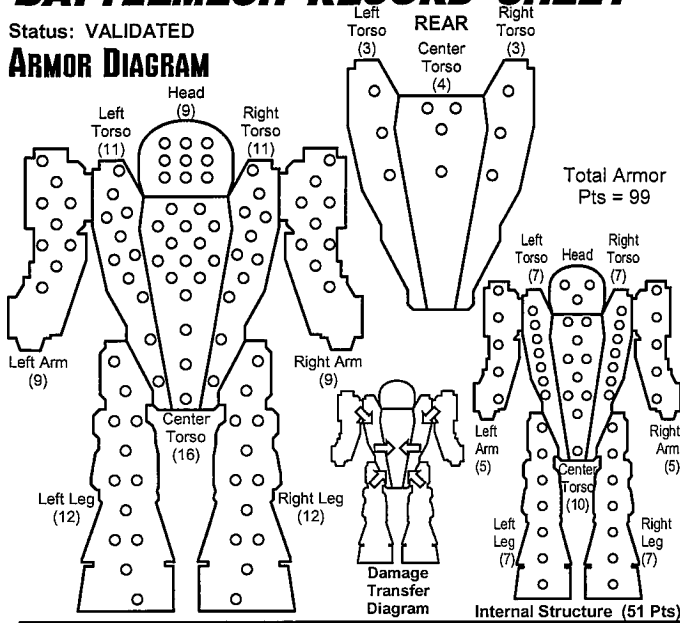
TONS	TYPE & MODEL	COST	BV	Skills	STD	WV	RATIO
30	Battle Hawk BH-K305	3,761,940	817	4/4	391		.55
30	Spider SDR-7M	3,115,840	768	3/3	127		.26
35	Jenner IIC	7,490,475	1,864	2/3	474		.46
35	Jenner JR7-K	3,306,375	958	3/4	288		.41
35	Panther PNT-10K	2,916,360	812	4/4	364		.52
35	Wolfhound WLF-2	3,141,180	903	4/5	880		.97
40	Griffin IIC	4,255,510	2,715	2/3	1,112		.75
45	Blackjack BJ-2	3,441,575	987	4/4	456		.53
50	Centurion CN9-D	9,664,500	1,128	3/5	1,075	1.14	
50	Enforcer ENF-5D	8,808,874	1,039	4/5	735		.71
50	Hunchback IIC	8,110,000	2,377	3/3	933		.61
50	Nightsky NGS-4S	9,420,000	1,183	4/4	828		.80
55	Dervish DV-7D	5,571,216	1,328	4/5	995		.75
60	Glass Spider (Galahad)	5,712,000	2,258	3/4	1,613		.99
60	Grand Dragon DRG-5K	13,354,880	1,639	3/4	1,596	1.34	
65	Cestus CTS-6Y	11,327,361	2,332	3/3	2,283	1.53	
65	Rifleman IIC	5,741,588	3,312	3/3	3,345	1.58	
65	Thunderbolt TDR-9SE	5,851,011	1,626	3/5	1,562	1.15	
70	Caesar CES-3R	13,424,674	1,960	3/4	2,100	1.48	
75	Maelstrom MTR-5K	18,016,688	2,712	2/3	2,085	1.40	
75	Penetrator PTR-4D	7,628,250	1,898	3/4	1,369	1.00	
80	Hatamoto-Chi HTM-27T	8,236,921	1,981	3/3	1,604	1.26	
1,155	Tons Total (22 'Mechs)	162,297,218	36,597		26,215		.72

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Total Armor Pts = 99

Internal Structure (51 Pts)

CRITICAL HIT TABLE

Left Arm

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

1-3

4-6

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

1-3

4-6

Left Leg

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

4-6

Head

- Life Support
- Sensors
- Cockpit
- Anti-Missile System
- Sensors
- Life Support

Center Torso

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

1-3

4-6

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○

Battle Value: 774

BV for 4/4: 890

Weapon Value: 388 / 371

Cost, C-Bills: 3,761,940

Right Arm

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

1-3

4-6

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

1-3

4-6

Right Leg

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

4-6

'MECH DATA

Type: Battle Hawk BH-K305

Mass: 30 tons

Movement Points: Tech, Config. & Level:

Walking: 5 Inner Sphere

Running: 8 Biped 'Mech

Jumping: 5 Level 2 / 3025

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Prog
1	Anti-Missile System	HD	1	*	-	-	-	-
1	Streak SRM 2	LA	2	2/hit	-	3	6	9
3	Medium Pulse Laser	RA	4	6	-	2	4	6

Ammo Type: Rounds: BV2:

Anti-Missile System	12	14
Streak SRM 2	50	14

Total Heat Sinks: 11 Double (22)

oooooooooooo

Auto Eject: Operational Disabled

Weapon Heat: (15)

WARRIOR DATA

Name: Lieutenant Michael Gau

Gunnery Skill: 4 Piloting Skill: 4

Hits Taken

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

Consciousness #

HEAT SCALE

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

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HIT LOCATIONS (2D6)

Roll	Left	Front/Rear	Right
2	LT (crit)	CT (crit)	RT (crit)
3	LL	RA	RL
4	LA	RA	RA
5	LA	RL	RA
6	LL	RT	RL
7	LT	CT	RT
8	CT	LT	CT
9	RT	LL	LT
10	RA	LA	LA
11	RL	LA	LL
12	HD	HD	HD

PUNCH LOCATIONS (1D6)

Roll	Left	Front/Rear	Right
1	LT	LA	RT
2	LT	LT	RT
3	CT	CT	CT
4	LA	RT	RA
5	LA	RA	RA
6	HD	HD	HD

KICK LOCATIONS (1D6)

Roll	Left	Front/Rear	Right
1-3	LL	RL	RL
4-6	LL	LL	RL

ATTACK MODIFIERS

Attacker	
Movement	
Stationary	None
Walked	+1
Ran	+2
Jumped	+3
BattleMech Damage	
Sensor Hit	+2
Shoulder	+4 weapons in arm
Arm Act. (each)	+1 weapons in arm
Prone	+2
In Depth 1 Water	+1
Target	
Movement	
0-2 hexes	0
3-4 hexes	+1
5-6 hexes	+2
7-9 hexes	+3
10-13 hexes	+4
14-18 hexes	+5 (Level 3)
19-24 hexes	+6 (Level 3)
25+ hexes	+7 (Level 3)
Jumped	+1 additional
Sprinted	-1
Prone	-2 adjacent hex
	+1 other hexes
Immobile	-4
In Depth 1 Water	+2 Punch locations
Partial Cover	+3 Punch locations
Infantry Squad	+1

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MOVEMENT RECORD

Turn Num	Type	Num	Move	+ Weap	+ Prev	+ Misc	= Total	- H.S.	= Heat	To Hits	Damage & Notes:
	WR/J	Hex	Heat	Heat	Heat	Heat	Heat	Pts	Level		
1											
2											
3											
4											
5											
6											
7											
8											
9											
10											
11											
12											

MISSILE HITS TABLE

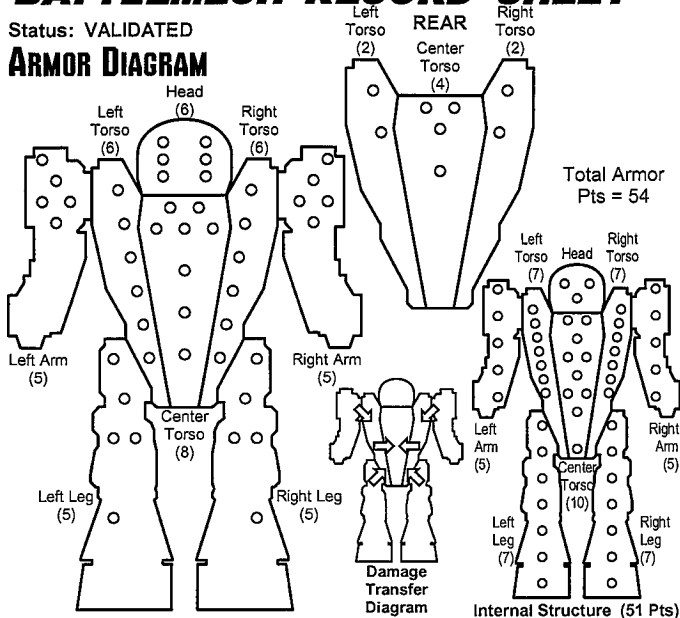
Roll	Number of Missiles Fired									
2D6	2	3	4	5	6	9	10	12	15	20
2	1	1	1	2	3	3	4	5	6	
3	1	1	2	2	3	3	4	5	6	
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 54

Internal Structure (51 Pts)

CRITICAL HIT TABLE

Left Arm

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

1-3

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

4-6

Left Torso

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

1-3

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

4-6

Left Leg

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

Head

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

Center Torso

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

1-3

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

4-6

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

Battle Value: 625
BV for 3 / 3: 975
Weapon Value: 127 / 127
Cost, C-Bills: 3,115,840

Right Arm

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

1-3

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

4-6

Right Torso

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

1-3

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

4-6

Right Leg

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

'MECH DATA

Type: **Spider SDR-7M**

Mass: **30 tons**

Movement Points: Tech, Config. & Level:

Walking: **8** Inner Sphere

Running: **12** Biped 'Mech

Jumping: **8** Level 2 / 3050

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Pulse Laser	CT	4	6	-	2	4	6

HIT LOCATIONS (2D6)

Roll	Left	Front/Rear	Right
2	LT	CT	RT
	(crit)	(crit)	(crit)
3	LL	RA	RL
4	LA	RA	RA
5	LA	RL	RA
6	LL	RT	RL
7	LT	CT	RT
8	CT	LT	CT
9	RT	LL	LT
10	RA	LA	LA
11	RL	LA	LL
12	HD	HD	HD

PUNCH LOCATIONS (1D6)

Roll	Left	Front/Rear	Right
1	LT	LA	RT
2	LT	LT	RT
3	CT	CT	CT
4	LA	RT	RA
5	LA	RA	RA
6	HD	HD	HD

WARRIOR DATA

Name: **MechWarrior David**

Gunnery Skill: **3**

Piloting Skill: **3**

Hits Taken

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

Consciousness #

HEAT SCALE

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

ATTACK MODIFIERS

Attacker	Modifier
Movement	
Stationary	None
Walked	+1
Ran	+2
Jumped	+3
BattleMech Damage	
Sensor Hit	+2
Shoulder	+4 weapons in arm
Arm Act. (each)	+1 weapons in arm
Proned	+2
In Depth 1 Water	+1
Target	
Movement	
0-2 hexes	0
3-4 hexes	+1
5-6 hexes	+2
7-9 hexes	+3
10-13 hexes	+4
14-18 hexes	+5 (Level 3)
19-24 hexes	+6 (Level 3)
25+ hexes	+7 (Level 3)
Jumped	+1 additional
Sprinted	-1
Prone	-2 adjacent hex
	+1 other hexes
Immobile	-4
In Depth 1 Water	+2 Punch locations
Partial Cover	+3 Punch locations
Infantry Squad	+1

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MOVEMENT RECORD

Turn Num	Type W/R/J	Num Hex	Move Heat	+ Weap Heat	+ Prev Heat	+ Misc Heat	= Total Heat	- H.S. Pts	= Heat Level	To Hits	Damage & Notes:
1											
2											
3											
4											
5											
6											
7											
8											
9											
10											
11											
12											

MISSILE HITS TABLE

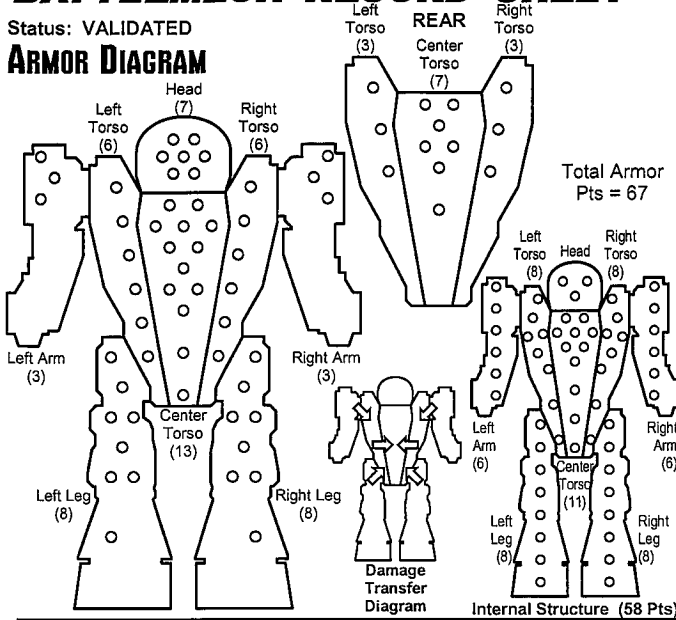
Roll	Number of Missiles Fired											
D6	2	3	4	5	6	9	10	12	15	20		
2	1	1	1	1	2	3	3	4	5	6		
3	1	1	2	2	2	3	3	4	5	6		
4	1	1	2	2	3	4	4	5	6	9		
5	1	2	2	3	3	5	6	8	9	12		
6	1	2	2	3	4	5	6	8	9	12		
7	1	2	3	3	4	5	6	8	9	12		
8	2	2	3	3	4	5	6	8	9	12		
9	2	2	3	4	5	7	8	10	12	16		
10	2	3	3	4	5	7	8	10	12	16		
11	2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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Jenner IIC
 Mass: 35 tons
 Movement Points: Tech, Config. & Level:
 Walking: 9 Clan
 Running: 14 Biped 'Mech
 Jumping: 7 Level 2 / 3055

Weapons Inventory: (hexes)

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

Ammo Type: Streak SRM 4 Rounds: 25 BV2: 86
 SRM 6 30 120

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

Auto Eject: Operational Disabled Weapon Heat: (11)

HIT LOCATIONS (2D6)

Roll	Left	Front/Rear	Right
2	LT	CT	RT
3	(crit)	(crit)	(crit)
4	LL	RA	RL
5	LA	RA	RA
6	LL	RT	RL
7	LT	CT	RT
8	CT	LT	CT
9	RT	LL	LT
10	RA	LA	LA
11	RL	LA	LL
12	HD	HD	HD

PUNCH LOCATIONS (1D6)

Roll	Left	Front/Rear	Right
1	LT	LA	RT
2	LT	LT	RT
3	CT	CT	CT
4	LA	RT	RA
5	LA	RA	RA
6	HD	HD	HD

WARRIOR DATA

Name: MechWarrior Patrick
 Gunnery Skill: 2 Piloting Skill: 3

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

KICK LOCATIONS (1D6)

