

HEAVYMETAL PRO

BATTLEMECH ROSTER SHEET

Twilight of the Clans Scenario 9

May 3, 2012

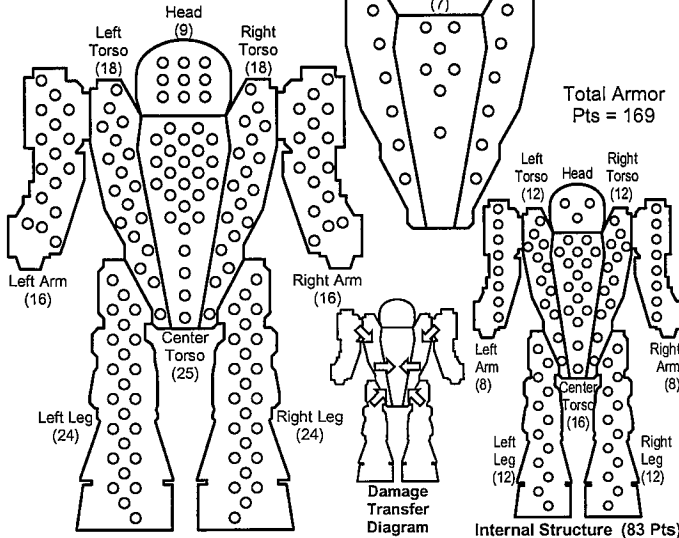
TONS	TYPE & MODEL	COST	BV Skills		STD	WV RATIO
50	Huntsman (Nobori-nin) A	11,334,062	2,917	3/3	1,811	.97
50	Raijin RJN101-A	9,946,500	2,060	2/3	782	.69
70	Grasshopper GHR-5J	6,339,074	1,874	3/3	1,213	1.01
70	Hercules HRC-LS-9000	16,398,086	1,844	3/4	1,565	1.17
70	Summoner (Thor) Prime	21,303,832	4,197	2/3	2,204	.96
80	Victor VTR-9K	8,512,321	2,549	3/3	1,436	.88
85	Crockett CRK-5003-1	8,388,825	2,526	3/3	2,243	1.39
85	Stalker STK-5M	7,952,225	1,513	4/4	2,276	1.73
85	Warhawk (Masakari) A	26,233,964	3,944	2/3	5,067	2.34
90	Cyclops CP-11-C	11,858,660	2,128	3/3	1,425	1.04
100	Dire Wolf (Daishi) Prime	29,350,000	3,652	3/3	5,474	2.34
835	Tons Total (11 'Mechs)	157,617,549	29,204		25,496	.87

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: **Huntsman (Nobori-nin) A**
 Mass: **50 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **5** Clan
 Running: **8** Biped OmniMech
 Jumping: **5** Level 2 / 3058

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	RA	10	10	-	6	14	20
1	Large Pulse Laser	LA	10	10	-	6	14	20
1	LB 2-X AC	RA	1	2	4	10	20	30
1	LRM 10	LA	4	1/hit	-	7	14	21

Ammo Type:

LRM 2-X AC	Rounds:	BV2:
45	21	
12	50	

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

HIT LOCATIONS (2D6)

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

PUNCH LOCATIONS (1D6)

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

WARRIOR DATA

Name: **MechWarrior Fitz**
 Gunnery Skill: **3** Piloting Skill: **3**

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

KICK LOCATIONS (1D6)

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

CRITICAL HIT TABLE

Location	Roll	Effect
Left Arm	1-3	Shoulder
	2	Upper Arm Actuator
	3	Lower Arm Actuator
	4	Large Pulse Laser
	5	Large Pulse Laser
	6	LRM 10
Right Arm	1-3	Shoulder
	2	Upper Arm Actuator
	3	Large Pulse Laser
	4	Large Pulse Laser
	5	LB 2-X AC
	6	LB 2-X AC
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 (CASE)	1-3	XL Engine
	2	XL Engine
	3	Jump Jet
	4	Double Heat Sink
	5	Double Heat Sink
	6	Ammo (LRM 10) 12
Right Torso (CASE)	1-3	XL Engine
	2	XL Engine
	3	Jump Jet
	4	Double Heat Sink
	5	Double Heat Sink
	6	Ammo (LB 2-X) 45
Left Leg	1	Hip
	2	Upper Leg Actuator
	3	Lower Leg Actuator
	4	Foot Actuator
	5	Jump Jet
	6	Roll Again
Right Leg	1	Hip
	2	Upper Leg Actuator
	3	Lower Leg Actuator
	4	Foot Actuator
	5	Jump Jet
	6	Roll Again

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

Battle Value: 2,034
 BV for 3 / 3: 3,173
 Weapon Value: 1,811 / 1,811
 Cost, C-Bills: 11,334,062

