

HEAVYMETAL PRO

BATTLEMECH ROSTER SHEET

Twilight of the Clans Scenario 8

May 3, 2012

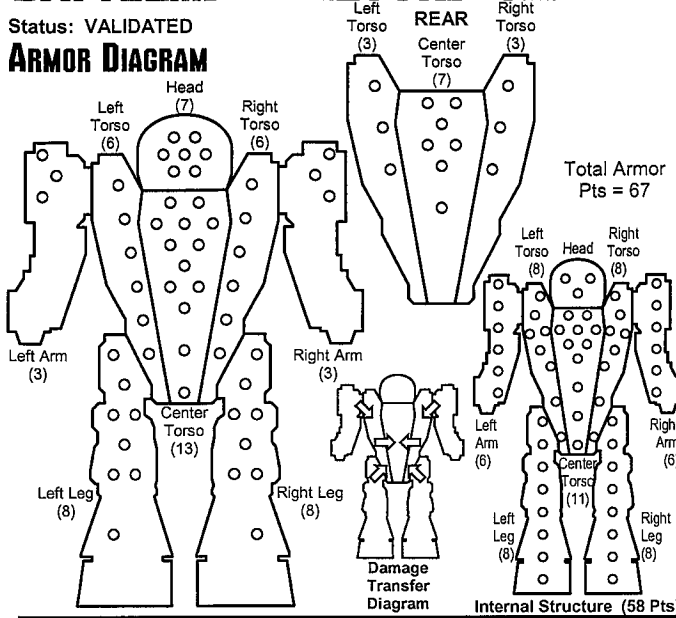
TONS	TYPE & MODEL	COST	BV	Skills	STD	WV	RATIO
35	Jenner IIC	7,490,475	1,024	4/5	474		.46
40	Griffin IIC	4,255,510	2,059	3/4	1,112		.75
45	Ice Ferret (Fenris) D	12,122,362	2,127	3/4	1,572		1.02
45	Shadow Hawk IIC	4,752,302	1,975	3/5	1,411		.86
50	Conjurer (Hellhound)	5,320,500	1,971	4/4	1,489		.87
50	Hunchback IIC	8,110,000	1,753	4/4	933		.61
50	Raijin RJN101-A	9,946,500	1,302	4/4	782		.69
55	Grim Reaper GRM-R-PR29	10,211,606	1,118	4/5	1,239		1.11
55	Stormcrow (Ryoken) Prime	14,771,112	2,293	3/5	3,171		1.66
55	Stormcrow (Ryoken) Prime	14,771,112	2,981	3/3	3,171		1.66
60	Mad Dog (Vulture) Prime	15,292,000	2,582	3/4	2,366		1.26
70	Avatar AV1-0A	17,168,230	1,662	3/4	1,331		1.11
70	Excalibur EXC-C1	16,093,786	1,456	4/5	1,331		.91
70	Shootist ST-8A	6,555,229	1,277	4/5	1,739		1.36
75	Black Knight BL6-KNT	7,136,938	1,644	3/4	1,504		1.26
75	Black Knight BL9-KNT	15,438,500	1,405	4/4	1,940		1.59
75	Flashman FLS-8K	17,831,625	1,944	3/4	2,062		1.46
75	Timber Wolf (Mad Cat) A	23,652,892	2,841	4/4	4,403		1.78
85	Crockett CRK-5003-1	8,388,825	1,619	4/5	2,243		1.39
100	King Crab KGC-001	22,628,000	1,971	4/4	2,396		1.40
1,235	Tons Total (20 'Mechs)	241,937,504	37,004		36,669		.99

BATTLETECH®

BATTLEMech RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

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

Weapons Inventory: (hexes)

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

Ammo Type: Rounds: BV2:

Streak SRM 4	25	86
SRM 6	30	120

Total Heat Sinks: 10 Double (20)

Auto Eject: Operational Disabled
 Weapon Heat: (11)

HIT LOCATIONS (2D6)

Roll	Left	Front/Rear	Right
2	LT	CT	RT
	(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 Leon

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

Left Arm

- Shoulder
- Upper Arm Actuator
- SRM 6
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Head

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

Right Arm

- Shoulder
- Upper Arm Actuator
- SRM 6
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Center Torso

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

Right Torso (CASE)

- XL Engine
- XL Engine
- Jump Jet
- Ammo (Streak 4) 25
- Ammo (SRM 6) 15
- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

Left Torso (CASE)

- XL Engine
- XL Engine
- Jump Jet
- Ammo (SRM 6) 15
- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

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: 1,047
 Weapon Value: 474 / 413
 Cost, C-Bills: 7,490,475

Right Leg

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

HEAT SCALE

** Avoid Inferno explosion on..
 Shutdown

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

-2 Movement Points (** 4+)
 +1 Modifier to Fire
 -1 Movement Point

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

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

Printed by HEAVYMETAL PRO. Copyright © 2009 RCW Enterprises. BattleTech®, 'Mech® and BattleMech® are trademarks of WizKids, Inc. Permission to photocopy for personal use.

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

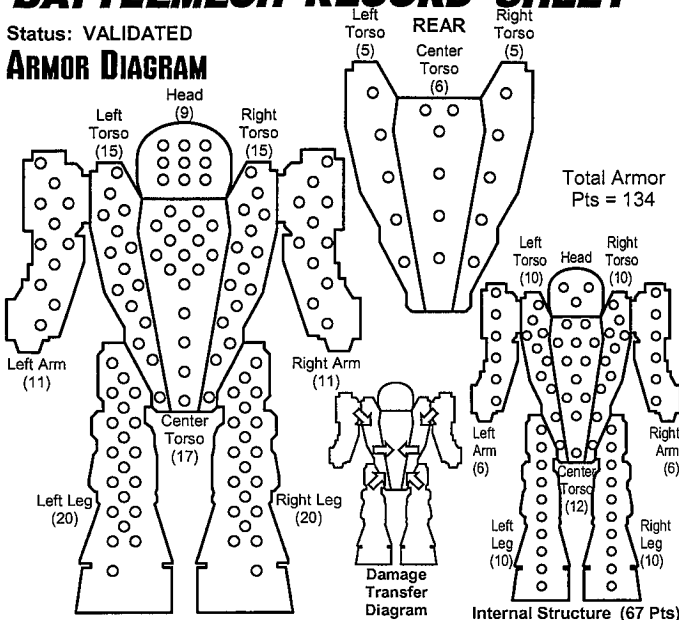
Roll	Number of Missiles Fired									
2D6	2	3	4	5	6	9	10	12	15	20
2	1	1	1	1	2	3	3	4	5	6
3	1	1	2	2	2	3	3	4	5	6
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

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

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

Ammo Type: Rounds: BV2:
 LRM 5 48 61

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: **MechWarrior Wu**
 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
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Double Heat Sink	6. Double Heat Sink
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Ferro-Fibrous	6. Roll Again
Head	1. Life Support	2. Sensors	3. Cockpit	4. ER Small Laser	5. Sensors	6. Life Support
Center Torso	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso (CASE)	1. Jump Jet	2. Jump Jet	3. Jump Jet	4. LRM 5	5. LRM 5	6. Ammo (LRM 5) 24
Right Torso (CASE)	1. Jump Jet	2. Jump Jet	3. Jump Jet	4. LRM 5	5. LRM 5	6. Ammo (LRM 5) 24
Left Leg	1. Endo Steel	2. Ferro-Fibrous	3. Ferro-Fibrous	4. Ferro-Fibrous	5. Roll Again	6. Roll Again
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel

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

Battle Value: 1,608
 BV for 3 / 4: 2,219
 Weapon Value: 1,112 / 1,112
 Cost, C-Bills: 4,255,510

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	

WAGAMES

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
 Sprnted -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

Printed by HEAVYMETAL PRO. Copyright © 2009 RCW Enterprises. BattleTech®, 'Mech® and BattleMech® are trademarks of WizKids, Inc. Permission to photocopy for personal use.

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

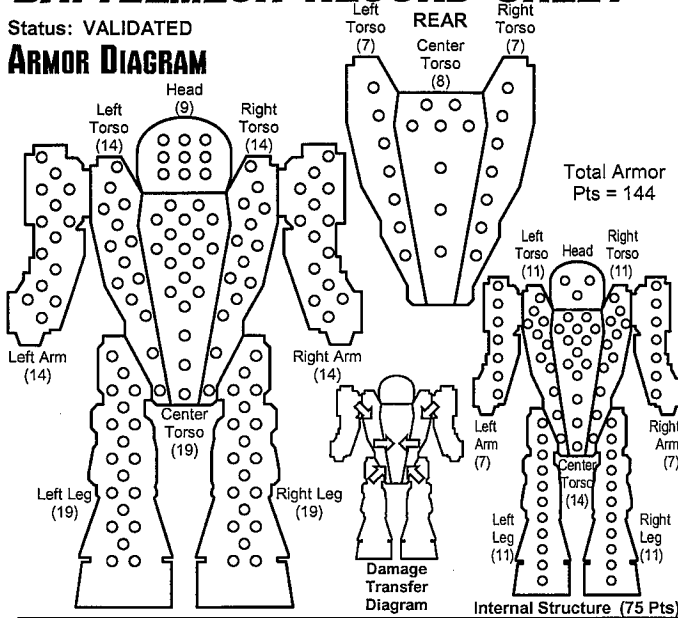
Roll	Number of Missiles Fired									
2D6	2	3	4	5	6	9	10	12	15	20
2	1	1	1	1	2	3	3	4	5	6
3	1	1	2	2	2	3	3	4	5	6
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	4	5	6	8	9	12	
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20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

BATTLETECH®

BATTLEMech RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Ice Ferret (Fenris) D
 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	Medium Pulse Laser	CT	4	7	-	4	8	12
1	Anti-Missile System	LA	1	*	-	-	-	-
1	Medium Pulse Laser	LA	4	7	-	4	8	12
2	Medium Pulse Laser	RA	4	7	-	4	8	12

Ammo Type: Rounds: BV2:
 Anti-Missile System 24 31

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

Auto Eject: Operational Disabled
 Weapon Heat: (17)