Roll	Left	Front/Rear	Right
1-3	LL	RL	RL
4-6	LL	LL	RL

CRITICAL HIT TABLE

Location	Roll	Damage
Left Arm	1-3	Shoulder
	2	Upper Arm Actuator
	3	SRM 6
	4	Ferro-Fibrous
	5	Roll Again
	6	Roll Again
Right Arm	1-3	Shoulder
	2	Upper Arm Actuator
	3	SRM 6
	4	Ferro-Fibrous
	5	Roll Again
	6	Roll Again
Center Torso	1-3	XL Engine
	2	XL Engine
	3	XL Engine
	4	Gyro
	5	Gyro
	6	Gyro
Left Torso (CASE)	1-3	XL Engine
	2	XL Engine
	3	Jump Jet
	4	Ammo (SRM 6) 15
	5	Endo Steel
	6	Endo Steel
Right Torso (CASE)	1-3	XL Engine
	2	XL Engine
	3	Jump Jet
	4	Ammo (SRM 4) 25
	5	Ammo (SRM 6) 15
	6	Endo Steel
Left Leg	1-3	Gyro
	2	XL Engine
	3	XL Engine
	4	XL Engine
	5	Jump Jet
	6	Streak SRM 4
Right Leg	1-3	Endo Steel
	2	Endo Steel
	3	Ferro-Fibrous
	4	Ferro-Fibrous
	5	Roll Again
	6	Roll Again

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

Battle Value: 1,047
 BV for 2/3: 1,906
 Weapon Value: 474 / 413
 Cost, C-Bills: 7,490,475

HEAT SCALE

** Avoid Inferno explosion on..
 Shutdown

30
29
28
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

WIKEMER

ATTACK MODIFIERS

Attacker
 Movement
 Stationary None
 Walked +1
 Ran +2
 Jumped +3
 BattleMech Damage
 Sensor Hit +2
 Shoulder +4 weapons in arm
 Arm Act. (each) +1 weapons in arm
 Prone +2
 In Depth 1 Water +1

Target
 Movement
 0-2 hexes 0
 3-4 hexes +1
 5-6 hexes +2
 7-9 hexes +3
 10-13 hexes +4
 14-18 hexes +5 (Level 3)
 19-24 hexes +6 (Level 3)
 25+ hexes +7 (Level 3)
 Jumped +1 additional
 Sprinted -1
 Prone -2 adjacent hex
 +1 other hexes
 -4
 Immobile
 In Depth 1 Water +2 Punch locations
 Partial Cover +3 Punch locations
 Infantry Squad +1

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MOVEMENT RECORD

Turn Num	Type W/R/J	Num Hex	Move Heat	+ Weap Heat	+ Prev Heat	+ Misc Heat	= Total Heat	- H.S. Pts	= Heat Level	To Hits	Damage & Notes:
1											
2											
3											
4											
5											
6											
7											
8											
9											
10											
11											
12											

MISSILE HITS TABLE

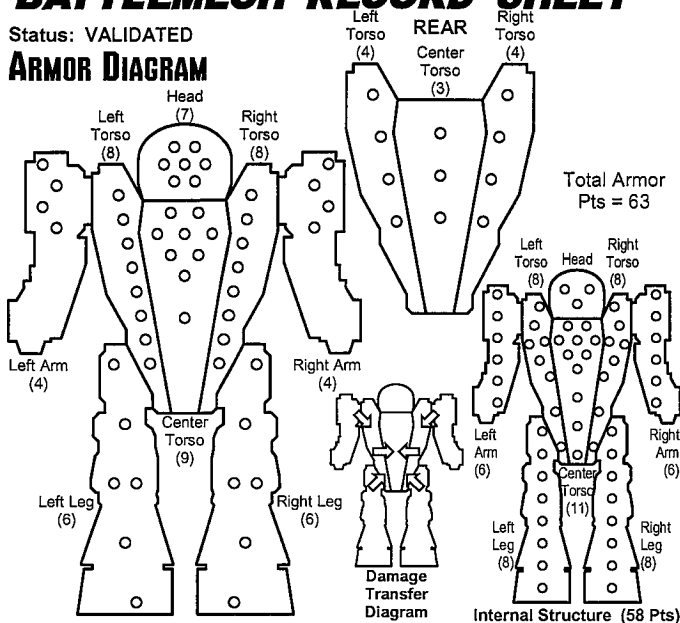
Roll	2D6	3	4	5	6	9	10	12	15	20
2	1	1	1	2	3	3	4	5	6	
3	1	1	2	2	3	3	4	5	6	
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20
12	2	3	4	5	6	9	10	12	15	20

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Jenner JR7-K
 Mass: 35 tons
 Movement Points: Tech, Config. & Level:
 Walking: 7 Inner Sphere
 Running: 11 Biped 'Mech
 Jumping: 5 Level 2 / 3050

Weapons Inventory: (hexes)

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

Ammo Type: SRM 4 Rounds: 25 BV2: 26

Total Heat Sinks: 10 Single
 ○○○○○○○○○○

Auto Eject: Operational Disabled Weapon Heat: (15)

HIT LOCATIONS (2D6)

Roll	Left	Front/Rear	Right
2	LT	CT	RT
3	(crit)	(crit)	(crit)
4	LL	RA	RL
5	LA	RA	RA
6	LA	RL	RA
7	LL	RT	RL
8	LT	CT	RT
9	CT	LT	CT
10	RT	LL	LT
11	RA	LA	LA
12	RL	LA	LL
	HD	HD	HD

PUNCH LOCATIONS (1D6)

Roll	Left	Front/Rear	Right
1	LT	LA	RT
2	LT	LT	RT
3	CT	CT	CT
4	LA	RT	RA
5	LA	RA	RA
6	HD	HD	HD

KICK LOCATIONS (1D6)

Roll	Left	Front/Rear	Right
1-3	LL	RL	RL
4-6	LL	LL	RL

WARRIOR DATA

Name: MechWarrior Lori
 Gunnery Skill: 3 Piloting Skill: 4

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

-4 Movement Points
 Ammo Explosion, avoid on 8+ (** 12+)
 -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

W.K. GAMER

ATTACK MODIFIERS

Attacker
 Movement
 Stationary None
 Walked +1
 Ran +2
 Jumped +3
 BattleMech Damage
 Sensor Hit +2
 Shoulder +4 weapons in arm
 Arm Act. (each) +1 weapons in arm
 Prone +2
 In Depth 1 Water +1

Target
 Movement
 0-2 hexes 0
 3-4 hexes +1
 5-6 hexes +2
 7-9 hexes +3
 10-13 hexes +4
 14-18 hexes +5 (Level 3)
 19-24 hexes +6 (Level 3)
 25+ hexes +7 (Level 3)
 Jumped +1 additional
 Sprinkled -1
 Prone -2 adjacent hex
 +1 other hexes
 -4
 Immobile
 In Depth 1 Water +2 Punch locations
 Partial Cover +3 Punch locations
 Infantry Squad +1

CRITICAL HIT TABLE

Location	Roll	Effects		
Left Arm	1-3	1. Shoulder 2. Upper Arm Actuator 3. Medium Laser 4. Medium Laser 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 Arm	1-3	1. Shoulder 2. Upper Arm Actuator 3. Medium Laser 4. Medium Laser 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	
		Center Torso	1-3	1. Life Support 2. Sensors 3. Cockpit 4. Single Heat Sink 5. Sensors 6. Life Support
			4-6	1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro
Left Torso			1-3	1. Jump Jet 2. Jump Jet 3. Ferro-Fibrous 4. Ferro-Fibrous 5. Ferro-Fibrous 6. Ferro-Fibrous
			4-6	1. Ferro-Fibrous 2. Ferro-Fibrous 3. Ferro-Fibrous 4. Roll Again 5. Roll Again 6. Roll Again
	Right Torso		1-3	1. Jump Jet 2. Jump Jet 3. Ammo (SRM 4) 25 4. CASE 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 Leg	1-3	1. Gyro 2. Fusion Engine 3. Fusion Engine 4. Fusion Engine 5. Jump Jet 6. SRM 4
			4-6	1. Ferro-Fibrous 2. Ferro-Fibrous 3. Ferro-Fibrous 4. Roll Again 5. Roll Again 6. Roll Again
Right Leg			1-3	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Roll Again 6. Roll Again
			4-6	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Roll Again 6. Roll Again

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

Battle Value: 893
 BV for 3/4: 1,232
 Weapon Value: 288 / 288
 Cost, C-Bills: 3,306,375

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MOVEMENT RECORD

Turn Num	Type	Num	Move	+ Weap	+ Prev	+ Misc	= Total	- H.S.	= Heat	To Hits	Damage & Notes:
Num	WR/J	Hex	Heat	Heat	Heat	Heat	Heat	Pts	Level		
1											
2											
3											
4											
5											
6											
7											
8											
9											
10											
11											
12											

MISSILE HITS TABLE

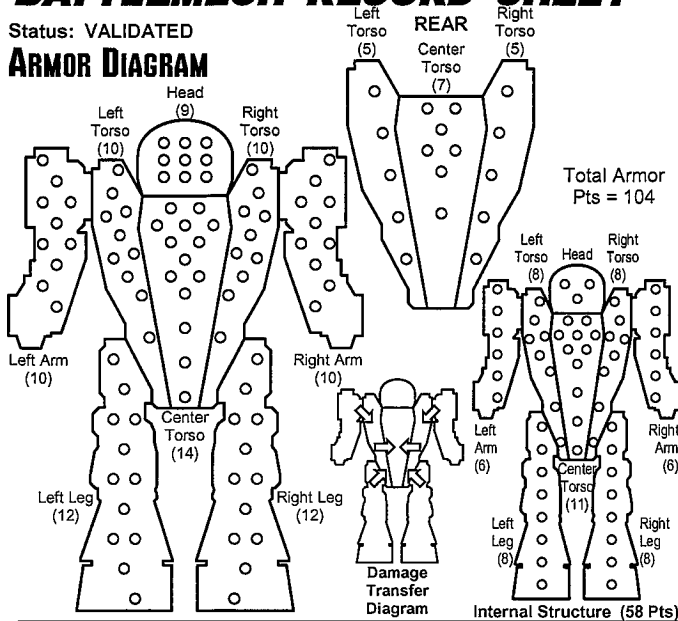
Roll	Number of Missiles Fired									
2D6	2	3	4	5	6	9	10	12	15	20
2	1	1	1	2	3	3	4	5	6	
3	1	1	2	2	3	3	4	5	6	
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Panther PNT-10K
 Mass: 35 tons
 Movement Points: Tech, Config. & Level:
 Walking: 4 Inner Sphere
 Running: 6 Biped Mech
 Jumping: 4 Level 2 / 3050

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: SRM 4 Rounds: 25 BV2: 11

Total Heat Sinks: 13 Single
 ○○○○○○○○○○○○○○ ○○○

Auto Eject: Operational Disabled
 Weapon Heat: (18)

HIT LOCATIONS (2D6)

Roll	Left	Front/Rear	Right
2	LT	CT	RT
	(crit)	(crit)	(crit)
3	LL	RA	RL
4	LA	RA	RA
5	LA	RL	RA
6	LL	RT	RL
7	LT	CT	RT
8	CT	LT	CT
9	RT	LL	LT
10	RA	LA	LA
11	RL	LA	LL
12	HD	HD	HD

PUNCH LOCATIONS (1D6)

Roll	Left	Front/Rear	Right
1	LT	LA	RT
2	LT	LT	RT
3	CT	CT	CT
4	LA	RT	RA
5	LA	RA	RA
6	HD	HD	HD

KICK LOCATIONS (1D6)

Roll	Left	Front/Rear	Right
1-3	LL	RL	RL
4-6	LL	LL	RL

WARRIOR DATA

Name: MechWarrior Keith
 Gunnery Skill: 4 Piloting Skill: 4

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

CRITICAL HIT TABLE

Location	Roll	1	2	3	4	5	6		
Left Arm	1-3	Shoulder	Upper Arm Actuator	Lower Arm Actuator	Hand Actuator	Endo Steel	Roll Again		
	4-6	Roll Again	Roll Again	Roll Again	Roll Again	Roll Again	Roll Again		
	Right Arm	1-3	Shoulder	Upper Arm Actuator	Lower Arm Actuator	Hand Actuator	ER PPC	ER PPC	
		4-6	Roll Again	Roll Again	Roll Again	Roll Again	Roll Again	Roll Again	
		Head	1-3	Life Support	Sensors	Cockpit	Roll Again	Sensors	Life Support
			4-6	Roll Again	Roll Again	Roll Again	Roll Again	Roll Again	Roll Again
Center Torso			1-3	Fusion Engine	Fusion Engine	Fusion Engine	Gyro	Gyro	Gyro
			4-6	Fusion Engine	Fusion Engine	Fusion Engine	SRM 4	Artemis IV FCS	Roll Again
	Left Torso		1-3	Ammo (SRM 4) 25	Single Heat Sink	Single Heat Sink	Single Heat Sink	Single Heat Sink	CASE
			4-6	Endo Steel	Endo Steel	Endo Steel	Endo Steel	Endo Steel	Endo Steel
		Right Torso	1-3	Single Heat Sink	Single Heat Sink	Single Heat Sink	Single Heat Sink	Endo Steel	Endo Steel
			4-6	Endo Steel	Endo Steel	Endo Steel	Endo Steel	Endo Steel	Roll Again
Left Leg			1-3	Hip	Upper Leg Actuator	Lower Leg Actuator	Foot Actuator	Jump Jet	Jump Jet
			4-6	Endo Steel	Endo Steel	Endo Steel	Endo Steel	Endo Steel	Endo Steel
	Right Leg		1-3	Hip	Upper Leg Actuator	Lower Leg Actuator	Foot Actuator	Jump Jet	Jump Jet
			4-6	Endo Steel	Endo Steel	Endo Steel	Endo Steel	Endo Steel	Endo Steel

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

Battle Value: 838
 BV for 4 / 4: 964
 Weapon Value: 364 / 350
 Cost, C-Bills: 2,916,360

HEAT SCALE

** Avoid inferno explosion on..
 Shutdown

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

TKGAMES

ATTACK MODIFIERS

Attacker

Movement
 Stationary None
 Walked +1
 Ran +2
 Jumped +3
 BattleMech Damage
 Sensor Hit +2
 Shoulder +4 weapons in arm
 Arm Act. (each) +1 weapons in arm
 Prone +2
 In Depth 1 Water +1

Target

Movement
 0-2 hexes 0
 3-4 hexes +1
 5-6 hexes +2
 7-9 hexes +3
 10-13 hexes +4
 14-18 hexes +5 (Level 3)
 19-24 hexes +6 (Level 3)
 25+ hexes +7 (Level 3)
 Jumped +1 additional
 Sprited -1
 Prone -2 adjacent hex
 +1 other hexes
 Immobile -4
 In Depth 1 Water +2 Punch locations
 Partial Cover +3 Punch locations
 Infantry Squad +1

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MOVEMENT RECORD

Turn Num	Type WR/J	Num Hex	Move Heat	+ Weap Heat	+ Prev Heat	+ Misc Heat	= Total Heat	- H.S. Pts	= Heat Level	To Hits	Damage & Notes:
1											
2											
3											
4											
5											
6											
7											
8											
9											
10											
11											
12											

