

# HEAVYMETAL PRO

## BATTLEMECH ROSTER SHEET

Twilight of the Clans Scenario 6

May 4, 2012

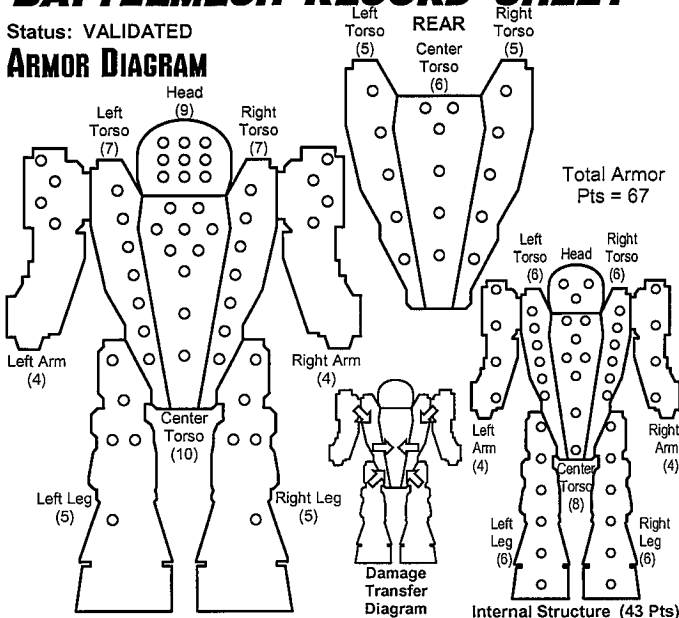
TONS	TYPE & MODEL	COST	BV	Skills	STD	WV	RATIO
25	Mist Lynx (Koshi) Prime	4,812,761	1,253	4/2	342		.38
30	Battle Hawk BH-K305	3,761,940	817	4/4	391		.55
30	Hankyu C	6,948,987	2,245	3/4	869		.53
30	Scarabus SCB-9A	5,489,770	732	4/5	338		.46
35	Adder (Puma) Prime	7,021,688	2,340	4/1	1,292		.83
35	Hollander BZK-F3	2,585,160	990	4/4	307		.36
35	Jenner JR7-K	3,306,375	833	3/5	288		.41
35	Night Hawk NTK-2Q	5,126,625	1,191	3/4	832		.96
45	Hatchetman HCT-5S	6,135,240	1,140	3/4	697		.84
45	Ice Ferret (Fenris) Prime	12,543,588	2,110	3/4	1,289		.84
45	Shadow Cat Prime	11,785,510	3,744	2/3	1,468		.71
50	Centurion CN9-D	9,664,500	1,297	3/4	1,075	1.14	
50	Hunchback HBK-5M	3,643,000	1,286	3/4	862		.92
50	Nova (Black Hawk) B	10,678,281	2,522	3/2	1,165		.78
50	Trebuchet TBT-7M	8,916,500	1,568	4/3	981		.81
55	Scorpion SCP-10	5,336,340	785	4/5	458		.58
55	Stormcrow (Ryoken) Prime	14,771,112	2,981	3/3	3,171	1.66	
55	Stormcrow (Ryoken) B	15,447,009	2,465	3/4	2,375	1.33	
55	Stormcrow (Ryoken) D	15,456,988	3,090	2/3	1,702	1.00	
60	Mad Dog (Vulture) (base)	13,032,000	744	4/4	0		.00
60	Mad Dog (Vulture) B	15,819,200	2,969	3/3	2,293	1.20	
60	Mad Dog (Vulture) C	14,580,000	2,219	4/3	1,368	.80	
65	Cauldron-Born A	18,732,311	3,646	2/2	1,964	1.06	
65	Thunderbolt TDR-9SE	5,851,011	1,870	3/4	1,562	1.15	
70	Hercules HRC-LS-9000	16,398,086	1,336	4/5	1,565	1.17	
75	Dragon Fire DGR-3F	15,918,000	2,718	3/2	2,604	1.61	
75	Falconer FLC-8R	18,891,250	1,887	4/5	1,579	.84	
75	Marauder MAD-5D	15,828,750	1,805	3/5	1,847	1.23	
75	Orion ONI-M	15,576,750	1,645	3/4	1,984	1.66	
75	Rakshasa MDG-1A	18,943,750	1,624	4/4	2,083	1.48	
80	Awesome AWS-9M	18,090,121	2,292	3/3	2,505	1.71	
80	Gargoyle (Man O' War) A	26,234,962	3,639	3/2	3,090	1.43	
80	Salamander PPR-5S	18,406,921	2,154	3/3	2,398	1.74	
85	Longbow LGB-7V	17,176,325	1,885	3/4	2,258	1.65	
85	Stalker STK-5M	7,952,225	1,513	4/4	2,276	1.73	
85	Warhawk (Masakari) A	26,233,964	4,247	2/2	5,067	2.34	
90	Highlander HGN-732	8,936,080	1,838	4/5	1,749	.95	
95	Cerberus MR-V2	25,182,626	2,060	4/4	2,625	1.47	
100	Pillager PLG-3Z	22,290,000	2,934	4/4	3,661	1.44	
2,345	Tons Total (39 'Mechs)	493,505,706	78,414		64,380		.82

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

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

Weapons Inventory: (hexes)

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

Ammo Type: Rounds: BV2:

LRM 10	12	78
Streak SRM 4	25	56
Machine Gun	100	3

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

Auto Eject:  Operational  Disabled  
 Weapon Heat: **(7)**

### HIT LOCATIONS (2D6)

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

### PUNCH LOCATIONS (1D6)

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

### KICK LOCATIONS (1D6)

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

### WARRIOR DATA

Name: **MechWarrior Marc**

Gunnery Skill: **4** Piloting Skill: **2**

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

Consciousness #

### HEAT SCALE

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

### ATTACK MODIFIERS

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

### Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- LRM 10
- Ammo (LRM 10) 12

- 1-3
- Endo Steel
  - Ferro-Fibrous
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

- 4-6
- Jump Jet
  - Jump Jet
  - Jump Jet
  - Endo Steel
  - Ferro-Fibrous
  - Ferro-Fibrous

### Left Torso

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

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

### CRITICAL HIT TABLE

#### Head

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

#### Center Torso

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

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

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

Battle Value: 871  
 BV for 4 / 2: 1,219  
 Weapon Value: 342 / 289  
 Cost, C-Bills: 4,812,761

### Right Arm (CASE)

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

- 1-3
- Machine Gun
  - Ammo (Streak 4) 25
  - Ammo (MG) 100
  - Endo Steel
  - Ferro-Fibrous
  - Roll Again

### Right Torso

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

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

### Right Leg

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

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### MOVEMENT RECORD

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

### MISSILE HITS TABLE

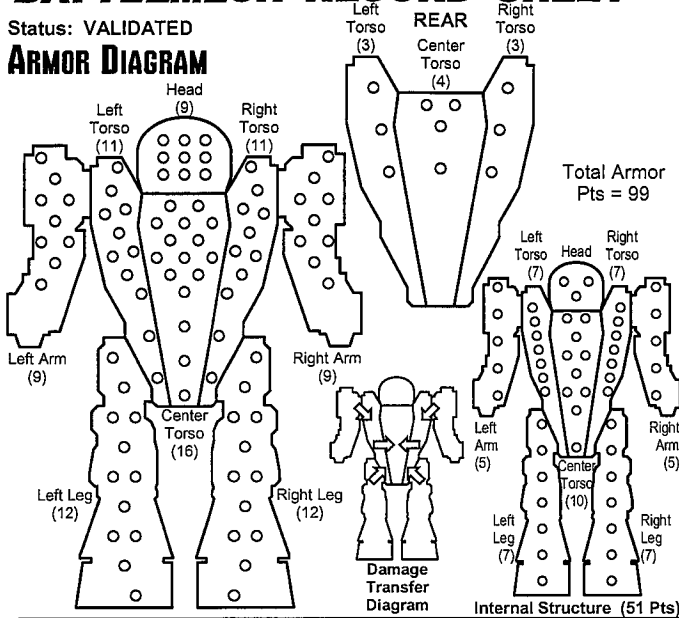
Roll	Number of Missiles Fired									
2D6	2	3	4	5	6	9	10	12	15	20
2	1	1	1	1	2	3	3	4	5	6
3	1	1	2	2	2	3	3	4	5	6
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	4	5	6	8	9	12	
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: VALIDATED

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Battle Hawk BH-K305**  
 Mass: **30 tons**  
 Movement Points: Tech, Config. & Level:  
 Walking: **5** Inner Sphere  
 Running: **8** Biped 'Mech  
 Jumping: **5** Level 2 / 3025

#### Weapons Inventory: (hexes)

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

#### Ammo Type: Rounds: BV2:

Anti-Missile System	12	14
Streak SRM 2	50	14

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

Auto Eject:  Operational  Disabled  
 Weapon Heat: **(15)**

### HIT LOCATIONS (2D6)

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

### PUNCH LOCATIONS (1D6)

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

### KICK LOCATIONS (1D6)

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

### WARRIOR DATA

Name: **Paul Jonic**  
 Gunnery Skill: **4** Piloting Skill: **4**

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

*WIKEMER*

### CRITICAL HIT TABLE

Location	1	2	3	4	5	6
<b>Left Arm</b>	Shoulder	Upper Arm Actuator	Lower Arm Actuator	Hand Actuator	Double Heat Sink	Double Heat Sink
<b>Right Arm</b>	Shoulder	Upper Arm Actuator	Lower Arm Actuator	Hand Actuator	Medium Pulse Laser	Medium Pulse Laser
<b>Head</b>	Life Support	Sensors	Cockpit	Anti-Missile System	Sensors	Life Support
<b>Center Torso</b>	XL Engine	XL Engine	XL Engine	Gyro	Gyro	Gyro
<b>Left Torso</b>	XL Engine	XL Engine	XL Engine	Double Heat Sink	Double Heat Sink	Double Heat Sink
<b>Right Torso</b>	XL Engine	XL Engine	XL Engine	Double Heat Sink	Double Heat Sink	Double Heat Sink
<b>Left Leg</b>	Hip	Upper Leg Actuator	Lower Leg Actuator	Foot Actuator	Jump Jet	Jump Jet
<b>Right Leg</b>	Hip	Upper Leg Actuator	Lower Leg Actuator	Foot Actuator	Jump Jet	Jump Jet

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

Battle Value: 774  
 BV for 4/4: 890  
 Weapon Value: 388 / 371  
 Cost, C-Bills: 3,761,940

### 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

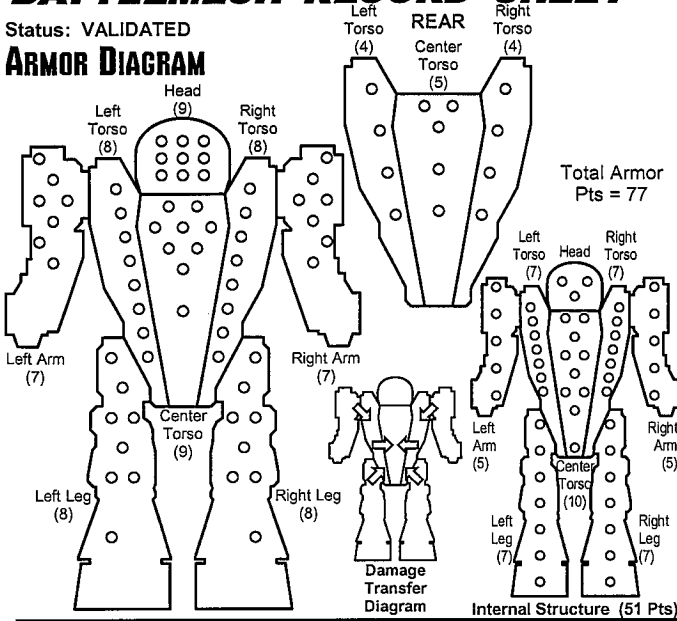
Roll	Number of Missiles Fired										
2D6	2	3	4	5	6	9	10	12	15	19	20
2	1	1	1	1	2	3	3	4	5	6	
3	1	1	2	2	2	3	3	4	5	6	
4	1	1	2	2	3	4	4	5	6	9	
5	1	2	2	3	3	5	6	8	9	12	
6	1	2	2	3	4	5	6	8	9	12	
7	1	2	3	3	4	5	6	8	9	12	
8	2	2	3	4	5	6	8	9	12		
9	2	2	3	4	5	7	8	10	12	16	
10	2	3	3	4	5	7	8	10	12	16	
11	2	3	4	5	6	9	10	12	15	20	
12	2	3	4	5	6	9	10	12	15	20	

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# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**  
**ARMOR DIAGRAM**



### CRITICAL HIT TABLE

#### Left Arm

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

- 1-3  
 4-6
- Endo Steel
  - Ferro-Fibrous
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

#### Left Torso

- XL Engine
- XL Engine
- Medium Pulse Laser
- Flamer
- Endo Steel
- Endo Steel

- 1-3  
 4-6
- Endo Steel
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Roll Again
  - Roll Again
  - Roll Again

#### Left Leg

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

#### Head

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

#### Center Torso

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

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

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

Battle Value: 1,844  
 BV for 3 / 4: 2,545  
 Weapon Value: 869 / 869  
 Cost, C-Bills: 6,948,987

#### Right Arm

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

- 1-3  
 4-6
- Endo Steel
  - Ferro-Fibrous
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

#### Right Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Medium Pulse Laser
- Active Probe

- 1-3  
 4-6
- Endo Steel
  - Endo Steel
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Roll Again
  - Roll Again

#### Right Leg

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

### 'MECH DATA

Type: **Hankyu C**  
 Mass: **30 tons**  
 Movement Points: Tech, Config. & Level:  
 Walking: **8** Clan  
 Running: **12** Biped OmniMech  
 Jumping: **6** Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	RA	5	7	-	5	10	15
2	ER Medium Laser	LA	5	7	-	5	10	15
1	Medium Pulse Laser	RT	4	7	-	4	8	12
1	Medium Pulse Laser	LT	4	7	-	4	8	12
1	Active Probe	RT	0	-	-	-	-	5
1	Flamer	LT	3	2	-	1	2	3

Total Heat Sinks: 10 Double (20)

Auto Eject:  Operational  Disabled  
 Weapon Heat: (31)

### 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 Michael**

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

### KICK LOCATIONS (1D6)

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

### ATTACK MODIFIERS

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

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### MOVEMENT RECORD

Turn Num	Type	Num 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											

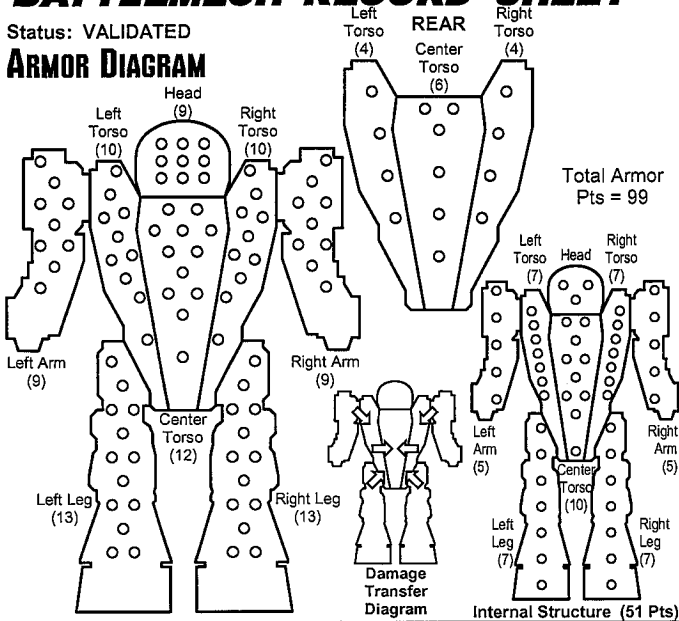
### MISSILE HITS TABLE

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	
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: **Scarabus SCB-9A**  
 Mass: **30 tons**  
 Movement Points: Tech, Config. & Level:  
 Walking: **10** Inner Sphere  
 Running: **15** Biped 'Mech  
 Jumping: **0** Level 2 / 3055

**Weapons Inventory:** (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Guardian ECM	CT	0	-	-	-	-	6
2	Medium Laser	LA	3	5	-	3	6	9
2	Small Laser	LA	1	3	-	1	2	3
1	TAG	HD	0	*	-	5	9	15
1	Hatchet	RA	0	6				

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

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

### HIT LOCATIONS (2D6)

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

### PUNCH LOCATIONS (1D6)

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

### KICK LOCATIONS (1D6)

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

### CRITICAL HIT TABLE

Location	1-3	4-6
<b>Left Arm</b>	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Medium Laser 5. Medium Laser 6. Small Laser	1. Small Laser 2. Ferro-Fibrous 3. Ferro-Fibrous 4. Ferro-Fibrous 5. Ferro-Fibrous 6. Endo Steel
<b>Right Arm</b>	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Hatchet 6. Hatchet	1. Ferro-Fibrous 2. Ferro-Fibrous 3. Ferro-Fibrous 4. Ferro-Fibrous 5. Endo Steel 6. Roll Again
<b>Head</b>	1. Life Support 2. Sensors 3. Cockpit 4. TAG 5. Sensors 6. Life Support	
<b>Center Torso</b>	1. XL Engine 2. XL Engine 3. XL Engine 4. Gyro 5. Gyro 6. Gyro	1. Gyro 2. XL Engine 3. XL Engine 4. XL Engine 5. Guardian ECM 6. Guardian ECM
<b>Left Torso</b>	1. XL Engine 2. XL Engine 3. XL Engine 4. Ferro-Fibrous 5. Ferro-Fibrous 6. Ferro-Fibrous	1. Endo Steel 2. Endo Steel 3. Endo Steel 4. Endo Steel 5. Roll Again 6. Roll Again
<b>Right Torso</b>	1. XL Engine 2. XL Engine 3. XL Engine 4. Ferro-Fibrous 5. Ferro-Fibrous 6. Ferro-Fibrous	1. Endo Steel 2. Endo Steel 3. Endo Steel 4. Endo Steel 5. Roll Again 6. Roll Again
<b>Left Leg</b>	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Endo Steel 6. Endo Steel	
<b>Right Leg</b>	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: 849  
 Weapon Value: 338 / 338  
 Cost, C-Bills: 5,489,770

### WARRIOR DATA

Name: **Dani Zehr**  
 Gunnery Skill: **4**      Piloting Skill: **5**

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

### HEAT SCALE

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

**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

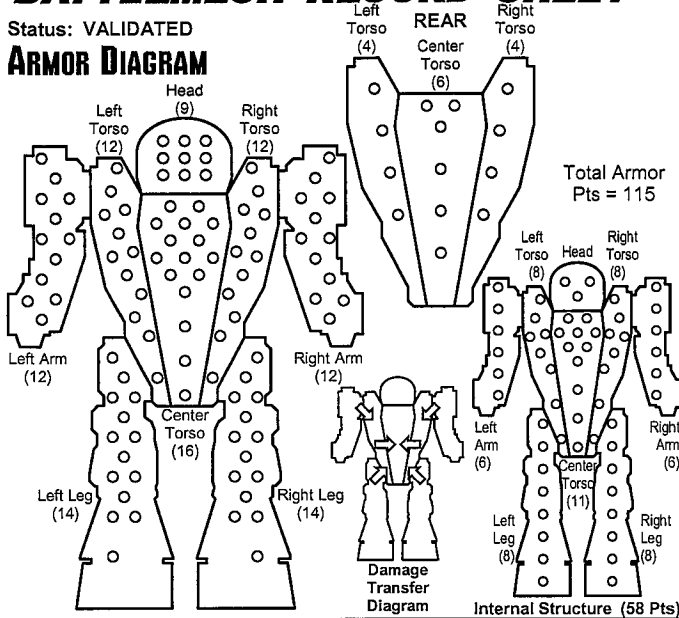
Roll	Number of Missiles Fired									
2D6	2	3	4	5	6	9	10	12	15	20
2	1	1	1	1	2	3	4	5	6	
3	1	1	2	2	3	3	4	5	6	
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: VALIDATED

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Adder (Puma) Prime**  
 Mass: **35 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	Flamer	CT	3	2	-	1	2	3
1	ER PPC	LA	15	15	-	7	14	23
1	ER PPC	RA	15	15	-	7	14	23

1 Targeting Computer

---

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

Auto Eject:  Operational  Disabled  
 Weapon Heat: **(33)**

### 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 Jerome**  
 Gunnery Skill: **4** Piloting Skill: **1**

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

### ATTACK MODIFIERS

**Attacker**

Movement	None
Stationary	+1
Walked	+2
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	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	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	

*WIKEMER*

### CRITICAL HIT TABLE

Roll	Left Arm	Head	Right Arm
1-3	1. Shoulder 2. Upper Arm Actuator 3. ER PPC 4. ER PPC 5. Ferro-Fibrous 6. Roll Again	1. Life Support 2. Sensors 3. Cockpit 4. Ferro-Fibrous 5. Sensors 6. Life Support	1. Shoulder 2. Upper Arm Actuator 3. ER PPC 4. ER PPC 5. Ferro-Fibrous 6. Roll Again
4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again		1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again

Roll	Left Torso	Center Torso	Right Torso
1-3	1. XL Engine 2. XL Engine 3. Double Heat Sink 4. Double Heat Sink 5. Double Heat Sink 6. Double Heat Sink	1. XL Engine 2. XL Engine 3. XL Engine 4. Gyro 5. Gyro 6. Gyro	1. XL Engine 2. XL Engine 3. Double Heat Sink 4. Double Heat Sink 5. Targeting Computer 6. Targeting Computer
4-6	1. Endo Steel 2. Ferro-Fibrous 3. Ferro-Fibrous 4. Roll Again 5. Roll Again 6. Roll Again	1. Gyro 2. XL Engine 3. XL Engine 4. XL Engine 5. Flamer 6. Endo Steel	1. Targeting Computer 2. Endo Steel 3. Ferro-Fibrous 4. Ferro-Fibrous 5. Roll Again 6. Roll Again

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

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

Battle Value: 2,083  
 BV for 4 / 1: 3,125  
 Weapon Value: 1,292 / 1,292  
 Cost, C-Bills: 7,021,688

### 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

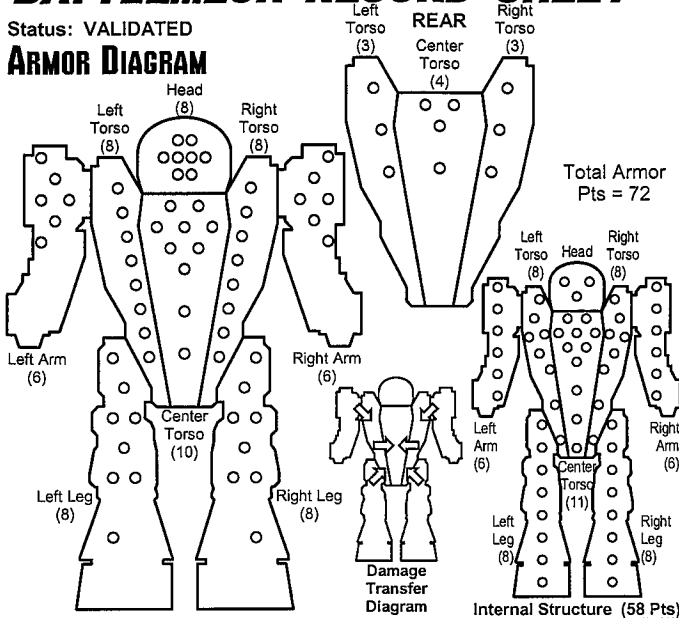
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# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Hollander BZK-F3**  
 Mass: **35 tons**  
 Movement Points: Tech, Config. & Level:  
 Walking: **5** Inner Sphere  
 Running: **8** Biped 'Mech  
 Jumping: **0** Level 2 / 3055

Weapons Inventory: (hexes)  
 Qty Type Loc Ht Dmg Min Sht Med Lng  
 1 Gauss Rifle RT 1 15 2 7 15 22

---

Ammo Type: Rounds: BV2:  
 Gauss Rifle 16 150

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

Auto Eject:  Operational  Disabled  
 Weapon Heat: **(1)**

### 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: **Bernard Mallins**  
 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	1-3	4-6
<b>Left Arm</b>	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Endo Steel 6. Endo Steel	1. Ferro-Fibrous 2. Ferro-Fibrous 3. Ferro-Fibrous 4. Ferro-Fibrous 5. Ferro-Fibrous 6. Ferro-Fibrous
<b>Right Arm</b>	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Endo Steel 6. Endo Steel	1. Ferro-Fibrous 2. Ferro-Fibrous 3. Ferro-Fibrous 4. Ferro-Fibrous 5. Ferro-Fibrous 6. Ferro-Fibrous
<b>Head</b>	1. Life Support 2. Sensors 3. Cockpit 4. Single Heat Sink 5. Sensors 6. Life Support	
<b>Center Torso</b>	1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro	1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro
<b>Left Torso</b>	1. Endo Steel 2. Endo Steel 3. Endo Steel 4. Endo Steel 5. Endo Steel 6. Endo Steel	1. Ferro-Fibrous 2. Ferro-Fibrous 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
<b>Right Torso</b>	1. Single Heat Sink 2. Single Heat Sink 3. Gauss Rifle 4. Gauss Rifle 5. Gauss Rifle 6. Gauss Rifle	1. Gauss Rifle 2. Gauss Rifle 3. Gauss Rifle 4. Roll Again 5. Roll Again 6. Roll Again
<b>Left Leg</b>	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Endo Steel 6. Endo Steel	
<b>Right Leg</b>	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: 957  
 BV for 4 / 4: 1,101  
 Weapon Value: 307 / 307  
 Cost, C-Bills: 2,585,160

### 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	

WAGAMER

### 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

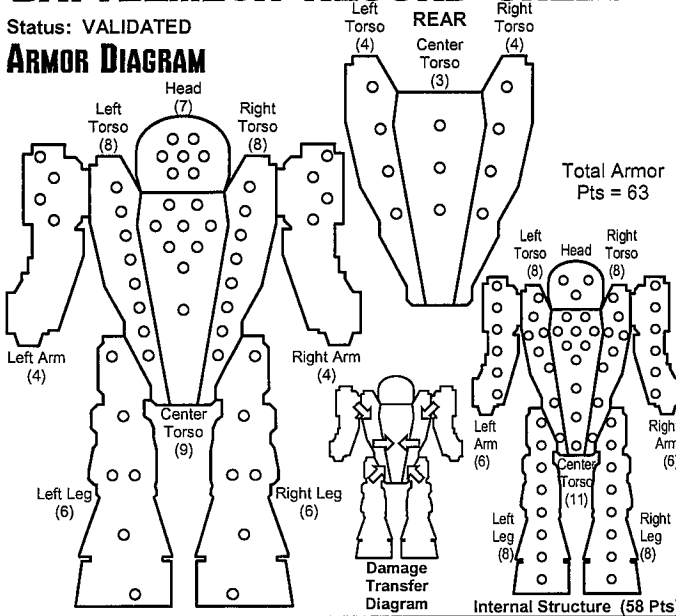
Roll	Number of Missiles Fired									
2D6	2	3	4	5	6	9	10	12	15	20
2	1	1	1	1	2	3	3	4	5	6
3	1	1	2	2	2	3	3	4	5	6
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	4	5	6	8	9	12	
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

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

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

Ammo Type: SRM 4 Rounds: 25 BV2: 26  
 Total Heat Sinks: 10 Single  
 Auto Eject:  Operational  Disabled  
 Weapon Heat: (15)

### HIT LOCATIONS (2D6)

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

### PUNCH LOCATIONS (1D6)

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

### WARRIOR DATA

Name: **Lieutenant Emma Snyder**  
 Gunnery Skill: **3** Piloting Skill: **5**

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

### KICK LOCATIONS (1D6)

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

### CRITICAL HIT TABLE

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

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

Battle Value: 893  
 BV for 3 / 5: 1,072  
 Weapon Value: 288 / 288  
 Cost, C-Values: 3,306,375

### HEAT SCALE

\*\* Avoid Inferno explosion on..  
 Shutdown

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

W.K. GAMER

### ATTACK MODIFIERS

**Attacker**

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**

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

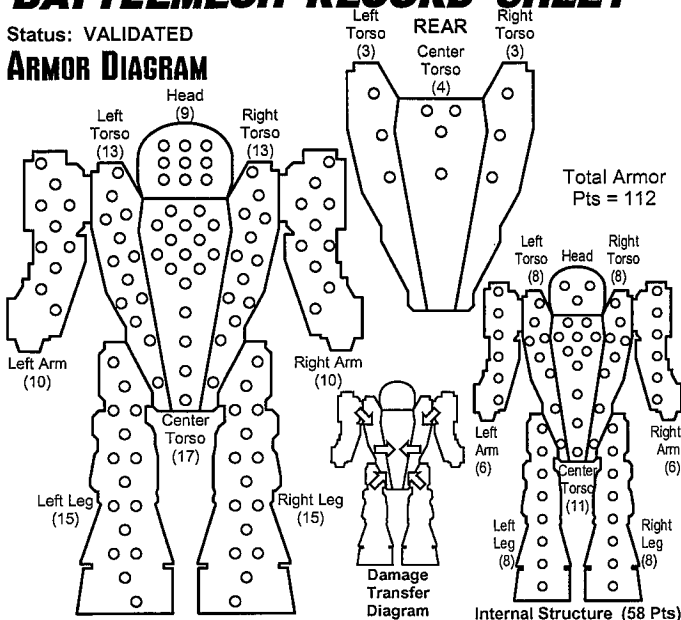


# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Night Hawk NTK-2Q**  
 Mass: **35 tons**  
 Movement Points: **Tech, Config. & Level:**  
 Walking: **6** Inner Sphere  
 Running: **9** Biped 'Mech  
 Jumping: **0** Level 2 / 3058

#### Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	CT	8	8	-	5	10	15
1	ER Large Laser	RA	12	8	-	7	14	19
1	Medium Pulse Laser	LA	4	6	-	2	4	6

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

### HIT LOCATIONS (2D6)

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

### PUNCH LOCATIONS (1D6)

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

### KICK LOCATIONS (1D6)

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

### WARRIOR DATA

Name: **Andrew Gailey**  
 Gunnery Skill: **3** Piloting Skill: **4**

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

### CRITICAL HIT TABLE

Roll	Left Arm	Head	Right Arm
1-3	1. Shoulder 2. Upper Arm Actuator 3. Medium Pulse Laser 4. Roll Again 5. Roll Again 6. Roll Again	1. Life Support 2. Sensors 3. Cockpit 4. Roll Again 5. Sensors 6. Life Support	1. Shoulder 2. Upper Arm Actuator 3. ER Large Laser 4. ER Large Laser 5. Roll Again 6. Roll Again
4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again	1. XL Engine 2. XL Engine 3. XL Engine 4. Gyro 5. Gyro 6. Gyro	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
1-3	1. XL Engine 2. XL Engine 3. XL Engine	1. Gyro 2. XL Engine 3. XL Engine	1. XL Engine 2. XL Engine 3. XL Engine
4-6	1. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink	1. XL Engine 2. XL Engine 3. XL Engine 4. XL Engine 5. Large Laser 6. Large Laser	1. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 4. Roll Again 5. Roll Again 6. Roll Again
1-3	1. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink	1. Gyro Hits ○○○ 2. Sensor Hits ○○ 3. Life Support ○	1. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 4. Roll Again 5. Roll Again 6. Roll Again
4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again	Battle Value: 997 BV for 3/4: 1,376 Weapon Value: 832 / 832 Cost, C-Bills: 5,126,625	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Roll Again 6. Roll Again

### HEAT SCALE

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

*WREAMES*

### ATTACK MODIFIERS

**Attacker**

Movement	Stationary	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
Prono		+2
In Depth 1 Water		+1

**Target**

Movement	0-2 hexes	3-4 hexes	5-6 hexes	7-9 hexes	10-13 hexes	14-18 hexes	19-24 hexes	25+ hexes
Stationary	0	+1	+2	+3	+4	+5 (Level 3)	+6 (Level 3)	+7 (Level 3)
Jumped								+1 additional
Sprinted								-1
Prono								-2 adjacent hex
Immobilized								+1 other hexes
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:
	W/R/J	Hex	Heat	Heat	Heat	Heat	Heat	Pts	Level		
1											
2											
3											
4											
5											
6											
7											
8											
9											
10											
11											
12											

### MISSILE HITS TABLE

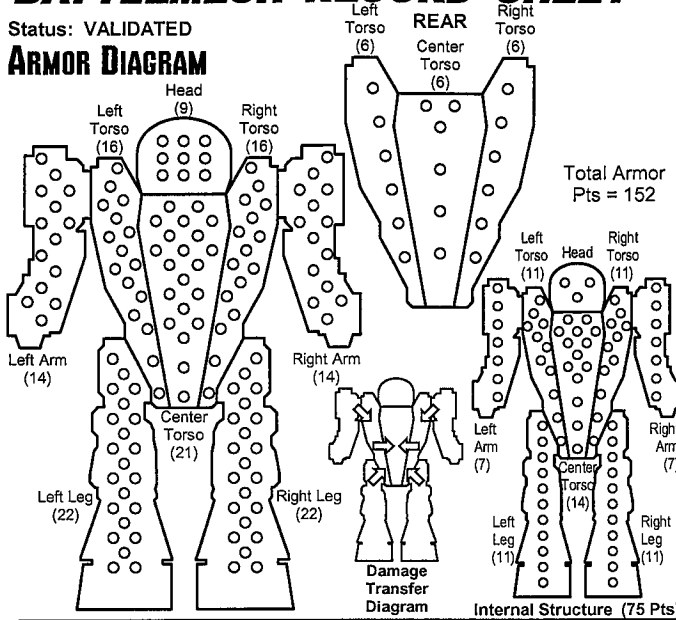
Roll	Number of Missiles Fired
2D6	2 3 4 5 6 9 10 12 15 20
2	1 1 1 1 2 3 3 4 5 6
3	1 1 2 2 2 3 3 4 5 6
4	1 1 2 2 3 4 4 5 6 9
5	1 2 2 3 3 5 6 8 9 12
6	1 2 2 3 4 5 6 8 9 12
7	1 2 3 3 4 5 6 8 9 12
8	2 2 3 4 5 6 8 9 12
9	2 2 3 4 5 7 8 10 12 16
10	2 3 3 4 5 7 8 10 12 16
11	2 3 4 5 6 9 10 12 15 20
12	2 3 4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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: VALIDATED

### ARMOR DIAGRAM



Total Armor Pts = 152

Internal Structure (75 Pts)

### CRITICAL HIT TABLE

#### Left Arm

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

#### Head

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

#### Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro
- Gyro
- XL Engine
- XL Engine
- XL Engine
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

#### Left Torso

- XL Engine
- XL Engine
- XL Engine
- Single Heat Sink
- Medium Pulse Laser
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

#### Left Leg

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

#### Right Arm

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

#### Right Torso

- XL Engine
- XL Engine
- XL Engine
- Single Heat Sink
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- AMMO (LB 10-X) 10 CASE

#### Right Leg

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

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

Battle Value: 1,039  
 BV for 3 / 4: 1,434  
 Weapon Value: 697 / 697  
 Cost, C-Bills: 6,135,240

### 'MECH DATA

Type: Hatchetman HCT-5S

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	LB 10-X AC	RT	2	10	-	6	12	18
1	Medium Pulse Laser	LT	4	6	-	2	4	6
1	Medium Pulse Laser	RA	4	6	-	2	4	6
1	Medium Pulse Laser	LA	4	6	-	2	4	6
1	Hatchet	RA	0	9				

Ammo Type: LB 10-X AC  
 Rounds: 10  
 BV2: 42

Total Heat Sinks: 10 Single

○○○○○○○○○○

Auto Eject:  Operational  Disabled  
 Weapon Heat: (14)

### HIT LOCATIONS (2D6)

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

### PUNCH LOCATIONS (1D6)

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

### WARRIOR DATA

Name: Joe Weems

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	-1 Movement Point
4	
3	
2	
1	
0	

### KICK LOCATIONS (1D6)

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

### ATTACK MODIFIERS

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

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### MOVEMENT RECORD

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

### MISSILE HITS TABLE

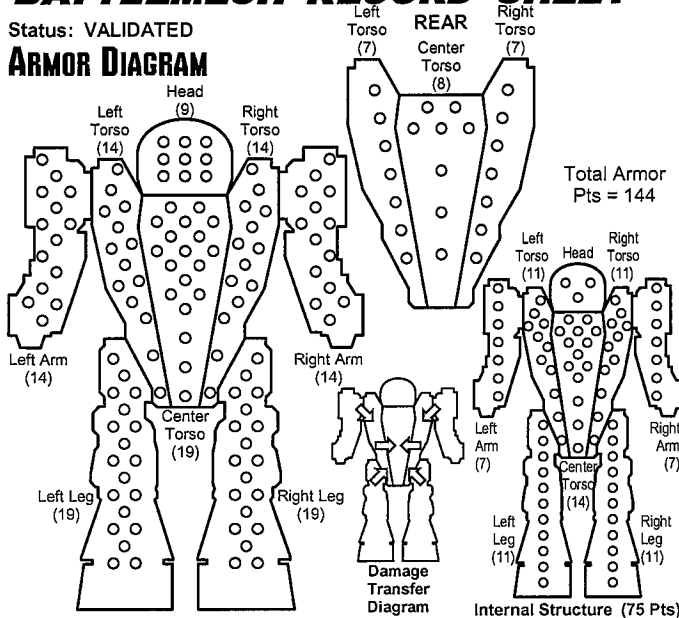
Roll	Number of Missiles Fired									
2D6	2	3	4	5	6	9	10	12	15	20
2	1	1	1	1	2	3	3	4	5	6
3	1	1	2	2	2	3	3	4	5	6
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Ice Ferret (Fenris) Prime**  
 Mass: **45 tons**  
 Movement Points: Tech, Config. & Level:  
 Walking: **8** Clan  
 Running: **12** Biped OmniMech  
 Jumping: **0** Level 2 / 3050

#### Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Active Probe	CT	0	-	-	-	-	5
1	ER PPC	LA	15	15	-	7	14	23
1	ER Small Laser	LA	2	5	-	2	4	6
1	Streak SRM 2	RA	2	2/hit	-	4	8	12

Ammo Type: Streak SRM 2    Rounds: 50    BV2: 18

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

Auto Eject:  Operational     Disabled    Weapon Heat: (19)

### 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 Kyung**  
 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	Effect
Left Arm	1-3	Shoulder
	2	Upper Arm Actuator
	4	ER PPC
	4	ER PPC
	5	ER Small Laser
	6	Ferro-Fibrous
Right Arm (CASE)	1-3	Shoulder
	2	Upper Arm Actuator
	3	Lower Arm Actuator
	4	Hand Actuator
	5	Streak SRM 2
	6	Ammo (Streak 2) 50
Head	1	Life Support
	2	Sensors
	3	Cockpit
	4	Ferro-Fibrous
	5	Sensors
	6	Life Support
Center Torso	1-3	XL Engine
	2	XL Engine
	3	XL Engine
	4	Gyro
	5	Gyro
	6	Gyro
Right Torso	1-3	XL Engine
	2	XL Engine
	3	Endo Steel
	4	Ferro-Fibrous
	5	Ferro-Fibrous
	6	Roll Again
Left Torso	1-3	XL Engine
	2	XL Engine
	3	Endo Steel
	4	Ferro-Fibrous
	5	Ferro-Fibrous
	6	Roll Again
Right Torso	1-3	XL Engine
	2	XL Engine
	3	Endo Steel
	4	Ferro-Fibrous
	5	Ferro-Fibrous
	6	Roll Again
Left Leg	1-3	Gyro
	2	XL Engine
	3	XL Engine
	4	XL Engine
	5	Active Probe
	6	Endo Steel
Right Leg	1-3	Gyro
	2	XL Engine
	3	XL Engine
	4	XL Engine
	5	Active Probe
	6	Endo Steel

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

Battle Value: 1,678  
 BV for 3 / 4: 2,316  
 Weapon Value: 1,289 / 1,249  
 Cost, C-Bills: 12,543,588

### HEAT SCALE

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

*WIZKIDS*

### ATTACK MODIFIERS

Attacker	Modifier
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

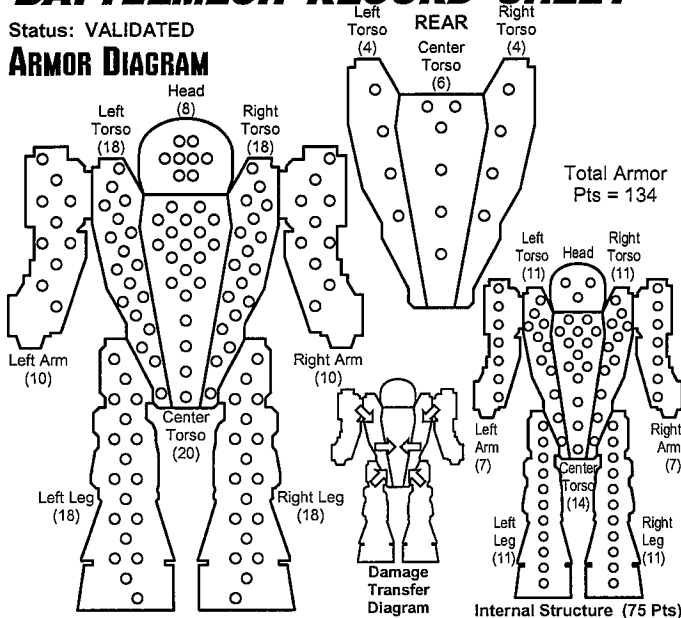
Roll	Number of Missiles Fired
2D6	2 3 4 5 6 9 10 12 15 20
2	1 1 1 1 2 3 3 4 5 6
3	1 1 2 2 2 3 3 4 5 6
4	1 1 2 2 3 4 4 5 6 9
5	1 2 2 3 3 5 6 8 9 12
6	1 2 2 3 4 5 6 8 9 12
7	1 2 3 3 4 5 6 8 9 12
8	2 2 3 3 4 5 6 8 9 12
9	2 2 3 4 5 7 8 10 12 16
10	2 3 3 4 5 7 8 10 12 16
11	2 3 4 5 6 9 10 12 15 20
12	2 3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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



Total Armor Pts = 134

Internal Structure (75 Pts)

### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - ER Medium Laser
  - Endo Steel
- 1-3
- Endo Steel
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

#### Left Torso

- XL Engine
  - XL Engine
  - Jump Jet
  - Active Probe
  - Endo Steel
  - Ferro-Fibrous
- 1-3
- Ferro-Fibrous
  - Ferro-Fibrous
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

#### Left Leg

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

#### Head

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

#### Center Torso

- XL Engine
  - XL Engine
  - XL Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3
- Gyro
  - XL Engine
  - XL Engine
  - XL Engine
  - MASC
  - MASC
- 4-6

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

Battle Value: 2,156  
BV for 2/3: 3,924  
Weapon Value: 1,468 / 1,468  
Cost, C-Bills: 11,785,510

#### Right Arm (CASE)

- Shoulder
  - Upper Arm Actuator
  - Gauss Rifle
  - Gauss Rifle
  - Gauss Rifle
  - Gauss Rifle
- 1-3
- Gauss Rifle
  - Gauss Rifle
  - Endo Steel
  - Endo Steel
  - Roll Again
  - Roll Again
- 4-6

#### Right Torso

- XL Engine
  - XL Engine
  - Jump Jet
  - ER Medium Laser
  - Ammo (Gauss) 8
  - Ammo (Gauss) 8
- 1-3
- Endo Steel
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Roll Again
- 4-6

#### Right Leg

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

### 'MECH DATA

Type: **Shadow Cat Prime**

Mass: **45 tons**

Movement Points: Tech, Config. & Level:

Walking: **6** Clan  
Running: **9 [12]** Biped OmniMech  
Jumping: **6** Level 2 / 3058

#### Weapons Inventory: (hexes)

Qty	Type	Loc	Ht Dmg	Min Sht	Med	Lng
1	Gauss Rifle	RA	1 15	2 7	15	22
1	ER Medium Laser	LA	5 7	- 5	10	15
1	ER Medium Laser	RT	5 7	- 5	10	15
1	Active Probe	LT	0 -	- -	-	5

Ammo Type: Rounds: BV2:  
Gauss Rifle 16 449

Total Heat Sinks: 10 Double (20)

○○○○○○○○○○

Auto Eject:  Operational  Disabled  
Weapon Heat: (11)

### WARRIOR DATA

Name: **Star Commander Corley Kotare**

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

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

### HEAT SCALE

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

WKGAMES

### 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

### KICK LOCATIONS (1D6)

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

### ATTACK MODIFIERS

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

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### MOVEMENT RECORD

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

### MISSILE HITS TABLE

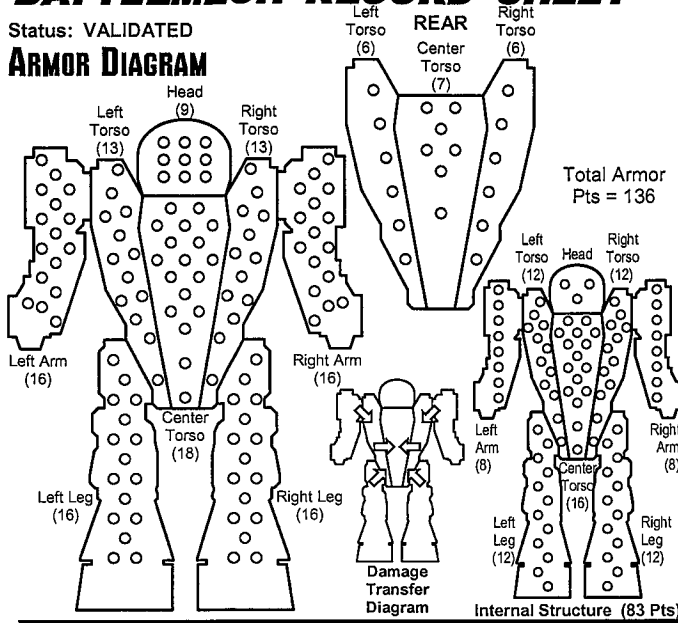
Roll	Number of Missiles Fired									
2D6	2	3	4	5	6	9	10	12	15	20
2	1	1	1	1	2	3	3	4	5	6
3	1	1	2	2	2	3	3	4	5	6
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: VALIDATED

### ARMOR DIAGRAM



### CRITICAL HIT TABLE

Location	1	2	3	4	5	6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Endo Steel	6. Endo Steel
<b>Right Arm</b>	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
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support
<b>Center Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. LRM 10	5. LRM 10	6. Artemis IV FCS
<b>Right Torso</b>	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
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again
<b>Right Leg</b>	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 3/4: 1,559  
 Weapon Value: 1,075 / 1,022  
 Cost, C-Bills: 9,664,500

### '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: (hexes)

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

Ammo Type: Rounds: BV2:

LB 10-X AC	20	86
LRM 10	24	50

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

Auto Eject:  Operational  Disabled  
 Weapon Heat: (12)

### HIT LOCATIONS (2D6)

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

### PUNCH LOCATIONS (1D6)

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

### KICK LOCATIONS (1D6)

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

### WARRIOR DATA

Name: Lieutenant Porter Cormany  
 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	-1 Movement Point
4	
3	
2	
1	
0	

*WREAMES*

### ATTACK MODIFIERS

**Attacker**

Movement

Stationary	None
Walked	+1
Ran	+2
Jumped	+3

**BattleMech Damage**

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

**Target**

Movement

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

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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

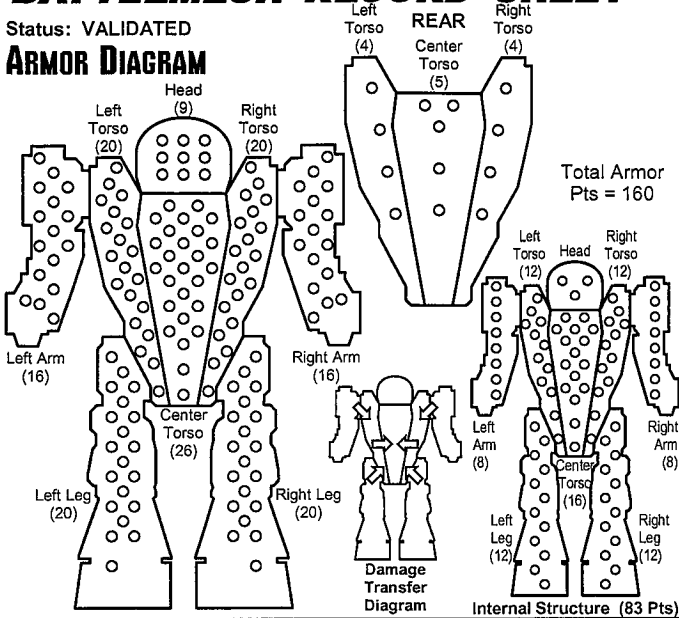
Roll	Number of Missiles Fired									
2D6	2	3	4	5	6	9	10	12	15	20
2	1	1	1	1	2	3	3	4	5	6
3	1	1	2	2	3	3	4	5	6	6
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: VALIDATED

### ARMOR DIAGRAM



Total Armor Pts = 160

Internal Structure (83 Pts)

### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Medium Laser
- Roll Again

#### Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Ammo (AC/20) 5
- CASE
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Left Leg

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

#### Head

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

#### Center Torso

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

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

Battle Value: 1,056  
 BV for 3 / 4: 1,457  
 Weapon Value: 862 / 862  
 Cost, C-Bills: 3,643,000

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Medium Laser
- Roll Again

#### Right Torso

- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20
- Roll Again
- Roll Again

#### Right Leg

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

### 'MECH DATA

Type: **Hunchback HBK-5M**  
 Mass: **50 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	Autocannon/20	RT	7	20	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	Medium Laser	RA	3	5	-	3	6	9
1	Small Pulse Laser	HD	2	3	-	1	2	3

Ammo Type: Autocannon/20 Rounds: 5 BV2: 28

Total Heat Sinks: 13 Double (26)

Auto Eject:  Operational  Disabled  
 Weapon Heat: (15)

### 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: **John Oerter**  
 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

### HEAT SCALE

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

### ATTACK MODIFIERS

Attacker	Movement	Stationary	None
Stationary			
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

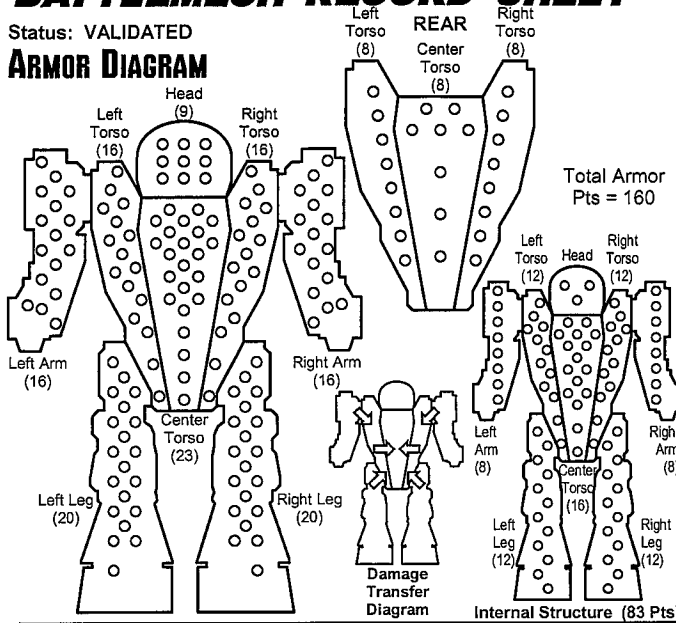
Roll	Number of Missiles Fired														
2D6	2	3	4	5	6	9	10	12	15	20					
2	1	1	1	1	2	3	3	4	5	6					
3	1	1	2	2	2	3	3	4	5	6					
4	1	1	2	2	3	4	4	5	6	9					
5	1	2	2	3	3	5	6	8	9	12					
6	1	2	2	3	4	5	6	8	9	12					
7	1	2	3	3	4	5	6	8	9	12					
8	2	2	3	3	4	5	6	8	9	12					
9	2	2	3	4	5	7	8	10	12	16					
10	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: Nova (Black Hawk) B  
 Mass: 50 tons  
 Movement Points: Tech, Config. & Level:  
 Walking: 5 Clan  
 Running: 8 Biped OmniMech  
 Jumping: 5 Biped 2 / 3050

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	LA	10	10	-	6	14	20
1	Ultra AC/5	RA	1	5	-	7	14	21
2	Machine Gun	LT	0	2	-	1	2	3
1	ER Small Laser	RT	2	5	-	2	4	6

Ammo Type: Ultra AC/5 (20), Machine Gun (200)  
 Rounds: 20, 4  
 BV2: 53, 4

Total Heat Sinks: 14 Double (28)  
 Auto Eject:  Operational  Disabled  
 Weapon Heat: (14)

### 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 Jac  
 Gunnery Skill: 3 Piloting Skill: 2

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

### KICK LOCATIONS (1D6)

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

### CRITICAL HIT TABLE

Roll	Left Arm	Head	Right Arm (CASE)
1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Large Pulse Laser 6. Large Pulse Laser	1. Life Support 2. Sensors 3. Cockpit 4. Roll Again 5. Sensors 6. Life Support	1. Shoulder 2. Upper Arm Actuator 3. Ultra AC/5 4. Ultra AC/5 5. Ultra AC/5 6. Ammo (Ult AC/5) 20
4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again	1. XL Engine 2. XL Engine 3. XL Engine 4. Gyro 5. Gyro 6. Gyro	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
1-3	1. XL Engine 2. XL Engine 3. XL Engine 4. Double Heat Sink 5. Double Heat Sink 6. Double Heat Sink	1. Gyro 2. XL Engine 3. XL Engine 4. XL Engine 5. Jump Jet 6. Roll Again	1. XL Engine 2. XL Engine 3. Double Heat Sink 4. Double Heat Sink 5. Double Heat Sink 6. Double Heat Sink
4-6	1. Machine Gun 2. Machine Gun 3. Ammo (MG) 200 4. Roll Again 5. Roll Again 6. Roll Again	1. Machine Gun 2. Machine Gun 3. Ammo (MG) 200 4. Roll Again 5. Roll Again 6. Roll Again	1. ER Small Laser 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again

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

Battle Value: 1,543  
 BV for 3/2: 2,592  
 Weapon Value: 1,165 / 1,165  
 Cost, C-Bills: 10,678,281

### HEAT SCALE

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

*WREAMES*

### ATTACK MODIFIERS

**Attacker**

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

**Target**

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

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### MOVEMENT RECORD

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

### MISSILE HITS TABLE

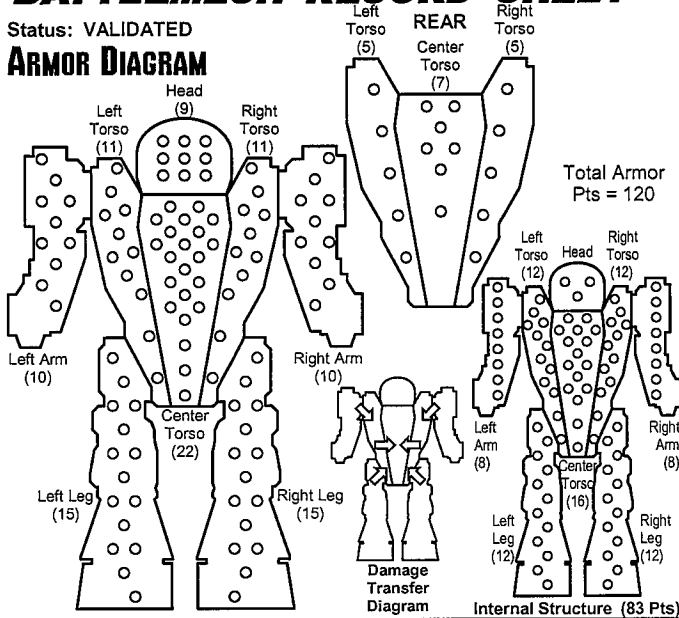
Roll	Number of Missiles Fired									
2D6	2	3	4	5	6	9	10	12	15	20
2	1	1	1	1	2	3	3	4	5	6
3	1	1	2	2	2	3	3	4	5	6
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: VALIDATED

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Trebuchet TBT-7M**  
 Mass: **50 tons**  
 Movement Points: Tech, Config. & Level:  
 Walking: **5** Inner Sphere  
 Running: **8** Biped 'Mech  
 Jumping: **5** Level 2 / 3050

#### Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	RT	5	1/hit	6	7	14	21
1	LRM 15	LA	5	1/hit	6	7	14	21
1	Narc Missile Beacon	LT	0	*	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
2	Medium Laser	RA	3	5	-	3	6	9

Ammo Type: LRM 15      Rounds: 16      BV2: 121  
 Narc Missile Beacon: 12      0

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

Auto Eject:  Operational  Disabled      Weapon Heat: (19)

### 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: **Frank McAuley**  
 Gunnery Skill: **4**      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
Proned	+2
In Depth 1 Water	+1
Target	
Movement	
0-2 hexes	0
3-4 hexes	+1
5-6 hexes	+2
7-9 hexes	+3
10-13 hexes	+4
14-18 hexes	+5 (Level 3)
19-24 hexes	+6 (Level 3)
25+ hexes	+7 (Level 3)
Jumped	+1 additional
Sprinted	-1
Proned	-2 adjacent hex
Immobile	+1 other hexes
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	-1 Movement Point
4	
3	
2	
1	
0	

*WIZKIDS*

### CRITICAL HIT TABLE

Part	1	2	3	4	5	6
<b>Left Arm</b>	Shoulder	Upper Arm Actuator	Lower Arm Actuator	Hand Actuator	LRM 15	LRM 15
<b>Right Arm</b>	Shoulder	Upper Arm Actuator	Lower Arm Actuator	Medium Laser	Medium Laser	Endo Steel
<b>Head</b>	Life Support	Sensors	Cockpit	Roll Again	Sensors	Life Support
<b>Center Torso</b>	XL Engine	XL Engine	XL Engine	Gyro	Gyro	Gyro
<b>Left Torso</b>	XL Engine	XL Engine	XL Engine	Narc Missile Beacon	Narc Missile Beacon	Ammo (LRM 15) 8
<b>Right Torso</b>	XL Engine	XL Engine	XL Engine	LRM 15	LRM 15	LRM 15
<b>Left Leg</b>	Hip	Upper Leg Actuator	Lower Leg Actuator	Foot Actuator	Jump Jet	Jump Jet
<b>Right Leg</b>	Hip	Upper Leg Actuator	Lower Leg Actuator	Foot Actuator	Jump Jet	Jump Jet

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

Battle Value: 1,348  
 BV for 4 / 3: 1,752  
 Weapon Value: 981 / 981  
 Cost, C-Bills: 8,916,500

### 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
3	1	1	1	1	2	3	3	4	5	6
4	1	1	2	2	3	3	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	4	5	6	8	9	12	16
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

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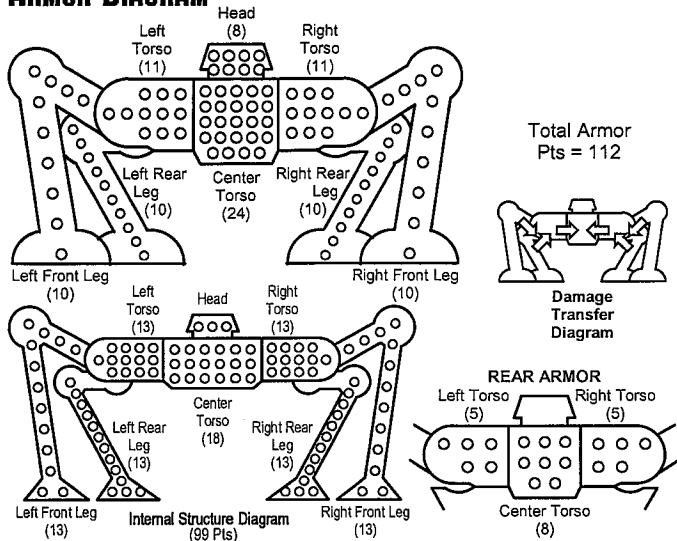


# BATTLETECH®

## QUAD BATTLEMECH RECORD SHEET

Status: VALIDATED

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Scorpion SCP-10**  
 Mass: **55 tons**  
 Movement Points: Tech, Config. & Level:  
 Walking: **6** Inner Sphere  
 Running: **9** Quad 'Mech  
 Jumping: **0** Level 2 / 3050

**Weapons Inventory:** (hexes)

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

Ammo Type: SRM 6      Rounds: 15      BV2: 16

Total Heat Sinks: 10 Single

Auto Eject:  Operational     Disabled    Weapon Heat: (19)

### QUAD HIT LOCATIONS (2D6)

Roll	Left	Front	Rear	Right
2	LT	CT	CT	RT
	(crit)	(crit)	(crit)	(crit)
3	LRL	RRL	RFL	RRL
4	LFL	RFL	RRL	RFL
5	LFL	RFL	RRL	RFL
6	LRL	RT	RT	RRL
7	LT	CT	CT	RT
8	CT	LT	LT	CT
9	RT	LFL	LRL	LT
10	RFL	LFL	LRL	LFL
11	RRL	LRL	LFL	LRL
12	HD	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: **Alan Avery**  
 Gunnery Skill: **4**      Piloting Skill: **5**

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

### KICK LOCATIONS (1D6)

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

### CRITICAL HIT TABLE

- |   |  |  |
|---|--|--|
| <b>Left Front Leg</b><br>1. Hip<br>2. Upper Leg Actuator<br>3. Lower Leg Actuator<br>4. Foot Actuator<br>5. Roll Again<br>6. Roll Again | <b>Head</b><br>1. Life Support<br>2. Sensors<br>3. Cockpit<br>4. Roll Again<br>5. Sensors<br>6. Life Support     | <b>Right Front Leg</b><br>1. Hip<br>2. Upper Leg Actuator<br>3. Lower Leg Actuator<br>4. Foot Actuator<br>5. Roll Again<br>6. Roll Again |
| <b>Left Torso</b><br>1. Ammo (SRM 6) 15<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again            | <b>Center Torso</b><br>1. Fusion Engine<br>2. Fusion Engine<br>3. Fusion Engine<br>4. Gyro<br>5. Gyro<br>6. Gyro | <b>Right Torso</b><br>1. ER PPC<br>2. ER PPC<br>3. ER PPC<br>4. SRM 6<br>5. SRM 6<br>6. Roll Again                                       |
| <b>Left Rear Leg</b><br>1. Hip<br>2. Upper Leg Actuator<br>3. Lower Leg Actuator<br>4. Foot Actuator<br>5. Roll Again<br>6. Roll Again  | 1. Gyro<br>2. Fusion Engine<br>3. Fusion Engine<br>4. Fusion Engine<br>5. Roll Again<br>6. Roll Again            | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again                                       |

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

Battle Value: 1,054  
 Weapon Value: 458 / 458  
 Cost, C-Bills: 5,336,340

### HEAT SCALE

\*\* Avoid Inferno explosion on..

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

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

### MISSILE HITS TABLE

Roll Number of Missiles Fired

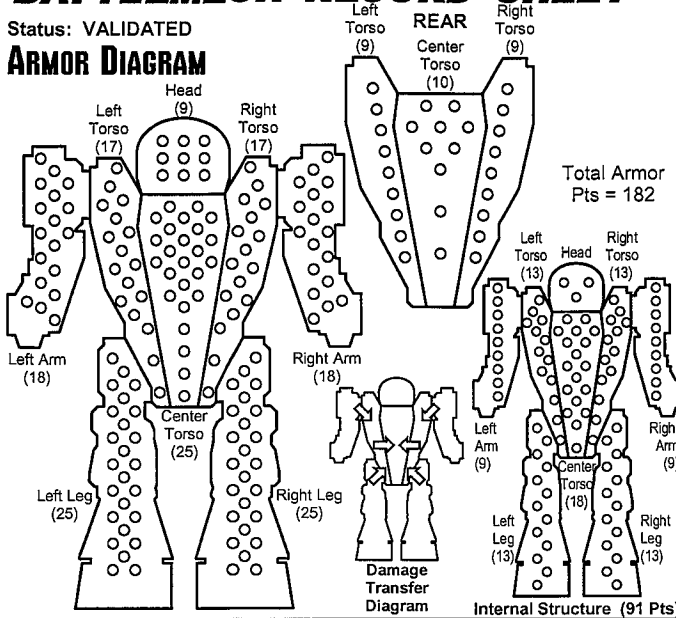
2D6	2	3	4	5	6	9	10	12	15	20
2	1	1	1	1	2	3	3	4	5	6
3	1	1	2	2	2	3	3	4	5	6
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	4	5	6	8	9	12	
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20
12	2	3	4	5	6	9	10	12	15	20

# BATTLETECH®

## BATTLEMech RECORD SHEET

Status: VALIDATED

### ARMOR DIAGRAM



### 'MECH DATA

Type: Stormcrow (Ryoken) Prime  
 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	ER Medium Laser	HD	5	7	-	5	10	15
1	ER Large Laser	LA	12	10	-	8	15	25
1	ER Medium Laser	RA	5	7	-	5	10	15
1	ER Large Laser	RA	12	10	-	8	15	25
1	ER Medium Laser	RA	5	7	-	5	10	15

### 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 Cordin

Gunnery Skill: 3 Piloting Skill: 3

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

### HEAT SCALE

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

### ATTACK MODIFIERS

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

### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Large Laser
- ER Medium Laser

#### Head

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

#### Center Torso

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

#### Left Torso

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

#### Left Leg

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Large Laser
- ER Medium Laser

#### Right Torso

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

#### Right Leg

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

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

Battle Value: 2,073  
 BV for 3/3: 3,234  
 Weapon Value: 3,171 / 3,171  
 Cost, C-Bills: 14,771,112

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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

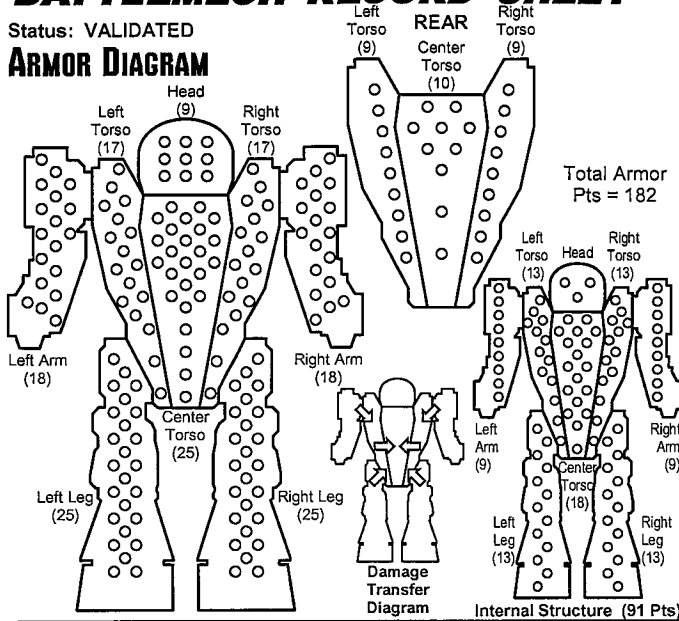
Roll	Number of Missiles Fired									
2D6	2	3	4	5	6	9	10	12	15	20
2	1	1	1	1	2	3	3	4	5	6
3	1	1	2	2	2	3	3	4	5	6
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20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

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: Ultra AC/20  
Rounds: 10  
BV2: 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
3	(crit)	(crit)	(crit)
4	LL	RA	RL
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 Stanislaw

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

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20

#### Head

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

#### Right Arm

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

#### Center Torso

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

#### Right Torso

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

#### Left Torso (CASE)

- XL Engine
- XL Engine
- Ammo (Ult AC/20) 5
- Ammo (Ult AC/20) 5
- Endo Steel
- Ferro-Fibrous

#### Left Leg

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

#### Right Leg

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

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

Battle Value: 2,281  
BV for 3 / 4: 3,148  
Weapon Value: 2,375 / 2,375  
Cost, C-Bills: 15,447,009

### HEAT SCALE

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

### ATTACK MODIFIERS

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

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### MOVEMENT RECORD

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

### MISSILE HITS TABLE

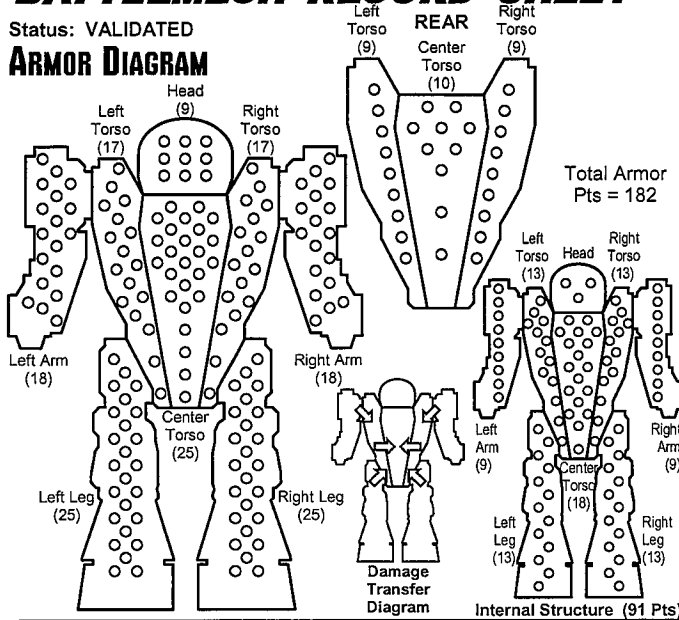
Roll	Number of Missiles Fired									
2D6	2	3	4	5	6	9	10	12	15	20
2	1	1	1	2	3	3	4	5	6	
3	1	1	2	2	3	3	4	5	6	
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20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

# BATTLETECH®

## BATTLEMech RECORD SHEET

Status: VALIDATED

### ARMOR DIAGRAM



Total Armor Pts = 182

Internal Structure (91 Pts)

### CRITICAL HIT TABLE

#### Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- Roll Again

#### Head

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

#### Center Torso

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

#### Left Torso (CASE)

- XL Engine
- XL Engine
- SRM 2
- SRM 2
- Ammo (SRM 2) 50
- Ammo (SRM 2) 50
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

#### Left Leg

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

#### Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- Roll Again

#### Right Torso (CASE)

- XL Engine
- XL Engine
- Narc Missile Beacon
- Ammo (Narc Pods) 6
- Ammo (Narc Pods) 6
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

#### Right Leg

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

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

Battle Value: 1,863  
 BV for 2/3: 3,391  
 Weapon Value: 1,702 / 1,702  
 Cost, C-Bills: 15,456,988

### 'MECH DATA

Type: Stormcrow (Ryoken) D

Mass: 55 tons

Movement Points: Tech, Config. & Level:

Walking: 6 Clan  
 Running: 9 Biped OmniMech  
 Jumping: 0 Level 2 / 3050

### Weapons Inventory:

Qty	Type	Loc	Ht Dmg	Min Sht	Med Lng
1	LRM 20	LA	6 1/hit	- 7	14 21
2	SRM 2	RT	2 2/hit	- 3	6 9
1	LRM 20	RA	6 1/hit	- 7	14 21
1	Narc Missile Beacon	RT	0 *	- 4	8 12

### Ammo Type:

Type	Rounds:	BV2:
SRM 2	100	14
LRM 20	36	364
Narc Missile Beacon	12	0

Total Heat Sinks: 10 Double (20)

○○○○○○○○○○

Auto Eject:

Operational  Disabled

Weapon Heat:

(16)

### 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 Paulus

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	

### KICK LOCATIONS (1D6)

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

### ATTACK MODIFIERS

Attacker	Movement	Stationary	None
	Stationary		
	Walked		+1
	Ran		+2
	Jumped		+3
	BattleMech Damage		
	Sensor Hit		+2
	Shoulder		+4 weapons in arm
	Arm Act. (each)		+1 weapons in arm
	Prono		+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
	Prono		-2 adjacent hex
			+1 other hexes
	Immobile		-4
	In Depth 1 Water		+2 Punch locations
	Partial Cover		+3 Punch locations
	Infantry Squad		+1

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### MOVEMENT RECORD

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

### MISSILE HITS TABLE

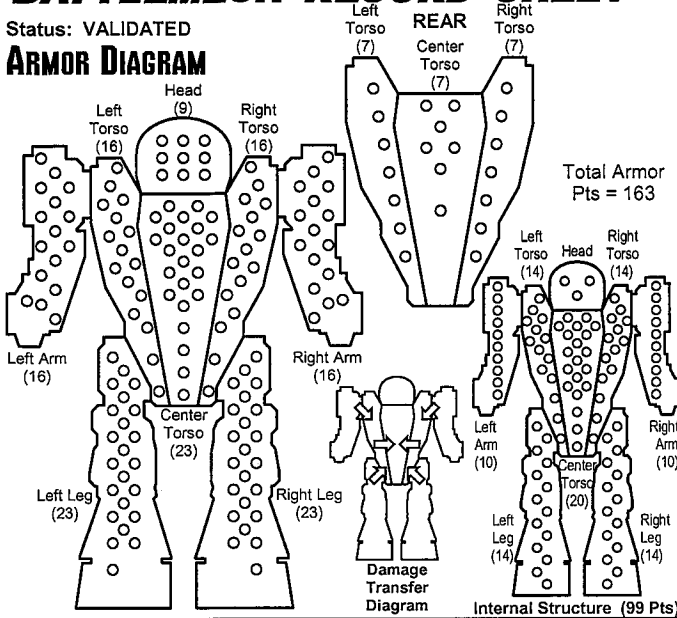
Roll	Number of Missiles Fired									
D6	2	3	4	5	6	9	10	12	15	20
2	1	1	1	1	2	3	3	4	5	6
3	1	1	2	2	3	3	4	5	6	
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: VALIDATED

### ARMOR DIAGRAM



### 'MECH DATA

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

Weapons Inventory: (hexes)  
 Qty Type Loc Ht Dmg Min Sht Med Lng

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

Auto Eject:  Operational  Disabled  
 Weapon Heat: (0)

### 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: MechWarrior Gina  
 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	Roll	Effect
Left Arm	1-3	Shoulder
	4	Upper Arm Actuator
	5	Lower Arm Actuator
	6	Ferro-Fibrous
	Roll Again	Roll Again
	Roll Again	Roll Again
Right Arm	1-3	Shoulder
	4	Upper Arm Actuator
	5	Lower Arm Actuator
	6	Ferro-Fibrous
	Roll Again	Roll Again
	Roll Again	Roll Again
Head	1-3	Life Support
	4	Sensors
	5	Cockpit
	6	Ferro-Fibrous
	Roll Again	Roll Again
	Roll Again	Roll Again
Center Torso	1-3	XL Engine
	4	XL Engine
	5	Gyro
	6	Gyro
	Roll Again	Roll Again
	Roll Again	Roll Again
Left Torso	1-3	XL Engine
	4	XL Engine
	5	Ferro-Fibrous
	6	Ferro-Fibrous
	Roll Again	Roll Again
	Roll Again	Roll Again
Right Torso	1-3	XL Engine
	4	XL Engine
	5	Ferro-Fibrous
	6	Ferro-Fibrous
	Roll Again	Roll Again
	Roll Again	Roll Again
Left Leg	1-3	Gyro
	4	XL Engine
	5	XL Engine
	6	Roll Again
	Roll Again	Roll Again
	Roll Again	Roll Again
Right Leg	1-3	Gyro
	4	XL Engine
	5	XL Engine
	6	Roll Again
	Roll Again	Roll Again
	Roll Again	Roll Again

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

Battle Value: 796  
 BV for 4/4: 915  
 Weapon Value: 0/0  
 Cost, C-Bills: 13,032,000

### HEAT SCALE

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

W.K. GAMER

### ATTACK MODIFIERS

**Attacker**

Movement

Stationary	None
Walked	+1
Ran	+2
Jumped	+3

BattleMech Damage

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

**Target**

Movement

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

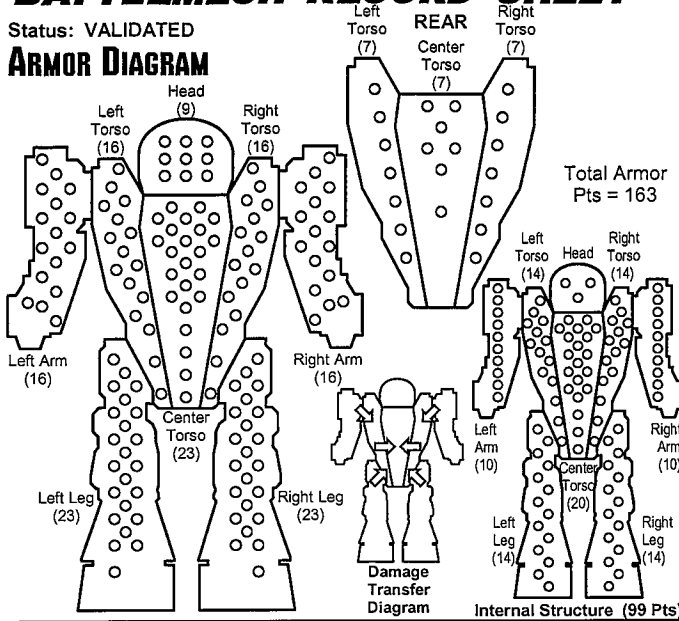
Roll	Number of Missiles Fired
2D6	2 3 4 5 6 9 10 12 15 20
2	1 1 1 1 2 3 3 4 5 6
3	1 1 2 2 2 3 3 4 5 6
4	1 1 2 2 3 4 4 5 6 9
5	1 2 2 3 3 5 6 8 9 12
6	1 2 2 3 4 5 6 8 9 12
7	1 2 3 3 4 5 6 8 9 12
8	2 2 3 3 4 5 6 8 9 12
9	2 3 3 4 5 7 8 10 12 16
10	2 3 3 4 5 7 8 10 12 16
11	2 3 4 5 6 9 10 12 15 20
12	2 3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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: VALIDATED

### ARMOR DIAGRAM



Total Armor Pts = 163

Internal Structure (99 Pts)

### CRITICAL HIT TABLE

#### Left Arm

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

1-3

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

4-6

#### Left Torso (CASE)

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

1-3

- Artemis IV FCS
- Ammo (LRM 20) 6
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

#### Left Leg

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

1-3

#### Head

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

#### Center Torso

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

1-3

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

4-6

#### Right Arm

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

1-3

- Medium Pulse Laser
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Torso (CASE)

- XL Engine
- XL Engine
- Streak SRM 6
- Streak SRM 6
- Streak SRM 6
- Streak SRM 6

1-3

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

4-6

#### Right Leg

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

1-3

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

Battle Value: 2,284  
BV for 3 / 3: 3,563  
Weapon Value: 2,293 / 2,061  
Cost, C-Bills: 15,819,200

### 'MECH DATA

Type: Mad Dog (Vulture) B

Mass: 60 tons

Movement Points: Tech, Config. & Level:

Walking: 5

Clan

Running: 8

Biped OmniMech

Jumping: 0

Level 2 / 3050

### Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Large Laser	LA	12	10	-	8	15	25
1	LRM 20 w/ Artemis IV	LT	6	1/hit	-	7	14	21
3	Medium Pulse Laser	RA	4	7	-	4	8	12
2	Streak SRM 6	RT	4	2/hit	-	4	8	12

Ammo Type:

Rounds:

BV2:

LRM 20

6

51

Streak SRM 6

15

28

Total Heat Sinks: 12 Double (24)

○○○○○○○○○○○○○○

Auto Eject:

Weapon Heat:

Operational

Disabled

(50)

### 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 Karel

Gunnery Skill: 3

Piloting Skill: 3

Hits Taken

1

2

3

4

5

6

Consciousness #

3

5

7

10

11

Dead

### HEAT SCALE

30	Shutdown
29	
28	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	

WRECKER

### ATTACK MODIFIERS

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

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### MOVEMENT RECORD

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

### MISSILE HITS TABLE

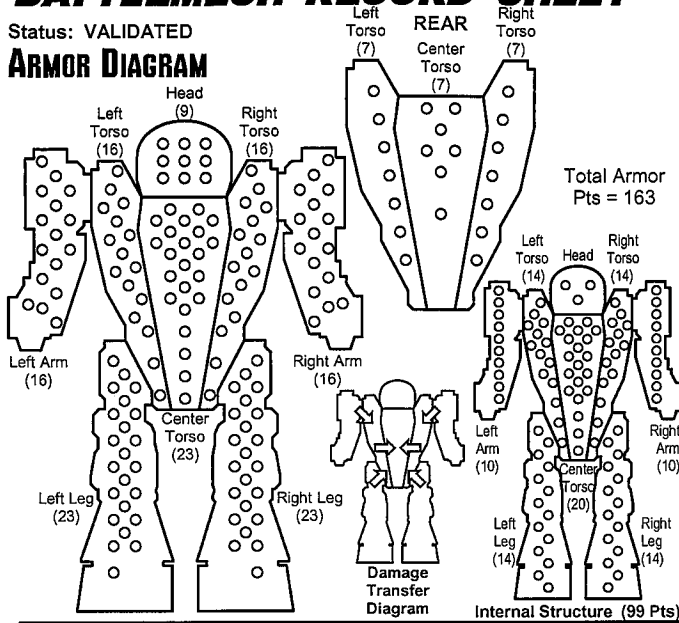
Roll	Number of Missiles Fired									
2D6	2	3	4	5	6	9	10	12	15	20
2	1	1	1	1	2	3	3	4	5	6
3	1	1	2	2	2	3	3	4	5	6
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	4	5	6	8	9	12	16
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: VALIDATED

### ARMOR DIAGRAM



Internal Structure (99 Pts)

#### Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- 1-3 Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- 1 Gauss Rifle
- Gauss Rifle
- 4-6 Ammo (Gauss) 8
- Ammo (Gauss) 8
- Ferro-Fibrous
- Roll Again

#### Left Torso

- XL Engine
- XL Engine
- Ferro-Fibrous
- 1-3 Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Left Leg

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

### CRITICAL HIT TABLE

#### Head

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

#### Center Torso

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

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

Battle Value: 1,892  
 BV for 4 / 3: 2,460  
 Weapon Value: 1,368 / 1,368  
 Cost, C-Bills: 14,580,000

#### Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- 1-3 Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- 1 Gauss Rifle
- Gauss Rifle
- 4-6 Ammo (Gauss) 8
- Ammo (Gauss) 8
- Ferro-Fibrous
- Roll Again

#### Right Torso

- XL Engine
- XL Engine
- Ferro-Fibrous
- 1-3 Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Right Leg

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

### 'MECH DATA

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

Weapons Inventory: (hexes)

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

Ammo Type: Rounds: BV2:  
 Gauss Rifle 32 300

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

Auto Eject:  Operational  Disabled  
 Weapon Heat: (2)

### HIT LOCATIONS (2D6)

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

### PUNCH LOCATIONS (1D6)

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

### KICK LOCATIONS (1D6)

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

### WARRIOR DATA

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

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

### HEAT SCALE

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

### ATTACK MODIFIERS

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

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### MOVEMENT RECORD

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

### MISSILE HITS TABLE

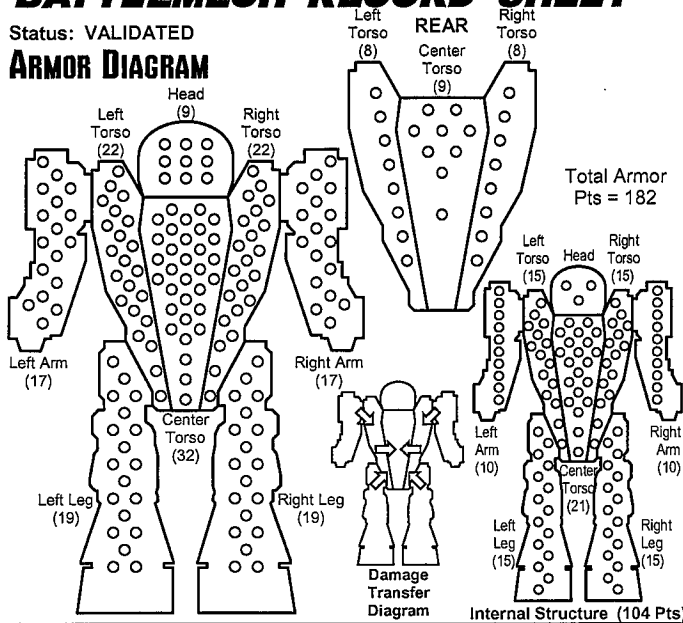
Roll	Number of Missiles Fired									
2D6	2	3	4	5	6	9	10	12	15	20
2	1	1	1	1	2	3	3	4	5	6
3	1	1	2	2	2	3	3	4	5	6
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20
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
  - ER Large Laser
  - Flamer
  - Machine Gun
  - Ferro-Fibrous
- 1-3
- Ferro-Fibrous
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

#### Head

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

#### Center Torso

- XL Engine
  - XL Engine
  - XL Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3
- XL Engine
  - XL Engine
  - XL Engine
  - Gyro
  - Gyro
  - Gyro
- 4-6

#### Left Torso (CASE)

- XL Engine
  - XL Engine
  - ER Medium Laser
  - ER Medium Laser (R)
  - ER Medium Laser (R)
  - Ammo (Ult AC/20) 5
- 1-3
- Ammo (Ult AC/20) 5
  - Ammo (Ult AC/20) 5
  - Ammo (MG) 200
  - Endo Steel
  - Ferro-Fibrous
  - Roll Again
- 4-6

#### Left Leg

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

#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - ER Large Laser
  - Medium Pulse Laser
  - Machine Gun
  - Ferro-Fibrous
- 1-3
- Ferro-Fibrous
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

#### Right Torso

- XL Engine
  - XL Engine
  - Ultra AC/20
  - Ultra AC/20
  - Ultra AC/20
  - Ultra AC/20
- 1-3
- Ultra AC/20
  - Ultra AC/20
  - Ultra AC/20
  - Ultra AC/20
  - Endo Steel
  - Roll Again
- 4-6

#### Right Leg

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

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

Battle Value: 2,429  
 BV for 2 / 2: 4,761  
 Weapon Value: 1,964 / 1,964  
 Cost, C-Bills: 18,732,311

### 'MECH DATA

Type: **Cauldron-Born A**  
 Mass: **65 tons**  
 Movement Points: Tech, Config. & Level:  
 Walking: **5** Clan  
 Running: **8** Biped OmniMech  
 Jumping: **0** Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/20	RT	7	20	-	4	8	12
1	ER Large Laser	RA	12	10	-	8	15	25
1	ER Large Laser	LA	12	10	-	8	15	25
1	ER Medium Laser	LT	5	7	-	5	10	15
2	ER Medium Laser	LT(R)	5	7	-	5	10	15
1	Medium Pulse Laser	RA	4	7	-	4	8	12
1	Flamer	LA	3	2	-	1	2	3
1	Machine Gun	RA	0	2	-	1	2	3
1	Machine Gun	LA	0	2	-	1	2	3

Ammo Type: Rounds: BV2:

Ultra AC/20	15	236
Machine Gun	200	2

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

Auto Eject:  Operational  Disabled  
 Weapon Heat: **(60)**

### 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: **Star Commander Perry Wimmer**  
 Gunnery Skill: **2** Piloting Skill: **2**  
 Hits Taken: 

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

  
 Consciousness #: 

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

### HEAT SCALE

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

WREAMES

### KICK LOCATIONS (1D6)

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

### ATTACK MODIFIERS

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

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### MOVEMENT RECORD

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

### MISSILE HITS TABLE

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

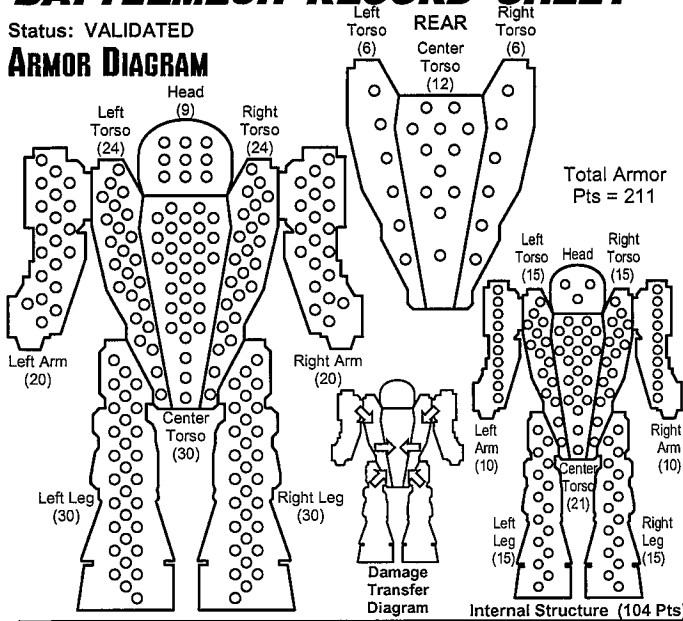


# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: VALIDATED

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Thunderbolt TDR-9SE**  
 Mass: **65 tons**  
 Movement Points: Tech, Config. & Level:  
 Walking: **4** Inner Sphere  
 Running: **6** Biped 'Mech  
 Jumping: **4** Level 2 / 3050

#### Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	Medium Laser	LT	3	5	-	3	6	9
1	Large Pulse Laser	RA	10	9	-	3	7	10
1	LRM 10	LT	4	1/hit	6	7	14	21

Ammo Type: LRM 10      Rounds: 12      BV2: 25

Total Heat Sinks: **15 Double (30)**  
 ○○○○○○○○○○○○○○○○○○○

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

### HIT LOCATIONS (2D6)

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

### PUNCH LOCATIONS (1D6)

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

### WARRIOR DATA

Name: **Deidre Sain**  
 Gunnery Skill: **3**      Piloting Skill: **4**

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

### KICK LOCATIONS (1D6)

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

### CRITICAL HIT TABLE

Roll	Left Arm	Head	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. Roll Again 5. Sensors 6. Life Support	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Large Pulse Laser 6. Large Pulse Laser
4-6	1. Double Heat Sink 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again	1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
1-3	1. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 4. Jump Jet 5. Jump Jet 6. Medium Laser	1. Gyro 2. Fusion Engine 3. Fusion Engine 4. Fusion Engine 5. Roll Again 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. Medium Laser 2. Medium Laser 3. LRM 10 4. LRM 10 5. Ammo (LRM 10) 12 6. CASE	1. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 4. Jump Jet 5. Jump Jet 6. Roll Again	1. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 4. Jump Jet 5. Jump Jet 6. Roll Again

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○

Battle Value: 1,439

BV for 3 / 4: 1,986

Weapon Value: 1,562 / 1,562

Cost, C-Bills: 5,851,011

### 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	

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

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### MOVEMENT RECORD

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

### MISSILE HITS TABLE

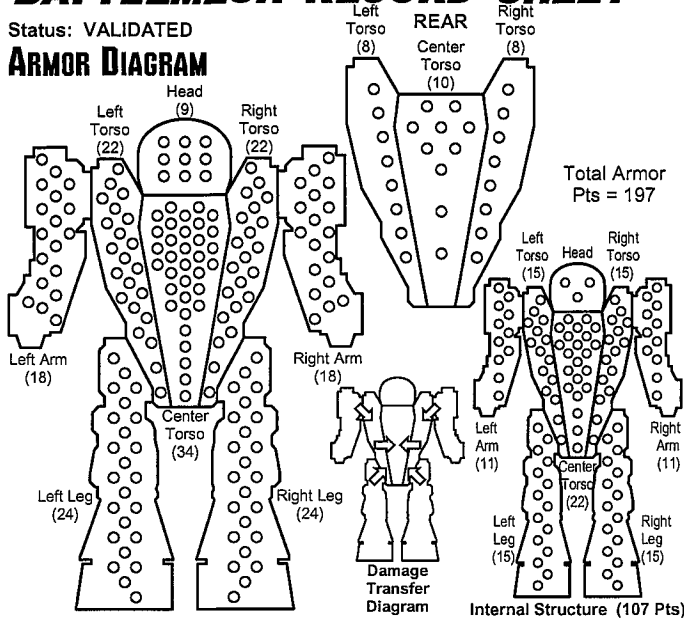
Roll	Number of Missiles Fired									
2D6	2	3	4	5	6	9	10	12	15	20
2	1	1	1	2	3	3	4	5	6	
3	1	1	2	2	3	3	4	5	6	
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: VALIDATED

### ARMOR DIAGRAM



### 'MECH DATA

Type: Hercules HRC-LS-9000  
 Mass: 70 tons  
 Movement Points: Tech, Config. & Level:  
 Walking: 5 Inner Sphere  
 Running: 8 Biped 'Mech  
 Jumping: 0 Level 2 / 3055

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RT	15	10	-	7	14	23
1	LB 10-X AC	RA	2	10	-	6	12	18
1	Streak SRM 2	LT	2	2/hit	-	3	6	9
1	Anti-Missile System	CT	1	*	-	-	-	-
1	Small Pulse Laser	LT(R)	2	3	-	1	2	3
1	Small Pulse Laser	RT(R)	2	3	-	1	2	3
1	Medium Pulse Laser	LA	4	6	-	2	4	6

Ammo Type: Rounds: BV2:  
 LB 10-X AC: 20 71  
 Streak SRM 2: 50 8  
 Anti-Missile System: 12 14

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

Auto Eject:  Operational  Disabled  
 Weapon Heat: (28)

### HIT LOCATIONS (2D6)

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

### PUNCH LOCATIONS (1D6)

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

### WARRIOR DATA

Name: John Germaine  
 Gunnery Skill: 4 Piloting Skill: 5

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

### KICK LOCATIONS (1D6)

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

### CRITICAL HIT TABLE

Location	1	2	3	4	5	6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Medium Pulse Laser	6. Ferro-Fibrous
<b>Right Arm</b>	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
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. Ferro-Fibrous	5. Sensors	6. Life Support
<b>Center Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
<b>Right Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. ER PPC	5. ER PPC	6. ER PPC
<b>Left Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. Streak SRM 2	5. Small Pulse Laser (R)	6. Ammo (Streak 2) 50
<b>Right Torso</b>	1. Gyro	2. XL Engine	3. XL Engine	4. XL Engine	5. Anti-Missile System	6. Ferro-Fibrous
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Ferro-Fibrous	6. Ferro-Fibrous
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Ferro-Fibrous	6. Ferro-Fibrous

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

Battle Value: 1,561  
 Weapon Value: 1,560 / 1,529  
 Cost, C-Bills: 16,398,086

### HEAT SCALE

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

W. KEAMER

### ATTACK MODIFIERS

Attacker	Stationary	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		
Prono	+2		
In Depth 1 Water	+1		
<b>Target</b>			
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		
Prono	-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

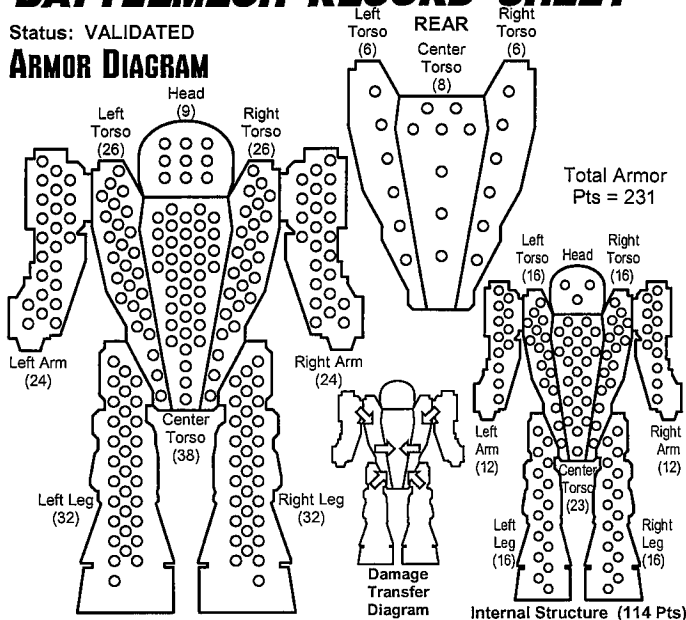
Roll	Number of Missiles Fired											
2D6	2	3	4	5	6	9	10	12	15	20		
3	1	1	1	1	2	3	3	4	5	6		
4	1	1	2	2	2	3	3	4	5	6		
5	1	2	2	3	3	5	6	8	9	12		
6	1	2	2	3	4	5	6	8	9	12		
7	1	2	3	3	4	5	6	8	9	12		
8	2	2	3	4	5	6	8	9	12			
9	2	2	3	4	5	7	8	10	12	16		
10	2	3	3	4	5	7	8	10	12	16		
11	2	3	4	5	6	9	10	12	15	20	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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: VALIDATED

### ARMOR DIAGRAM



Total Armor Pts = 231

Internal Structure (114 Pts)

### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Endo Steel

#### Head

- Life Support
- Sensors
- Cockpit
- Medium Pulse Laser
- Sensors
- Life Support

#### Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro
- XL Engine
- XL Engine
- XL Engine
- Large Laser
- Large Laser

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

Battle Value: 1,855  
BV for 3 / 2: 3,116  
Weapon Value: 2,604 / 2,604  
Cost, C-Bills: 15,918,000

#### Right Arm

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

#### Right Torso

- XL Engine
- XL Engine
- XL Engine
- Ammo (LB 10-X) 10
- Ammo (LB 10-X) 10
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- CASE
- Roll Again

#### Right Leg

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

### 'MECH DATA

Type: Dragon Fire DGR-3F

Mass: 75 tons

Movement Points: Tech, Config. & Level:

Walking: 4 Inner Sphere

Running: 6 Biped 'Mech

Jumping: 0 Level 2 / 3058

### Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	RA	2	10	-	6	12	18
1	Gauss Rifle	LA	1	15	2	7	15	22
1	Large Laser	CT	8	8	-	5	10	15
1	Medium Pulse Laser	HD	4	6	-	2	4	6
1	Medium Pulse Laser	LT	4	6	-	2	4	6
1	Guardian ECM	LT	0	-	-	-	-	6

Ammo Type: Rounds: BV2:

LB 10-X AC 20 48

Gauss Rifle 16 100

Total Heat Sinks: 10 Double (20)

○○○○○○○○○○

Auto Eject: Weapon Heat:

Operational  Disabled (19)

### 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: Captain Mary Saint-John

Gunnery Skill: 3 Piloting Skill: 2

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

### HEAT SCALE

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

WIKEMER

### KICK LOCATIONS (1D6)

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

### ATTACK MODIFIERS

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

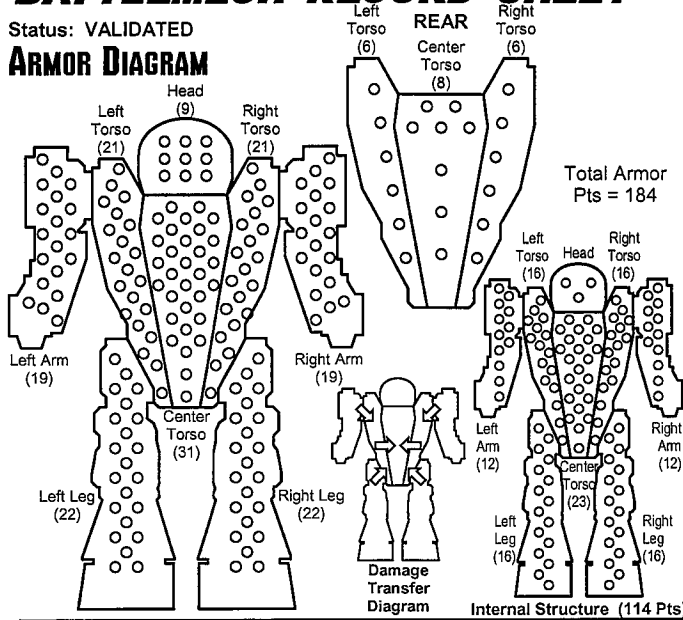
Roll	Number of Missiles Fired									
2D6	2	3	4	5	6	9	10	12	15	20
3	1	1	1	1	2	3	3	4	5	6
4	1	1	2	2	3	3	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	4	5	6	8	9	12	16
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20
12	2	3	4	5	6	9	10	12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

# BATTLETECH®

## BATTLEMech RECORD SHEET

Status: VALIDATED

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Falconer FLC-8R**  
 Mass: **75 tons**  
 Movement Points: Tech, Config. & Level:  
 Walking: **5** Inner Sphere  
 Running: **8** Biped 'Mech  
 Jumping: **5** Level 2 / 3055

Weapons inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	10	-	7	14	23
2	Medium Laser	LT	3	5	-	3	6	9
2	Medium Laser	RT	3	5	-	3	6	9
1	Gauss Rifle	RA	1	15	2	7	15	22

Ammo Type: Gauss Rifle    Rounds: 16    BV2: 284

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

Auto Eject:  Operational     Disabled    Weapon Heat: (28)

### HIT LOCATIONS (2D6)

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

### PUNCH LOCATIONS (1D6)

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

### WARRIOR DATA

Name: **Lieutenant Marianne Winsor**  
 Gunnery Skill: **4**    Piloting Skill: **5**

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

### KICK LOCATIONS (1D6)

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

### CRITICAL HIT TABLE

Location	1-3	4-6
<b>Left Arm</b>	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. ER PPC 5. ER PPC 6. ER PPC	1. Endo Steel 2. Endo Steel 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
<b>Right Arm</b>	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Gauss Rifle 5. Gauss Rifle 6. Gauss Rifle	1. Gauss Rifle 2. Gauss Rifle 3. Gauss Rifle 4. Gauss Rifle 5. Endo Steel 6. Endo Steel
<b>Head</b>	1. Life Support 2. Sensors 3. Cockpit 4. Endo Steel 5. Sensors 6. Life Support	
<b>Center Torso</b>	1. XL Engine 2. XL Engine 3. XL Engine 4. Gyro 5. Gyro 6. Gyro	1. Gyro 2. XL Engine 3. XL Engine 4. XL Engine 5. Jump Jet 6. Endo Steel
<b>Left Torso</b>	1. XL Engine 2. XL Engine 3. XL Engine 4. Medium Laser 5. Medium Laser 6. Endo Steel	1. Endo Steel 2. Endo Steel 3. Endo Steel 4. Roll Again 5. Roll Again 6. Roll Again
<b>Right Torso</b>	1. XL Engine 2. XL Engine 3. XL Engine 4. Medium Laser 5. Medium Laser 6. Ammo (Gauss) 8	1. Ammo (Gauss) 8 2. Endo Steel 3. Endo Steel 4. Endo Steel 5. Endo Steel 6. Roll Again
<b>Left Leg</b>	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Jump Jet 6. Jump Jet	
<b>Right Leg</b>	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Jump Jet 6. Jump Jet	

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

Battle Value: 2,231  
 Weapon Value: 1,579 / 1,579  
 Cost, C-Bills: 18,891,250

### HEAT SCALE

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

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### MOVEMENT RECORD

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

### MISSILE HITS TABLE

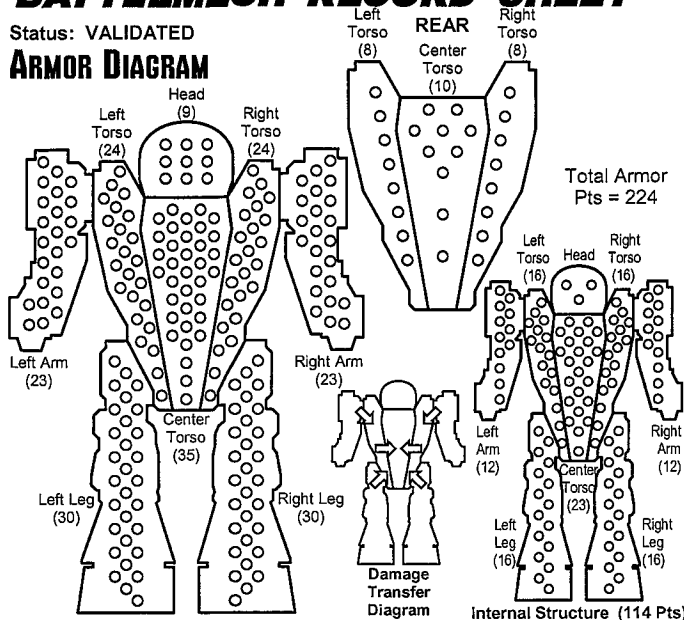
Roll	Number of Missiles Fired									
2D6	2	3	4	5	6	9	10	12	15	20
2	1	1	1	1	2	3	3	4	5	6
3	1	1	2	2	2	3	3	4	5	6
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



Total Armor Pts = 224

Internal Structure (114 Pts)

### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER PPC
- ER PPC
- ER PPC
- Medium Pulse Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Head

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

#### Center Torso

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

#### Left Torso

- XL Engine
- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Streak SRM 2
- Ammo (Streak 2) 50
- CASE

#### Left Leg

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

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

Battle Value: 1,787  
BV for 3 / 5: 2,144  
Weapon Value: 1,847 / 1,821  
Cost, C-Bills: 15,828,750

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER PPC
- ER PPC
- ER PPC
- Medium Pulse Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Right Torso

- XL Engine
- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Large Pulse Laser
- Roll Again

#### Right Leg

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

### 'MECH DATA

Type: **Marauder MAD-5D**

Mass: **75 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** Inner Sphere

Running: **6** Biped 'Mech

Jumping: **4** Level 2 / 3050

### Weapons Inventory:

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

### Ammo Type: Rounds: BV2:

Streak SRM 2 50 9

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

○○○○○○○○○○○○○○○○○○○○

### Auto Eject: Weapon Heat:

Operational  Disabled (50)

### HIT LOCATIONS (2D6)

Roll	Left	Front/Rear	Right
2	LT	CT	RT
3	(crit) LL	(crit) RA	(crit) 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: **John Hides**

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

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

### HEAT SCALE

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

### KICK LOCATIONS (1D6)

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

### ATTACK MODIFIERS

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

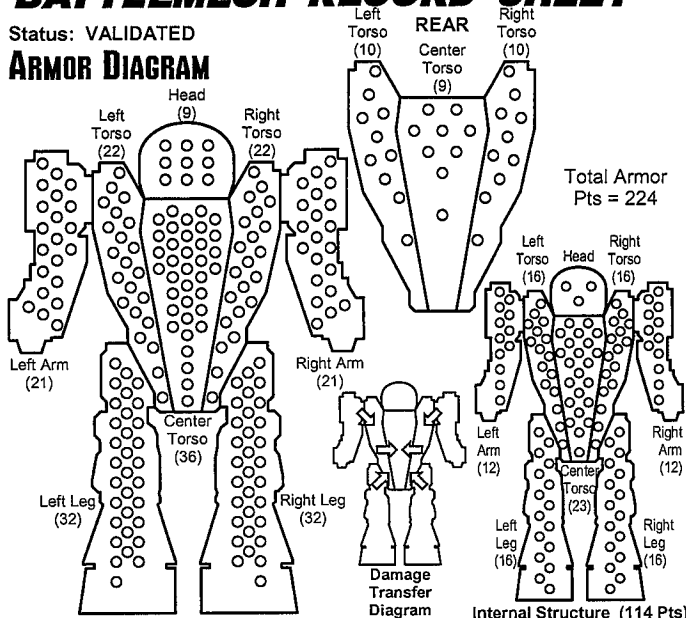
Roll	Number of Missiles Fired										
2D6	2	3	4	5	6	9	10	12	15	19	20
2	1	1	1	1	2	3	3	4	5	6	
3	1	1	2	2	2	3	3	4	5	6	
4	1	1	2	2	3	4	4	5	6	9	
5	1	2	2	3	3	5	6	8	9	12	
6	1	2	2	3	4	5	6	8	9	12	
7	1	2	3	3	4	5	6	8	9	12	
8	2	2	3	4	5	6	8	9	12		
9	2	2	3	4	5	7	8	10	12	16	
10	2	3	3	4	5	7	8	10	12	16	
11	2	3	4	5	6	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: Orion ON1-M  
 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	LB 10-X AC	RT	2 10	-	6 12	18
1	LRM 20	LA	6 1/hit	6	7 14	21
1	SRM 4	LT	3 2/hit	-	3 6	9
1	Narc Missile Beacon	CT	0 *	-	3 6	9
1	Medium Laser	LA	3 5	-	3 6	9
1	Medium Laser	RA	3 5	-	3 6	9

Ammo Type: Rounds: BV2:

LB 10-X AC	20	48
LRM 20	12	58
SRM 4	50	13
Narc Missile Beacon	12	0

Total Heat Sinks: 11 Double (22)

○○○○○○○○○○○ ○

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

### WARRIOR DATA

Name: Alexander Jordan

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	1	2	3	4	5	6
<b>Left Arm</b>	Shoulder	Upper Arm Actuator	Lower Arm Actuator	LRM 20	LRM 20	LRM 20
<b>Right Arm</b>	Shoulder	Upper Arm Actuator	Lower Arm Actuator	Medium Laser	Roll Again	Roll Again
<b>Head</b>	Life Support	Sensors	Cockpit	Roll Again	Sensors	Life Support
<b>Center Torso</b>	XL Engine	XL Engine	XL Engine	Gyro	Gyro	Gyro
<b>Left Torso</b>	XL Engine	XL Engine	XL Engine	SRM 4	Ammo (LRM 20) 6	Ammo (LRM 20) 6
<b>Right Torso</b>	XL Engine	XL Engine	XL Engine	LB 10-X AC	LB 10-X AC	LB 10-X AC
<b>Left Leg</b>	Hip	Upper Leg Actuator	Lower Leg Actuator	Foot Actuator	Roll Again	Roll Again
<b>Right Leg</b>	Hip	Upper Leg Actuator	Lower Leg Actuator	Foot Actuator	Roll Again	Roll Again

### HEAT SCALE

\*\* Avoid Inferno explosion on..  
 Shutdown

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

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
Proned	+2
In Depth 1 Water	+1
Target	
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
Proned	-2 adjacent hex
Immobile	+1 other hexes
In Depth 1 Water	-4
Partial Cover	+2 Punch locations
Infantry Squad	+3 Punch locations
	+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

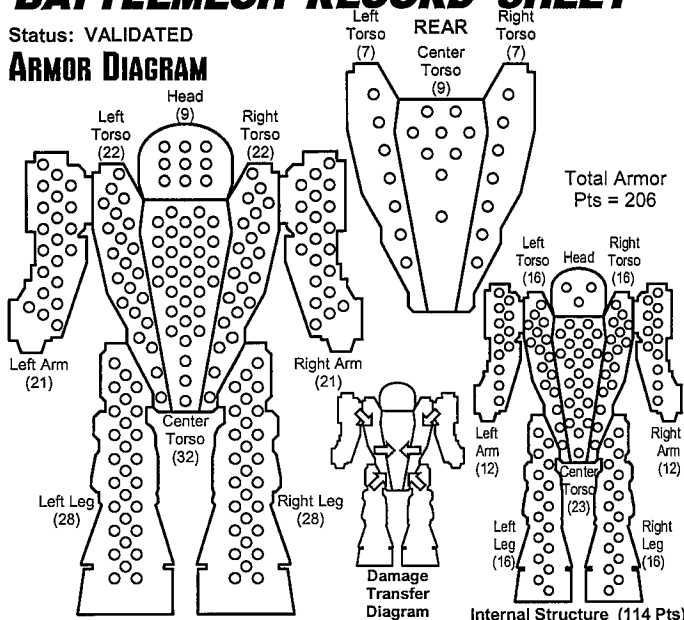
Roll	2	3	4	5	6	9	10	12	15	20
D6	1	1	1	1	2	3	3	4	5	6
2	1	1	2	2	2	3	3	4	5	6
3	1	1	2	2	3	4	4	5	6	9
4	1	2	2	3	3	5	6	8	9	12
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20
12	2	3	4	5	6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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: VALIDATED

### ARMOR DIAGRAM



### CRITICAL HIT TABLE

Left Arm	Head	Right Arm
1. Shoulder	1. Life Support	1. Shoulder
2. Upper Arm Actuator	2. Sensors	2. Upper Arm Actuator
3. Lower Arm Actuator	3. Cockpit	3. Lower Arm Actuator
4. ER Large Laser	4. Ferro-Fibrous	4. ER Large Laser
5. ER Large Laser	5. Sensors	5. ER Large Laser
6. Medium Laser	6. Life Support	6. Medium Laser
1. Ferro-Fibrous		1. Ferro-Fibrous
2. Ferro-Fibrous		2. Ferro-Fibrous
3. Ferro-Fibrous		3. Ferro-Fibrous
4. Endo Steel		4. Endo Steel
5. Endo Steel		5. Endo Steel
6. Endo Steel		6. Endo Steel
Center Torso	Left Torso	Right Torso
1. XL Engine	1. XL Engine	1. XL Engine
2. XL Engine	2. XL Engine	2. XL Engine
3. XL Engine	3. XL Engine	3. XL Engine
4. Gyro	4. Gyro	4. Gyro
5. Gyro	5. Gyro	5. Gyro
6. Gyro	6. Gyro	6. Gyro
1. Gyro	1. Gyro	1. Gyro
2. XL Engine	2. XL Engine	2. XL Engine
3. XL Engine	3. XL Engine	3. XL Engine
4. XL Engine	4. XL Engine	4. XL Engine
5. Endo Steel	5. Endo Steel	5. Endo Steel
6. Endo Steel	6. Endo Steel	6. Endo Steel
1. LRM 10	1. LRM 10	1. LRM 10
2. Artemis IV FCS	2. Artemis IV FCS	2. Artemis IV FCS
3. LRM 10	3. LRM 10	3. LRM 10
4. Artemis IV FCS	4. Artemis IV FCS	4. Artemis IV FCS
5. LRM 10	5. LRM 10	5. LRM 10
6. Artemis IV FCS	6. Artemis IV FCS	6. Artemis IV FCS
1. Ammo (LRM 10) 12	1. Ammo (LRM 10) 12	1. Ammo (LRM 10) 12
2. Medium Pulse Laser	2. Medium Pulse Laser	2. Medium Pulse Laser
3. Ferro-Fibrous	3. Ferro-Fibrous	3. Ferro-Fibrous
4. Ferro-Fibrous	4. Ferro-Fibrous	4. Ferro-Fibrous
5. Endo Steel	5. Endo Steel	5. Endo Steel
6. Endo Steel	6. Endo Steel	6. Endo Steel
Left Leg	Right Leg	
1. Hip	1. Hip	
2. Upper Leg Actuator	2. Upper Leg Actuator	
3. Lower Leg Actuator	3. Lower Leg Actuator	
4. Foot Actuator	4. Foot Actuator	
5. Ferro-Fibrous	5. Ferro-Fibrous	
6. Endo Steel	6. Endo Steel	

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

Battle Value: 1,795  
 BV for 4 / 4: 2,064  
 Weapon Value: 2,083 / 1,980  
 Cost, C-Bills: 18,943,750

### 'MECH DATA

Type: Rakshasa MDG-1A  
 Mass: 75 tons  
 Movement Points: Tech, Config. & Level:  
 Walking: 5 Inner Sphere  
 Running: 8 Biped 'Mech  
 Jumping: 0 Level 2 / 3055

Weapons Inventory: (hexes)

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

Ammo Type: LRM 10  
 Rounds: 24  
 BV2: 41

Total Heat Sinks: 15 Double (30)

Auto Eject:  Operational  Disabled  
 Weapon Heat: (42)

### 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: Jas Eilert

Gunnery Skill: 4 Piloting Skill: 4

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

### HEAT SCALE

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

### KICK LOCATIONS (1D6)

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

### ATTACK MODIFIERS

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

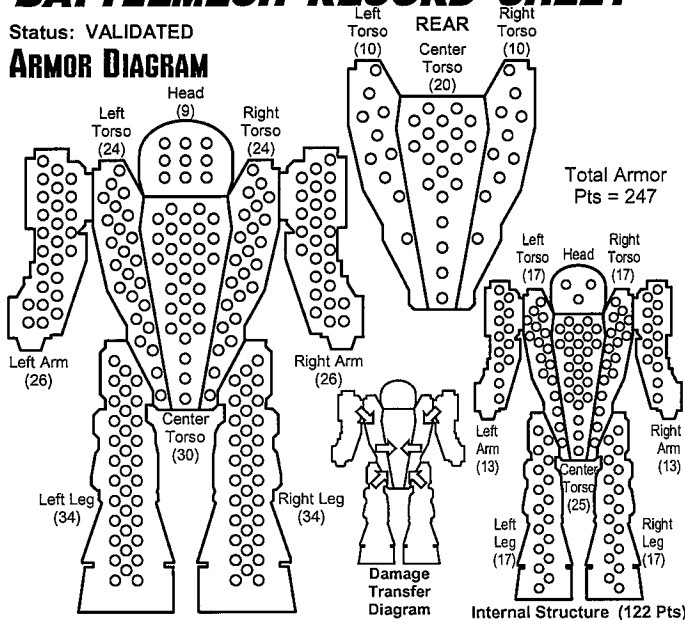
Roll	Number of Missiles Fired
2D6	2 3 4 5 6 9 10 12 15 20
2	1 1 1 1 2 3 3 4 5 6
3	1 1 2 2 2 3 3 4 5 6
4	1 1 2 2 3 4 4 5 6 9
5	1 2 2 3 3 5 6 8 9 12
6	1 2 2 3 4 5 6 8 9 12
7	1 2 3 3 4 5 6 8 9 12
8	2 2 3 3 4 5 6 8 9 12
9	2 2 3 4 5 7 8 10 12 16
10	2 3 3 4 5 7 8 10 12 16
11	2 3 4 5 6 9 10 12 15 20
12	2 3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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



Total Armor Pts = 247

Internal Structure (122 Pts)

### CRITICAL HIT TABLE

#### Left Arm

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

#### Head

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

#### Center Torso

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

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

Battle Value: 1,812

BV for 3 / 3: 2,827

Weapon Value: 2,505 / 2,440

Cost, C-Bills: 18,090,121

#### Right Arm

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

#### Right Torso

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

#### Right Leg

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

### 'MECH DATA

Type: **Awesome AWS-9M**

Mass: **80 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** Inner Sphere

Running: **6** Biped 'Mech

Jumping: **0** Level 2 / 3050

### Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LT	15	10	-	7	14	23
1	ER PPC	RT	15	10	-	7	14	23
1	ER PPC	RA	15	10	-	7	14	23
1	Medium Pulse Laser	CT	4	6	-	2	4	6
1	Streak SRM 2	CT	2	2/hit	-	3	6	9
1	Streak SRM 2	LA	2	2/hit	-	3	6	9
1	Small Pulse Laser	HD	2	3	-	1	2	3

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

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

Auto Eject:  Operational  Disabled

Weapon Heat: **(55)**

### HIT LOCATIONS (2D6)

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

### PUNCH LOCATIONS (1D6)

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

### WARRIOR DATA

Name: **Major Frank Bleeker**

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

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

### HEAT SCALE

30	Shutdown
29	
28	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	
9	
8	+1 Modifier to Fire
7	
6	
5	
4	
3	
2	
1	
0	

W. KEAMER

### ATTACK MODIFIERS

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

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### MOVEMENT RECORD

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

### MISSILE HITS TABLE

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



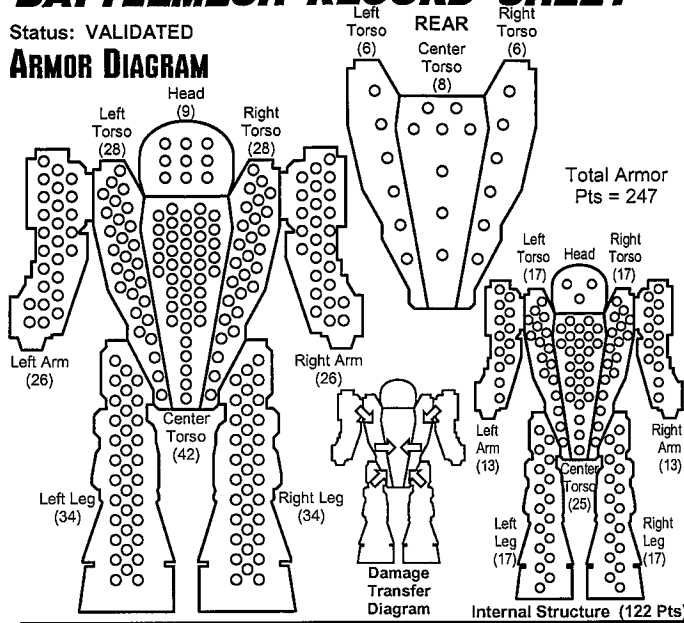


# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: VALIDATED

### ARMOR DIAGRAM



### 'MECH DATA

Type: Salamander PPR-5S  
 Mass: 80 tons  
 Movement Points: Tech, Config. & Level:  
 Walking: 4 Inner Sphere  
 Running: 6 Biped 'Mech  
 Jumping: 0 Level 2 / 3055

#### Weapons Inventory: (hexes)

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

Ammo Type: LRM 20      Rounds: 54      BV2: 260

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: Lieutenant Richard Aicher  
 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
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. LRM 20	5. LRM 20	6. LRM 20
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Endo Steel	6. Endo Steel
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. Endo Steel	5. Sensors	6. Life Support
<b>Center Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. LRM 20	5. LRM 20	6. LRM 20
<b>Right Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. LRM 20	5. LRM 20	6. LRM 20
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel
<b>Right Leg</b>	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: 1,769  
 BV for 3 / 3: 2,760  
 Weapon Value: 2,398 / 2,398  
 Cost, C-Bills: 18,406,921

### HEAT SCALE

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

*W. KEAMEY*

### ATTACK MODIFIERS

**Attacker**

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

**Target**

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

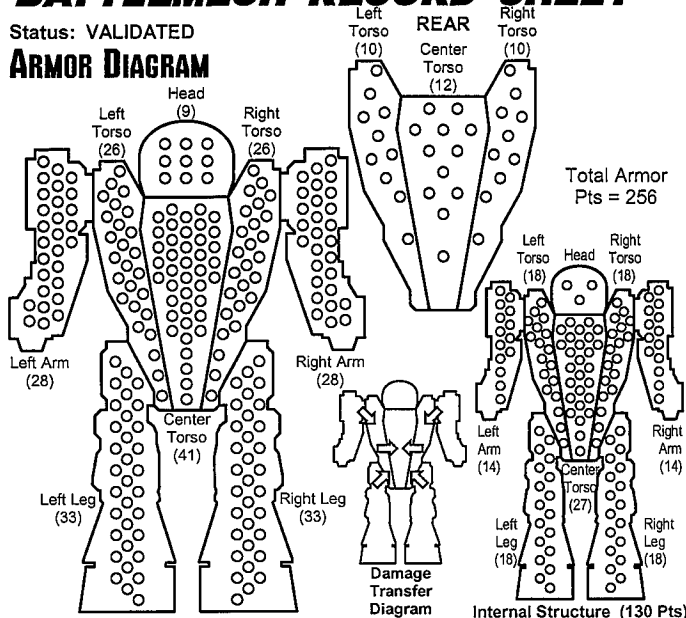
Roll	2D6	3	4	5	6	9	10	12	15	20
2	1	1	1	1	2	3	3	4	5	6
3	1	1	2	2	2	3	3	4	5	6
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	3	4	5	7	8	10	12	16	
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20
12	2	3	4	5	6	9	10	12	15	20

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: VALIDATED

### ARMOR DIAGRAM



Total Armor Pts = 256

Internal Structure (130 Pts)

### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Artemis IV FCS
- Roll Again

#### Left Torso

- XL Engine
- XL Engine
- XL Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Medium Pulse Laser
- Medium Pulse Laser
- 4-6 Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- CASE

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Cockpit
- Medium Pulse Laser
- Sensors
- Life Support

#### Center Torso

- XL Engine
- XL Engine
- XL Engine
- 1-3 Gyro
- Gyro
- Gyro
1. Gyro
2. XL Engine
3. XL Engine
- 4-6 XL Engine
- XL Engine
- ER Large Laser
- ER Large Laser

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

Battle Value: 1,816  
BV for 3 / 4: 2,506  
Weapon Value: 2,258 / 2,094  
Cost, C-Bills: 17,176,325

#### Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Artemis IV FCS
- Roll Again

#### Right Torso

- XL Engine
- XL Engine
- XL Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Medium Pulse Laser
- Medium Pulse Laser
- 4-6 Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- CASE

#### Right Leg

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

### 'MECH DATA

Type: Longbow LGB-7V

Mass: 85 tons

Movement Points: Tech, Config. & Level:

Walking: 3 Inner Sphere  
Running: 5 Biped 'Mech  
Jumping: 0 Level 2 / 3058

### Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20 w/ Artemis IV	RA	6	1/hit	6	7	14	21
1	LRM 20 w/ Artemis IV	LA	6	1/hit	6	7	14	21
1	ER Large Laser	CT	12	8	-	7	14	19
2	Medium Pulse Laser	LT	4	6	-	2	4	6
2	Medium Pulse Laser	RT	4	6	-	2	4	6
1	Medium Pulse Laser	HD	4	6	-	2	4	6

Ammo Type: Rounds: BV2:  
LRM 20 36 138

Total Heat Sinks: 14 Double (28)

○○○○○○○○○○○○○○○○

Auto Eject: Weapon Heat:

Operational  Disabled (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: Alexander Kovic

Gunnery Skill: 3 Piloting Skill: 4

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

### HEAT SCALE

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

WIKEMER

### ATTACK MODIFIERS

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

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### MOVEMENT RECORD

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

### MISSILE HITS TABLE

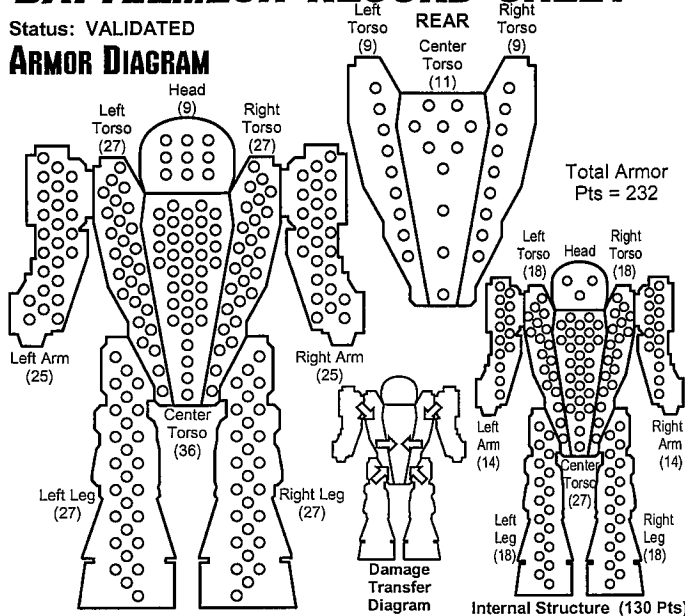
Roll	2D6	3	4	5	6	9	10	12	15	19	20
2	1	1	1	2	3	3	4	5	6		
3	1	1	2	2	3	3	4	5	6		
4	1	1	2	2	3	4	4	5	6	9	
5	1	2	2	3	3	5	6	8	9	12	
6	1	2	2	3	4	5	6	8	9	12	
7	1	2	3	3	4	5	6	8	9	12	
8	2	2	3	4	5	6	8	9	12		
9	2	2	3	4	5	7	8	10	12	16	
10	2	3	3	4	5	7	8	10	12	16	
11	2	3	4	5	6	9	10	12	15	20	
12	2	3	4	5	6	9	10	12	15	20	

# BATTLETECH®

## BATTLEMech RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



Total Armor Pts = 232

Internal Structure (130 Pts)

### Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- LRM 10
- LRM 10
- Medium Laser
- Medium Laser
- 4-6 Ammo (LRM 10) 12
- Ammo (LRM 10) 12
- Roll Again

### CRITICAL HIT TABLE

#### Head

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

#### Center Torso

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

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

Battle Value: 1,655  
BV for 4 / 4: 1,903  
Weapon Value: 2,276 / 2,276  
Cost, C-Bills: 7,952,225

### Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- LRM 10
- LRM 10
- Medium Laser
- Medium Laser
- 4-6 Ammo (LRM 10) 12
- Ammo (LRM 10) 12
- Roll Again

### Right Torso

- LRM 10
- Medium Laser
- Medium Laser
- 4-6 Ammo (LRM 10) 12
- Ammo (LRM 10) 12
- Roll Again
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. SRM 6
5. SRM 6
6. Ammo (SRM 6) 15

### Right Leg

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

### 'MECH DATA

Type: **Stalker STK-5M**  
Mass: **85 tons**  
Movement Points: Tech, Config. & Level:  
Walking: **3** Inner Sphere  
Running: **5** Biped 'Mech  
Jumping: **0** Level 2 / 3050

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	LA	4	1/hit	6	7	14	21
1	LRM 10	RA	4	1/hit	6	7	14	21
1	ER Large Laser	CT	12	8	-	7	14	19
1	SRM 6	LT	4	2/hit	-	3	6	9
1	SRM 6	RT	4	2/hit	-	3	6	9
1	Narc Missile Beacon	LT	0	*	-	3	6	9
2	Medium Laser	LA	3	5	-	3	6	9
2	Medium Laser	RA	3	5	-	3	6	9

Ammo Type: Rounds: BV2:

LRM 10	48	44
SRM 6	30	14
Narc Missile Beacon	12	0

Total Heat Sinks: 17 Double (34)

○○○○○○○○○○ ○○○○○○

Auto Eject:  Operational  Disabled  
Weapon Heat: (40)

### HIT LOCATIONS (2D6)

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

### PUNCH LOCATIONS (1D6)

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

### WARRIOR DATA

Name: **Auther Black**

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

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

### HEAT SCALE

\*\* Avoid inferno explosion on..

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

**WREANER**

### 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

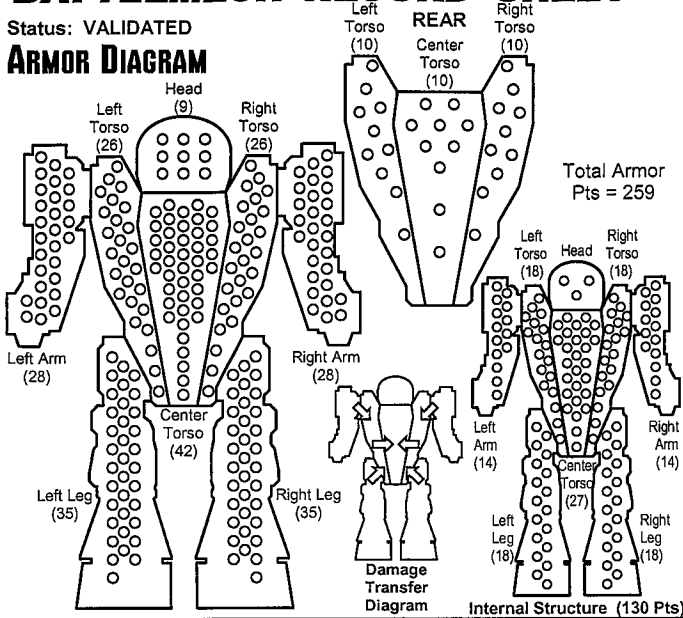
Roll	Number of Missiles Fired									
2D6	2	3	4	5	6	9	10	12	15	20
2	1	1	1	1	2	3	3	4	5	6
3	1	1	2	2	2	3	3	4	5	6
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: VALIDATED

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Warhawk (Masakari) A**  
 Mass: **85 tons**  
 Movement Points: Tech, Config. & Level:  
 Walking: **4** Clan  
 Running: **6** Biped OmniMech  
 Jumping: **0** Level 2 / 3050

#### Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Large Laser	LA	12	10	-	8	15	25
1	Streak SRM 6	LA	4	2/hit	-	4	8	12
1	LB 10-X AC	RA	2	10	-	6	12	18
1	LRM 15	RT	5	1/hit	-	7	14	21

1 Targeting Computer

#### Ammo Type: Rounds: BV2:

Ammo Type	Rounds	BV2
Streak SRM 6	15	19
LB 10-X AC	20	48
LRM 15	8	26

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

Auto Eject:  Operational  Disabled  
 Weapon Heat: **(35)**

### 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: **Star Captain Aldo Wirth**  
 Gunnery Skill: **2** Piloting Skill: **2**

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

### KICK LOCATIONS (1D6)

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

### CRITICAL HIT TABLE

Roll	Left Arm (CASE)	Head	Right Arm (CASE)
1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. ER Large Laser 5. ER Large Laser 6. Streak SRM 6	1. Life Support 2. Sensors 3. Cockpit 4. Ferro-Fibrous 5. Sensors 6. Life Support	1. Shoulder 2. Upper Arm Actuator 3. LB 10-X AC 4. LB 10-X AC 5. LB 10-X AC 6. LB 10-X AC
4-6	1. Streak SRM 6 2. Ammo (Streak 6) 15 3. Ferro-Fibrous 4. Roll Again 5. Roll Again 6. Roll Again	1. XL Engine 2. XL Engine 3. XL Engine 4. Gyro 5. Gyro 6. Gyro	1. LB 10-X AC 2. Ammo (LB 10-X) 10 3. Ammo (LB 10-X) 10 4. Ammo (LRM 15) 8 5. Ferro-Fibrous 6. Roll Again
1-3	1. XL Engine 2. XL Engine 3. Double Heat Sink 4. Double Heat Sink 5. Double Heat Sink 6. Double Heat Sink	1. Gyro 2. XL Engine 3. XL Engine 4. XL Engine 5. Roll Again 6. Roll Again	1. XL Engine 2. XL Engine 3. Double Heat Sink 4. Double Heat Sink 5. Targeting Computer 6. Targeting Computer
4-6	1. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 4. Double Heat Sink 5. Ferro-Fibrous 6. Ferro-Fibrous	1. Gyro 2. XL Engine 3. XL Engine 4. XL Engine 5. Roll Again 6. Roll Again	1. Targeting Computer 2. Targeting Computer 3. LRM 15 4. LRM 15 5. Ferro-Fibrous 6. Ferro-Fibrous
1-3	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 ○	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Double Heat Sink 6. Double Heat Sink

Battle Value: 2,399  
 BV for 2: 4,702  
 Weapon Value: 5,067 / 4,828  
 Cost, C-Bills: 26,233,964

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

**WREANER**

### ATTACK MODIFIERS

Attacker	Modifier
Movement Stationary	None
Walked	+1
Ran	+2
Jumped	+3
BattleMech Damage	
Sensor Hit	+2
Shoulder Arm Act. (each)	+4 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

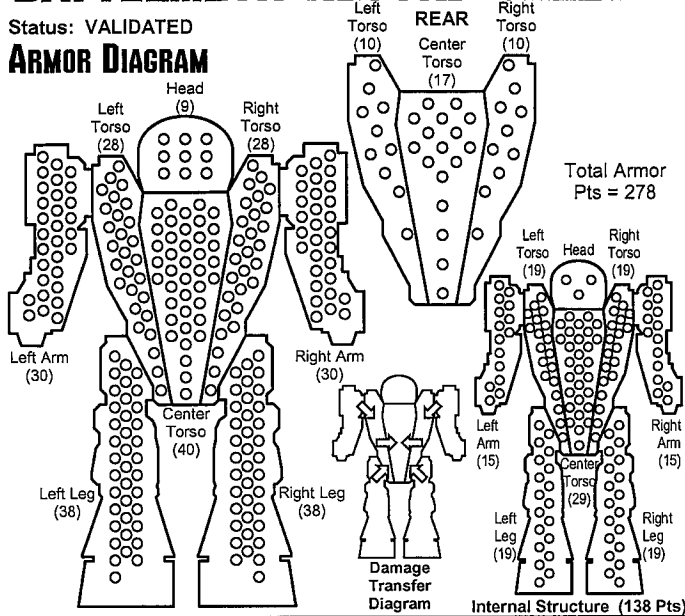
Roll	Number of Missiles Fired
2D6	2 3 4 5 6 9 10 12 15 20
2	1 1 1 1 2 3 3 4 5 6
3	1 1 2 2 2 3 3 4 5 6
4	1 1 2 2 3 4 4 5 6 9
5	1 2 2 3 3 5 6 8 9 12
6	1 2 2 3 4 5 6 8 9 12
7	1 2 3 3 4 5 6 8 9 12
8	2 2 3 3 4 5 6 8 9 12
9	2 3 4 5 7 8 10 12 16
10	2 3 3 4 5 7 8 10 12 16
11	2 3 4 5 6 9 10 12 15 20
12	2 3 4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

# BATTLETECH®

## BATTLEMech RECORD SHEET

Status: VALIDATED

### ARMOR DIAGRAM



### 'MECH DATA

Type: 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: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	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

### WARRIOR DATA

Name: Teri Mazza  
 Gunnery Skill: 4 Piloting Skill: 5

Hits Taken	1	2	3	4	5	6
Consciousness #	3	6	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	1-3	4-6
<b>Left Arm</b>	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. SRM 6 6. SRM 6	1. Ferro-Fibrous 2. Ferro-Fibrous 3. Ferro-Fibrous 4. Ferro-Fibrous 5. Roll Again 6. Roll Again
<b>Right Arm</b>	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Gauss Rifle 5. Gauss Rifle 6. Gauss Rifle	1. Gauss Rifle 2. Gauss Rifle 3. Gauss Rifle 4. Gauss Rifle 5. Ferro-Fibrous 6. Ferro-Fibrous
<b>Head</b>	1. Life Support 2. Sensors 3. Cockpit 4. Ferro-Fibrous 5. Sensors 6. Life Support	
<b>Center Torso</b>	1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro	1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Jump Jet 5. Jump Jet 6. Ferro-Fibrous
<b>Left Torso</b>	1. Jump Jet 2. LRM 20 3. LRM 20 4. LRM 20 5. LRM 20 6. LRM 20	1. Ammo (SRM 6) 15 2. Ammo (SRM 6) 15 3. Ammo (LRM 20) 6 4. Ammo (LRM 20) 6 5. CASE 6. Ferro-Fibrous
<b>Right Torso</b>	1. Jump Jet 2. Medium Laser 3. Medium Laser 4. Ammo (Gauss) 8 5. Ammo (Gauss) 8 6. CASE	1. Ferro-Fibrous 2. Ferro-Fibrous 3. Ferro-Fibrous 4. Roll Again 5. Roll Again 6. Roll Again
<b>Left Leg</b>	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Single Heat Sink 6. Ferro-Fibrous	
<b>Right Leg</b>	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Single Heat Sink 6. Ferro-Fibrous	

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

Battle Value: 2,230  
 Weapon Value: 1,749 / 1,749  
 Cost, C-Bills: 8,936,080

### HEAT SCALE

\*\* Avoid Inferno explosion on..

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

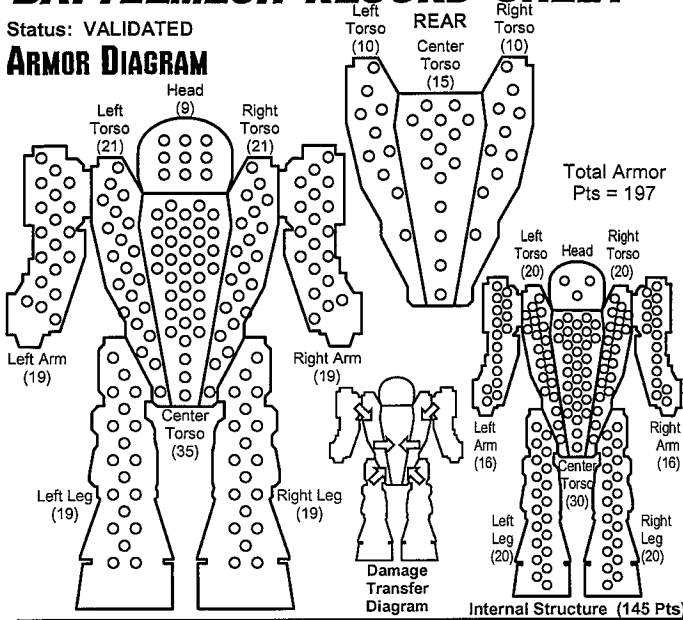
Roll	2D6	3	4	5	6	9	10	12	15	20
2	1	1	1	2	3	3	4	5	6	
3	1	1	2	2	3	3	4	5	6	
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20
12	2	3	4	5	6	9	10	12	15	20

# BATTLETECH®

## BATTLEMech RECORD SHEET

Status: VALIDATED

### ARMOR DIAGRAM



Total Armor Pts = 197

Internal Structure (145 Pts)

### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Ammo (Gauss) 8
- Ammo (Gauss) 8

#### Left Torso

- XL Engine
- XL Engine
- XL Engine
- Medium Pulse Laser
- Medium Pulse Laser
- Machine Gun (R)
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

#### Head

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

#### Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro
- Gyro
- XL Engine
- XL Engine
- XL Engine
- XL Engine
- Ammo (MG) 100
- Ammo (AMS) 12

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

Battle Value: 2,001  
 BV for 4 / 4: 2,301  
 Weapon Value: 2,620 / 2,620  
 Cost, C-Bills: 25,182,626

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Ammo (Gauss) 8
- Ammo (Gauss) 8

#### Right Torso

- XL Engine
- XL Engine
- XL Engine
- Medium Pulse Laser
- Medium Pulse Laser
- Machine Gun (R)
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

### 'MECH DATA

Type: **Cerberus MR-V2**

Mass: **95 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** Inner Sphere  
 Running: **6** Biped 'Mech  
 Jumping: **0** Level 2 / 3055

#### Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	LA	1	15	2	7	15	22
1	Gauss Rifle	RA	1	15	2	7	15	22
2	Medium Pulse Laser	LT	4	6	-	2	4	6
2	Medium Pulse Laser	RT	4	6	-	2	4	6
1	Machine Gun	LT(R)	0	2	-	1	2	3
1	Machine Gun	RT(R)	0	2	-	1	2	3
1	Anti-Missile System	HD	1	*	-	-	-	-

Ammo Type:	Rounds:	BV2:
Gauss Rifle	32	201
Machine Gun	100	1
Anti-Missile System	12	13

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

○○○○○○○○○○○○○○○○

Auto Eject:  Operational  Disabled  
 Weapon Heat: **(19)**

### WARRIOR DATA

Name: **Lieutenant Teresa Panico**

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

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

### HEAT SCALE

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

*WREANER*

### HIT LOCATIONS (2D6)

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

### PUNCH LOCATIONS (1D6)

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

### KICK LOCATIONS (1D6)

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

### ATTACK MODIFIERS

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

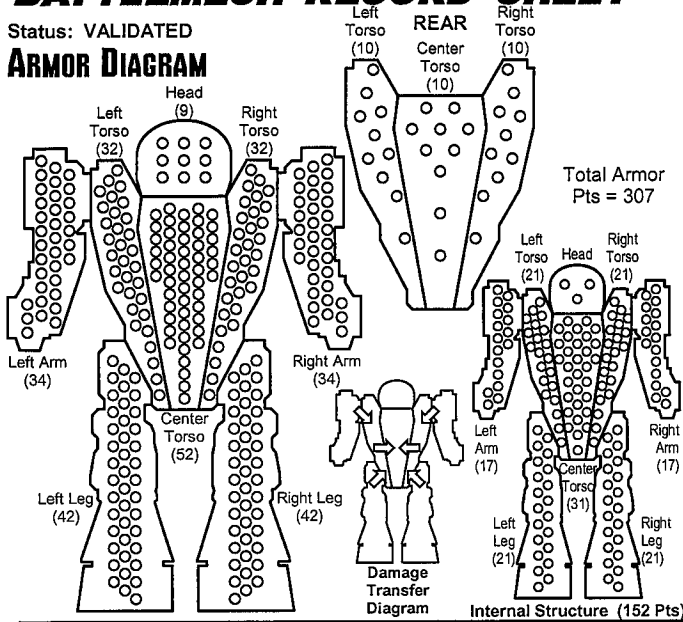
Roll	2D6	3	4	5	6	9	10	12	15	20
2	1	1	1	1	2	3	3	4	5	6
3	1	1	2	2	2	3	3	4	5	6
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20
12	2	3	4	5	6	9	10	12	15	20

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: VALIDATED

### ARMOR DIAGRAM



### 'MECH DATA

Type: Pillager PLG-3Z  
 Mass: 100 tons  
 Movement Points: Tech, Config. & Level:  
 Walking: 3 Inner Sphere  
 Running: 5 Biped 'Mech  
 Jumping: 3 Level 2 / 3058

Weapons Inventory: (hexes)

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

Ammo Type: Gauss Rifle    Rounds: 48    BV2: 408

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

Auto Eject:                      Weapon Heat: (22)  
 Operational     Disabled

### HIT LOCATIONS (2D6)

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

### PUNCH LOCATIONS (1D6)

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

### WARRIOR DATA

Name: Lieutenant Manuel Tagadar  
 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	1	2	3	4	5	6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Double Heat Sink	6. Double Heat Sink
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Double Heat Sink	6. Double Heat Sink
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. Medium Laser	5. Sensors	6. Life Support
<b>Center Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. Gauss Rifle	5. Gauss Rifle	6. Gauss Rifle
<b>Right Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. Gauss Rifle	5. Gauss Rifle	6. Gauss Rifle
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Ammo (Gauss) 8
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Ammo (Gauss) 8

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

Battle Value: 2,697  
 BV for 4 / 4: 3,102  
 Weapon Value: 3,661 / 3,661  
 Cost, C-Bills: 22,290,000

### HEAT SCALE

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

WIZKID 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

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

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### MOVEMENT RECORD

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

### MISSILE HITS TABLE

Roll	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



# CLASSIC BATTLETECH®

Unit: Star Cmdr Emil Perez - EP1 • Anti-Mech Movement: 1MP Ground, 3MP Jump

Type: Clan Elemental Laser • Omni-transportable

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

Weapons (ranges in hexes)	Dmg	Sht	Med	Lng
Small Laser	3	1	2	3
Sub-Machine Gun	1#	0	0	-
SRM 2	2/hit	3	6	9

2 Salvos: ☒ ☒

Notes:

# AP Damage is total for all 5 troopers

Gun Skill: 3 BV: 280 (335 for Skill = 3) Clan / Level 2 Cost: 3,562,075 C-Bills

Unit: Point Cmdr Saul - EP2 • Anti-Mech Movement: 1MP Ground, 3MP Jump

Type: Clan Elemental Laser • Omni-transportable

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

Weapons (ranges in hexes)	Dmg	Sht	Med	Lng
Small Laser	3	1	2	3
Sub-Machine Gun	1#	0	0	-
SRM 2	2/hit	3	6	9

2 Salvos: ☒ ☒

Notes:

# AP Damage is total for all 5 troopers

Gun Skill: 4 BV: 280 Clan / Level 2 Cost: 3,562,075 C-Bills

Unit: Point Cmdr Haeger - EP3 • Anti-Mech Movement: 1MP Ground, 3MP Jump

Type: Clan Elemental Laser • Omni-transportable

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

Weapons (ranges in hexes)	Dmg	Sht	Med	Lng
Small Laser	3	1	2	3
Sub-Machine Gun	1#	0	0	-
SRM 2	2/hit	3	6	9

2 Salvos: ☒ ☒

Notes:

# AP Damage is total for all 5 troopers

Gun Skill: 4 BV: 280 Clan / Level 2 Cost: 3,562,075 C-Bills

Unit: Point Cmdr Rand - EP4 • Anti-Mech Movement: 1MP Ground, 3MP Jump

Type: Clan Elemental MG • Omni-transportable

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

Weapons (ranges in hexes)	Dmg	Sht	Med	Lng
Machine Gun	1D6/2	1	2	3
Sub-Machine Gun	1#	0	0	-
SRM 2	2/hit	3	6	9

2 Salvos: ☒ ☒

Notes:

# AP Damage is total for all 5 troopers

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

Unit: Point Cmdr Wayne • Anti-Mech Movement: 1MP Ground, 3MP Jump

Type: Clan Elemental MG • Omni-transportable

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

Weapons (ranges in hexes)	Dmg	Sht	Med	Lng
Machine Gun	1D6/2	1	2	3
Sub-Machine Gun	1#	0	0	-
SRM 2	2/hit	3	6	9

2 Salvos: ☒ ☒

Notes:

# AP Damage is total for all 5 troopers

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

## BATTLE ARMOR RECORD SHEET

### BATTLE ARMOR MISSILES TABLE

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

### BATTLE ARMOR DIRECT FIRE TABLE

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

### LEG ATTACKS TABLE

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

### SWARM ATTACKS TABLE

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

### SWARM HIT LOCATION TABLE

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

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Total BV this sheet = 1,395

# CLASSIC BATTLETECH®

Unit: Point Cmdr Smitty - EP8 • Anti-Mech Movement: 1MP Ground, 3MP Jump  
Type: Clan Elemental Flamer • Omni-transportable

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

Weapons (ranges in hexes)	Dmg	Sht	Med	Lng
Flamer	2	1	2	3
Sub-Machine Gun	1#	0	0	-
SRM 2	2/hit	3	6	9

2 Salvos: ☒ ☒

Notes:  
# AP Damage is total for all 5 troopers

Gun Skill: 4 BV: 255 Clan / Level 2 Cost: 3,543,325 C-Bills

Unit: Point Cmdr Karl - EP9 • Anti-Mech Movement: 1MP Ground, 3MP Jump  
Type: Clan Elemental Flamer • Omni-transportable

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

Weapons (ranges in hexes)	Dmg	Sht	Med	Lng
Flamer	2	1	2	3
Sub-Machine Gun	1#	0	0	-
SRM 2	2/hit	3	6	9

2 Salvos: ☒ ☒

Notes:  
# AP Damage is total for all 5 troopers

Gun Skill: 4 BV: 255 Clan / Level 2 Cost: 3,543,325 C-Bills

Unit: Star Cmdr Oleg Nevversan - EP6 • Anti-Mech Movement: 1MP Ground, 3MP Jump  
Type: Clan Elemental Laser • Omni-transportable

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

Weapons (ranges in hexes)	Dmg	Sht	Med	Lng
Small Laser	3	1	2	3
Sub-Machine Gun	1#	0	0	-
SRM 2	2/hit	3	6	9

2 Salvos: ☒ ☒

Notes:  
# AP Damage is total for all 5 troopers

Gun Skill: 4 BV: 280 Clan / Level 2 Cost: 3,562,075 C-Bills

Unit: Point Cmdr Joseph - EP7 • Anti-Mech Movement: 1MP Ground, 3MP Jump  
Type: Clan Elemental Laser • Omni-transportable

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

Weapons (ranges in hexes)	Dmg	Sht	Med	Lng
Small Laser	3	1	2	3
Sub-Machine Gun	1#	0	0	-
SRM 2	2/hit	3	6	9

2 Salvos: ☒ ☒

Notes:  
# AP Damage is total for all 5 troopers

Gun Skill: 4 BV: 280 Clan / Level 2 Cost: 3,562,075 C-Bills

## BATTLE ARMOR RECORD SHEET

### BATTLE ARMOR MISSILES TABLE

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

### BATTLE ARMOR DIRECT FIRE TABLE

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

### LEG ATTACKS TABLE

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

### SWARM ATTACKS TABLE

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

### SWARM HIT LOCATION TABLE

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

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Total BV this sheet = 1,070

# CLASSIC BATTLETECH®

Unit: Star Cmdr Brenda - EP10 • Anti-Mech Movement: 1MP Ground, 3MP Jump

Type: Clan Elemental Laser

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

Weapons (ranges in hexes) Dmg Sht Med Lng

Small Laser 3 1 2 3

Sub-Machine Gun 1# 0 0 -

SRM 2 2/hit 3 6 9

2 Salvos: ☒ ☒

Notes:

# AP Damage is total for all 5 troopers

Gun Skill: 4

BV: 280

Clan / Level 2

Cost: 3,562,075 C-Bills

Unit: Point Cmdr Steven - EP11 • Anti-Mech Movement: 1MP Ground, 3MP Jump

Type: Clan Elemental Laser

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

Weapons (ranges in hexes) Dmg Sht Med Lng

Small Laser 3 1 2 3

Sub-Machine Gun 1# 0 0 -

SRM 2 2/hit 3 6 9

2 Salvos: ☒ ☒

Notes:

# AP Damage is total for all 5 troopers

Gun Skill: 4

BV: 280

Clan / Level 2

Cost: 3,562,075 C-Bills

Unit: Point Cmdr Marty - EP12 • Anti-Mech Movement: 1MP Ground, 3MP Jump

Type: Clan Elemental Laser

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

Weapons (ranges in hexes) Dmg Sht Med Lng

Small Laser 3 1 2 3

Sub-Machine Gun 1# 0 0 -

SRM 2 2/hit 3 6 9

2 Salvos: ☒ ☒

Notes:

# AP Damage is total for all 5 troopers

Gun Skill: 4

BV: 280

Clan / Level 2

Cost: 3,562,075 C-Bills

Unit: Point Cmdr Seth - EP13 • Anti-Mech Movement: 1MP Ground, 3MP Jump

Type: Clan Elemental Laser

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

Weapons (ranges in hexes) Dmg Sht Med Lng

Small Laser 3 1 2 3

Sub-Machine Gun 1# 0 0 -

SRM 2 2/hit 3 6 9

2 Salvos: ☒ ☒

Notes:

# AP Damage is total for all 5 troopers

Gun Skill: 4

BV: 280

Clan / Level 2

Cost: 3,562,075 C-Bills

## BATTLE ARMOR RECORD SHEET

### BATTLE ARMOR MISSILES TABLE

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

### BATTLE ARMOR DIRECT FIRE TABLE

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

### LEG ATTACKS TABLE

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

### SWARM ATTACKS TABLE

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

### SWARM HIT LOCATION TABLE

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

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