HIT LOCATIONS (2D6)

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

PUNCH LOCATIONS (1D6)

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

KICK LOCATIONS (1D6)

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

WARRIOR DATA

Name: MechWarrior Coleman
 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 (CASE)	Head	Center Torso	Right Arm	Right Torso	Right Leg
1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Anti-Missile System 6. Medium Pulse Laser	1. Life Support 2. Sensors 3. Cockpit 4. Ferro-Fibrous 5. Sensors 6. Life Support	1. XL Engine 2. XL Engine 3. XL Engine 4. Gyro 5. Gyro 6. Gyro	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Medium Pulse Laser 6. Medium Pulse Laser	1. Ferro-Fibrous 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Endo Steel 6. Endo Steel
4-6	1. Ammo (AMS) 24 2. Ferro-Fibrous 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again		1. Gyro 2. XL Engine 3. XL Engine 4. XL Engine 5. Medium Pulse Laser 6. Endo Steel	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again	
1-3	1. XL Engine 2. XL Engine 3. Endo Steel 4. Ferro-Fibrous 5. Ferro-Fibrous 6. Roll Again			1. XL Engine 2. XL Engine 3. Endo Steel 4. Ferro-Fibrous 5. Ferro-Fibrous 6. Roll Again	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again	
4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again			1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again		

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

Battle Value: 1,653
 BV for 3/4: 2,281
 Weapon Value: 1,568 / 1,568
 Cost, C-Bills: 12,122,362

HEAT SCALE

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

WIZKIDS

ATTACK MODIFIERS

Attacker

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

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

Target

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

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

Printed by HEAVY METAL PRO. Copyright © 2009 RCW Enterprises. BattleTech®, 'Mech® and BattleMech® are trademarks of WizKids, Inc. Permission to photocopy for personal use.

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

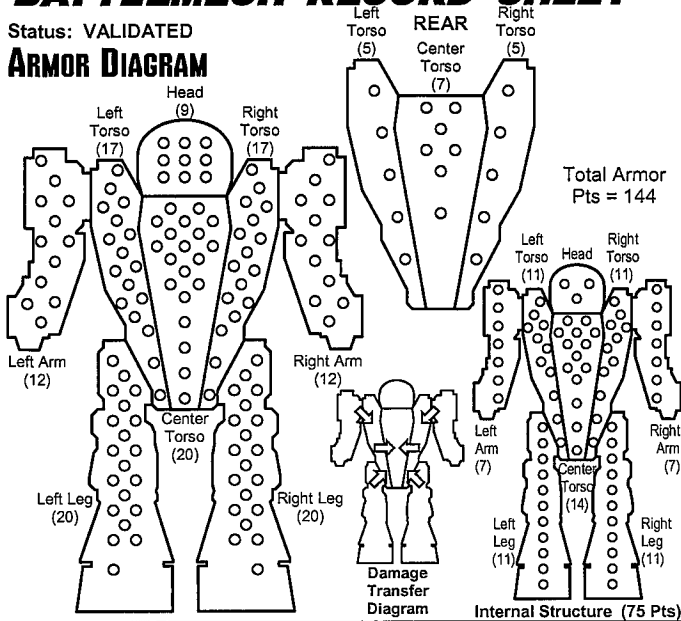
Roll	2D6	3	4	5	6	9	10	12	15	20
2	1	1	1	1	2	3	3	4	5	6
3	1	1	2	2	2	3	3	4	5	6
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20
12	2	3	4	5	6	9	10	12	15	20

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Total Armor Pts = 144

Internal Structure (75 Pts)

CRITICAL HIT TABLE

Left Arm

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

Head

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

Center Torso

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

Left Torso (CASE)

- Jump Jet
- Jump Jet
- Jump Jet
- Streak SRM 2
- Streak SRM 2
- Ammo (Streak 2) 50
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

1-3

4-6

Right Arm

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

1-3

4-6

Right Torso (CASE)

- Jump Jet
- Jump Jet
- Jump Jet
- Streak SRM 2
- Streak SRM 2
- Ammo (Streak 2) 50
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

1-3

4-6

Left Leg

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

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

Battle Value: 1,732
BV for 3 / 5: 2,078
Weapon Value: 1,411 / 1,290
Cost, C-Bills: 4,752,302

Right Leg

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

'MECH DATA

Type: Shadow Hawk IIC

Mass: 45 tons

Movement Points: Tech, Config. & Level:

Walking: 6 Clan

Running: 9 Biped 'Mech

Jumping: 6 Level 2 / 3055

Weapons Inventory: (hexes)

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

Ammo Type: Streak SRM 2
Rounds: 100
BV2: 43

Total Heat Sinks: 10 Double (20)

Auto Eject: Operational Disabled

Weapon Heat: (23)

HIT LOCATIONS (2D6)

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

PUNCH LOCATIONS (1D6)

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

KICK LOCATIONS (1D6)

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

WARRIOR DATA

Name: MechWarrior Barret

Gunnery Skill: 3 Piloting Skill: 5

Hits Taken: 1 2 3 4 5 6

Consciousness #: 3 5 7 10 11 Dead

HEAT SCALE

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

WARGAMES

ATTACK MODIFIERS

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

Printed by HEAVYMETAL PRO. Copyright © 2009 RCW Enterprises. BattleTech®, 'Mech® and BattleMech® are trademarks of WizKids, Inc. Permission to photocopy for personal use.

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											

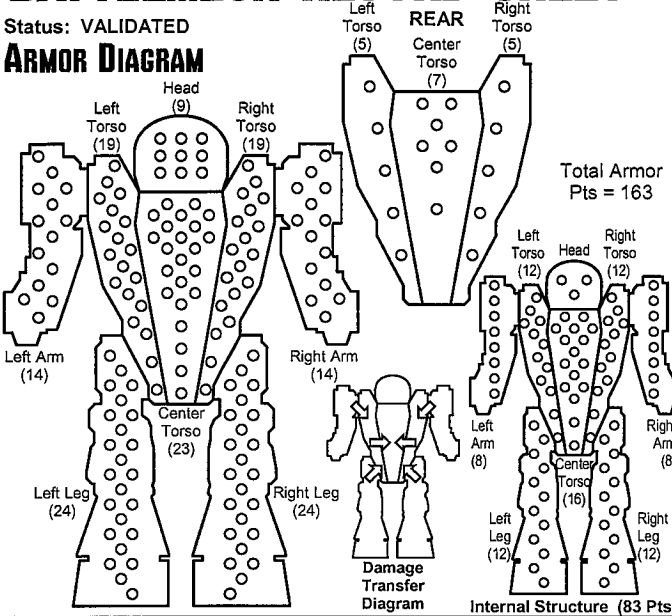
MISSILE HITS TABLE

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: **Conjurer (Hellhound)**
 Mass: **50 tons**
 Movement Points: Tech, Config. & Level:
 Walking: 6 Clan
 Running: 9 Biped 'Mech
 Jumping: 6 Level 2 / 3055

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

Ammo Type: Streak SRM 2 Rounds: 50 BV2: 22

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
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 Cleary**
 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	Damage
Left Arm	1-3	Shoulder, Upper Arm Actuator, Lower Arm Actuator, Hand Actuator, Ferro-Fibrous, Ferro-Fibrous
Right Arm	1-3	Shoulder, Upper Arm Actuator, Lower Arm Actuator, Hand Actuator, Large Pulse Laser, Large Pulse Laser
Head	1-3	Life Support, Sensors, Cockpit, Roll Again, Sensors, Life Support
Center Torso	1-3	Fusion Engine, Fusion Engine, Fusion Engine
Left Torso (CASE)	1-3	Jump Jet, Jump Jet, Streak SRM 2, Streak SRM 2, Ammo (Streak 2) 50, Endo Steel
Right Torso	1-3	Jump Jet, Jump Jet, ER Medium Laser, ER Medium Laser, Endo Steel, Endo Steel
Left Leg	1-3	Ferro-Fibrous, Ferro-Fibrous, Roll Again, Roll Again, Roll Again, Roll Again
Right Leg	1-3	Hip, Upper Leg Actuator, Lower Leg Actuator, Foot Actuator, Endo Steel, Endo Steel

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

Battle Value: 1,813
 BV for 4 / 4: 2,085
 Weapon Value: 1,489 / 1,424
 Cost, C-Bills: 5,320,500

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 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

Printed by HEAVYMETAL PRO. Copyright © 2009 RCW Enterprises. BattleTech®, 'Mech® and BattleMech® are trademarks of WizKids, Inc. Permission to photocopy for personal use.

