

# HEAVYMETAL PRO

## BATTLEMECH ROSTER SHEET

Twilight of the Clans Scenario 4

May 3, 2012

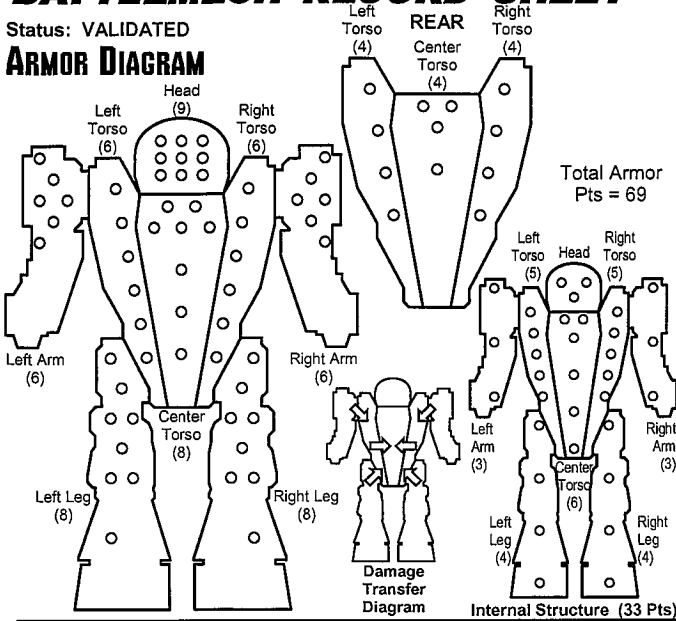
TONS	TYPE & MODEL	COST	BV Skills	STD	WV	RATIO
20	Thorn THE-N	1,653,120	755 3/3	238		.49
25	Mist Lynx (Koshi) Prime	4,812,761	1,629 2/3	342		.38
25	Mongoose MON-66	2,229,479	1,152 2/3	391		.62
40	Hermes II HER-5S	3,456,180	1,347 2/3	387		.52
45	Firestarter FS9-0B	10,493,015	1,876 2/2	674		.70
50	Blackjack BJ2-0C	9,509,844	2,113 2/3	1,242		1.07
50	Nova (Black Hawk) Prime	11,586,249	4,455 2/3	2,669		1.09
50	Nova (Black Hawk) A	11,426,874	3,585 3/3	1,700		.74
55	Stormcrow (Ryoken) Prime	14,771,112	3,478 2/3	3,171		1.66
55	Wolverine WVR-7M	11,451,606	2,108 2/4	1,164		.89
60	Mad Dog (Vulture) Prime	15,292,000	3,667 2/2	2,366		1.26
70	Guillotine GLT-5M	6,470,484	1,787 3/4	1,495		1.15
75	Marauder MAD-5M	15,641,500	2,532 2/3	1,967		1.41
75	Perseus P1	20,494,142	2,348 2/3	1,973		1.53
80	Awesome AWS-9M	18,090,121	2,674 2/3	2,505		1.71
95	Albatross ALB-3U	25,593,101	2,359 2/3	2,430		1.88
95	Albatross ALB-3U	25,593,101	2,087 2/4	2,430		1.88
965	Tons Total (17 'Mechs)	208,564,689	39,952	27,144		.68

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: VALIDATED

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Thorn THE-N**  
 Mass: **20 tons**  
 Movement Points: Tech, Config. & Level:  
 Walking: **6** Inner Sphere  
 Running: **9** Biped 'Mech  
 Jumping: **0** Level 2 / 3050

Weapons Inventory: (hexes)  
 Qty Type Loc Ht Dmg Min Sht Med Lng  
 1 LRM 5 RA 2 1/hit 6 7 14 21  
 1 Medium Laser HD 3 5 - 3 6 9  
 1 Medium Laser LA 3 5 - 3 6 9

Ammo Type: Rounds: BV2:  
 LRM 5 24 14

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

Auto Eject:  Operational  Disabled  
 Weapon Heat: (8)

### 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: **Sir Jarvis Muto**  
 Gunnery Skill: **3** 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

Roll	Left Arm	Head	Right Arm
1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Medium Laser 6. Roll Again	1. Life Support 2. Sensors 3. Cockpit 4. Medium Laser 5. Sensors 6. Life Support	1. Shoulder 2. Upper Arm Actuator 3. LRM 5 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. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
1-3	1. Single Heat Sink 2. Endo Steel 3. Endo Steel 4. Endo Steel 5. Endo Steel 6. Endo Steel	1. Gyro 2. Fusion Engine 3. Fusion Engine 4. Fusion Engine 5. Roll Again 6. Roll Again	1. Single Heat Sink 2. Ammo (LRM 5) 24 3. Endo Steel 4. Endo Steel 5. Endo Steel 6. Endo Steel
4-6	1. Endo Steel 2. Endo Steel 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again	1. Gyro 2. Fusion Engine 3. Fusion Engine 4. Fusion Engine 5. Roll Again 6. Roll Again	1. Endo Steel 2. Endo Steel 3. Endo Steel 4. CASE 5. Roll Again 6. Roll Again

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

Battle Value: 546  
 BV for 3 / 3: 852  
 Weapon Value: 238 / 238  
 Cost, C-Bills: 1,653,120

### 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	

**KEAMEY**

### 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

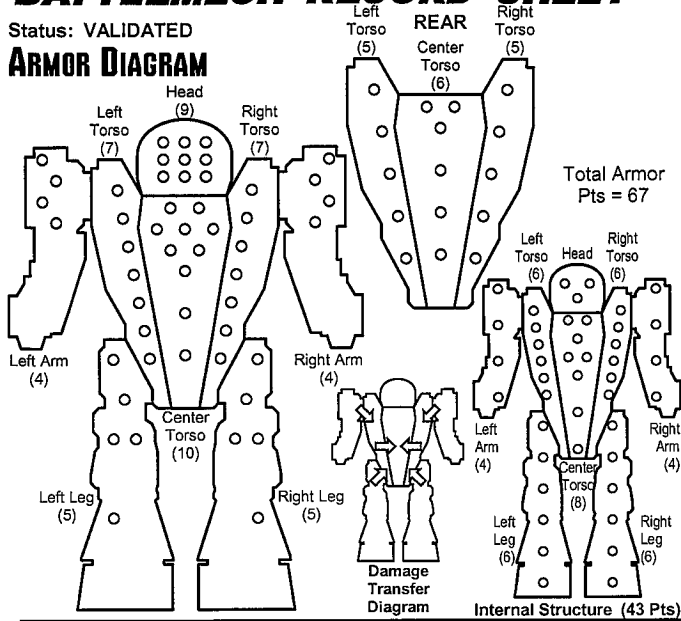
Roll	Number of Missiles Fired									
2D6	2	3	4	5	6	9	10	12	15	20
2	1	1	1	1	2	3	3	4	5	6
3	1	1	2	2	2	3	3	4	5	6
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	6	8	9
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: VALIDATED

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Mist Lynx (Koshi) Prime**  
 Mass: **25 tons**  
 Movement Points: Tech, Config. & Level:  
 Walking: **7** Clan  
 Running: **11** Biped OmniMech  
 Jumping: **6** Level 2 / 3050

#### Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Active Probe	HD	0	-	-	-	-	5
1	LRM 10	LA	4	1/hit	-	7	14	21
1	Streak SRM 4	RA	3	2/hit	-	4	8	12
2	Machine Gun	RA	0	2	-	1	2	3

Ammo Type: Rounds: BV2:  
 LRM 10: 12 78  
 Streak SRM 4: 25 56  
 Machine Gun: 100 3

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

Auto Eject:  Operational  Disabled  
 Weapon Heat: (7)

### 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 Darius**  
 Gunnery Skill: **2** Piloting Skill: **3**

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

### ATTACK MODIFIERS

#### Attacker

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

#### BattleMech Damage

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

#### Target

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

### 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	

**WIZKIDS**

### CRITICAL HIT TABLE

Roll	Left Arm (CASE)	Right Arm (CASE)	Head	Center Torso	Left Torso	Right Torso	Left Leg	Right Leg
1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. LRM 10 6. Ammo (LRM 10) 12	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Streak SRM 4 6. Machine Gun	1. Life Support 2. Sensors 3. Cockpit 4. Active Probe 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. Gyro 5. Gyro 6. Gyro	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Endo Steel 6. Roll Again	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Endo Steel 6. Roll Again
4-6	1. Endo Steel 2. Ferro-Fibrous 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again	1. Machine Gun 2. Ammo (Streak 4) 25 3. Ammo (MG) 100 4. Endo Steel 5. Ferro-Fibrous 6. Roll Again		1. Gyro 2. XL Engine 3. XL Engine 4. XL Engine 5. Endo Steel 6. Ferro-Fibrous	1. Gyro 2. XL Engine 3. XL Engine 4. XL Engine 5. Endo Steel 6. Ferro-Fibrous	1. Gyro 2. XL Engine 3. XL Engine 4. XL Engine 5. Endo Steel 6. Ferro-Fibrous		

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

Battle Value: 871  
 BV for 2 / 3: 1,585  
 Weapon Value: 342 / 289  
 Cost, C-Bills: 4,812,761

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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