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

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

Target

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

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MOVEMENT RECORD

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

MISSILE HITS TABLE

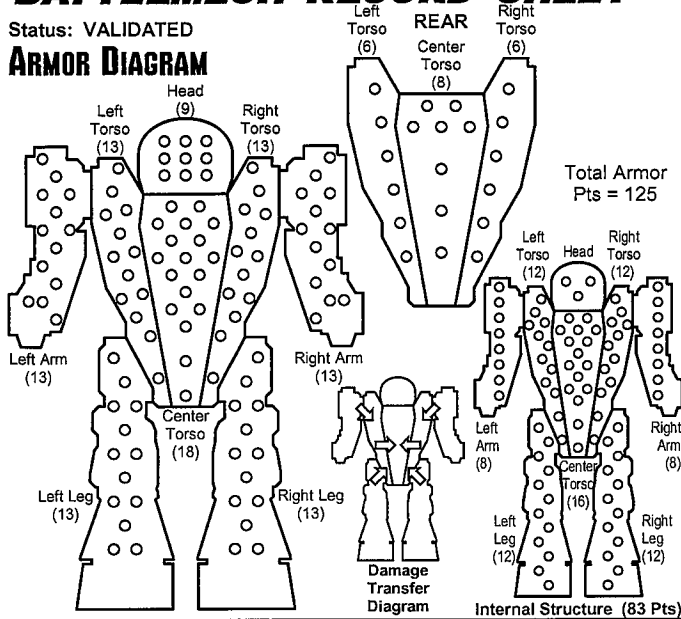
Roll	Number of Missiles Fired
2D6	2 3 4 5 6 9 10 12 15 20
2	1 1 1 1 2 3 3 4 5 6
3	1 1 2 2 2 3 3 4 5 6
4	1 1 2 2 3 4 4 5 6 9
5	1 2 2 3 3 5 6 8 9 12
6	1 2 2 3 4 5 6 8 9 12
7	1 2 3 3 4 5 6 8 9 12
8	2 2 3 3 4 5 6 8 9 12
9	2 2 3 4 5 7 8 10 12 16
10	2 3 3 4 5 7 8 10 12 16
11	2 3 4 5 6 9 10 12 15 20
12	2 3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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Total Armor Pts = 125

Internal Structure (83 Pts)

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Medium Pulse Laser
- Medium Pulse Laser
- Medium Pulse Laser
- Ferro-Fibrous

1-3

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

4-6

Left Torso

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

1-3

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

4-6

Left Leg

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

1-3

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Jump Jet
- Jump Jet

4-6

Head

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

1-3

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

4-6

Center Torso

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

1-3

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Jump Jet
- Jump Jet

4-6

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

Battle Value: 1,350
BV for 2 / 3: 2,457
Weapon Value: 782 / 766
Cost, C-Bills: 9,946,500

Right Arm

- Shoulder
- Upper Arm Actuator
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

1-3

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

4-6

Right Torso

- XL Engine
- XL Engine
- XL Engine
- XL Engine
- ER PPC
- ER PPC

1-3

- Streak SRM 2
- Ammo (Streak 2) 50
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

Right Leg

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

1-3

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Jump Jet
- Jump Jet

4-6

'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: (hexes)

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:

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

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

oooooooooooo

Auto Eject: Operational Disabled

Weapon Heat: (33)

HIT LOCATIONS (2D6)

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

PUNCH LOCATIONS (1D6)

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

KICK LOCATIONS (1D6)

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

WARRIOR DATA

Name: **Adept Epsilon-VI Sharon Till**

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

Hits Taken

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

HEAT SCALE

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

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

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MOVEMENT RECORD

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

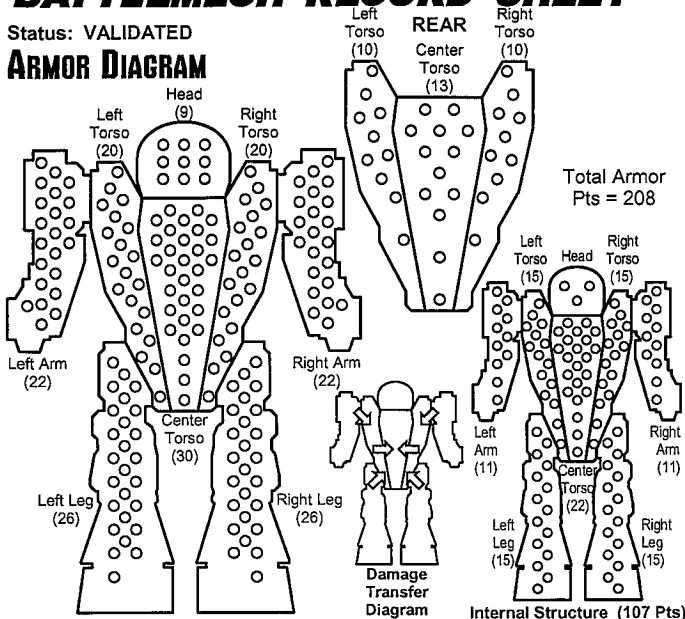
MISSILE HITS TABLE

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**
ARMOR DIAGRAM



Total Armor Pts = 208

Internal Structure (107 Pts)

'MECH DATA

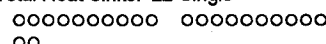
Type: **Grasshopper GHR-5J**
 Mass: **70 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **4** Inner Sphere
 Running: **6** Biped 'Mech
 Jumping: **4** Level 2 / 3050

