



School

<b>Alpha Star</b>		<i>Mechwarrior</i>	<i>Type</i>	<i>Tonnage</i>	<i>Base BV</i>	<i>G/P</i>	<i>Modifier</i>	<i>C3</i>	<i>Total BV</i>
Masakari (Warhawk) C			BattleMech	85.00	2,998	3/4	1.00	false	4,137
Masakari (Warhawk) H			BattleMech	85.00	2,601	3/4	1.00	false	3,589
Gladiator (Executioner) A			BattleMech	95.00	3,112	3/4	1.00	false	4,295
Gladiator (Executioner) D			BattleMech	95.00	2,698	3/4	1.00	false	3,723
Daishi (Dire Wolf) S			BattleMech	100.00	2,985	3/4	1.00	false	4,119
<i>5 Units</i>				<i>460.00</i>	<i>14,394</i>				<i>19,864</i>
<b>Beta Star</b>		<i>Mechwarrior</i>	<i>Type</i>	<i>Tonnage</i>	<i>Base BV</i>	<i>G/P</i>	<i>Modifier</i>	<i>C3</i>	<i>Total BV</i>
Dasher (Fire Moth) Prime			BattleMech	20.00	1,251	3/4	1.00	false	1,726
Piranha			BattleMech	20.00	998	3/4	1.00	false	1,377
Pack Hunter			BattleMech	30.00	1,369	3/4	1.00	false	1,889
Predator			BattleMech	60.00	1,754	3/4	1.00	false	2,421
Rifleman IIC 3			BattleMech	65.00	1,733	3/4	1.00	false	2,392
<i>5 Units</i>				<i>195.00</i>	<i>7,105</i>				<i>9,805</i>
<i>10 Units</i>				<i>655.00</i>	<i>21,499</i>				<b>29,669</b>

# BATTLETECH

## 'MECH RECORD SHEET

### MECH DATA

Type: Masakari (Warhawk) C

Movement Points: 4  
Walking: 4  
Running: 6  
Jumping: 0

Tonnage: 85  
Tech Base: Clan  
2999  
F/X-E-E-A

### Weapons & Equipment Inventory (hexes)

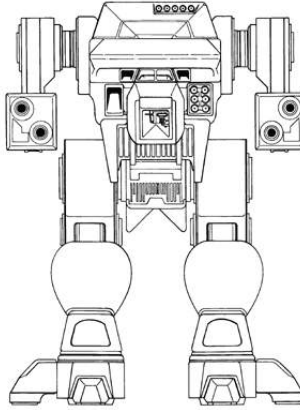
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	CT	3	2	-	1	2	3
[DE, H/AI]								
1	Targeting Computer	RT	-	-	-	-	-	-
2	Large Pulse Laser	RA	10	10 [P]	-	6	14	20
2	ER PPC	LA	15	15 [DE]	-	7	14	23

Cost: 25,489,917 C-Bills  
BV: 4,137 (Base: 2,998)  
Weapon Heat (53)  
Dissipation (46)

### WARRIOR DATA

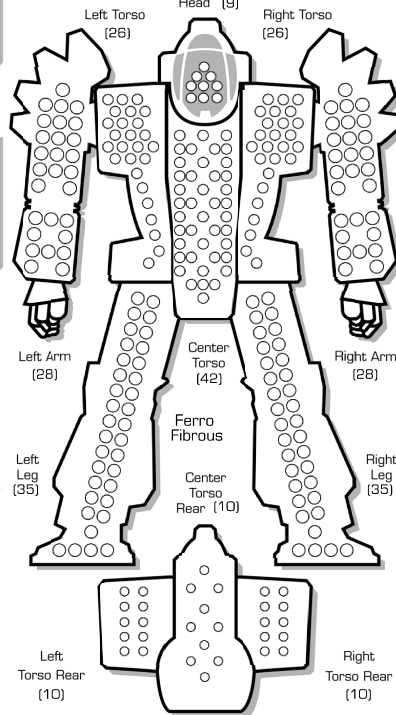
Name: Alpha Star [School]  
Gunnery Skill: 3 Piloting Skill: 4

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



### ARMOR DIAGRAM

Armor Pts: 259



### HIT LOCATION CHART

Roll	Left	Fr/Bk	Right
2	LT (C)	CT (C)	RT (C)
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

### TO HIT MODIFIERS

Attacker...	Modifier
is Stationary	+0
Walked	+1
Ran	+2
Jumped	+3
Damage...	
Sensors	+2
Shoulder	+4
Arm Actuator (each)	+1
Target...	
Moved 0-2 hexes	+0
Moved 3-4 hexes	+1
Moved 5-6 hexes	+2
Moved 7-9 hexes	+3
Moved 10-17 hexes	+4
Moved 18-24 hexes	+5
Moved 25+ hexes	+6
Jumped (Additional)	+1
Partial Cover	+1
Prone	
Adjacent	-2
Not Adjacent	+1
Range	
Short	+0
Medium	+2
Long	+4

### CRITICAL HIT TABLE

- #### Left Arm
- Shoulder
  - Upper Arm Actuator
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink

- ER PPC
- ER PPC
- ER PPC
- ER PPC
- Roll Again
- Ferro-Fibrous

- #### Left Torso
- XL Fusion Engine
  - XL Fusion Engine
  - Double Heat Sink
  - 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

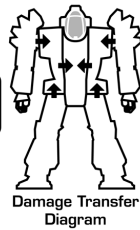
- #### Left Leg
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Double Heat Sink
  - Double Heat Sink

- #### Head
- Life Support
  - Sensors
  - Cockpit
  - Ferro-Fibrous
  - Sensors
  - Life Support

- #### Center Torso
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Gyro
  - Gyro
  - Gyro

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Flamer
- Roll Again

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



- #### Right Arm
- Shoulder
  - Upper Arm Actuator
  - Double Heat Sink
  - Double Heat Sink
  - Large Pulse Laser
  - Large Pulse Laser

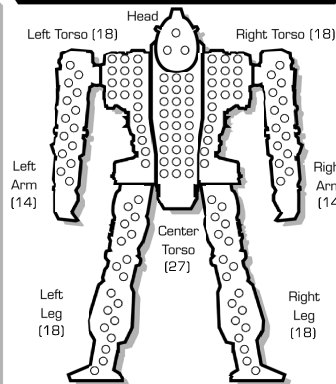
- Large Pulse Laser
- Large Pulse Laser
- Roll Again
- Roll Again
- Roll Again
- Ferro-Fibrous