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

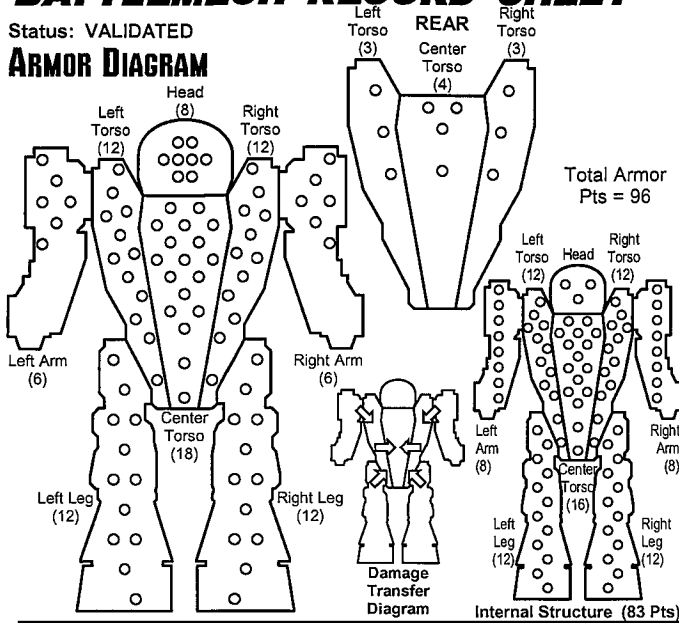
Roll	2D6	3	4	5	6	9	10	12	15	20
2	1	1	1	1	2	3	3	4	5	6
3	1	1	2	2	2	3	3	4	5	6
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20
12	2	3	4	5	6	9	10	12	15	20

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

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

Weapons Inventory: (hexes)

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

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

Total Heat Sinks: 12 Double (24)

Auto Eject: Operational Disabled
 Weapon Heat: (38)

HIT LOCATIONS (2D6)

Roll	Left	Front/Rear	Right
2	LT	CT	RT
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 Thomas**

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	

ATTACK MODIFIERS

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

CRITICAL HIT TABLE

Location	1-3	4-6
Left Arm	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. Endo Steel 4. Endo Steel 5. Roll Again 6. Roll Again
Right Arm	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. Endo Steel 4. Endo Steel 5. Roll Again 6. Roll Again
Head	1. Life Support 2. Sensors 3. Cockpit 4. Endo Steel 5. Sensors 6. Life Support	
Center Torso	1. XL Engine 2. XL Engine 3. XL Engine 4. Gyro 5. Gyro 6. Gyro	1. XL Engine 2. XL Engine 3. XL Engine 4. Gyro 5. Gyro 6. Gyro
Left Torso (CASE)	1. XL Engine 2. XL Engine 3. Ultra AC/20 4. Ultra AC/20 5. Ultra AC/20 6. Ultra AC/20	1. Ultra AC/20 2. Ultra AC/20 3. Ultra AC/20 4. Ultra AC/20 5. Ammo (Ult AC/20) 5 6. Endo Steel
Right Torso (CASE)	1. XL Engine 2. XL Engine 3. Ultra AC/20 4. Ultra AC/20 5. Ultra AC/20 6. Ultra AC/20	1. Ultra AC/20 2. Ultra AC/20 3. Ultra AC/20 4. Ultra AC/20 5. Ammo (Ult AC/20) 5 6. Endo Steel
Left Leg	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Jump Jet 6. Jump Jet	
Right Leg	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Jump Jet 6. Jump Jet	

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

Battle Value: 1,679
 BV for 4/4: 1,931
 Weapon Value: 933 / 933
 Cost, C-Bills: 8,110,000

Printed by HEAVYMETAL PRO. Copyright © 2009 RCW Enterprises. BattleTech®, 'Mech® and BattleMech® are trademarks of WizKids, Inc. Permission to photocopy for personal use.

MOVEMENT RECORD

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

MISSILE HITS TABLE

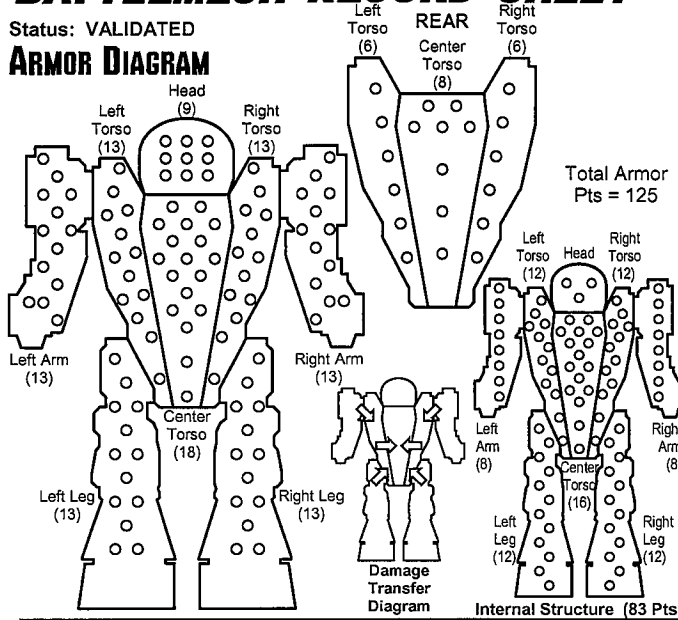
Roll	2D6	3	4	5	6	9	10	12	15	20
2	1	1	1	1	2	3	3	4	5	6
3	1	1	2	2	2	3	3	4	5	6
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20
12	2	3	4	5	6	9	10	12	15	20

BATTLETECH®

BATTLEMech RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Total Armor Pts = 125

Damage Transfer Diagram

Internal Structure (83 Pts)

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Medium Pulse Laser
- 4 Medium Pulse Laser
- 5 Medium Pulse Laser
- 6 Ferro-Fibrous
- 1-3 Ferro-Fibrous
- 2 Ferro-Fibrous
- 4-6 Ferro-Fibrous
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- 4 Roll Again
- 5 Sensors
- 6 Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Ferro-Fibrous
- 4 Ferro-Fibrous
- 5 Ferro-Fibrous
- 6 Ferro-Fibrous
- 1-3 Roll Again
- 2 Roll Again
- 3 Roll Again
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

Center Torso

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

Right Torso

- 1-3 XL Engine
- 2 XL Engine
- 3 XL Engine
- 4 ER PPC
- 5 ER PPC
- 6 ER PPC
- 1-3 Streak SRM 2
- 2 Ammo (Streak 2) 50
- 3 Ferro-Fibrous
- 4 Ferro-Fibrous
- 5 Ferro-Fibrous
- 6 Roll Again

Left Torso

- 1-3 XL Engine
- 2 XL Engine
- 3 XL Engine
- 4 SRM 6
- 5 SRM 6
- 6 Ammo (SRM 6) 15
- 1-3 Ferro-Fibrous
- 2 Ferro-Fibrous
- 3 Ferro-Fibrous
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

Left Leg

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

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

Battle Value: 1,350
 BV for 4/4: 1,553
 Weapon Value: 782 / 766
 Cost, C-Bills: 9,946,500

Right Leg

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

'MECH DATA

Type: Raijin RJN101-A

Mass: 50 tons

Movement Points: Tech, Config. & Level:

Walking: 6 Inner Sphere
 Running: 9 Biped 'Mech
 Jumping: 6 Level 2 / 3058

Weapons Inventory:

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

Ammo Type:	Rounds:	BV2:
SRM 6	15	30
Streak SRM 2	50	17

Total Heat Sinks: 10 Double (20)

○○○○○○○○○○

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

WARRIOR DATA

Name: Adept Epsilon-IV David Hughes

Gunnery Skill: 4 Piloting Skill: 4

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

WREAMES

KICK LOCATIONS (1D6)

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

ATTACK MODIFIERS

Attacker	Movement	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

Printed by HEAVYMETAL PRO. Copyright © 2009 RCW Enterprises. BattleTech®, 'Mech® and BattleMech® are trademarks of WizKids, Inc. Permission to photocopy for personal use.

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

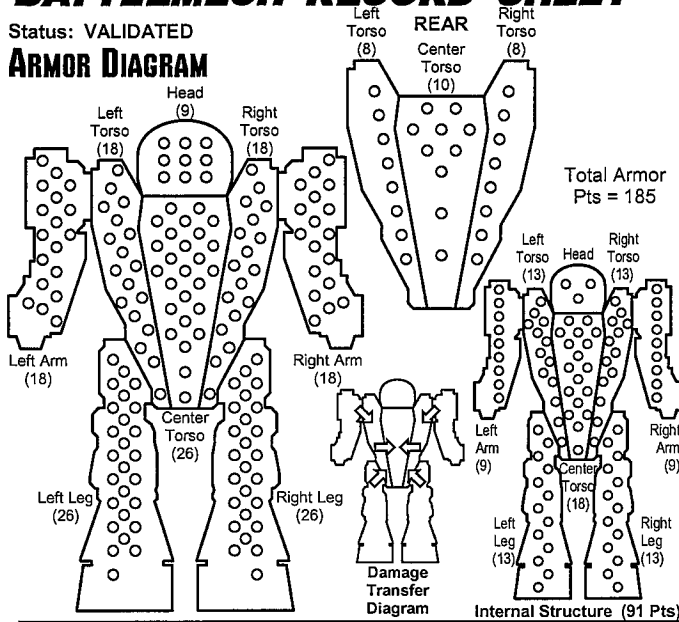
Roll	2D6	3	4	5	6	9	10	12	15	19	20
2	1	1	1	2	3	3	4	5	6		
3	1	1	2	2	3	3	4	5	6		
4	1	1	2	2	3	4	4	5	6	9	
5	1	2	2	3	3	5	6	8	9	12	
6	1	2	2	3	4	5	6	8	9	12	
7	1	2	3	3	4	5	6	8	9	12	
8	2	2	3	3	4	5	6	8	9	12	
9	2	2	3	4	5	7	8	10	12	16	
10	2	3	3	4	5	7	8	10	12	16	
11	2	3	4	5	6	9	10	12	15	20	
12	2	3	4	5	6	9	10	12	15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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Total Armor Pts = 185

Internal Structure (91 Pts)

CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - SRM 6
 - SRM 6
- 1-3
- Medium Pulse Laser
 - Ferro-Fibrous
 - Ferro-Fibrous
 - 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
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Anti-Missile System
 - Ferro-Fibrous
- 4-6

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

Battle Value: 1,469
Weapon Value: 1,236 / 1,236
Cost, C-Bills: 10,211,606

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - ER Large Laser
 - ER Large Laser
- 1-3
- Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Torso

- XL Engine
 - XL Engine
 - XL Engine
 - LRM 20
 - LRM 20
 - LRM 20
- 1-3
- LRM 20
 - LRM 20
 - Ammo (LRM 20) 6
 - Ammo (LRM 20) 6
 - Ammo (AMS) 12
 - Ferro-Fibrous
- 4-6

Right Leg

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

'MECH DATA

Type: Grim Reaper GRM-R-PR29

Mass: 55 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 20	RT	6	1/hit	6	7	14	21
1	SRM 6	LA	4	2/hit	-	3	6	9
1	ER Large Laser	RA	12	8	-	7	14	19
1	Anti-Missile System	CT	1	*	-	-	-	-
1	Medium Pulse Laser	LA	4	6	-	2	4	6

Ammo Type: Rounds: BV2:

LRM 20	12	86
SRM 6	15	13
Anti-Missile System	12	14

Total Heat Sinks: 10 Double (20)

○○○○○○○○○○

Auto Eject:

Operational Disabled

Weapon Heat:

(27)

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: Adept Epsilon-II James Fields

Gunnery Skill: 4 Piloting Skill: 5

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

Consciousness #

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	-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	-2 Movement Points (** 4+)
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
Immobile	-4
In Depth 1 Water	+2 Punch locations
Partial Cover	+3 Punch locations
Infantry Squad	+1

Printed by HEAVYMETAL PRO. Copyright © 2009 RCW Enterprises. BattleTech®, Mech® and BattleMech® are trademarks of WizKids, Inc. Permission to photocopy for personal use.