Weapons Inventory: (hexes)

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

Ammo Type: Streak SRM 2 100 18
 Anti-Missile System 12 13

Total Heat Sinks: 22 Single



Auto Eject: Operational Disabled
 Weapon Heat: (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

KICK LOCATIONS (1D6)

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

WARRIOR DATA

Name: **Lieutenant Geoff Smith**

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

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

CRITICAL HIT TABLE

Left Arm

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

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

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

Left Torso

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

- Single Heat Sink
- Ammo (AMS) 12
- 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
- Streak SRM 2
- Sensors
- Life Support

Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- ER Large Laser
- ER Large Laser

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

Battle Value: 1,354
 BV for 3 / 3: 2,112
 Weapon Value: 1,208 / 1,172
 Cost, C-Bills: 6,339,074

Right Arm

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

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

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

Right Torso

- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- Anti-Missile System
- Ammo (Streak 2) 50

- Ammo (Streak 2) 50
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

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

HEAT SCALE

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



ATTACK MODIFIERS

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

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MOVEMENT RECORD

Turn Num	Type	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

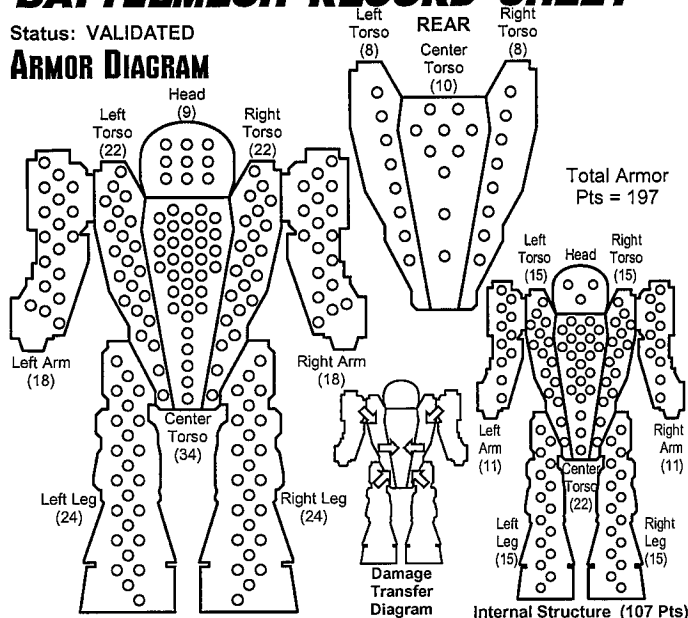
Roll	Number of Missiles Fired									
2D6	2	3	4	5	6	9	10	12	15	20
2	1	1	1	1	2	3	3	4	5	6
3	1	1	2	2	2	3	3	4	5	6
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Total Armor Pts = 197

Internal Structure (107 Pts)

CRITICAL HIT TABLE

Left Arm

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

- 1-3 Roll Again
- 4-6 Roll Again

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Streak SRM 2
- Small Pulse Laser (R)
- Ammo (Streak 2) 50

- 1-3 Roll Again
- 4-6 Roll Again

Left Leg

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

Head

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

Center Torso

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

- 1-3 Roll Again
- 4-6 Roll Again

Battle Value: 1,561

BV for 3 / 4: 2,154

Weapon Value: 1,560 / 1,529

Cost, C-Bills: 16,398,086

Right Arm

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

- 1-3 Roll Again
- 4-6 Roll Again

Right Torso

- XL Engine
- XL Engine
- XL Engine
- ER PPC
- ER PPC
- ER PPC

- 1-3 Roll Again
- 4-6 Roll Again

Right Leg

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

'MECH DATA

Type: Hercules HRC-LS-9000

Mass: 70 tons

Movement Points: Tech, Config. & Level:

Walking: 5 Inner Sphere
Running: 8 Biped 'Mech
Jumping: 0 Level 2 / 3055

Weapons Inventory:

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

Ammo Type: Rounds: BV2:

LB 10-X AC	20	71
Streak SRM 2	50	8
Anti-Missile System	12	14

Total Heat Sinks: 12 Double (24)

oooooooooooo oo

Auto Eject: Weapon Heat:

Operational Disabled (28)

HIT LOCATIONS (2D6)

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

PUNCH LOCATIONS (1D6)