MISSILE HITS TABLE

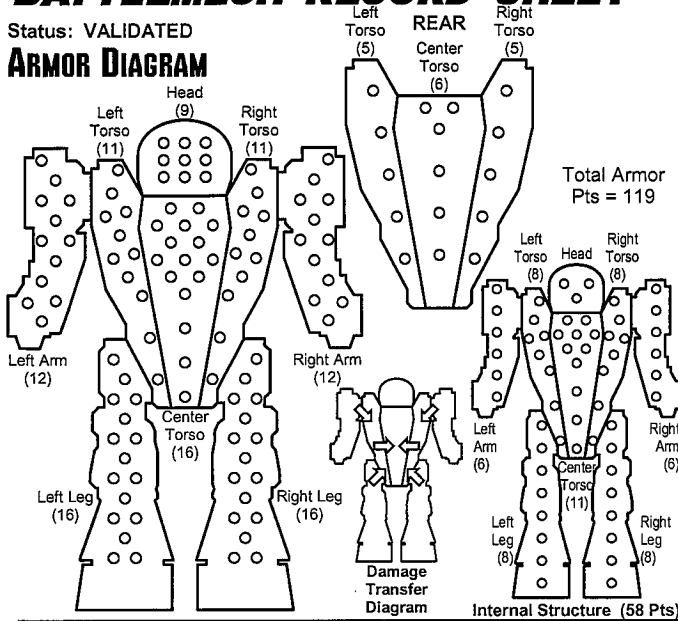
Roll	Number of Missiles Fired									
2D6	2	3	4	5	6	9	10	12	15	20
2	1	1	1	1	2	3	3	4	5	6
3	1	1	2	2	2	3	3	4	5	6
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Medium Laser
- Roll Again
- Roll Again

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

Left Leg

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

Head

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

Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Medium Laser (R)
- Medium Laser

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

Battle Value: 1,061
Weapon Value: 880 / 880
Cost, C-Bills: 3,141,180

Right Arm

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

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

Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Medium Laser
- Roll Again
- Roll Again

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

Right Leg

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

'MECH DATA

Type: Wolfhound WLF-2

Mass: 35 tons

Movement Points: Tech, Config. & Level:

Walking: 6 Inner Sphere

Running: 9 Biped 'Mech

Jumping: 0 Level 2 / 3050

Weapons Inventory:

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)

oooooooooooo

Auto Eject: Operational Disabled

Weapon Heat: (24)

HIT LOCATIONS (2D6)

Roll	Left	Front/Rear	Right
2	LT	CT	RT
	(crit)	(crit)	(crit)
3	LL	RA	RL
4	LA	RA	RA
5	LA	RL	RA
6	LL	RT	RL
7	LT	CT	RT
8	CT	LT	CT
9	RT	LL	LT
10	RA	LA	LA
11	RL	LA	LL
12	HD	HD	HD

PUNCH LOCATIONS (1D6)

Roll	Left	Front/Rear	Right
1	LT	LA	RT
2	LT	LT	RT
3	CT	CT	CT
4	LA	RT	RA
5	LA	RA	RA
6	HD	HD	HD

KICK LOCATIONS (1D6)

Roll	Left	Front/Rear	Right
1-3	LL	RL	RL
4-6	LL	LL	LL

WARRIOR DATA

Name: Helen Balles

Gunnery Skill: 4

Piloting Skill: 5

Hits Taken

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

HEAT SCALE

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

ATTACK MODIFIERS

Attacker	Modifier
Movement	
Stationary	None
Walked	+1
Ran	+2
Jumped	+3
BattleMech Damage	
Sensor Hit	+2
Shoulder	+4 weapons in arm
Arm Act. (each)	+1 weapons in arm
Prone	+2
In Depth 1 Water	+1
Target	
Movement	
0-2 hexes	0
3-4 hexes	+1
5-6 hexes	+2
7-9 hexes	+3
10-13 hexes	+4
14-18 hexes	+5 (Level 3)
19-24 hexes	+6 (Level 3)
25+ hexes	+7 (Level 3)
Jumped	+1 additional
Sprinted	-1
Prone	-2 adjacent hex
	+1 other hexes
Immobile	-4
In Depth 1 Water	+2 Punch locations
Partial Cover	+3 Punch locations
Infantry Squad	+1

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MOVEMENT RECORD

Turn Num	Type W/R/J	Num Hex	Move Heat	+ Weap Heat	+ Prev Heat	+ Misc Heat	= Total Heat	- H.S. Pts	= Heat Level	To Hits	Damage & Notes:
1											
2											
3											
4											
5											
6											
7											
8											
9											
10											
11											
12											

MISSILE HITS TABLE

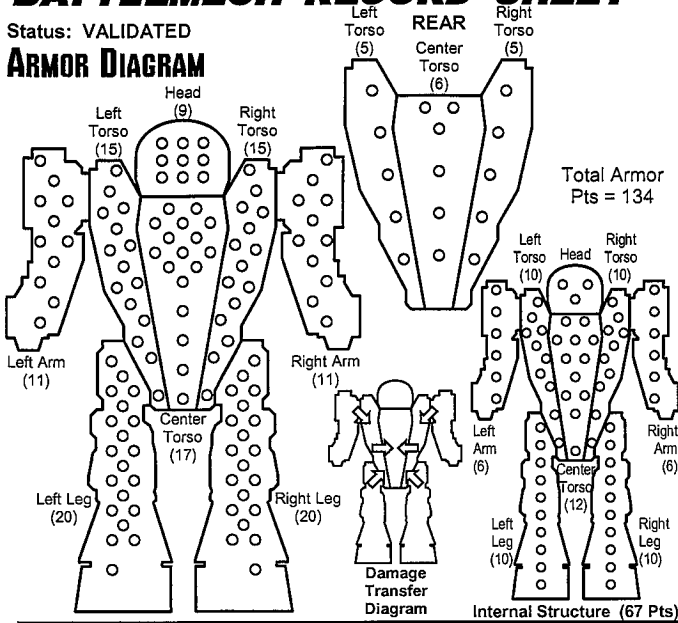
Roll	Number of Missiles Fired									
2D6	2	3	4	5	6	9	10	12	15	20
2	1	1	1	2	3	3	4	5	6	
3	1	1	2	2	3	3	4	5	6	
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

1-3

4-6

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

Left Torso (CASE)

- Jump Jet
- Jump Jet
- Jump Jet
- LRM 5
- LRM 5
- Ammo (LRM 5) 24

1-3

4-6

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

Left Leg

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

Head

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

Center Torso

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

1-3

4-6

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

Battle Value: 1,608
BV for 2/3: 2,927
Weapon Value: 1,112 / 1,112
Cost, C-Bills: 4,255,510

Right Arm

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

1-3

4-6

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

Right Torso (CASE)

- Jump Jet
- Jump Jet
- Jump Jet
- LRM 5
- LRM 5
- Ammo (LRM 5) 24

1-3

4-6

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

Right Leg

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

'MECH DATA

Type: **Griffin IIC**
Mass: **40 tons**
Movement Points: Tech, Config. & Level:
Walking: **6** Clan
Running: **9** Biped 'Mech
Jumping: **6** Level 2 / 3055

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	CT	12	10	-	8	15	25
1	ER Small Laser	HD	2	5	-	2	4	6
2	LRM 5	LT	2	1/hit	-	7	14	21
2	LRM 5	RT	2	1/hit	-	7	14	21

Ammo Type: LRM 5
Rounds: 48
BV2: 61

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject: Operational Disabled
Weapon Heat: (22)

HIT LOCATIONS (2D6)

Roll	Left	Front/Rear	Right
2	LT	CT	RT
	(crit)	(crit)	(crit)
3	LL	RA	RL
4	LA	RA	RA
5	LA	RL	RA
6	LL	RT	RL
7	LT	CT	RT
8	CT	LT	CT
9	RT	LL	LT
10	RA	LA	LA
11	RL	LA	LL
12	HD	HD	HD

PUNCH LOCATIONS (1D6)

Roll	Left	Front/Rear	Right
1	LT	LA	RT
2	LT	LT	RT
3	CT	CT	CT
4	LA	RT	RA
5	LA	RA	RA
6	HD	HD	HD

WARRIOR DATA

Name: **MechWarrior Dominic**

Gunnery Skill: **2** Piloting Skill: **3**

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

KICK LOCATIONS (1D6)

Roll	Left	Front/Rear	Right
1-3	LL	RL	RL
4-6	LL	LL	RL

HEAT SCALE

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



ATTACK MODIFIERS

Attacker	Modifier
Movement	
Stationary	None
Walked	+1
Ran	+2
Jumped	+3
BattleMech Damage	
Sensor Hit	+2
Shoulder	+4 weapons in arm
Arm Act. (each)	+1 weapons in arm
Prone	+2
In Depth 1 Water	+1
Target	
Movement	
0-2 hexes	0
3-4 hexes	+1
5-6 hexes	+2
7-9 hexes	+3
10-13 hexes	+4
14-18 hexes	+5 (Level 3)
19-24 hexes	+6 (Level 3)
25+ hexes	+7 (Level 3)
Jumped	+1 additional
Sprinted	-1
Prone	-2 adjacent hex
	+1 other hexes
Immobile	-4
In Depth 1 Water	+2 Punch locations
Partial Cover	+3 Punch locations
Infantry Squad	+1

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MOVEMENT RECORD

Turn Num	Type	Num	Move	+ Weap	+ Prev	+ Misc	= Total	- H.S.	= Heat	To Hits	Damage & Notes:
Num	WR/J	Hex	Heat	Heat	Heat	Heat	Heat	Pts	Level		
1											
2											
3											
4											
5											
6											
7											
8											
9											
10											
11											
12											

MISSILE HITS TABLE

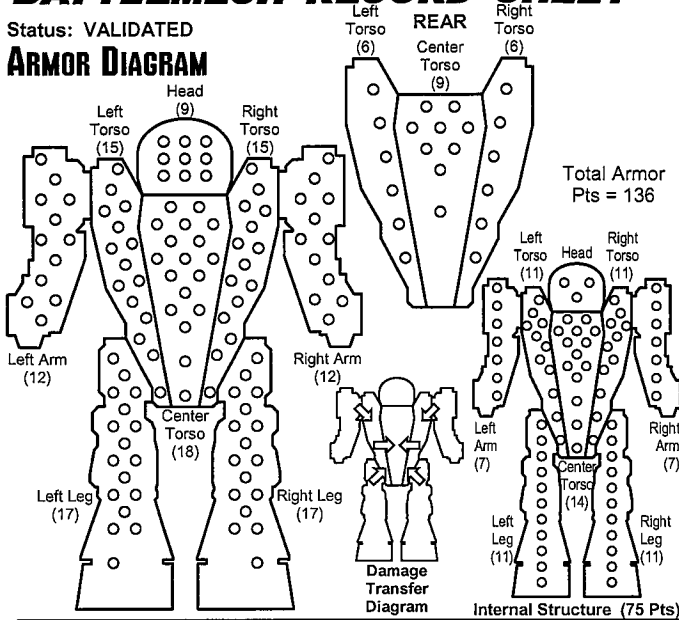
Roll	Number of Missiles Fired									
2D6	2	3	4	5	6	9	10	12	15	20
2	1	1	1	2	3	3	4	5	6	
3	1	1	2	2	3	3	4	5	6	
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: **Blackjack BJ-2**
 Mass: **45 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **4** Inner Sphere
 Running: **6** Biped 'Mech
 Jumping: **4** Level 2 / 3050

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
2	Streak SRM 2	LT	2	2/hit	-	3	6	9
2	Streak SRM 2	RT	2	2/hit	-	3	6	9

HIT LOCATIONS (2D6)

Roll	Left	Front/Rear	Right
2	LT	CT	RT
	(crit)	(crit)	(crit)
3	LL	RA	RL
4	LA	RA	RA
5	LA	RL	RA
6	LL	RT	RL
7	LT	CT	RT
8	CT	LT	CT
9	RT	LL	LT
10	RA	LA	LA
11	RL	LA	LL
12	HD	HD	HD

PUNCH LOCATIONS (1D6)

Roll	Left	Front/Rear	Right
1	LT	LA	RT
2	LT	LT	RT
3	CT	CT	CT
4	LA	RT	RA
5	LA	RA	RA
6	HD	HD	HD

KICK LOCATIONS (1D6)

Roll	Left	Front/Rear	Right
1-3	LL	RL	RL
4-6	LL	LL	RL

WARRIOR DATA

Name: **Paul Cukie**

Gunnery Skill: **4** Piloting Skill: **4**

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

HEAT SCALE

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

ATTACK MODIFIERS

Attacker	Stationary	None
Movement		
Stationary		+1
Walked		+2
Ran		+3
Jumped		+4
BattleMech Damage		
Sensor Hit		+2
Shoulder		+4 weapons in arm
Arm Act. (each)		+1 weapons in arm
Prone		+2
In Depth 1 Water		+1
Target		
Movement		
0-2 hexes		0
3-4 hexes		+1
5-6 hexes		+2
7-9 hexes		+3
10-13 hexes		+4
14-18 hexes		+5 (Level 3)
19-24 hexes		+6 (Level 3)
25+ hexes		+7 (Level 3)
Jumped		+1 additional
Sprinted		-1
Prone		-2 adjacent hex
		+1 other hexes
Immobile		-4
In Depth 1 Water		+2 Punch locations
Partial Cover		+3 Punch locations
Infantry Squad		+1

CRITICAL HIT TABLE

Left Arm

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

1-3

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

4-6

Left Torso

- Single Heat Sink
- Single Heat Sink
- Streak SRM 2
- Streak SRM 2
- Ammo (Streak 2) 50
- Roll Again

1-3

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

4-6

Left Leg

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

1-3

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

4-6

Head

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

1-3

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

4-6

Center Torso

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

1-3

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

4-6

Right Arm

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

1-3

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

4-6

Right Torso

- Single Heat Sink
- Single Heat Sink
- Streak SRM 2
- Streak SRM 2
- Roll Again
- Roll Again

1-3

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

4-6

Right Leg

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

1-3

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

4-6

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

Battle Value: 1,148
 BV for 4 / 4: 1,320
 Weapon Value: 456 / 418
 Cost, C-Bills: 3,441,575

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MOVEMENT RECORD

Turn Num	Type W/R/J	Num Hex	Move Heat	+ Weap Heat	+ Prev Heat	+ Misc Heat	= Total Heat	- H.S. Pts	= Heat Level	To Hits	Damage & Notes:
1											
2											
3											
4											
5											
6											
7											
8											
9											
10											
11											
12											

MISSILE HITS TABLE

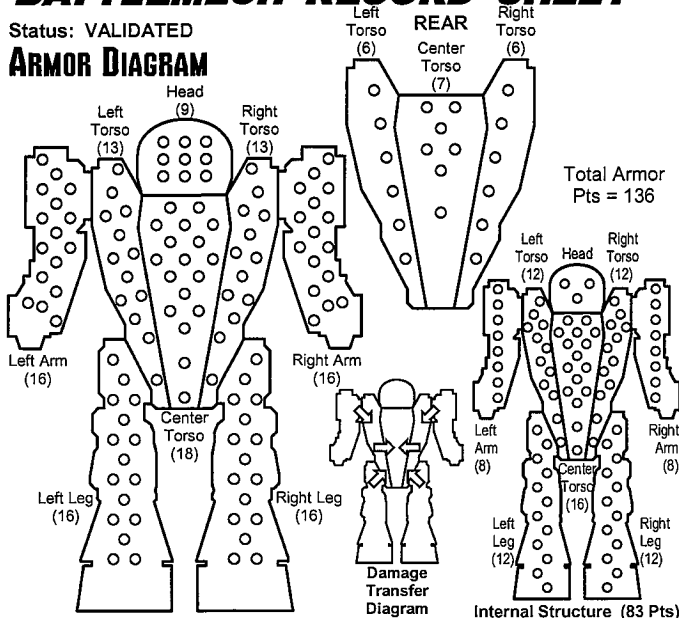
Roll	Number of Missiles Fired									
2D6	2	3	4	5	6	9	10	12	15	20
2	1	1	1	1	2	3	3	4	5	6
3	1	1	2	2	2	3	3	4	5	6
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Total Armor Pts = 136