MOVEMENT RECORD

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

MISSILE HITS TABLE

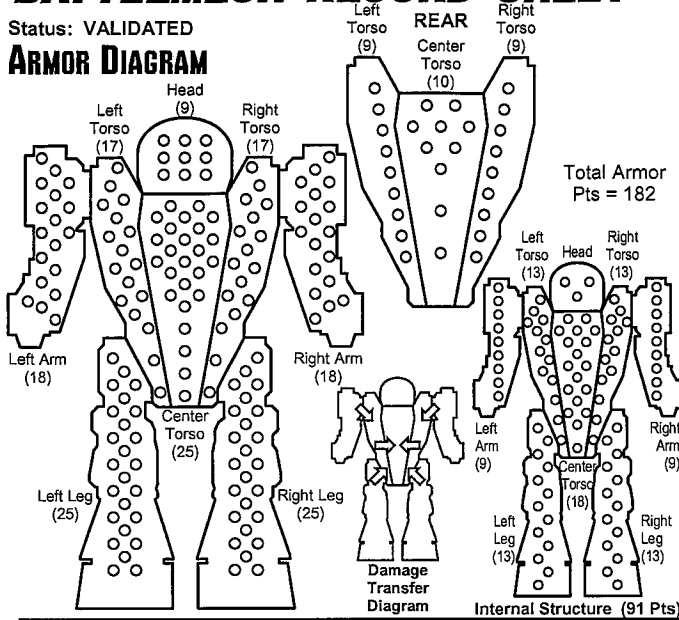
Roll	Number of Missiles Fired									
2D6	2	3	4	5	6	9	10	12	15	20
2	1	1	1	1	2	3	3	4	5	6
3	1	1	2	2	2	3	3	4	5	6
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	4	5	6	8	9	12	
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20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

BATTLETECH®

BATTLEMech RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Total Armor Pts = 182

Internal Structure (91 Pts)

CRITICAL HIT TABLE

Left Arm

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

1-3

4-6

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

1-3

4-6

Left Leg

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

Head

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

Center Torso

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

1-3

4-6

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

Battle Value: 2,073
BV for 3 / 5: 2,488
Weapon Value: 3,171 / 3,171
Cost, C-Bills: 14,771,112

Right Arm

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

1-3

4-6

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

1-3

4-6

Right Leg

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

'MECH DATA

Type: Stormcrow (Ryoken) Prime

Mass: 55 tons

Movement Points: Tech, Config. & Level:

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

Weapons Inventory: (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	LA	5	7	-	5	10	15
1	ER Large Laser	RA	12	10	-	8	15	25
1	ER Medium Laser	RA	5	7	-	5	10	15

Total Heat Sinks: 22 Double (44)
○○○○○○○○○○ ○○○○○○○○○

Auto Eject: Operational Disabled
Weapon Heat: (39)

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 Erin

Gunnery Skill: 3 Piloting Skill: 5

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

HEAT SCALE

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

WKEAMER

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

Printed by HEAVYMETAL PRO. Copyright © 2009 RCW Enterprises. BattleTech®, 'Mech® and BattleMech® are trademarks of WizKids, Inc. Permission to photocopy for personal use.

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

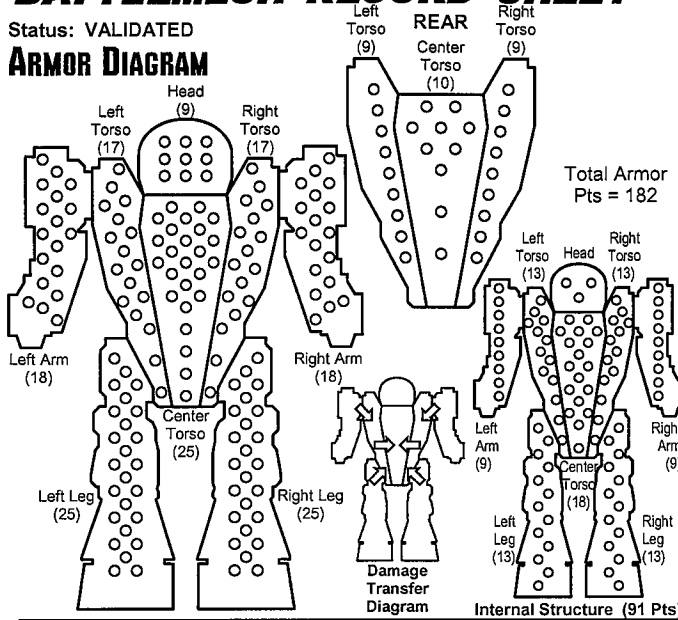
Roll	Number of Missiles Fired									
2D6	2	3	4	5	6	9	10	12	15	20
2	1	1	1	1	2	3	3	4	5	6
3	1	1	2	2	2	3	3	4	5	6
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	3	4	5	7	8	10	12	16	
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Total Armor Pts = 182

Internal Structure (91 Pts)

CRITICAL HIT TABLE

Left Arm

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

Left Torso

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

Left Leg

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

Head

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

Center Torso

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

- 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

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

Right Leg

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

'MECH DATA

Type: Stormcrow (Ryoken) Prime

Mass: 55 tons

Movement Points: Tech, Config. & Level:

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

Weapons Inventory:

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

Total Heat Sinks: 22 Double (44)

○○○○○○○○○○ ○○○○○○○○○

Auto Eject:

Operational Disabled

Weapon Heat:

(39)

WARRIOR DATA

Name: Star Captain Jas Wimmer

Gunnery Skill: 3

Piloting Skill: 3

Hits Taken

Consciousness #

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

HEAT SCALE

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

WREANER

HIT LOCATIONS (2D6)

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

PUNCH LOCATIONS (1D6)

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

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

Printed by HEAVYMETAL PRO. Copyright © 2009 RCW Enterprises. BattleTech®, 'Mech® and BattleMech® are trademarks of WizKids, Inc. Permission to photocopy for personal use.

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

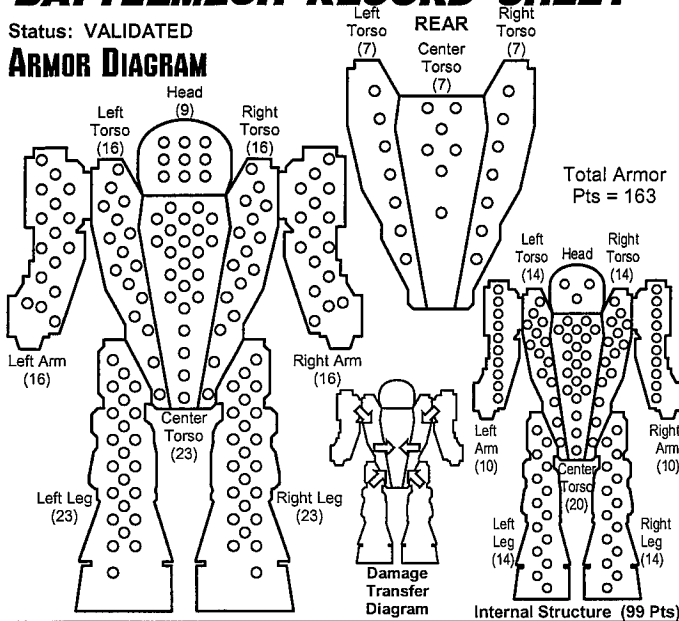
Roll	Number of Missiles Fired											
2D6	2	3	4	5	6	9	10	12	15	20		
2	1	1	1	1	2	3	3	4	5	6		
3	1	1	2	2	2	3	3	4	5	6		
4	1	1	2	2	3	4	4	5	6	9		
5	1	2	2	3	3	5	6	8	9	12		
6	1	2	2	3	4	5	6	8	9	12		
7	1	2	3	3	4	5	6	8	9	12		
8	2	2	3	3	4	5	6	8	9	12		
9	2	2	3	4	5	7	8	10	12	16		
10	2	3	3	4	5	7	8	10	12	16		
11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

Part	1-3	4-6
Left Arm	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator	4. Large Pulse Laser 5. Large Pulse Laser 6. Medium Pulse Laser
Right Arm	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator	4. Large Pulse Laser 5. Large Pulse Laser 6. Medium Pulse Laser
Head	1. Life Support 2. Sensors 3. Cockpit	4. Ferro-Fibrous 5. Sensors 6. Life Support
Center Torso	1. XL Engine 2. XL Engine 3. XL Engine	4. Gyro 5. Gyro 6. Gyro
Left Torso (CASE)	1. XL Engine 2. XL Engine	3. LRM 20 4. LRM 20 5. LRM 20 6. LRM 20
Right Torso (CASE)	1. XL Engine 2. XL Engine	3. Ammo (LRM 20) 6 4. LRM 20 5. LRM 20 6. LRM 20
Left Leg	1. Ammo (LRM 20) 6 2. Ferro-Fibrous 3. Ferro-Fibrous	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: 2,351
 BV for 3 / 4: 3,244
 Weapon Value: 2,366 / 2,366
 Cost, C-Bills: 15,292,000

'MECH DATA

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

Weapons Inventory: (hexes)

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

Ammo Type: LRM 20
 Rounds: 12
 BV2: 101

Total Heat Sinks: 12 Double (24)

Auto Eject: Operational Disabled
 Weapon Heat: (40)

HIT LOCATIONS (2D6)

Roll	Left	Front/Rear	Right
2	LT	CT	RT
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: MechWarrior Devon

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	

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

Printed by HEAVYMETAL PRO. Copyright © 2009 RCW Enterprises. BattleTech®, Mech® and BattleMech® are trademarks of WizKids, Inc. Permission to photocopy for personal use.