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

WARRIOR DATA

Name: Lieutenant James Finch

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

WREAMES

ATTACK MODIFIERS

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

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MOVEMENT RECORD

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

MISSILE HITS TABLE

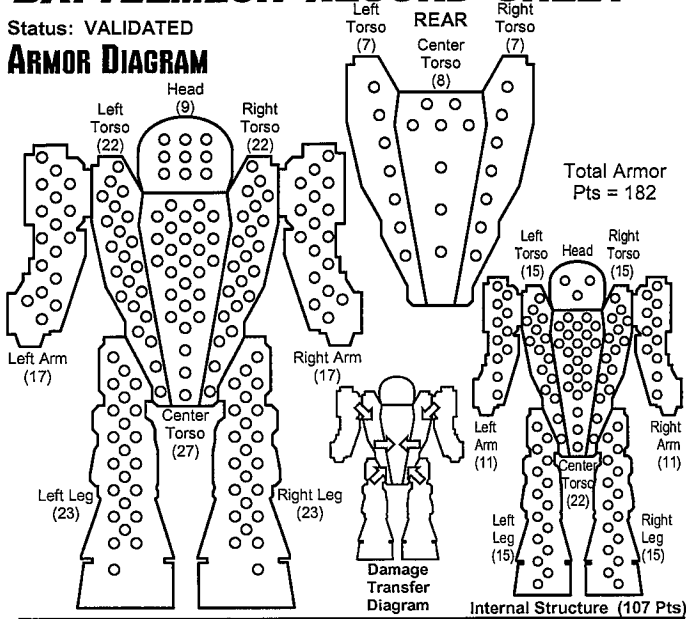
Roll	Number of Missiles Fired									
2D6	2	3	4	5	6	9	10	12	15	20
2	1	1	1	1	2	3	3	4	5	6
3	1	1	2	2	2	3	3	4	5	6
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Total Armor Pts = 182

Damage Transfer Diagram

Internal Structure (107 Pts)

Left Arm (CASE)

- Shoulder
 - Upper Arm Actuator
 - LB 10-X AC
 - LB 10-X AC
 - LB 10-X AC
 - LB 10-X AC
- 1-3
- LB 10-X AC
 - Ammo (LB 10-X) 10
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

CRITICAL HIT TABLE

Head

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

Center Torso

1-3

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

Left Torso (CASE)

- XL Engine
 - XL Engine
 - LRM 15
 - LRM 15
 - Ammo (LRM 15) 8
 - Ammo (LRM 15) 8
- 1-3
- Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Leg

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

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

Battle Value: 2,298
 BV for 2/3: 4,182
 Weapon Value: 2,204 / 2,204
 Cost, C-Bills: 21,303,832

Right Arm

- Shoulder
 - Upper Arm Actuator
 - ER PPC
 - ER PPC
 - Ferro-Fibrous
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Torso

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

Right Leg

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

'MECH DATA

Type: **Summoner (Thor) Prime**
 Mass: **70 tons**
 Movement Points: **Tech, Config. & Level:**
 Walking: **5** Clan
 Running: **8** Biped OmniMech
 Jumping: **5** Level 2 / 3050

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	LA	2	10	-	6	12	18
1	LRM 15	LT	5	1/hit	-	7	14	21
1	ER PPC	RA	15	15	-	7	14	23

Ammo Type: Rounds: BV2:

LB 10-X AC	10	68
LRM 15	16	149

Total Heat Sinks: 14 Double (28)

oooooooooooo oooo

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: **Star Captain Devlin**

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

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

KICK LOCATIONS (1D6)

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

HEAT SCALE

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

WIZKIDS

ATTACK MODIFIERS

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

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MOVEMENT RECORD

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

MISSILE HITS TABLE

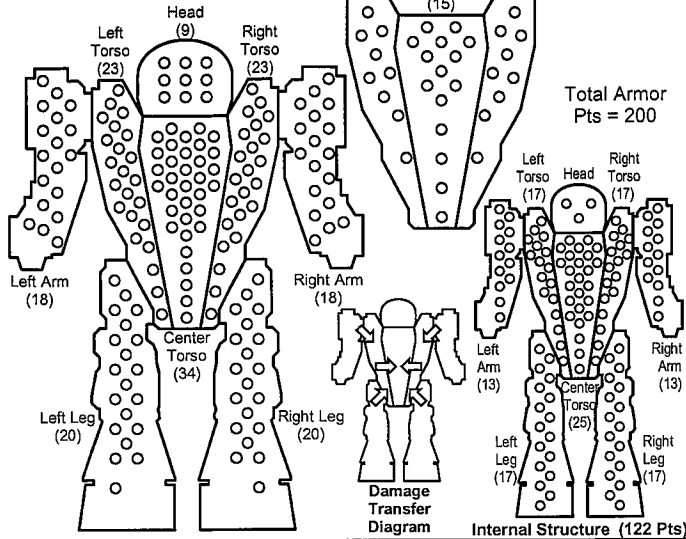
Roll	Number of Missiles Fired									
2D6	2	3	4	5	6	9	10	12	15	20
2	1	1	1	2	3	3	4	5	6	
3	1	1	2	2	3	3	4	5	6	
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Victor VTR-9K
 Mass: 80 tons
 Movement Points: Tech, Config. & Level:
 Walking: 4 Inner Sphere
 Running: 6 Biped 'Mech
 Jumping: 4 Level 2 / 3050

Weapons Inventory: (hexes)
 Qty Type Loc Ht Dmg Min Sht Med Lng
 1 Gauss Rifle RA 1 15 2 7 15 22
 2 Medium Pulse Laser LA 4 6 - 2 4 6
 1 SRM 4 LT 3 2/hit - 3 6 9

HIT LOCATIONS (2D6)

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

Ammo Type: Rounds: BV2:
 Gauss Rifle 16 179
 SRM 4 25 11

Total Heat Sinks: 15 Single
 ○○○○○○○○○ ○○○○○

Auto Eject: Operational Disabled
 Weapon Heat: (12)

PUNCH LOCATIONS (1D6)

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

WARRIOR DATA

Name: Captain Justin Chung
 Gunnery Skill: 3 Piloting Skill: 3

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

KICK LOCATIONS (1D6)

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

CRITICAL HIT TABLE

Roll	Left Arm	Head	Right Arm
1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Medium Pulse Laser 6. Medium Pulse Laser	1. Life Support 2. Sensors 3. Cockpit 4. Single Heat Sink 5. Sensors 6. Life Support	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Gauss Rifle 5. Gauss Rifle 6. Gauss Rifle
4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again	1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro	1. Gauss Rifle 2. Gauss Rifle 3. Gauss Rifle 4. Gauss Rifle 5. Roll Again 6. Roll Again
1-3	1. SRM 4 2. Ammo (SRM 4) 25 3. Endo Steel 4. Endo Steel 5. Endo Steel 6. Endo Steel	1. Gyro 2. Fusion Engine 3. Fusion Engine 4. Fusion Engine	1. Ammo (Gauss) 8 2. Ammo (Gauss) 8 3. Endo Steel 4. Endo Steel 5. Endo Steel 6. Endo Steel
4-6	1. Endo Steel 2. Endo Steel 3. Endo Steel 4. CASE 5. Roll Again 6. Roll Again	1. Gyro 2. Fusion Engine 3. Fusion Engine 4. Fusion Engine 5. Jump Jet 6. Jump Jet	1. Endo Steel 2. Endo Steel 3. Endo Steel 4. CASE 5. Roll Again 6. Roll Again

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

Battle Value: 1,717
 BV for 3 / 3: 2,679
 Weapon Value: 1,436 / 1,436
 Cost, C-Bills: 8,512,321

HEAT SCALE

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

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

WIKEMER

ATTACK MODIFIERS

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

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

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MOVEMENT RECORD

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

MISSILE HITS TABLE

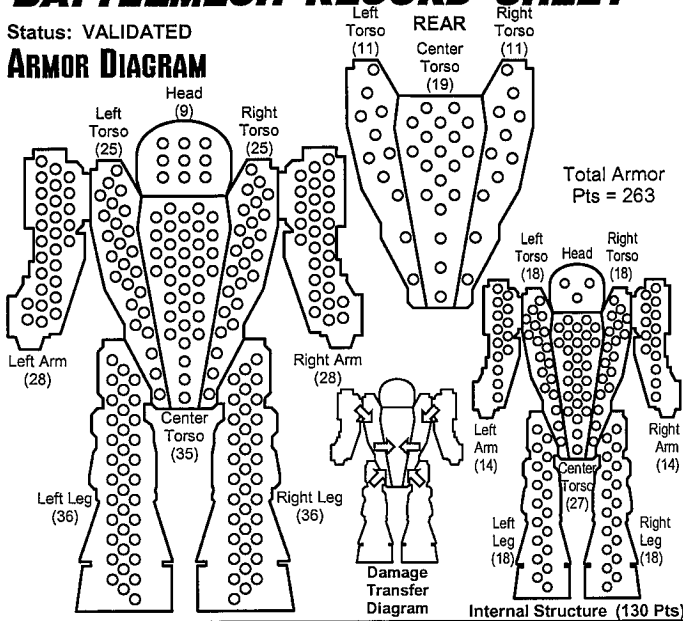
Roll	2D6	3	4	5	6	9	10	12	15	20
2	1	1	1	2	3	3	4	5	6	
3	1	1	2	2	3	3	4	5	6	
4	1	1	2	2	3	4	4	5	6	
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20
12	2	3	4	5	6	9	10	12	15	20

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Total Armor Pts = 263

Internal Structure (130 Pts)

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Small Laser
- ER Large Laser
- ER Large Laser
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1-3 SRM 6
- SRM 6
- LB 10-X AC

- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- 4-6 Ammo (LB 10-X) 10

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
- 1-3 Gyro
- Gyro
- Gyro

- Gyro
- Fusion Engine
- Fusion Engine
- 4-6 Fusion Engine
- Jump Jet
- Roll Again

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

Battle Value: 1,923
BV for 3 / 3: 3,000
Weapon Value: 2,243 / 2,243
Cost, C-Bills: 8,388,825

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Small Laser
- ER Large Laser
- ER Large Laser
- 4-6 Roll Again
- Roll Again
- Roll Again

Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1-3 SRM 6
- SRM 6
- LB 10-X AC

- SRM 6
- SRM 6
- Ammo (SRM 6) 15
- Ammo (SRM 6) 15
- Ammo (LB 10-X) 10
- Ammo (LB 10-X) 10

Right Leg

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

'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	Hi 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

KICK LOCATIONS (1D6)

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

WARRIOR DATA

Name: Adept Epsilon-X Timothy Niles

Gunnery Skill: 3 Piloting Skill: 3

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	
19	-4 Movement Points
18	Ammo Explosion, avoid on 4+ (** 8+)
17	Shutdown, avoid on 6+
16	+3 Modifier to Fire
15	
14	-3 Movement Points
13	Shutdown, avoid on 4+ (** 6+)
12	+2 Modifier to Fire
11	
10	-2 Movement Points (** 4+)
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

WIKEMER

ATTACK MODIFIERS

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

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MOVEMENT RECORD

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

MISSILE HITS TABLE

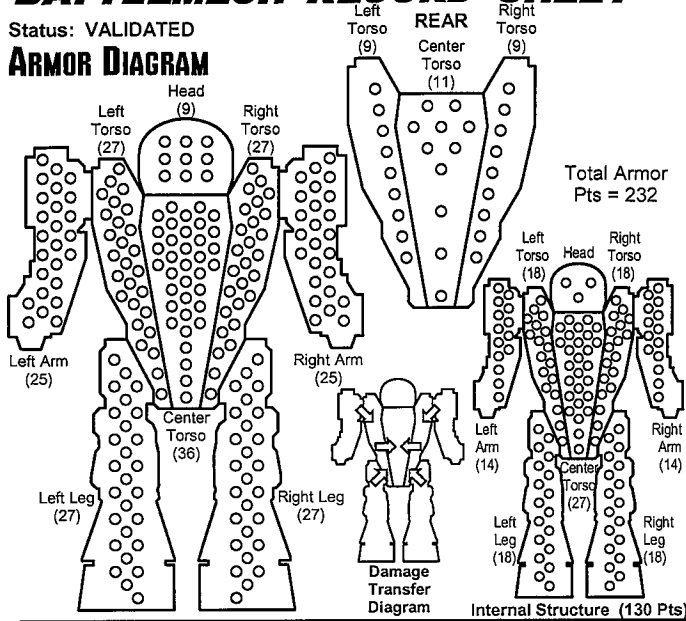
Roll	Number of Missiles Fired									
2D6	2	3	4	5	6	9	10	12	15	20
2	1	1	1	1	2	3	3	4	5	6
3	1	1	2	2	2	3	3	4	5	6
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Total Armor Pts = 232

CRITICAL HIT TABLE

Left Arm

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

Left Torso

- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
1. SRM 6
2. SRM 6
3. Narc Missile Beacon
- 4-6 Narc Missile Beacon
5. Ammo (SRM 6) 15
6. Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
5. Ammo (Narc Pods) 6
6. Ammo (Narc Pods) 6

Head

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

Center Torso

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

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

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

Right Arm

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

Right Torso

- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
- 4-6 Double Heat Sink
5. SRM 6
6. SRM 6
6. Ammo (SRM 6) 15

Right Leg

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

'MECH DATA

Type: Stalker STK-5M

Mass: 85 tons

Movement Points: Tech, Config. & Level:

Walking: 3 Inner Sphere

Running: 5 Biped 'Mech

Jumping: 0 Level 2 / 3050

Weapons Inventory: (hexes)

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

Ammo Type: Rounds: BV2:

Ammo Type	Rounds	BV2:
LRM 10	48	44
SRM 6	30	14
Narc Missile Beacon	12	0

Total Heat Sinks: 17 Double (34)

oooooooooooo ooooooooo

Auto Eject: Operational Disabled

Weapon Heat: (40)

HIT LOCATIONS (2D6)

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

PUNCH LOCATIONS (1D6)

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

WARRIOR DATA

Name: Captain Julie Marshall

Gunnery Skill: 4 Piloting Skill: 4

Hits Taken

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

TKGAMES

ATTACK MODIFIERS

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

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MOVEMENT RECORD

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

MISSILE HITS TABLE

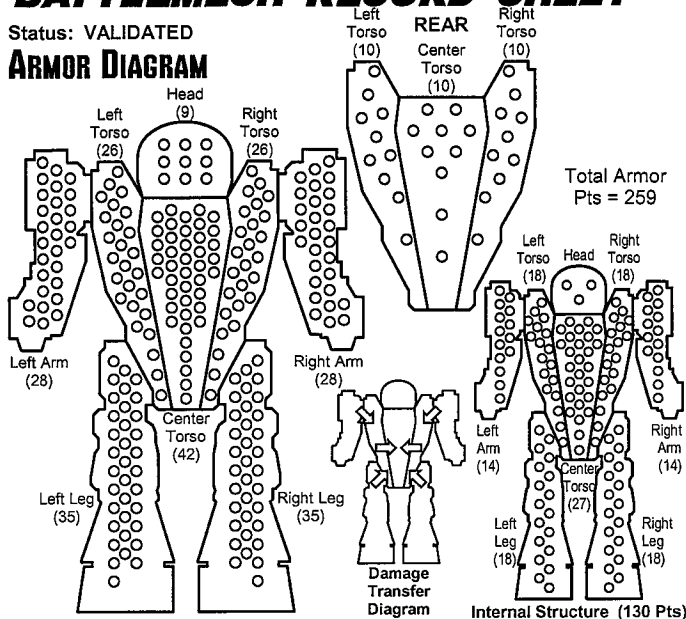
Roll	Number of Missiles Fired									
2D6	2	3	4	5	6	9	10	12	15	20
2	1	1	1	1	2	3	3	4	5	6
3	1	1	2	2	2	3	3	4	5	6
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Total Armor Pts = 259

Internal Structure (130 Pts)

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER Large Laser
- ER Large Laser
- Streak SRM 6
- Streak SRM 6
- Ammo (Streak 6) 15
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

Left Torso

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

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

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

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

Battle Value: 2,399
BV for 2/3: 4,366
Weapon Value: 5,067 / 4,828
Cost, C-Bills: 26,233,964

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- 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
- Ammo (LB 10-X) 10
- Ammo (LRM 15) 8
- Ferro-Fibrous
- Roll Again

Right Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Targeting Computer
- Targeting Computer
- Targeting Computer
- Targeting Computer
- LRM 15
- LRM 15
- Ferro-Fibrous
- Ferro-Fibrous

Right Leg

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

'MECH DATA

Type: Warhawk (Masakari) A

Mass: 85 tons

Movement Points: Tech, Config. & Level:

Walking: 4

Running: 6

Jumping: 0

Clan

Biped OmniMech

Level 2 / 3050

Weapons Inventory:

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

1 Targeting Computer

Ammo Type:

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

Total Heat Sinks: 20 Double (40)

○○○○○○○○○○ ○○○○○○○○○

Auto Eject: Operational Disabled

Weapon Heat: (35)

HIT LOCATIONS (2D6)

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

PUNCH LOCATIONS (1D6)

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

KICK LOCATIONS (1D6)

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

WARRIOR DATA

Name: Star Commander Joha

Gunnery Skill: 2

Piloting Skill: 3

Hits Taken

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

Consciousness #

HEAT SCALE

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

WREAMES

ATTACK MODIFIERS

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

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MOVEMENT RECORD

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

MISSILE HITS TABLE

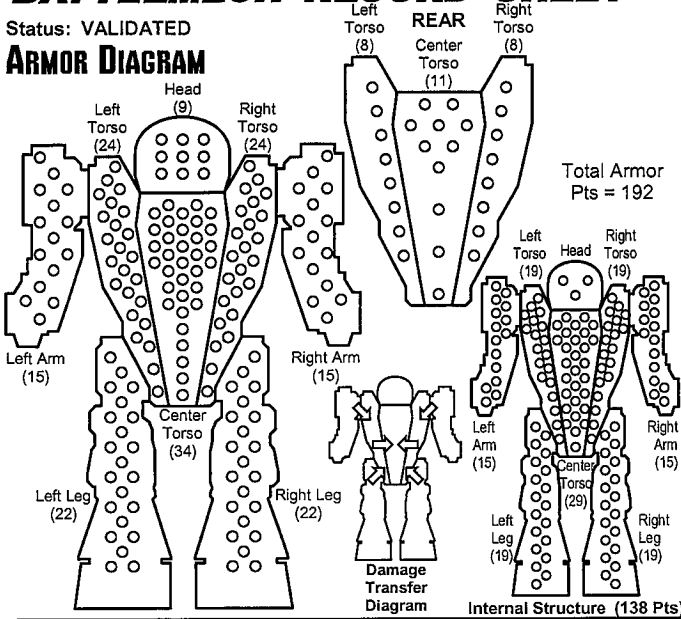
Roll	Number of Missiles Fired									
2D6	2	3	4	5	6	9	10	12	15	20
2	1	1	1	1	2	3	3	4	5	6
3	1	1	2	2	2	3	3	4	5	6
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Total Armor Pts = 192

Damage Transfer Diagram

Internal Structure (138 Pts)

'MECH DATA

Type: Cyclops CP-11-C
 Mass: 90 tons
 Movement Points: Tech, Config. & Level:
 Walking: 4 Inner Sphere
 Running: 6 Biped 'Mech
 Jumping: 0 Level 2 / 3050

Weapons Inventory: (hexes)
 Qty Type Loc Ht Dmg Min Sht Med Lng
 1 Gauss Rifle RT 1 15 2 7 15 22
 2 Medium Laser RA 3 5 - 3 6 9
 1 SRM 4 CT 3 2/hit - 3 6 9
 1 C³ Master Computer LT 0 - - - - -

Ammo Type: Rounds: BV2:
 Gauss Rifle 16 100
 SRM 4 25 6

Total Heat Sinks: 12 Single
 ○○○○○○○○○○○○ ○○

Auto Eject: Operational Disabled
 Weapon Heat: (10)

HIT LOCATIONS (2D6)

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

PUNCH LOCATIONS (1D6)

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

KICK LOCATIONS (1D6)