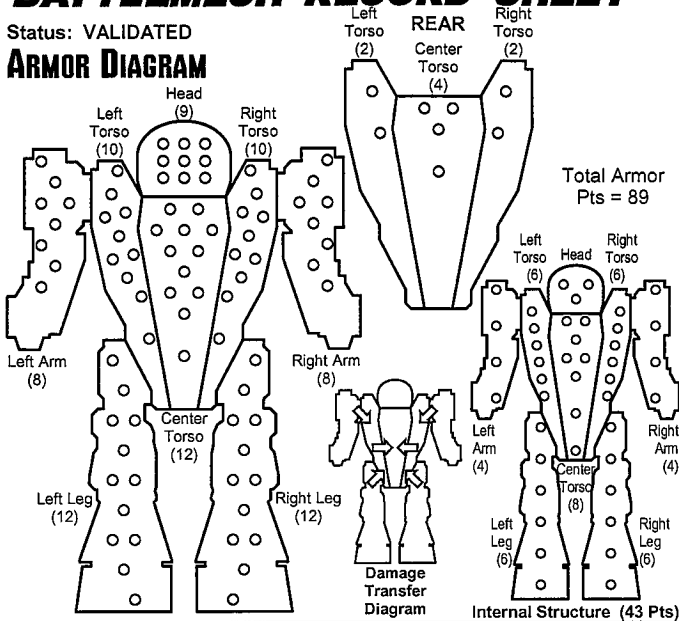
Roll	Number of Missiles Fired
2D6	2 3 4 5 6 9 10 12 15 20
2	1 1 1 1 2 3 3 4 5 6
3	1 1 2 2 2 3 3 4 5 6
4	1 1 2 2 3 4 4 5 6 9
5	1 2 2 3 3 5 6 8 9 12
6	1 2 2 3 4 5 6 8 9 12
7	1 2 3 3 4 5 6 8 9 12
8	2 2 3 3 4 5 6 8 9 12
9	2 2 3 4 5 7 8 10 12 16
10	2 3 3 4 5 7 8 10 12 16
11	2 3 4 5 6 9 10 12 15 20
12	2 3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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: VALIDATED

### ARMOR DIAGRAM



### CRITICAL HIT TABLE

Part	Roll	Effects		
Left Arm	1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Medium Laser 6. Ferro-Fibrous		
	4-6	1. Ferro-Fibrous 2. Ferro-Fibrous 3. Ferro-Fibrous 4. Ferro-Fibrous 5. Ferro-Fibrous 6. Ferro-Fibrous		
	Right Arm	1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Medium Laser 6. Ferro-Fibrous	
		4-6	1. Ferro-Fibrous 2. Ferro-Fibrous 3. Ferro-Fibrous 4. Ferro-Fibrous 5. Ferro-Fibrous 6. Ferro-Fibrous	
		Head	1-3	1. Life Support 2. Sensors 3. Cockpit 4. Small Laser 5. Sensors 6. Life Support
			4-6	1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro
Center Torso			1-3	1. Gyro 2. Fusion Engine 3. Fusion Engine 4. Fusion Engine 5. Medium Laser 6. Roll Again
			4-6	1. Gyro 2. Fusion Engine 3. Fusion Engine 4. Fusion Engine 5. Medium Laser 6. Roll Again
	Left Torso		1-3	1. Beagle Active Probe 2. Beagle Active Probe 3. Endo Steel 4. Endo Steel 5. Endo Steel 6. Endo Steel
			4-6	1. Endo Steel 2. Endo Steel 3. Endo Steel 4. Roll Again 5. Roll Again 6. Roll Again
		Right Torso	1-3	1. Endo Steel 2. Endo Steel 3. Endo Steel 4. Endo Steel 5. Endo Steel 6. Endo Steel
			4-6	1. Endo Steel 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
Left Leg			1-3	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Single Heat Sink 6. Roll Again
			4-6	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 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. Foot Actuator 5. Single Heat Sink 6. Roll Again
			4-6	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Single Heat Sink 6. Roll Again

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

Battle Value: 758  
 BV for 2 / 3: 1,380  
 Weapon Value: 391 / 391  
 Cost, C-Bills: 2,229,479

### 'MECH DATA

Type: Mongoose MON-66  
 Mass: 25 tons  
 Movement Points: Tech, Config. & Level:  
 Walking: 8 Inner Sphere  
 Running: 12 Biped 'Mech  
 Jumping: 0 Level 2 / 3050

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	Medium Laser	CT	3	5	-	3	6	9
1	Small Laser	HD	1	3	-	1	2	3
1	Beagle Active Probe	LT	0	-	-	-	-	4

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

Auto Eject:  Operational  Disabled  
 Weapon Heat: (10)

### 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
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: Dame Lydia Chachor  
 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	
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	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

### ATTACK MODIFIERS

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

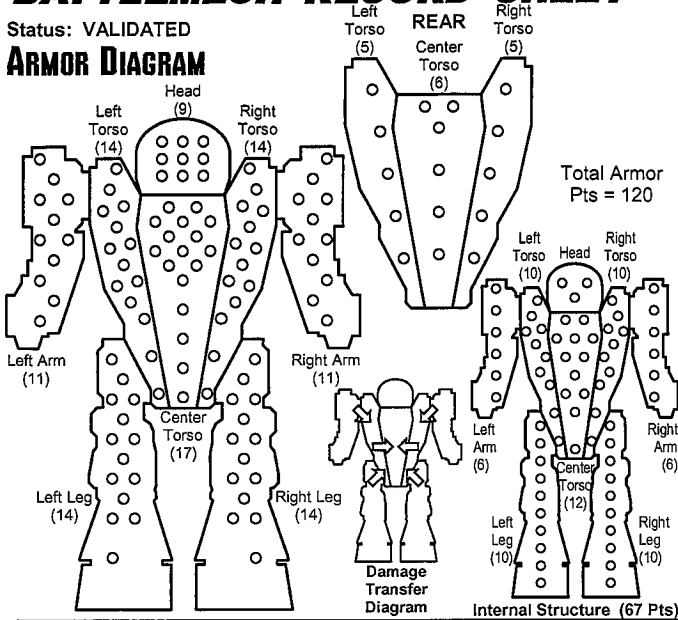
Roll	Number of Missiles Fired									
2D6	2	3	4	5	6	9	10	12	15	20
2	1	1	1	1	2	3	3	4	5	6
3	1	1	2	2	2	3	3	4	5	6
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: VALIDATED

### ARMOR DIAGRAM



Total Armor Pts = 120

Internal Structure (67 Pts)

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Flamer
- 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
- Ammo (Ult AC/5) 20
- Endo Steel
- Endo Steel

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

#### Left Leg

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

### CRITICAL HIT TABLE

#### 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
- Roll Again
- Roll Again

#### Engine Hits

Engine Hits ○ ○ ○

Gyro Hits ○ ○ ○

Sensor Hits ○ ○ ○

Life Support ○

Battle Value: 857

BV for 2/3: 1,560

Weapon Value: 387 / 387

Cost, C-Bills: 3,456,180

#### Right Arm

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

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

#### Right Torso

- Ultra AC/5
- Ultra AC/5
- Ultra AC/5
- Ultra AC/5
- Ultra AC/5
- Endo Steel

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

#### Right Leg

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

### 'MECH DATA

Type: Hermes II HER-5S

Mass: 40 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	Ultra AC/5	RT	1	5	2	6	13	20
1	Flamer	LA	3	2	-	1	2	3
1	Medium Pulse Laser	RA	4	6	-	2	4	6

Ammo Type: Ultra AC/5  
Rounds: 20  
BV2: 32

Total Heat Sinks: 10 Double (20)

○○○○○○○○○○

Auto Eject:  Operational  Disabled

Weapon Heat: (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: Sir Ralph Murdock

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	

### 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

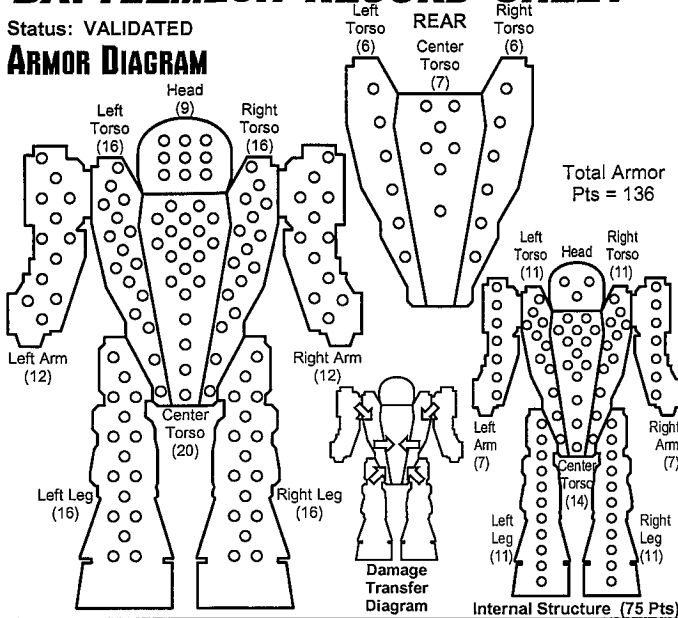
Roll	Number of Missiles Fired									
2D6	2	3	4	5	6	9	10	12	15	20
2	1	1	1	1	2	3	3	4	5	6
3	1	1	2	2	2	3	3	4	5	6
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: VALIDATED

### ARMOR DIAGRAM



### 'MECH DATA

Type: Firestarter FS9-OB  
 Mass: 45 tons  
 Movement Points: Tech, Config. & Level:  
 Walking: 6 Inner Sphere  
 Running: 9 Biped OmniMech  
 Jumping: 6 Level 2 / 3058

#### Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	CT	3	2	-	1	2	3
1	Flamer	CT(R)	3	2	-	1	2	3
1	Large Pulse Laser	RA	10	9	-	3	7	10
1	Small Laser	RA	1	3	-	1	2	3
2	Medium Pulse Laser	LA	4	6	-	2	4	6
1	C <sup>3</sup> Slave Unit	LT	0	-	-	-	-	-
1	TAG	RT	0	*	-	5	9	15

Total Heat Sinks: 12 Double (24)  
 ○○○○○○○○○○○○ ○○  
 Auto Eject:  Operational  Disabled  
 Weapon Heat: (25)

### 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: Dame Marcie Kane  
 Gunnery Skill: 2 Piloting Skill: 2

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	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. Medium Pulse Laser 5. Medium Pulse Laser 6. Endo Steel	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Large Pulse Laser 5. Large Pulse Laser 6. Small Laser	1. Life Support 2. Sensors 3. Cockpit 4. Roll Again 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. 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
4-6	1. Endo Steel 2. Endo Steel 3. Endo Steel 4. Endo Steel 5. Roll Again 6. Roll Again	1. Endo Steel 2. Endo Steel 3. Endo Steel 4. Roll Again 5. Roll Again 6. Roll Again		1. Gyro 2. XL Engine 3. XL Engine 4. XL Engine 5. Flamer 6. Flamer (R)	1. Gyro 2. XL Engine 3. XL Engine 4. XL Engine 5. Flamer 6. Flamer (R)	1. Jump Jet 2. Jump Jet 3. Jump Jet 4. C <sup>3</sup> Slave Unit 5. Endo Steel 6. Endo Steel	1. Jump Jet 2. Jump Jet 3. Jump Jet 4. C <sup>3</sup> Slave Unit 5. Endo Steel 6. Endo Steel	1. Jump Jet 2. Jump Jet 3. Jump Jet 4. C <sup>3</sup> Slave Unit 5. Endo Steel 6. Endo Steel

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

Battle Value: 1,070  
 BV for 2/2: 2,097 +C<sup>3</sup>=161  
 Weapon Value: 674 / 674  
 Cost, C-Bills: 10,493,015

### HEAT SCALE

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

W.K. GAMER

### ATTACK MODIFIERS

**Attacker**

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

**BattleMech Damage**

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

**Target**

Movement	Modifier
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

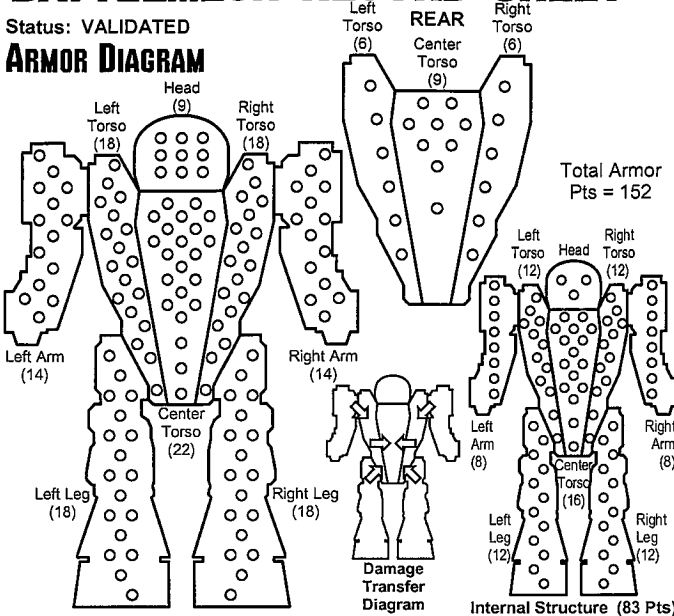
Roll	Number of Missiles Fired
2D6	2 3 4 5 6 9 10 12 15 20
2	1 1 1 1 2 3 3 4 5 6
3	1 1 2 2 2 3 3 4 5 6
4	1 1 2 2 3 4 4 5 6 9
5	1 2 2 3 3 5 6 8 9 12
6	1 2 2 3 4 5 6 8 9 12
7	1 2 3 3 4 5 6 8 9 12
8	2 2 3 3 4 5 6 8 9 12
9	2 2 3 4 5 7 8 10 12 16
10	2 3 3 4 5 7 8 10 12 16
11	2 3 4 5 6 9 10 12 15 20
12	2 3 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
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- LB 10-X AC

1-3

4-6

#### Left Torso

- XL Engine
- XL Engine
- XL Engine
- Medium Laser
- Ammo (LB 10-X) 10
- Endo Steel

1-3

4-6

#### Left Leg

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

1-3

4-6

#### Head

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

1-3

4-6

#### Center Torso

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

1-3

4-6

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- LB 10-X AC

1-3

4-6

#### Right Torso

- XL Engine
- XL Engine
- XL Engine
- Medium Laser
- Ammo (LB 10-X) 10
- Endo Steel

1-3

4-6

#### Right Leg

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

1-3

4-6

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

Battle Value: 1,189  
BV for 2 / 3: 2,164  
Weapon Value: 1,242 / 1,242  
Cost, C-Bills: 9,509,844

### 'MECH DATA

Type: Blackjack BJ2-OC

Mass: 50 tons

Movement Points: Tech, Config. & Level:

Walking: 4 Inner Sphere  
Running: 6 Biped OmniMech  
Jumping: 4 Level 2 / 3058

### Weapons Inventory:

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

Ammo Type:

LB 10-X AC

Rounds: 20

BV2: 85

Total Heat Sinks: 10 Double (20)

oooooooooooo

Auto Eject:

Operational  Disabled

Weapon Heat:

(11)

### 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: Sir Austin Boyle

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	
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

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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

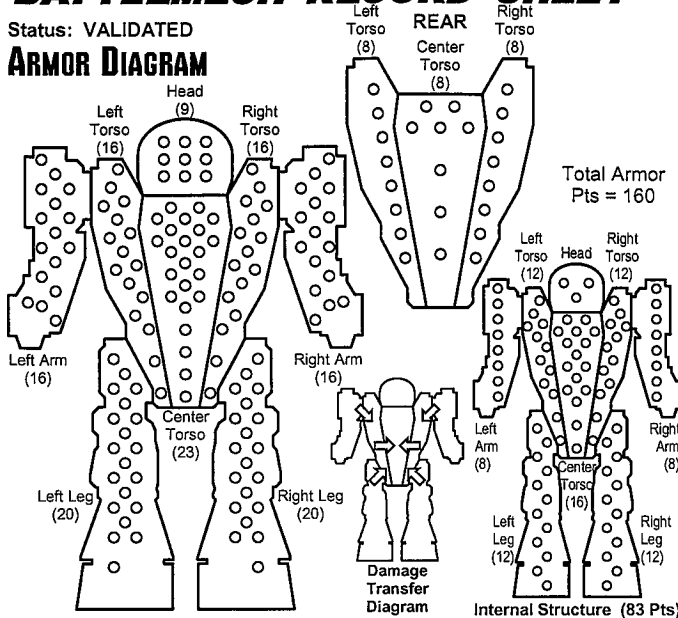
Roll	Number of Missiles Fired									
2D6	2	3	4	5	6	9	10	12	15	20
2	1	1	1	1	2	3	3	4	5	6
3	1	1	2	2	2	3	3	4	5	6
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: VALIDATED

### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

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

- ER Medium Laser
- ER Medium Laser
- ER Medium Laser
- ER Medium Laser
- ER Medium Laser
- ER Medium Laser

#### Left Torso

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

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

#### Left Leg

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

#### Head

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

#### Center Torso

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

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Jump Jet
- Roll Again

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

Battle Value: 2,663  
BV for 2/3: 4,847  
Weapon Value: 2,669 / 2,669  
Cost, C-Bills: 11,586,249

#### Right Arm

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

- ER Medium Laser
- ER Medium Laser
- ER Medium Laser
- ER Medium Laser
- ER Medium Laser
- ER Medium Laser

#### Right Torso

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

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

#### Right Leg

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

### 'MECH DATA

Type: Nova (Black Hawk) Prime  
Mass: 50 tons  
Movement Points: Tech, Config. & Level:  
Walking: 5 Clan  
Running: 8 Biped OmniMech  
Jumping: 5 Level 2 / 3050

Weapons Inventory: (hexes)  
Qty Type Loc Ht Dmg Min Sht Med Lng  
6 ER Medium Laser LA 5 7 - 5 10 15  
6 ER Medium Laser RA 5 7 - 5 10 15

Total Heat Sinks: 18 Double (36)

Auto Eject:  Operational  Disabled

Weapon Heat: (60)

### 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: MechWarrior Jas Furey

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	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 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	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

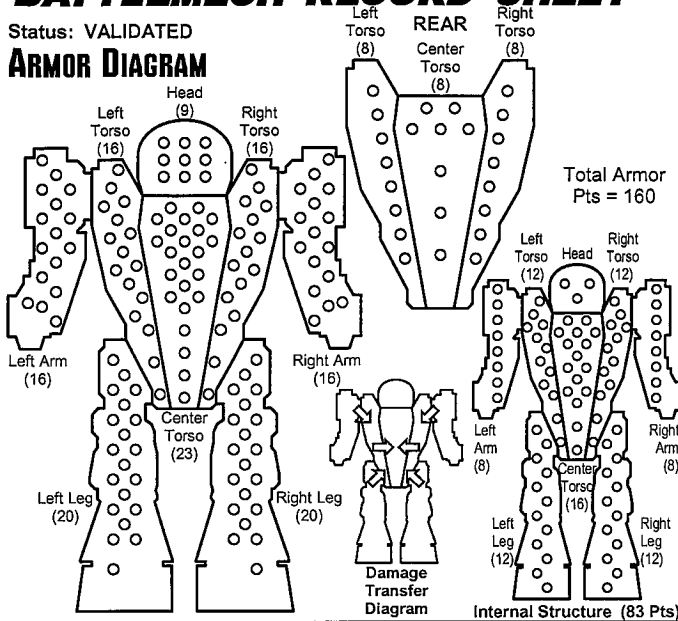


# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: VALIDATED

### ARMOR DIAGRAM



Total Armor Pts = 160

Internal Structure (83 Pts)

### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 ER PPC
- 1-3 ER PPC
- Roll Again
- Roll Again

#### Right Arm

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

#### Left Torso

- XL Engine
- XL Engine
- 1-3 Double Heat Sink
- 1-3 Double Heat Sink
- 1-3 Double Heat Sink
- 1-3 Double Heat Sink
- 1-3 Double Heat Sink
- 4-6 Medium Pulse Laser
- 4-6 Anti-Missile System
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again

#### Left Leg

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

#### Head

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

#### Center Torso

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

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

Battle Value: 2,422  
 BV for 3 / 3: 3,778  
 Weapon Value: 1,694 / 1,694  
 Cost, C-Bills: 11,426,874

#### Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 ER PPC
- 1-3 ER PPC
- Roll Again
- Roll Again

#### Right Torso (CASE)

- 1-3 XL Engine
- 1-3 XL Engine
- 1-3 Double Heat Sink
- 1-3 Double Heat Sink
- 1-3 Double Heat Sink
- 1-3 Double Heat Sink
- 1-3 Double Heat Sink
- 4-6 Anti-Missile System
- 4-6 Ammo (AMS) 24
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again

#### Right Leg

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

### 'MECH DATA

Type: Nova (Black Hawk) A

Mass: 50 tons

Movement Points: Tech, Config. & Level:

Walking: 5

Running: 8

Jumping: 5

Clan

Biped OmniMech

Level 2 / 3050

### Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	15	-	7	14	23
1	Medium Pulse Laser	LT	4	7	-	4	8	12
1	Anti-Missile System	LT	1	*	-	-	-	-
1	ER PPC	RA	15	15	-	7	14	23
1	Anti-Missile System	RT	1	*	-	-	-	-

Ammo Type:

Rounds: BV2:

Anti-Missile System 24 29

Total Heat Sinks: 14 Double (28)

○○○○○○○○○○ ○○○○

Auto Eject:

Weapon Heat:

Operational  Disabled (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

### WARRIOR DATA

Name: MechWarrior Renata

Gunnery Skill: 3

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	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	

WIZKIDS

### 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

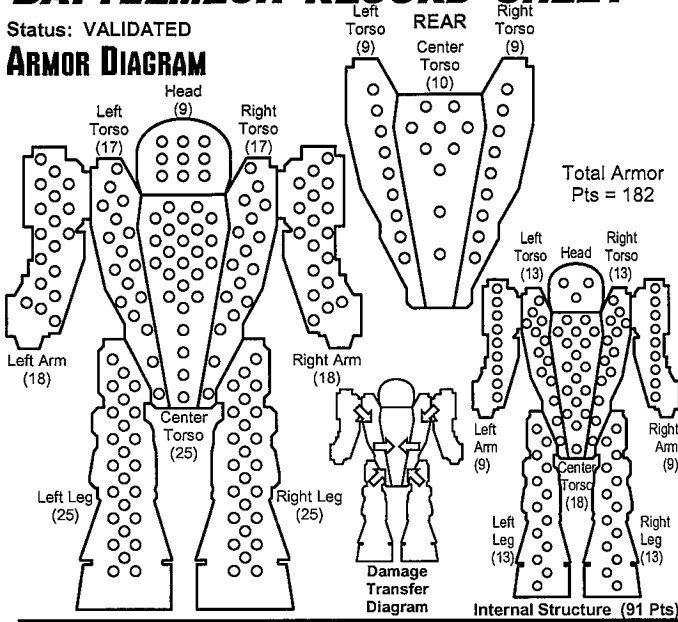
Roll	Number of Missiles Fired									
2D6	2	3	4	5	6	9	10	12	15	20
2	1	1	1	1	2	3	3	4	5	6
3	1	1	2	2	2	3	3	4	5	6
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: VALIDATED

### ARMOR DIAGRAM



Total Armor Pts = 182

Internal Structure (91 Pts)

### CRITICAL HIT TABLE

#### Left Arm

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

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Large Laser
- ER Medium Laser

#### Left Torso

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

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

#### Left Leg

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

#### Head

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

#### Center Torso

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

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Endo Steel
- Ferro-Fibrous

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

Battle Value: 2,073  
BV for 2/3: 3,773  
Weapon Value: 3,171 / 3,171  
Cost, C-Bills: 14,771,112

#### Right Arm

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

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Large Laser
- ER Medium Laser

#### Right Torso

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

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

#### Right Leg

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

### 'MECH DATA

Type: Stormcrow (Ryoken) Prime

Mass: 55 tons

Movement Points: Tech, Config. & Level:

Walking: 6 Clan

Running: 9 Biped OmniMech

Jumping: 0 Level 2 / 3050

### Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	HD	5	7	-	5	10	15
1	ER Large Laser	LA	12	10	-	8	15	25
1	ER Medium Laser	LA	5	7	-	5	10	15
1	ER Large Laser	RA	12	10	-	8	15	25
1	ER Medium Laser	RA	5	7	-	5	10	15

Total Heat Sinks: 22 Double (44)

○○○○○○○○○○ ○○○○○○○○○

Auto Eject:

Operational  Disabled

Weapon Heat:

(39)

### WARRIOR DATA

Name: Mechwarrior Alexi

Gunnery Skill: 2

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



### 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 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

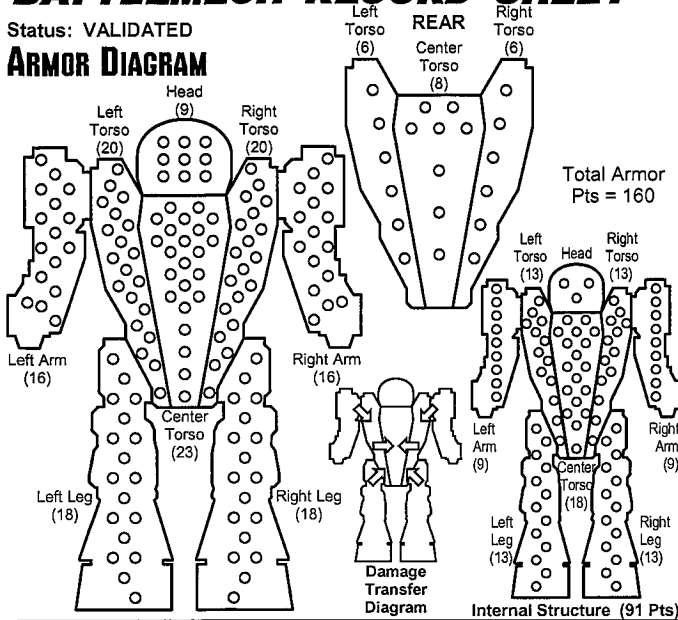
Roll	Number of Missiles Fired									
2D6	2	3	4	5	6	9	10	12	15	20
2	1	1	1	2	3	3	4	5	6	
3	1	1	2	2	3	3	4	5	6	
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: VALIDATED

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Wolverine WVR-7M**  
 Mass: **55 tons**  
 Movement Points: Tech, Config. & Level:  
 Walking: **5** Inner Sphere  
 Running: **8 [10]** Biped 'Mech  
 Jumping: **5** Level 2 / 3050

#### Weapons Inventory: (hexes)

Qty	Type	Loc	Hit	Dmg	Min	Sht	Med	Lng
2	ER Large Laser	RA	12	8	-	7	14	19
1	Medium Pulse Laser	HD	4	6	-	2	4	6
1	Medium Pulse Laser	RT	4	6	-	2	4	6
1	SRM 6	LT	4	2/hit	-	3	6	9

Ammo Type: SRM 6      Rounds: 15      BV2: 31

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

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: **Sir Harry Bertram**  
 Gunnery Skill: **2**      Piloting Skill: **4**

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

### 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. Hand Actuator 5. Roll Again 6. Roll Again	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. ER Large Laser 6. ER Large Laser	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. Jump Jet 5. Jump Jet 6. Roll Again	1. XL Engine 2. XL Engine 3. XL Engine 4. Double Heat Sink 5. Double Heat Sink 6. Double Heat Sink	1. XL Engine 2. XL Engine 3. XL Engine 4. Gyro 5. Gyro 6. Gyro
4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again	1. ER Large Laser 2. ER Large Laser 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again		1. Gyro 2. XL Engine 3. XL Engine 4. XL Engine 5. Jump Jet 6. Roll Again	1. Gyro 2. XL Engine 3. XL Engine 4. XL Engine 5. Jump Jet 6. Roll Again	1. SRM 6 2. SRM 6 3. Ammo (SRM 6) 15 4. Roll Again	1. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 4. Double Heat Sink 5. Double Heat Sink 6. Double Heat Sink	1. MASC 2. MASC 3. Medium Pulse Laser 4. Roll Again 5. Roll Again 6. Roll Again

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

Battle Value: 1,673  
 BV for 2/4: 2,694  
 Weapon Value: 1,164 / 1,164  
 Cost, C-Bills: 11,451,606

### HEAT SCALE

\*\* Avoid Inferno explosion on..  
 Shutdown

30
29
28
27
26
25
24
23
22
21
20
19
18
17
16
15
14
13
12
11
10
9
8
7
6
5
4
3
2
1
0