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

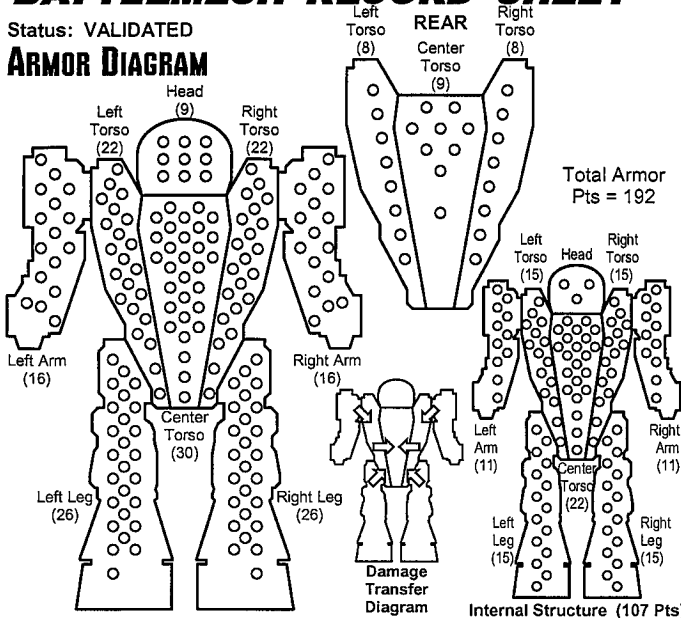
Roll	Number of Missiles Fired									
2D6	2	3	4	5	6	9	10	12	15	20
2	1	1	1	2	3	3	4	5	6	
3	1	1	2	2	3	3	4	5	6	
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 192

Internal Structure (107 Pts)

CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

- XL Engine
- XL Engine
- XL Engine
- SRM 6
- SRM 6
- Ammo (SRM 6) 15

- Ammo (SRM 6) 15
- CASE
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

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

Head

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

Center Torso

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

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Medium Laser
- Medium Laser

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

Battle Value: 1,481
BV for 3 / 4: 2,044
Weapon Value: 1,331 / 1,331
Cost, C-Bills: 17,168,230

Right Arm

- Shoulder
- Upper Arm Actuator
- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20

- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20

Right Torso

- XL Engine
- XL Engine
- XL Engine
- SRM 6
- SRM 6
- Ammo (AC/20) 5

- Ammo (AC/20) 5
- Ammo (AC/20) 5
- CASE
- Roll Again
- Roll Again
- Roll Again

Right Leg

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

'MECH DATA

Type: **Avatar AV1-OA**

Mass: **70 tons**

Movement Points: **Tech, Config. & Level:**

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

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	CT	3	5	-	3	6	9
1	ER Large Laser	LA	12	8	-	7	14	19
1	Autocannon/20	RA	7	20	-	3	6	9
1	SRM 6	RT	4	2/hit	-	3	6	9
1	SRM 6	LT	4	2/hit	-	3	6	9

Ammo Type: **Autocannon/20** Rounds: **15** BV2: **147**

SRM 6 Rounds: **30** BV2: **31**

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

○○○○○○○○○○

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

WARRIOR DATA

Name: **Adept Epsilon Raymond Jonser**

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

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	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	

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

Printed by **HEAVYMETAL PRO**. Copyright © 2009 RCW Enterprises. BattleTech®, 'Mech® and BattleMech® are trademarks of WizKids, Inc. Permission to photocopy for personal use.

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

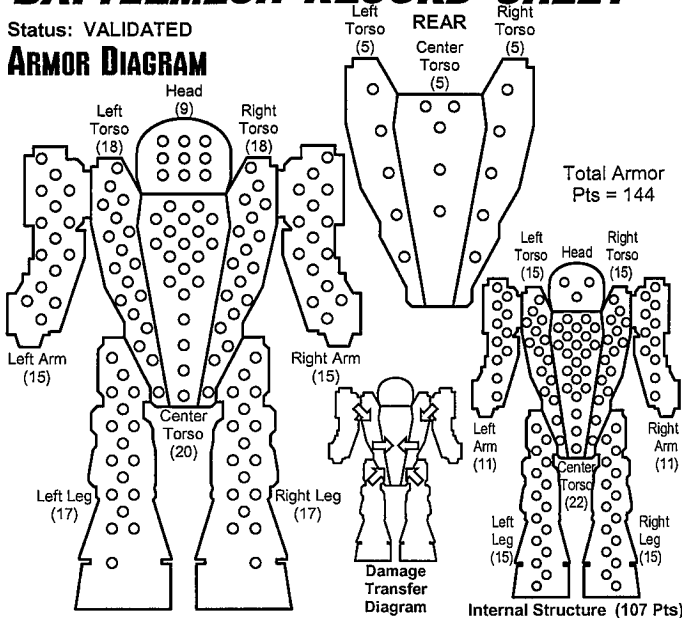
Roll	Number of Missiles Fired									
2D6	2	3	4	5	6	9	10	12	15	20
2	1	1	1	1	2	3	3	4	5	6
3	1	1	2	2	2	3	3	4	5	6
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Excilbur EXC-C1**
 Mass: **70 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **5** Inner Sphere
 Running: **8** Biped 'Mech
 Jumping: **0** Level 2 / 3058

Weapons Inventory:

Qty	Type	Loc	Hi	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	RA	1	15	2	7	15	22
1	LRM 20 w/ Artemis IV	LT	6	1/hit	6	7	14	21
1	Medium Laser	LA	3	5	-	3	6	9

hexes

Ammo Type: Gauss Rifle Rounds: 16 BV2: 150
 LRM 20 12 86

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

Auto Eject: Operational Disabled Weapon Heat: (10)

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: **Adept Epsilon-III Chole Barret**
 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. Lower Arm Actuator 4. Hand Actuator 5. Medium Laser 6. Roll Again	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Gauss Rifle 5. Gauss Rifle 6. Gauss Rifle	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. LRM 20 5. LRM 20 6. LRM 20	1. XL Engine 2. XL Engine 3. XL Engine 4. Ammo (Gauss) 8 5. Ammo (Gauss) 8 6. CASE	1. LRM 20 2. LRM 20 3. Artemis IV FCS 4. Ammo (LRM 20) 6 5. Ammo (LRM 20) 6 6. CASE	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Roll Again 6. Roll Again
4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again

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

Battle Value: 1,637
 Weapon Value: 1,331 / 1,236
 Cost, C-Bills: 16,093,786

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

Printed by HEAVYMETAL PRO. Copyright © 2009 RCW Enterprises. BattleTech®, 'Mech® and BattleMech® are trademarks of WizKids, Inc. Permission to photocopy for personal use.

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

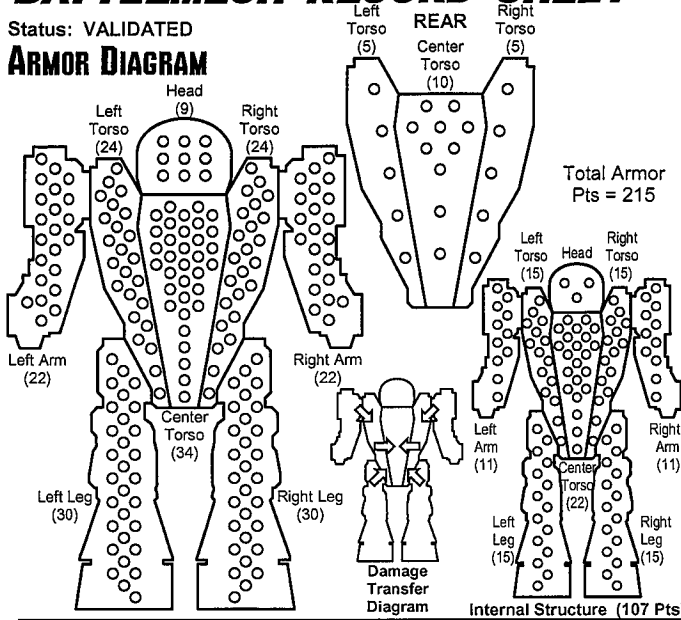
Roll	Number of Missiles Fired											
2D6	2	3	4	5	6	9	10	12	15	20		
2	1	1	1	1	2	3	3	4	5	6		
3	1	1	2	2	2	3	3	4	5	6		
4	1	1	2	2	3	4	4	5	6	9		
5	1	2	2	3	3	5	6	8	9	12		
6	1	2	2	3	4	5	6	8	9	12		
7	1	2	3	3	4	5	6	8	9	12		
8	2	2	3	3	4	5	6	8	9	12		
9	2	2	3	4	5	7	8	10	12	16		
10	2	3	3	4	5	7	8	10	12	16		
11	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: Shootist ST-8A
 Mass: 70 tons
 Movement Points: Tech, Config. & Level:
 Walking: 4 Inner Sphere
 Running: 6 Biped 'Mech
 Jumping: 0 Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/20	LT	7	20	-	3	6	9
1	ER Large Laser	RA	12	8	-	7	14	19
1	Medium Pulse Laser	LA	4	6	-	2	4	6
1	Medium Pulse Laser	CT	4	6	-	2	4	6
1	Small Laser	HD	1	3	-	1	2	3

Ammo Type: Rounds: BV2:
 Autocannon/20 10 55

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

Auto Eject: Operational Disabled
 Weapon Heat: (28)

HIT LOCATIONS (2D6)

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

PUNCH LOCATIONS (1D6)