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

WARRIOR DATA

Name: General Ariana Winston
 Gunnery Skill: 3 Piloting Skill: 3

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

HEAT SCALE

** Avoid Inferno explosion on..
 Shutdown

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

WIKEMER

ATTACK MODIFIERS

Attacker

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

BattleMech Damage

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

Target

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

CRITICAL HIT TABLE

Roll	Left Arm	Right Arm	Head	Center Torso	Left Torso	Right Torso	Left Leg	Right Leg
1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Roll Again 6. Roll Again	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Medium Laser 6. Medium Laser	1. Life Support 2. Sensors 3. Cockpit 4. Roll Again 5. Sensors 6. Life Support	1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro	1. C³ Master Computer 2. C³ Master Computer 3. C³ Master Computer 4. C³ Master Computer 5. C³ Master Computer 6. Roll Again	1. Gauss Rifle 2. Gauss Rifle 3. Gauss Rifle 4. Gauss Rifle 5. Gauss Rifle 6. Gauss Rifle	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Roll Again 6. Roll Again	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Roll Again 6. Roll Again
4-6	1. 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. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro	1. C³ Master Computer 2. C³ Master Computer 3. C³ Master Computer 4. C³ Master Computer 5. C³ Master Computer 6. Roll Again	1. Gauss Rifle 2. Gauss Rifle 3. Gauss Rifle 4. Gauss Rifle 5. Gauss Rifle 6. Gauss Rifle	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Roll Again 6. Roll Again	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Roll Again 6. Roll Again

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

Battle Value: 1,553
 BV for 3 / 3: 2,423 +C³=246
 Weapon Value: 1,425 / 1,425
 Cost, C-Bills: 11,858,660

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MOVEMENT RECORD

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

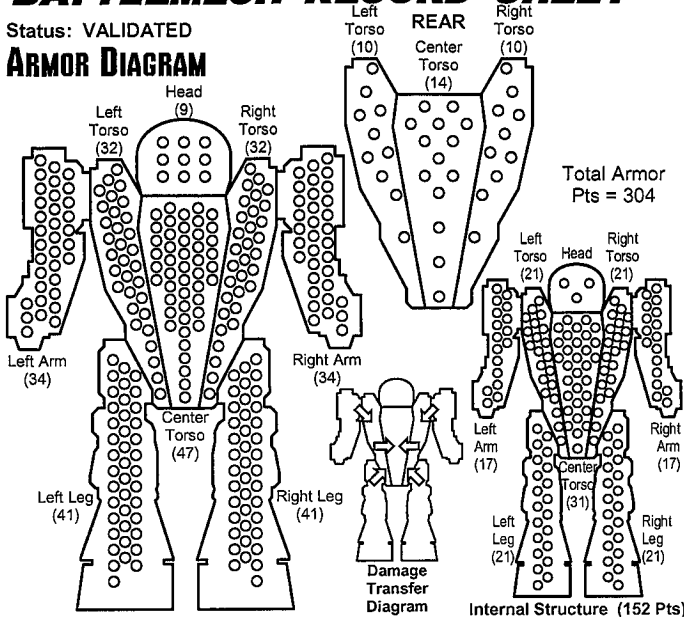
MISSILE HITS TABLE

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

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED
ARMOR DIAGRAM



Total Armor Pts = 304

Internal Structure (152 Pts)

'MECH DATA

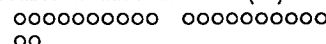
Type: **Dire Wolf (Daishi) Prime**
 Mass: **100 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **3** Clan
 Running: **5** Biped OmniMech
 Jumping: **0** Level 2 / 3050

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Large Laser	LA	12	10	-	8	15	25
2	Medium Pulse Laser	LA	4	7	-	4	8	12
1	Ultra AC/5	LA	1	5	-	7	14	21
1	LRM 10	LT	4	1/hit	-	7	14	21
2	ER Large Laser	RA	12	10	-	8	15	25
2	Medium Pulse Laser	RA	4	7	-	4	8	12
1	Ultra AC/5	RA	1	5	-	7	14	21

Ammo Type: Ultra AC/5
 Rounds: 40
 BV2: 30
 LRM 10: 12 14

Total Heat Sinks: 22 Double (44)



Auto Eject: Operational Disabled
 Weapon Heat: (72)

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 Mel**

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

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

KICK LOCATIONS (1D6)

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

Left Arm (CASE)

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

- Ultra AC/5
- Ultra AC/5
- Ultra AC/5
- Ammo (Ult AC/5) 20
- Roll Again
- Roll Again

Left Torso (CASE)

- XL Engine
- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- LRM 10
- Ammo (LRM 10) 12

Left Leg

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

CRITICAL HIT TABLE

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
- Double Heat Sink
- Double Heat Sink

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

Battle Value: 2,712
 BV for 3 / 3: 4,231
 Weapon Value: 5,474 / 5,474
 Cost, C-Bills: 29,350,000

Right Arm (CASE)

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

- Ultra AC/5
- Ultra AC/5
- Ultra AC/5
- Ammo (Ult AC/5) 20
- Roll Again
- Roll Again

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Roll Again
- Roll Again

Right Leg

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

HEAT SCALE

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



ATTACK MODIFIERS

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

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MOVEMENT RECORD

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

MISSILE HITS TABLE

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