Ammo Explosion, avoid on 8+ (\*\* 12+)  
 Shutdown, avoid on 10+  
 -5 Movement Points  
 +4 Modifier to Fire  
 Ammo Explosion, avoid on 6+ (\*\* 10+)  
 Shutdown, avoid on 8+  
 -4 Movement Points  
 Ammo Explosion, avoid on 4+ (\*\* 8+)  
 Shutdown, avoid on 6+  
 +3 Modifier to Fire  
 -3 Movement Points  
 Shutdown, avoid on 4+ (\*\* 6+)  
 +2 Modifier to Fire  
 -2 Movement Points (\*\* 4+)  
 +1 Modifier to Fire  
 -1 Movement Point

**WIZKIDS**

### 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 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

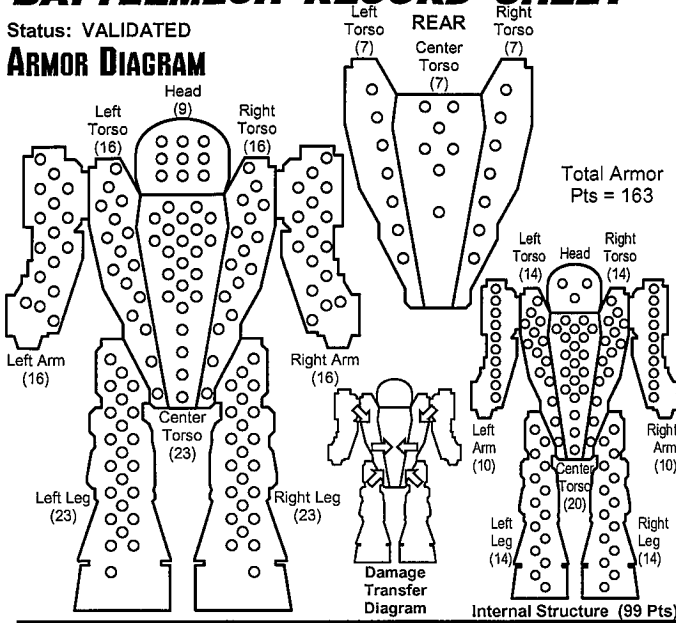
Roll	Number of Missiles Fired									
2D6	2	3	4	5	6	9	10	12	15	20
2	1	1	1	1	2	3	3	4	5	6
3	1	1	2	2	2	3	3	4	5	6
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: VALIDATED

### ARMOR DIAGRAM



### 'MECH DATA

Type: Mad Dog (Vulture) Prime  
 Mass: 60 tons  
 Movement Points: Tech, Config. & Level:  
 Walking: 5 Clan  
 Running: 8 Biped OmniMech  
 Jumping: 0 Level 2 / 3050

#### Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	LA	10	10	-	6	14	20
1	Medium Pulse Laser	LA	4	7	-	4	8	12
1	LRM 20	LT	6	1/hit	-	7	14	21
1	Large Pulse Laser	RA	10	10	-	6	14	20
1	Medium Pulse Laser	RA	4	7	-	4	8	12
1	LRM 20	RT	6	1/hit	-	7	14	21

Ammo Type: LRM 20      Rounds: 12      BV2: 101

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

Auto Eject:  Operational  Disabled      Weapon Heat: (40)

### 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: Star Captain Dani Wimmer  
 Gunnery Skill: 2      Piloting Skill: 2

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

### CRITICAL HIT TABLE

Roll	Left Arm	Head	Right Arm
1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Large Pulse Laser 5. Large Pulse Laser 6. Medium Pulse Laser	1. Life Support 2. Sensors 3. Cockpit 4. Ferro-Fibrous 5. Sensors 6. Life Support	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Large Pulse Laser 5. Large Pulse Laser 6. Medium Pulse Laser
4-6	1. Ferro-Fibrous 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again		1. Ferro-Fibrous 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again

Roll	Center Torso	Right Torso (CASE)
1-3	1. XL Engine 2. XL Engine 3. XL Engine 4. Gyro 5. Gyro 6. Gyro	1. XL Engine 2. XL Engine 3. Ammo (LRM 20) 6 4. LRM 20 5. LRM 20 6. LRM 20
4-6	1. Gyro 2. XL Engine 3. XL Engine 4. XL Engine 5. Roll Again 6. Roll Again	1. LRM 20 2. Ferro-Fibrous 3. Ferro-Fibrous 4. Roll Again 5. Roll Again 6. Roll Again

Roll	Left Torso (CASE)	Right Leg
1-3	1. XL Engine 2. XL Engine 3. LRM 20 4. LRM 20 5. LRM 20 6. LRM 20	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Roll Again 6. Roll Again
4-6	1. Ammo (LRM 20) 6 2. Ferro-Fibrous 3. Ferro-Fibrous 4. Roll Again 5. Roll Again 6. Roll Again	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: 2,351  
 BV for 2/2: 4,608  
 Weapon Value: 2,366 / 2,366  
 Cost, C-Bills: 15,292,000

### 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	

WIZKIDS GAMES

### 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	W/R/J	Hex	Heat	Heat	Heat	Heat	Heat	Pts	Level		
1											
2											
3											
4											
5											
6											
7											
8											
9											
10											
11											
12											

### MISSILE HITS TABLE

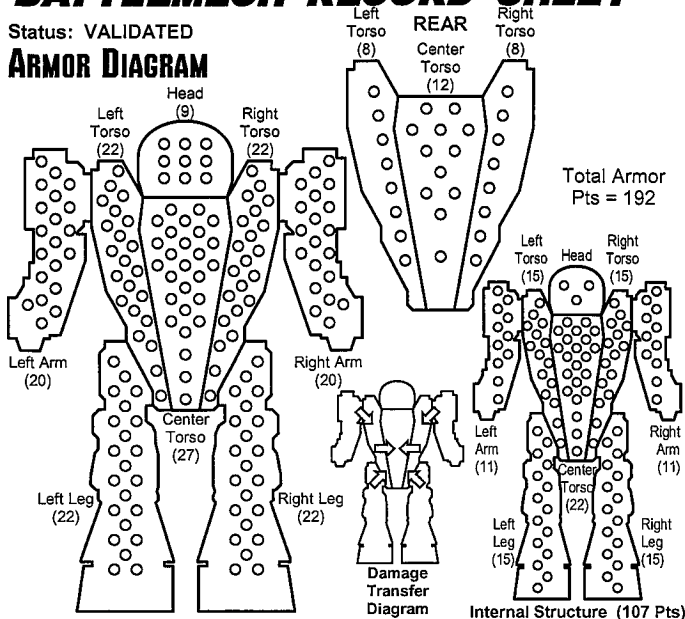
Roll	Number of Missiles Fired									
2D6	2	3	4	5	6	9	10	12	15	20
2	1	1	1	2	3	3	4	5	6	
3	1	1	2	2	3	3	4	5	6	
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: VALIDATED

### ARMOR DIAGRAM



Total Armor Pts = 192

Damage Transfer Diagram

Internal Structure (107 Pts)

### CRITICAL HIT TABLE

#### Left Arm

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

1-3

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

4-6

#### Left Torso

- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- Single Heat Sink

1-3

- Jump Jet
- Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Leg

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

#### Head

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

1-3

#### Center Torso

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

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- SRM 6
- SRM 6

4-6

Engine Hits ○ ○ ○  
Gyro Hits ○ ○  
Sensor Hits ○ ○  
Life Support ○  
Battle Value: 1,472  
BV for 3 / 4: 2,031  
Weapon Value: 1,495 / 1,495  
Cost, C-Bills: 6,470,484

#### Right Arm

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

1-3

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

4-6

#### Right Torso

- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- Single Heat Sink

1-3

- Jump Jet
- Medium Laser
- Ammo (SRM 6) 15
- CASE
- Roll Again
- Roll Again

4-6

#### Right Leg

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

### 'MECH DATA

Type: Guillotine GLT-5M

Mass: 70 tons

Movement Points: Tech, Config. & Level:

Walking: 4 Inner Sphere

Running: 6 Biped 'Mech

Jumping: 4 Level 2 / 3050

### Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	LA	12	8	-	7	14	19
1	SRM 6	CT	4	2/hit	-	3	6	9
1	Medium Laser	LT	3	5	-	3	6	9
1	Medium Laser	RT	3	5	-	3	6	9
2	Medium Laser	RA	3	5	-	3	6	9

Ammo Type: SRM 6  
Rounds: 15  
BV2: 16

Total Heat Sinks: 25 Single

○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○  
○○○○○

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

### WARRIOR DATA

Name: Sir Robert Holmes

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..

