

# HEAVYMETAL PRO

## BATTLEMECH ROSTER SHEET

Twilight of the Clans Scenario 7

May 3, 2012

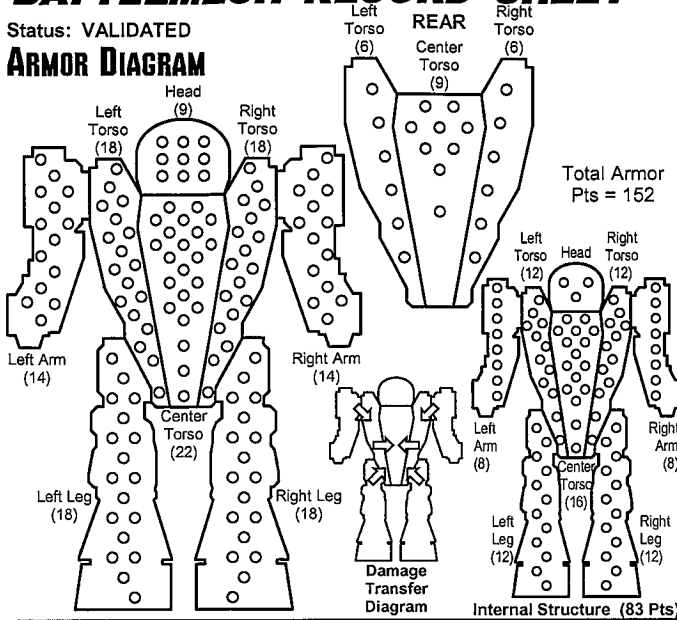
TONS	TYPE & MODEL	COST	BV	Skills	STD	WV	RATIO
50	Blackjack BJ2-0C	9,509,844	1,161	4/5	1,242		1.07
50	Centurion CN9-D	9,664,500	1,579	3/2	1,075		1.14
55	Bushwacker BSW-X1	9,807,366	1,073	4/5	1,185		1.10
65	Cauldron-Born A	18,732,311	3,646	2/2	1,964		1.06
70	Caesar CES-3R	13,424,674	1,960	3/4	2,100		1.48
75	Night Gyr B	20,325,156	3,861	3/1	2,046		.95
75	Rakshasa MDG-1A	18,943,750	1,624	4/4	2,083		1.48
75	Timber Wolf (Mad Cat) Prime	24,233,125	4,099	2/3	3,798		1.69
75	War Dog WR-DG-02FC	15,559,250	1,553	4/5	1,934		1.25
80	Gargoyle (Man O' War) A	26,234,962	4,245	2/2	3,090		1.43
80	Victor VTR-9K	8,512,321	1,879	4/4	1,436		.88
85	Stalker STK-5S	16,134,775	1,574	3/3	1,315		1.30
100	Dire Wolf (Daishi) B	29,368,124	4,764	1/2	3,772		1.77
935	Tons Total (13 'Mechs)	220,450,158	33,018		27,040		.82

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: VALIDATED

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Blackjack BJ2-OC**  
 Mass: **50 tons**  
 Movement Points: Tech, Config. & Level:  
 Walking: **4** Inner Sphere  
 Running: **6** Biped OmniMech  
 Jumping: **4** Level 2 / 3058

#### Weapons Inventory: (hexes)

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

### 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

### AMMO TYPE: LB 10-X AC

Rounds: 20 BV2: 85

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

Auto Eject:  Operational  Disabled  
 Weapon Heat: (11)

### 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: **Glen Culley**  
 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

Roll	Left Arm	Right Arm	Head	Center Torso	Left Torso	Right Torso	Left Leg	Right Leg
1-3	1. Shoulder 2. Upper Arm Actuator 3. Double Heat Sink 4. Double Heat Sink 5. Double Heat Sink 6. LB 10-X AC	1. Shoulder 2. Upper Arm Actuator 3. Double Heat Sink 4. Double Heat Sink 5. Double Heat Sink 6. LB 10-X AC	1. Life Support 2. Sensors 3. Cockpit 4. Endo Steel 5. Sensors 6. Life Support	1. XL Engine 2. XL Engine 3. XL Engine 4. Gyro 5. Gyro 6. Gyro	1. XL Engine 2. XL Engine 3. XL Engine 4. Medium Laser 5. Ammo (LB 10-X) 10 6. Endo Steel	1. XL Engine 2. XL Engine 3. XL Engine 4. Medium Laser 5. Ammo (LB 10-X) 10 6. Endo Steel	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Jump Jet 6. Jump Jet	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Jump Jet 6. Jump Jet
4-6	1. LB 10-X AC 2. LB 10-X AC 3. LB 10-X AC 4. LB 10-X AC 5. LB 10-X AC 6. Roll Again	1. LB 10-X AC 2. LB 10-X AC 3. LB 10-X AC 4. LB 10-X AC 5. LB 10-X AC 6. Roll Again		1. XL Engine 2. XL Engine 3. XL Engine 4. XL Engine 5. Small Laser 6. Endo Steel	1. Endo Steel 2. Endo Steel 3. Endo Steel 4. Endo Steel 5. Endo Steel 6. Roll Again	1. Endo Steel 2. Endo Steel 3. Endo Steel 4. Endo Steel 5. Endo Steel 6. Roll Again		