- #### Right Torso
- XL Fusion Engine
  - XL Fusion Engine
  - Double Heat Sink
  - Double Heat Sink
  - Targeting Computer
  - Targeting Computer

- Targeting Computer
- Targeting Computer
- Targeting Computer
- Roll Again
- Ferro-Fibrous
- Ferro-Fibrous

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 23 (46) Double
30	Shutdown	○○○○○
28	Ammo Exp. avoid on 8+	○○○○○
26	Shutdown, avoid on 10+	○○○○○
25	-5 Movement Points	○○○○○
24	+4 Modifier to Fire	○○○○○
23	Ammo Exp. avoid on 6+	○○○○○
22	Shutdown, avoid on 8+	○○○○○
20	-4 Movement Points	○○○○○
19	Ammo Exp. avoid on 4+	○○○○○
18	Shutdown, avoid on 6+	○○○○○
17	+3 Modifier to Fire	○○○○○
15	-3 Movement Points	○○○○○
14	Shutdown, avoid on 4+	○○○○○
13	+2 Modifier to Fire	○○○○○
10	-2 Movement Points	○○○○○
8	+1 Modifier to Fire	○○○○○
5	-1 Movement Points	○○○○○

### Heat Scale

Overflow	Heat
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	0

### PUNCH CHART

Roll	Left	Fr/Bk	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 CHART

Roll	Left	Fr/Bk	Right
1-3	LL	LL	RL
4-6	LL	LL	RL

### PHYSICAL ATTACKS

Punch	+0	Punch	1/10t
Kick	-2	Kick	1/5t
*Hatchet	-1	Std	1/5t
*Sword	-2	Std	1/10t
*Blade	-2	Std	1/10t

\*Add +4 to pick table

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Turn	Move	Hexes	Mod	Prev	Move	Weap	Other	Total	Sink	Level	Notes

### CLUSTER HITS

Roll	2	3	4	5	6	7	9	10	12	15	20	30	40
2	1	1	1	1	2	2	3	3	4	5	6	10	12
3	1	1	2	2	2	2	3	3	4	5	6	10	12
4	1	1	2	2	3	3	4	4	5	6	9	12	18
5	1	2	2	3	3	4	5	6	8	9	12	18	24
6	1	2	2	3	4	4	5	6	8	9	12	18	24
7	1	2	3	3	4	4	5	6	8	9	12	18	24
8	2	2	3	3	4	4	5	6	8	9	12	18	24
9	2	2	3	4	5	6	7	8	10	12	16	24	32
10	2	3	3	4	5	6	7	8	10	12	16	24	32
11	2	3	4	5	6	7	9	10	12	15	20	30	40
12	2	3	4	5	6	7	9	10	12	15	20	30	40

# BATTLETECH

## 'MECH RECORD SHEET

### MECH DATA

Type: Masakari (Warhawk) H

Movement Points:	Tonnage:	85
Walking: 4	Tech Base:	Clan
Running: 6		3059
Jumping: 0		F/X-X-E-A

### Weapons & Equipment Inventory (hexes)

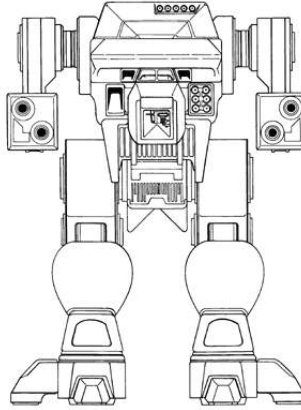
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Targeting Computer	RT	-	-	-	-	-	-
2	Large Pulse Laser	RA	10	10 [P]	-	6	14	20
1	LRM-10	RA	4	1/m	-	7	14	21
2	Heavy Large Laser	LA	18	16 [DE]	-	5	10	15
Ammunition Type		Rounds						
LRM-10		12						

Cost: 25,592,823 C-Bills BV: 3,589 (Base: 2,601)  
Weapon Heat (60) Dissipation (50)

### WARRIOR DATA

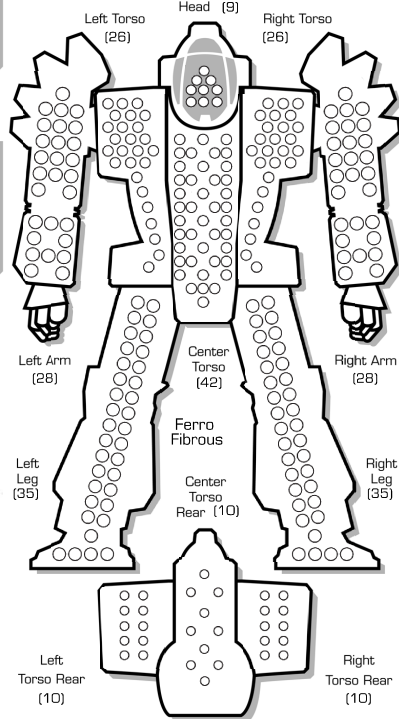
Name: Alpha Star [School]  
Gunnery Skill: 3 Piloting Skill: 4

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



### ARMOR DIAGRAM

Armor Pts: 259



### HIT LOCATION CHART

Roll	Left	Fr/Bk	Right
2	LT (C)	CT (C)	RT (C)
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

### TO HIT MODIFIERS

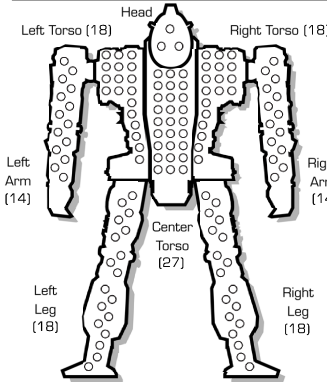
Attacker... is Stationary	+0
Walked	+1
Ran	+2
Jumped	+3
Damage...	
Sensors	+2
Shoulder	+4
Arm Actuator (each)	+1
Target...	
Moved 0-2 hexes	+0
Moved 3-4 hexes	+1
Moved 5-6 hexes	+2
Moved 7-9 hexes	+3
Moved 10-17 hexes	+4
Moved 18-24 hexes	+5
Moved 25+ hexes	+6
Jumped (Additional)	+1
Partial Cover	+1
Prone	
Adjacent	-2
Not Adjacent	+1
Range	
Short	+0
Medium	+2
Long	+4

### CRITICAL HIT TABLE

<b>Left Arm (CASE)</b> 1. Shoulder 2. Upper Arm Actuator 3. Double Heat Sink 4. Double Heat Sink 5. Heavy Large Laser 6. Heavy Large Laser 1. Heavy Large Laser 2. Heavy Large Laser 3. Heavy Large Laser 4. Heavy Large Laser 5. @LRM 10 (12) 6. Ferro-Fibrous	<b>Head</b> 1. Life Support 2. Sensors 3. Cockpit 4. Ferro-Fibrous 5. Sensors 6. Life Support	<b>Right Arm</b> 1. Shoulder 2. Upper Arm Actuator 3. Double Heat Sink 4. Double Heat Sink 5. Double Heat Sink 6. Double Heat Sink 1. Large Pulse Laser 2. Large Pulse Laser 3. Large Pulse Laser 4. Large Pulse Laser 5. LRM-10 6. Ferro-Fibrous
<b>Left Torso</b> 1. XL Fusion Engine 2. XL Fusion Engine 3. Double Heat Sink 4. Double Heat Sink 5. Double Heat Sink 6. Double Heat Sink 1. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 4. Double Heat Sink 5. Ferro-Fibrous 6. Ferro-Fibrous	<b>Center Torso</b> 1. XL Fusion Engine 2. XL Fusion Engine 3. XL Fusion Engine 4. Gyro 5. Gyro 6. Gyro 1. Gyro 2. XL Fusion Engine 3. XL Fusion Engine 4. XL Fusion Engine 5. Double Heat Sink 6. Double Heat Sink	<b>Right Torso</b> 1. XL Fusion Engine 2. XL Fusion Engine 3. Double Heat Sink 4. Double Heat Sink 5. Double Heat Sink 6. Double Heat Sink 1. Targeting Computer 2. Targeting Computer 3. Targeting Computer 4. Targeting Computer 5. Ferro-Fibrous 6. Ferro-Fibrous
<b>Left Leg</b> 1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Double Heat Sink 6. Double Heat Sink	<b>Right Leg</b> 1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Double Heat Sink 6. Double Heat Sink	<b>Engine Hits</b> ○○○ <b>Gyro Hits</b> ○○ <b>Sensor Hits</b> ○○ <b>Life Support</b> ○

Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### Heat Scale

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

### HEAT DATA

Heat Level*	Effects	Heat Sinks: 25 (50) Double
30	Shutdown	○○○○
28	Ammo Exp. avoid on 8+	○○○○
26	Shutdown, avoid on 10+	○○○○
25	-5 Movement Points	○○○○
24	+4 Modifier to Fire	○○○○
23	Ammo Exp. avoid on 6+	○○○○
22	Shutdown, avoid on 8+	○○○○
20	-4 Movement Points	○○○○
19	Ammo Exp. avoid on 4+	○○○○
18	Shutdown, avoid on 6+	○○○○
17	+3 Modifier to Fire	○○○○
15	-3 Movement Points	○○○○
14	Shutdown, avoid on 4+	○○○○
13	+2 Modifier to Fire	○○○○
10	-2 Movement Points	○○○○
8	+1 Modifier to Fire	○○○○
5	-1 Movement Points	○○○○

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Turn	Move	Hexes	Mod	Prev	Move	Weap	Other	Total	Sink	Level	Notes

### CLUSTER HITS

Roll	2	3	4	5	6	7	9	10	12	15	20	30	40
2	1	1	1	1	2	2	3	3	4	5	6	10	12
3	1	1	2	2	2	3	3	4	5	6	10	12	12
4	1	1	2	2	3	3	4	4	5	6	9	12	18
5	1	2	2	3	3	4	5	6	8	9	12	18	24
6	1	2	2	3	4	4	5	6	8	9	12	18	24
7	1	2	3	3	4	4	5	6	8	9	12	18	24
8	2	2	3	3	4	4	5	6	8	9	12	18	24
9	2	2	3	4	5	6	7	8	10	12	16	24	32
10	2	3	3	4	5	6	7	8	10	12	16	24	32
11	2	3	4	5	6	7	9	10	12	15	20	30	40
12	2	3	4	5	6	7	9	10	12	15	20	30	40

\*Add +4 to pick table

### PHYSICAL ATTACKS

Punch	+0	Punch	1/10t
Kick	-2	Kick	1/5t
*Hatchet	-1	Std	1/5t
*Sword	-2	Std	1/10t
*Blade	-2	Std	1/10t



# BATTLETECH

## 'MECH RECORD SHEET

### MECH DATA

**Type:** Gladiator (Executioner) **D**  
**Movement Points:** **Tonnage:** 95  
**Walking:** 4 **Tech Base:** Clan  
**Running:** 6 (8) **3001**  
**Jumping:** 4 **F/X-E-E-A**

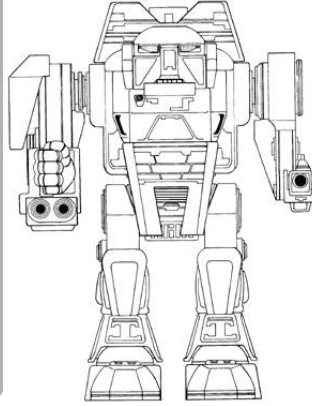
#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Small Pulse Laser	RT	2	3 [P, AI]	-	2	4	6
1	ER Small Laser	LT	2	5 [DE]	-	2	4	6
1	MASC	LT	-	-	-	-	-	-
1	Large Pulse Laser	RA	10	10 [P]	-	6	14	20
3	Medium Pulse Laser	RA	4	7 [P]	-	4	8	12
3	Small Pulse Laser	RA	2	3 [P, AI]	-	2	4	6
2	SRM-6	LA	4	2/m	-	3	6	9
<b>Ammunition Type</b>		<b>Rounds</b>						
SRM-6		45						

**Cost:** 35,238,369 C-Bills **BV:** 3.723 (Base: 2.698)  
**Weapon Heat (42)**  
**Dissipation (38)**

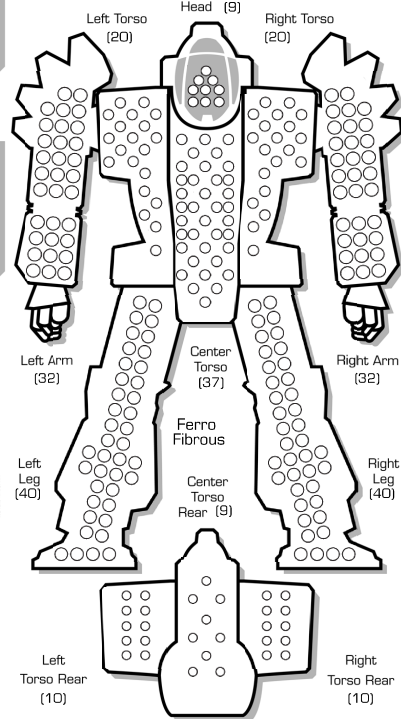
### WARRIOR DATA

**Name:** Alpha Star [School]  
**Gunnery Skill:** 3 **Piloting Skill:** 4  
**Hits Taken** 1 2 3 4 5 6  
**Consciousness#** 3 5 7 10 11 Dead