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

WARRIOR DATA

Name: Acolyte Epsilon-VI Barry Binder
 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	Head	Right Arm
1-3	1. Shoulder 2. Upper Arm Actuator 3. Medium Pulse Laser 4. Ferro-Fibrous 5. Ferro-Fibrous 6. Ferro-Fibrous	1. Life Support 2. Sensors 3. Cockpit 4. Small Laser 5. Sensors 6. Life Support	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. ER Large Laser 6. ER Large Laser
4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again		1. Ferro-Fibrous 2. Ferro-Fibrous 3. Ferro-Fibrous 4. Roll Again 5. Roll Again 6. Roll Again
Roll	Left Torso	Center Torso	Right Torso
1-3	1. Autocannon/20 2. Autocannon/20 3. Autocannon/20 4. Autocannon/20 5. Autocannon/20 6. Autocannon/20	1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro	1. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 4. Double Heat Sink 5. Double Heat Sink 6. Double Heat Sink
4-6	1. Autocannon/20 2. Autocannon/20 3. Autocannon/20 4. Autocannon/20 5. Ferro-Fibrous 6. Ferro-Fibrous	1. Gyro 2. Fusion Engine 3. Fusion Engine 4. Fusion Engine 5. Medium Pulse Laser 6. Roll Again	1. Ammo (AC/20) 5 2. Ammo (AC/20) 5 3. Ferro-Fibrous 4. Ferro-Fibrous 5. CASE 6. Roll Again
Roll	Left Leg	Right Leg	
1-3	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Ferro-Fibrous 6. Ferro-Fibrous	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Ferro-Fibrous 6. Ferro-Fibrous	
4-6			

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

Battle Value: 1,507
 Weapon Value: 1,739 / 1,739
 Cost, C-Bills: 6,555,229

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. KEAMER

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

Printed by HEAVYMETAL PRO. Copyright © 2009 RCW Enterprises. BattleTech®, 'Mech® and BattleMech® are trademarks of WizKids, Inc. Permission to photocopy for personal use.

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

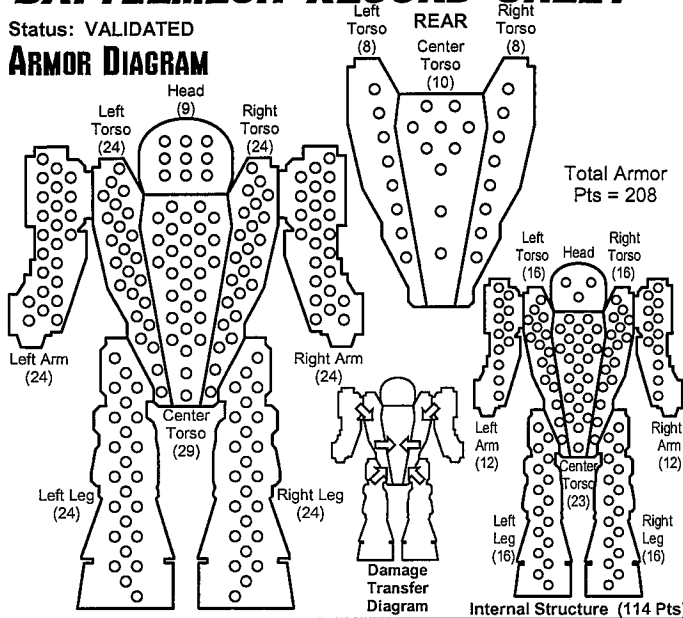
Roll	Number of Missiles Fired												
2D6	2	3	4	5	6	9	10	12	15	18	20		
3	1	1	1	1	2	3	3	4	5	6			
4	1	1	2	2	2	3	3	4	5	6			
5	1	2	2	3	3	5	6	8	9	12			
6	1	2	2	3	4	5	6	8	9	12			
7	1	2	3	3	4	5	6	8	9	12			
8	2	2	3	4	5	6	8	9	12				
9	2	2	3	4	5	7	8	10	12	16			
10	2	3	3	4	5	7	8	10	12	16			
11	2	3	4	5	6	9	10	12	15	20			
12	2	3	4	5	6	9	10	12	15	20			

BATTLETECH®

BATTLEMech RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: **Black Knight BL6-KNT**
 Mass: **75 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **4** Inner Sphere
 Running: **6** Biped 'Mech
 Jumping: **0** Level 2 / 3050

Weapons Inventory: (hexes)

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

Total Heat Sinks: **20 Single**
 ○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○
 Auto Eject: Operational Disabled
 Weapon Heat: **(39)**

HIT LOCATIONS (2D6)

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

PUNCH LOCATIONS (1D6)

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

WARRIOR DATA

Name: **Adept Epsilon-IX Mimi Ozaki**

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

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

KICK LOCATIONS (1D6)

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

CRITICAL HIT TABLE

Roll	Left Arm	Head	Center Torso	Right Arm	Left Torso	Right Torso	Left Leg	Right Leg
1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Medium Laser 6. Endo Steel 7. Endo Steel 8. Endo Steel	1. Life Support 2. Sensors 3. Cockpit 4. Small Laser 5. Sensors 6. Life Support	1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. PPC 6. PPC	1. Single Heat Sink 2. Single Heat Sink 3. Large Laser 4. Large Laser 5. Medium Laser 6. Endo Steel	1. Single Heat Sink 2. Single Heat Sink 3. Large Laser 4. Large Laser 5. Medium Laser 6. Endo Steel	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Single Heat Sink 6. Single Heat Sink	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Single Heat Sink 6. Single Heat Sink
4-6	1. Roll Again 2. Roll Again 3. Roll Again	1. Roll Again 2. Roll Again 3. Roll Again	1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro	1. Endo Steel 2. Endo Steel 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again	1. Endo Steel 2. Endo Steel 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again	1. Roll Again 2. Roll Again 3. Roll Again	1. Roll Again 2. Roll Again 3. Roll Again	

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

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

HEAT SCALE

30	Shutdown
29	
28	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	

WARGAMES

ATTACK MODIFIERS

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

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

Printed by HEAVYMETAL PRO. Copyright © 2009 RCW Enterprises. BattleTech®, 'Mech® and BattleMech® are trademarks of WizKids, Inc. Permission to photocopy for personal use.

MOVEMENT RECORD

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

MISSILE HITS TABLE

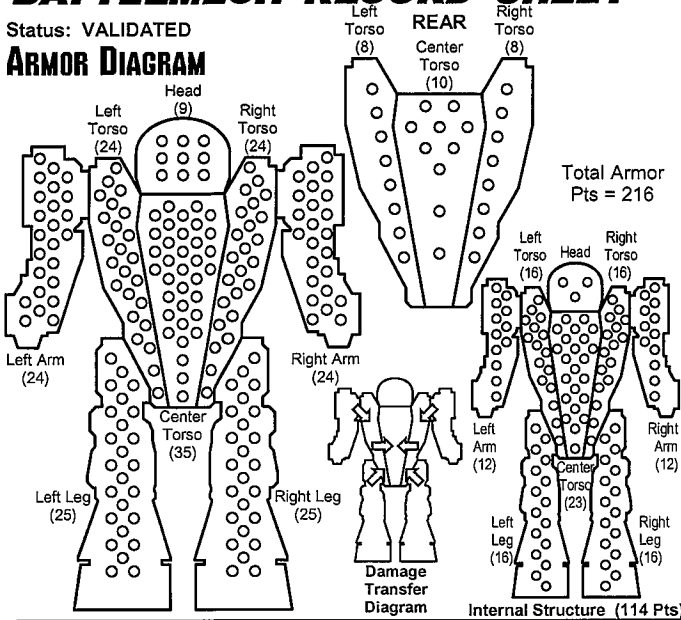
Roll	2D6	3	4	5	6	9	10	12	15	20
2	1	1	1	1	2	3	3	4	5	6
3	1	1	2	2	3	3	4	5	6	6
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20
12	2	3	4	5	6	9	10	12	15	20

BATTLETECH®

BATTLEMech RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Total Armor Pts = 216

Internal Structure (114 Pts)

'MECH DATA

Type: **Black Knight BL9-KNT**
 Mass: **75 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **4** Inner Sphere
 Running: **6** Biped 'Mech
 Jumping: **0** Level 2 / 3050

Weapons Inventory: (hexes)

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

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

Auto Eject: Operational Disabled
 Weapon Heat: **(57)**

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

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Pulse Laser
- Hatchet
- Hatchet
- Hatchet
- Hatchet
- Endo Steel
- Endo Steel

Head

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

Center Torso

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

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

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

Battle Value: 1,678
 BV for 4 / 4: 1,930
 Weapon Value: 1,940 / 1,940
 Cost, C-Bills: 15,438,500

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER PPC
- ER PPC
- Medium Pulse Laser
- Endo Steel

Right Torso

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

- Large Laser
- Large Laser
- Medium Pulse Laser
- Endo Steel
- Endo Steel
- Endo Steel

Right Leg

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

WARRIOR DATA

Name: **Adept Epsilon-IV Angas Skinner**

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	

WREAGER

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

Printed by HEAVYMETAL PRO. Copyright © 2009 RCW Enterprises. BattleTech®, 'Mech® and BattleMech® are trademarks of WizKids, Inc. Permission to photocopy for personal use.

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

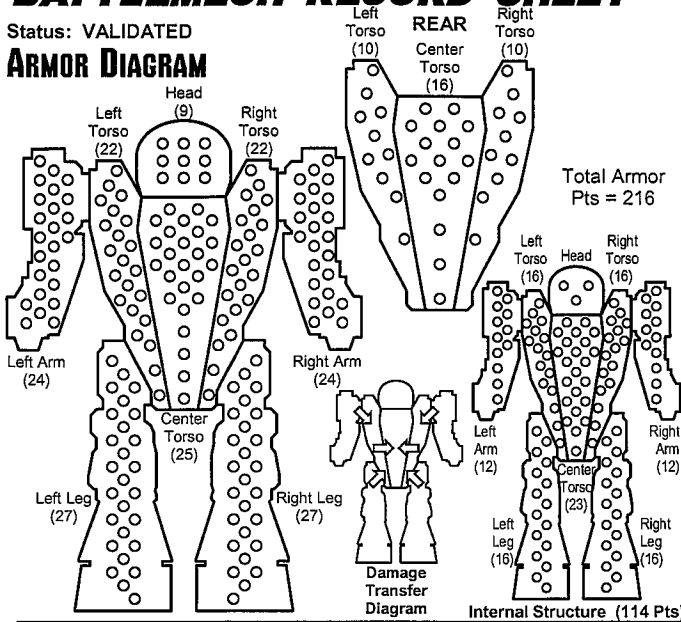
Roll	Number of Missiles Fired
2D6	2 3 4 5 6 9 10 12 15 20
2	1 1 1 1 2 3 3 4 5 6
3	1 1 2 2 2 3 3 4 5 6
4	1 1 2 2 3 4 4 5 6 9
5	1 2 2 3 3 5 6 8 9 12
6	1 2 2 3 4 5 6 8 9 12
7	1 2 3 3 4 5 6 8 9 12
8	2 2 3 3 4 5 6 8 9 12
9	2 2 3 4 5 7 8 10 12 16
10	2 3 3 4 5 7 8 10 12 16
11	2 3 4 5 6 9 10 12 15 20
12	2 3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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Total Armor Pts = 216

Internal Structure (114 Pts)

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Large Laser
- 1-3 Large Laser
- 1-3 Medium Laser

Head

- Life Support
- Sensors
- Cockpit
- Flamer
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Large Laser
- 1-3 Large Laser
- 1-3 Medium Laser

Center Torso

- 1-3 XL Engine
- 1-3 XL Engine
- 1-3 XL Engine
- Gyro
- Gyro
- Gyro

Right Torso

- 1-3 XL Engine
- 1-3 XL Engine
- 1-3 XL Engine
- Medium Laser
- Anti-Missile System
- Ammo (AMS) 12

Left Torso

- 1-3 XL Engine
- 1-3 XL Engine
- 1-3 XL Engine
- Medium Laser
- Medium Laser (R)
- Roll Again

- 1-3 Gyro
- 1-3 XL Engine
- 1-3 XL Engine
- 1-3 XL Engine
- 1-3 Large Laser
- 1-3 Large Laser

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

Battle Value: 1,779

BV for 3 / 4: 2,455

Weapon Value: 2,058 / 2,058

Cost, C-Bills: 17,831,625

Left Leg

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

Right Leg

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

'MECH DATA

Type: Flashman FLS-8K

Mass: 75 tons

Movement Points: Tech, Config. & Level:

Walking: 5 Inner Sphere

Running: 8 Biped 'Mech

Jumping: 0 Level 2 / 3050

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	CT	8	8	-	5	10	15
1	Large Laser	LA	8	8	-	5	10	15
1	Large Laser	RA	8	8	-	5	10	15
1	Medium Laser	LT	3	5	-	3	6	9
1	Medium Laser	LT(R)	3	5	-	3	6	9
1	Medium Laser	RT	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	Medium Laser	RA	3	5	-	3	6	9
1	Flamer	HD	3	2	-	1	2	3
1	Anti-Missile System	RT	1	*	-	-	-	-

Ammo Type: Rounds: BV2:
Anti-Missile System 12 14

Total Heat Sinks: 15 Double (30)

○○○○○○○○○○○○○○○○○○○○

Auto Eject: Weapon Heat:

Operational Disabled (43)

HIT LOCATIONS (2D6)

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

PUNCH LOCATIONS (1D6)

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

WARRIOR DATA

Name: Adept Epsilon-III David Zardzin

Gunnery Skill: 3 Piloting Skill: 4

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	

W. KEAMEY

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		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		+2 Punch locations
	Partial Cover		+3 Punch locations
	Infantry Squad		+1

Printed by HEAVYMETAL PRO. Copyright © 2009 RCW Enterprises. BattleTech®, 'Mech® and BattleMech® are trademarks of WizKids, Inc. Permission to photocopy for personal use.

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

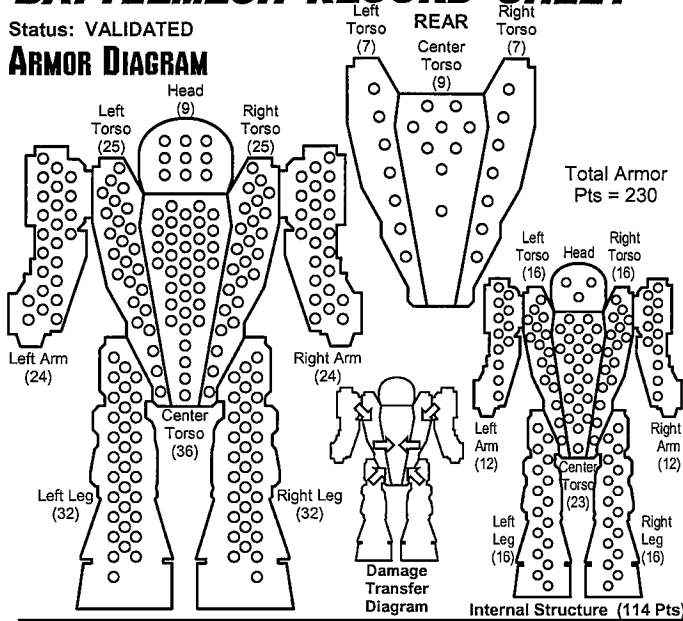
Roll	Number of Missiles Fired									
2D6	2	3	4	5	6	9	10	12	15	20
2	1	1	1	1	2	3	3	4	5	6
3	1	1	2	2	2	3	3	4	5	6
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	4	5	6	8	9	12	
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: **Timber Wolf (Mad Cat) A**
 Mass: **75 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	ER PPC	RA	15	15	-	7	14	23
3	Medium Pulse Laser	LT	4	7	-	4	8	12
1	ER PPC	LA	15	15	-	7	14	23
1	Streak SRM 6	RT	4	2/hit	-	4	8	12
1	ER Small Laser	CT	2	5	-	2	4	6

Ammo Type: Streak SRM 6 Rounds: 15 BV2: 28

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

Auto Eject: Operational Disabled Weapon Heat: (48)

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 Troy**
 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	
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	

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

Location	Roll	Effect
Left Arm	1-3	Shoulder
	2	Upper Arm Actuator
	3	Double Heat Sink
	4	Double Heat Sink
	5	Double Heat Sink
	6	Double Heat Sink
Right Arm	1-3	Shoulder
	2	Upper Arm Actuator
	3	Double Heat Sink
	4	Double Heat Sink
	5	Double Heat Sink
	6	Double Heat Sink
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
Left Torso	1-3	XL Engine
	2	XL Engine
	3	Medium Pulse Laser
	4	Medium Pulse Laser
	5	Medium Pulse Laser
	6	Endo Steel
Right Torso (CASE)	1-3	XL Engine
	2	XL Engine
	3	Streak SRM 6
	4	Streak SRM 6
	5	Ammo (Streak 6) 15
	6	Endo Steel
Left Leg	1-3	Gyro
	2	XL Engine
	3	XL Engine
	4	XL Engine
	5	ER Small Laser
	6	Endo Steel
Right Leg	1-3	Gyro
	2	XL Engine
	3	XL Engine
	4	XL Engine
	5	ER Small Laser
	6	Endo Steel

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

Battle Value: 2,854
 BV for 4 / 4: 3,282
 Weapon Value: 4,403 / 4,221
 Cost, C-Bills: 23,652,892

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	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

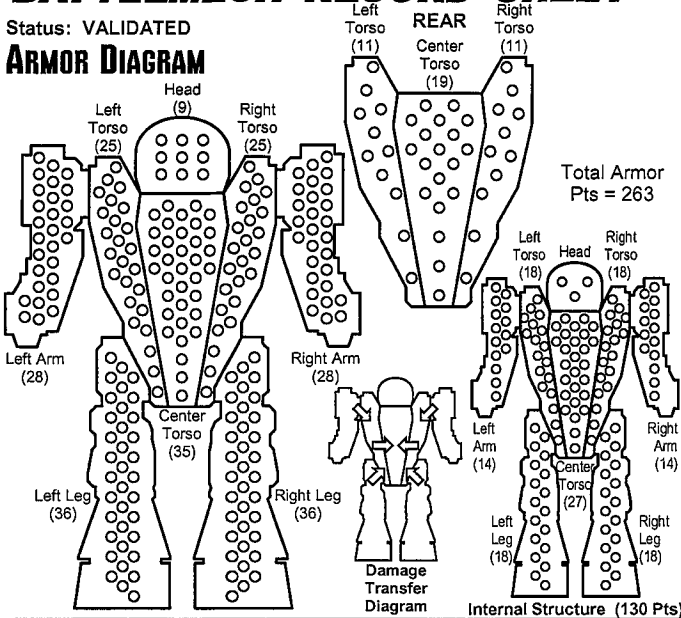
Printed by HEAVYMETAL PRO. Copyright © 2009 RCW Enterprises. BattleTech®, Mech® and BattleMech® are trademarks of WizKids, Inc. Permission to photocopy for personal use.

BATTLETECH®

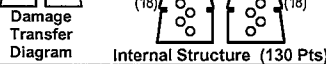
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Total Armor Pts = 263



'MECH DATA

Type: Crockett CRK-5003-1
 Mass: 85 tons
 Movement Points: Tech, Config. & Level:
 Walking: 3 Inner Sphere
 Running: 5 Biped Mech
 Jumping: 3 Level 2 / 2750

Weapons Inventory:

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

Ammo Type:	Rounds:	BV2:
SRM 6	30	24
LB 10-X AC	30	97

Total Heat Sinks: 15 Double (30)

Auto Eject: Operational Disabled

Weapon Heat: (36)

HIT LOCATIONS (2D6)

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

PUNCH LOCATIONS (1D6)

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

WARRIOR DATA

Name: Adept Epsilon-III Mark Renn

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

Left Arm

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

1-3

- Small Laser
- ER Large Laser
- ER Large Laser
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- SRM 6
- SRM 6
- 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

1-3

4-6

Left Leg

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

Head

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

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro
- Fusion Engine
- Fusion Engine
- Jump Jet
- Roll Again

1-3

4-6

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

Battle Value: 1,923
 Weapon Value: 2,243 / 2,243
 Cost, C-Bills: 8,388,825

Right Arm

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

1-3

- Small Laser
- ER Large Laser
- ER Large Laser
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- SRM 6
- SRM 6
- Ammo (SRM 6) 15
- Ammo (SRM 6) 15
- Ammo (LB 10-X) 10
- Ammo (LB 10-X) 10

1-3

4-6

Right Leg

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

HEAT SCALE

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

TKGAMES

ATTACK MODIFIERS

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

Printed by HEAVYMETAL PRO. Copyright © 2009 RCW Enterprises. BattleTech®, Mech® and BattleMech® are trademarks of WizKids, Inc. Permission to photocopy for personal use.

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

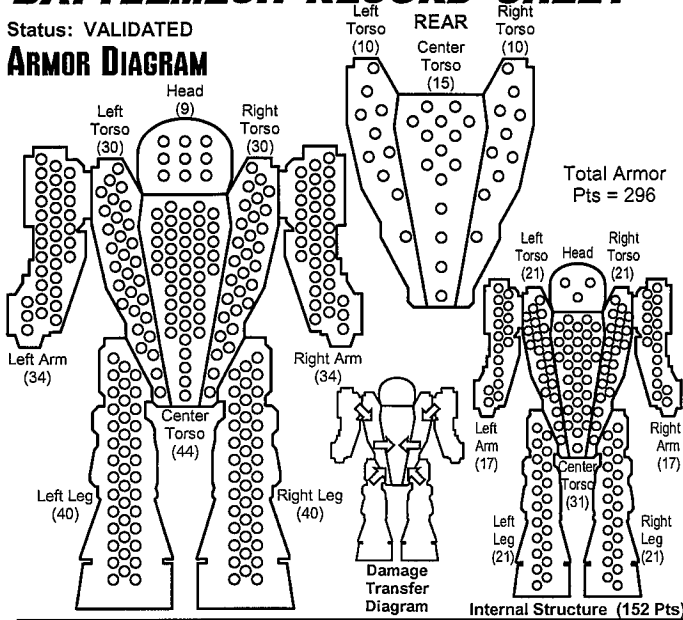
Roll	Number of Missiles Fired
2D6	2 3 4 5 6 9 10 12 15 20
2	1 1 1 1 2 3 3 4 5 6
3	1 1 2 2 2 3 3 4 5 6
4	1 1 2 2 3 4 4 5 6 9
5	1 2 2 3 3 5 6 8 9 12
6	1 2 2 3 4 5 6 8 9 12
7	1 2 3 3 4 5 6 8 9 12
8	2 2 3 3 4 5 6 8 9 12
9	2 2 3 4 5 7 8 10 12 16
10	2 3 3 4 5 7 8 10 12 16
11	2 3 4 5 6 9 10 12 15 20
12	2 3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

BATTLETECH®

BATTLEMech RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Total Armor Pts = 296

Internal Structure (152 Pts)

Left Arm

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

Left Torso

- XL Engine
- XL Engine
- XL Engine
- 1-3 LRM 15
- 4 LRM 15
- 5 LRM 15
- 1 Streak SRM 2
- 2 Ammo (LRM 15) 8
- 3 Ammo (Streak 2) 50
- 4 CASE
- 5 Ferro-Fibrous
- 6 Ferro-Fibrous

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

- XL Engine
- XL Engine
- XL Engine
- 1-3 Gyro
- 4 Gyro
- 5 Gyro
- 6 Gyro
- 1 Gyro
- 2 XL Engine
- 3 XL Engine
- 4-6 XL Engine
- 4 XL Engine
- 5 Ferro-Fibrous
- 6 Ferro-Fibrous

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

Battle Value: 2,224

BV for 4 / 4: 2,558

Weapon Value: 2,396 / 2,334

Cost, C-Bills: 22,628,000

Right Arm

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

Right Torso

- XL Engine
- XL Engine
- XL Engine
- 1-3 Large Pulse Laser
- 4 Large Pulse Laser
- 5 Streak SRM 2
- 6 Streak SRM 2
- 1 Ammo (Streak 2) 50
- 2 CASE
- 3 Ferro-Fibrous
- 4 Ferro-Fibrous
- 5 Ferro-Fibrous
- 6 Ferro-Fibrous

Right Leg

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

'MECH DATA

Type: King Crab KGC-001

Mass: 100 tons

Movement Points: Tech, Config. & Level:

Walking: 3 Inner Sphere
Running: 5 Biped 'Mech
Jumping: 0 Level 2 / 3050

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	LT	5	1/hit	6	7	14	21
1	Large Pulse Laser	RT	10	9	-	3	7	10
1	Gauss Rifle	LA	1	15	2	7	15	22
1	Gauss Rifle	RA	1	15	2	7	15	22
1	Streak SRM 2	LT	2	2/hit	-	3	6	9
1	Streak SRM 2	RT	2	2/hit	-	3	6	9

Ammo Type: Rounds: BV2:

LRM 15	8	17
Gauss Rifle	32	160
Streak SRM 2	100	8

Total Heat Sinks: 13 Single

○○○○○○○○○○○○○○

Auto Eject: Weapon Heat:

Operational Disabled (21)

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: Adept Epsilon-IV Brian O'Hara

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	



KICK LOCATIONS (1D6)

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

ATTACK MODIFIERS

Attacker	Movement	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

Printed by HEAVYMETAL PRO. Copyright © 2009 RCW Enterprises. BattleTech®, 'Mech® and BattleMech® are trademarks of WizKids, Inc. Permission to photocopy for personal use.

MOVEMENT RECORD

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

MISSILE HITS TABLE

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

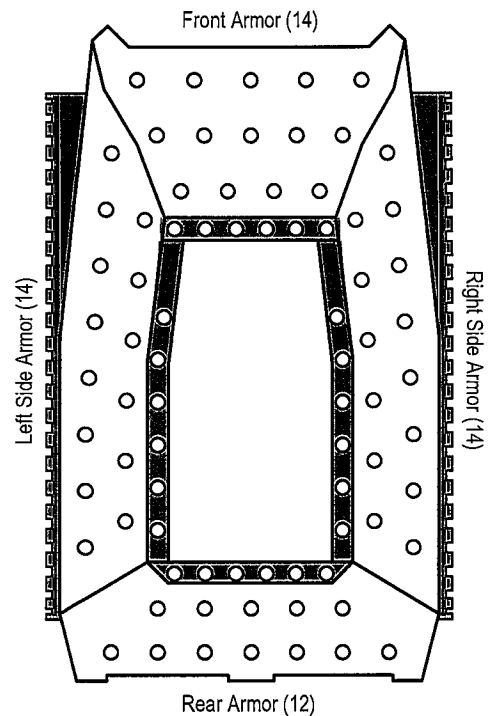
BATTLETECH®

TRACKED VEHICLE RECORD SHEET



Type: SRM Carrier (3058 Upgrade)			Weapons Inventory		
Config: Tracked		Tons: 60		# Type	Loc Dmg Min S M L
Technology Base: Inner Sphere 3050 Level 2		Cruising MP: 3	Flank MP: 5	9 SRM 6	F 2/hit - 3 6 9
Crew:					
Gunnery Skill: 3		Driving Skill: 4			
Cost, C-Bills: 1,979,200					
BV: 797 (1,100)			WV: 401 / 401		
Ammo					
Ammo Type	Rounds				
SRM 6	45				
Narc Missile Beacon	6				
Critical Damage					
Drive Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>	180 I.C.E. Engine	
Track Destroyed	<input type="checkbox"/>				4 Crew Members
Body Inventory					

Total Armor Pts = 54
(Ferro-Fibrous)



Printed by **HEAVYMETAL VEE**. Copyright © 2009 RCW Enterprises
BattleTech® is a trademark of WizKids, Inc. Permission to photocopy for personal use.

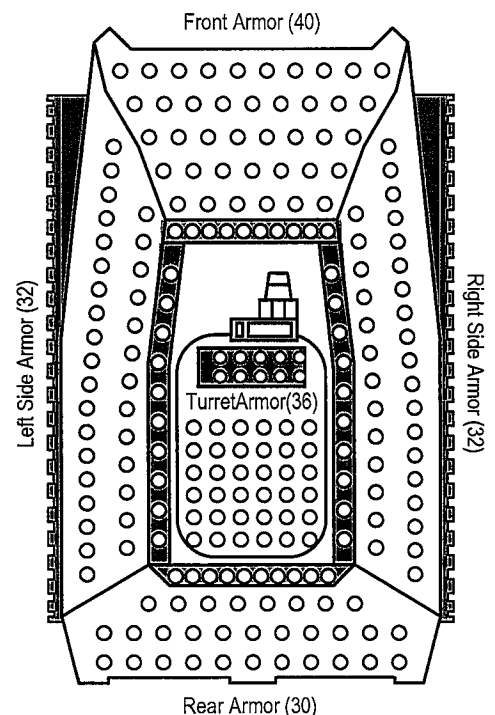
BATTLETECH®

TRACKED VEHICLE RECORD SHEET



Type: Ontos Heavy Tank (3058 Version)			Weapons Inventory		
Config: Tracked		Tons: 95		# Type	Loc Dmg Min S M L
Technology Base: Inner Sphere 3050 Level 2		Cruising MP: 3	Flank MP: 5	4 Medium Laser	T 5 - 3 6 9
Crew:					
Gunnery Skill: 2		Driving Skill: 3			
Cost, C-Bills: 6,656,325					
BV: 1,242 (2,260)			WV: 1,185 / 1,272		
Ammo					
Ammo Type	Rounds				
LRM 15	16				
SRM 4	25				
SRM 6	15				
Critical Damage					
Drive Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>	285 Pitban Fusion Engine	
Track Destroyed	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>	7 Crew Members	
1 CASE System					
Body Inventory					

Total Armor Pts = 170
(Ferro-Fibrous)



Printed by **HEAVYMETAL VEE**. Copyright © 2009 RCW Enterprises
BattleTech® is a trademark of WizKids, Inc. Permission to photocopy for personal use.