Internal Structure (83 Pts)

'MECH DATA

Type: Centurion CN9-D

Mass: 50 tons

Movement Points: Tech, Config. & Level:

Walking: 6 Inner Sphere
Running: 9 Biped 'Mech
Jumping: 0 Level 2 / 3050

Weapons Inventory:

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
1	Medium Laser	CT	3	5	-	3	6	9
1	Medium Laser	CT(R)	3	5	-	3	6	9

Ammo Type: Rounds: BV2:

LB 10-X AC 20 86
LRM 10 24 50

Total Heat Sinks: 10 Single

○○○○○○○○○○

Auto Eject: Operational Disabled

Weapon Heat: (12)

HIT LOCATIONS (2D6)

Roll	Left	Front/Rear	Right
2	LT	CT	RT
	(crit)	(crit)	(crit)
3	LL	RA	RL
4	LA	RA	RA
5	LA	RL	RA
6	LL	RT	RL
7	LT	CT	RT
8	CT	LT	CT
9	RT	LL	LT
10	RA	LA	LA
11	RL	LA	LL
12	HD	HD	HD

PUNCH LOCATIONS (1D6)

Roll	Left	Front/Rear	Right
1	LT	LA	RT
2	LT	LT	RT
3	CT	CT	CT
4	LA	RT	RA
5	LA	RA	RA
6	HD	HD	HD

KICK LOCATIONS (1D6)

Roll	Left	Front/Rear	Right
1-3	LL	RL	RL
4-6	LL	LL	RL

WARRIOR DATA

Name: Paul Fiset

Gunnery Skill: 3 Piloting Skill: 5

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

HEAT SCALE

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



ATTACK MODIFIERS

Attacker	Movement	Stationary	None
Walked			+1
Ran			+2
Jumped			+3
BattleMech Damage			
Sensor Hit			+2
Shoulder			+4 weapons in arm
Arm Act. (each)			+1 weapons in arm
Prone			+2
In Depth 1 Water			+1
Target			
Movement			
0-2 hexes			0
3-4 hexes			+1
5-6 hexes			+2
7-9 hexes			+3
10-13 hexes			+4
14-18 hexes			+5 (Level 3)
19-24 hexes			+6 (Level 3)
25+ hexes			+7 (Level 3)
Jumped			+1 additional
Sprinted			-1
Prone			-2 adjacent hex
			+1 other hexes
Immobile			-4
In Depth 1 Water			+2 Punch locations
Partial Cover			+3 Punch locations
Infantry Squad			+1

Left Arm

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

CRITICAL HIT TABLE

Head

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

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro
- XL Engine
- XL Engine
- XL Engine
- XL Engine
- Medium Laser
- Medium Laser (R)

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

Battle Value: 1,130
BV for 3/5: 1,356
Weapon Value: 1,075 / 1,022
Cost, C-Bills: 9,664,500

Right Arm

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

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Ammo (LB 10-X) 10
- Ammo (LB 10-X) 10
- Ammo (LRM 10) 12
- Ammo (LRM 10) 12
- CASE
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Right Leg

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

Left Torso

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

Left Leg

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

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MOVEMENT RECORD

Turn Num	Type W/R/J	Num Hex	Move Heat	+ Weap Heat	+ Prev Heat	+ Misc Heat	= Total Heat	- H.S. Pts	= Heat Level	To Hits	Damage & Notes:
1											
2											
3											
4											
5											
6											
7											
8											
9											
10											
11											
12											

MISSILE HITS TABLE

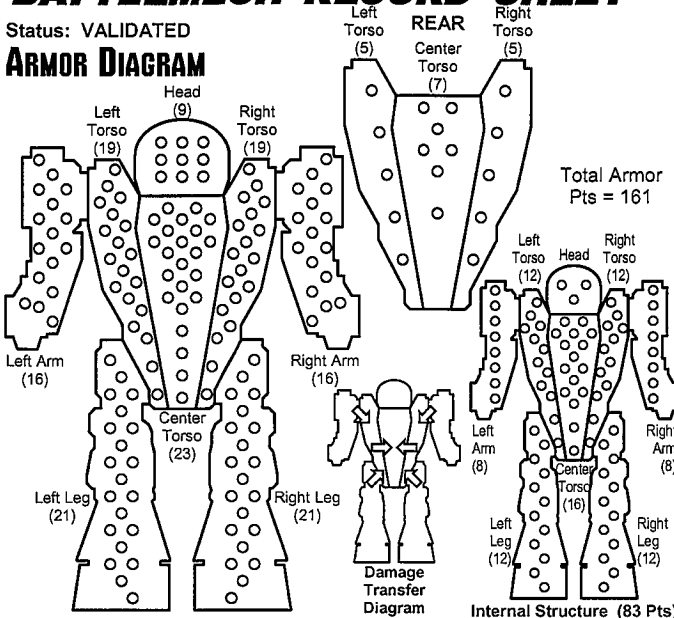
Roll	2D6	3	4	5	6	9	10	12	15	20
2	1	1	1	1	2	3	3	4	5	6
3	1	1	2	2	2	3	3	4	5	6
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20
12	2	3	4	5	6	9	10	12	15	20

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: **Enforcer ENF-5D**
 Mass: **50 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **5** Inner Sphere
 Running: **8** Biped 'Mech
 Jumping: **5** Level 2 / 3050

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

HIT LOCATIONS (2D6)

Roll	Left	Front/Rear	Right
2	LT	CT	RT
	(crit)	(crit)	(crit)
3	LL	RA	RL
4	LA	RA	RA
5	LA	RL	RA
6	LL	RT	RL
7	LT	CT	RT
8	CT	LT	CT
9	RT	LL	LT
10	RA	LA	LA
11	RL	LA	LL
12	HD	HD	HD

Ammo Type: Rounds: BV2:
 LB 10-X AC 20 135

Total Heat Sinks: 12 Single
 ○○○○○○○○○○○○ ○○

Auto Eject: Operational Disabled
 Weapon Heat: (15)

PUNCH LOCATIONS (1D6)

Roll	Left	Front/Rear	Right
1	LT	LA	RT
2	LT	LT	RT
3	CT	CT	CT
4	LA	RT	RA
5	LA	RA	RA
6	HD	HD	HD

WARRIOR DATA

Name: **Donald Dyehouse**
 Gunnery Skill: **4** Piloting Skill: **5**

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

KICK LOCATIONS (1D6)

Roll	Left	Front/Rear	Right
1-3	LL	RL	RL
4-6	LL	LL	RL

CRITICAL HIT TABLE

Location	Roll	Effect	
Left Arm	1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator	
	4-6	4. ER Large Laser 5. ER Large Laser 6. Ferro-Fibrous	
	1-3	1. Roll Again 2. Roll Again 3. Roll Again	
	4-6	4. Roll Again 5. Roll Again 6. Roll Again	
	Right Arm	1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator
		4-6	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	
4-6		4. Ferro-Fibrous 5. Ferro-Fibrous 6. Ferro-Fibrous	
Center Torso		1-3	1. Life Support 2. Sensors 3. Cockpit 4. Roll Again 5. Sensors 6. Life Support
		4-6	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	1. Gyro 2. XL Engine 3. XL Engine 4. XL Engine 5. Jump Jet 6. Roll Again	
	Left Torso	1-3	1. XL Engine 2. XL Engine 3. XL Engine
		4-6	4. Jump Jet 5. Jump Jet 6. Small Laser
1-3		1. Ferro-Fibrous 2. Ferro-Fibrous 3. Ferro-Fibrous	
4-6		4. Ferro-Fibrous 5. Ferro-Fibrous 6. Ferro-Fibrous	
Right Torso		1-3	1. XL Engine 2. XL Engine 3. XL Engine
		4-6	4. Jump Jet 5. Jump Jet 6. Ammo (LB 10-X) 10
	1-3	1. Ammo (LB 10-X) 10 2. CASE 3. Ferro-Fibrous	
	4-6	4. Ferro-Fibrous 5. Ferro-Fibrous 6. Ferro-Fibrous	
	Left Leg	1-3	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator
		4-6	4. Foot Actuator 5. Single Heat Sink 6. Roll Again
Right Leg		1-3	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator
		4-6	4. Foot Actuator 5. Single Heat Sink 6. Roll Again

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

Battle Value: 1,308
 Weapon Value: 735 / 735
 Cost, C-Bills: 8,808,874

HEAT SCALE

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

WZK GAMES

ATTACK MODIFIERS

Attacker

Movement	
Stationary	None
Walked	+1
Ran	+2
Jumped	+3
BattleMech Damage	
Sensor Hit	+2
Shoulder	+4 weapons in arm
Arm Act. (each)	+1 weapons in arm
Prone	+2
In Depth 1 Water	+1

Target

Movement	
0-2 hexes	0
3-4 hexes	+1
5-6 hexes	+2
7-9 hexes	+3
10-13 hexes	+4
14-18 hexes	+5 (Level 3)
19-24 hexes	+6 (Level 3)
25+ hexes	+7 (Level 3)
Jumped	+1 additional
Sprinted	-1
Prone	-2 adjacent hex
	+1 other hexes
Immobile	-4
In Depth 1 Water	+2 Punch locations
Partial Cover	+3 Punch locations
Infantry Squad	+1

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MOVEMENT RECORD

Turn Num	Type	Num	Move	+ Weap	+ Prev	+ Misc	= Total	- H.S.	= Heat	To Hits	Damage & Notes:
Num	WR/UJ	Hex	Heat	Heat	Heat	Heat	Heat	Pts	Level		
1											
2											
3											
4											
5											
6											
7											
8											
9											
10											
11											
12											

MISSILE HITS TABLE

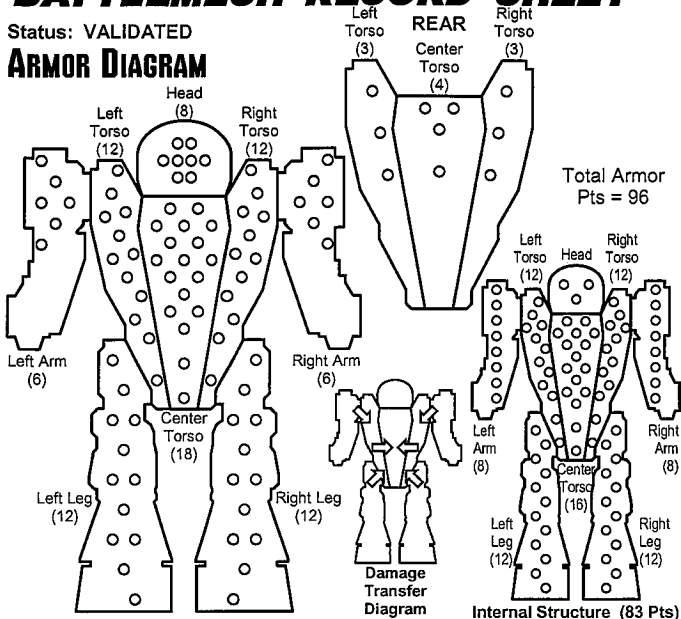
Roll	Number of Missiles Fired									
2D6	2	3	4	5	6	9	10	12	15	20
2	1	1	1	1	2	3	3	4	5	6
3	1	1	2	2	2	3	3	4	5	6
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: **Hunchback IIC**
 Mass: **50 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **4** Clan
 Running: **6** Biped 'Mech
 Jumping: **4** Level 2 / 3055

Weapons Inventory: (hexes)
 Qty Type Loc Ht Dmg Min Sht Med Lng
 1 Ultra AC/20 RT 7 20 - 4 8 12
 2 ER Medium Laser CT 5 7 - 5 10 15
 1 Ultra AC/20 LT 7 20 - 4 8 12

Ammo Type: Rounds: BV2:
 Ultra AC/20 10 188

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

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

HIT LOCATIONS (2D6)

Roll	Left	Front/Rear	Right
2	LT	CT	RT
	(crit)	(crit)	(crit)
3	LL	RA	RL
4	LA	RA	RA
5	LA	RL	RA
6	LL	RT	RL
7	LT	CT	RT
8	CT	LT	CT
9	RT	LL	LT
10	RA	LA	LA
11	RL	LA	LL
12	HD	HD	HD

PUNCH LOCATIONS (1D6)

Roll	Left	Front/Rear	Right
1	LT	LA	RT
2	LT	LT	RT
3	CT	CT	CT
4	LA	RT	RA
5	LA	RA	RA
6	HD	HD	HD

KICK LOCATIONS (1D6)

Roll	Left	Front/Rear	Right
1-3	LL	RL	RL
4-6	LL	LL	RL

WARRIOR DATA

Name: **Mechwarrior Arkady**
 Gunnery Skill: **3** Piloting Skill: **3**

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

CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Double Heat Sink	6. Double Heat Sink
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Double Heat Sink	6. Double Heat Sink
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
Left Torso (CASE)	1. XL Engine	2. XL Engine	3. Ultra AC/20	4. Ultra AC/20	5. Ultra AC/20	6. Ultra AC/20
Right Torso (CASE)	1. XL Engine	2. XL Engine	3. Ultra AC/20	4. Ultra AC/20	5. Ultra AC/20	6. Ultra AC/20
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

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

Battle Value: 1,679
 BV for 3 / 3: 2,619
 Weapon Value: 933 / 933
 Cost, C-Bills: 8,110,000

HEAT SCALE

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

W. KEAMER

ATTACK MODIFIERS

Attacker

Movement
 Stationary None
 Walked +1
 Ran +2
 Jumped +3

BattleMech Damage
 Sensor Hit +2
 Shoulder +4 weapons in arm
 Arm Act. (each) +1 weapons in arm
 Prone +2
 In Depth 1 Water +1

Target

Movement
 0-2 hexes 0
 3-4 hexes +1
 5-6 hexes +2
 7-9 hexes +3
 10-13 hexes +4
 14-18 hexes +5 (Level 3)
 19-24 hexes +6 (Level 3)
 25+ hexes +7 (Level 3)
 Jumped +1 additional
 Sprinted -1
 Prone -2 adjacent hex
 +1 other hexes

Immobile -4
 In Depth 1 Water +2 Punch locations
 Partial Cover +3 Punch locations
 Infantry Squad +1

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MOVEMENT RECORD

Turn Num	Type W/R/J	Num Hex	Move Heat	+ Weap Heat	+ Prev Heat	+ Misc Heat	= Total Heat	- H.S. Pts	= Heat Level	To Hits	Damage & Notes:
1											
2											
3											
4											
5											
6											
7											
8											
9											
10											
11											
12											

