

HEAVYMETAL PRO

BATTLEMECH ROSTER SHEET

Twilight of the Clans Scenario 5

May 3, 2012

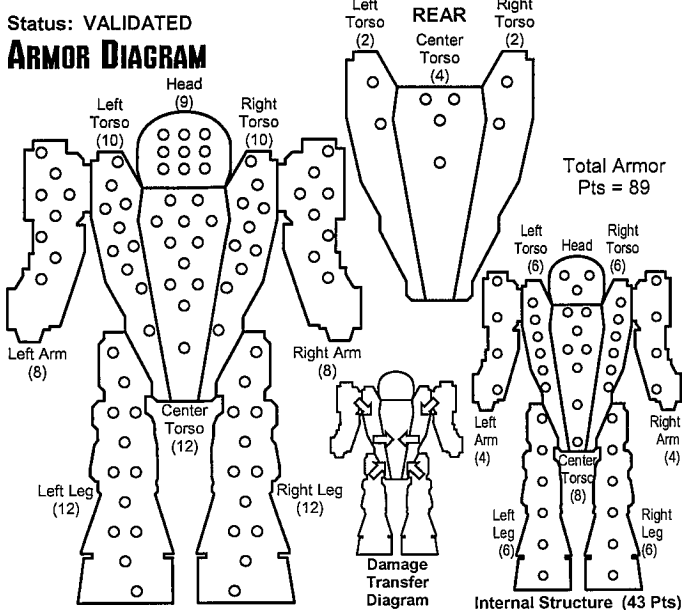
TONS	TYPE & MODEL	COST	BV	Skills	STD	WV	RATIO
25	Mongoose MON-66	2,229,479	987	3/3	391		.62
30	Hermes HER-1S	2,701,270	822	3/4	273		.46
35	Horned Owl (Peregrine)	3,487,860	1,944	3/4	961		.68
45	Wyvern WVE-5N	3,475,215	1,483	3/2	600		.68
50	Centurion CN9-D	9,664,500	1,466	3/3	1,075	1.14	
50	Conjurer (Hellhound)	5,320,500	2,365	3/4	1,489		.87
50	Crab CRB-27	4,050,874	1,332	3/4	860		.89
50	Crab CRB-27	4,050,874	1,110	4/4	860		.89
50	Crab CRB-27	4,050,874	1,505	3/3	860		.89
55	Stormcrow (Ryoken) B	15,447,009	3,251	2/3	2,375	1.33	
65	Rifleman IIC	5,741,588	2,441	4/4	3,345	1.58	
65	Rifleman IIC	5,741,588	2,123	4/5	3,345	1.58	
70	Archer ARC-4M	7,352,274	2,124	3/4	2,174	1.41	
75	Black Knight BL6-KNT	7,136,938	1,858	3/3	1,504	1.26	
75	Black Knight BL6-KNT	7,136,938	1,644	3/4	1,504	1.26	
80	Thug THG-11E	8,414,041	2,262	3/3	2,292	1.58	
90	Highlander HGN-732	8,936,080	3,345	2/3	1,749	.95	
960	Tons Total (17 'Mechs)	104,937,902	32,062		25,657	.80	

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'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

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

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

Auto Eject: Operational Disabled
 Weapon Heat: (10)

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: **Sergeant Brian Hayes**
 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	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. Medium Laser 6. Ferro-Fibrous	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Medium Laser 6. Ferro-Fibrous	1. Life Support 2. Sensors 3. Cockpit 4. Small Laser 5. Sensors 6. Life Support	1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro	1. Beagle Active Probe 2. Beagle Active Probe 3. Endo Steel 4. Endo Steel 5. Endo Steel 6. Endo Steel	1. Endo Steel 2. Endo Steel 3. Endo Steel 4. Roll Again 5. Roll Again 6. Roll Again	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Single Heat Sink 6. Roll Again	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Single Heat Sink 6. Roll Again
4-6	1. Ferro-Fibrous 2. Ferro-Fibrous 3. Ferro-Fibrous 4. Ferro-Fibrous 5. Ferro-Fibrous 6. Ferro-Fibrous	1. Ferro-Fibrous 2. Ferro-Fibrous 3. Ferro-Fibrous 4. Ferro-Fibrous 5. Ferro-Fibrous 6. Ferro-Fibrous		1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro	1. Endo Steel 2. Endo Steel 3. Endo Steel 4. Roll Again 5. Roll Again 6. Roll Again	1. Endo Steel 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again		

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

Battle Value: 758
 BV for 3/3: 1,182
 Weapon Value: 391 / 391
 Cost, C-Bills: 2,229,479

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	
4	
3	
2	
1	
0	-1 Movement Point

WREANER

ATTACK MODIFIERS

Attacker

Movement	Modifier
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

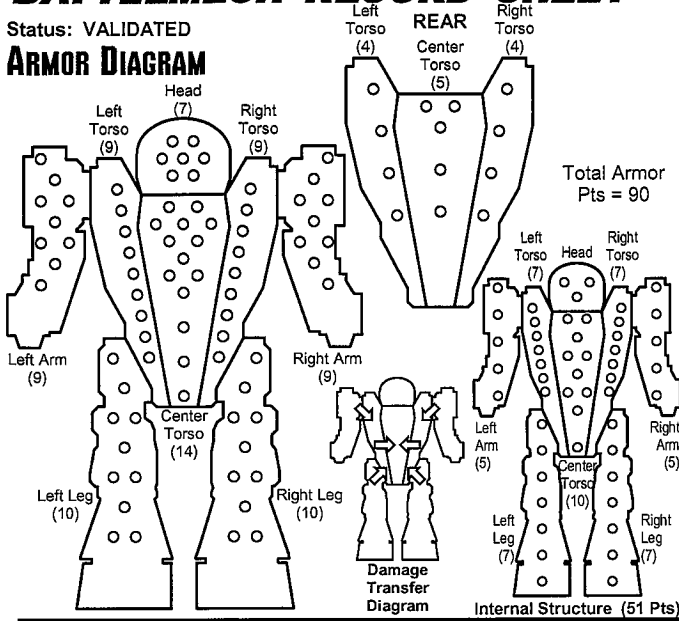
Roll	Number of Missiles Fired									
2D6	2	3	4	5	6	9	10	12	15	20
2	1	1	1	1	2	3	3	4	5	6
3	1	1	2	2	3	3	4	5	6	6
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: **Hermes HER-1S**
 Mass: **30 tons**
 Movement Points: **Tech, Config. & Level:**
 Walking: **9** Inner Sphere
 Running: **14** Biped 'Mech
 Jumping: **0** Level 2 / 2750

Weapons Inventory:

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

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

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

WARRIOR DATA

Name: **Private Daniel Cobbs**
 Gunnery Skill: **3** Piloting Skill: **4**

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

KICK LOCATIONS (1D6)

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

CRITICAL HIT TABLE

Roll	Left Arm	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. Flamer 5. Ferro-Fibrous 6. Ferro-Fibrous	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Medium Laser 6. Ferro-Fibrous	1. Life Support 2. Sensors 3. Cockpit 4. Roll Again 5. Sensors 6. Life Support	1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro	1. Endo Steel 2. Endo Steel 3. Endo Steel 4. Endo Steel 5. Endo Steel 6. Endo Steel	1. Endo Steel 2. Endo Steel 3. Endo Steel 4. Endo Steel 5. Endo Steel 6. Endo Steel	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 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
4-6	1. Ferro-Fibrous 2. Ferro-Fibrous 3. Ferro-Fibrous 4. Ferro-Fibrous 5. Ferro-Fibrous 6. Ferro-Fibrous	1. Ferro-Fibrous 2. Ferro-Fibrous 3. Ferro-Fibrous 4. Ferro-Fibrous 5. Ferro-Fibrous 6. Roll Again	1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro	1. Gyro 2. Fusion Engine 3. Fusion Engine 4. Fusion Engine 5. Medium Laser 6. Roll Again	1. Endo Steel 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again	1. Endo Steel 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again		

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

Battle Value: 720
 BV for 3 / 4: 994
 Weapon Value: 273 / 273
 Cost, C-Bills: 2,701,270

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	
4	
3	
2	
1	
0	-1 Movement Point

WIKEMER

ATTACK MODIFIERS

Attacker

Movement	None
Stationary	+1
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
0-2 hexes	+1
3-4 hexes	+2
5-6 hexes	+3
7-9 hexes	+4
10-13 hexes	+5 (Level 3)
14-18 hexes	+6 (Level 3)
19-24 hexes	+7 (Level 3)
25+ hexes	+1 additional
Jumped	+1 other hexes
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