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

Battle Value: 1,189  
 Weapon Value: 1,242 / 1,242  
 Cost, C-Bills: 9,509,844

### HEAT SCALE

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

**TKGAMES**

### ATTACK MODIFIERS

**Attacker**

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

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

**Target**

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

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

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### MOVEMENT RECORD

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

### MISSILE HITS TABLE

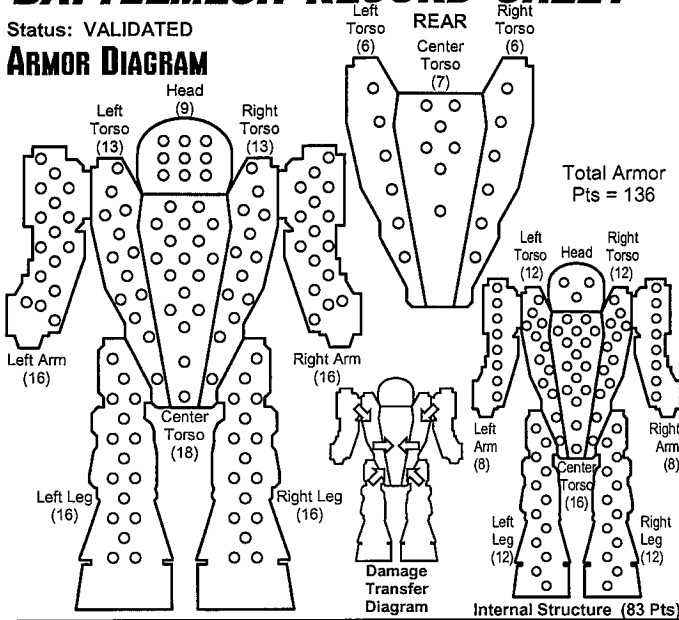
Roll	Number of Missiles Fired									
2D6	2	3	4	5	6	9	10	12	15	20
2	1	1	1	1	2	3	3	4	5	6
3	1	1	2	2	2	3	3	4	5	6
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: VALIDATED

### ARMOR DIAGRAM



### 'MECH DATA

Type: 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
	(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: Madeline Geiger

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

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Endo Steel
- Endo Steel
- Endo Steel
- 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
- Medium Laser
- Medium Laser (R)

Engine Hits ○ ○ ○

Gyro Hits ○ ○

Sensor Hits ○ ○

Life Support ○

Battle Value: 1,130  
 BV for 3/2: 1,898  
 Weapon Value: 1,075 / 1,022  
 Cost, C-Bills: 9,664,500

#### Left Torso

- XL Engine
- XL Engine
- XL Engine
- LRM 10
- LRM 10
- Artemis IV FCS
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

#### Left Leg

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

#### Right Arm

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

#### Right Torso

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

#### Right Leg

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

### HEAT SCALE

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

### ATTACK MODIFIERS

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

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### MOVEMENT RECORD

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

### MISSILE HITS TABLE

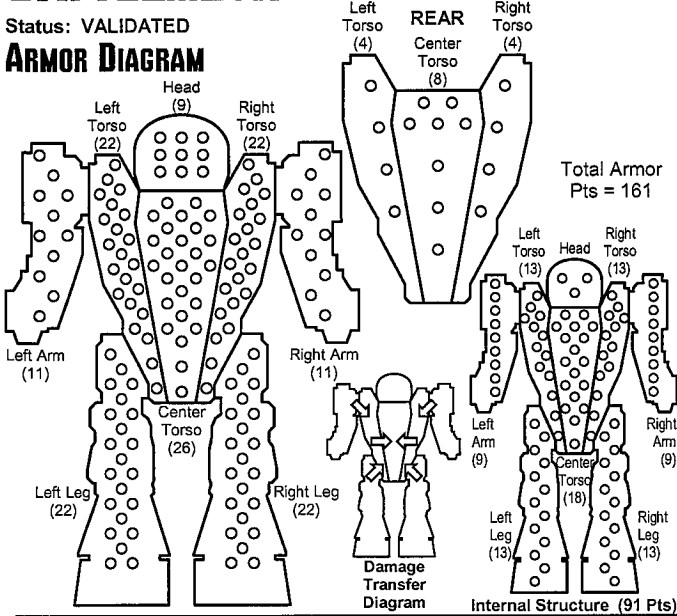
Roll	Number of Missiles Fired
2D6	2 3 4 5 6 9 10 12 15 20
2	1 1 1 1 2 3 3 4 5 6
3	1 1 2 2 2 3 3 4 5 6
4	1 1 2 2 3 4 4 5 6 9
5	1 2 2 3 3 5 6 8 9 12
6	1 2 2 3 4 5 6 8 9 12
7	1 2 3 3 4 5 6 8 9 12
8	2 2 3 3 4 5 6 8 9 12
9	2 2 3 4 5 7 8 10 12 16
10	2 3 3 4 5 7 8 10 12 16
11	2 3 4 5 6 9 10 12 15 20
12	2 3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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: VALIDATED