MISSILE HITS TABLE

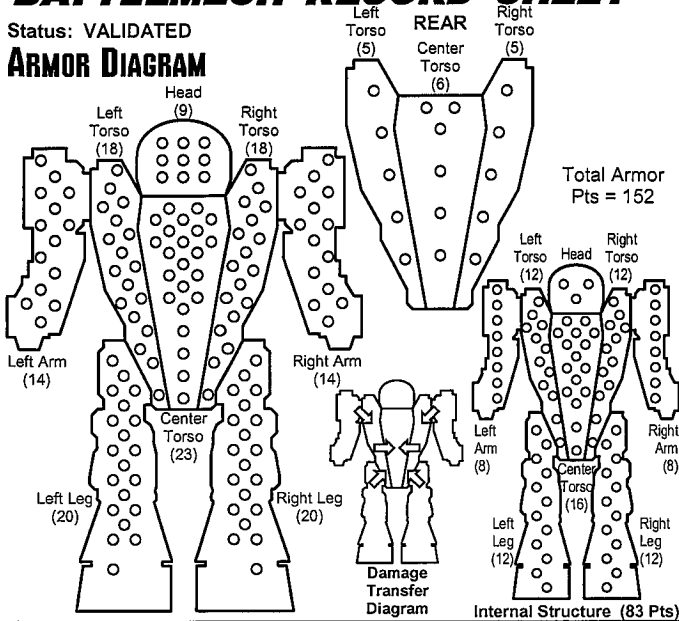
Roll	Number of Missiles Fired									
2D6	2	3	4	5	6	9	10	12	15	20
2	1	1	1	1	2	3	3	4	5	6
3	1	1	2	2	2	3	3	4	5	6
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Total Armor Pts = 152

Internal Structure (83 Pts)

CRITICAL HIT TABLE

Left Arm

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

1-3

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

4-6

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Medium Pulse Laser
- Roll Again
- Roll Again

1-3

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

4-6

Left Leg

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

4-6

Head

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

1-3

Center Torso

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

1-3

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

4-6

Engine Hits ○ ○ ○

Gyro Hits ○ ○ ○

Sensor Hits ○ ○

Life Support ○

Battle Value: 1,159

BV for 4 / 4: 1,333

Weapon Value: 828 / 828

Cost, C-Bills: 9,420,000

Right Arm

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

1-3

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

4-6

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Medium Pulse Laser
- Roll Again
- Roll Again

1-3

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

4-6

Right Leg

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

4-6

'MECH DATA

Type: Nightsky NGS-4S

Mass: 50 tons

Movement Points: Tech, Config. & Level:

Walking: 6 Inner Sphere

Running: 9 Biped 'Mech

Jumping: 6 Level 2 / 3055

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	LA	10	9	-	3	7	10
1	Medium Pulse Laser	LT	4	6	-	2	4	6
1	Medium Pulse Laser	RT	4	6	-	2	4	6
1	Small Pulse Laser	HD	2	3	-	1	2	3
1	Hatchet	RA	0	10				

Total Heat Sinks: 11 Double (22)

○○○○○○○○○○○ ○

Auto Eject: Operational Disabled

Weapon Heat: (20)

WARRIOR DATA

Name: Lieutenant Russell Andrey

Gunnery Skill: 4 Piloting Skill: 4

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

HEAT SCALE

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

WIZKIDS

HIT LOCATIONS (2D6)

Roll	Left	Front/Rear	Right
2	LT	CT	RT
	(crit)	(crit)	(crit)
3	LL	RA	RL
4	LA	RA	RA
5	LA	RL	RA
6	LL	RT	RL
7	LT	CT	RT
8	CT	LT	CT
9	RT	LL	LT
10	RA	LA	LA
11	RL	LA	LL
12	HD	HD	HD

PUNCH LOCATIONS (1D6)

Roll	Left	Front/Rear	Right
1	LT	LA	RT
2	LT	LT	RT
3	CT	CT	CT
4	LA	RT	RA
5	LA	RA	RA
6	HD	HD	HD

KICK LOCATIONS (1D6)

Roll	Left	Front/Rear	Right
1-3	LL	RL	RL
4-6	LL	LL	RL

ATTACK MODIFIERS

Attacker		
Movement		
Stationary		None
Walked		+1
Ran		+2
Jumped		+3
BattleMech Damage		
Sensor Hit		+2
Shoulder		+4 weapons in arm
Arm Act. (each)		+1 weapons in arm
Prone		+2
In Depth 1 Water		+1
Target		
Movement		
0-2 hexes		0
3-4 hexes		+1
5-6 hexes		+2
7-9 hexes		+3
10-13 hexes		+4
14-18 hexes		+5 (Level 3)
19-24 hexes		+6 (Level 3)
25+ hexes		+7 (Level 3)
Jumped		+1 additional
Sprinted		-1
Prone		-2 adjacent hex
		+1 other hexes
Immobile		-4
In Depth 1 Water		+2 Punch locations
Partial Cover		+3 Punch locations
Infantry Squad		+1

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MOVEMENT RECORD

Turn Num	Type	Num	Move	+ Weap	+ Prev	+ Misc	= Total	- H.S.	= Heat	To Hits	Damage & Notes:
Num	WR/J	Hex	Heat	Heat	Heat	Heat	Heat	Pts	Level		
1											
2											
3											
4											
5											
6											
7											
8											
9											
10											
11											
12											

MISSILE HITS TABLE

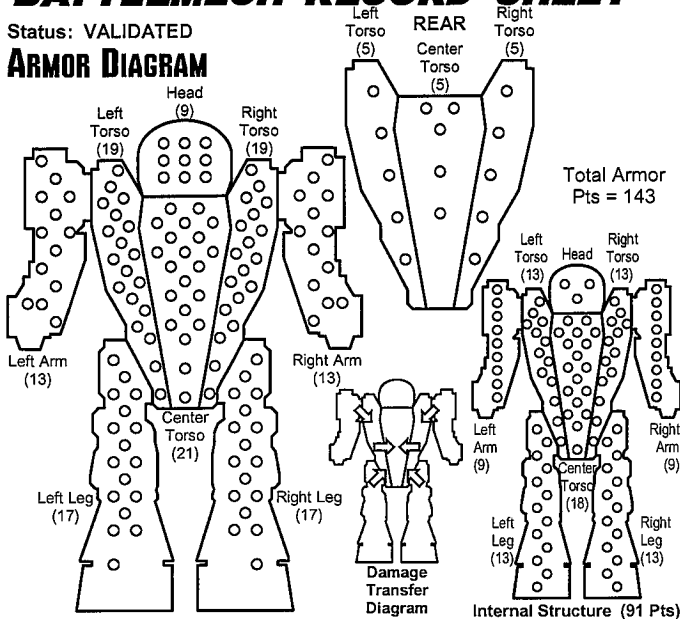
Roll	Number of Missiles Fired									
2D6	2	3	4	5	6	9	10	12	15	20
2	1	1	1	1	2	3	3	4	5	6
3	1	1	2	2	2	3	3	4	5	6
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Total Armor Pts = 143

Damage Transfer Diagram

Internal Structure (91 Pts)

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Medium Laser
- Streak SRM 2
- Ferro-Fibrous

1-3

4-6

Left Torso

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

1-3

4-6

Left Leg

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

CRITICAL HIT TABLE

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Medium Laser
- Streak SRM 2
- Ferro-Fibrous

1-3

4-6

Right Torso

- LRM 10
- LRM 10
- Ammo (LRM 10) 12
- Ammo (Streak 2) 50
- Ammo (Streak 2) 50
- CASE
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

1-3

4-6

Right Leg

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

Head

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

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro
- Fusion Engine
- Fusion Engine
- Jump Jet
- Endo Steel

1-3

4-6

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

Battle Value: 1,412
Weapon Value: 995 / 942
Cost, C-Bills: 5,571,216

'MECH DATA

Type: Dervish DV-7D

Mass: 55 tons

Movement Points: Tech, Config. & Level:

Walking: 5 Inner Sphere

Running: 8 Biped 'Mech

Jumping: 5 Level 2 / 3050

Weapons Inventory:

Qty	Type	Loc	Ht Dmg	Min Sht	Med	Ln	Eng	
1	LRM 10	LT	4	1/hit	6	7	14	21
1	LRM 10	RT	4	1/hit	6	7	14	21
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	Streak SRM 2	LA	2	2/hit	-	3	6	9
1	Streak SRM 2	RA	2	2/hit	-	3	6	9

Ammo Type:

LRM 10	Streak SRM 2	Rounds	BV2:
24	100	78	28

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject: Operational Disabled

Weapon Heat: (18)

HIT LOCATIONS (2D6)

Roll	Left	Front/Rear	Right
2	LT	CT	RT
	(crit)	(crit)	(crit)
3	LL	RA	RL
4	LA	RA	RA
5	LA	RL	RA
6	LL	RT	RL
7	LT	CT	RT
8	CT	LT	CT
9	RT	LL	LT
10	RA	LA	LA
11	RL	LA	LL
12	HD	HD	HD

PUNCH LOCATIONS (1D6)

Roll	Left	Front/Rear	Right
1	LT	LA	RT
2	LT	LT	RT
3	CT	CT	CT
4	LA	RT	RA
5	LA	RA	RA
6	HD	HD	HD

KICK LOCATIONS (1D6)

Roll	Left	Front/Rear	Right
1-3	LL	RL	RL
4-6	LL	LL	RL

WARRIOR DATA

Name: Mike Kaplan

Gunnery Skill: 4

Piloting Skill: 5

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

HEAT SCALE

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

ATTACK MODIFIERS

Attacker	
Movement	
Stationary	None
Walked	+1
Ran	+2
Jumped	+3
BattleMech Damage	
Sensor Hit	+2
Shoulder	+4 weapons in arm
Arm Act. (each)	+1 weapons in arm
Prone	+2
In Depth 1 Water	+1
Target	
Movement	
0-2 hexes	0
3-4 hexes	+1
5-6 hexes	+2
7-9 hexes	+3
10-13 hexes	+4
14-18 hexes	+5 (Level 3)
19-24 hexes	+6 (Level 3)
25+ hexes	+7 (Level 3)
Jumped	+1 additional
Sprinted	-1
Prone	-2 adjacent hex
	+1 other hexes
Immobile	-4
In Depth 1 Water	+2 Punch locations
Partial Cover	+3 Punch locations
Infantry Squad	+1

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MOVEMENT RECORD

Turn Num	Type W/R/J	Num Hex	Move Heat	+ Weap Heat	+ Prev Heat	+ Misc Heat	= Total Heat	- H.S. Pts	= Heat Level	To Hits	Damage & Notes:
1											
2											
3											
4											
5											
6											
7											
8											
9											
10											
11											
12											

MISSILE HITS TABLE

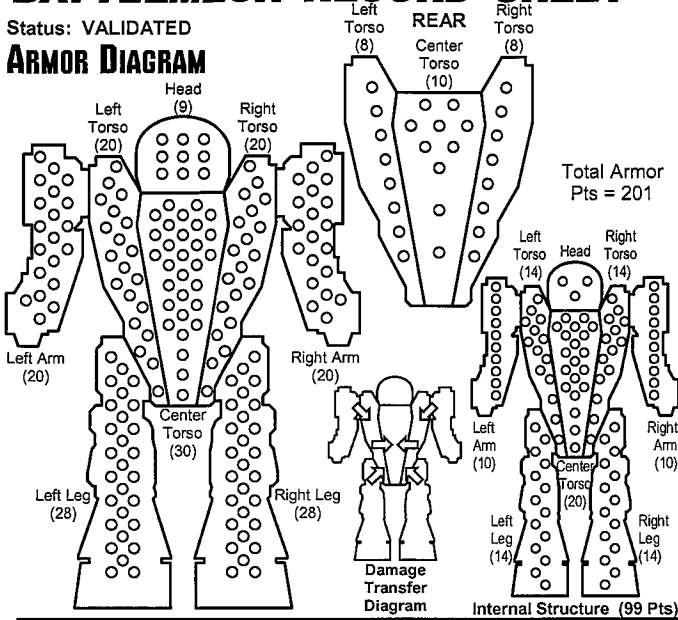
Roll	Number of Missiles Fired									
2D6	2	3	4	5	6	9	10	12	15	20
2	1	1	1	1	2	3	3	4	5	6
3	1	1	2	2	2	3	3	4	5	6
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Glass Spider (Galahad)

Mass: 60 tons

Movement Points: Tech, Config. & Level:

Walking: 4 Clan

Running: 6 Biped 'Mech

Jumping: 0 Level 2 / 3055

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	LA	1	15	2	7	15	22
1	Gauss Rifle	RA	1	15	2	7	15	22

Ammo Type: Gauss Rifle
Rounds: 40
BV2: 251

Total Heat Sinks: 10 Double (20)

Auto Eject: Operational Disabled

Weapon Heat: (2)

HIT LOCATIONS (2D6)

Roll	Left	Front/Rear	Right
2	LT	CT	RT
	(crit)	(crit)	(crit)
3	LL	RA	RL
4	LA	RA	RA
5	LA	RL	RA
6	LL	RT	RL
7	LT	CT	RT
8	CT	LT	CT
9	RT	LL	LT
10	RA	LA	LA
11	RL	LA	LL
12	HD	HD	HD

PUNCH LOCATIONS (1D6)

Roll	Left	Front/Rear	Right
1	LT	LA	RT
2	LT	LT	RT
3	CT	CT	CT
4	LA	RT	RA
5	LA	RA	RA
6	HD	HD	HD

KICK LOCATIONS (1D6)

Roll	Left	Front/Rear	Right
1-3	LL	RL	RL
4-6	LL	LL	RL

WARRIOR DATA

Name: MechWarrior

Gunnery Skill: 3 Piloting Skill: 4

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

HEAT SCALE

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

ATTACK MODIFIERS

Attacker	Modifier
Movement	
Stationary	None
Walked	+1
Ran	+2
Jumped	+3
BattleMech Damage	
Sensor Hit	+2
Shoulder	+4 weapons in arm
Arm Act. (each)	+1 weapons in arm
Prone	+2
In Depth 1 Water	+1
Target	
Movement	
0-2 hexes	0
3-4 hexes	+1
5-6 hexes	+2
7-9 hexes	+3
10-13 hexes	+4
14-18 hexes	+5 (Level 3)
19-24 hexes	+6 (Level 3)
25+ hexes	+7 (Level 3)
Jumped	+1 additional
Sprinted	-1
Prone	-2 adjacent hex
	+1 other hexes
Immobile	-4
In Depth 1 Water	+2 Punch locations
Partial Cover	+3 Punch locations
Infantry Squad	+1

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Ammo (Gauss) 8
- Ammo (Gauss) 8
- Ferro-Fibrous
- Roll Again

Left Torso

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

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Gyro
- Fusion Engine
- Fusion Engine
- Ammo (Gauss) 8
- Endo Steel

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

Battle Value: 1,825
BV for 3 / 4: 2,519
Weapon Value: 1,613 / 1,613
Cost, C-Bills: 5,712,000

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Ammo (Gauss) 8
- Ammo (Gauss) 8
- Ferro-Fibrous
- Roll Again

Right Torso

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

Right Leg

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

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MOVEMENT RECORD

Turn Num	Type W/R/J	Num Hex	Move Heat	+ Weap Heat	+ Prev Heat	+ Misc Heat	= Total Heat	- H.S. Pts	= Heat Level	To Hits	Damage & Notes:
1											
2											
3											
4											
5											
6											
7											
8											
9											
10											
11											
12											