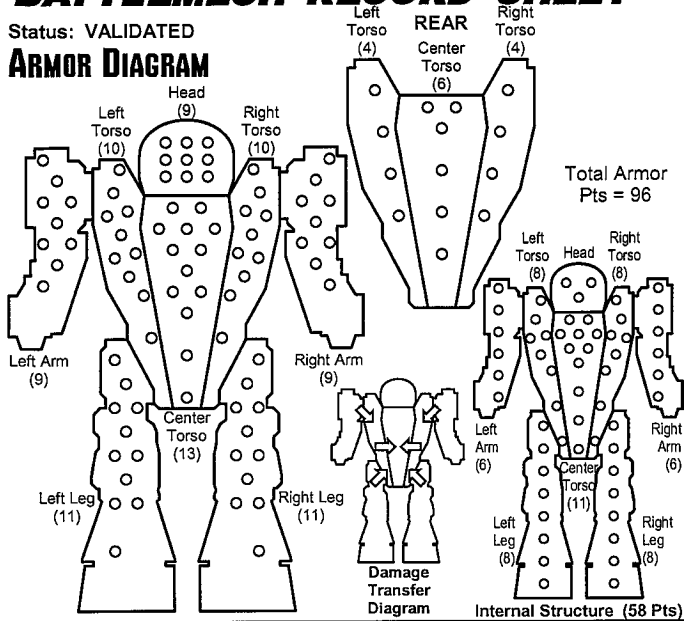
Roll	2D6	3	4	5	6	9	10	12	15	20
2	1	1	1	2	3	3	4	5	6	
3	1	1	2	2	3	3	4	5	6	
4	1	1	2	2	3	4	4	5	6	
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20
12	2	3	4	5	6	9	10	12	15	20

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: **Horned Owl (Peregrine)**
 Mass: **35 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **6** Clan
 Running: **9** Biped 'Mech
 Jumping: **6** Level 2 / 3055

Weapons Inventory: (hexes)
 Qty Type Loc Ht Dmg Min Sht Med Lng
 1 Large Pulse Laser CT 10 10 - 6 14 20
 1 Medium Pulse Laser LA 4 7 - 4 8 12
 1 Medium Pulse Laser RA 4 7 - 4 8 12

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

Auto Eject: Operational Disabled
 Weapon Heat: (18)

HIT LOCATIONS (2D6)

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

PUNCH LOCATIONS (1D6)

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

WARRIOR DATA

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

KICK LOCATIONS (1D6)

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

CRITICAL HIT TABLE

Part	Roll	Effect
Left Arm	1-3	Shoulder
	2	Upper Arm Actuator
	3	Lower Arm Actuator
	4	Hand Actuator
	5	Medium Pulse Laser
	6	Endo Steel
Right Arm	1-3	Shoulder
	2	Upper Arm Actuator
	3	Lower Arm Actuator
	4	Hand Actuator
	5	Medium Pulse Laser
	6	Endo Steel
Head	1	Life Support
	2	Sensors
	3	Cockpit
	4	Roll Again
	5	Sensors
	6	Life Support
Center Torso	1-3	Fusion Engine
	2	Fusion Engine
	3	Fusion Engine
	4	Gyro
	5	Gyro
	6	Gyro
Left Torso	1-3	Double Heat Sink
	2	Double Heat Sink
	3	Jump Jet
	4	Endo Steel
	5	Endo Steel
	6	Ferro-Fibrous
Right Torso	1-3	Double Heat Sink
	2	Double Heat Sink
	3	Jump Jet
	4	Endo Steel
	5	Endo Steel
	6	Ferro-Fibrous
Left Leg	1-3	Hip
	2	Upper Leg Actuator
	3	Lower Leg Actuator
	4	Foot Actuator
	5	Jump Jet
	6	Jump Jet
Right Leg	1-3	Hip
	2	Upper Leg Actuator
	3	Lower Leg Actuator
	4	Foot Actuator
	5	Jump Jet
	6	Jump Jet

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

Battle Value: 1,434
 BV for 3 / 4: 1,979
 Weapon Value: 961 / 961
 Cost, C-Bills: 3,487,860

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	

WZK GAMES

ATTACK MODIFIERS

Attacker

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

Target

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

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MOVEMENT RECORD

Turn Num	Type 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

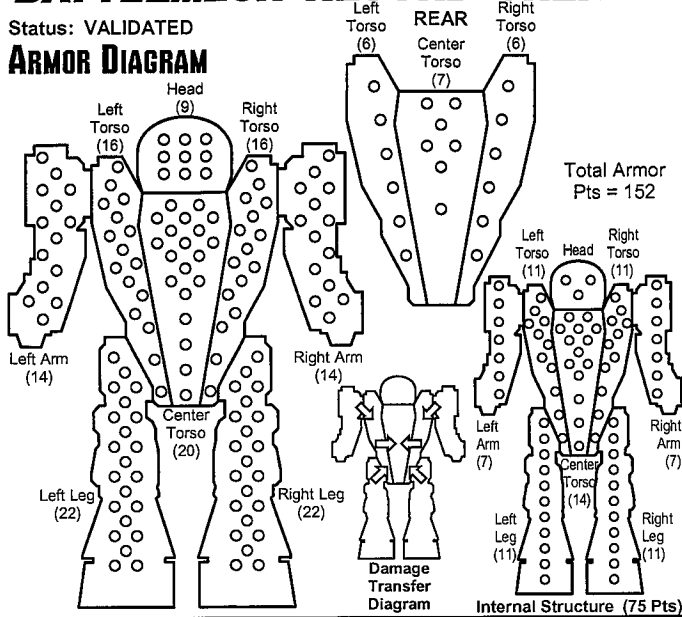
Roll	Number of Missiles Fired									
2D6	2	3	4	5	6	9	10	12	15	20
2	1	1	1	1	2	3	3	4	5	6
3	1	1	2	2	2	3	3	4	5	6
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Wyvern WVE-5N
 Mass: 45 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	LRM 10	CT	4	1/hit	6	7	14	21
1	Large Laser	RA	8	8	-	5	10	15
2	Small Laser	RA	1	3	-	1	2	3
1	SRM 6	RT	4	2/hit	-	3	6	9

Weapons Inventory: (hexes)
 Ammo Type: LRM 10 (12), SRM 6 (15)
 Rounds: 12, 15
 BV2: 25, 16
 Total Heat Sinks: 12 Single
 Auto Eject: Operational Disabled
 Weapon Heat: (18)

HIT LOCATIONS (2D6)

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

PUNCH LOCATIONS (1D6)

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

WARRIOR DATA

Name: Master Sergeant Julien Franks
 Gunnery Skill: 3 Piloting Skill: 2
 Hits Taken: 1-6
 Consciousness #: 3-11 Dead

KICK LOCATIONS (1D6)

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

CRITICAL HIT TABLE

Roll	Location	Effect
1-3	Left Arm	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Endo Steel 6. Endo Steel
1-3	Right Arm	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Large Laser 6. Large Laser
1-3	Head	1. Life Support 2. Sensors 3. Cockpit 4. Single Heat Sink 5. Sensors 6. Life Support
1-3	Center Torso	1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro
1-3	Left Torso	1. Single Heat Sink 2. Single Heat Sink 3. Jump Jet 4. Ammo (LRM 10) 12 5. CASE 6. Endo Steel
1-3	Right Torso	1. Single Heat Sink 2. Single Heat Sink 3. Jump Jet 4. SRM 6 5. SRM 6 6. Ammo (SRM 6) 15
4-6	Left Leg	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Jump Jet 6. Endo Steel
4-6	Right Leg	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Jump Jet 6. Endo Steel

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

Battle Value: 1,089
 BV for 3/2: 1,830
 Weapon Value: 600 / 600
 Cost, C-Bills: 3,475,215

HEAT SCALE

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

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

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

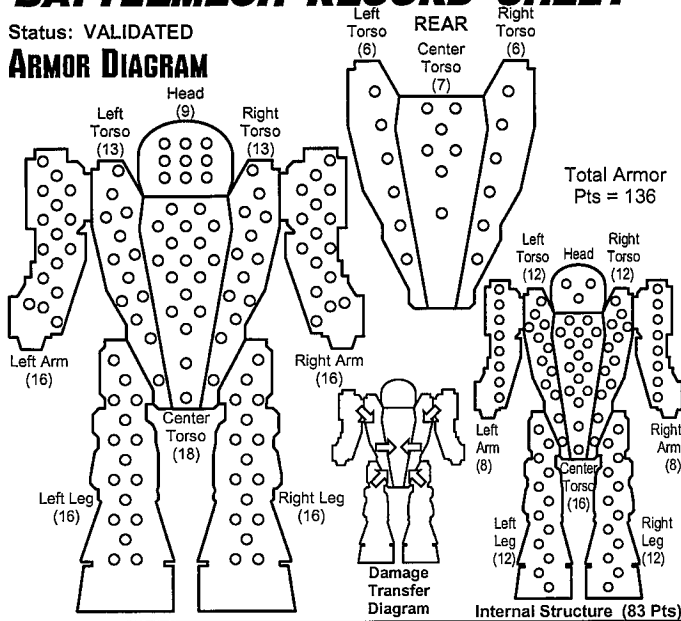
Roll	Number of Missiles Fired
2D6	2 3 4 5 6 9 10 12 15 20
2	1 1 1 1 2 3 3 4 5 6
3	1 1 2 2 2 3 3 4 5 6
4	1 1 2 2 3 4 4 5 6 9
5	1 2 2 3 3 5 6 8 9 12
6	1 2 2 3 4 5 6 8 9 12
7	1 2 3 3 4 5 6 8 9 12
8	2 2 3 3 4 5 6 8 9 12
9	2 2 3 4 5 7 8 10 12 16
10	2 3 3 4 5 7 8 10 12 16
11	2 3 4 5 6 9 10 12 15 20
12	2 3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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Centurion CN9-D
 Mass: 50 tons
 Movement Points: Tech, Config. & Level:
 Walking: 6 Inner Sphere
 Running: 9 Biped 'Mech
 Jumping: 0 Level 2 / 3050

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	RA	2	10	-	6	12	18
1	LRM 10 w/ Artemis IV	LT	4	1/hit	6	7	14	21
1	Medium Laser	CT	3	5	-	3	6	9
1	Medium Laser	CT(R)	3	5	-	3	6	9

Weapons Inventory: (hexes)

Ammo Type:	Rounds:	BV2:
LB 10-X AC	20	86
LRM 10	24	50

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

Auto Eject: Operational Disabled
 Weapon Heat: (12)

HIT LOCATIONS (2D6)

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

PUNCH LOCATIONS (1D6)

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

WARRIOR DATA

Name: Master Sergeant Tim McCanineigh
 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

Location	1	2	3	4	5	6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Endo Steel	6. Endo Steel
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. LB 10-X AC	5. LB 10-X AC	6. LB 10-X AC
Head	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support
Center Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. LRM 10	5. LRM 10	6. Artemis IV FCS
Right Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Ammo (LB 10-X) 10	5. Ammo (LB 10-X) 10	6. Ammo (LRM 10) 12
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again

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

Battle Value: 1,130
 BV for 3 / 3: 1,763
 Weapon Value: 1,075 / 1,022
 Cost, C-Bills: 9,664,500

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	

WKGAMES

ATTACK MODIFIERS

Attacker

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

Target

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

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MOVEMENT RECORD

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

MISSILE HITS TABLE

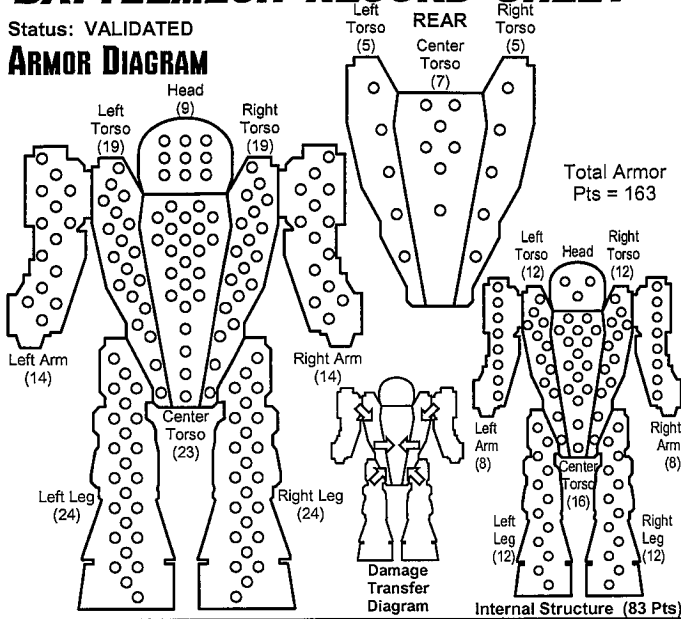
Roll	Number of Missiles Fired									
2D6	2	3	4	5	6	9	10	12	15	20
2	1	1	1	1	2	3	3	4	5	6
3	1	1	2	2	2	3	3	4	5	6
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Total Armor Pts = 163

Damage Transfer Diagram

Internal Structure (83 Pts)

Left Arm

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

1-3

4-6

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

Left Torso (CASE)

- Jump Jet
- Jump Jet
- Streak SRM 2
- Streak SRM 2
- Ammo (Streak 2) 50
- Endo Steel

1-3

4-6

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

Left Leg

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

4-6

CRITICAL HIT TABLE

Head

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

Center Torso

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

1-3

4-6

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

Battle Value: 1,813
BV for 3 / 4: 2,502
Weapon Value: 1,489 / 1,424
Cost, C-Bills: 5,320,500

Right Arm

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

1-3

4-6

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

Right Torso

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

1-3

4-6

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

Right Leg

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

4-6

'MECH DATA

Type: **Conjurer (Hellhound)**

Mass: **50 tons**

Movement Points: Tech, Config. & Level:

Walking: **6** Clan
Running: **9** Biped 'Mech
Jumping: **6** Level 2 / 3055

Weapons Inventory:

Qty	Type	Loc	Ht Dmg	Min Sht	Med	Lng
1	Large Pulse Laser	RA	10 10	- 6	14	20
2	ER Medium Laser	RT	5 7	- 5	10	15
2	Streak SRM 2	LT	2 2/hit	- 4	8	12

Ammo Type:

Rounds: BV2:

Streak SRM 2 50 22

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

oooooooooooo

Auto Eject:

Weapon Heat:

Operational Disabled (24)

HIT LOCATIONS (2D6)

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

PUNCH LOCATIONS (1D6)

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

KICK LOCATIONS (1D6)

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

WARRIOR DATA

Name: **MechWarrior Jif**

Gunnery Skill: **3** Piloting Skill: **4**

Hits Taken

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

Consciousness #

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

HEAT SCALE

30	Shutdown
29	
28	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

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/L	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

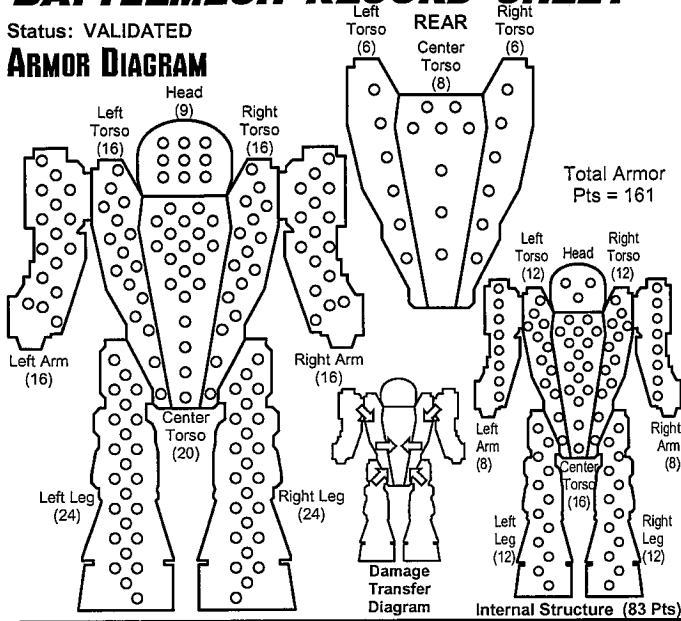
Roll	Number of Missiles Fired									
2D6	2	3	4	5	6	9	10	12	15	20
2	1	1	1	1	2	3	3	4	5	6
3	1	1	2	2	3	3	4	5	6	6
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Total Armor Pts = 161

Damage Transfer Diagram

Internal Structure (83 Pts)

Left Arm

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

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

Left Torso

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

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

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

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

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Medium Laser
- Roll Again

Engine Hits ○○○

Gyro Hits ○○○

Sensor Hits ○○

Life Support ○

Battle Value: 1,198

BV for 3/4: 1,653

Weapon Value: 860 / 860

Cost, C-Bills: 4,050,874

Right Arm

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

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

Right Torso

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

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

Right Leg

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

'MECH DATA

Type: Crab CRB-27

Mass: 50 tons

Movement Points: Tech, Config. & Level:

Walking: 5 Inner Sphere

Running: 8 Biped 'Mech

Jumping: 0 Level 2 / 3050

Weapons Inventory:

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

Total Heat Sinks: 16 Single

○○○○○○○○○○ ○○○○○○

Auto Eject: Operational Disabled

Weapon Heat: (20)

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: Sergeant James Caldwell

Gunnery Skill: 3 Piloting Skill: 4

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

HEAT SCALE

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

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
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

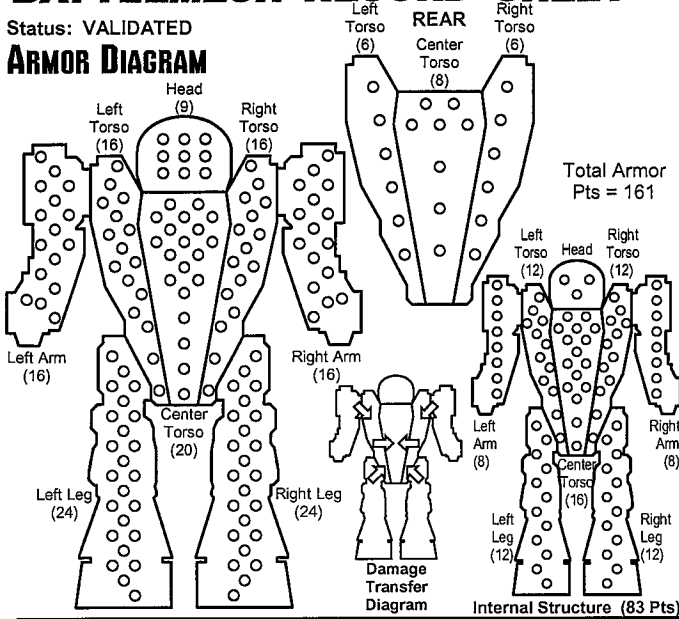
Roll	Number of Missiles Fired
2D6	2 3 4 5 6 9 10 12 15 20
2	1 1 1 1 2 3 3 4 5 6
3	1 1 2 2 2 3 3 4 5 6
4	1 1 2 2 3 4 4 5 6 9
5	1 2 2 3 3 5 6 8 9 12
6	1 2 2 3 4 5 6 8 9 12
7	1 2 3 3 4 5 6 8 9 12
8	2 2 3 3 4 5 6 8 9 12
9	2 2 3 4 5 7 8 10 12 16
10	2 3 3 4 5 7 8 10 12 16
11	2 3 4 5 6 9 10 12 15 20
12	2 3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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: **Crab CRB-27**
 Mass: **50 tons**
 Movement Points: Tech, Config. & Level:
 Walking: 5 **Inner Sphere**
 Running: 8 **Biped 'Mech**
 Jumping: 0 **Level 2 / 3050**

Weapons Inventory: (hexes)
 Qty Type Loc Ht Dmg Min Sht Med Lng
 1 Large Laser RA 8 8 - 5 10 15
 1 Large Laser LA 8 8 - 5 10 15
 1 Medium Laser CT 3 5 - 3 6 9
 1 Small Laser HD 1 3 - 1 2 3

HIT LOCATIONS (2D6)

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

Total Heat Sinks: 16 Single
 ○○○○○○○○○ ○○○○○○
 Auto Eject: Operational Disabled
 Weapon Heat: (20)

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: **Private Annette McHenry**
 Gunnery Skill: 4 Piloting Skill: 4
 Hits Taken: 1 2 3 4 5 6
 Consciousness #: 3 5 7 10 11 Dead

KICK LOCATIONS (1D6)

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

CRITICAL HIT TABLE

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

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

Battle Value: 1,198
 BV for 4 / 4: 1,378
 Weapon Value: 860 / 860
 Cost, C-Bills: 4,050,874

HEAT SCALE

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

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 hex
 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

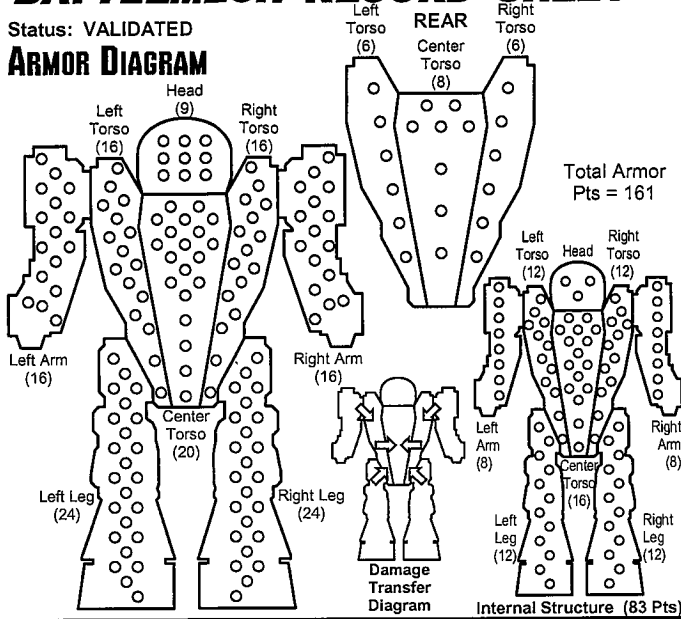
Roll	Number of Missiles Fired
2D6	2 3 4 5 6 9 10 12 15 20
2	1 1 1 1 2 3 3 4 5 6
3	1 1 2 2 2 3 3 4 5 6
4	1 1 2 2 3 4 4 5 6 9
5	1 2 2 3 3 5 6 8 9 12
6	1 2 2 3 4 5 6 8 9 12
7	1 2 3 3 4 5 6 8 9 12
8	2 2 3 3 4 5 6 8 9 12
9	2 2 3 4 5 7 8 10 12 16
10	2 3 3 4 5 7 8 10 12 16
11	2 3 4 5 6 9 10 12 15 20
12	2 3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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Crab CRB-27
 Mass: 50 tons
 Movement Points: Tech, Config. & Level:
 Walking: 5 Inner Sphere
 Running: 8 Biped 'Mech
 Jumping: 0 Level 2 / 3050

Weapons Inventory:
 Qty Type Loc Ht Dmg Min Sht Med Lng (hexes)
 1 Large Laser RA 8 8 - 5 10 15
 1 Large Laser LA 8 8 - 5 10 15
 1 Medium Laser CT 3 5 - 3 6 9
 1 Small Laser HD 1 3 - 1 2 3

HIT LOCATIONS (2D6)

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

Total Heat Sinks: 16 Single
 ○○○○○○○○○○○○○○○○○

Auto Eject: Operational Disabled
 Weapon Heat: (20)

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: Sergeant Juels Martian
 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	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. Large Laser 5. Large Laser 6. Roll Again	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Large Laser 6. Large Laser	1. Life Support 2. Sensors 3. Cockpit 4. Small Laser 5. Sensors 6. Life Support	1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro	1. Single Heat Sink 2. Ferro-Fibrous 3. Ferro-Fibrous 4. Ferro-Fibrous 5. Ferro-Fibrous 6. Ferro-Fibrous	1. Single Heat Sink 2. Ferro-Fibrous 3. Ferro-Fibrous 4. Ferro-Fibrous 5. Ferro-Fibrous 6. Ferro-Fibrous	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Single Heat Sink 6. Single Heat Sink	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Single Heat Sink 6. Single Heat Sink
4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again		1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro	1. Ferro-Fibrous 2. Ferro-Fibrous 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again	1. Ferro-Fibrous 2. Ferro-Fibrous 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again		

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

Battle Value: 1,198
 BV for 3/3: 1,869
 Weapon Value: 860 / 860
 Cost, C-Bills: 4,050,874

HEAT SCALE

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

WIZKIDS

ATTACK MODIFIERS

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

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

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

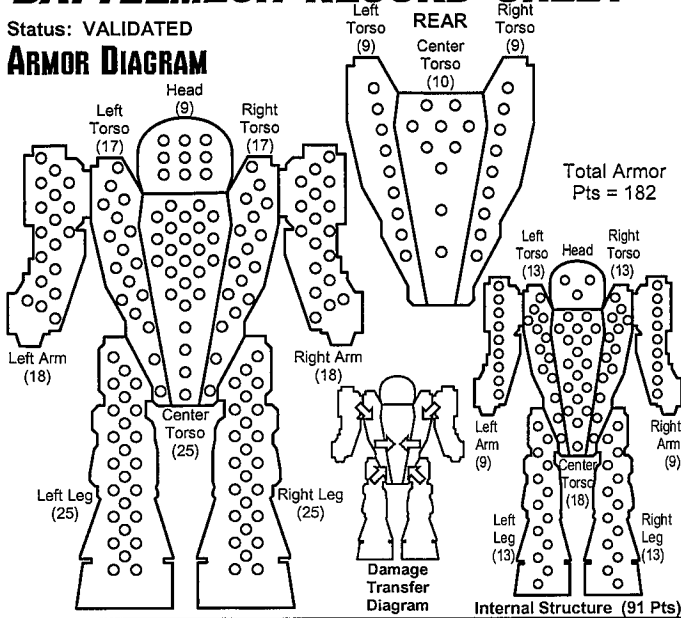
Roll	Number of Missiles Fired
2D6	2 3 4 5 6 9 10 12 15 20
2	1 1 1 1 2 3 3 4 5 6
3	1 1 2 2 2 3 3 4 5 6
4	1 1 2 2 3 4 4 5 6 9
5	1 2 2 3 3 5 6 8 9 12
6	1 2 2 3 4 5 6 8 9 12
7	1 2 3 3 4 5 6 8 9 12
8	2 2 3 3 4 5 6 8 9 12
9	2 2 3 4 5 7 8 10 12 16
10	2 3 3 4 5 7 8 10 12 16
11	2 3 4 5 6 9 10 12 15 20
12	2 3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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: **Stormcrow (Ryoken) B**
 Mass: **55 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **6** Clan
 Running: **9** Biped OmniMech
 Jumping: **0** Level 2 / 3050

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

Ammo Type: Rounds: BV2:
 Ultra AC/20 10 189

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

Auto Eject: Operational Disabled
 Weapon Heat: **(44)**

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 Colonel Cara**
 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	+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

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	
4	
3	
2	
1	
0	-1 Movement Point

WKGAMES

CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Ultra AC/20	4. Ultra AC/20	5. Ultra AC/20	6. Ultra AC/20
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. ER Medium Laser	6. ER Medium Laser
Head	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support
Center Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso (CASE)	1. XL Engine	2. XL Engine	3. Ammo (Ult AC/20) 5	4. Ammo (Ult AC/20) 5	5. Endo Steel	6. Ferro-Fibrous
Right Torso	1. XL Engine	2. XL Engine	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel

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

Battle Value: 2,281
 BV for 2 / 3: 4,151
 Weapon Value: 2,375 / 2,375
 Cost, C-Bills: 15,447,009

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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

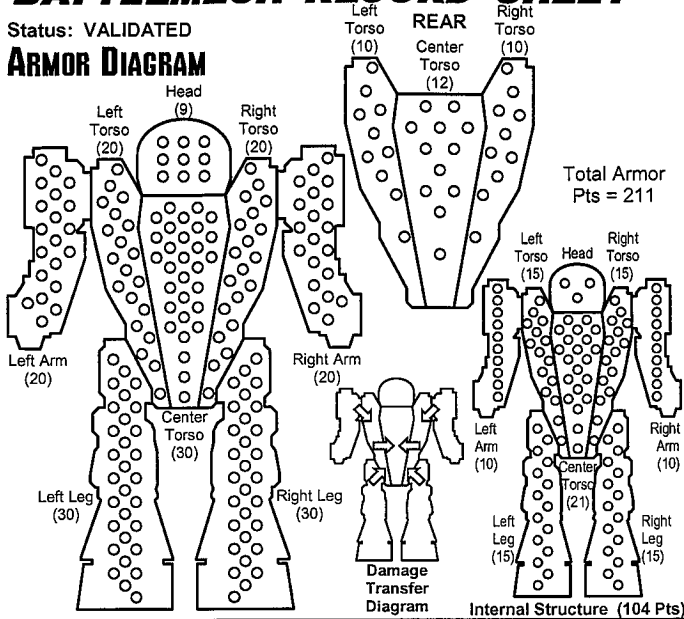
Roll	Number of Missiles Fired
2D6	2 3 4 5 6 9 10 12 15 20
2	1 1 1 1 2 3 3 4 5 6
3	1 1 2 2 2 3 3 4 5 6
4	1 1 2 2 3 4 4 5 6 9
5	1 2 2 3 3 5 6 8 9 12
6	1 2 2 3 4 5 6 8 9 12
7	1 2 3 3 4 5 6 8 9 12
8	2 2 3 3 4 5 6 8 9 12
9	2 2 3 4 5 7 8 10 12 16
10	2 3 3 4 5 7 8 10 12 16
11	2 3 4 5 6 9 10 12 15 20
12	2 3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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Rifleman IIC**
 Mass: **65 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **3** Clan
 Running: **5** Biped 'Mech
 Jumping: **3** Level 2 / 3055

Weapons Inventory:

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

Total Heat Sinks: 19 Double (38)
 ○○○○○○○○○○○ ○○○○○○○○○

Auto Eject: Operational Disabled
 Weapon Heat: (42)

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

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

KICK LOCATIONS (1D6)

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

CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Double Heat Sink	4. Double Heat Sink	5. Large Pulse Laser	6. Large Pulse Laser
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Double Heat Sink	4. Double Heat Sink	5. Large Pulse Laser	6. Large Pulse Laser
Head	1. Life Support	2. Sensors	3. Cockpit	4. ER Small Laser	5. Sensors	6. Life Support
Center Torso	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. Double Heat Sink	2. Double Heat Sink	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
Right Torso	1. Double Heat Sink	2. Double Heat Sink	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Double Heat Sink	6. Double Heat Sink
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Double Heat Sink	6. Double Heat Sink

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

Battle Value: 2,307
 BV for 4/4: 2,653
 Weapon Value: 3,345 / 3,345
 Cost, C-Bills: 5,741,588

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	
4	
3	
2	
1	
0	-1 Movement Point

WREANER

ATTACK MODIFIERS

Attacker

Movement	None
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

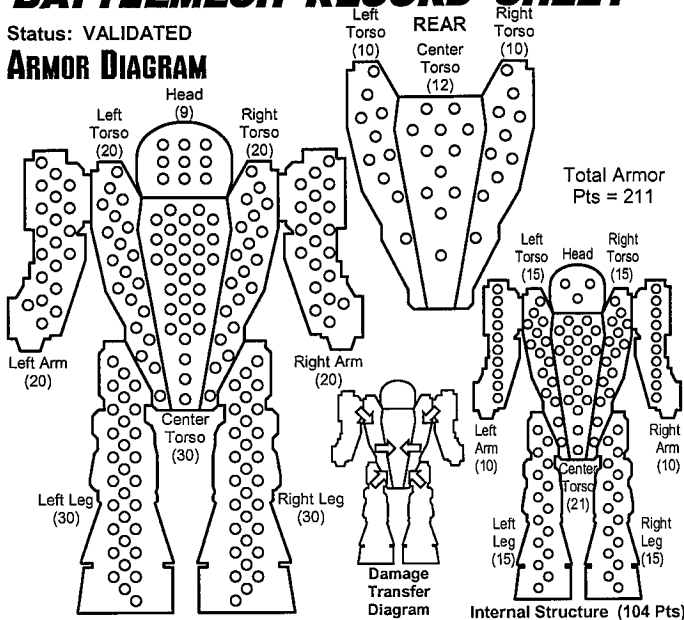
Roll	Number of Missiles Fired
2D6	2 3 4 5 6 9 10 12 15 20
2	1 1 1 1 2 3 3 4 5 6
3	1 1 2 2 2 3 3 4 5 6
4	1 1 2 2 3 4 4 5 6 9
5	1 2 2 3 3 5 6 8 9 12
6	1 2 2 3 4 5 6 8 9 12
7	1 2 3 3 4 5 6 8 9 12
8	2 2 3 3 4 5 6 8 9 12
9	2 2 3 4 5 7 8 10 12 16
10	2 3 3 4 5 7 8 10 12 16
11	2 3 4 5 6 9 10 12 15 20
12	2 3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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Rifleman IIC
 Mass: 65 tons
 Movement Points: Tech, Config. & Level:
 Walking: 3 Clan
 Running: 5 Biped 'Mech
 Jumping: 3 Level 2 / 3055

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

Total Heat Sinks: 19 Double (38)
 ○○○○○○○○○ ○○○○○○○○○
 Auto Eject: Operational Disabled
 Weapon Heat: (42)

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

Total Heat Sinks: 19 Double (38)
 ○○○○○○○○○ ○○○○○○○○○
 Auto Eject: Operational Disabled
 Weapon Heat: (42)

KICK LOCATIONS (1D6)

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

WARRIOR DATA

Name: MechWarrior Rill
 Gunnery Skill: 4 Piloting Skill: 5

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 +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 hex
 Immobile -4
 In Depth 1 Water +2 Punch locations
 Partial Cover +3 Punch locations
 Infantry Squad +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	
8	+1 Modifier to Fire
7	
6	
5	
4	
3	
2	
1	
0	-1 Movement Point

WREANER

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. Double Heat Sink 4. Double Heat Sink 5. Large Pulse Laser 6. Large Pulse Laser	1. Shoulder 2. Upper Arm Actuator 3. Double Heat Sink 4. Double Heat Sink 5. Large Pulse Laser 6. Large Pulse Laser	1. Life Support 2. Sensors 3. Cockpit 4. ER Small Laser 5. Sensors 6. Life Support	1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro	1. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 4. Double Heat Sink 5. Double Heat Sink 6. Double Heat Sink	1. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 4. Double Heat Sink 5. Double Heat Sink 6. Double Heat Sink	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Double Heat Sink 6. Double Heat Sink	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Double Heat Sink 6. Double Heat Sink
4-6	1. Large Pulse Laser 2. Large Pulse Laser 3. Endo Steel 4. Endo Steel 5. Ferro-Fibrous 6. Ferro-Fibrous	1. Large Pulse Laser 2. Large Pulse Laser 3. Endo Steel 4. Ferro-Fibrous 5. Ferro-Fibrous 6. Ferro-Fibrous		1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro	1. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 4. Double Heat Sink 5. Double Heat Sink 6. Double Heat Sink	1. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 4. Double Heat Sink 5. Double Heat Sink 6. Double Heat Sink		

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

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

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MOVEMENT RECORD

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

MISSILE HITS TABLE

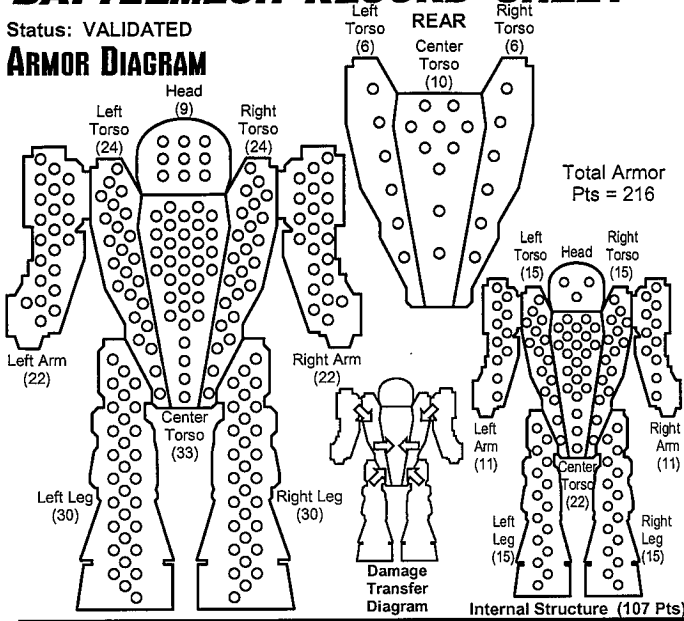
Roll	2D6	3	4	5	6	9	10	12	15	20
2	1	1	1	1	2	3	3	4	5	6
3	1	1	2	2	3	3	4	5	6	6
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20
12	2	3	4	5	6	9	10	12	15	20

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

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

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20 w/ Artemis IV	LT	6	1/hit	6	7	14	21
1	LRM 20 w/ Artemis IV	RT	6	1/hit	6	7	14	21
2	Medium Laser	CT(R)	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	Medium Laser	RA	3	5	-	3	6	9

Ammo Type: LRM 20 Rounds: 24 BV2: 115

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

Auto Eject: Operational Disabled Weapon Heat: (24)

HIT LOCATIONS (2D6)

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

PUNCH LOCATIONS (1D6)

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

WARRIOR DATA

Name: Sergeant Darwin Adtkison
 Gunnery Skill: 3 Piloting Skill: 4

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

KICK LOCATIONS (1D6)

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

CRITICAL HIT TABLE

Location	Roll	1	2	3	4	5	6		
Left Arm	1-3	Shoulder	Upper Arm Actuator	Lower Arm Actuator	Hand Actuator	Medium Laser	Endo Steel		
	4-6	Endo Steel	Endo Steel	Endo Steel	Endo Steel	Endo Steel	Endo Steel		
	Right Arm	1-3	Shoulder	Upper Arm Actuator	Lower Arm Actuator	Hand Actuator	Medium Laser	Endo Steel	
		4-6	Endo Steel	Endo Steel	Endo Steel	Endo Steel	Endo Steel	Endo Steel	
		Center Torso	1-3	Fusion Engine	Fusion Engine	Fusion Engine	Gyro	Gyro	Gyro
			4-6	Fusion Engine	Fusion Engine	Fusion Engine	Cockpit	Roll Again	Life Support
Left Torso			1-3	LRM 20	LRM 20	LRM 20	LRM 20	LRM 20	Artemis IV FCS
			4-6	Ammo (LRM 20) 6	Ammo (LRM 20) 6	CASE	Roll Again	Roll Again	Roll Again
	Right Torso		1-3	LRM 20	LRM 20	LRM 20	LRM 20	LRM 20	Artemis IV FCS
			4-6	Ammo (LRM 20) 6	Ammo (LRM 20) 6	CASE	Roll Again	Roll Again	Roll Again
		Left Leg	1-3	Hip	Upper Leg Actuator	Lower Leg Actuator	Foot Actuator	Roll Again	Roll Again
			4-6	Hip	Upper Leg Actuator	Lower Leg Actuator	Foot Actuator	Roll Again	Roll Again
Right Leg			1-3	Hip	Upper Leg Actuator	Lower Leg Actuator	Foot Actuator	Roll Again	Roll Again
			4-6	Hip	Upper Leg Actuator	Lower Leg Actuator	Foot Actuator	Roll Again	Roll Again

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

Battle Value: 1,705
 BV for 3 / 4: 2,353
 Weapon Value: 2,174 / 1,945
 Cost, C-Bills: 7,352,274

HEAT SCALE

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

WIZKIDS

ATTACK MODIFIERS

Attacker	Modifier
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

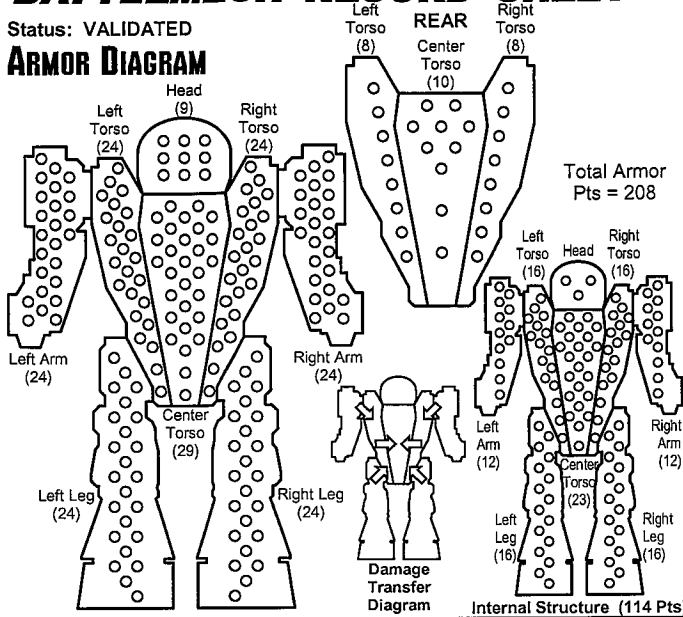
Roll	Number of Missiles Fired
2D6	2 3 4 5 6 9 10 12 15 20
2	1 1 1 1 2 3 3 4 5 6
3	1 1 2 2 2 3 3 4 5 6
4	1 1 2 2 3 4 4 5 6 9
5	1 2 2 3 3 5 6 8 9 12
6	1 2 2 3 4 5 6 8 9 12
7	1 2 3 3 4 5 6 8 9 12
8	2 2 3 3 4 5 6 8 9 12
9	2 2 3 4 5 7 8 10 12 16
10	2 3 3 4 5 7 8 10 12 16
11	2 3 4 5 6 9 10 12 15 20
12	2 3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

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

Left Torso

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

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

Left Leg

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

Head

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

Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Beagle Active Probe
- Beagle Active Probe

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

Battle Value: 1,551
BV for 3 / 3: 2,420
Weapon Value: 1,504 / 1,504
Cost, C-Bills: 7,136,938

Right Arm

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

- PPC
- Medium Laser
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Right Torso

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

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

Right Leg

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

'MECH DATA

Type: **Black Knight BL6-KNT**

Mass: **75 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** Inner Sphere
Running: **6** Biped 'Mech
Jumping: **0** Level 2 / 3050

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RA	10	10	3	6	12	18
1	Large Laser	LT	8	8	-	5	10	15
1	Large Laser	RT	8	8	-	5	10	15
1	Medium Laser	LT	3	5	-	3	6	9
1	Medium Laser	RT	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	Medium Laser	RA	3	5	-	3	6	9
1	Small Laser	HD	1	3	-	1	2	3
1	Beagle Active Probe	CT	0	-	-	-	-	4

Total Heat Sinks: **20 Single**

○○○○○○○○○○ ○○○○○○○○○

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

WARRIOR DATA

Name: **Sergeant Geoff Dundee**

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

TKGAMES

ATTACK MODIFIERS

Attacker

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

Target

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

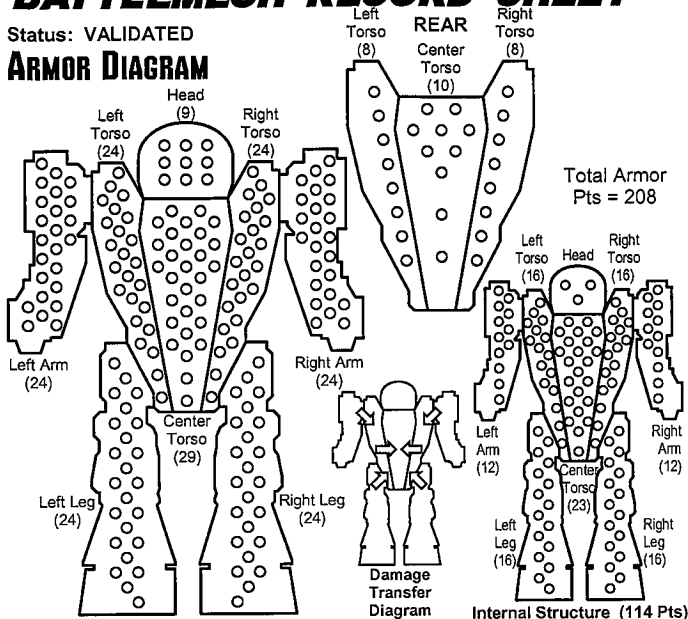
Roll	Number of Missiles Fired									
2D6	2	3	4	5	6	9	10	12	15	20
2	1	1	1	1	2	3	3	4	5	6
3	1	1	2	2	2	3	3	4	5	6
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: **Black Knight BL6-KNT**
 Mass: **75 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	PPC	RA	10	10	3	6	12	18
1	Large Laser	LT	8	8	-	5	10	15
1	Large Laser	RT	8	8	-	5	10	15
1	Medium Laser	LT	3	5	-	3	6	9
1	Medium Laser	RT	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	Medium Laser	RA	3	5	-	3	6	9
1	Small Laser	HD	1	3	-	1	2	3
1	Beagle Active Probe	CT	0	-	-	-	-	4

Total Heat Sinks: **20 Single**
 ○○○○○○○○○ ○○○○○○○○○

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: **Sergeant William Jameson**
 Gunnery Skill: **3** Piloting Skill: **4**

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

CRITICAL HIT TABLE

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

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

Battle Value: 1,551
 BV for 3/4: 2,140
 Weapon Value: 1,504 / 1,504
 Cost, C-Bills: 7,136,938

HEAT SCALE

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

WARGAMES

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

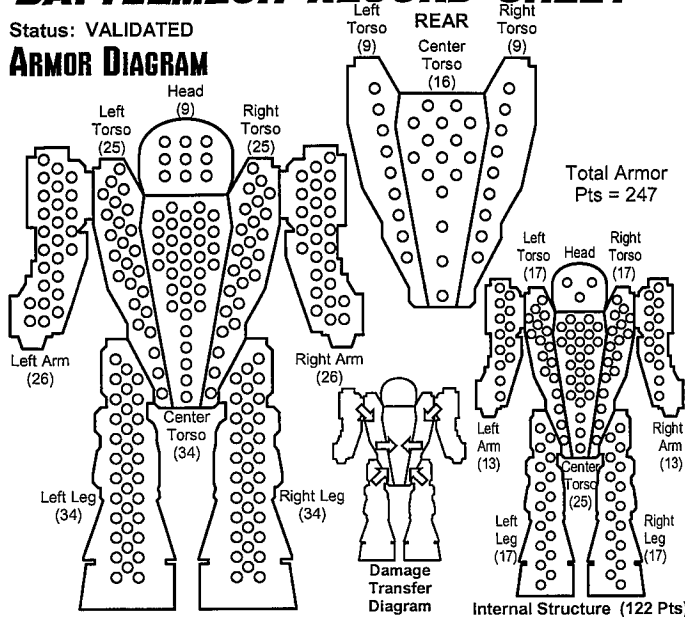
Roll	Number of Missiles Fired									
2D6	2	3	4	5	6	9	10	12	15	20
2	1	1	1	1	2	3	3	4	5	6
3	1	1	2	2	2	3	3	4	5	6
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: **Thug THG-11E**
 Mass: **80 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **4** Inner Sphere
 Running: **6** Biped 'Mech
 Jumping: **0** Level 2 / 3050

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	LA	10	10	3	6	12	18
1	PPC	RA	10	10	3	6	12	18
1	SRM 6	LT	4	2/hit	-	3	6	9
1	SRM 6	RT	4	2/hit	-	3	6	9

Ammo Type: SRM 6 Rounds: 30 BV2: 18

Total Heat Sinks: 18 Double (36)
 ○○○○○○○○○○○ ○○○○○○○○

Auto Eject: Operational Disabled Weapon Heat: (28)

HIT LOCATIONS (2D6)

Roll	Left	Front/Rear	Right
2	LT	CT	RT
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: **Private Kensie Gray**
 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. Double Heat Sink 6. Double Heat Sink	1. Life Support 2. Sensors 3. Cockpit 4. Endo Steel 5. Sensors 6. Life Support	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Double Heat Sink 6. Double Heat Sink
4-6	1. Double Heat Sink 2. PPC 3. PPC 4. PPC 5. Endo Steel 6. Endo Steel	1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro	1. Double Heat Sink 2. PPC 3. PPC 4. PPC 5. Endo Steel 6. Endo Steel
1-3	1. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 4. Double Heat Sink 5. Double Heat Sink 6. Double Heat Sink	1. Gyro 2. Fusion Engine 3. Fusion Engine 4. Fusion Engine 5. Endo Steel 6. 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
4-6	1. SRM 6 2. SRM 6 3. Ammo (SRM 6) 15 4. CASE 5. Endo Steel 6. Endo Steel	1. SRM 6 2. SRM 6 3. Ammo (SRM 6) 15 4. CASE 5. Endo Steel 6. Endo Steel	1. SRM 6 2. SRM 6 3. Ammo (SRM 6) 15 4. CASE 5. Endo Steel 6. Endo Steel

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

Battle Value: 1,640
 BV for 3 / 3: 2,558
 Weapon Value: 2,292 / 2,292
 Cost, C-Bills: 8,414,041

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

WKGAMES

ATTACK MODIFIERS

Attacker

Movement	None
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
0-2 hexes	+1
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/U	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

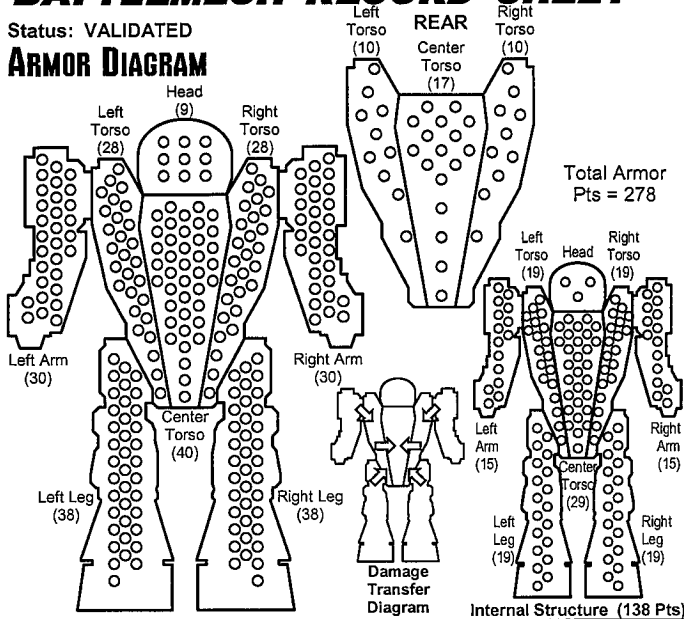
Roll	Number of Missiles Fired
2D6	2 3 4 5 6 9 10 12 15 20
2	1 1 1 1 2 3 3 4 5 6
3	1 1 2 2 2 3 3 4 5 6
4	1 1 2 2 3 4 4 5 6 9
5	1 2 2 3 3 5 6 8 9 12
6	1 2 2 3 4 5 6 8 9 12
7	1 2 3 3 4 5 6 8 9 12
8	2 2 3 3 4 5 6 8 9 12
9	2 2 3 4 5 7 8 10 12 16
10	2 3 3 4 5 7 8 10 12 16
11	2 3 4 5 6 9 10 12 15 20
12	2 3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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Total Armor Pts = 278

Internal Structure (138 Pts)

CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

- Jump Jet
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- LRM 20

- Ammo (SRM 6) 15
- Ammo (SRM 6) 15
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- CASE
- Ferro-Fibrous

Left Leg

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

Head

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

Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Jump Jet
- Ferro-Fibrous

Engine Hits ○ ○ ○

Gyro Hits ○ ○ ○

Sensor Hits ○ ○

Life Support ○

Battle Value: 2,230
BV for 2 / 3: 4,059
Weapon Value: 1,749 / 1,749
Cost, C-Bills: 8,936,080

Right Arm

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

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Ferro-Fibrous
- Ferro-Fibrous

Right Torso

- Jump Jet
- Medium Laser
- Medium Laser
- Ammo (Gauss) 8
- Ammo (Gauss) 8
- CASE

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

Right Leg

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

'MECH DATA

Type: Highlander HGN-732

Mass: 90 tons

Movement Points: Tech, Config. & Level:

Walking: 3 Inner Sphere

Running: 5 Biped 'Mech

Jumping: 3 Level 2 / 3050

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Mng	Lng
2	Medium Laser	RT	3	5	-	3	6	9
1	SRM 6	LA	4	2/hit	-	3	6	9
1	LRM 20	LT	6	1/hit	6	7	14	21
1	Gauss Rifle	RA	1	15	2	7	15	22

Ammo Type:

	Rounds:	BV2:
SRM 6	30	24
LRM 20	12	78
Gauss Rifle	16	136

Total Heat Sinks: 12 Single

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Auto Eject: Operational Disabled

Weapon Heat: (17)

HIT LOCATIONS (2D6)

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

PUNCH LOCATIONS (1D6)

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

KICK LOCATIONS (1D6)

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

WARRIOR DATA

Name: Captain Neil Campbell

Gunnery Skill: 2 Piloting Skill: 3

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

HEAT SCALE

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

W. KEAMER

ATTACK MODIFIERS

Attacker	
Movement	
Stationary	None
Walked	+1
Ran	+2
Jumped	+3
BattleMech Damage	
Sensor Hit	+2
Shoulder	+4 weapons in arm
Arm Act. (each)	+1 weapons in arm
Prone	+2
In Depth 1 Water	+1
Target	
Movement	
0-2 hexes	0
3-4 hexes	+1
5-8 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											

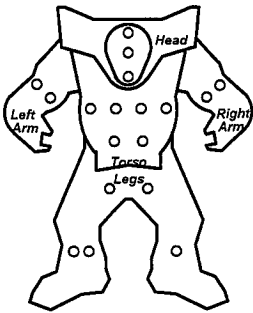
MISSILE HITS TABLE

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®

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	

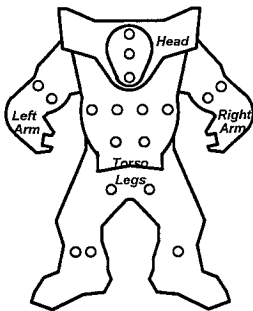
* Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

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	

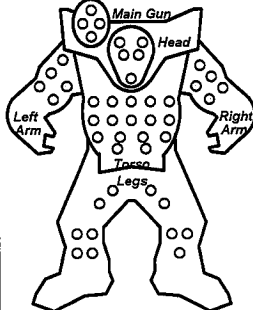
* Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

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: **Hydra**

Tons: **6** MP Walk/Run/Jump: **4/6/-**

Gunnery: **3** BV: **139 (167)**

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	

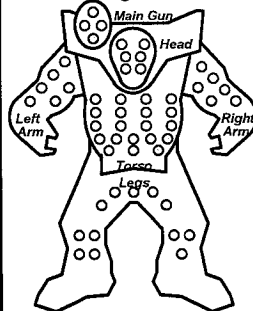
* Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory					
LOCATION	TYPE	Dmg	Min	S	M L
Main Gun:	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: **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	

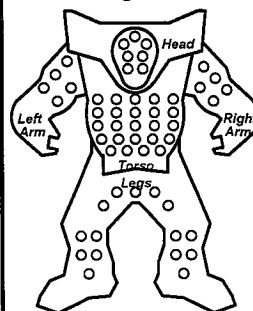
* Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

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: **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:
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

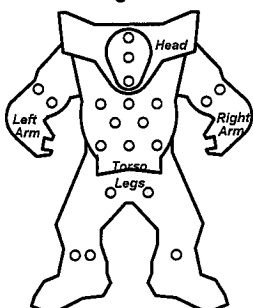
Ammo:

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

BATTLETECH®

PROTOMECH RECORD SHEET

Armor Diagram **Proto Type: Siren** **Tons: 3 MP Walk/Run/Jump: 10/15/- Gunnery: 2 BV: 52 (73)**



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	

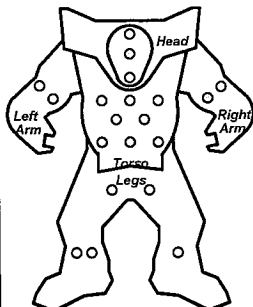
* Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

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:	—	—	—	—	—	—

Ammo: LMG(20)

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: 2 BV: 52 (73)**



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	

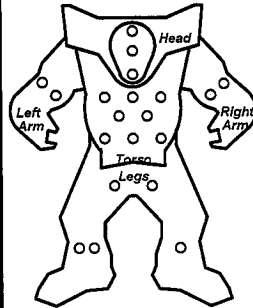
* Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

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:	—	—	—	—	—	—

Ammo: LMG(20)

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: 2 BV: 52 (73)**



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	

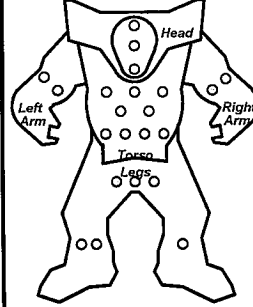
* Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

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:	—	—	—	—	—	—

Ammo: LMG(20)

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: 2 BV: 98 (137)**



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	

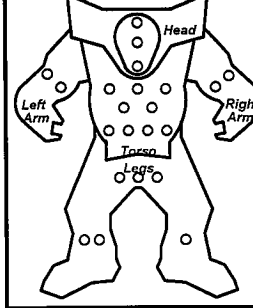
* Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

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

Ammo:

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: 2 BV: 98 (137)**



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

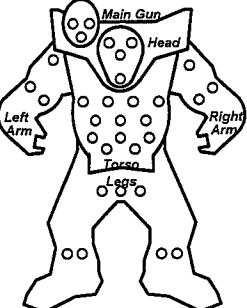
Ammo:

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: 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	

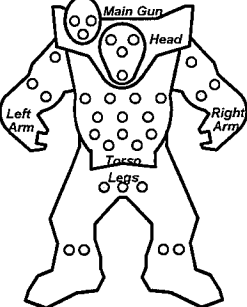
* Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

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	

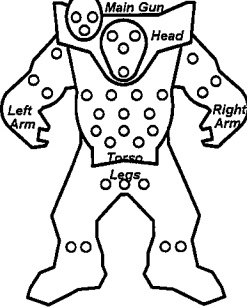
* Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

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: 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 checked="" 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	

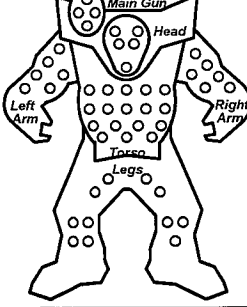
* Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

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	

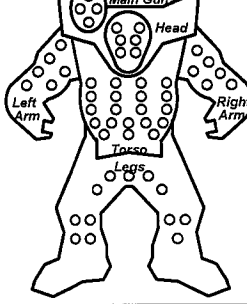
* Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

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:	---	-	-	-	-	-

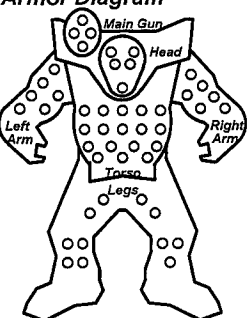
Ammo: LRM 10(12)

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

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



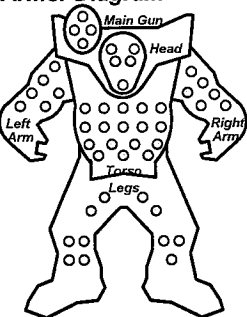
Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk 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:
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: 2 BV: 284 (398)**



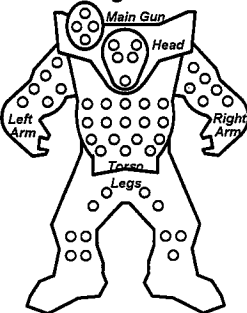
Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk 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:
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: 2 BV: 284 (398)**



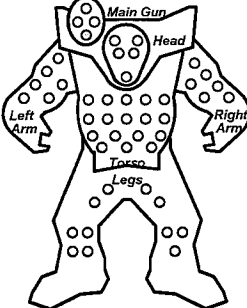
Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk 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:
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: 2 BV: 284 (398)**



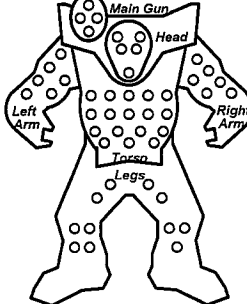
Hit Locations and Critical Hits			
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4 Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9 Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk 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:
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: 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:
no Long range shots
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

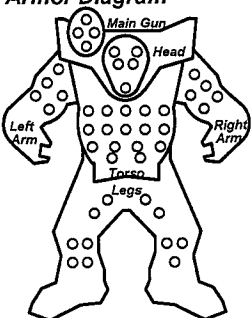
Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	ER Medium Laser	7	-	5	10	15
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	---	-	-	-	-	-
Torso B:	---	-	-	-	-	-
Ammo:						

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

BATTLETECH®

PROTOMECH RECORD SHEET

Armor Diagram **Proto Type: Hydra** **Tons: 6 MP Walk/Run/Jump: 4/6/-** **Gunnery: 3 BV: 139 (167)**



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	

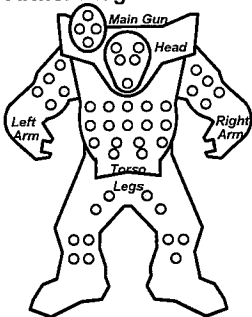
* Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	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: 3 BV: 139 (167)**



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	

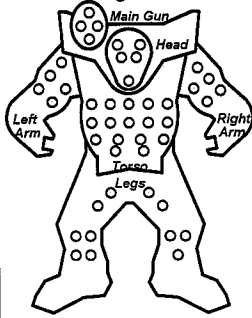
* Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	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: 3 BV: 139 (167)**



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	

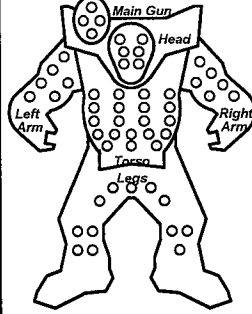
* Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory						
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	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: 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	

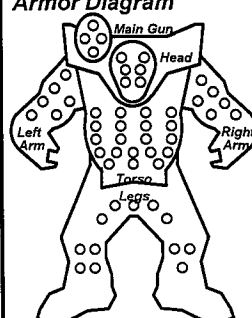
* Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

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