### ARMOR DIAGRAM

Armor Pts: 259



### HIT LOCATION CHART

Roll	Left	Fr/Bk	Right
2	LT (C)	CT (C)	RT (C)
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

### TO HIT MODIFIERS

Attacker...	
is Stationary	+0
Walked	+1
Ran	+2
Jumped	+3
Damage...	
Sensors	+2
Shoulder	+4
Arm Actuator (each)	+1
Target...	
Moved 0-2 hexes	+0
Moved 3-4 hexes	+1
Moved 5-6 hexes	+2
Moved 7-9 hexes	+3
Moved 10-17 hexes	+4
Moved 18-24 hexes	+5
Moved 25+ hexes	+6
Jumped (Additional)	+1
Partial Cover	+1
Prone	
Adjacent	-2
Not Adjacent	+1
Range	
Short	+0
Medium	+2
Long	+4

### CRITICAL HIT TABLE

#### Left Arm (CASE)

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Hand Actuator
- 5. SRM-6
- 6. SRM-6

#### 1-3

- 1. @SRM 6 (15)
- 2. @SRM 6 (15)
- 3. @SRM 6 (15)
- 4. Roll Again
- 5. Roll Again
- 6. Ferro-Fibrous

#### 4-6

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. XL Fusion Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro

#### 1-3

- 1. MASC
- 2. MASC
- 3. MASC
- 4. MASC
- 5. MASC
- 6. MASC

#### 4-6

- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. ER Small Laser
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

#### Left Torso

- 1. XL Fusion Engine
- 2. XL Fusion Engine

#### 1-3

- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Small Pulse Laser
- 4. Small Pulse Laser
- 5. Ferro-Fibrous
- 6. Ferro-Fibrous

#### 4-6

- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Small Pulse Laser
- 4. Small Pulse Laser
- 5. Ferro-Fibrous
- 6. Ferro-Fibrous

#### Right Torso

- 1. XL Fusion Engine
- 2. XL Fusion Engine

#### 1-3

- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Small Pulse Laser
- 4. Small Pulse Laser
- 5. Ferro-Fibrous
- 6. Ferro-Fibrous

#### 4-6

- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Small Pulse Laser
- 4. Small Pulse Laser
- 5. Ferro-Fibrous
- 6. Ferro-Fibrous

#### Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Large Pulse Laser
- 4. Large Pulse Laser
- 5. Medium Pulse Laser
- 6. Medium Pulse Laser

#### 1-3

- 1. Medium Pulse Laser
- 2. Small Pulse Laser
- 3. Small Pulse Laser
- 4. Small Pulse Laser
- 5. Roll Again
- 6. Ferro-Fibrous

#### 4-6

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. XL Fusion Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro

#### 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

#### Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Ferro-Fibrous
- 5. Sensors
- 6. Life Support

#### Center Torso

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. XL Fusion Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro

#### 1-3

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

#### 4-6

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

#### INTERNAL STRUCTURE DIAGRAM

Heat Scale  
**Overflow**

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

**Heat Data**

Heat Level*	Effects	Heat Sinks: 19 (38) Double
30	Shutdown	○○○○
28	Ammo Exp. avoid on 8+	○○○○
26	Shutdown, avoid on 10+	○○○○
25	-5 Movement Points	○○○○
24	+4 Modifier to Fire	○○○○
23	Ammo Exp. avoid on 6+	○○○○
22	Shutdown, avoid on 8+	○○○○
20	-4 Movement Points	○○○○
19	Ammo Exp. avoid on 4+	○○○○
18	Shutdown, avoid on 6+	○○○○
17	+3 Modifier to Fire	○○○○
15	-3 Movement Points	○○○○
14	Shutdown, avoid on 4+	○○○○
13	+2 Modifier to Fire	○○○○
10	-2 Movement Points	○○○○
8	+1 Modifier to Fire	○○○○
5	-1 Movement Points	○○○○

**CATALYST**  
 game labs

**Damage Transfer Diagram**

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### PUNCH CHART

Roll	Left	Fr/Bk	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 CHART

Roll	Left	Fr/Bk	Right
1-3	LL	LL	RL
4-6	LL	RL	RL

### PHYSICAL ATTACKS

Punch	+0	Punch	1/10t
Kick	-2	Kick	1/5t
*Hatchet	-1	Std	1/5t
*Sword	-2	Std	1/10t
*Blade	-2	Std	1/10t

\*Add +4 to pick table

Turn	Move	Hexes	Mod	Prev	Move	Weap	Other	Total	Sink	Level	Notes

### CLUSTER HITS

Roll	2	3	4	5	6	7	9	10	12	15	20	30	40
2	1	1	1	1	2	2	3	3	4	5	6	10	12
3	1	1	2	2	2	2	3	3	4	5	6	10	12
4	1	1	2	2	3	3	4	4	5	6	9	12	18
5	1	2	2	3	3	4	5	6	8	9	12	18	24
6	1	2	2	3	4	4	5	6	8	9	12	18	24
7	1	2	3	3	4	4	5	6	8	9	12	18	24
8	2	2	3	3	4	4	5	6	8	9	12	18	24
9	2	2	3	4	5	6	7	8	10	12	16	24	32
10	2	3	3	4	5	6	7	8	10	12	16	24	32
11	2	3	4	5	6	7	9	10	12	15	20	30	40
12	2	3	4	5	6	7	9	10	12	15	20	30	40

# BATTLETECH

## 'MECH RECORD SHEET

### MECH DATA

Type: Daishi (Dire Wolf) S

Movement Points: 100 Tonnage: 100  
 Walking: 3 Tech Base: Clan  
 Running: 5 3050  
 Jumping: 3 F/X-E-E-A