MISSILE HITS TABLE

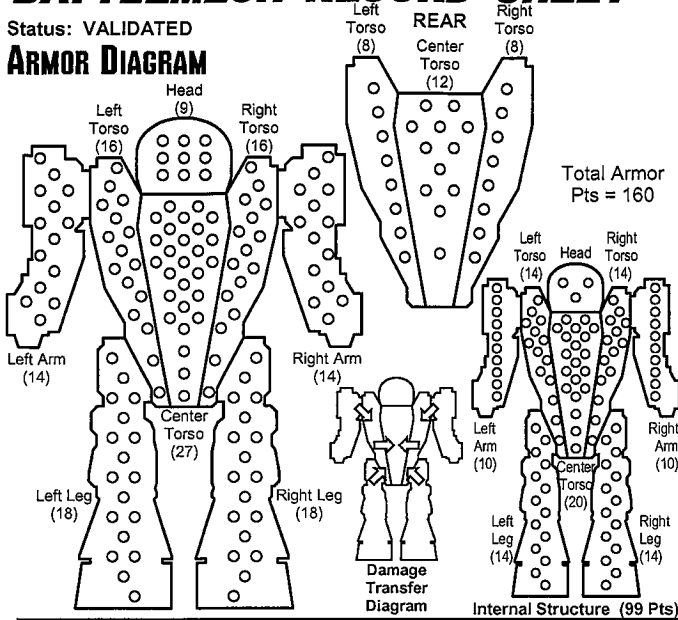
Roll	Number of Missiles Fired									
2D6	2	3	4	5	6	9	10	12	15	20
2	1	1	1	1	2	3	3	4	5	6
3	1	1	2	2	2	3	3	4	5	6
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Grand Dragon DRG-5K

Mass: 60 tons

Movement Points: Tech, Config. & Level:

Walking: 6 Inner Sphere

Running: 9 Biped 'Mech

Jumping: 0 Level 2 / 3050

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	CT	4	1/hit	6	7	14	21
1	ER PPC	RA	15	10	-	7	14	23
1	Medium Laser	LA	3	5	-	3	6	9
1	Medium Laser	RT(R)	3	5	-	3	6	9
1	Medium Laser	LT(R)	3	5	-	3	6	9

Ammo Type: LRM 10
Rounds: 24
BV2: 50

Total Heat Sinks: 13 Double (26)

○○○○○○○○○○ ○○○

Auto Eject: Operational Disabled

Weapon Heat: (28)

HIT LOCATIONS (2D6)

Roll	Left	Front/Rear	Right
2	LT	CT	RT
	(crit)	(crit)	(crit)
3	LL	RA	RL
4	LA	RA	RA
5	LA	RL	RA
6	LL	RT	RL
7	LT	CT	RT
8	CT	LT	CT
9	RT	LL	LT
10	RA	LA	LA
11	RL	LA	LL
12	HD	HD	HD

PUNCH LOCATIONS (1D6)

Roll	Left	Front/Rear	Right
1	LT	LA	RT
2	LT	LT	RT
3	CT	CT	CT
4	LA	RT	RA
5	LA	RA	RA
6	HD	HD	HD

KICK LOCATIONS (1D6)

Roll	Left	Front/Rear	Right
1-3	LL	RL	RL
4-6	LL	LL	RL

WARRIOR DATA

Name: MechWarrior Marcus

Gunnery Skill: 3 Piloting Skill: 4

Hits Taken: 1 2 3 4 5 6

Consciousness #: 3 5 7 10 11 Dead

HEAT SCALE

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



ATTACK MODIFIERS

Attacker	
Movement	
Stationary	None
Walked	+1
Ran	+2
Jumped	+3
BattleMech Damage	
Sensor Hit	+2
Shoulder	+4 weapons in arm
Arm Act. (each)	+1 weapons in arm
Prone	+2
In Depth 1 Water	+1
Target	
Movement	
0-2 hexes	0
3-4 hexes	+1
5-6 hexes	+2
7-9 hexes	+3
10-13 hexes	+4
14-18 hexes	+5 (Level 3)
19-24 hexes	+6 (Level 3)
25+ hexes	+7 (Level 3)
Jumped	+1 additional
Sprinted	-1
Prone	-2 adjacent hex
	+1 other hexes
Immobile	-4
In Depth 1 Water	+2 Punch locations
Partial Cover	+3 Punch locations
Infantry Squad	+1

Left Arm

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

CRITICAL HIT TABLE

- #### Head
- Life Support
 - Sensors
 - Cockpit
 - Roll Again
 - Sensors
 - Life Support

Center Torso

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

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Medium Laser (R)
- Ammo (LRM 10) 12
- Ammo (LRM 10) 12
- CASE
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

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

Right Arm

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

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Medium Laser (R)
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

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

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

Battle Value: 1,358
BV for 3/4: 1,874
Weapon Value: 1,596 / 1,596
Cost, C-Bills: 13,354,880

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MOVEMENT RECORD

Turn Num	Type W/R/J	Num Hex	Move Heat	+ Weap Heat	+ Prev Heat	+ Misc Heat	= Total Heat	- H.S. Pts	= Heat Level	To Hits	Damage & Notes:
1											
2											
3											
4											
5											
6											
7											
8											
9											
10											
11											
12											

MISSILE HITS TABLE

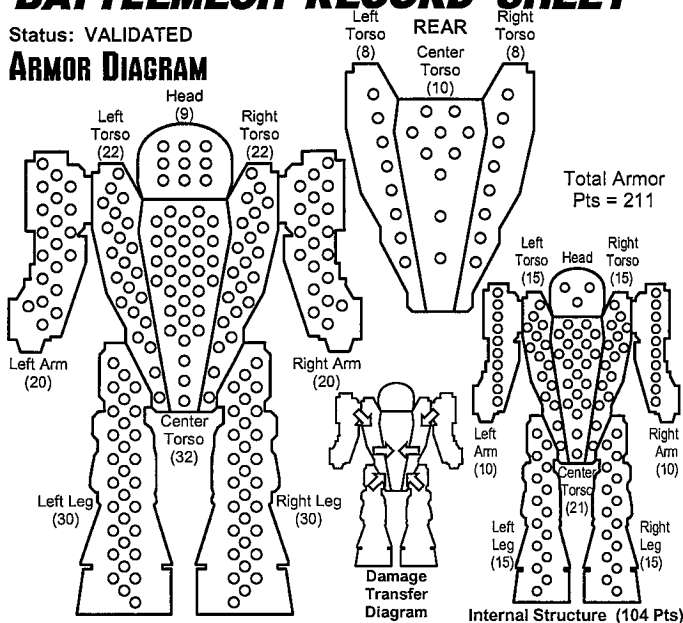
Roll	Number of Missiles Fired									
2D6	2	3	4	5	6	9	10	12	15	20
2	1	1	1	1	2	3	3	4	5	6
3	1	1	2	2	2	3	3	4	5	6
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: **Cestus CTS-6Y**
 Mass: **65 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **4** Inner Sphere
 Running: **6** Biped 'Mech
 Jumping: **0** Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	RT	1	15	2	7	15	22
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	Large Laser	RA	8	8	-	5	10	15
1	Large Laser	LA	8	8	-	5	10	15

Ammo Type: Gauss Rifle Rounds: 24 BV2: 151

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

Auto Eject: Operational Disabled Weapon Heat: (23)

HIT LOCATIONS (2D6)

Roll	Left	Front/Rear	Right
2	LT	CT	RT
	(crit)	(crit)	(crit)
3	LL	RA	RL
4	LA	RA	RA
5	LA	RL	RA
6	LL	RT	RL
7	LT	CT	RT
8	CT	LT	CT
9	RT	LL	LT
10	RA	LA	LA
11	RL	LA	LL
12	HD	HD	HD

PUNCH LOCATIONS (1D6)

Roll	Left	Front/Rear	Right
1	LT	LA	RT
2	LT	LT	RT
3	CT	CT	CT
4	LA	RT	RA
5	LA	RA	RA
6	HD	HD	HD

KICK LOCATIONS (1D6)

Roll	Left	Front/Rear	Right
1-3	LL	RL	RL
4-6	LL	LL	RL

WARRIOR DATA

Name: **Captain Chas Hook**
 Gunnery Skill: **3** Piloting Skill: **3**

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

HEAT SCALE

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

WIZKIDS

ATTACK MODIFIERS

Attacker	Movement	Stationary	None
Walked	+1		
Ran	+2		
Jumped	+3		
BattleMech Damage			
Sensor Hit	+2		
Shoulder	+4 weapons in arm		
Arm Act. (each)	+1 weapons in arm		
Prone	+2		
In Depth 1 Water	+1		
Target			
Movement			
0-2 hexes	0		
3-4 hexes	+1		
5-6 hexes	+2		
7-9 hexes	+3		
10-13 hexes	+4		
14-18 hexes	+5 (Level 3)		
19-24 hexes	+6 (Level 3)		
25+ hexes	+7 (Level 3)		
Jumped	+1 additional		
Sprinted	-1		
Prone	-2 adjacent hex		
	+1 other hexes		
Immobile	-4		
In Depth 1 Water	+2 Punch locations		
Partial Cover	+3 Punch locations		
Infantry Squad	+1		

CRITICAL HIT TABLE

Location	Roll	1	2	3	4	5	6		
Left Arm	1-3	Shoulder	Upper Arm Actuator	Lower Arm Actuator	Hand Actuator	Medium Laser	Large Laser		
	4-6	Large Laser	Roll Again	Roll Again	Roll Again	Roll Again	Roll Again		
	Right Arm	1-3	Shoulder	Upper Arm Actuator	Lower Arm Actuator	Hand Actuator	Medium Laser	Large Laser	
		4-6	Large Laser	Roll Again	Roll Again	Roll Again	Roll Again	Roll Again	
		Center Torso	1-3	XL Engine	XL Engine	XL Engine	Gyro	Gyro	Gyro
			4-6	XL Engine	XL Engine	XL Engine	Gyro	Gyro	Gyro
Left Torso			1-3	XL Engine	XL Engine	XL Engine	XL Engine	Double Heat Sink	Double Heat Sink
			4-6	Double Heat Sink	Double Heat Sink	Double Heat Sink	Double Heat Sink	Roll Again	Roll Again
	Right Torso		1-3	XL Engine	XL Engine	XL Engine	Gauss Rifle	Gauss Rifle	Gauss Rifle
			4-6	Gauss Rifle	Gauss Rifle	Gauss Rifle	Gauss Rifle	Gauss Rifle	Gauss Rifle
		Left Leg	1-3	XL Engine	XL Engine	XL Engine	XL Engine	Ammo (Gauss) 8	Roll Again
			4-6	Roll Again	Roll Again	Roll Again	Roll Again	Roll Again	Roll Again
Right Leg			1-3	XL Engine	XL Engine	XL Engine	XL Engine	Ammo (Gauss) 8	Roll Again
			4-6	Roll Again	Roll Again	Roll Again	Roll Again	Roll Again	Roll Again

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

Battle Value: 1,701
 BV for 3/3: 2,654
 Weapon Value: 2,283 / 2,283
 Cost, C-Bills: 11,327,361

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MOVEMENT RECORD

Turn Num	Type WR/J	Num Hex	Move Heat	+ Weap Heat	+ Prev Heat	+ Misc Heat	= Total Heat	- H.S. Pts	= Heat Level	To Hits	Damage & Notes:
1											
2											
3											
4											
5											
6											
7											
8											
9											
10											
11											
12											

MISSILE HITS TABLE

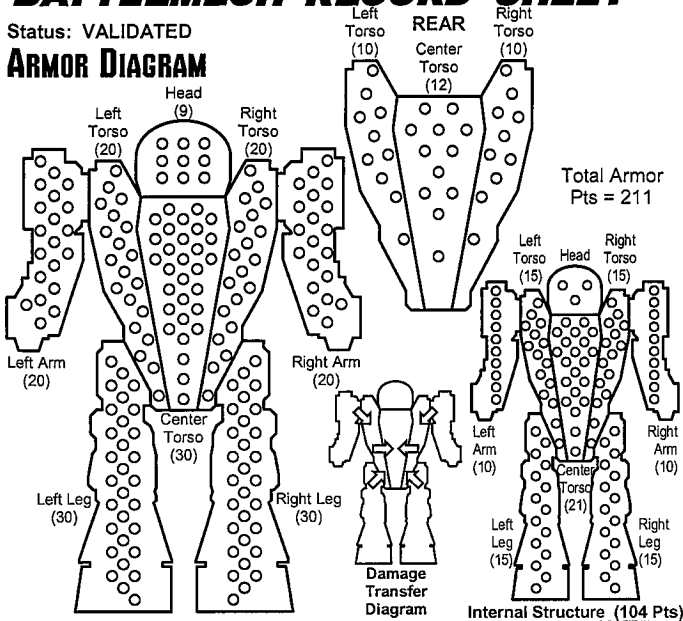
Roll	2D6	3	4	5	6	9	10	12	15	20
2	1	1	1	2	3	3	4	5	6	
3	1	1	2	2	3	3	4	5	6	
4	1	1	2	2	3	4	4	5	6	
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20
12	2	3	4	5	6	9	10	12	15	20

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Total Armor Pts = 211

Internal Structure (104 Pts)

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- 4 Double Heat Sink
- 5 Large Pulse Laser
- 6 Large Pulse Laser

- 1 Large Pulse Laser
- 2 Large Pulse Laser
- 3 Endo Steel
- 4 Endo Steel
- 5 Ferro-Fibrous
- 6 Ferro-Fibrous

Left Torso

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

- 1 Double Heat Sink
- 2 Double Heat Sink
- 3 Jump Jet
- 4 Endo Steel
- 5 Endo Steel
- 6 Ferro-Fibrous

Left Leg

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

Head

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

Center Torso

- 1-3 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 Active Probe

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

Battle Value: 2,307
BV for 3 / 3: 3,599
Weapon Value: 3,345 / 3,345
Cost, C-Bills: 5,741,588

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- 4 Double Heat Sink
- 5 Large Pulse Laser
- 6 Large Pulse Laser

- 1 Large Pulse Laser
- 2 Large Pulse Laser
- 3 Endo Steel
- 4 Ferro-Fibrous
- 5 Ferro-Fibrous
- 6 Ferro-Fibrous

Right Torso

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

- 1 Double Heat Sink
- 2 Double Heat Sink
- 3 Jump Jet
- 4 Endo Steel
- 5 Endo Steel
- 6 Ferro-Fibrous

Right Leg

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

'MECH DATA

Type: Rifleman IIC

Mass: 65 tons

Movement Points: Tech, Config. & Level:

Walking: 3 Clan

Running: 5 Biped 'Mech

Jumping: 3 Level 2 / 3055

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Large Pulse Laser	LA	10	10	-	6	14	20
2	Large Pulse Laser	RA	10	10	-	6	14	20
1	Active Probe	CT	0	-	-	-	-	5
1	ER Small Laser	HD	2	5	-	2	4	6

Total Heat Sinks: 19 Double (38)

oooooooooooo ooooooooooooo

Auto Eject: Operational Disabled

Weapon Heat: (42)

WARRIOR DATA

Name: Star Captain Glenn Kotare

Gunnery Skill: 3

Piloting Skill: 3

Hits Taken

Consciousness #

HEAT SCALE

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

WIZKIDS

HIT LOCATIONS (2D6)

Roll	Left	Front/Rear	Right
2	LT	CT	RT
	(crit)	(crit)	(crit)
3	LL	RA	RL
4	LA	RA	RA
5	LA	RL	RA
6	LL	RT	RL
7	LT	CT	RT
8	CT	LT	CT
9	RT	LL	LT
10	RA	LA	LA
11	RL	LA	LL
12	HD	HD	HD

PUNCH LOCATIONS (1D6)

Roll	Left	Front/Rear	Right
1	LT	LA	RT
2	LT	LT	RT
3	CT	CT	CT
4	LA	RT	RA
5	LA	RA	RA
6	HD	HD	HD

KICK LOCATIONS (1D6)

Roll	Left	Front/Rear	Right
1-3	LL	RL	RL
4-6	LL	LL	RL

ATTACK MODIFIERS

Attacker	
Movement	
Stationary	None
Walked	+1
Ran	+2
Jumped	+3
BattleMech Damage	
Sensor Hit	+2
Shoulder	+4 weapons in arm
Arm Act. (each)	+1 weapons in arm
Prone	+2
In Depth 1 Water	+1
Target	
Movement	
0-2 hexes	0
3-4 hexes	+1
5-6 hexes	+2
7-9 hexes	+3
10-13 hexes	+4
14-18 hexes	+5 (Level 3)
19-24 hexes	+6 (Level 3)
25+ hexes	+7 (Level 3)
Jumped	+1 additional
Sprinted	-1
Prone	-2 adjacent hex
	+1 other hexes
Immobile	
In Depth 1 Water	+2 Punch locations
Partial Cover	+3 Punch locations
Infantry Squad	+1

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MOVEMENT RECORD

Turn Num	Type W/R/J	Num Hex	Move Heat	+ Weap Heat	+ Prev Heat	+ Misc Heat	= Total Heat	- H.S. Pts	= Heat Level	To Hits	Damage & Notes:
1											
2											
3											
4											
5											
6											
7											
8											
9											
10											
11											
12											

MISSILE HITS TABLE

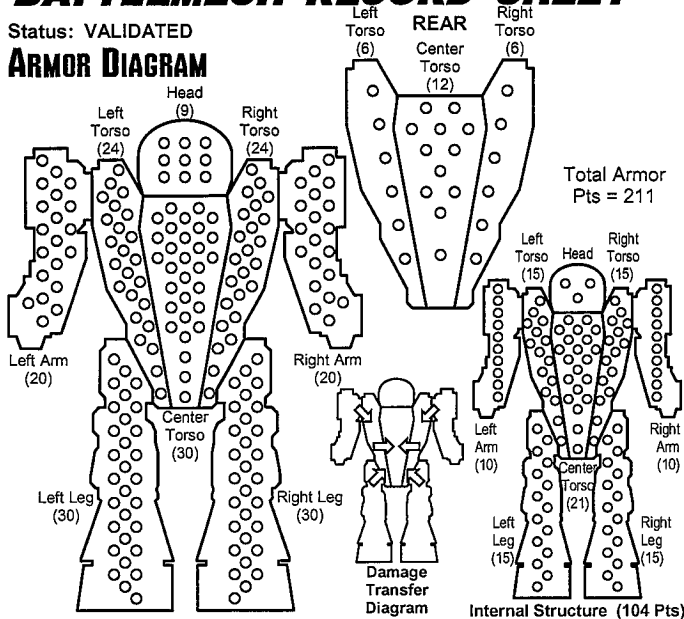
Roll	Number of Missiles Fired									
2D6	2	3	4	5	6	9	10	12	15	20
2	1	1	1	1	2	3	3	4	5	6
3	1	1	2	2	2	3	3	4	5	6
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 211

Internal Structure (104 Pts)

CRITICAL HIT TABLE

Left Arm

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

1-3

4-6

Left Torso

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

1-3

4-6

Left Leg

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

4-6

Head

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

1-3

4-6

Center Torso

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

1-3

4-6

Right Arm

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

1-3

4-6

Right Torso

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

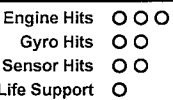
1-3

4-6

Right Leg

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

4-6



Battle Value: 1,439
BV for 3 / 5: 1,727
Weapon Value: 1,562 / 1,562
Cost, C-Bills: 5,851,011

'MECH DATA

Type: **Thunderbolt TDR-9SE**

Mass: **65 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** Inner Sphere

Running: **6** Biped 'Mech

Jumping: **4** Level 2 / 3050

Weapons Inventory: (hexes)

Qty Type Loc Ht Dmg Min Sht Mdg Lng

3 Medium Laser LT 3 5 - 3 6 9

1 Large Pulse Laser RA 10 9 - 3 7 10

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

Ammo Type: Rounds: BV2:
LRM 10 12 25

Total Heat Sinks: 15 Double (30)

oooooooooooo ooooo

Auto Eject: Operational Disabled

Weapon Heat: (23)

WARRIOR DATA

Name: **Captain Gladys Muller**

Gunnery Skill: **3** Piloting Skill: **5**

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

HEAT SCALE

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



HIT LOCATIONS (2D6)

Roll	Left	Front/Rear	Right
2	LT	CT	RT
	(crit)	(crit)	(crit)
3	LL	RA	RL
4	LA	RA	RA
5	LA	RL	RA
6	LL	RT	RL
7	LT	CT	RT
8	CT	LT	CT
9	RT	LL	LT
10	RA	LA	LA
11	RL	LA	LL
12	HD	HD	HD

PUNCH LOCATIONS (1D6)

Roll	Left	Front/Rear	Right
1	LT	LA	RT
2	LT	LT	RT
3	CT	CT	CT
4	LA	RT	RA
5	LA	RA	RA
6	HD	HD	HD

KICK LOCATIONS (1D6)

Roll	Left	Front/Rear	Right
1-3	LL	RL	RL
4-6	LL	LL	RL

ATTACK MODIFIERS

Attacker	
Movement	
Stationary	None
Walked	+1
Ran	+2
Jumped	+3
BattleMech Damage	
Sensor Hit	+2
Shoulder	+4 weapons in arm
Arm Act. (each)	+1 weapons in arm
Prone	+2
In Depth 1 Water	+1
Target	
Movement	
0-2 hexes	0
3-4 hexes	+1
5-6 hexes	+2
7-9 hexes	+3
10-13 hexes	+4
14-18 hexes	+5 (Level 3)
19-24 hexes	+6 (Level 3)
25+ hexes	+7 (Level 3)
Jumped	+1 additional
Sprinted	-1
Prone	-2 adjacent hex
	+1 other hexes
Immobile	-4
In Depth 1 Water	+2 Punch locations
Partial Cover	+3 Punch locations
Infantry Squad	+1

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MOVEMENT RECORD

Turn Num	Type W/R/J	Num Hex	Move Heat	+ Weap Heat	+ Prev Heat	+ Misc Heat	= Total Heat	- H.S. Pts	= Heat Level	To Hits	Damage & Notes:
1											
2											
3											
4											
5											
6											
7											
8											
9											
10											
11											
12											

MISSILE HITS TABLE

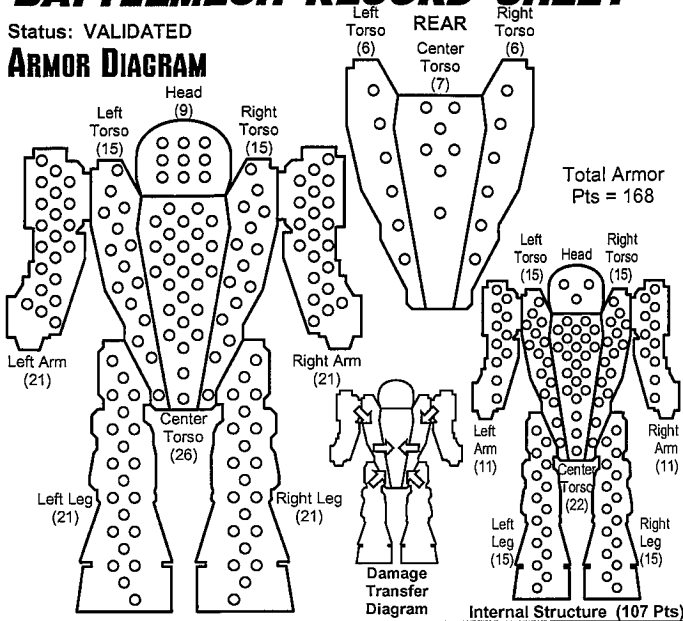
Roll	Number of Missiles Fired									
2D6	2	3	4	5	6	9	10	12	15	20
2	1	1	1	1	2	3	3	4	5	6
3	1	1	2	2	2	3	3	4	5	6
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Caesar CES-3R
 Mass: 70 tons
 Movement Points: Tech, Config. & Level:
 Walking: 4 Inner Sphere
 Running: 6 Biped 'Mech
 Jumping: 0 Level 2 / 3050

Weapons Inventory: (hexes)

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

Ammo Type: Gauss Rifle Rounds: 16 BV2: 100

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

Auto Eject: Operational Disabled Weapon Heat: (32)

HIT LOCATIONS (2D6)

Roll	Left	Front/Rear	Right
2	LT (crit)	CT (crit)	RT (crit)
3	LL	RA	RL
4	LA	RA	RA
5	LA	RL	RA
6	LL	RT	RL
7	LT	CT	RT
8	CT	LT	CT
9	RT	LL	LT
10	RA	LA	LA
11	RL	LA	LL
12	HD	HD	HD

PUNCH LOCATIONS (1D6)

Roll	Left	Front/Rear	Right
1	LT	LA	RT
2	LT	LT	RT
3	CT	CT	CT
4	LA	RT	RA
5	LA	RA	RA
6	HD	HD	HD

WARRIOR DATA

Name: Lieutenant Edwin Dahm
 Gunnery Skill: 3 Piloting Skill: 4

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

KICK LOCATIONS (1D6)

Roll	Left	Front/Rear	Right
1-3	LL	RL	RL
4-6	LL	LL	RL

CRITICAL HIT TABLE

Location	Roll	Component
Left Arm	1-3	Shoulder
	1-3	Upper Arm Actuator
	1-3	Lower Arm Actuator
	4	Hand Actuator
	5	Double Heat Sink
	6	Double Heat Sink
Right Arm	1-3	Shoulder
	1-3	Upper Arm Actuator
	1-3	Lower Arm Actuator
	4	Hand Actuator
	5	Double Heat Sink
	6	Double Heat Sink
Head	1	Life Support
	2	Sensors
	3	Cockpit
	4	Roll Again
	5	Sensors
	6	Life Support
Center Torso	1-3	XL Engine
	1-3	XL Engine
	1-3	XL Engine
	4	Gyro
	5	Gyro
	6	Gyro
Left Torso	1-3	XL Engine
	1-3	XL Engine
	1-3	XL Engine
	4	Double Heat Sink
	5	Double Heat Sink
	6	Double Heat Sink
Right Torso	1-3	XL Engine
	1-3	XL Engine
	1-3	XL Engine
	4	Gauss Rifle
	5	Gauss Rifle
	6	Gauss Rifle
Left Leg	1-3	XL Engine
	1-3	XL Engine
	1-3	XL Engine
	4	Double Heat Sink
	5	Double Heat Sink
	6	Double Heat Sink
Right Leg	1-3	XL Engine
	1-3	XL Engine
	1-3	XL Engine
	4	Double Heat Sink
	5	Double Heat Sink
	6	Double Heat Sink

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

Battle Value: 1,578
 BV for 3 / 4: 2,178
 Weapon Value: 2,100 / 2,100
 Cost, C-Bills: 13,424,674

HEAT SCALE

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

KEAMER

ATTACK MODIFIERS

Attacker

Movement
 Stationary None
 Walked +1
 Ran +2
 Jumped +3

BattleMech Damage
 Sensor Hit +2
 Shoulder +4 weapons in arm
 Arm Act. (each) +1 weapons in arm
 Prone +2
 In Depth 1 Water +1

Target

Movement
 0-2 hexes 0
 3-4 hexes +1
 5-6 hexes +2
 7-9 hexes +3
 10-13 hexes +4
 14-18 hexes +5 (Level 3)
 19-24 hexes +6 (Level 3)
 25+ hexes +7 (Level 3)
 Jumped +1 additional
 Sprinted -1
 Prone -2 adjacent hex
 +1 other hexes

Immobile -4
 In Depth 1 Water +2 Punch locations
 Partial Cover +3 Punch locations
 Infantry Squad +1

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MOVEMENT RECORD

Turn Num	Type W/R/J	Num Hex	Move Heat	+ Weap Heat	+ Prev Heat	+ Misc Heat	= Total Heat	- H.S. Pts	= Heat Level	To Hits	Damage & Notes:
1											
2											
3											
4											
5											
6											
7											
8											
9											
10											
11											
12											

MISSILE HITS TABLE

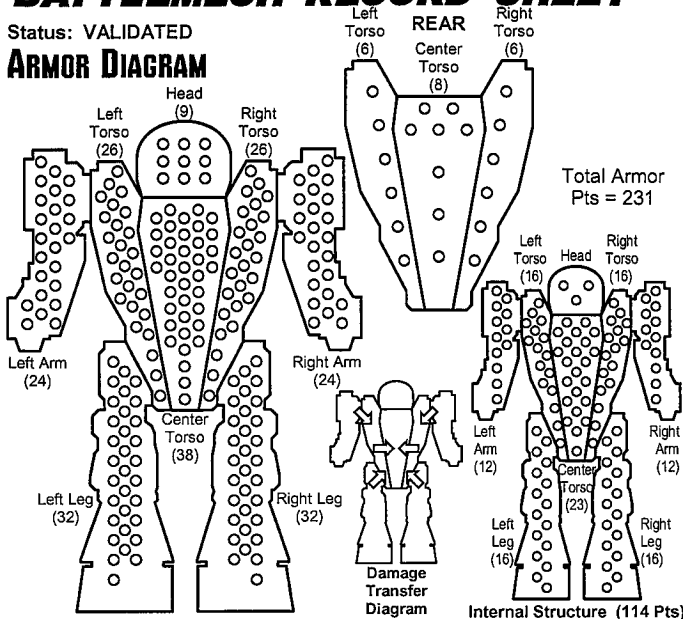
Roll	Number of Missiles Fired											
2D6	2	3	4	5	6	9	10	12	15	20		
2	1	1	1	1	2	3	3	4	5	6		
3	1	1	2	2	2	3	3	4	5	6		
4	1	1	2	2	3	4	4	5	6	9		
5	1	2	2	3	3	5	6	8	9	12		
6	1	2	2	3	4	5	6	8	9	12		
7	1	2	3	3	4	5	6	8	9	12		
8	2	2	3	3	4	5	6	8	9	12		
9	2	2	3	4	5	7	8	10	12	16		
10	2	3	3	4	5	7	8	10	12	16		
11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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: **Maelstrom MTR-5K**
 Mass: **75 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **5** Inner Sphere
 Running: **8** Biped 'Mech
 Jumping: **0** Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	10	-	7	14	23
1	ER Large Laser	LA	12	8	-	7	14	19
1	TAG	RT	0	*	-	5	9	15
1	Medium Pulse Laser	HD	4	6	-	2	4	6
1	Medium Pulse Laser	CT	4	6	-	2	4	6
1	Small Laser	CT	1	3	-	1	2	3

Total Heat Sinks: 19 Double (38)
 ○○○○○○○○○ ○○○○○○○○○
 Auto Eject: Operational Disabled
 Weapon Heat: (36)

HIT LOCATIONS (2D6)

Roll	Left	Front/Rear	Right
2	LT	CT	RT
	(crit)	(crit)	(crit)
3	LL	RA	RL
4	LA	RA	RA
5	LA	RL	RA
6	LL	RT	RL
7	LT	CT	RT
8	CT	LT	CT
9	RT	LL	LT
10	RA	LA	LA
11	RL	LA	LL
12	HD	HD	HD

PUNCH LOCATIONS (1D6)

Roll	Left	Front/Rear	Right
1	LT	LA	RT
2	LT	LT	RT
3	CT	CT	CT
4	LA	RT	RA
5	LA	RA	RA
6	HD	HD	HD

KICK LOCATIONS (1D6)

Roll	Left	Front/Rear	Right
1-3	LL	RL	RL
4-6	LL	LL	RL

WARRIOR DATA

Name: **Major Josephine Maresso**
 Gunnery Skill: **2** Piloting Skill: **3**
 Hits Taken:

1	2	3	4	5	6
---	---	---	---	---	---

 Consciousness #:

3	5	7	10	11	Dead
---	---	---	----	----	------

HEAT SCALE

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

WREAMES

ATTACK MODIFIERS

Attacker
 Movement
 Stationary None
 Walked +1
 Ran +2
 Jumped +3
 BattleMech Damage
 Sensor Hit +2
 Shoulder +4 weapons in arm
 Arm Act. (each) +1 weapons in arm
 Prone +2
 In Depth 1 Water +1

Target
 Movement
 0-2 hexes 0
 3-4 hexes +1
 5-6 hexes +2
 7-9 hexes +3
 10-13 hexes +4
 14-18 hexes +5 (Level 3)
 19-24 hexes +6 (Level 3)
 25+ hexes +7 (Level 3)
 Jumped +1 additional
 Sprinted -1
 Prone -2 adjacent hex
 +1 other hexes
 Immobile -4
 In Depth 1 Water +2 Punch locations
 Partial Cover +3 Punch locations
 Infantry Squad +1

CRITICAL HIT TABLE

Roll	Left Arm	Right Arm	Head	Center Torso	Left Torso	Right Torso	Left Leg	Right Leg
1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. ER Large Laser 5. ER Large Laser 6. Roll Again	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. ER PPC 5. ER PPC 6. ER PPC	1. Life Support 2. Sensors 3. Cockpit 4. Medium Pulse Laser 5. Sensors 6. Life Support	1. XL Engine 2. XL Engine 3. XL Engine 4. Gyro 5. Gyro 6. Gyro	1. XL Engine 2. XL Engine 3. XL Engine 4. Gyro 5. Gyro 6. Gyro	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. Roll Again 5. Roll Again 6. Roll Again	1. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 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	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again	1. XL Engine 2. XL Engine 3. XL Engine 4. Gyro 5. Gyro 6. Gyro	1. XL Engine 2. XL Engine 3. XL Engine 4. Gyro 5. Gyro 6. Gyro	1. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 4. Roll Again 5. Roll Again 6. Roll Again	1. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 4. Roll Again 5. Roll Again 6. Roll Again	1. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 4. Roll Again 5. Roll Again 6. Roll Again

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

Battle Value: 1,694
 BV for 2 / 3: 3,083
 Weapon Value: 2,085 / 2,085
 Cost, C-Bills: 18,016,688

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MOVEMENT RECORD

Turn Num	Type	Num W/R/J	Hex	Move Heat	+ Weap Heat	+ Prev Heat	+ Misc Heat	= Total Heat	- H.S. Pts	= Heat Level	To Hits	Damage & Notes:
1												
2												
3												
4												
5												
6												
7												
8												
9												
10												
11												
12												

MISSILE HITS TABLE

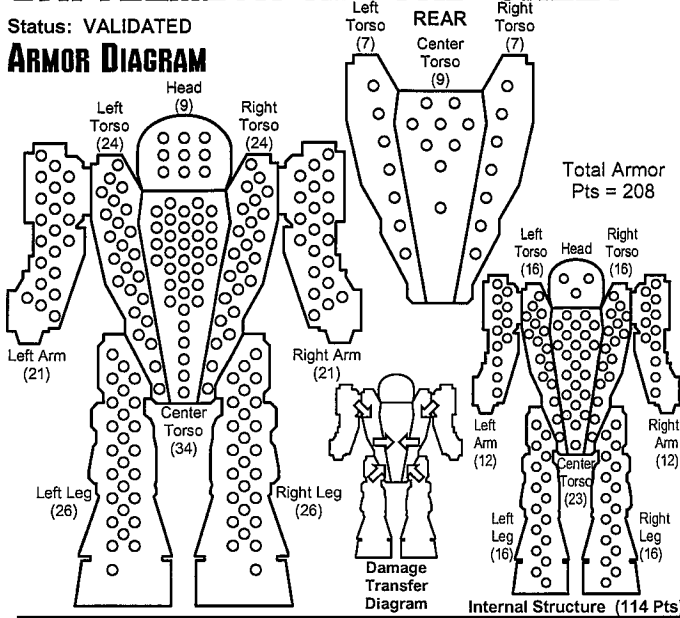
Roll	Number of Missiles Fired									
2D6	2	3	4	5	6	9	10	12	15	20
2	1	1	1	1	2	3	3	4	5	6
3	1	1	2	2	2	3	3	4	5	6
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: **Penetrator PTR-4D**
 Mass: **75 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **4** Inner Sphere
 Running: **6** Biped 'Mech
 Jumping: **4** Level 2 / 3055

Weapons Inventory: (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
 3 Medium Pulse Laser RT 4 6 - 2 4 6
 3 Medium Pulse Laser LT 4 6 - 2 4 6
 1 Anti-Missile System CT 1 * - - - -

HIT LOCATIONS (2D6)

Roll	Left	Front/Rear	Right
2	LT	CT	RT
	(crit)	(crit)	(crit)
3	LL	RA	RL
4	LA	RA	RA
5	LA	RL	RA
6	LL	RT	RL
7	LT	CT	RT
8	CT	LT	CT
9	RT	LL	LT
10	RA	LA	LA
11	RL	LA	LL
12	HD	HD	HD

Ammo Type: Rounds: BV2:
 Anti-Missile System 12 13

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

Auto Eject: Operational Disabled
 Weapon Heat: **(49)**

PUNCH LOCATIONS (1D6)

Roll	Left	Front/Rear	Right
1	LT	LA	RT
2	LT	LT	RT
3	CT	CT	CT
4	LA	RT	RA
5	LA	RA	RA
6	HD	HD	HD

WARRIOR DATA

Name: **Lieutenant Ronald Boice**
 Gunnery Skill: **3** Piloting Skill: **4**

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

KICK LOCATIONS (1D6)

Roll	Left	Front/Rear	Right
1-3	LL	RL	RL
4-6	LL	LL	RL

CRITICAL HIT TABLE

Roll	Left Arm	Head	Center Torso	Right Arm	Right Torso	Left Torso	Right Torso	Left Leg	Right Leg
1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. ER Large Laser 5. ER Large Laser 6. Roll Again	1. Life Support 2. Sensors 3. Cockpit 4. Roll Again 5. Sensors 6. Life Support	1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro	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	1. Medium Pulse Laser 2. Medium Pulse Laser 3. Medium Pulse Laser 4. Roll Again 5. Roll Again 6. Roll Again	1. Medium Pulse Laser 2. Medium Pulse Laser 3. Medium Pulse Laser 4. Roll Again 5. Roll Again 6. Roll Again	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Jump Jet 6. Jump Jet	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Jump Jet 6. Jump Jet
4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again	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 ○

Battle Value: 1,687
 BV for 3 / 4: 2,328
 Weapon Value: 1,366 / 1,366
 Cost, C-Bills: 7,628,250

HEAT SCALE

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

WREAGER

ATTACK MODIFIERS

Attacker
 Movement
 Stationary None
 Walked +1
 Ran +2
 Jumped +3
 BattleMech Damage
 Sensor Hit +2
 Shoulder +4 weapons in arm
 Arm Act. (each) +1 weapons in arm
 Prone +2
 In Depth 1 Water +1

Target
 Movement
 0-2 hexes 0
 3-4 hexes +1
 5-6 hexes +2
 7-9 hexes +3
 10-13 hexes +4
 14-18 hexes +5 (Level 3)
 19-24 hexes +6 (Level 3)
 25+ hexes +7 (Level 3)
 Jumped +1 additional
 Sprinted -1
 Prone -2 adjacent hex
 +1 other hexes

Immobilized -4
 In Depth 1 Water +2 Punch locations
 Partial Cover +3 Punch locations
 Infantry Squad +1

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MOVEMENT RECORD

Turn Num	Type W/R/J	Num Hex	Move Heat	+ Weap Heat	+ Prev Heat	+ Misc Heat	= Total Heat	- H.S. Pts	= Heat Level	To Hits	Damage & Notes:
1											
2											
3											
4											
5											
6											
7											
8											
9											
10											
11											
12											

MISSILE HITS TABLE

Roll	2D6	3	4	5	6	9	10	12	15	20
2	1	1	1	2	3	3	4	5	6	
3	1	1	2	2	3	3	4	5	6	
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20
12	2	3	4	5	6	9	10	12	15	20

CLASSIC BATTLETECH®

BATTLE ARMOR RECORD SHEET

Unit: Star Cmdr Jeremy - EP1 • Anti-'Mech Movement: 1MP Ground, 3MP Jump
Type: Clan Elemental MG • Omni-transportable

Trooper	10	09	08	07	06	05	04	03	02	01	00
1											
2											
3											
4											
5											

Weapons (ranges in hexes) **Dmg** **Sht** **Med** **Lng**

Machine Gun 1D6/2 1 2 3

Sub-Machine Gun 1# 0 0 -

SRM 2 2/hit 3 6 9

2 Salvos: ☒ ☒

Notes:
 # AP Damage is total for all 5 troopers

Gun Skill: 3 BV: 250 (300 for Skill = 3) Clan / Level 2 Cost: 3,535,825 C-Bills

Unit: Point Cmdr Rod - EP2 • Anti-'Mech Movement: 1MP Ground, 3MP Jump
Type: Clan Elemental MG • Omni-transportable

Trooper	10	09	08	07	06	05	04	03	02	01	00
1											
2											
3											
4											
5											

Weapons (ranges in hexes) **Dmg** **Sht** **Med** **Lng**

Machine Gun 1D6/2 1 2 3

Sub-Machine Gun 1# 0 0 -

SRM 2 2/hit 3 6 9

2 Salvos: ☒ ☒

Notes:
 # AP Damage is total for all 5 troopers

Gun Skill: 4 BV: 250 Clan / Level 2 Cost: 3,535,825 C-Bills

Unit: Point Cmdr Barbara - EP3 • Anti-'Mech Movement: 1MP Ground, 3MP Jump
Type: Clan Elemental MG • Omni-transportable

Trooper	10	09	08	07	06	05	04	03	02	01	00
1											
2											
3											
4											
5											

Weapons (ranges in hexes) **Dmg** **Sht** **Med** **Lng**

Machine Gun 1D6/2 1 2 3

Sub-Machine Gun 1# 0 0 -

SRM 2 2/hit 3 6 9

2 Salvos: ☒ ☒

Notes:
 # AP Damage is total for all 5 troopers

Gun Skill: 4 BV: 250 Clan / Level 2 Cost: 3,535,825 C-Bills

Unit: Point Cmdr Gail - EP4 • Anti-'Mech Movement: 1MP Ground, 3MP Jump
Type: Clan Elemental MG • Omni-transportable

Trooper	10	09	08	07	06	05	04	03	02	01	00
1											
2											
3											
4											
5											

Weapons (ranges in hexes) **Dmg** **Sht** **Med** **Lng**

Machine Gun 1D6/2 1 2 3

Sub-Machine Gun 1# 0 0 -

SRM 2 2/hit 3 6 9

2 Salvos: ☒ ☒

Notes:
 # AP Damage is total for all 5 troopers

Gun Skill: 4 BV: 250 Clan / Level 2 Cost: 3,535,825 C-Bills

Unit: Point Cmdr Wayne - EP5 • Anti-'Mech Movement: 1MP Ground, 3MP Jump
Type: Clan Elemental MG • Omni-transportable

Trooper	10	09	08	07	06	05	04	03	02	01	00
1											
2											
3											
4											
5											

Weapons (ranges in hexes) **Dmg** **Sht** **Med** **Lng**

Machine Gun 1D6/2 1 2 3

Sub-Machine Gun 1# 0 0 -

SRM 2 2/hit 3 6 9

2 Salvos: ☒ ☒

Notes:
 # AP Damage is total for all 5 troopers

Gun Skill: 4 BV: 250 Clan / Level 2 Cost: 3,535,825 C-Bills

BATTLE ARMOR MISSILES TABLE

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

BATTLE ARMOR DIRECT FIRE TABLE

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

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM HIT LOCATION TABLE

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

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Total BV this sheet = 1,300

BATTLETECH[®]

INFANTRY RECORD SHEET

	Clan Platoons Start Here ▼											Inner Sphere Jump Platoons Start Here																
	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
Rifle Platoon	7	7	7	7	6	6	6	6	5	5	5	5	4	4	4	4	3	3	3	3	2	2	2	2	1	1	1	1
Machine Gun or Flamer Platoon	10	9	9	8	8	8	7	7	7	6	6	6	5	5	5	4	4	4	3	3	3	2	2	2	1	1	1	1
Laser or SRM Platoon	14	14	13	13	12	12	11	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1

	Clan Platoons Start Here ▼											Inner Sphere Jump Platoons Start Here																
	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
Rifle Platoon	7	7	7	7	6	6	6	6	5	5	5	5	4	4	4	4	3	3	3	3	2	2	2	2	1	1	1	1
Machine Gun or Flamer Platoon	10	9	9	8	8	8	7	7	7	6	6	6	5	5	5	4	4	4	3	3	3	2	2	2	1	1	1	1
Laser or SRM Platoon	14	14	13	13	12	12	11	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1

	Clan Platoons Start Here ▼											Inner Sphere Jump Platoons Start Here																
	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
Rifle Platoon	7	7	7	7	6	6	6	6	5	5	5	5	4	4	4	4	3	3	3	3	2	2	2	2	1	1	1	1
Machine Gun or Flamer Platoon	10	9	9	8	8	8	7	7	7	6	6	6	5	5	5	4	4	4	3	3	3	2	2	2	1	1	1	1
Laser or SRM Platoon	14	14	13	13	12	12	11	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1

	Clan Platoons Start Here ▼											Inner Sphere Jump Platoons Start Here																
	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
Rifle Platoon	7	7	7	7	6	6	6	6	5	5	5	5	4	4	4	4	3	3	3	3	2	2	2	2	1	1	1	1
Machine Gun or Flamer Platoon	10	9	9	8	8	8	7	7	7	6	6	6	5	5	5	4	4	4	3	3	3	2	2	2	1	1	1	1
Laser or SRM Platoon	14	14	13	13	12	12	11	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1

	Clan Platoons Start Here ▼											Inner Sphere Jump Platoons Start Here																
	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
Rifle Platoon	7	7	7	7	6	6	6	6	5	5	5	5	4	4	4	4	3	3	3	3	2	2	2	2	1	1	1	1
Machine Gun or Flamer Platoon	10	9	9	8	8	8	7	7	7	6	6	6	5	5	5	4	4	4	3	3	3	2	2	2	1	1	1	1
Laser or SRM Platoon	14	14	13	13	12	12	11	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1

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

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

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

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