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Bushwacker BSW-X1**  
 Mass: **55 tons**  
 Movement Points: Tech, Config. & Level:  
 Walking: **5** Inner Sphere  
 Running: **8** Biped 'Mech  
 Jumping: **0** Level 2 / 3058

Weapons Inventory: (hexes)  
 Qty Type Loc Ht Dmg Min Sht Med Lng  
 1 Autocannon/10 RA 3 10 - 5 10 15  
 1 LRM 5 LA 2 1/hit 6 7 14 21  
 1 ER Large Laser CT 12 8 - 7 14 19  
 1 Machine Gun RT 0 2 - 1 2 3  
 1 Machine Gun LT 0 2 - 1 2 3  
 1 LRM 5 LT 2 1/hit 6 7 14 21

Ammo Type: Rounds: BV2:  
 Autocannon/10 10 28  
 LRM 5 24 11  
 Machine Gun 100 1

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

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: **Gerald Frake**  
 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

Roll	Left Arm	Right Arm	Head	Center Torso	Left Torso	Right Torso	Left Leg	Right Leg
1-3	1. Shoulder 2. Upper Arm Actuator 3. LRM 5 4. Ferro-Fibrous 5. Roll Again 6. Roll Again	1. Shoulder 2. Upper Arm Actuator 3. Autocannon/10 4. Autocannon/10 5. Autocannon/10 6. Autocannon/10	1. Life Support 2. Sensors 3. Cockpit 4. Roll Again 5. Sensors 6. Life Support	1. XL Engine 2. XL Engine 3. XL Engine 4. Gyro 5. Gyro 6. Gyro	1. XL Engine 2. XL Engine 3. XL Engine 4. Ammo (LRM 5) 24 5. Machine Gun 6. LRM 5	1. XL Engine 2. XL Engine 3. XL Engine 4. Ammo (AC/10) 10 5. Machine Gun 6. Ammo (MG) 100	1. Ferro-Fibrous 2. Ferro-Fibrous 3. Ferro-Fibrous 4. Ferro-Fibrous 5. Ferro-Fibrous 6. CASE	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 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. Autocannon/10 2. Autocannon/10 3. Autocannon/10 4. Ferro-Fibrous 5. Roll Again 6. Roll Again	1. Life Support 2. Sensors 3. Cockpit 4. Roll Again 5. Sensors 6. Life Support	1. XL Engine 2. XL Engine 3. XL Engine 4. Gyro 5. Gyro 6. Gyro	1. XL Engine 2. XL Engine 3. XL Engine 4. Ammo (LRM 5) 24 5. Machine Gun 6. LRM 5	1. XL Engine 2. XL Engine 3. XL Engine 4. Ammo (AC/10) 10 5. Machine Gun 6. Ammo (MG) 100	1. Ferro-Fibrous 2. Ferro-Fibrous 3. Ferro-Fibrous 4. Ferro-Fibrous 5. Ferro-Fibrous 6. CASE	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Ferro-Fibrous 6. Roll Again

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

Battle Value: 1,223  
 Weapon Value: 1,185 / 1,185  
 Cost, C-Bills: 9,807,366

### 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	

*TRICKMECH*

### ATTACK MODIFIERS

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

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

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### MOVEMENT RECORD

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

### MISSILE HITS TABLE

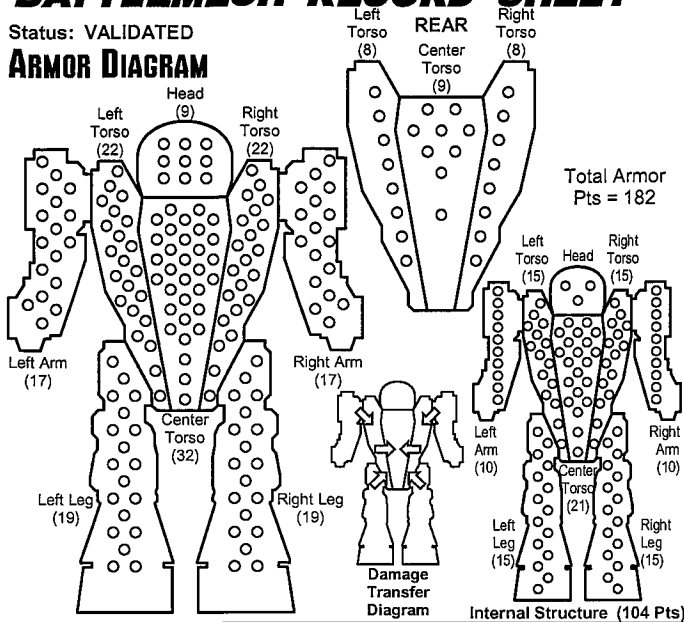
Roll	2D6	3	4	5	6	9	10	12	15	20
2	1	1	1	1	2	3	3	4	5	6
3	1	1	2	2	2	3	3	4	5	6
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20
12	2	3	4	5	6	9	10	12	15	20

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: VALIDATED

### ARMOR DIAGRAM



### 'MECH DATA

Type: **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: Ultra AC/20 (15) Rounds: 15 BV2: 236  
 Machine Gun (200) Rounds: 200 BV2: 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: **MechWarrior David Osis**  
 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

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. ER Large Laser	4. Flamer	5. Machine Gun	6. Ferro-Fibrous
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. ER Large Laser	4. Medium Pulse Laser	5. Machine Gun	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. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso (CASE)</b>	1. XL Engine	2. XL Engine	3. ER Medium Laser	4. ER Medium Laser (R)	5. ER Medium Laser (R)	6. Ammo (Ult AC/20) 5
<b>Right Torso</b>	1. XL Engine	2. XL Engine	3. Ultra AC/20	4. Ultra AC/20	5. Ultra AC/20	6. Ultra AC/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: 2,429  
 BV for 2/2: 4,761  
 Weapon Value: 1,964 / 1,964  
 Cost, C-Bills: 18,732,311

### HEAT SCALE

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

**TKGAMES**

### ATTACK MODIFIERS

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

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

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### MOVEMENT RECORD

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

### MISSILE HITS TABLE

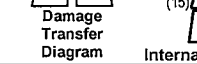
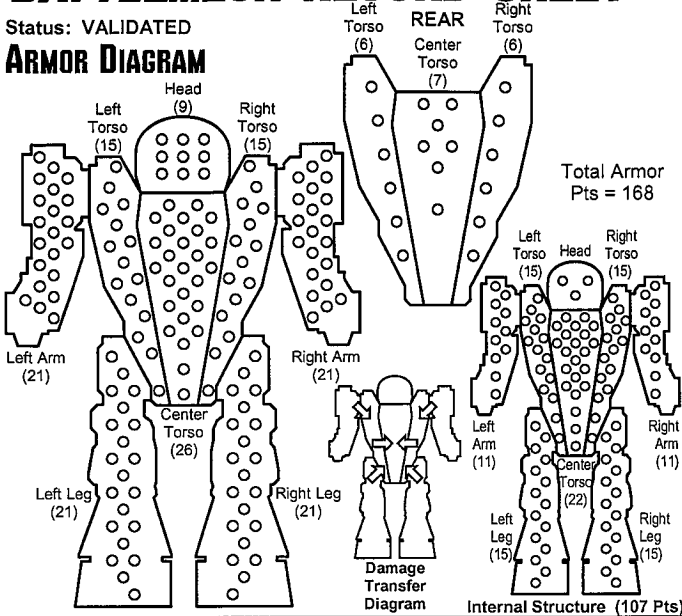
Roll	2D6	3	4	5	6	9	10	12	15	20
2	1	1	1	2	3	3	4	5	6	
3	1	1	2	2	3	3	4	5	6	
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20
12	2	3	4	5	6	9	10	12	15	20

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: VALIDATED

### ARMOR DIAGRAM



### 'MECH DATA

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

#### Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	RT	1	15	2	7	15	22
1	ER PPC	RA	15	10	-	7	14	23
1	Medium Pulse Laser	RA	4	6	-	2	4	6
1	Medium Pulse Laser	LA	4	6	-	2	4	6
1	Medium Pulse Laser	RT(R)	4	6	-	2	4	6
1	Medium Pulse Laser	LT(R)	4	6	-	2	4	6

Ammo Type: Gauss Rifle      Rounds: 16      BV2: 100

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

Auto Eject:  Operational     Disabled      Weapon Heat: (32)

### HIT LOCATIONS (2D6)

Roll	Left	Front/Rear	Right
2	LT	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 Peter Kocol  
 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	1-3	4-6
<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	1. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 4. Double Heat Sink 5. Medium Pulse Laser 6. Roll Again
<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	1. Double Heat Sink 2. ER PPC 3. ER PPC 4. ER PPC 5. Medium Pulse Laser 6. Roll Again
<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	1. Gyro 2. XL Engine 3. XL Engine 4. XL Engine 5. Roll Again 6. Roll Again
<b>Left Torso</b>	1. XL Engine 2. XL Engine 3. XL Engine 4. Double Heat Sink 5. Double Heat Sink 6. Double Heat Sink	1. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 4. Medium Pulse Laser (R) 5. Ammo (Gauss) 8 6. Ammo (Gauss) 8
<b>Right Torso</b>	1. XL Engine 2. XL Engine 3. XL Engine 4. Gauss Rifle 5. Gauss Rifle 6. Gauss Rifle	1. Gauss Rifle 2. Gauss Rifle 3. Gauss Rifle 4. Gauss Rifle 5. Medium Pulse Laser (R) 6. CASE
<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: 1,578  
 BV for 3 / 4: 2,178  
 Weapon Value: 2,100 / 2,100  
 Cost, C-Bills: 13,424,674

### HEAT SCALE

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

WIZKIDS

### ATTACK MODIFIERS

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

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### MOVEMENT RECORD

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

### MISSILE HITS TABLE

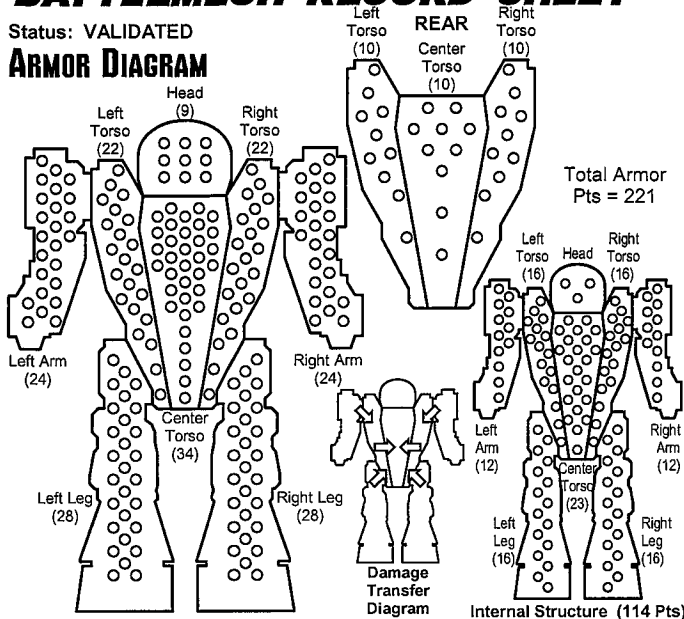
Roll	2D6	3	4	5	6	9	10	12	15	20
2	1	1	1	2	3	3	4	5	6	
3	1	1	2	2	3	3	4	5	6	
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20
12	2	3	4	5	6	9	10	12	15	20

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: VALIDATED

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Night Gyr B**  
 Mass: **75 tons**  
 Movement Points: Tech, Config. & Level:  
 Walking: **4** Clan  
 Running: **6** Biped OmniMech  
 Jumping: **4** Level 2 / 3058

#### Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	LA	1	15	2	7	15	22
1	LB 2-X AC	LT	1	2	4	10	20	30
1	Gauss Rifle	RA	1	15	2	7	15	22
1	LB 2-X AC	RT	1	2	4	10	20	30

Ammo Type: Gauss Rifle      Rounds: 24      BV2: 268  
 LB 2-X AC      45      13

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

Auto Eject:  Operational     Disabled    Weapon Heat: **(4)**

### HIT LOCATIONS (2D6)

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

### 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 Jason Kotare**  
 Gunnery Skill: **3**      Piloting Skill: **1**

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 (CASE)	Head	Right Arm (CASE)
1. Shoulder	1. Life Support	1. Shoulder
2. Upper Arm Actuator	2. Sensors	2. Upper Arm Actuator
3. Gauss Rifle	3. Cockpit	3. Gauss Rifle
4. Gauss Rifle	4. Roll Again	4. Gauss Rifle
5. Gauss Rifle	5. Sensors	5. Gauss Rifle
6. Gauss Rifle	6. Life Support	6. Gauss Rifle
1. Gauss Rifle		1. Gauss Rifle
2. Gauss Rifle		2. Gauss Rifle
3. Ferro-Fibrous		3. Endo Steel
4. Ferro-Fibrous		4. Endo Steel
5. Roll Again		5. Roll Again
6. Roll Again		6. Roll Again
	<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. LB 2-X AC	
	4. LB 2-X AC	
	5. LB 2-X AC	
	6. Ammo (Gauss) 8	
	<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: 2,143  
 BV for 3 / 1: 3,857  
 Weapon Value: 2,046 / 2,046  
 Cost, C-Bills: 20,325,156

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

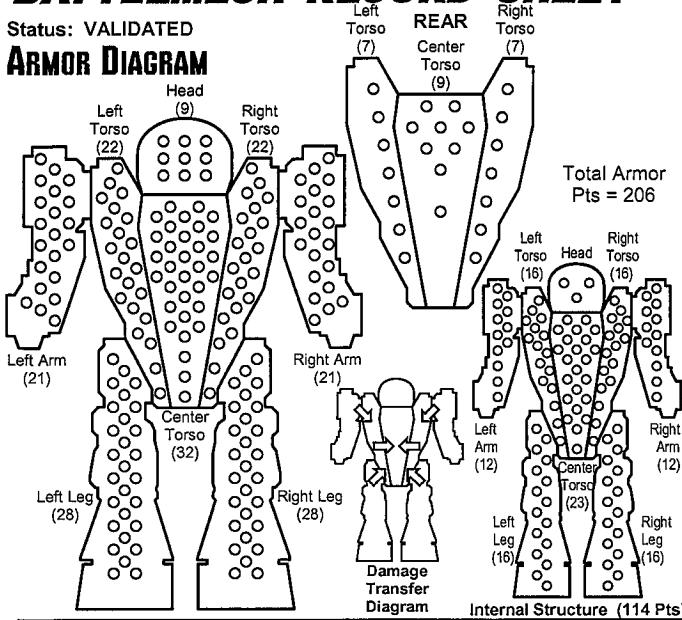
Roll	Number of Missiles Fired									
2D6	2	3	4	5	6	9	10	12	15	20
2	1	1	1	1	2	3	3	4	5	6
3	1	1	2	2	2	3	3	4	5	6
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20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

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: VALIDATED

### ARMOR DIAGRAM



Total Armor Pts = 206

Internal Structure (114 Pts)

### '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:

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: Lieutenant Hugh Muncy

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

#### Left Arm

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

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Endo Steel
- Endo Steel
- Endo Steel

#### Left Torso

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

- Ammo (LRM 10) 12
- Medium Pulse Laser
- Ferro-Fibrous
- Ferro-Fibrous
- Endo Steel
- Endo Steel

#### Left Leg

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

#### Head

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

#### Center Torso

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

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Endo Steel
- 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

#### Right Arm

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

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Endo Steel
- Endo Steel
- Endo Steel

#### Right Torso

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

- Ammo (LRM 10) 12
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Endo Steel
- Endo Steel

#### Right Leg

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

### 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	

WIZKIDSGAMES

### 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	3	4	5	6
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					



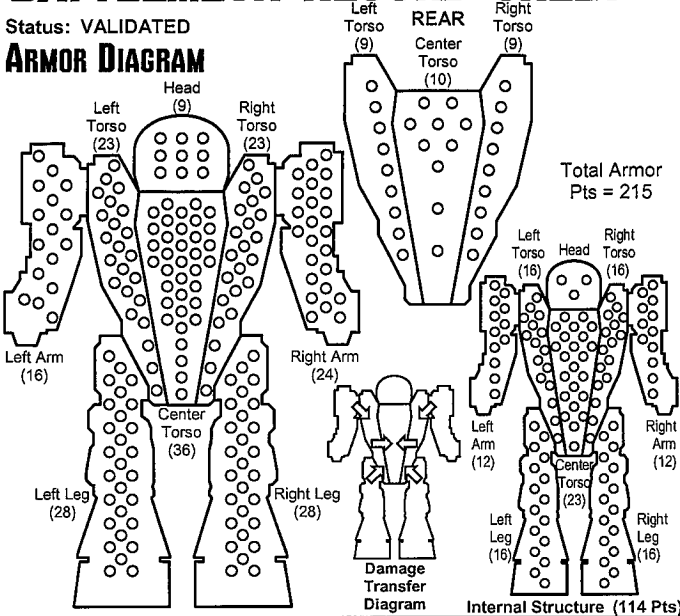


# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: VALIDATED

### ARMOR DIAGRAM



Total Armor Pts = 215

Internal Structure (114 Pts)

### CRITICAL HIT TABLE

#### Left Arm

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

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

#### Left Torso

- XL Engine
- XL Engine
- XL Engine
- Medium Pulse Laser
- Ammo (Gauss) 8
- Ammo (Gauss) 8

- Ammo (Gauss) 8
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Streak SRM 2 (OS)
- Ferro-Fibrous

#### Head

- Life Support
- Sensors
- Cockpit
- Small Pulse Laser (R)
- Sensors
- Life Support

#### Center Torso

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

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Guardian ECM
- Guardian ECM

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

Battle Value: 1,814  
Weapon Value: 1,929 / 1,929  
Cost, C-Bills: 15,559,250

#### Right Arm

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

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Medium Pulse Laser
- Ferro-Fibrous

#### Right Torso

- XL Engine
- XL Engine
- XL Engine
- Anti-Missile System
- Ammo (Gauss) 8
- Ammo (Gauss) 8

- Ammo (AMS) 12
- Ammo (AMS) 12
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Streak SRM 2 (OS)
- Ferro-Fibrous