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	

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		
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

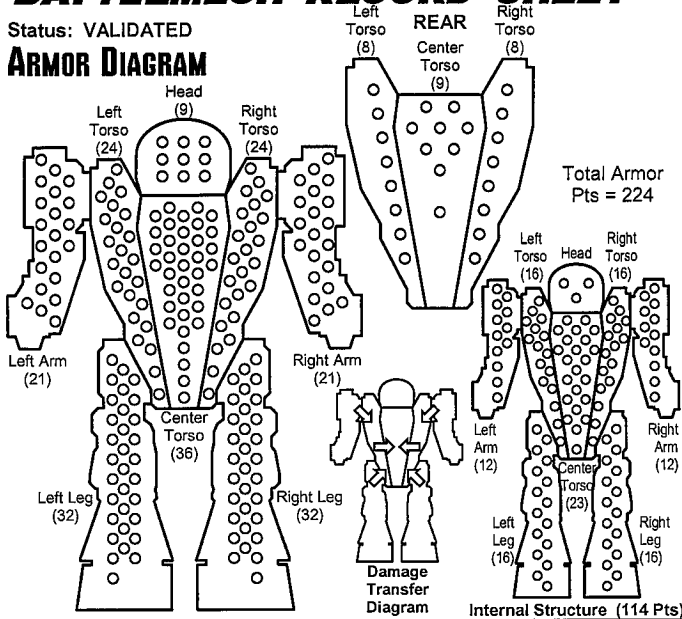


# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: VALIDATED

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Perseus P1**  
 Mass: **75 tons**  
 Movement Points: Tech, Config. & Level:  
 Walking: **4** Inner Sphere  
 Running: **6** Biped OmniMech  
 Jumping: **0** Level 2 / 3059

#### Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/10	RA	4	10	-	6	12	18
1	LRM 20 w/ Artemis IV	LA	6	1/hit	6	7	14	21
1	SRM 4 w/ Artemis IV	CT	3	2/hit	-	3	6	9
1	Medium Pulse Laser	LA	4	6	-	2	4	6
2	ER Medium Laser	LL	5	5	-	4	8	12
2	ER Medium Laser	RL	5	5	-	4	8	12
1	ER Small Laser	HD	2	3	-	2	4	5

Ammo Type: Ultra AC/10 (20), LRM 20 (12), SRM 4 (25)  
 Rounds: 20, 12, 25  
 BV2: 65, 58, 6

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

Auto Eject:  Operational  Disabled  
 Weapon Heat: (43)

### 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

### CRITICAL HIT TABLE

Part	Roll	Damage		
Left Arm	1-3	1. Shoulder 2. Upper Arm Actuator 3. LRM 20 4. LRM 20 5. LRM 20 6. LRM 20		
	4-6	1. LRM 20 2. Artemis IV FCS 3. Medium Pulse Laser 4. Endo Steel 5. Endo Steel 6. Endo Steel		
	Right Arm	1-3	1. Shoulder 2. Upper Arm Actuator 3. Ultra AC/10 4. Ultra AC/10 5. Ultra AC/10 6. Ultra AC/10	
		4-6	1. Ultra AC/10 2. Ultra AC/10 3. Ultra AC/10 4. Endo Steel 5. Endo Steel 6. Endo Steel	
		Center Torso	1-3	1. XL Engine 2. XL Engine 3. XL Engine 4. Gyro 5. Gyro 6. Gyro
			4-6	1. Gyro 2. XL Engine 3. XL Engine 4. XL Engine 5. SRM 4 6. Artemis IV FCS
Left Torso			1-3	1. XL Engine 2. XL Engine 3. XL Engine 4. Ammo (SRM 4) 25 5. CASE 6. Endo Steel
			4-6	1. Endo Steel 2. Endo Steel 3. Endo Steel 4. Roll Again 5. Roll Again 6. Roll Again
	Right Torso		1-3	1. XL Engine 2. XL Engine 3. XL Engine 4. Ammo (Ult AC/10) 10 5. Ammo (Ult AC/10) 10 6. Ammo (LRM 20) 6
			4-6	1. Ammo (LRM 20) 6 2. CASE 3. Endo Steel 4. Endo Steel 5. Endo Steel 6. Endo Steel
		Left Leg	1-3	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. ER Medium Laser 6. ER Medium Laser
			4-6	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. ER Medium Laser 6. ER Medium Laser
Right Leg			1-3	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. ER Medium Laser 6. ER Medium Laser
			4-6	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. ER Medium Laser 6. ER Medium Laser

Head: 1. Life Support, 2. Sensors, 3. Cockpit, 4. ER Small Laser, 5. Sensors, 6. Life Support

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

Battle Value: 1,713  
 BV for 2/3: 3,118  
 Weapon Value: 1,973 / 1,868  
 Cost, C-Bills: 20,494,142

### WARRIOR DATA

Name: **Captain Dame Annalise Proctor**  
 Gunnery Skill: **2** Piloting Skill: **3**

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

-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

**WREAMES**

### 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:
Hex	Heat	Heat	Heat	Heat	Heat	Heat	Heat	Pts	Level		
1											
2											
3											
4											
5											
6											
7											
8											
9											
10											
11											
12											

### MISSILE HITS TABLE

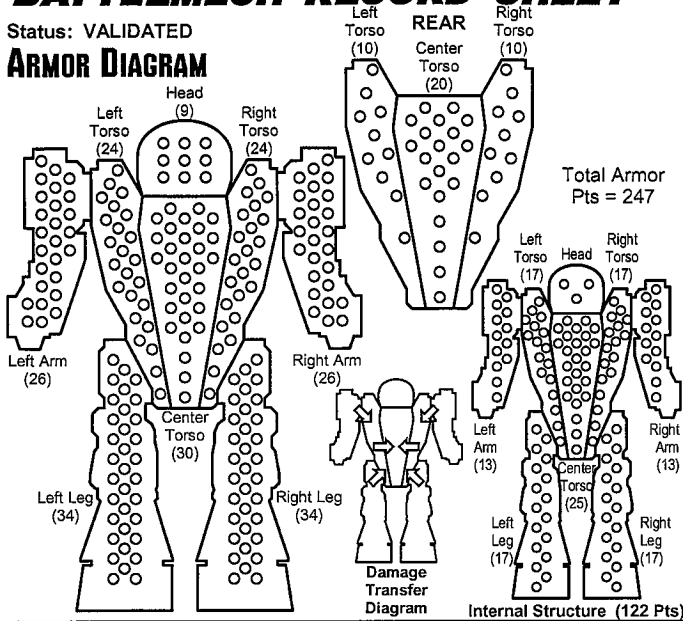
Roll	Number of Missiles Fired									
2D6	2	3	4	5	6	9	10	12	15	20
2	1	1	1	1	2	3	3	4	5	6
3	1	1	2	2	2	3	3	4	5	6
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: VALIDATED

### ARMOR DIAGRAM



Total Armor Pts = 247

Internal Structure (122 Pts)

### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Streak SRM 2
- Roll Again

#### Left Torso

- XL Engine
- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER PPC
- ER PPC
- ER PPC

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ammo (Streak 2) 50
- Roll Again

#### Head

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

#### Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro
- Gyro
- XL Engine
- XL Engine
- Medium Pulse Laser
- Streak SRM 2

#### Engine Hits

Engine Hits ○○○○

Gyro Hits ○○○

Sensor Hits ○○○

Life Support ○

Battle Value: 1,812  
BV for 2/3: 3,298  
Weapon Value: 2,505 / 2,440  
Cost, C-Bills: 18,090,121

#### Right Arm

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

#### Right Torso

- XL Engine
- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER PPC
- ER PPC
- ER PPC

#### Right Leg

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

### 'MECH DATA

Type: **Awesome AWS-9M**  
Mass: **80 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	ER PPC	LT	15	10	-	7	14	23
1	ER PPC	RT	15	10	-	7	14	23
1	ER PPC	RA	15	10	-	7	14	23
1	Medium Pulse Laser	CT	4	6	-	2	4	6
1	Streak SRM 2	CT	2	2/hit	-	3	6	9
1	Streak SRM 2	LA	2	2/hit	-	3	6	9
1	Small Pulse Laser	HD	2	3	-	1	2	3

Ammo Type: Streak SRM 2  
Rounds: 50  
BV2: 5

Total Heat Sinks: 20 Double (40)  
○○○○○○○○○○ ○○○○○○○○○○○  
Auto Eject:  Operational  Disabled  
Weapon Heat: (55)

### 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: Lieutenant Sir Carl Ostenson

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

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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

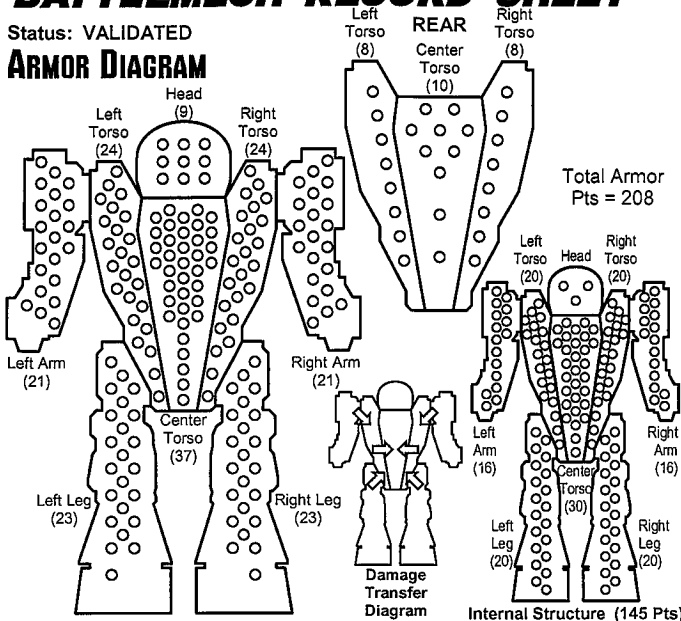


# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: VALIDATED

### ARMOR DIAGRAM



Total Armor Pts = 208

Internal Structure (145 Pts)

### CRITICAL HIT TABLE

#### Left 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
- Roll Again
- Roll Again
- Roll Again

#### Left Torso

- XL Engine
- XL Engine
- XL Engine
- ER Large Laser
- ER Large Laser
- Ammo (LB 10-X) 10
- Ammo (LB 10-X) 10
- CASE
- 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