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	HD	4	7 [P]	-	4	8	12
1	Streak SRM-4	CT	3	2/m	-	4	8	12
[M, C/C2/4]								
2	Medium Pulse Laser	RT	4	7 [P]	-	4	8	12
1	Machine Gun	RT	0	2	-	1	2	3
[DB, AI]								
2	Medium Pulse Laser	LT	4	7 [P]	-	4	8	12
1	Streak SRM-4	LT	3	2/m	-	4	8	12
[M, C/C2/4]								
1	Machine Gun	LT	0	2	-	1	2	3
[DB, AI]								
1	LB 20-X AC	RA	6	20	-	4	8	12
[DB, C/S/F]								
1	Large Pulse Laser	LA	10	10 [P]	-	6	14	20
2	A-Pod	RL	0	-	-	-	-	-
[PD, OS/AI]								

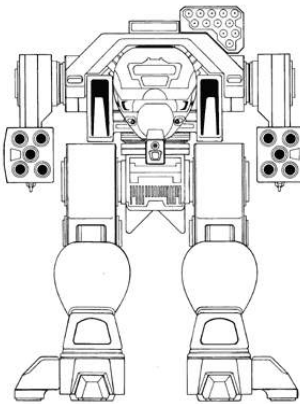
Ammunition Type	Rounds
LB 20-X (Slug)	10
LB 20-X (Cluster)	10
MG	200
Streak SRM-4	25

Cost: 28,970,000 C-Bills BV: 4.119 (Base: 2.985)  
 Weapon Heat (42) Dissipation (40)

### WARRIOR DATA

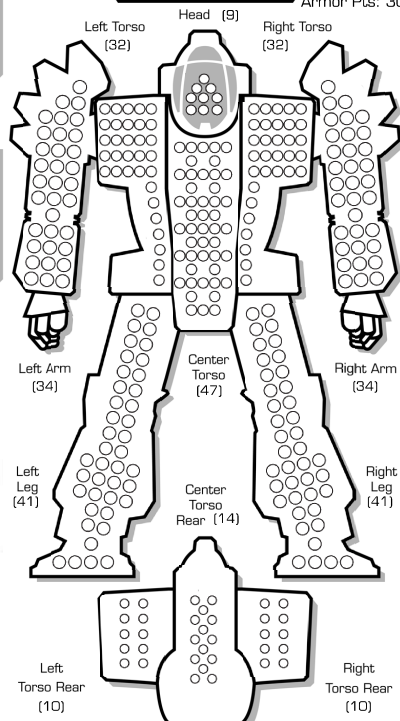
Name: Alpha Star [School]  
 Gunnery Skill: 3 Piloting Skill: 4

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



### ARMOR DIAGRAM

Armor Pts: 304



### HIT LOCATION CHART

Roll	Left	Fr/Bk	Right
2	LT (C)	CT (C)	RT (C)
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

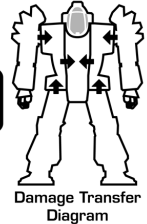
### TO HIT MODIFIERS

Attacker...	Modifier
is Stationary	+0
Walked	+1
Ran	+2
Jumped	+3
Damage...	
Sensors	+2
Shoulder	+4
Arm Actuator (each)	+1
Target...	
Moved 0-2 hexes	+0
Moved 3-4 hexes	+1
Moved 5-6 hexes	+2
Moved 7-9 hexes	+3
Moved 10-17 hexes	+4
Moved 18-24 hexes	+5
Moved 25+ hexes	+6
Jumped (Additional)	+1
Partial Cover	+1
Prone	
Adjacent	-2
Not Adjacent	+1
Range	
Short	+0
Medium	+2
Long	+4

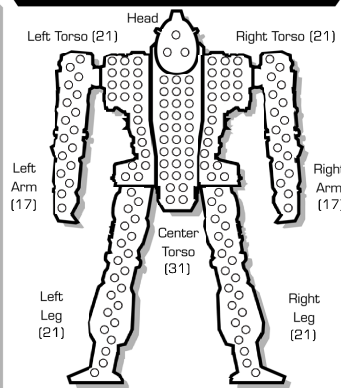
### CRITICAL HIT TABLE

Part	Hit Location	Effects
<b>Left Arm</b>	1. Shoulder	
	2. Upper Arm Actuator	
	3. *Double Heat Sink	
	4. *Double Heat Sink	
	5. *Double Heat Sink	
	6. *Double Heat Sink	
<b>Right Arm (CASE)</b>	1. Shoulder	
	2. Upper Arm Actuator	
	3. *LB 20-X AC	
	4. *LB 20-X AC	
	5. *LB 20-X AC	
	6. *LB 20-X AC	
<b>Center Torso</b>	1. *Double Heat Sink	
	2. *Double Heat Sink	
	3. *Double Heat Sink	
	4. *Double Heat Sink	
	5. *Large Pulse Laser	
	6. *Large Pulse Laser	
<b>Left Torso (CASE)</b>	1. XL Fusion Engine	
	2. XL Fusion Engine	
	3. *Double Heat Sink	
	4. *Double Heat Sink	
	5. *Double Heat Sink	
	6. *Double Heat Sink	
<b>Right Torso (CASE)</b>	1. XL Fusion Engine	
	2. XL Fusion Engine	
	3. *Double Heat Sink	
	4. *Double Heat Sink	
	5. Jump Jet	
	6. Medium Pulse Laser	
<b>Left Leg</b>	1. Hip	
	2. Upper Leg Actuator	
	3. Lower Leg Actuator	
	4. Foot Actuator	
	5. *Double Heat Sink	
	6. *Double Heat Sink	
<b>Right Leg</b>	1. Hip	
	2. Upper Leg Actuator	
	3. Lower Leg Actuator	
	4. Foot Actuator	
	5. A-Pod	
	6. A-Pod	

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



### INTERNAL STRUCTURE DIAGRAM



### Heat Scale

Heat Level	Effects
30*	Shutdown
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	

### HEAT DATA

Heat Level*	Effects	Heat Sinks: 20 (40) Double
30	Shutdown	○○○○
28	Ammo Exp. avoid on 8+	○○○○
26	Shutdown, avoid on 10+	○○○○
25	-5 Movement Points	○○○○
24	+4 Modifier to Fire	○○○○
23	Ammo Exp. avoid on 6+	○○○○
22	Shutdown, avoid on 8+	○○○○
20	-4 Movement Points	○○○○
19	Ammo Exp. avoid on 4+	○○○○
18	Shutdown, avoid on 6+	○○○○
17	+3 Modifier to Fire	○○○○
15	-3 Movement Points	○○○○
14	Shutdown, avoid on 4+	○○○○
13	+2 Modifier to Fire	○○○○
10	-2 Movement Points	○○○○
8	+1 Modifier to Fire	○○○○
5	-1 Movement Points	○○○○

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Turn	Move	Hexes	Mod	Prev	Move	Weap	Other	Total	Sink	Level	Notes

### CLUSTER HITS

Roll	2	3	4	5	6	7	9	10	12	15	20	30	40
2	1	1	1	1	2	2	3	3	4	5	6	10	12
3	1	1	2	2	2	2	3	3	4	5	6	10	12
4	1	1	2	2	3	3	4	4	5	6	9	12	18
5	1	2	2	3	3	4	5	6	8	9	12	18	24
6	1	2	2	3	4	4	5	6	8	9	12	18	24
7	1	2	3	3	4	4	5	6	8	9	12	18	24
8	2	2	3	3	4	4	5	6	8	9	12	18	24
9	2	2	3	4	5	6	7	8	10	12	16	24	32
10	2	3	3	4	5	6	7	8	10	12	16	24	32
11	2	3	4	5	6	7	9	10	12	15	20	30	40
12	2	3	4	5	6	7	9	10	12	15	20	30	40

\*Add +4 to pick table

# BATTLETECH

## 'MECH RECORD SHEET

### MECH DATA

Type: **Dasher (Fire Moth) K**

**Movement Points:** 20 **Tonnage:** 20  
**Walking:** 10 **Tech Base:** Clan  
**Running:** 15 (20) **3071**  
**Jumping:** 0 **F/X-EA**

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	MASC	CT	-	-	-	-	-	-
1	Heavy Medium Laser	RA	7	10 [DE]	-	3	6	9
1	MG Array (3 LMG)	RA	0	1 [T]	-	2	4	6
1	Heavy Medium Laser	LA	7	10 [DE]	-	3	6	9
1	MG Array (3 LMG)	LA	0	1 [T]	-	2	4	6
1	B-Pod	RL	0	-	-	-	-	-
1	B-Pod	LL	0	-	-	-	-	-
				[PD, OS/AI]				
				[PD, OS/AI]				
Ammunition Type		Rounds						
LMG (1/2)		100						

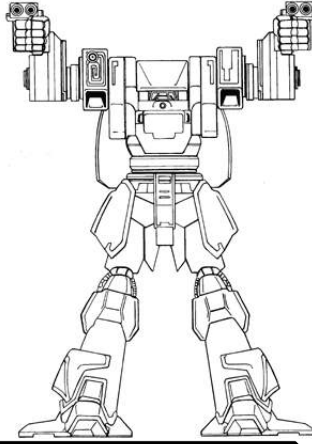
Cost: 3,959,050 C-Bills

BV: 1,224 (Base: 887)  
 Weapon Heat (14)  
 Dissipation (20)

### WARRIOR DATA

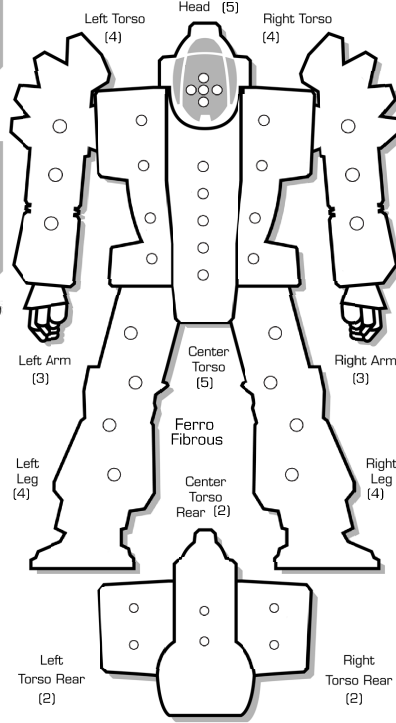
Name: **Beta Star [School]**  
**Gunnery Skill:** 3 **Piloting Skill:** 4

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



### ARMOR DIAGRAM

Armor Pts: 38



### HIT LOCATION CHART

Roll	Left	Fr/Bk	Right
2	LT (C)	CT (C)	RT (C)
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

### TO HIT MODIFIERS

Attacker...	
is Stationary	+0
Walked	+1
Ran	+2
Jumped	+3
Damage...	
Sensors	+2
Shoulder	+4
Arm Actuator (each)	+1
Target...	
Moved 0-2 hexes	+0
Moved 3-4 hexes	+1
Moved 5-6 hexes	+2
Moved 7-9 hexes	+3
Moved 10-17 hexes	+4
Moved 18-24 hexes	+5
Moved 25+ hexes	+6
Jumped (Additional)	+1
Partial Cover	+1
Prone	
Adjacent	-2
Not Adjacent	+1
Range	
Short	+0
Medium	+2
Long	+4

### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- Hand Actuator
  - Heavy Medium Laser
  - Heavy Medium Laser

- MG Array (3 LMG)
  - Light Machine Gun
  - Light Machine Gun
  - Light Machine Gun
  - Endo-Steel
  - Ferro-Fibrous
- 4-6

#### Left Torso (CASE)

- XL Fusion Engine
  - XL Fusion Engine
  - Double Heat Sink
  - Double Heat Sink
  - @LMG 1/2 (100)
  - Roll Again
- 1-3

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

#### Left Leg

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

#### Head

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

#### Center Torso

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

- Gyro
  - XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - MASC
  - Endo-Steel
- 4-6

#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Heavy Medium Laser
  - Heavy Medium Laser
- 1-3

- MG Array (3 LMG)
  - Light Machine Gun
  - Light Machine Gun
  - Light Machine Gun
  - Endo-Steel
  - Ferro-Fibrous
- 4-6

#### Right Torso

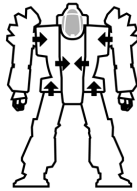
- XL Fusion Engine
  - XL Fusion Engine
  - Double Heat Sink
  - Double Heat Sink
  - Roll Again
  - Roll Again
- 1-3

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

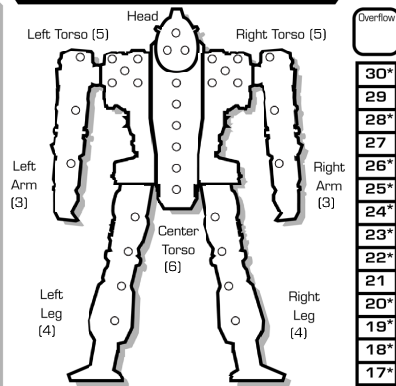
#### Right Leg

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

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	10 (20)
28	Ammo Exp. avoid on 8+	Double
26	Shutdown, avoid on 10+	
25	-5 Movement Points	
24	+4 Modifier to Fire	
23	Ammo Exp. avoid on 6+	
22	Shutdown, avoid on 8+	
20	-4 Movement Points	
19	Ammo Exp. avoid on 4+	
18	Shutdown, avoid on 6+	
17	+3 Modifier to Fire	
15	-3 Movement Points	
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

### Heat Scale

Overflow
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

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Turn	Move	Hexes	Mod	Prev	Move	Weap	Other	Total	Sink	Level	Notes

### CLUSTER HITS

Roll	2	3	4	5	6	7	9	10	12	15	20	30	40
2	1	1	1	1	2	2	3	3	4	5	6	10	12
3	1	1	2	2	2	2	3	3	4	5	6	10	12
4	1	1	2	2	3	3	4	4	5	6	9	12	18
5	1	2	2	3	3	4	5	6	8	9	12	18	24
6	1	2	2	3	4	4	5	6	8	9	12	18	24
7	1	2	3	3	4	4	5	6	8	9	12	18	24
8	2	2	3	3	4	4	5	6	8	9	12	18	24
9	2	2	3	4	5	6	7	8	10	12	16	24	32
10	2	3	3	4	5	6	7	8	10	12	16	24	32
11	2	3	4	5	6	7	9	10	12	15	20	30	40
12	2	3	4	5	6	7	9	10	12	15	20	30	40

\*Add +4 to pick table





# BATTLETECH™

## 'MECH RECORD SHEET

### MECH DATA

Type: Pack Hunter

Movement Points: 30  
 Tonnage: 30  
 Walking: 7 Tech Base: Clan  
 Running: 11 3059  
 Jumping: 7 F/XX-DA

### Weapons & Equipment Inventory (hexes)

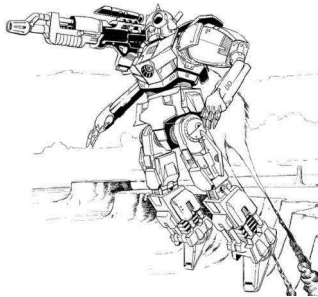
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RT	15	15 [DE]	-	7	14	23

Cost: 3,206,840 C-Bills BV: 1,889 (Base: 1,369)  
 Weapon Heat (15)  
 Dissipation (20)

### WARRIOR DATA

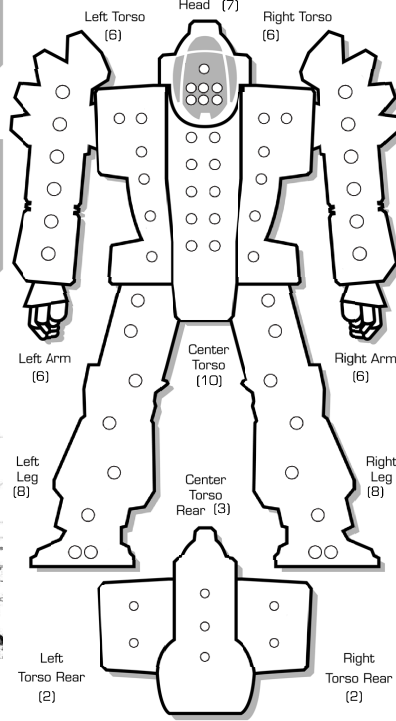
Name: Beta Star [School]  
 Gunnery Skill: 3 Piloting Skill: 4

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



### ARMOR DIAGRAM

Armor Pts: 64



### HIT LOCATION CHART

Roll	Left	Fr/Bk	Right
2	LT (C)	CT (C)	RT (C)
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

### TO HIT MODIFIERS

Attacker... is Stationary	+0
Walked	+1
Ran	+2
Jumped	+3
Damage... Sensors	+2
Shoulder	+4
Arm Actuator (each)	+1
Target... Moved 0-2 hexes	+0
Moved 3-4 hexes	+1
Moved 5-6 hexes	+2
Moved 7-9 hexes	+3
Moved 10-17 hexes	+4
Moved 18-24 hexes	+5
Moved 25+ hexes	+6
Jumped (Additional)	+1
Partial Cover	+1
Prone	
Adjacent	-2
Not Adjacent	+1
Range Short	+0
Medium	+2
Long	+4

### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3 Hand Actuator  
 5. Roll Again  
 6. Roll Again

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

#### Left Torso

- Double Heat Sink
  - Double Heat Sink
  - Jump Jet
  - Jump Jet
  - Jump Jet
  - Endo-Steel
- 1-3  
 4-6

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

#### Left Leg

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

#### Head

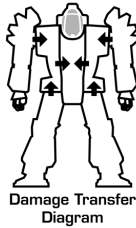
- Life Support
- Sensors
- Cockpit
- Endo-Steel
- Sensors
- Life Support

#### Center Torso

- Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3  
 4-6

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

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



#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Roll Again
  - Roll Again
- 1-3  
 4-6

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

#### Right Torso

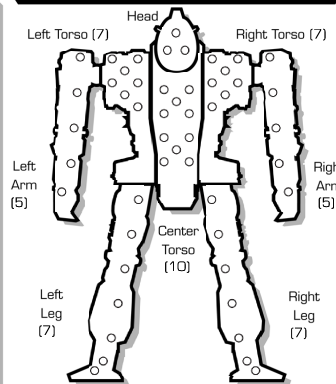
- Double Heat Sink
  - Double Heat Sink
  - Jump Jet
  - Jump Jet
  - Jump Jet
  - ER PPC
- 1-3  
 4-6

- ER PPC
- Endo-Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	10 (20) Double
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	-5 Movement Points	
24	+4 Modifier to Fire	
23	Ammo Exp. avoid on 6+	
22	Shutdown, avoid on 8+	
20	-4 Movement Points	
19	Ammo Exp. avoid on 4+	
18	Shutdown, avoid on 6+	
17	+3 Modifier to Fire	
15	-3 Movement Points	
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

### Heat Scale

Overflow
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

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Turn	Move	Hexes	Mod	Prev	Move	Weap	Other	Total	Sink	Level	Notes

### CLUSTER HITS

Roll	2	3	4	5	6	7	9	10	12	15	20	30	40
2	1	1	1	1	2	2	3	3	4	5	6	10	12
3	1	1	2	2	2	2	3	3	4	5	6	10	12
4	1	1	2	2	3	3	4	4	5	6	9	12	18
5	1	2	2	3	3	4	5	6	8	9	12	18	24
6	1	2	2	3	4	4	5	6	8	9	12	18	24
7	1	2	3	3	4	4	5	6	8	9	12	18	24
8	2	2	3	3	4	4	5	6	8	9	12	18	24
9	2	2	3	4	5	6	7	8	10	12	16	24	32
10	2	3	3	4	5	6	7	8	10	12	16	24	32
11	2	3	4	5	6	7	9	10	12	15	20	30	40
12	2	3	4	5	6	7	9	10	12	15	20	30	40

\*Add +4 to pick table

### PHYSICAL ATTACKS

Punch	+0	Punch	1/10t
Kick	-2	Kick	1/5t
*Hatchet	-1	Std	1/5t
*Sword	-2	Std	1/10t
*Blade	-2	Std	1/10t

# BATTLETECH

## 'MECH RECORD SHEET

### MECH DATA

Type: **Predator**

**Movement Points:**      **Tonnage:** 60  
**Walking:** 5                      **Tech Base:** Clan  
**Running:** 8                      3060  
**Jumping:** 0                      F/X-X-D-A

### Weapons & Equipment Inventory (hexes)

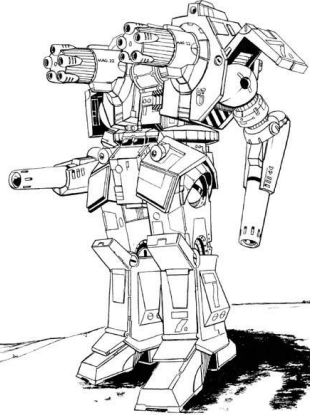
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	RT	2	10	-	6	12	18
				[DB, C/S/F]				
1	LB 10-X AC	LT	2	10	-	6	12	18
				[DB, C/S/F]				
1	ER Medium Laser	RA	5	7 [DE]	-	5	10	15
1	ER Medium Laser	LA	5	7 [DE]	-	5	10	15
1	ER Small Laser	RL	2	5 [DE]	-	2	4	6
1	ER Small Laser	LL	2	5 [DE]	-	2	4	6
Ammunition Type		Rounds						
	LB 10-X (Slug)							20
	LB 10-X (Cluster)							20

**Cost:** 12,050,400 C-Bills      **BV:** 2,421 (Base: 1,754)  
 Weapon Heat: [18]  
 Dissipation [20]

### WARRIOR DATA

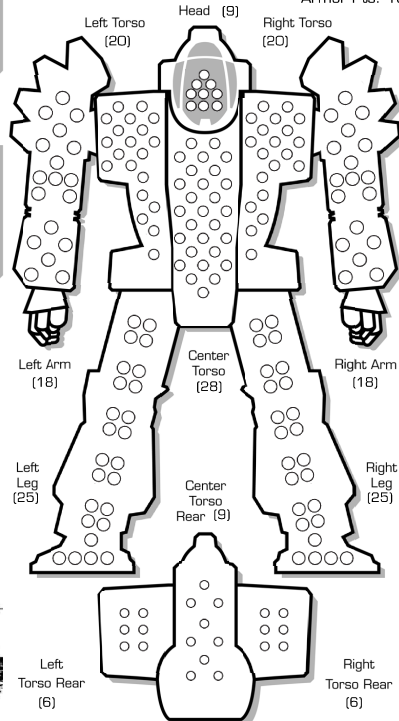
Name: Beta Star [School]  
 Gunnery Skill: 3      Piloting Skill: 4

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



### ARMOR DIAGRAM

Armor Pts: 184



### HIT LOCATION CHART

Roll	Left	Fr/Bk	Right
2	LT (C)	CT (C)	RT (C)
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

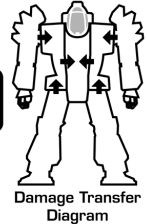
### TO HIT MODIFIERS

Attacker...	
is Stationary	+0
Walked	+1
Ran	+2
Jumped	+3
Damage...	
Sensors	+2
Shoulder	+4
Arm Actuator (each)	+1
Target...	
Moved 0-2 hexes	+0
Moved 3-4 hexes	+1
Moved 5-6 hexes	+2
Moved 7-9 hexes	+3
Moved 10-17 hexes	+4
Moved 18-24 hexes	+5
Moved 25+ hexes	+6
Jumped (Additional)	+1
Partial Cover	+1
Prone	
Adjacent	-2
Not Adjacent	+1
Range	
Short	+0
Medium	+2
Long	+4

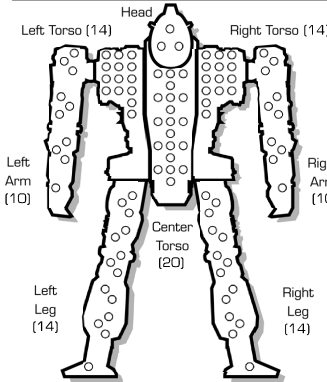
### CRITICAL HIT TABLE

Location	Roll	Result
<b>Left Arm</b>	1	Shoulder
	2	Upper Arm Actuator
	3	Lower Arm Actuator
	4-6	ER Medium Laser
	5	Roll Again
	6	Roll Again
<b>Center Torso</b>	1	Roll Again
	2	Roll Again
	3	Roll Again
	4-6	Roll Again
	5	Roll Again
	6	Roll Again
<b>Right Arm</b>	1	Shoulder
	2	Upper Arm Actuator
	3	Lower Arm Actuator
	4-6	ER Medium Laser
	5	Roll Again
	6	Roll Again
<b>Left Torso (CASE)</b>	1	XL Fusion Engine
	2	XL Fusion Engine
	3	XL Fusion Engine
	4-6	Roll Again
	5	Roll Again
	6	Roll Again
<b>Right Torso (CASE)</b>	1	XL Fusion Engine
	2	XL Fusion Engine
	3	XL Fusion Engine
	4-6	Roll Again
	5	Roll Again
	6	Roll Again
<b>Left Leg</b>	1	Hip
	2	Upper Leg Actuator
	3	Lower Leg Actuator
	4	Foot Actuator
	5	ER Small Laser
	6	Roll Again
<b>Right Leg</b>	1	Hip
	2	Upper Leg Actuator
	3	Lower Leg Actuator
	4	Foot Actuator
	5	ER Small Laser
	6	Roll Again

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



### INTERNAL STRUCTURE DIAGRAM



### Heat Scale

Heat Level	Effects
30*	Shutdown
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	

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8	2	2	3	3	4	4	5	6	8	9	12	18	24
9	2	2	3	4	5	6	7	8	10	12	16	24	32
10	2	3	3	4	5	6	7	8	10	12	16	24	32
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12	2	3	4	5	6	7	9	10	12	15	20	30	40

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