### 'MECH DATA

Type: War Dog WR-DG-02FC  
Mass: 75 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	Gauss Rifle	RA	1	15	2	7	15	22
1	Streak SRM 2 (OS)	LL	2	2/hit	-	3	6	9
1	Streak SRM 2 (OS)	RL	2	2/hit	-	3	6	9
1	Large Pulse Laser	LA	10	9	-	3	7	10
1	Medium Pulse Laser	LT	4	6	-	2	4	6
1	Medium Pulse Laser	RA	4	6	-	2	4	6
1	Small Pulse Laser	HD(R)	2	3	-	1	2	3
1	Anti-Missile System	RT	1	*	-	-	-	-
1	Guardian ECM	CT	0	-	-	-	-	6

Ammo Type: Rounds: BV2:

Gauss Rifle	40	251
Anti-Missile System	24	26

Total Heat Sinks: 10 Double (20)

○○○○○○○○○○

Auto Eject:  Operational  Disabled  
Weapon Heat: (22)

### HIT LOCATIONS (2D6)

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

### PUNCH LOCATIONS (1D6)

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

### WARRIOR DATA

Name: Melvyn Both

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

### HEAT SCALE

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

### ATTACK MODIFIERS

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

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### MOVEMENT RECORD

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

### MISSILE HITS TABLE

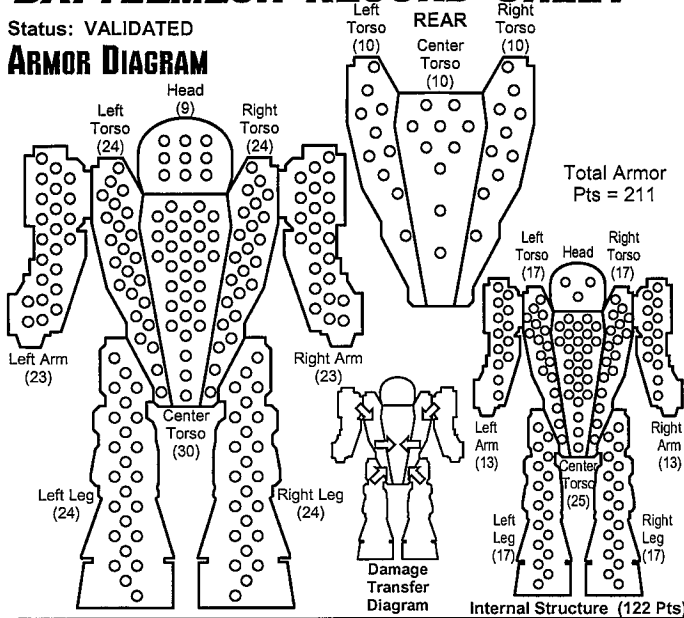
Roll	Number of Missiles Fired									
2D6	2	3	4	5	6	9	10	12	15	20
2	1	1	1	1	2	3	3	4	5	6
3	1	1	2	2	2	3	3	4	5	6
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20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

# BATTLETECH®

## BATTLEMech RECORD SHEET

Status: VALIDATED

### ARMOR DIAGRAM



### 'MECH DATA

Type: Gargoyle (Man O' War) A  
 Mass: 80 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
2	ER PPC	RA	15	15	-	7	14	23
1	Large Pulse Laser	LA	10	10	-	6	14	20
1	Medium Pulse Laser	LA	4	7	-	4	8	12
1	ER Medium Laser	LA	5	7	-	5	10	15
1	ER Small Laser	LA	2	5	-	2	4	6

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

Auto Eject:  Operational  Disabled  
 Weapon Heat: (51)

### 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: MechWarrior Ronald Montizima  
 Gunnery Skill: 2 Piloting Skill: 2

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

### CRITICAL HIT TABLE

Location	Roll	Effect
Left Arm	1-3	Shoulder
	1-3	Upper Arm Actuator
	1-3	Lower Arm Actuator
	1-3	Hand Actuator
	4-6	Large Pulse Laser
	4-6	Large Pulse Laser
Right Arm	1-3	Shoulder
	1-3	Upper Arm Actuator
	1-3	ER PPC
	1-3	ER PPC
	1-3	ER PPC
	1-3	ER PPC
Head	1-3	Life Support
	1-3	Sensors
	1-3	Cockpit
	4-6	Ferro-Fibrous
	4-6	Sensors
	4-6	Life Support
Center Torso	1-3	XL Engine
	1-3	XL Engine
	1-3	XL Engine
	1-3	Gyro
	1-3	Gyro
	1-3	Gyro
Left Torso	1-3	XL Engine
	1-3	XL Engine
	1-3	Ferro-Fibrous
	1-3	Ferro-Fibrous
	1-3	Roll Again
	1-3	Roll Again
Right Torso	1-3	Roll Again
	1-3	Roll Again
	1-3	Roll Again
	1-3	Ferro-Fibrous
	1-3	Ferro-Fibrous
	1-3	Roll Again
Left Leg	1-3	Roll Again
	1-3	Roll Again
	1-3	Roll Again
	1-3	Roll Again
	1-3	Roll Again
	1-3	Roll Again
Right Leg	1-3	Roll Again
	1-3	Roll Again
	1-3	Roll Again
	1-3	Roll Again
	1-3	Roll Again
	1-3	Roll Again

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

Battle Value: 2,689  
 BV for 2/2: 5,270  
 Weapon Value: 3,090 / 3,090  
 Cost, C-Bills: 26,234,962

### 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	

WARGAMES

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

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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



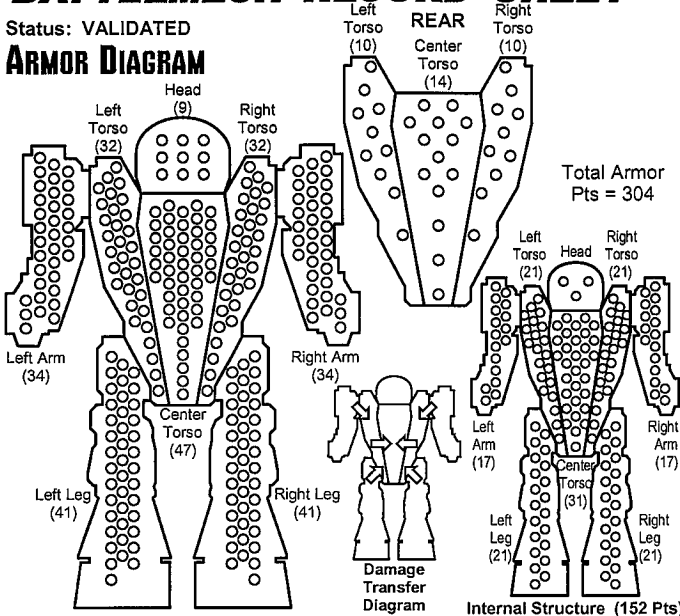


# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: VALIDATED

### ARMOR DIAGRAM



Total Armor Pts = 304

Internal Structure (152 Pts)

### CRITICAL HIT TABLE

#### Left Arm

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

#### Head

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

#### Center Torso

- 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 1-3 4. Gyro
- 5. Gyro
- 6. Gyro
- 1. Gyro
- 2. XL Engine
- 3. XL Engine
- 4-6 4. XL Engine
- 5. ER Small Laser
- 6. Roll Again

#### Left Torso (CASE)

- 1. XL Engine
- 2. XL Engine
- 1-3 3. Double Heat Sink
- 4. Double Heat Sink
- 5. Ultra AC/2
- 6. Ultra AC/2
- 1. Ultra AC/2
- 2. Ultra AC/2
- 4-6 3. Ammo (Ult AC/2) 45
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

#### Left Leg

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

#### Right Arm (CASE)

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

#### Right Torso (CASE)

- 1. XL Engine
- 2. XL Engine
- 1-3 3. Double Heat Sink
- 4. Double Heat Sink
- 5. Ultra AC/2
- 6. Ultra AC/2
- 1. Ultra AC/2
- 2. Ultra AC/2
- 4-6 3. Ammo (Ult AC/2) 45
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

#### Right Leg

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

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

Battle Value: 2,609  
BV for 1/2: 5,844  
Weapon Value: 3,772 / 3,772  
Cost, C-Bills: 29,368,124

### 'MECH DATA

Type: **Dire Wolf (Daishi) B**

Mass: **100 tons**

Movement Points: Tech, Config. & Level:

Walking: **3**

Clan

Running: **5**

Biped OmniMech

Jumping: **0**

Level 2 / 3050

#### Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	CT	2	5	-	2	4	6
2	ER PPC	LA	15	15	-	7	14	23
2	Medium Pulse Laser	LA	4	7	-	4	8	12
2	Ultra AC/2	LT	1	2	2	9	18	27
1	LB 10-X AC	RA	2	10	-	6	12	18
2	Ultra AC/2	RT	1	2	2	9	18	27

#### Ammo Type:

LB 10-X AC	Rounds:	BV2:
20	20	38
Ultra AC/2	90	16

#### Total Heat Sinks: 15 Double (30)

○○○○○○○○○○○○○○○○○○

#### Auto Eject: Operational Disabled

#### Weapon Heat: (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: **Star Commander Dahl Hildenrath**

Gunnery Skill: **1**

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

### 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	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					

# CLASSIC BATTLETECH®

Unit: Point Cmr Reuel Perez • 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 Salvos: α α	2/hit	3	6	9

Notes:  
# AP Damage is total for all 5 troopers

Gun Skill: 2 BV: 280 (390 for Skill = 2) 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 = 390