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

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

Battle Value: 1,668  
BV for 2/3: 3,036  
Weapon Value: 2,430 / 2,430  
Cost, C-Bills: 25,593,101

#### Right Arm

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

#### Right Torso

- XL Engine
- XL Engine
- XL Engine
- LRM 15
- LRM 15
- LRM 15
- SRM 6
- SRM 6
- Ammo (LRM 15) 8
- Ammo (LRM 15) 8
- Ammo (SRM 6) 15
- CASE

#### Right Leg

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

### 'MECH DATA

Type: Albatross ALB-3U

Mass: 95 tons

Movement Points: Tech, Config. & Level:

Walking: 4 Inner Sphere

Running: 6 Biped 'Mech

Jumping: 0 Level 2 / 3055

### Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	LA	2	10	-	6	12	18
1	ER Large Laser	LT	12	8	-	7	14	19
1	LRM 15	RT	5	1/hit	6	7	14	21
1	SRM 6	RT	4	2/hit	-	3	6	9
1	Large Pulse Laser	RA	10	9	-	3	7	10
2	Medium Laser	RA	3	5	-	3	6	9

Ammo Type: Rounds: BV2:

LB 10-X AC	20	48
LRM 15	16	43
SRM 6	15	9

Total Heat Sinks: 14 Double (28)

○○○○○○○○○○ ○○○○

Auto Eject:  Operational  Disabled

Weapon Heat: (39)

### 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: Lieutenant Sir Charles Murray

Gunnery Skill: 2 Piloting Skill: 3

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

### HEAT SCALE

\*\* Avoid Inferno explosion on..

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	

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

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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

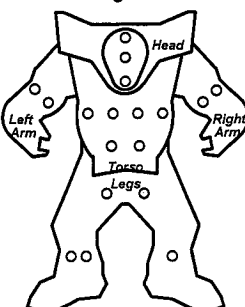
Roll	Number of Missiles Fired									
2D6	2	3	4	5	6	9	10	12	15	20
2	1	1	1	1	2	3	3	4	5	6
3	1	1	2	2	2	3	3	4	5	6
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20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



# BATTLETECH®

## PROTOMECH RECORD SHEET

**Armor Diagram** **Proto Type: Harpy** **Tons: 2** **MP Walk/Run/Jump: 3/5/3** **Gunnery: 3** **BV: 28 (34)**



Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input checked="" type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	

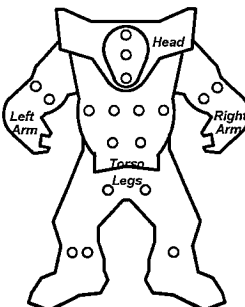
\* Roll 1D6:  
no Long range shots  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	---	-	-	-	-	-
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	Machine Gun	2	-	1	2	3
Torso B:	---	-	-	-	-	-

Ammo: MG(20)

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

**Armor Diagram** **Proto Type: Harpy** **Tons: 2** **MP Walk/Run/Jump: 3/5/3** **Gunnery: 3** **BV: 28 (34)**



Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input checked="" type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	

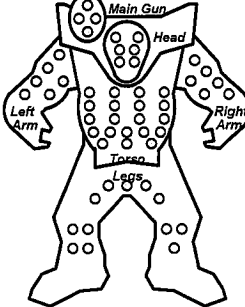
\* Roll 1D6:  
no Long range shots  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	---	-	-	-	-	-
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	Machine Gun	2	-	1	2	3
Torso B:	---	-	-	-	-	-

Ammo: MG(20)

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

**Armor Diagram** **Proto Type: Gorgon** **Tons: 8** **MP Walk/Run/Jump: 4/6/-** **Gunnery: 3** **BV: 213 (256)**



Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input checked="" type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	

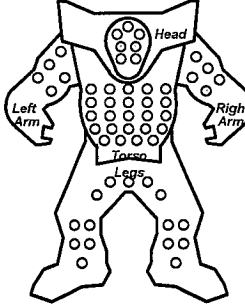
\* Roll 1D6:  
no Long range shots  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	LRM 10	1/hit	-	7	14	21
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	ER Micro Laser	2	-	1	2	4
Torso B:	---	-	-	-	-	-

Ammo: LRM 10(12)

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

**Armor Diagram** **Proto Type: Minotaur** **Tons: 9** **MP Walk/Run/Jump: 3/5/3** **Gunnery: 3** **BV: 367 (440)**



Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input checked="" type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	

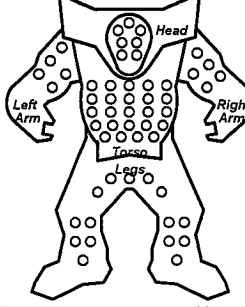
\* Roll 1D6:  
no Long range shots  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	---	-	-	-	-	-
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	ER Medium Laser	7	-	5	10	15
Torso B:	ER Medium Laser	7	-	5	10	15

Ammo:

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

**Armor Diagram** **Proto Type: Minotaur** **Tons: 9** **MP Walk/Run/Jump: 3/5/3** **Gunnery: 3** **BV: 367 (440)**



Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input checked="" type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	

\* Roll 1D6:  
no Long range shots  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	---	-	-	-	-	-
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	ER Medium Laser	7	-	5	10	15
Torso B:	ER Medium Laser	7	-	5	10	15

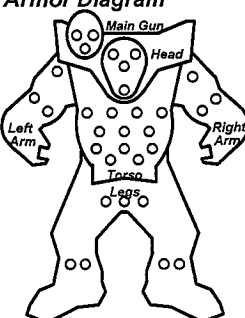
Ammo:

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

# BATTLETECH®

# PROTOMECH RECORD SHEET

**Armor Diagram** **Proto Type: Centaur** **Tons: 5** **MP Walk/Run/Jump: 6/9/-** **Gunnery: 3** **BV: 140 (168)**



Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input checked="" type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	

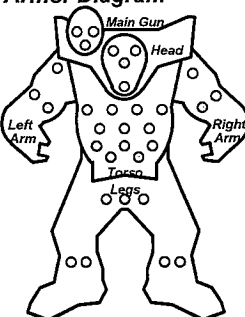
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	ER Micro Laser	2	-	1	2	4
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	SRM 2	2/hit	-	3	6	9
Torso B:	LRM 3	1/hit	-	7	14	21

Ammo: SRM 2(10), LRM 3(8)

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

**Armor Diagram** **Proto Type: Centaur** **Tons: 5** **MP Walk/Run/Jump: 6/9/-** **Gunnery: 3** **BV: 140 (168)**



Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input checked="" type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	

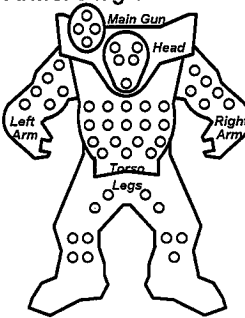
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	ER Micro Laser	2	-	1	2	4
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	SRM 2	2/hit	-	3	6	9
Torso B:	LRM 3	1/hit	-	7	14	21

Ammo: SRM 2(10), LRM 3(8)

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

**Armor Diagram** **Proto Type: Roc** **Tons: 7** **MP Walk/Run/Jump: 5/8/5** **Gunnery: 3** **BV: 284 (341)**



Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input checked="" type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	

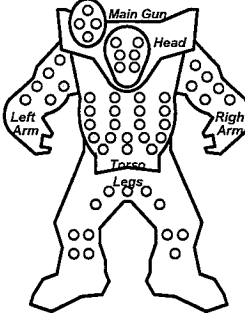
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	ER Medium Laser	7	-	5	10	15
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	---	-	-	-	-	-
Torso B:	---	-	-	-	-	-

Ammo:

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

**Armor Diagram** **Proto Type: Gorgon** **Tons: 8** **MP Walk/Run/Jump: 4/6/-** **Gunnery: 3** **BV: 213 (256)**



Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input checked="" type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	

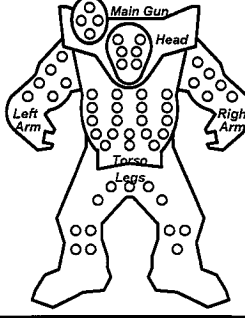
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	LRM 10	1/hit	-	7	14	21
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	ER Micro Laser	2	-	1	2	4
Torso B:	---	-	-	-	-	-

Ammo: LRM 10(12)

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

**Armor Diagram** **Proto Type: Gorgon** **Tons: 8** **MP Walk/Run/Jump: 4/6/-** **Gunnery: 3** **BV: 213 (256)**



Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input checked="" type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	

\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	LRM 10	1/hit	-	7	14	21
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	ER Micro Laser	2	-	1	2	4
Torso B:	---	-	-	-	-	-

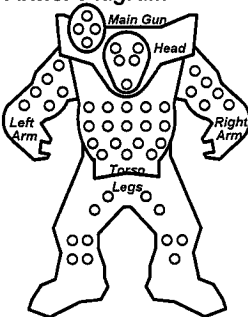
Ammo: LRM 10(12)

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

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## PROTOMECH RECORD SHEET

**Armor Diagram** **Proto Type: Roc** **Tons: 7** **MP Walk/Run/Jump: 5/8/5** **Gunnery: 2** **BV: 284 (398)**



Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input checked="" type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	

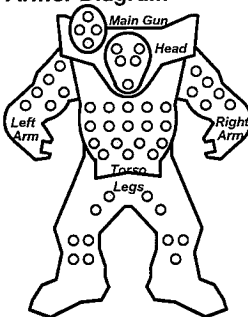
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	ER Medium Laser	7	-	5	10	15
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	---	-	-	-	-	-
Torso B:	---	-	-	-	-	-

Ammo:

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

**Armor Diagram** **Proto Type: Roc** **Tons: 7** **MP Walk/Run/Jump: 5/8/5** **Gunnery: 2** **BV: 284 (398)**



Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input checked="" type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	

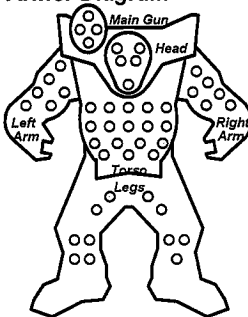
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	ER Medium Laser	7	-	5	10	15
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	---	-	-	-	-	-
Torso B:	---	-	-	-	-	-

Ammo:

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

**Armor Diagram** **Proto Type: Roc** **Tons: 7** **MP Walk/Run/Jump: 5/8/5** **Gunnery: 2** **BV: 284 (398)**



Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input checked="" type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	

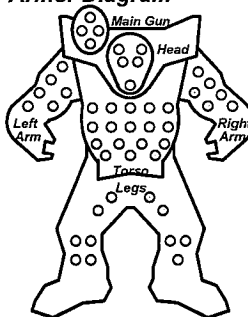
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	ER Medium Laser	7	-	5	10	15
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	---	-	-	-	-	-
Torso B:	---	-	-	-	-	-

Ammo:

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

**Armor Diagram** **Proto Type: Roc** **Tons: 7** **MP Walk/Run/Jump: 5/8/5** **Gunnery: 2** **BV: 284 (398)**



Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input checked="" type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	

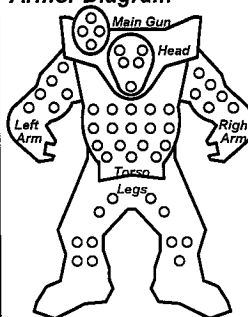
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	ER Medium Laser	7	-	5	10	15
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	---	-	-	-	-	-
Torso B:	---	-	-	-	-	-

Ammo:

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

**Armor Diagram** **Proto Type: Roc** **Tons: 7** **MP Walk/Run/Jump: 5/8/5** **Gunnery: 2** **BV: 284 (398)**



Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input checked="" type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	

\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	ER Medium Laser	7	-	5	10	15
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	---	-	-	-	-	-
Torso B:	---	-	-	-	-	-

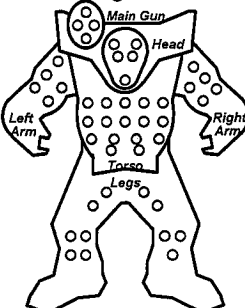
Ammo:

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

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# PROTOMECH RECORD SHEET

**Armor Diagram** **Proto Type: Hydra** **Tons: 6** **MP Walk/Run/Jump: 4/6/-** **Gunnery: 4** **BV: 139**



Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input checked="" type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	

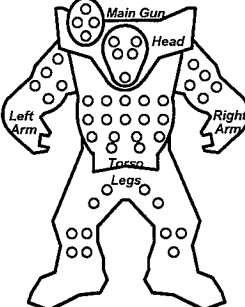
\* Roll 1D6:  
no Long range shots  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	Streak SRM 3	2/hit	-	4	8	12
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	Micro Pulse Laser	3	-	1	2	3
Torso B:	---	-	-	-	-	-

Ammo: Streak 3(10)

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

**Armor Diagram** **Proto Type: Hydra** **Tons: 6** **MP Walk/Run/Jump: 4/6/-** **Gunnery: 4** **BV: 139**



Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input checked="" type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	

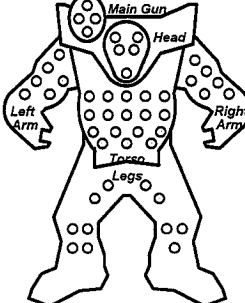
\* Roll 1D6:  
no Long range shots  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	Streak SRM 3	2/hit	-	4	8	12
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	Micro Pulse Laser	3	-	1	2	3
Torso B:	---	-	-	-	-	-

Ammo: Streak 3(10)

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

**Armor Diagram** **Proto Type: Roc** **Tons: 7** **MP Walk/Run/Jump: 5/8/5** **Gunnery: 4** **BV: 284**



Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input checked="" type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	

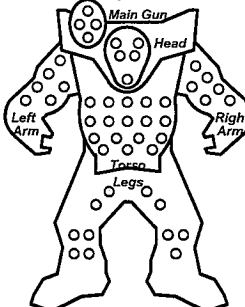
\* Roll 1D6:  
no Long range shots  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	ER Medium Laser	7	-	5	10	15
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	---	-	-	-	-	-
Torso B:	---	-	-	-	-	-

Ammo:

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

**Armor Diagram** **Proto Type: Roc** **Tons: 7** **MP Walk/Run/Jump: 5/8/5** **Gunnery: 4** **BV: 284**



Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input checked="" type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	

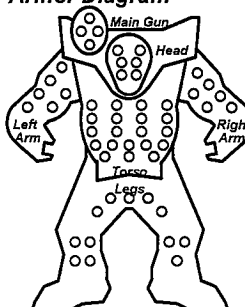
\* Roll 1D6:  
no Long range shots  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	ER Medium Laser	7	-	5	10	15
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	---	-	-	-	-	-
Torso B:	---	-	-	-	-	-

Ammo:

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

**Armor Diagram** **Proto Type: Gorgon** **Tons: 8** **MP Walk/Run/Jump: 4/6/-** **Gunnery: 4** **BV: 213**



Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input checked="" type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	

\* Roll 1D6:  
no Long range shots  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	LRM 10	1/hit	-	7	14	21
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	ER Micro Laser	2	-	1	2	4
Torso B:	---	-	-	-	-	-

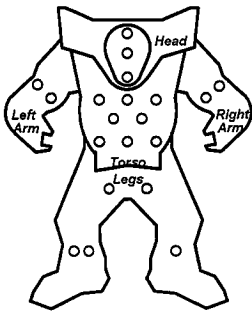
Ammo: LRM 10(12)

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

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# PROTOMECH RECORD SHEET

### Armor Diagram



Proto Type: *Siren*

Tons: 3 MP Walk/Run/Jump: 10/15/- Gunnery: 3 BV: 52 (62)

#### Hit Locations and Critical Hits

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input checked="" type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	

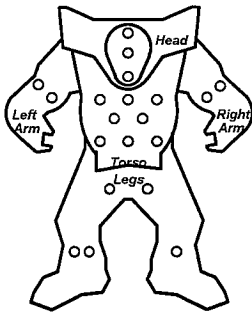
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

#### Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	—	—	—	—	—
Right Arm:	Light Machine Gun	1	—	2	4	6
Left Arm:	Light Machine Gun	1	—	2	4	6
Torso A:	—	—	—	—	—	—
Torso B:	—	—	—	—	—	—

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

### Armor Diagram



Proto Type: *Siren*

Tons: 3 MP Walk/Run/Jump: 10/15/- Gunnery: 3 BV: 52 (62)

#### Hit Locations and Critical Hits

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input checked="" type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	

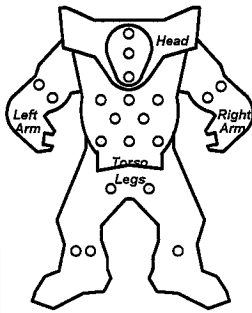
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

#### Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	—	—	—	—	—
Right Arm:	Light Machine Gun	1	—	2	4	6
Left Arm:	Light Machine Gun	1	—	2	4	6
Torso A:	—	—	—	—	—	—
Torso B:	—	—	—	—	—	—

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

### Armor Diagram



Proto Type: *Siren*

Tons: 3 MP Walk/Run/Jump: 10/15/- Gunnery: 3 BV: 52 (62)

#### Hit Locations and Critical Hits

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input checked="" type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	

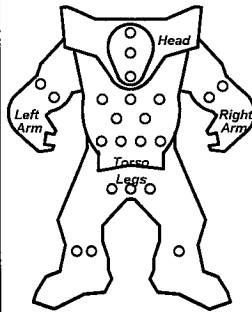
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

#### Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	—	—	—	—	—
Right Arm:	Light Machine Gun	1	—	2	4	6
Left Arm:	Light Machine Gun	1	—	2	4	6
Torso A:	—	—	—	—	—	—
Torso B:	—	—	—	—	—	—

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

### Armor Diagram



Proto Type: *Satyr*

Tons: 4 MP Walk/Run/Jump: 7/11/- Gunnery: 3 BV: 98 (118)

#### Hit Locations and Critical Hits

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input checked="" type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	

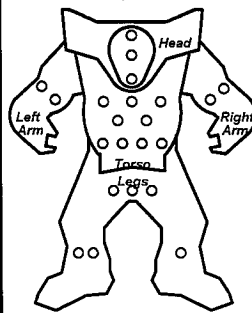
\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

#### Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	—	—	—	—	—
Right Arm:	—	—	—	—	—	—
Left Arm:	—	—	—	—	—	—
Torso A:	ER Small Laser	5	—	2	4	6
Torso B:	Light Active Probe	—	—	—	—	3

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

### Armor Diagram



Proto Type: *Satyr*

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#### Hit Locations and Critical Hits

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6,7,8 Torso	<input type="checkbox"/> -1 Jump*	<input type="checkbox"/> 1/2 Jump*	<input checked="" type="checkbox"/> Proto Destroyed
10 Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12 Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	

\* Roll 1D6:  
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

#### Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	—	—	—	—	—
Right Arm:	—	—	—	—	—	—
Left Arm:	—	—	—	—	—	—
Torso A:	ER Small Laser	5	—	2	4	6
Torso B:	Light Active Probe	—	—	—	—	3

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead